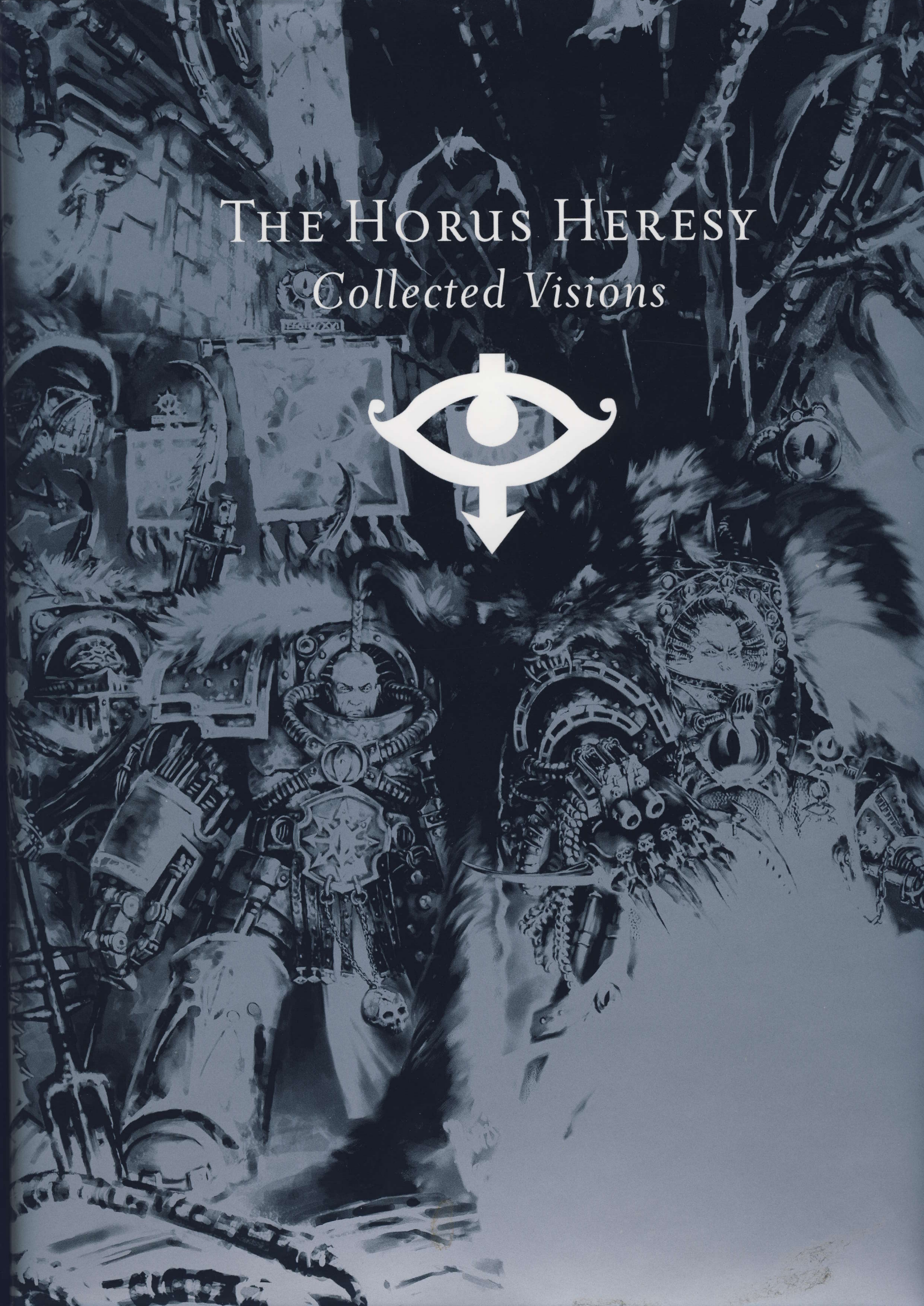

The Horus Heresy

Collected Visions

It was a dark time in the history of the Imperium when the seeds of treachery and betrayal sown by the forces of Chaos turned the once loyal Warmaster, Horus, against the Emperor of Mankind. The conflict between these two titans rocked the very foundations of the Imperium and turned brother against brother in a brutal internal war that came to be known as the Horus Heresy.

Collected for the first time is the entire Horus Heresy art and background book series, which incorporates all four volumes, plus new fiction from Graham McNeill. With text by Alan Merrett, an instrumental figure in the development of the Horus Heresy and Warhammer 40,000 background, and accompanied by a wonderous array of heroic images from Sabertooth's fantastic collectible card game, it is a tremendous testament to the great work of all those associated with Sabertooth, Games Workshop and the Black Library.

A BLACK LIBRARY PRODUCT

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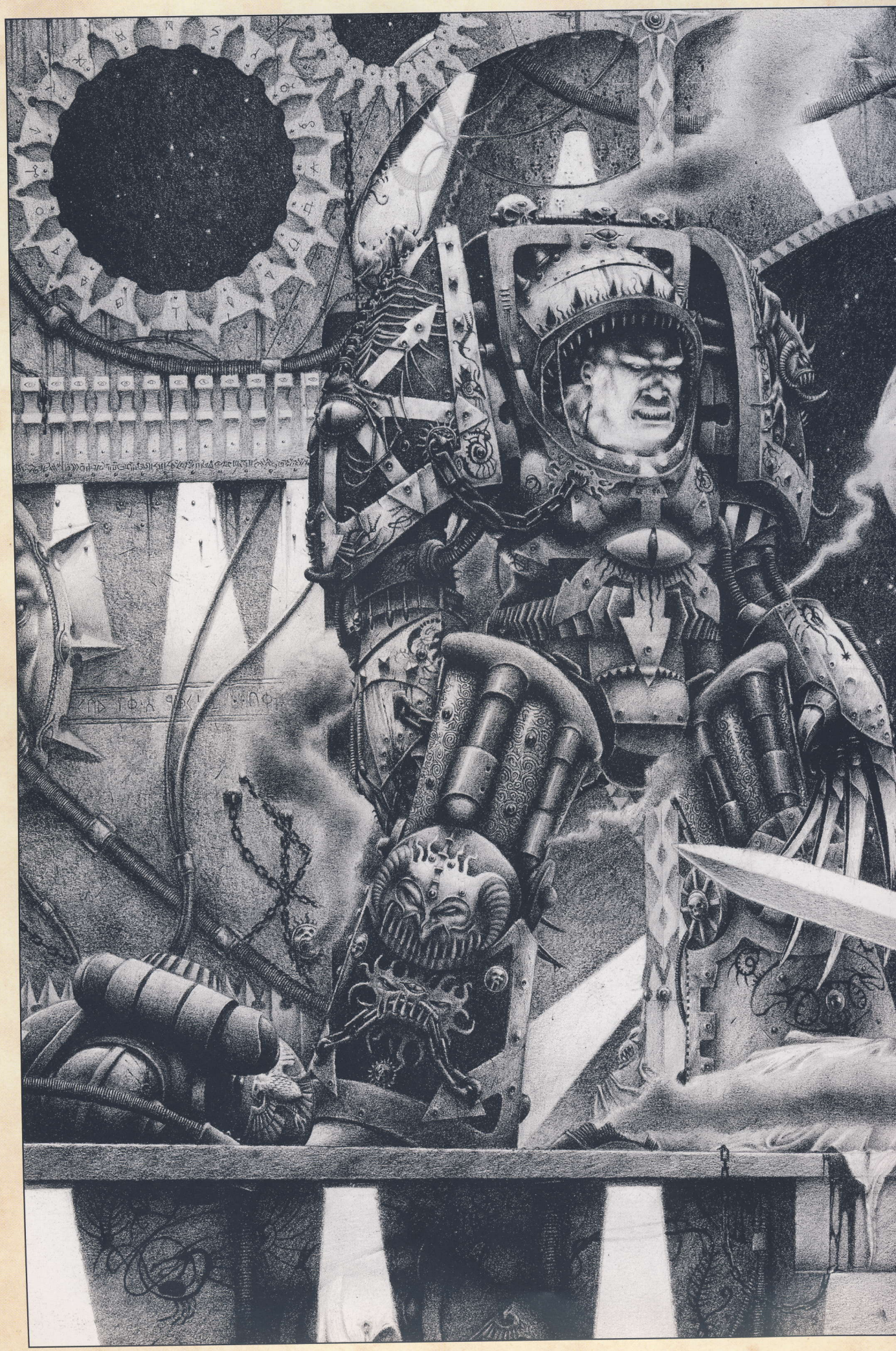
CAN $69

The Horus Heresy

Collected Visions



ICONIC IMAGES OF THE IMPERIUM,
BETRAYAL AND WAR





The Horus Heresy • Adrian Smith

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The Horus Heresy

Vol. I: Visions of War



Iconic images of the Imperium, betrayal and war.

It is an age of conquest, the birthing of the Imperium. A time of heroism and a time of treachery…

Humanity rules the stars. The Emperor's Space Marine Legions have conquered the galaxy in his name, ridding the human worlds of their alien oppressors. At their forefront stride the Primarchs. Scions of the Emperor they are like unto gods. Nothing can stand in their way and a new age of triumph beckons for Mankind.

But these are also dangerous times and the fragile new Imperium is about to face its sternest trial. This new threat does not come from alien races but comes from within the ranks of the Primarchs themselves. The Warmaster Horus, his power second only to the Emperor, is about to commit the most heinous treachery. Horus desires ultimate power and will destroy the Emperor to gain it!

Humanity's greatest champion has become its greatest enemy…

Preface

The story of the Horus Heresy had its origins in a small piece of text presented in the very first Warhammer 40,000 miniatures gaming supplement that Games Workshop published, a long out-of-print book entitled *Chapter Approved – The Book of the Astronomican*. Published in early 1988 this small snippet of text gave a glimpse of what was to follow:

'The Horus Heresy is reckoned by many to rate as the greatest single disaster ever suffered by the Imperium. The specific details of the heresy are known only to the Emperor, but its broader history is the stuff of popular legend. According to one version of the tale, Horus was once the most trusted servant of the Emperor. But in his heart there dwelt a hidden evil, and he became seduced by this evil, and came to nurture demons and other forces of destruction. Horus marched upon Earth with a third part of the hosts of the Imperium which he had seduced to his purpose. For seven days and seven nights the hosts battled until the Emperor caught Horus by the heel and cast him to the Eye of Terror and with him the third part of the hosts of the Imperium.'

Later that same year Games Workshop published the miniatures game *Adeptus Titanicus* and the seminal Warhammer/Warhammer 40,000 supplement *Realm of Chaos – Slaves to Darkness*. Both of these featured expanded histories and background information about the Heresy, firmly establishing it as the most important and evocative story of the Warhammer 40,000 mythos. Since then the legend has been embellished, added to and utilised as a wellspring of ideas for the Warhammer 40,000 game and its related products, as Games Workshop has continued its exploration of the grim darkness of the far future. The Horus Heresy has acquired legendary status amongst enthusiasts of the Warhammer 40,000 universe, but the full story has never before been collected together as a single narrative.

This brings us to the present day and the publication of a collectible card game based on the Horus Heresy by Sabertooth Games. This exciting new presentation of the famous story provided fans with a wealth of new information and imagery about the Heresy. Collectible card games feature hundreds, if not thousands, of illustrated cards. This book presents some of those illustrations as well as supporting texts and a selection of awesome conceptual pieces by the great John Blanche.

Alan Merrett 2004

Timeline

Millennia	Age	Notes
1-15	Age of Terra	Humanity dominates Earth. Civilisations come and go. The Solar System is colonised. Mankind lives on Mars and the moons of Jupiter, Saturn and Neptune.
15-18	Age of Technology	Mankind begins to colonise the stars using sub-light spacecraft. At first only nearby systems can be reached and the colonies established on them must survive as independent states since they are separated from Earth by up to ten generations of travel.
18-22	Age of Technology	Invention of the warp-drive accelerates the colonising of the galaxy. Federations and Empires are founded. First aliens encountered and first Alien Wars are fought. First human psykers scientifically proved to exist. Psykers begin to appear throughout human worlds.
22-25	Age of Technology	First Navigators are born allowing human spaceships to make even longer, quicker warp-jumps. Mankind enters a golden age of enlightenment as scientific and technological progress accelerates. Human worlds unite and non-aggression pacts are secured with dozens of alien races.
25-26	Age of Strife	Terrible warp-storms interrupt interstellar travel. Sporadic at first, the storms eventually prevent any warp-jumps being made. The incidence of human mutation increases rapidly. Mankind enters a dark period of anarchy and despair.
26-30	Age of Strife	Human worlds ripped apart by civil wars, revolts, alien predation and invasion. Human pyskers and other mutants dominate some worlds and these rapidly fall prey to warp-creatures. Humanity is on the brink of destruction.
30-present	Age of Imperium	Earth is conquered by the Emperor and enters an alliance with the Mechanicum of Mars. Finally the warp-storms abate and interstellar travel is possible again. The Emperor builds the Astronomican and creates the Space Marine Legions. Human worlds reunited by the Emperor in a Great Crusade that lasts for two hundred years.







The Horus Heresy • Adrian Smith

The Horus Heresy

It is a time of legend.

Mighty heroes battle for the right to rule the galaxy.

The vast armies of the Emperor of Earth have conquered the galaxy in a Great Crusade – the myriad alien races have been smashed by the Emperor's elite warriors and have retreated to their lairs to lick their wounds.

The dawn of a new age of supremacy for humanity beckons.

Gleaming citadels of marble and gold celebrate the many victories of the Emperor. Triumphs are raised on a million worlds to record the epic deeds of his most powerful and deadly warriors.

First and foremost amongst these are the Primarchs. These superheroes have led the Emperor's armies of Space Marines in victory after victory. They are unstoppable and magnificent, the pinnacle of the Emperor's genetic experimentation. The Space Marines are the mightiest human warriors the galaxy has ever known. Each one is capable of besting a hundred normal men in combat. They are legion!

Organised into vast armies of tens of thousands called Legions, the Space Marines and their Primarch leaders now rule the galaxy in the name of the Emperor.

Chief amongst the Primarchs is Horus, the first and strongest and to the Emperor like a son. He is the Warmaster, the commander-in-chief of all the Emperor's military might, the subjugator of a thousand thousand worlds and conqueror of the galaxy. He is without peer as a warrior, save by maybe the Emperor himself. His star is bright and his troops are devoted to him. But their trust is about to be shattered!

Unbeknowest to his troops or the Emperor, Horus has been corrupted by the secret powers of the warp. Chaos has whispered in his ear and Horus has listened to its guile and wickedness. Why should Horus do as the Emperor bids? Was he not the one who led the Space Marine Legions to countless victories? Does he not bear the scars of a thousand battles? Was the Emperor there to shed a tear as brave Space Marines died horrible deaths at the hands of their alien foes? No, it was Horus who fought and bled and cried! Horus who planned the wars and the victories. Horus who has earned the loyalty of the Space Marines. Horus who should be acclaimed Emperor of mankind!

The Emperor sits on his throne on Earth and dreams of the future. He has single-handedly created the most awesome military force ever known. His genius mapped the genes and artifice of the Primarchs and their Space Marine progeny. His brilliant mind conceived the Grand Plan: the marrying of the great Empires of Earth and Mars and their Great Crusade to rescue mankind from the thrall of aliens and warpbeasts. It was the Emperor who unlocked the potential of the Navigators and enabled humanity to travel vast distances through the warp without peril. But his work is not finished and now he dreams his dreams and his vast intellect calculates the destiny of mankind. Time is against him. His precognitive powers are fading; the pressure to maintain the galaxy-wide signal of the Astronomican grows daily; the future has become clouded and dark. He is aware that others like him are aborning, but weaker than he, less able to fend off the seductive embrace of the Warp and the unknown horrors within.

It is to these emerging psykers that the Emperor has focussed his attention. Now is the time for him to order the fabrication of the Psy-Engines and Occullum Test Stations; the devices that will search out the latent psyker genes within the populace. Emerging and latent psykers can thence be trained and purified, protected from the dangers of the warp and the malignant entities therein. Mankind's destiny is a fragile thing and only the Emperor can guide it well and safely forward.

The Emperor's great armies have served their purpose. Now is the time for the Legions to be disbanded and the Space Marines set to other tasks guarding the worlds of humanity and policing the new regimes. The warrior lords that are the Primarchs are to become the rulers of worlds and administrators of the Grand Plan.

Horus seeks vengeance! He wants to rid the galaxy of mankind's alien foes utterly. Not a single alien should remain alive to threaten humanity. The Legions must hunt them down and eradicate them all! The glorious armies of the Imperium should not be forced to put down their guns and swords. They must not be emasculated and converted into mere policemen and gatekeepers! The Daemon argues a clever and compelling case in Horus's ear and the Emperor should beware the serpent!

The Age of Strife

This terrible period of history lasted for over five thousand years. During this time the worlds of man were isolated by searing warp storms that made interstellar travel virtually impossible. Earth was totally cut off from its colonies and allies. Across the galaxy the human worlds fell into anarchy and war. Human civilisation was torn apart as local factions and empires fought for control.

As human civilisation fragmented, hundreds of alien races seized their chance to plunder unprotected worlds and enslave their populations. Planets were sacked and their peoples slaughtered. Those that survived the alien onslaught rapidly reverted to barbarism. Worse still was the threat from the warp.

The existence of warp creatures and the dangers they posed to the human mind were not fully understood. On worlds with large concentrations of psykers these creatures were able to breach the barrier between the immaterium and true space. Entire worlds fell prey to the indescribable horrors that burst forth. Some worlds were devoured whole and have been permanently lost in the warp.

Humanity was on the brink of annihilation. Alone and beset by internal strife, under incessant attack by aliens and facing the peril of warp incursions, the human worlds that survived were pitiable shadows of what they had onc been. It would take a superhuman effort to save humanity and free it from it hellish bondage.

During the Age of Strife the Earth was in a terrible state. Generations o war made the planet a virtual wasteland and the inhabitants a mass of degen erate, feral nomads. Insane prophets and religious demagogues led th warring tribes of Earth and the world was wracked by one religious war afte another. Earth was isolated from its former Empire in the Stars. Only Mar was still in intermittent contact and the arcane tech-priests of Mars were deadly foes of the mad rabbles of old Terra.

From out of this doom a powerful leader emerged. He was the Emperor and his power lay in his rationality and foresight. Few suspected him o being the mutant he was. The Emperor conquered great swathes of the Earth and instituted many social changes. Out went fear and blind faith, in came practicality and rationality. The Emperor started to experiment with genetics to stabilise the population and to recreate the race of mankind as it was before the radiation storms. The Emperor formed his War Council, comprised of his most able generals and a number of high-ranking administrators who hailed him as divine.

Trajanar • Custodian Guard Bike Squad • Hugh Jamieson





Frost Lynx Seeker Squad • Sisters of Silence • David Hudnut

Sisters of Silence

We are Mute but not without Power,

We are Silent but not without Resolve,

We are Untouchable but not without Courage,

We are Sisters and have but one Father,

We are Seekers and we shall find our Prey,

We are Warriors and woe to those we Oppose,

The Emperor's Mark is on our brow,

All who deal with the Warp must beware,

His Judgement and Vengeance is ours to deliver!

White Tigers Prosecuter Squad • Sisters of Silence • Dan Wheaton



The Great Crusade

From the ashes of the Age of Strife there arose a mighty leader, the man who would be known only as the Emperor. His origins are unrecorded and unknown but it was on Earth that he started to forge an empire that would unite the myriad worlds of humanity. The Emperor quickly conquered the Earth and reunited the warring factions.

From the outset the Emperor employed the genetically modified warriors who were to become the Space Marines. These superhuman troops dominated the War of Unification, easily defeating all their Terran opponents and forcing the tech-priests of Mars to sue for peace. They fought with righteous zeal and it was they who first referred to their mission as a crusade.

Just as the conquest of Earth was complete a mighty cosmic event occurred. A massive shock blasted across the warp clearing the warp-storms that had raged for five thousand years. The Emperor's armies were able to take to the stars and the Great Crusade had begun.

The Solar System was the first region of space to be conquered by the Emperor and his Space Marine Legions. Alien invaders were flushed from the moons of Saturn and Jupiter and their wretched enslaved human inhabitants repatriated to Earth.

Mars had evolved a strong culture based around worship of the Machine God and were devoted to the study and construction of engines and machinery of all types. The Mechanicum of Mars, a parliament of technocrats, ruled this powerful world. The Emperor did not attack Mars but instead struck an alliance with the Mechanicum.

Access to the giant factories of Mars enabled the Emperor to vastly increase the power of his Legions with improved wargear. In addition the tech-priests of Mars supplied the vast warp-engined battleships that could transport the Emperor's Legions across the galaxy and the mighty war machines known as Titans.

So it was that the Emperor led his Legions of Space Marines on a great mission to free humanity from the aliens and warp creatures that had nearly destroyed it. World after world was reconquered. Alien oppressors were routed or annihilated in a series of epic wars. Worlds infected with warp creatures were cleansed with powerful virus bombs and Vortex missiles in apocalyptic orbital barrages.

During the Great Crusade the Space Marine Legions were reunited with their Primarchs. The planets on which the Primarchs had been raised and now dominated became the Legions' Homeworlds and they established permanent bases on them. From these new bases the Legions could launch assaults on almost any enemy.

The power of the Imperium was at its zenith. Nothing could stand in the way of the Emperor and his mighty army.



Charmosian • Emperor's Children Chaplain • Mark Gibbons

Cyrius Heavy Support Squad • Emperor's Children • Chris Trevas




Space Marine
CAPTAIN SPACE MARINE LEGION'S - CRUSADE & THUNDER ARMOUR COMBINED - JOHN BLANCHE ©T.S.
ANATOMY BASED ON A J.G. SKETCH


Constantin Valdor of the Custodian Guard


Dreadnought of the Custodian Guard


ELDGRIM
LONG FANG SQUAD
Space Wolves • Infantry
T (3+): Any other card gets +1 armor. Only playable while this unit is charging.


CLEANSE AND BURN
R (4+): After you lock a unit to shoot with it, that unit gets +1 speed.
Strategy

Before the grim darkness of the 41st millennium there was a golden age when the Emperor of Mankind walked amongst men and his Space Marine Legions brought glory to the Imperium.

But the forces of Chaos have begun to stir and Humanity's greatest champion has become its greatest enemy. The Warmaster Horus desires ultimate power and he will bring about the destruction of the Emperor to take it.



HORUS HERESY

THE GREAT CRUSADE I

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RH 4/55 ©2003 GW Ltd

The War Council

The Great Crusade was a mammoth operation involving millions of troops and thousands of ships. Imperial armies fought campaigns across the broad sweep of the galaxy. Tens of thousands of human worlds needed to be saved.

The Imperial military of this time comprised the entire force of Space Marine Legions, hundreds of auxillary regiments drawn from the freshly reconquered worlds, gigantic war machines supplied by the Mechanicum and their Forge Worlds, foremost amongst these the mighty Titans of the Collegia Titanica, and a host of other smaller organisations and armed formations. The most significant of the smaller formations were the Custodian Guard, the Emperor's Bodyguard.

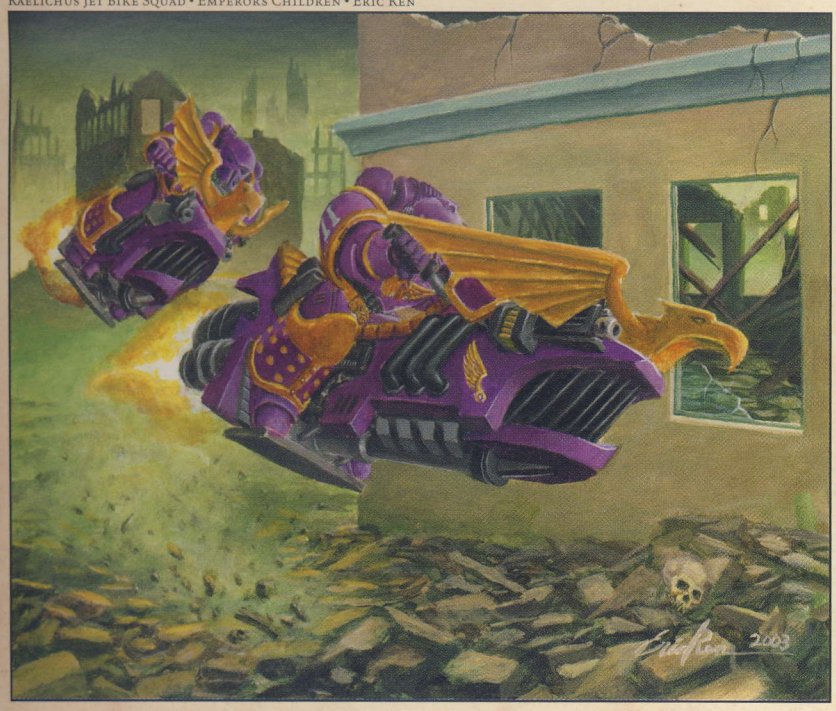
All of these were supported by a bewildering array of battleships, dropships and troop transports variously commanded by the Space Marine Legions, the Mechanicum and the other Imperial Commanders and leaders.

To manage the execution of the Great Crusade the Emperor convened the War Council. This effectively became the ruling body of the Imperium during the Great Crusade and through it the Emperor's law was brought to hundreds of thousands of human worlds.

The Emperor sat at the head of Council; at his right hand was Malcador. Each of the Primarchs had a seat on the Council, as did the chief custodian. When the Emperor made his alliance with Mars the fabricator-general of the Mechanicum was offered a seat. Supporting the Council was a team of astropaths who provided communication between the members since it became increasingly impractical for the group to physically assemble given the size of the growing Imperium and the inherent difficulties of travel through the warp.



Bellarius Tactical Squad • Ultramarines • David Hudnut



Raelichus Jet Bike Squad • Emperor's Children • Eric Ren



Malcador the Sigillite • First Lord of Terra • John Gravato

Malcador the Sigillite

During the conquest of Earth the Emperor gathered about him trusted lieutenants and gave to them tasks and duties befitting men of status. Most of these servants were drawn from the ranks of his bodyguard and Space Marine Legions.

Malcador was an exception. He was not a warrior but a man of learning with the bearing of a priest. From the early years of the Battle of Unification he was ever-present at the Emperor's side. His origins were unknown to all save perhaps the Emperor. He wore the hooded robes of a simple Terran administrator.

Malcador was appointed to run the Emperor's Palace and through it he managed the administration of newly conquered Terra. As the Crusade progressed Malcador's power and influence grew as he became overseer of the Imperial Tithe and chief of the Imperial Adminstration.

Blessed with unnaturally long life there were many rumours about the true nature of this enigmatic figure. Some say he was a psyker, the first to have undergone the soul-binding ritual. Other rumours say that he was distantly related to the Emperor.







Space Marine Standard Bearer, Great Crusade • John Blanche Horus Heresy Sketchboo

Origin of the Space Marines

Legiones Astartes

Research and development leading to the creation of the Space Marines began during the Age of Strife whilst Earth was isolated from the rest of the galaxy. The Emperor gathered about him a team of master scientists and constructed a secret genetics laboratory in the vast dungeons of his Terran fortress.

Within these dark vaults the first super-warriors were created. The Emperor hand-picked men from his personal bodyguard and then subjected them to surgical and psychological modification. These warriors were not only immensely strong but also had bred into them incredible willpower. With rigorous training and appropriate mental conditioning they became an unstoppable force whose loyalty to the Emperor was unflinching.

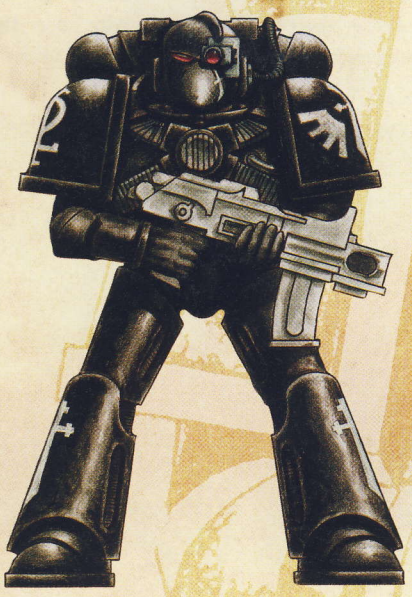
The early Space Marines were organised into regiments, each comprising of no more than a few hundred warriors. The Emperor named each one of the twenty regiments. These names became synonymous with the power of the Emperor and struck fear into the hearts of their foes. These super-warriors comprised the Emperor's army and with it he conquered the Earth and subjugated the myriad warring factions to his will. For the first time in unrecorded millennia the Earth was united under the rule of one man. As time went on the numbers of Space Marines quickly increased as the Emperor recruited men from amongst the newly conquered tribes of Earth. By the time Earth was totally under the Emperor's control each of the Legions could muster several thousand warriors.

Bjorn • Wolfguard Champion • Adrian Smith



Legiones Astartes

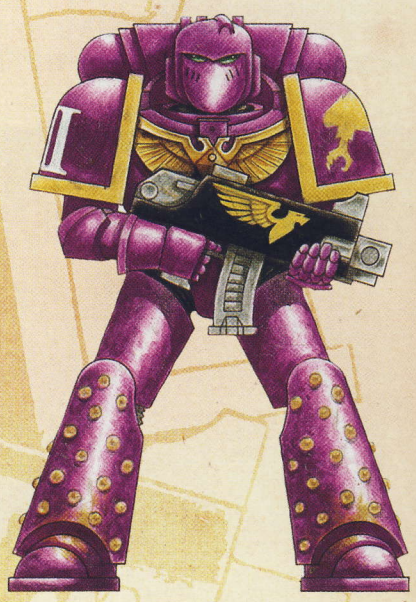
The Space Marine Legions and their Primarchs



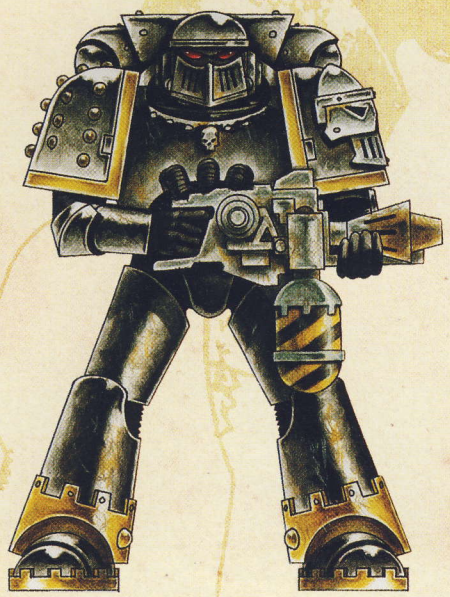
I. Dark Angels (The First)
Primarch: Lion El'Jonson



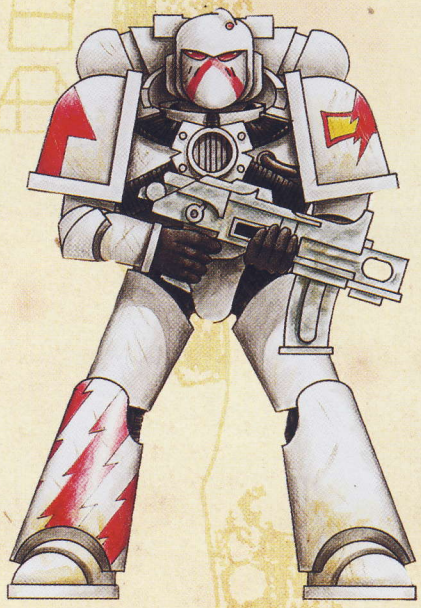
II. (Expunged)
Primarch: Unknown



III. Emperor's Children
Primarch: Fulgrim



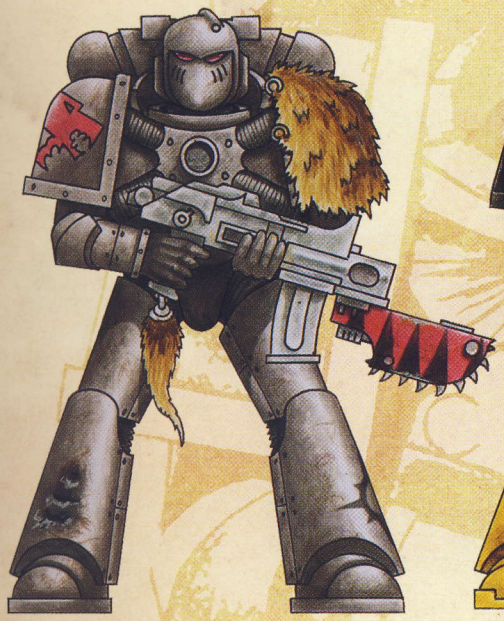
IV. Iron Warriors
Primarch: Perturabo



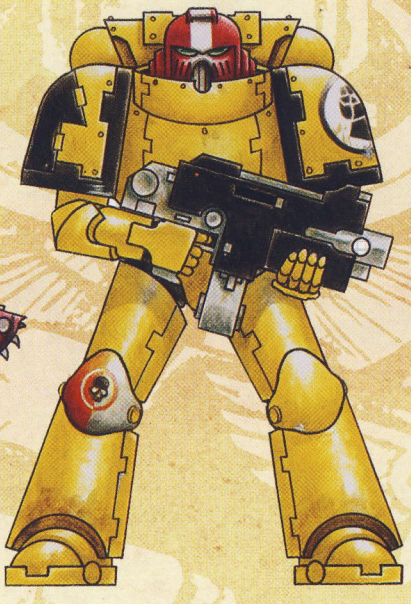
V. White Scars
Primarch: Jaghatai Khan

Legiones Astartes

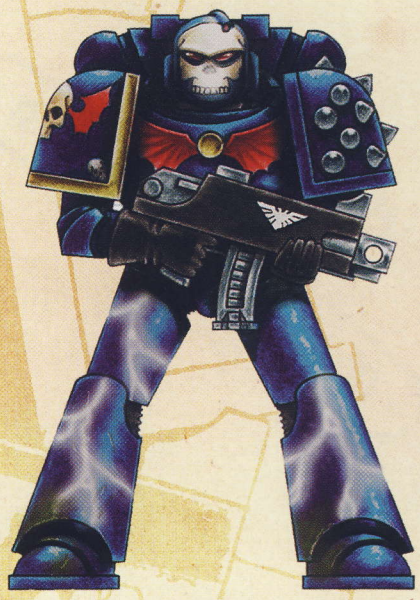
The Space Marine Legions and their Primarchs



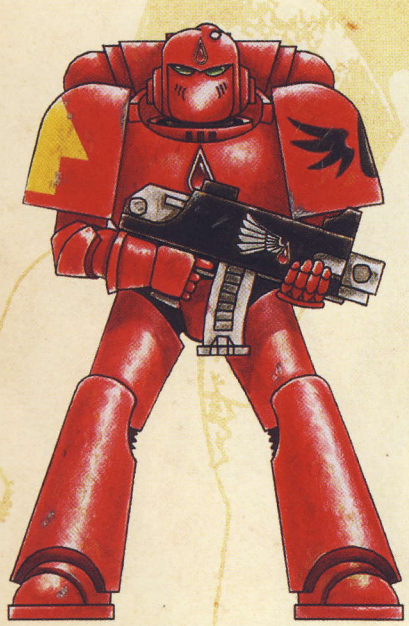
VI. Space Wolves
Primarch: Leman Russ



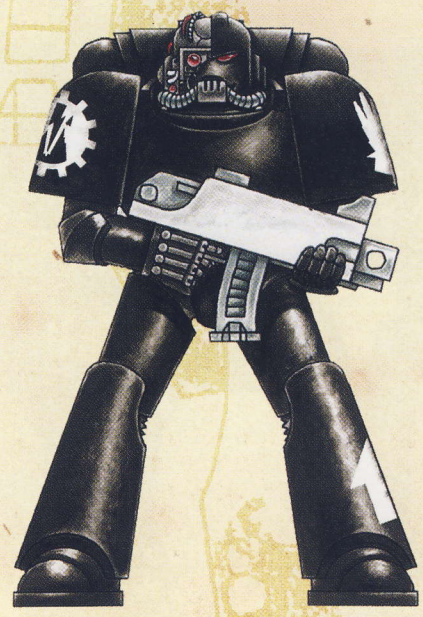
VII. Imperial Fists
Primarch: Rogal Dorn



VIII. Night Lords
Primarch: Konrad Curze (Night Haunter)



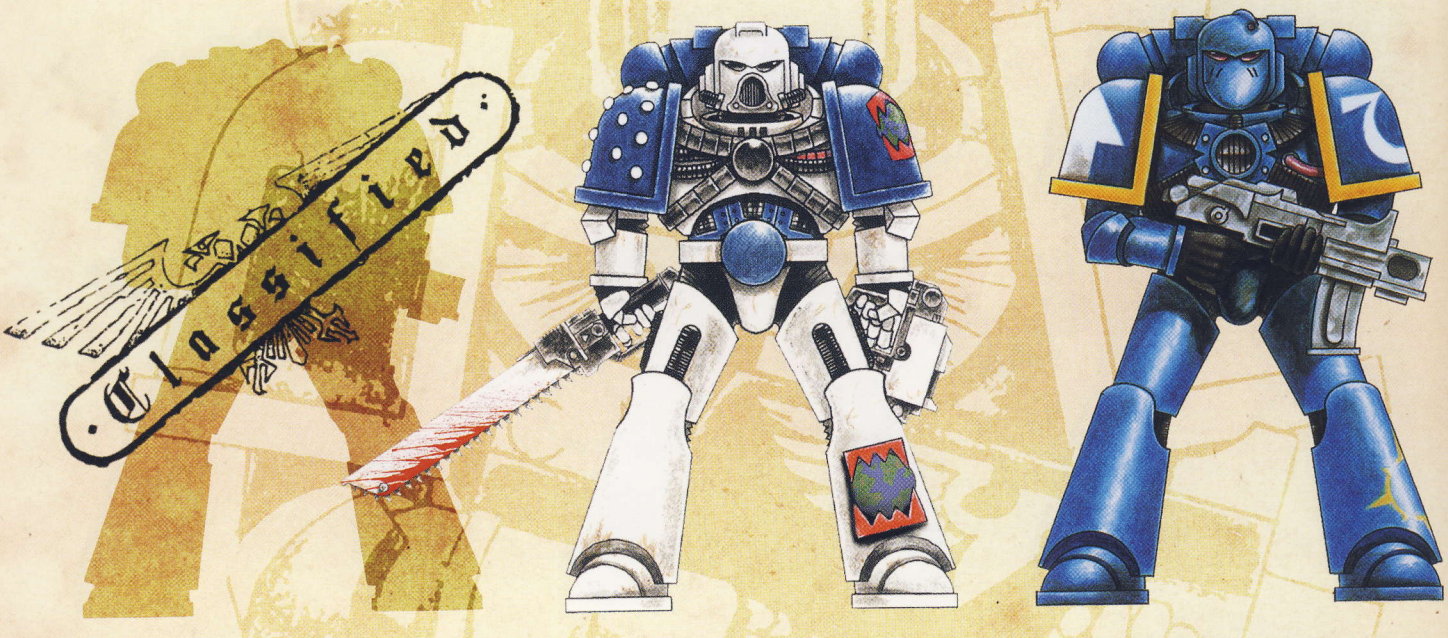
IX. Blood Angels
Primarch: The Angel Sanguinius



X. Iron Hands
Primarch: Ferrus Manus

Legiones Astartes

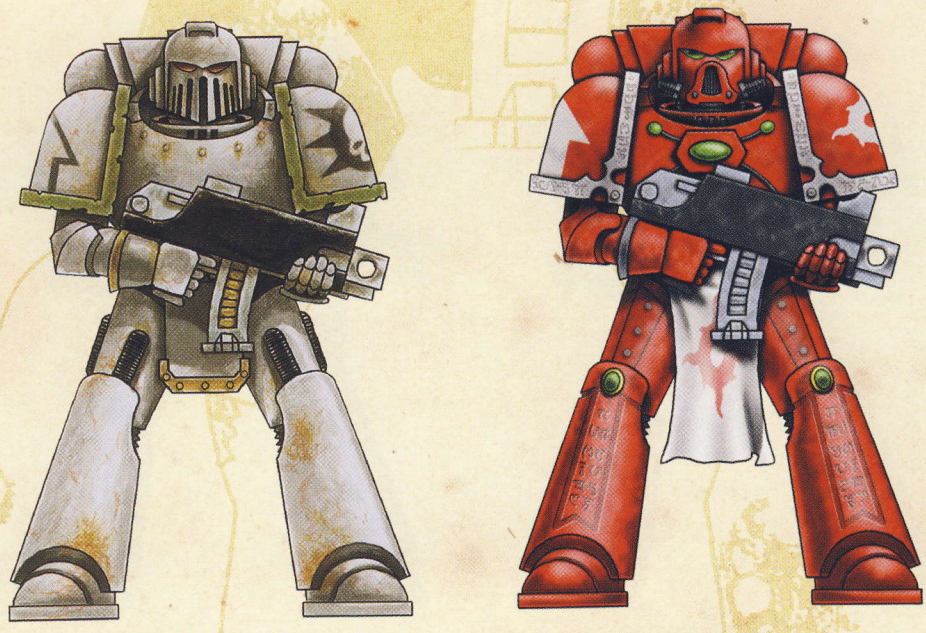
The Space Marine Legions and their Primarchs



XI. (Expungéd)
Primarch: Unknown

XII. World Eaters
Primarch: Angron

XIII. Ultramarines
Primarch: Roboute Guilliman

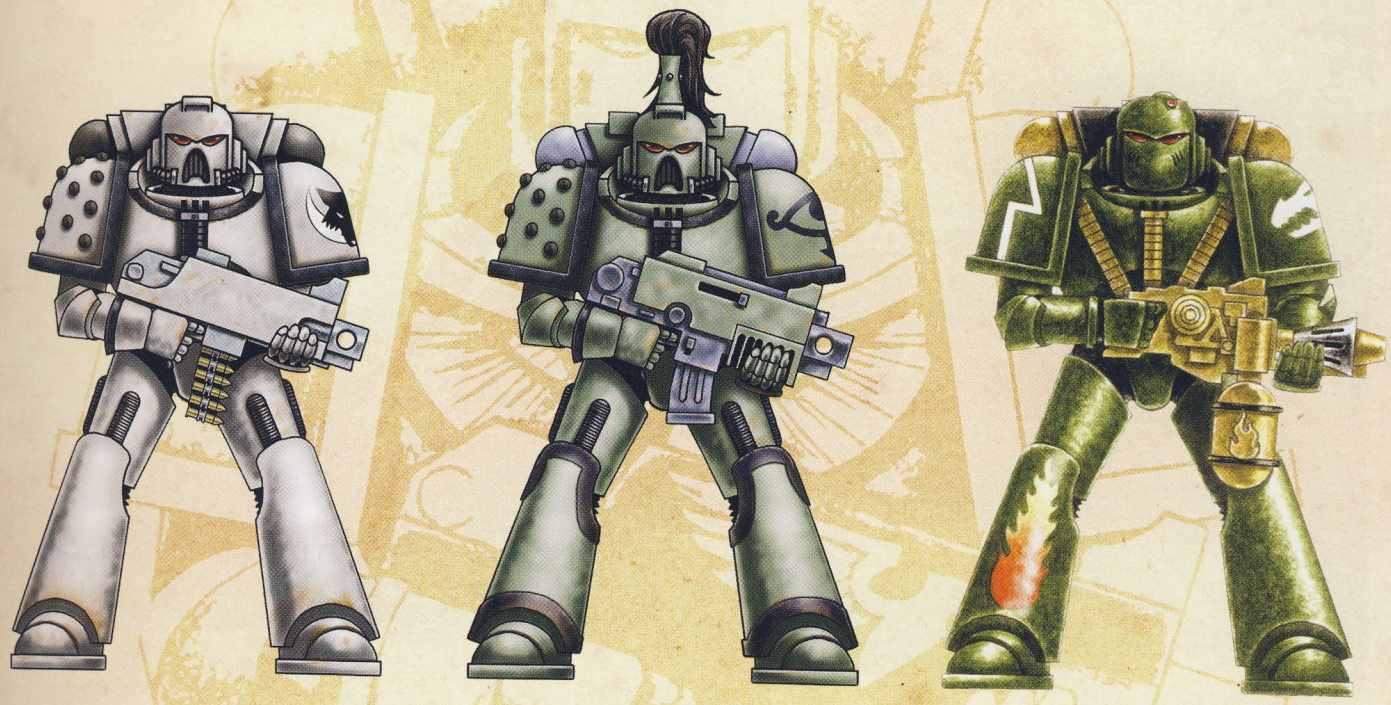


XIV. Death Guard (Dusk Raiders)
Primarch: Mortarion

XV. Thousand Sons
Primarch: Magnus the Red

Legiones Astartes

The Space Marine Legions and their Primarchs



XVI. Sons of Horus (Lunar Wolves)
Primarch: Horus the Warmaster

XVIII. Salamanders
Primarch: Vulkan



XVII. Word Bearers
Primarch: Lorgar

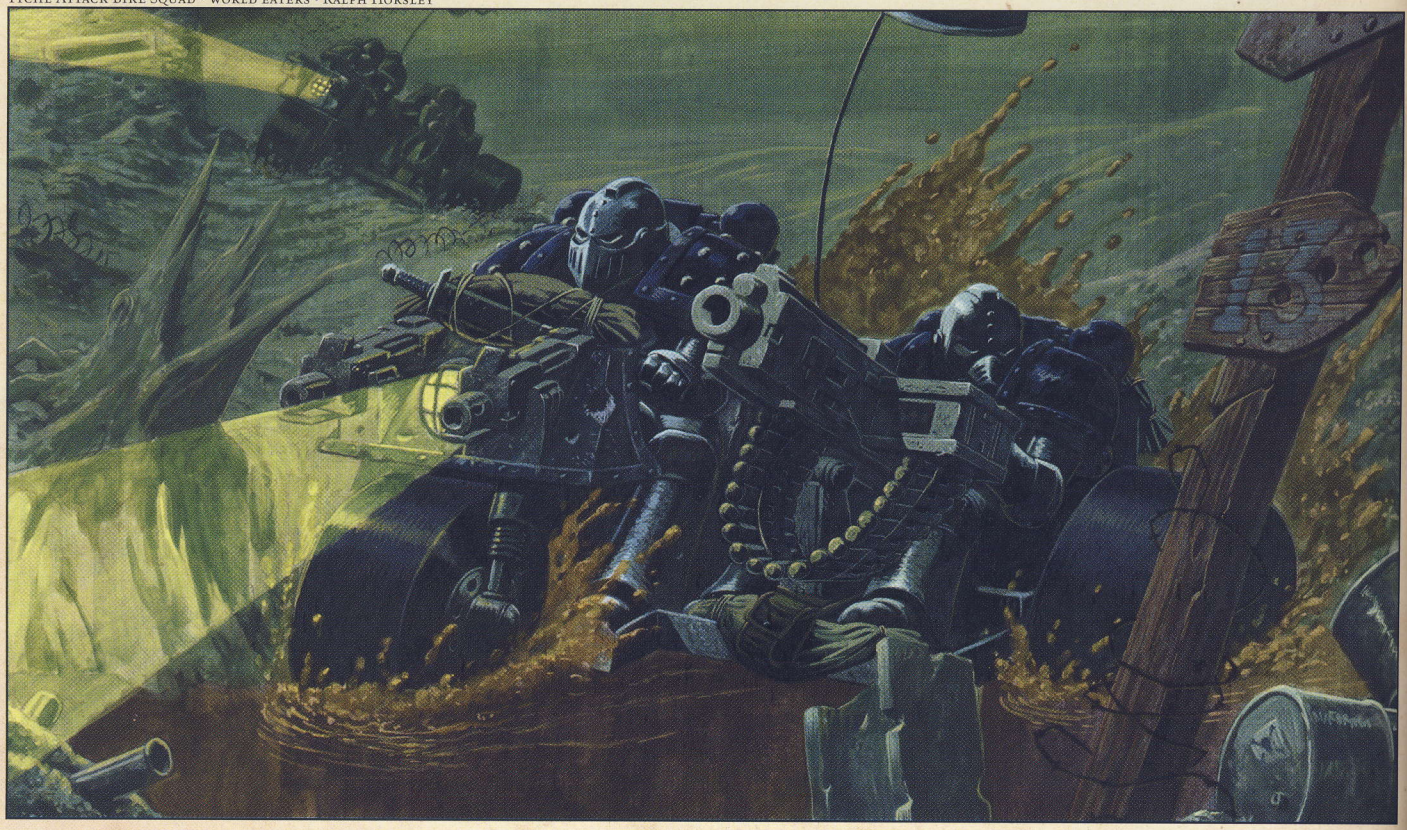
XIX. Raven Guard
Primarch: Corax

XX. Alpha Legion
Primarch: Alpharius



Justicar's Sword • Emperor's Children Rhino • Dan Scott

Tyche Attack Bike Squad • World eaters • Ralph Horsley





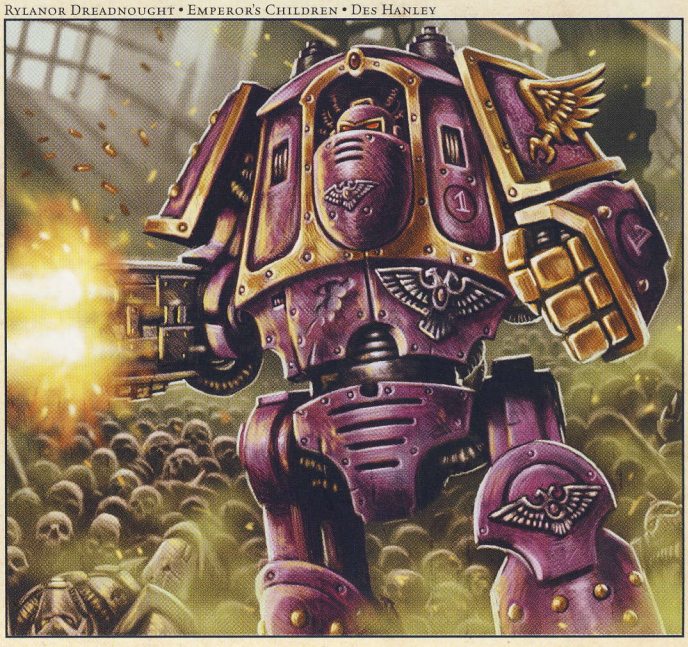
Asceton Heavy Support Squad • Emperor's Children • Franz Vohwinkel

Haldon-Tai Dreadnought • Death Guard • Michael Phillippi



To a Space Marine the boltgun is far more than a weapon, it is an instrument of Mankind's divinity, the bringer of death to his foes, whose howling blast is a prayer to the gods of battle.

Rylanor Dreadnought • Emperor's Children • Des Hanley





Leman Russ • Primarch of the Space Wolves • John Blanche



Magnus the Red • Primarch of the Thousand Sons • John Blanche

The Primarchs I

During Earth's isolation in the Age of Strife the Emperor was already planning ahead. In preparation for the reconquest of the galaxy he conceived of and created the twenty Primarchs. These extraordinary characters were to be his generals – great leaders who would conquer millions of worlds in his name. Each Primarch would have powers and skills beyond those of any other human, possibly rivalling those of the Emperor himself.

The Emperor's ambitions for the Primarchs appeared to be ruined by a cataclysmic event. A strange warp vortex snatched the still foetal Primarchs from the Emperor's laboratory and cast them across the galaxy. Each Primarch was cast onto separate worlds where they matured. As the years passed they came to dominate their worlds and became powerful warriors and leaders.

During the Great Crusade the Emperor was reunited with the Primarchs in turn, each having risen to a position of authority within the cultures they had been deposited in, due to their superhuman skills and physiques.

That there is such a strong link between the Primarchs and their Legion suggests that they were crucial in the invention of the Space Marines. Certainly the Space Marines share genetic material and some physical and mental traits with their Primarch. So strong was this link that as the Primarchs were encountered in turn they became the natural and obvious leader of the Legion with whom they had so much in common.

In many cases the Primarch's adopted world became the new base of operations for their Legion and they were known henceforth as the Legions' Home-world. In many cases the Primarchs recruited their loyal followers of their Home-worlds into the ranks of their Legion.


TO YOUR GLORY AND
THE GLORY OF HIM ON
TERRA



The Space Marine Primarch Sanguinius of the Blood Angels • John Blanche Horus Heresy Sketchbook.



The Emperor's Wisdom • Dan Scott



Horus's Anger • David Hudnut

The Primarchs II

Supposition and theory abound about the true nature of the Primarchs, the most powerful of all of the Emperor's creations. Like gods they bestrode the battlefields of the Crusade and their names and legends would endure forever.

Some say that the Primarchs were created from the Emperor's own genetic stock, each engineered to be a leader of men, a warrior and a hero, each a mighty warlord whose martial prowess is only matched by his charisma and mental prowess, each with special powers that set them apart from normal men.

Was it the Emperor's plan that they would be the ones to lead Mankind away from the powers of darkness and into a new golden age? Or were they merely a by-product of the experiments that resulted in the creation of the Space Marines?

What was the mysterious force that scattered the infant Primarchs across the galaxy? The few records that exist of this event are vague and unclear. Tradition has it that it was a warp vortex – a swirling maelstrom that opens a portal or doorway between distant planets. The truth will likely never be known.

And what of the Scattering? Was it devised by the Emperor so that the Primarchs might learn to live a life beyond the laboratory within which they were spawned? Was it so they might carve a destiny for themselves and prove their worth? Or were darker forces at work? Was this some devious plot by the Dark Gods to foil the Emperor's dreams and dash his hopes to save humanity? Stranger still the theory that the primal psychic energies employed in their creation could not be contained in their foetal forms, and its release created the vortex.



The Adeptus Custodes forms the Emperor's inner guard whose duties are to serve and protect the Master of Mankind. A continuous rota ensures that there are always several hundred of these select warriors active within the palace, as well as a small elite of guardians who never leave the Emperor's side. Their uniforms are traditional but effective, leather breeches and boots with a long black cloak over naked torso. Their helmets are ancient works of art; all-enclosing and tall they impart a threatening, impersonal appearance as well as providing a battery of protective equipment and communicators. The weapons carried by these guards look very much like spears or spear-guns, but are in fact lasers built to resemble the traditional and symbolic guardian-spear which has long association with the Adeptus Custodes and which appears on their banners, badges and other regalia. The guards themselves never leave Earth, and only rarely leave the imperial palace where their duties lie - their place is by the Emperor's side.

CUSTODES - THE HORUS HERESY WARD

EMPEROR'S INNER GUARD
DURING THE 31ST MILLENIUM THEY WERE EQUIPED WITH THE FINEST HEAVY BATTLE POWER ARMOUR AND WEAPONS THEN KNOWN.
ELEMENTS OF THE ARMOUR CAN BE FOUND ON THE GREY KNIGHTS OF LATER. THE GUN IS A LASER GUN BUILT INTO A SPEAR (GUARDIAN SPEAR) - AT THE DEATH OF THE EMPEROR THE CUSTODES ABANDONED THE USE OF ARMOUR AND REPLACED THEIR CEREMONIAL RED WITH BLACK

GENETICALLY ALTERED - SUPER TROOPS ARMED WITH A BATTERY OF MICRO GENERATORS - COMMUNICATORS & PROTECTORS
THEIR PLACE IS BY THE EMPERORS SIDE

JOHN MMII
© G.W.



CUSTODIAN GUARD DURING THE GREAT CRUSADE AND HORUS HERESY • JOHN BLANCHE HORUS HERESY SKETCHBOOK

The Custodian Guard

Legio Custodes

The Space Marines are not the only super-warriors created by the Emperor. The first group of genetically and psychologically modified troops he created were his own personal bodyguard – the Custodian Guard. Their duty was simply to ensure the safety of the Emperor at all times.

Stronger than a Space Marine, the Custodian is a fearsome warrior and has an unbreakable devotion to the Emperor. They are his most loyal and trusted servants. A detachment of the Guard always accompanies the Emperor, even when he retires to his private chambers.

During this time of traitors and dissention, the Custodians are tasked with duties that now extend beyond those of guarding the Emperor's person. Small detachments of Custodians are frequently ordered to accompany the Legiones Astartes to ensure that the Emperor's will is followed.

The Custodian Guard is organised in a similar fashion to the Space Marines. The main difference between the Guard and a Marine Legion is the size of the formation, the Custodians numbering but a thousand warriors.

The Custodians have access to all of the myriad types of weaponry and wargear that are used by the Space Marines, including transport and fighting vehicles. They also have access to the Emperor's personal transports and battleships so that they can always be at his side.

In addition to the Marines' wargear the Custodian Guard also has access to a variety of weapons only they can use. An example is the Guardian Spear, a combination of bolt gun and power axe, which is the standard armament for a Custodian Guard squad.





Constantin Valdor • Chief Custodian to the Emperor • Adrian Smith



Sagittarus Custodian Dreadnought • Legio Custodes • Adrian Smith

Custodian Command Squad • Legio Custodes • Adrian Smith





Agricolus Custodian Guard Squad • Adrian Smith



Imperial Commanders

The galaxy is a big place and travel through the warp is at best unpredictable. Time flows strangely in the Immaterium and communications are the biggest problem of the fledgling Imperium. As the Great Crusade progressed a new class of human psyker was slowly introduced to the reconquered worlds – the astropath. Even so, messages transmitted by them through the warp are not certain to arrive at their destination, nor are they sure to be correctly interpreted if they do. There was no practical way to institute galactic-wide rule of the human worlds.

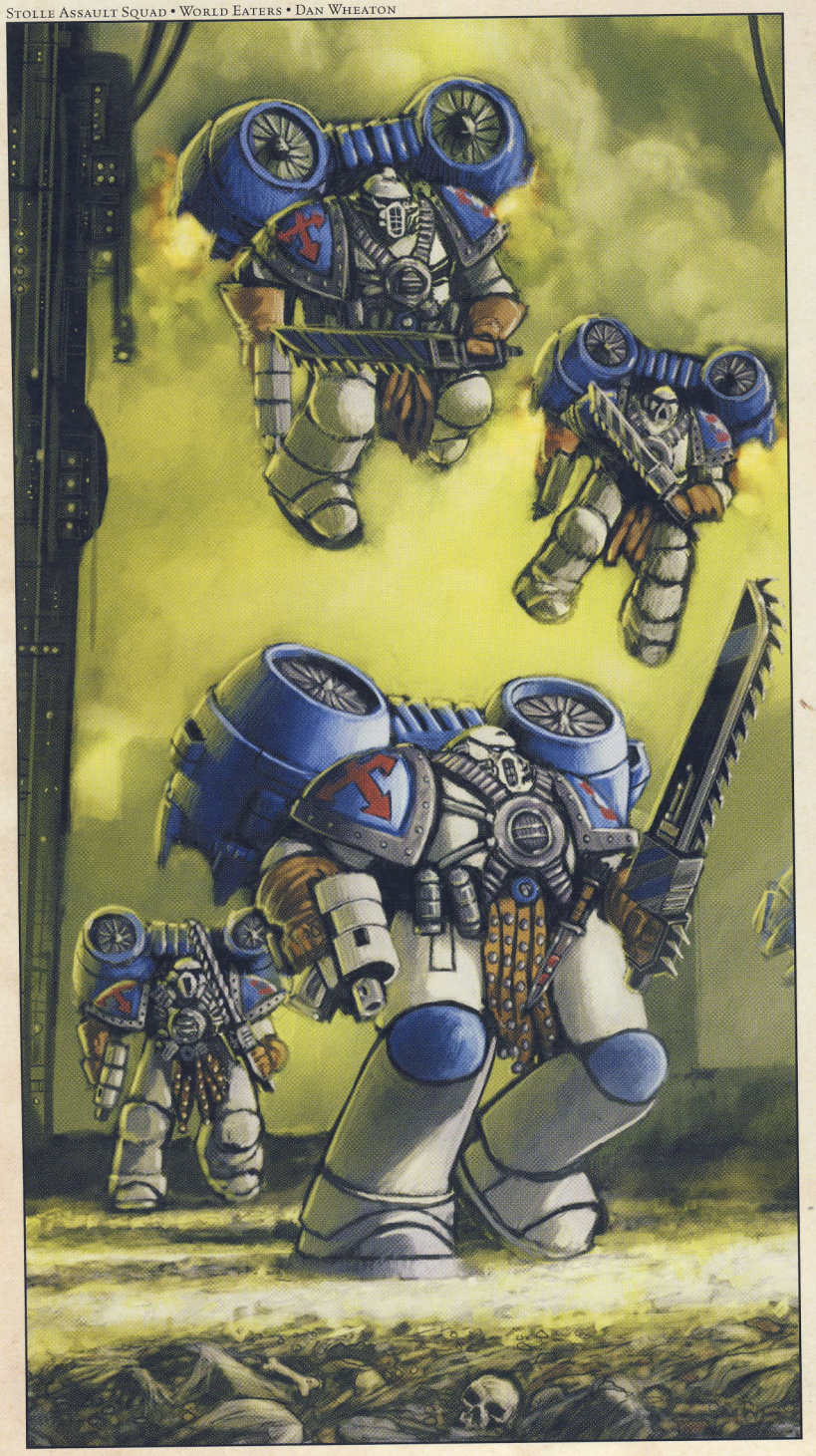
Newly conquered worlds are therefore handed to the rule of the Imperial Commanders. Some of these new leaders are military men rewarded for their service by being given a planet to rule in the Emperor's name. Others are the indigenous rulers of worlds who now swear allegiance to the Emperor.

Imperial Commanders have important responsibilities. They are expected to pay tithes to the Emperor by way of supplying troops and materials. They must provide shelter and succour for his armies and fleets. They must cleanse their population of mutation, specifically psykers. They are told to expect great black ships to visit them and transport their psykers to Earth. This is the Imperial Tithe.

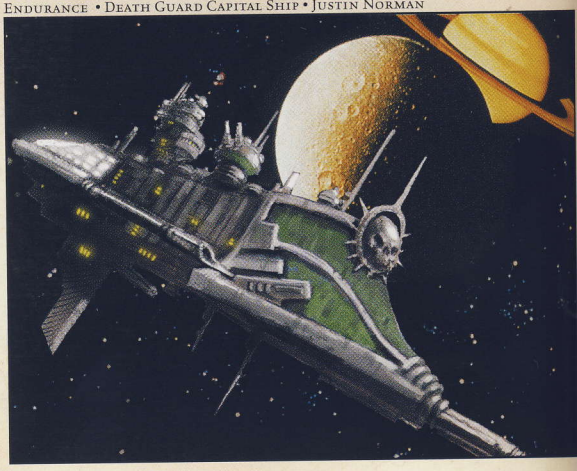
Imperial Commanders are also charged with protecting humanity and must not harbour enemies of the Imperium. These are variously listed but always include aliens, mutants and those that would treat with them. Daemons were not recognised at this time but it is doubtful if any could make the distinction between a daemon, an alien or a monstrously mutated human in any case.

There is some degree of righteousness about the Great Crusade, and the reclaimed worlds are grateful to have been rescued from the anarchy they faced. Some worlds immediately venerated the Emperor. This was especially true on the many worlds that had developed myths and prophesies that spoke of their deliverance from evil by the 'Emperor of the Stars'. The demagogues of Terra were quick to fan the religious flames. The stronger the Emperor denied his divinity the more strident were their demands that he should embrace it.

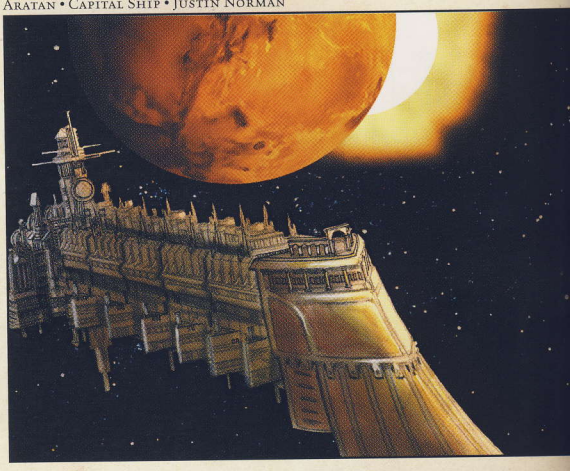
Stolle Assault Squad • World Eaters • Dan Wheaton



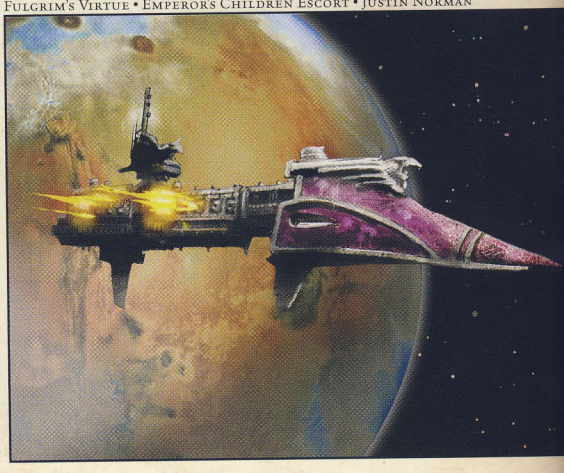
Endurance • Death Guard Capital Ship • Justin Norman



Aratan • Capital Ship • Justin Norman



Fulgrim's Virtue • Emperor's Children Escort • Justin Norman





Typhon • Captain of the Deathguard • Eric Polak

Fulgerion Veteran Squad • Emperor's Children • Steve Belledin



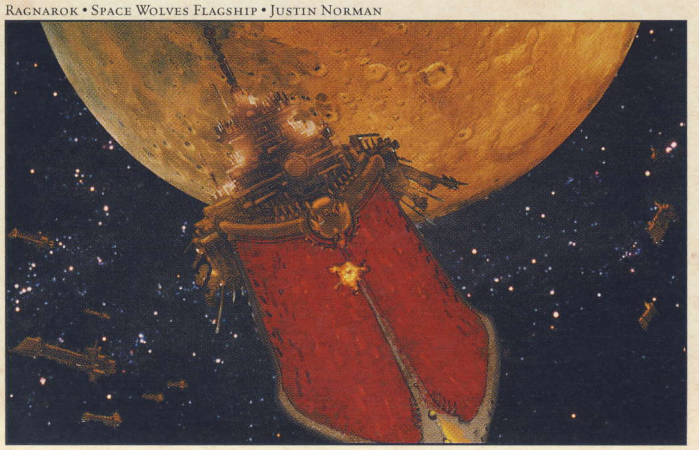
Khabant Reaver Squad • Sons of Horus • Michael Phillippi



Chemoscion Heavy Support Squad • Emperor's Children • Thomas Manning



Ragnarok • Space Wolves Flagship • Justin Norman



The Warp

The Immaterium

The Warp is a separate or parallel dimension of energy that co-exists with the material world. Every point in space and time in the material world or true space has an analogous reference point in the complex energy pattern of the Warp.

Where the material world is a place with familiar physical laws and the steady march of time, the Warp is a place of anarchic, random energy. This energy swirls and oozes and is subject to eddies, currents and tides. The energy of the Warp is distorted by massive shocks that reverberate through the Warp – these are commonly referred to as Warp-storms. Time flows strangely in the Warp if it flows at all.

Human scientists discovered that a spacecraft could enter the Warp from one point in true space and after a few days travel leave it at another point, light-years distant from the first. By using the Warp in such a way a vessel can traverse the galaxy, journeys that at sub-light speed would take generations to complete can be accomplished in a few months

The Ether

Ships in Warp space do not navigate as such, but move from one energy stream to another, cruising the flow of energy until they reach their jump point back into true space. Short trips through the Warp, whilst by no means safe, can be made with a degree of reliability and precision. Longer jumps are unpredictable and very dangerous.

The tides of the Warp move in complex and inconsistent patterns; ships attempting long journeys often end up wildly off course or are lost permanently within its complex weave. Furthermore, such vessels may suffer bizarre time shifts. It is not unknown for ships to arrive years after, or even years before, they had originally planned.

Warp-storms and other disturbances within the Ether can block navigation completely. Ships must simply avoid such regions or be lost forever or be destroyed by the rampant energy of the maelstrom. This means that it is impossible to reach some points in the material world through the Warp. A world may be cut off for days, weeks or centuries. During the Age of Strife, massive Warp-storms shook the entire Immaterium, preventing any inter-stellar navigation for the best part of five millennia.

The Empyrean

Few, if any, humans understand the precise nature of the Warp and its relationship to the material world. Countless philosophers, scientists and psykers have tried to explain it, but none have succeeded in revealing its secrets. If they have succeeded they have been unwilling to share such knowledge with the rest of humanity.

It is widely recognised that there is a link between the Warp and psychic powers. Psykers have a special affinity to the Warp and can interpret some of its energies. These revelations most often take the form of visions and dreams. Few realise that the energy of the Warp is the well from which all psykers draw their powers.

It is also widely known that the Warp is home to predatory monsters collectively referred to as Warp-creatures. These ravening beasts prey on the unwary psykers who commune with the Warp too frequently and on those whose Warp-ships are becalmed within the energy weave.

Psykers and the Warp

The Emperor is the first and greatest of all human psykers, but he is not the only person who possesses such talents. In fact there are psychically able people in every human culture and on every world throughout the galaxy. In every generation yet more psykers are born.

Many of these people possess only minor, apparently harmless, talents such as preternatural luck with games of chance or the ability to see moments ahead in time. Such skills are for the most part benign but there are other more dangerous talents enjoyed by human psykers. The ability to move objects with the mind, to create fires, to call down lightning from the sky or to dominate other human minds are just a few of the many skills these people can use.

Psychic abilities come at a price. Some psykers are driven mad by precognitive dreams and visions. Others find their talents uncontrollable and wreak terrible damage on themselves and the people around them. Because of this many psykers are treated as witches and executed or banished into exile.

However there is an even greater danger to humanity than simply the talents and actions of individual psykers, although little is commonly understood of the true nature of the link between the warp and psychic talents.

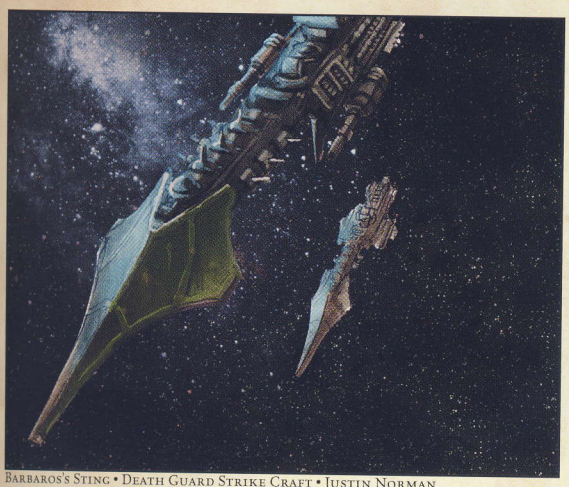
Every psyker taps into the warp when they exercise their abilities. It is the source of the unnatural energy that powers their abilities. Unfortunately the warp is home to terrible creatures, unfathomable horrors who desire only to corrupt and destroy. Psykers accessing the warp through their talents inevitably attract the attention of these beasts. The greater the energy being channelled the greater the attraction is.

Only the very strong willed are able to resist the attentions of the creatures of the warp and even then only for a short time, only the Emperor himself appears immune. Eventually the warp entities will be able to secure a foothold in true space, usually at the expense of the pysker's life. For a brief time the warp creature is able to survive in true space by possessing the pysker's body. Dreadful physical changes usually accompany this possession as the creature tries to mold the flesh into something that parodies its form in the warp.

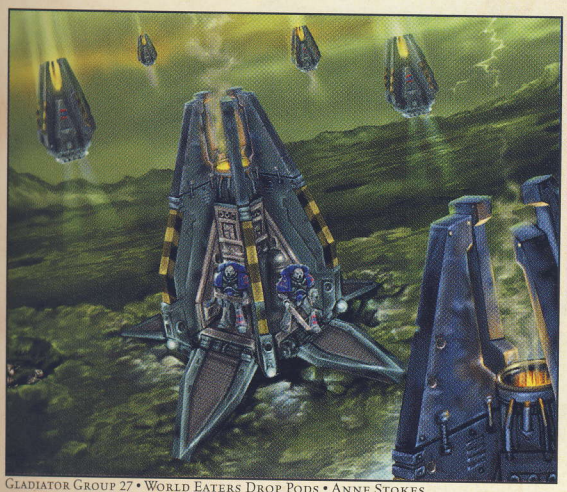
These vile monstrosities have only a short time before the body they possess is leached of all of its life force. During this time they will invariably embark on an orgy of destruction. Some creatures of the warp are more cunning and will inveigle themselves into human society, keeping secret their true nature for as long as possible. Usually they are seeking to nurture other psykers so that they can simply possess each in turn and maintain a presence in true space.

The most powerful and dangerous of all of the denizens of the warp are the daemons of Chaos. Only a handful of people, if any, are aware of their existence. If the Emperor knows he thinks it better to keep such dangerous knowledge to himself. He would understand that knowledge of such creatures would drive humanity to madness and anarchy.

The Chaos daemons are intelligent, cunning and malicious in the extreme. They are cruel reflections of the baser human emotions and so are expert at manipulating weak-minded psykers. They promise great power and riches but typically any pact agreed with a daemon serves only them. Unlike the other denizens of the warp the daemons have a greater purpose, each is in thrall to a more powerful daemon and all daemons pay homage to one of the four Great Powers – the Chaos Gods Nurgle, Khorne, Tzeentch and Slaanesh.



Barbaros's Sting • Death Guard Strike Craft • Justin Norman

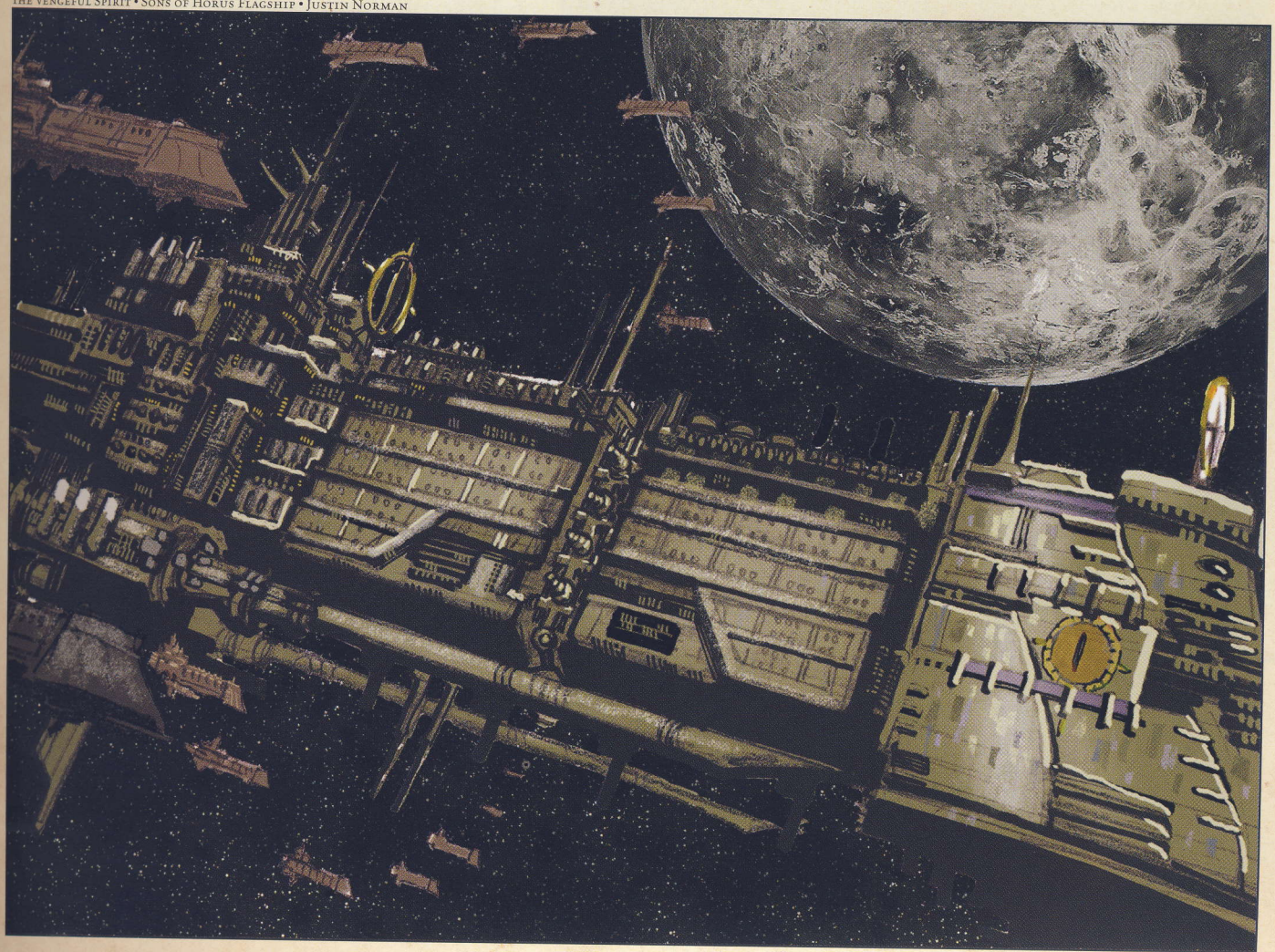


Gladiator Group 27 • World Eaters Drop Pods • Anne Stokes



Ansgar Long Fang Squad • Space Wolves • John Gravato

The Vengeful Spirit • Sons of Horus Flagship • Justin Norman





Imperial Psyker • Reference for Astropaths of the early Imperium • John Blanche Horus Heresy Sketchbook

The Astropaths

Astra Telepathica

This special corps of inter-stellar communicators was created by the Emperor during the final months of the conquest of Earth. The Emperor had foreseen the need for these psykers as he contemplated the coming crusade to the stars.

For the most part the Emperor did not favour the use of psychic talents, even in the early days he was aware of the dangers they held for those using them and for humanity at large. However, he was able to identify those pyskers strong enough to withstand the temptations of the warp and so with some prudence certain psykers were employed in a variety of special roles.

An astropath is an astro-telepath, an individual capable of communicating with others of his kind over vast inter-stellar distances. This is an essential talent in a time when worlds are light years apart and the only practical way for the Imperium to maintain any semblance of unity.

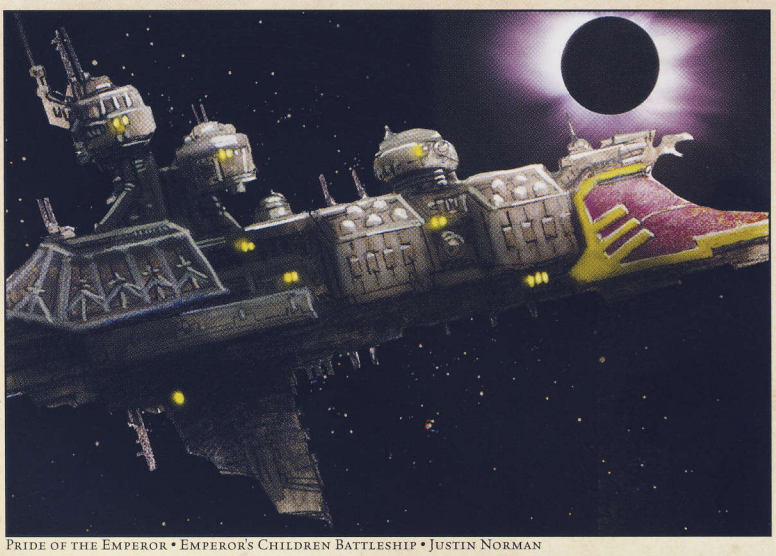
All astropaths undergo a special process that moulds their powers and at the same time strengthens them against psychic danger. This is called the soul-binding ritual and only the Emperor is able to perform it.

The soul-binding takes place in the Imperial Palace, where psykers are led before the Emperor one hundred at a time. Knelt before the Emperor they must endure terrible agony whilst the Emperor uses his power to reshape their minds – mingling an infinitesimal portion of his own power with theirs.

Unfortunately, the Emperor's mind is so powerful that not all of the candidates survive this ritual. Some are driven insane, and all have their personalities altered to some degree. The raw energy of the Emperor's will also has another effect, so powerful are the forces involved that many of the more delicate nerves can be damaged, especially the optic nerves. Consequently, all astropaths are blind, whilst many also lack a sense of smell, touch or hearing.



Sobek Heavy Support Squad • Thousand Sons • Chris Trevas



Pride of the Emperor • Emperor's Children Battleship • Justin Norman

The Indomitable Will • Death Guard Capital Ship • Justin Norman



The Astronomican

Before expanding the Great Crusade to the stars beyond Sol, the Emperor ordered the construction of the Astronomican on Earth. Huge numbers of tech-priests were brought from Mars to oversee the project and the majority of the Terran population were drafted to construct the towering machine-building.

At the time the Astronomican was the single largest construct on Earth, but more amazing than this fact was that the entire device was merely a focus through which the Emperor could direct his fathomless psychic energies.

The psychic navigational beam from the Astronomican cuts through the warp and those attuned to its unique frequencies and modulations, the Navigators, are able to use it as a point of reference when calculating journeys therein. Using this beacon they can plot a course that lasts days rather than weeks or months rather than years.

The Emperor had realised a means by which interstellar travel was a practical proposition again.

The Astronomican shines through the warp, a beacon of energy that the Navigators can see and thence use as a guide as they chart their journeys across the galaxy. The beam is powered by the psychic energies of the Emperor himself, though few are aware of this. Despite this it is often referred to as his Divine Light or Light of the Emperor.

The Astronomican is not the sole means of navigating great distances through the warp. If he desires, the Emperor, with some effort, is able to project a signal into the Ether that the Navigators or other attuned psykers can perceive. A journey that would otherwise take many months to complete can be accomplished in days or hours if directed in such a fashion.

In a similar way the Emperor is able to shut down the Astronomican or interrupt the beam. Only a handful of individuals know that the great signal is powered by the Emperor's psychic powers. They live in fear that should he be disabled or killed, the galaxy would be plunged into a new Age of Strife.

The Navigators

Navis Nobilite

The Navigators are an ancient strain of human. They have lived amongst humans since the days even before the Age of Strife. It is not known how the Navigators first came into existence though some suspect the hand of the Emperor. Navigators are a special form of human variation or mutant. They must intermarry to breed true and each one is a member of a large interrelated family or House.

Navigators bear a special gene that allows them to see through the warp and hence guide a vessel as it attempts to plot a course in that otherworldly dimension. A human ship without a Navigator to guide it would be quickly lost in the maelstrom of currents never to return. Even so their natural ability only enables them to chart relatively short journeys through the Warp with any degree of certainty.

However, Navigators are attuned to the special frequencies and modulations of the Astronomican. Navigators can perceive the beam across huge tracts of warpspace. This 'fixed point' allows them to calculate journeys in the warp with much greater accuracy and so enable them to guide vessels on much longer journeys than they would otherwise be able to do.

Sanctioned Psykers

As the Great Crusade unfolded there were psykers, in addition to the astropaths and the Navigators, who were deemed strong enough to be allowed to operate freely within the Imperium. Great black ships had been ordered to visit each human world and return to earth with their cargo of psykers. Stringent testing ensured that the weak-willed or insane psykers could be isolated and dealt with. These were generally lobotomised and set to work as menials.

The more stable and strong-willed of the psykers were then apportioned to various Imperium organisations. The majority was sent to the Emperor's Palace to undergo the soul-binding ritual that would render them astropaths. Others were enlisted by the Space Marine Legions to be trained in their new Librarius departments. Some psykers found themselves in the employ of other more secret Imperial organisations.

The Black Ships

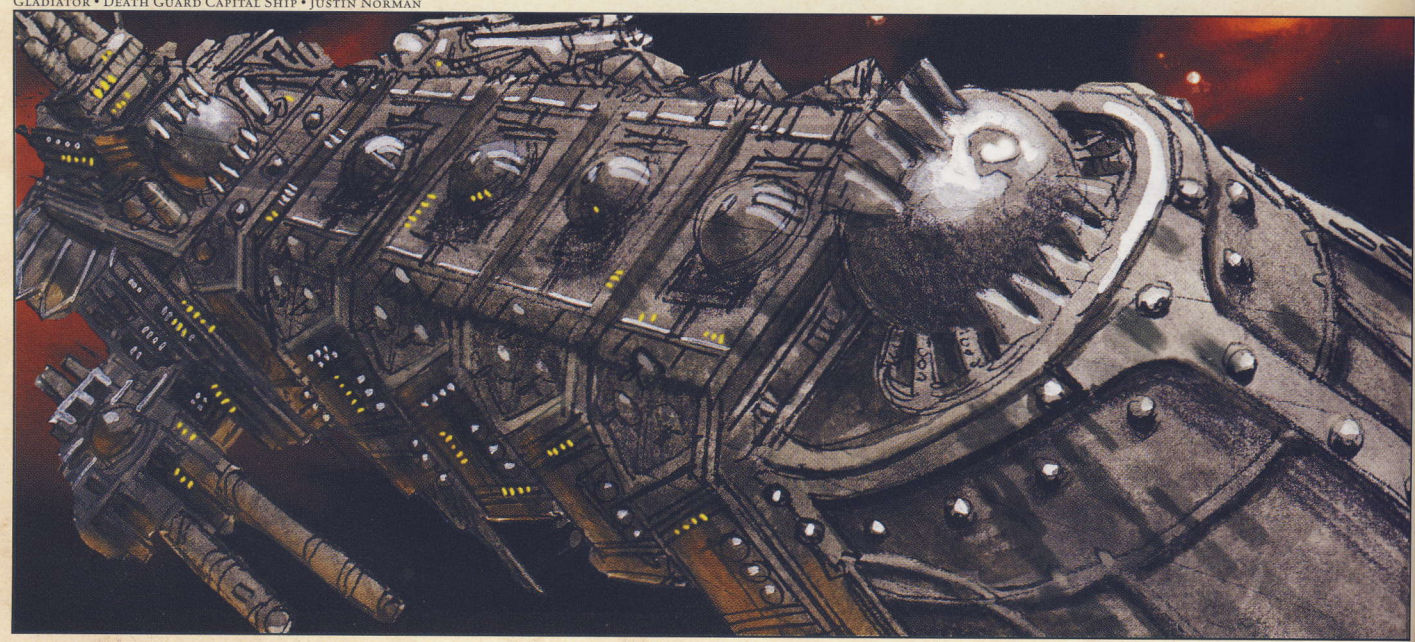
Untouchables

The newly conquered worlds of humanity were told to expect the arrival of black ships to carry away their psykers. This was the most important commitment the Imperial Commanders had to the Imperial Tithe.

The black ships were operated by the Astro-Telepathica, the Imperial organisation that tested psykers. The vast majority of pyskers who were transported back to Terra were destined to undergo the soul-binding ritual. The lucky few that survived this would be enlisted in the corps of astropaths.

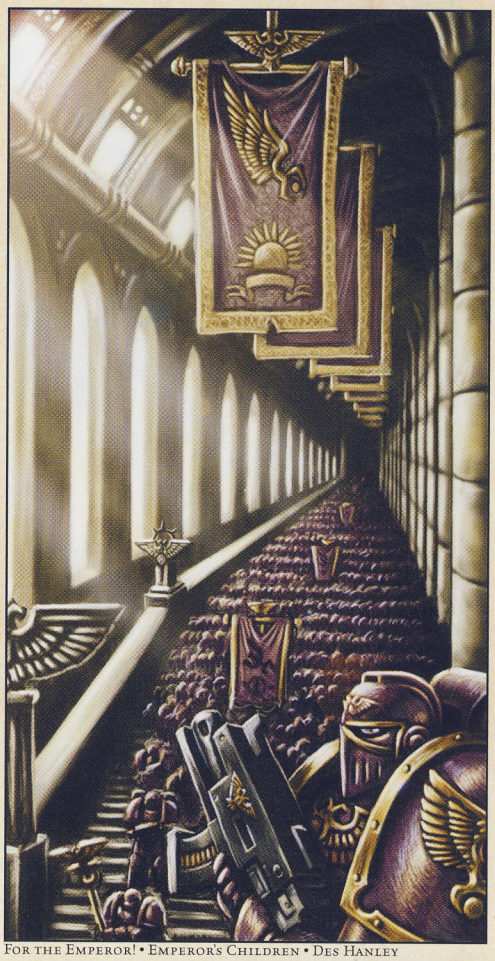
Amongst the crews of the black ships were the mysterious warrior-investigators known as the Sisters of Silence. The Sisters were recruited from the ranks of the Untouchables – rare human variants who are psychic blanks. The Untouchables are anathema to psykers, who find it difficult to be close to them. Their presence disrupts psychic abilities and they are apparently immune to telepathy and the like. The Sisters are able to identify hidden psykers and have the means to fight and contain them if necessary.

Gladiator • Death Guard Capital Ship • Justin Norman





Dasturkh Destroyer Squad • Sons of Horus • James Brady
&
Joradan • Sons of Horus Landraider • Hugh Jamieson



For the Emperor! • Emperor's Children • Des Hanley




MARTIAN EMISSARY.
FLOATING ON AN ANTI GRAV-FIELD THIS RED PLANET NOBLE IS TYPICAL OF THE MECHANICUS ELITE WHO ARE RESPONSIBLE FOR ORGANISING THE LATEST ARMOUR ANTS FOR THE EMPEROR AND HIS LEGIONS - THIS EMISSARY HIDES HIS BIONIC ARM BENEATH HIS ROBES, FOR THE EMPEROR DISLIKES SUCH UNHUMAN EXPERIMENTS — HE COMES WITH A CYBERNETIC GUARD AND A FORGE-WORLD TECH ENGINEER
ALPHA-ZETA 54
MECHANICUS PROTECTORS
Cult Mechanicus • Infantry
T: Look at the top card of your deck. You may discard that card.
HORUS HERESY
THE GREAT CRUSADE II
The Solar System was the first region of space to be conquered by the Emperor and his Space Marine Legions. Alien invaders were flushed from the moons of Saturn and Jupiter and their wretched enslaved human inhabitants repatriated to Earth.
Mars had evolved a strong culture based around worship of the Machine God and devoted to the study and construction of engines and machinery of all types. The Mechanicum of Mars, a parliament of technocrats, ruled this powerful world. The Emperor did not attack Mars but instead struck an alliance with the Mechanicum.
Access to the giant factories of the Mars enabled the Emperor to vastly increase the power of his Legions with improved wargear. In addition the Tech-Priests of Mars supplied the vast warp-engined battleships that could transport the Emperor's Legions across the galaxy and the mighty war machines known as Titans.
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ALPHA-RHO 25
MECHANICUS PROTECTORS
Cult Mechanicus • Infantry
T (4+): This unit gets +3 assault vs. vehicles.
EPISILON-RHO 32
MECHANICUS PROTECTORS
Cult Mechanicus • Infantry
R (3+): After you lock this unit to shoot with it, this attack cannot be blocked. The target of the attack gets +2 firepower and counterattack.
DELTA-OMEGA 42
MECHANICUS PROTECTORS
Cult Mechanicus • Infantry
T (4+): This unit gets +2 armor.

The Mechanicum of Mars

The Cult Mechanicus

For thousands of years the planet of Mars has been ruled by the strange caste of tech-priests known as the Mechanicum or the Cult Mechanicus, worshippers of the mysterious Machine God. This religious sect rose to dominance on Mars during the early centuries of the Age of Strife. The entire planet became devoted to the study and manufacture of machines of every conceivable type and function.

When the warp storms flared and mankind began its dreadful period of isolation, the Mechanicum had been crippled, Mars suffering the same fate as the other worlds of humanity. The red planet was sundered from its colonies, its thrall Navigators no longer able to chart a safe course through the warp. That Mars did not devolve into anarchy and chaos is testament to the will of the tech-priests and their stoic determination to put faith in their Machine God.

During the Age of Strife the Mechanicum were able to send ships to the other planets in the Sol system. They concentrated their attentions on Earth, ancient seat of humanity's power. They knew Earth harboured many secrets and that the warring barbarians of Earth would be unable to glean these and use them for themselves.

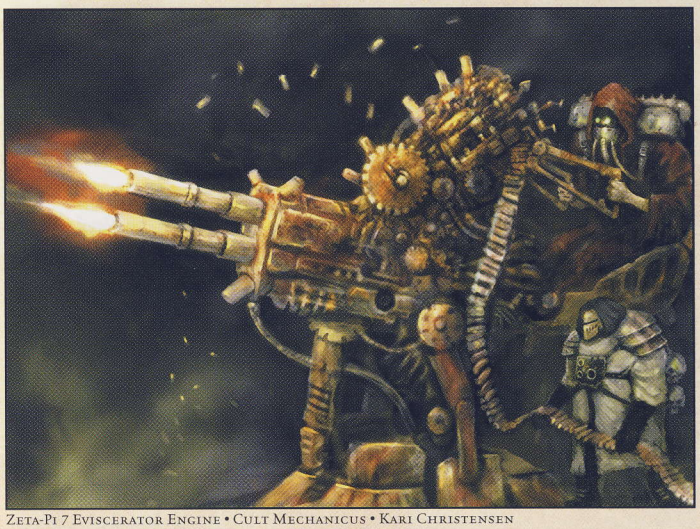
So it was that the tech-priests became bitter foes of the technologically suspicious Terran tribes. For centuries they sought to plunder the Earth of its machine secrets and steal what technologies they could.

They were also fixated with understanding what fate had befallen the galaxy. To this end they periodically dispatched great vessels into the warp in hope that some clues would be found. These were the Explorator Fleets of Mars. Over the centuries thousands of such expeditions left Mars, many founded new colonies that were to become the Forge Worlds, others were simply lost for all time.

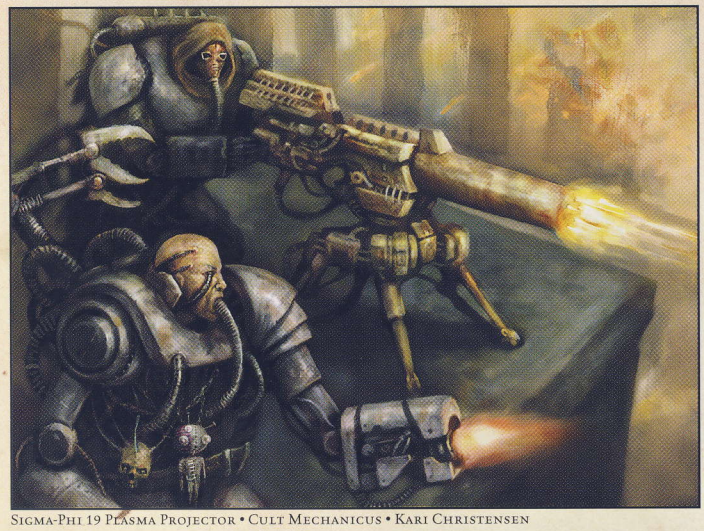
When the Emperor rose to power on Earth the tech-priests of Mars recognised a kindred spirit. The Emperor was to them a man of science who valued the machine and technological advancement. As word filtered back to Mars some tech-priests even began to equate the Emperor with their own Machine God in fulfilment of ancient prophesies.

The Emperor forged an alliance with the Mechanicum. In return for supplying materials for his armies and building a mighty warfleet for his crusade to the stars, the Emperor promised to protect the tech-priests and respect the sovereignty of their Forge Worlds. Furthermore the Emperor gave to the service of the Mechanicum six of the Houses of the Navigators, to replace their long dead thrall Navigators, so that their ships might once again travel safely through the warp.

The Mechanicum appointed an ambassador to Terra – the fabricator-general. The Emperor respectfully offered him a seat on the War Council.



Zeta-Pi 7 Eviscerator Engine • Cult Mechanicus • Kari Christensen



Sigma-Phi 19 Plasma Projector • Cult Mechanicus • Kari Christensen



Theta-Mu 24 Photon Thruster • Cult Mechanicus • Kari Christensen









Kelbor-hal • Fabricator-General of Mars • Des Hanley



Delta-Omega 42 Mechanicum Protectors • Cult Mechanicus • Ed Cox



Alpha-Rho 25 Mechanicum Protectors • Cult Mechanicus • John Gravato

Epsilon-Sigma 05 Mechanicum Protectors • Cult Mechanicus • Kari Christensen



Epsilon-Rho 32 Mechanicum Protectors • Cult Mechanicus • Anne Stokes



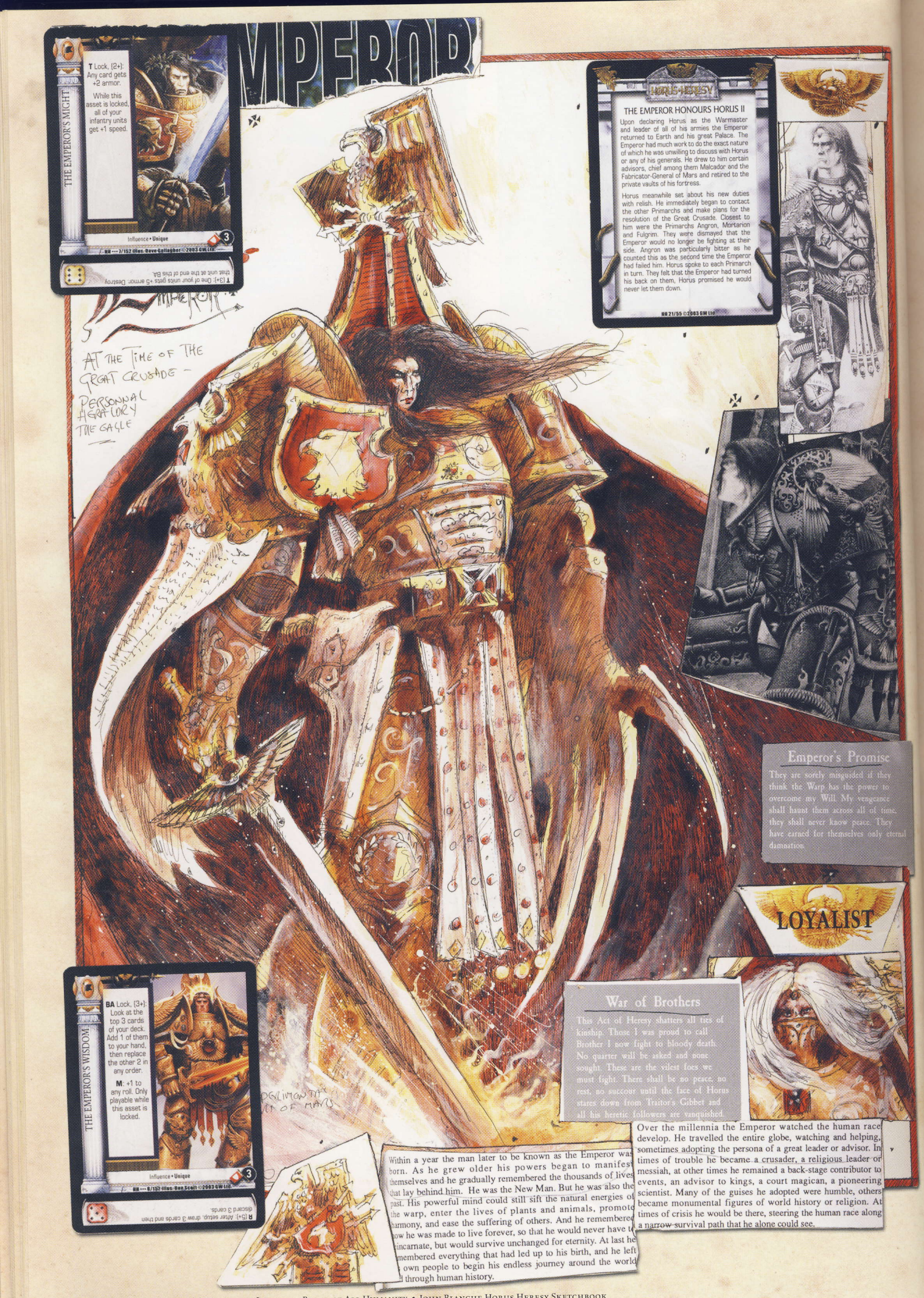








Dark Mechanicus • Chaos-worshipping Tech-Priest • John Blanche Horus Heresy Sketchbook



The Emperor • Master of Mankind and Immortal Ruler of All Humanity • John Blanche Horus Heresy Sketchbook



Thorlief Wolfguard Squad • Space Wolves • Dan Wheaton

The Emperor Retreats to Earth

After a series of glorious victories in the Great Crusade the Emperor decided it was time for him to return to Earth and set in motion the next stage of his great plan to save humanity. He had every confidence that his sons, the Primarchs, could complete the military campaigns. They had proved themselves time and again and soon the galaxy would be utterly cleansed of the alien and other threats to the worlds of mankind.

Horus is his greatest champion and the Emperor bestows upon him the title of Warmaster and cedes to him control of all of the Imperium's military forces. The other Primarchs are instructed to follow Horus and finish their mission. There is some disquiet that the Emperor has decided to no longer fight alongside them, but the Emperor is adamant. It is time, he says, for them to show him what great leaders they are, time for them to take the lead in the battle to save humanity!

Justarius Dreadnought • Ultramarines • Ralph Horsley





Subversive Tactics • Dan Wheaton



The Emperor's Light • Dan Wheaton

The Emperor Honours Horus

As the Great Crusade drew to a close, fully two million human worlds had been repatriated by the Emperor and his mighty armies. Foremost amongst his warriors was Horus, the first and possibly greatest of the Primarchs, and certainly the best general in the Emperor's host.

The Emperor spoke to Horus:

'You are like to me a son and together we have all but conquered the galaxy. Now the time has come for me to retire to Terra. My work as a soldier is done and now passes to you for I have great tasks to perform in my earthly sanctorum. I name you Warmaster and from this day forth all of my armies and generals shall take orders from you as if the words came from mine own mouth.

'But words of caution I have for you for your brother Primarchs are strong of will, of thought and of action. Do not seek to change them, but use their particular strengths well. You have much work to do for there are still many worlds to liberate, many peoples to rescue. My trust is with you. Hail Horus! Hail the Warmaster!'

Upon declaring Horus as the Warmaster and leader of all of his armies, the Emperor returned to Earth and his great Palace. The Emperor had much work to do, the exact nature of which he was unwilling to discuss with Horus or any of his generals. He drew to him certain advisors, chief among them Malcador and the fabricator-general of Mars, and retired to the private vaults of his fortress.

Horus meanwhile set about his new duties with relish. He immediately began to contact the other Primarchs and make plans for the resolution of the Great Crusade. Closest to him were the Primarchs Angron, Mortarion and Fulgrim. They were dismayed that the Emperor would no longer be fighting at their side. Angron was particularly bitter as he counted this as the second time the Emperor had failed him. Horus spoke to each Primarch in turn. They felt that the Emperor had turned his back on them, Horus promised he would never let them down.



Hail Horus!

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HORUS HERESY

HORUS THE DOUBTER

Horus felt slighted when the Emperor retreated to Earth to meddle in his laboratories and dungeons. As worthy as the honour of being named Warmaster was it was nothing compared to the sense of loss Horus felt as his father abandoned him. He had done his best since then to carry on the fight and lead the glorious Crusade. But many Marines had died and not once had the Emperor cared enough to honour them with his presence.

The other Primarchs argued amongst themselves. They begrudged Horus his new rank and frequently questioned his decisions. Some simply ignored his commands or twisted his orders to their own purpose. He quickly learned to trust only a few of his brother-Primarchs. Those who would follow without question and those he could easily manipulate. Damn the Emperor for leaving him to sort out this mess!

As news filtered from Earth of the Emperor's latest pronouncements Horus became ever more estranged from the man he thought of as his father. More and more he thought only of his mission to complete the conquest of the galaxy and bring even more glory to his Legions.

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HORUS'S ANGER

R (3+): After your enemy plays a card from their hand, discard 1 card with the same die number as the card they played. Your enemy discards 2 cards.

Influence • Unique

2

HH - 43/152 Illus. David Rudeen 2003 GW Ltd

T (4+): Look at your enemy's hand. Your enemy discards 1 card of your choice. Only playable during an assault.

the Emperor found the Primarch

It is likely that only the Emperor himself knows the truth. What is known is that after this date he turned his hand to genetically enhancing and modifying Human subjects using the template of the lost Primarchs' gene strands. In this way the first Space Marine legions were created and it was they who accompanied the Emperor on his reconquest of the galaxy.

Traitors

"Horus is the rightful Master of Mankind! He is the one who has led us to triumphs undreamed of. He is the one who has conquered 10,000 worlds. He will lead us in conquest of 10,000 more! Cast down the false Emperor! Hail the Warmaster!"

Chaos the Deceiver

Horus had listened to the Dark Gods of Chaos and made his pact with them. He would deliver to them the Emperor and they would give him the galaxy. It was a simple bargain and one that made sense to Horus. Humanity was under dire threat from the daemons of the Warp though few recognised the danger. If the Emperor knew he seemed to ignore the threat.

The Dark Gods had whispered in his ear. "We desire only the Emperor. His psychic might is destroying our realm. Even now he retires to his dungeon to work his selfish plot. He cares not for you or your warriors. He will put weak men above you. If the Emperor were to be sacrificed to us we would have no interest in your worlds. You would be a just and rightful ruler of the galaxy. We give you the gift of Mankind to do with as you will."

Horus knew full well that the Emperor was the most powerful psyker that had ever lived or would ever live. The Warmaster also knew that such powers were drawn from the Warp. Wasn't it obvious that the Gods of Chaos were right and that the Emperor was the problem, had been the problem all along? Horus knew he must challenge the Emperor.

KILL THE FALSE EMPEROR!

TRAITOR

Horus

formation about Horus himself
en harder to uncover. It is thoug
at he was the first of the Primarchs
recovered by the Emperor, havin
en cast much closer to Terra the
others, and was found at a muc
unger age. As a result, Horus was fo
many years the Emperor's only son
and there was a great affinity betwee
them. The Emperor spent much time
with his protégé, teaching an
encouraging him. Horus was soo
laced in command of the Luna Wolve
egion – ten thousand Space Marines
ated from his own genetic code
ith these warriors to lead, Horu
ompanied the Emperor for the firs
ars of the Great Crusade, an
ey forged the initi



Holgoarg • Captain of the Death Guard • Alex Boyd



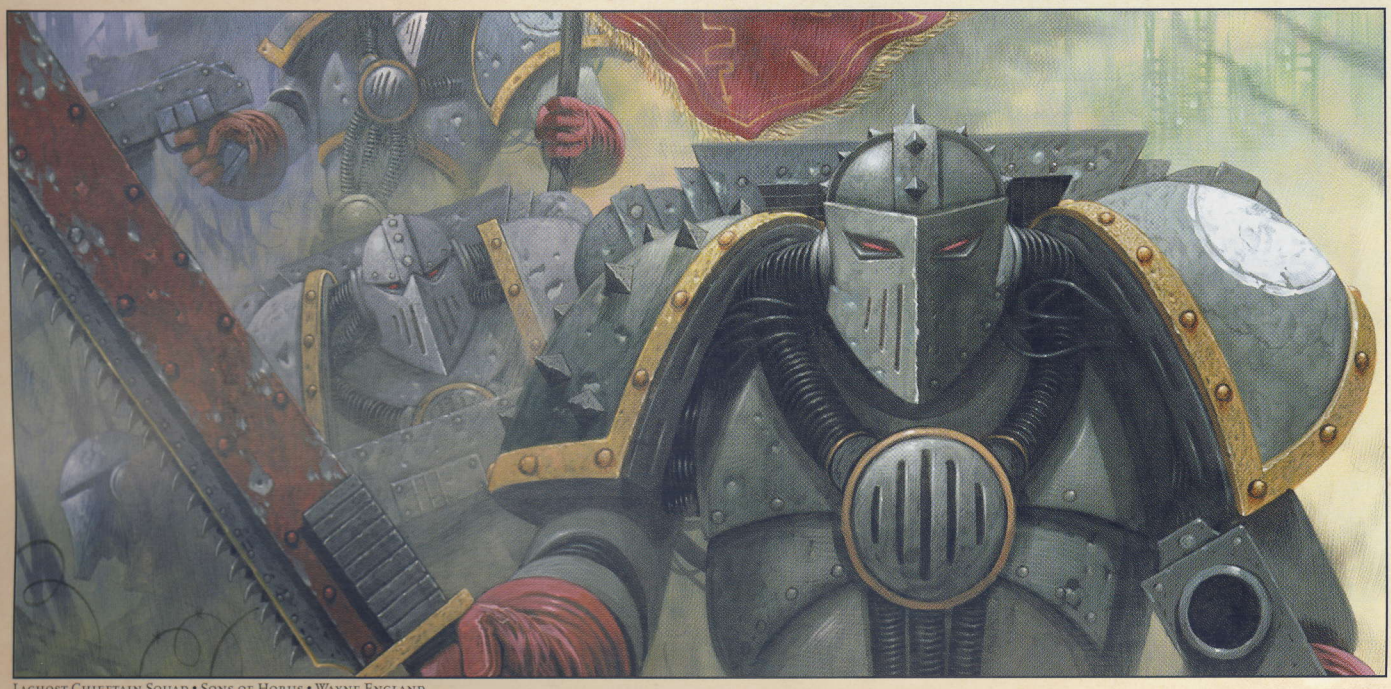
Abakhol Warrior Squad • Sons of Horus • Sam Wood

Khalid Heavy Support Squad • Thousand Sons • Ralph Horsley





Thorbrand Hunter Squad • Space Wolves • Paul Dainton



Lachost Chieftain Squad • Sons of Horus • Wayne England

The Council of Terra

Upon his retreat to Earth, the Emperor called to his side Malcador and the fabricator-general. He issued them with new commands. No longer were they to support the military campaigns; these were now safely in the hands of his Primarchs and the new Warmaster Horus. The Emperor needed time and all of his focus on his next great project.

To this end the Emperor convened the first Council of Terra. Unlike the War Council, of which Horus was now leader, the Council of Terra would attend to the matters of state and the establishment and maintenance of Imperial Law across the myriad worlds of the Imperium. In particular the Council of Terra was to administrate the Imperial Tithe. Under its auspices would fall all the civil government of the Imperium.

Malcador, the Emperor's most trusted advisor, was named as First Lord of the Council and would lead it in the Emperor's absence. The fabricator-general, Chief Custodian Constantin Vaz and the leaders of the astropath and administrative divisions of the Imperium were appointed to the Council.

Having established the new governing body of the Imperium, the Council of Terra, the Emperor took refuge in his vast laboratories and workshops beneath the Imperial Palace. He began work in earnest on his new project. This was the construction of the great psychic-engines. Only the Emperor knew the exact design and purpose of these strange machines, even his closest aides and those technicians who worked alongside him could only guess at their true function.

Whilst the Emperor was locked away in his subterranean factories, trouble was brewing. The Primarchs were appalled at news of the formation of the Council of Terra. The Emperor's staunchest followers felt they had been let down by the Emperor. Why had they not been consulted and why did they not have seats on this ruling body? The less stable Primarchs were outraged. Wasn't this a betrayal of all of the wars they had fought and won in his name? Were their victories to count for nothing? For some this was exactly as Horus had prophesied. The Emperor was willing to turn his back on his generals and give power to petty administrators and a sycophantic Adept of Mars.

Horus the Doubter

Horus felt slighted when the Emperor retreated to Earth to meddle in his laboratories and dungeons. As worthy as the honour of being named Warmaster was, it was nothing compared to the sense of loss Horus felt as his spiritual father abandoned him. He had done his best since then to carry on the fight and lead the glorious Crusade. But many Marines had died and not once had the Emperor cared enough to honour them with his presence.

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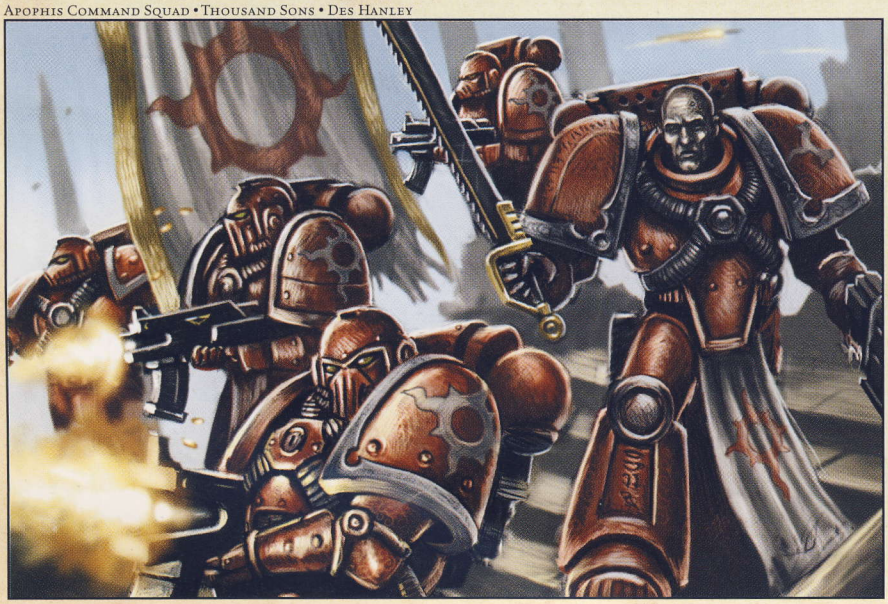
Moturg Tactical Squad • Death Guard • Chris Trevas

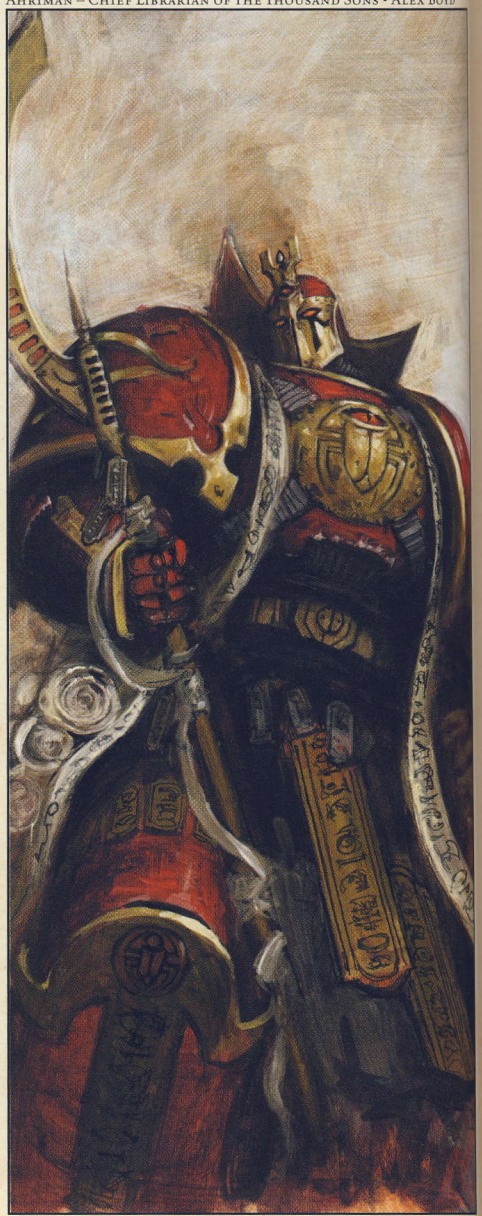
Chaggrat Despoiler Squad • Sons of Horus • Dan Wheaton



Apophis Command Squad • Thousand Sons • Des Hanley



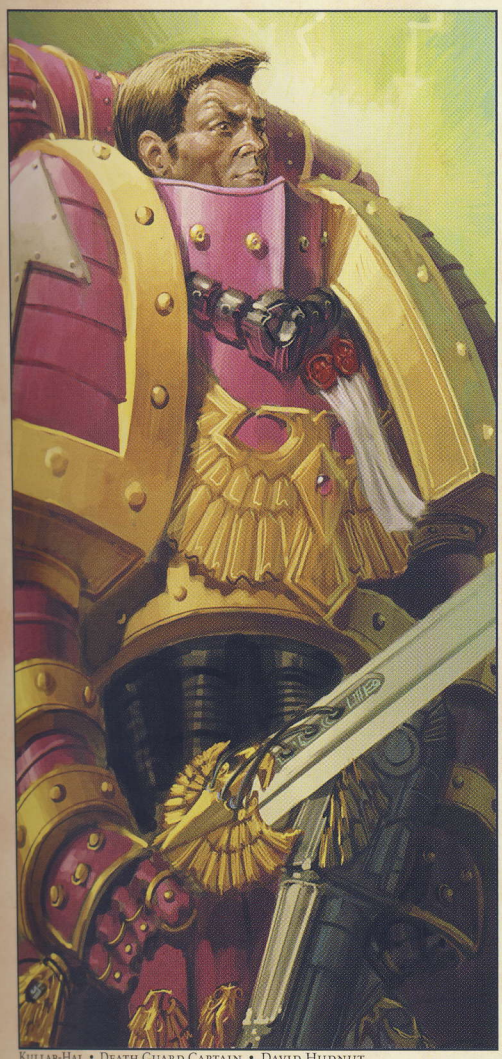
Ahriman – Chief Librarian of the Thousand Sons • Alex Boyd





Alex Boyd





Kullar-Hal • Death Guard Captain • David Hudnut



Ragvard Claw Assault Squad • Space Wolves • John Gravato

Horgun Fenris Bloods • Space Wolves • Michael Phillippi





Rehahti Magnus's Coven • Thousand Sons • Michael Phillippi



Ujioj • Death Guard • Franz Vohwinkel

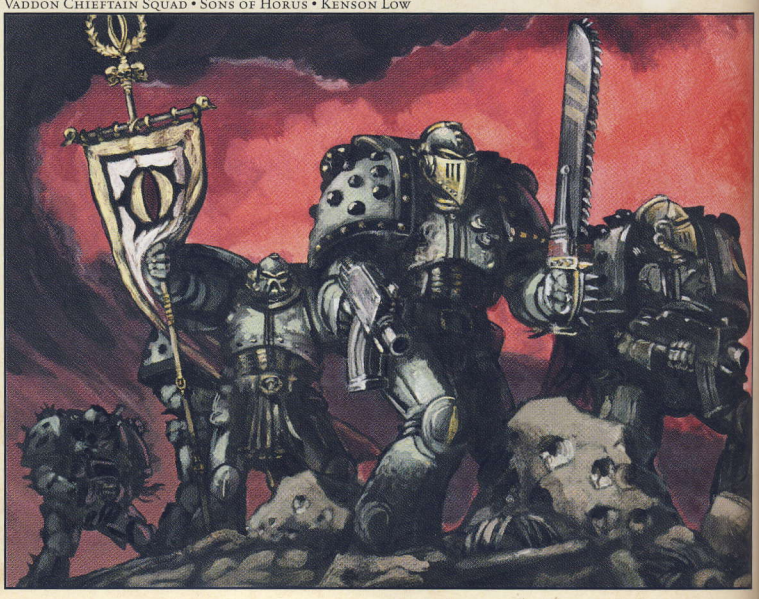


Abaddon • Lodge Captain of the Sons of Horus • Franz Vohwinkel



Horus is the rightful Master of Mankind! He is the one who has led us to triumphs undreamed of. He is the one who has conquered ten thousand worlds. He will lead us in conquest of ten thousand more! Cast down the false Emperor! Hail the Warmaster!

Vaddon Chieftain Squad • Sons of Horus • Kenson Low



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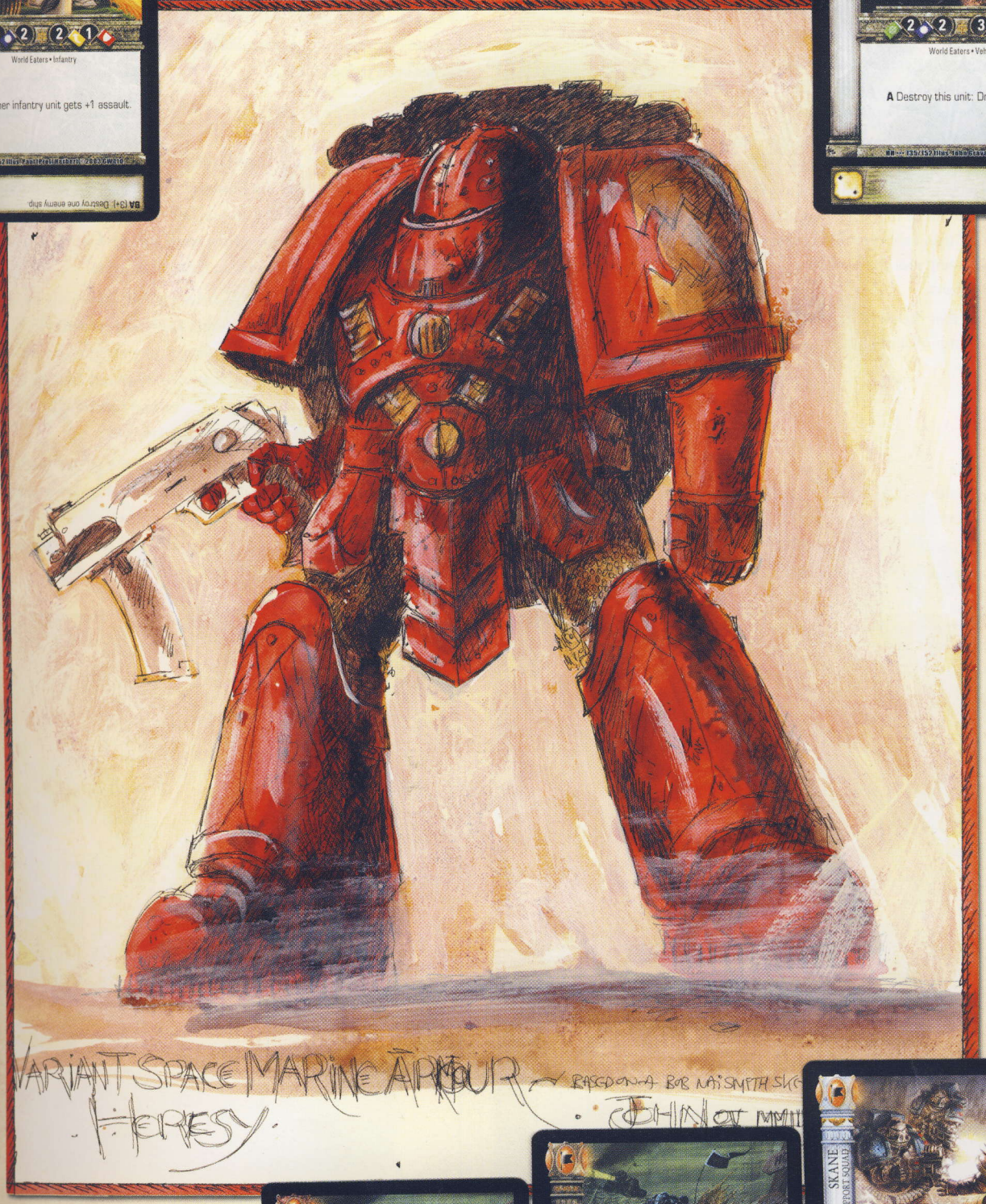
Space Marine in Heresy variant power armour • John Blanche Horus Heresy Sketchbook













Horus falls at Davin

The Warmaster joined his Legion, the Sons of Horus, on the moon of Davin. The Legion had some ties to the warrior-society of Davin and it was at the request of the Davinite priests that the moon had been targeted. Cleansing the moon of its plague-worshipping cultists was a simple task for the Legion, but Horus was felled by an assassin's blade.

The wound festered and the medical experts of his Legion were unable to treat him. Horus was close to death. In desperation Horus's Apothecaries enlisted the help of the Davinites.

Horus was treated by a Davinite sect. He was carried into the Temple of the Serpent Lodge a dying man and emerged some days later apparently cured and bursting with energy. No one knows what rites were performed to save him. Horus commanded that his senior officers be inducted into the Warrior Lodges of Davin. Within a short time the entirety of Horus's Legion had been inducted. In the following months Horus introduced the Warrior Lodges to other Space Marine Legions.

So it was that the seed of Heresy was planted in the heart of the Emperor's greatest champion and within some of the most powerful military forces in the galaxy.

Warrior Lodges of Davin

The planet of Davin was once blessed with a progressive and civilised culture. Its isolation during the Age of Strife brought anarchy. The civilisation quickly descended into barbarism, the peoples of Davin becoming savage feral tribes.

Davin was now ruled by the Warrior Lodges. These semi-religious societies were focussed around the veneration of various beasts. Each Lodge was named after their beast: Lodge of the Bear, Lodge of the Hawk, Lodge of the Serpent, Lodge of the Crow, Lodge of the Hound to name but a few. Dark priest-like monks led the Lodges and performed the arcane rights of the sects.

To understand how such a planet could be tolerated by the more civilised cultures of the Imperium was to realise that Davin was but one of many hundreds of thousands of human worlds spread across the galaxy. And it would have remained completely unremarkable and unknown had not Horus the Warmaster been treated there.

Chaos the Deceiver

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Serghar Targost • Sons of Horus Lodge Master • Ralph Horsley



Tsi Rekh • Davinite Lodge Priest • Steve Belledin





HORUS HERESY

WARRIOR LODGES OF DAVIN

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HORUS HERESY

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Davinite Lodge Priest • Chaos Cultist. John Blanche Horus Heresy Sketchbook



Bakhart Dreadnought • Emperor's Children • Dan Scott

Kenrich • Davinite Priest • Kari Christensen



Horus the Betrayer

After his sojourn on Davin, the Warmaster was a changed man. Deep in the Temple of the Serpent Chaos had whispered in his ear. Weakened by the physical trauma of his wounds, Horus's will was shattered and he listened to the seductive promises of the Dark Gods and made his evil pact with them.

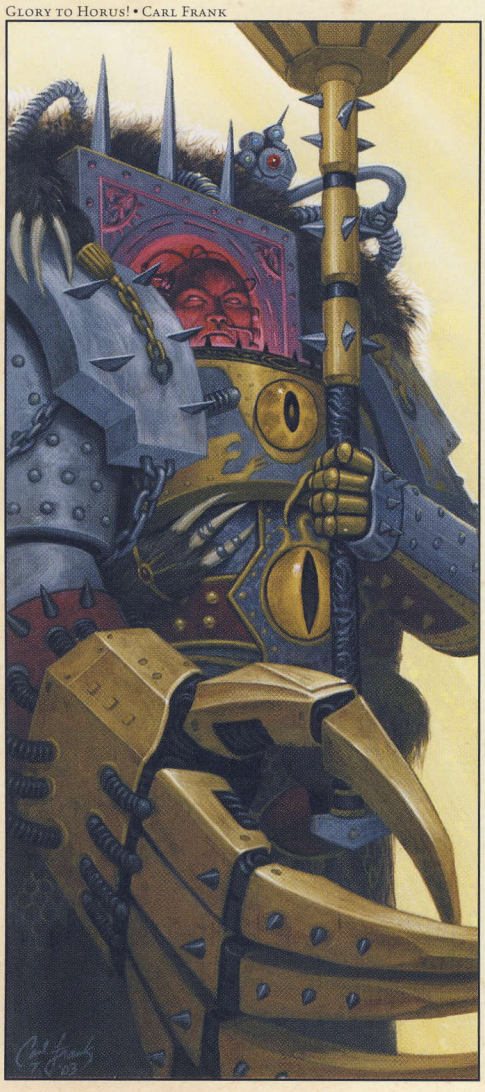
Horus had been terribly wounded. As his body was healed his mind was in turmoil. Why was the Emperor not with him in his hour of greatest need? Whilst his life was in the balance why did the Emperor not rush to his side as he had done in the old days? Why did he ignore all they had achieved? Why did he favour the fops and clerks of Terra? Why should Horus now do as the Emperor bids? Was he not the one who led the Marine Legions to countless victories? Did he not bear the scars of a thousand battles? Was the Emperor there to shed a tear as brave Space Marines died horrible deaths at the hands of their alien foes? No, it was Horus who had fought and bled and cried! Horus was the one who had planned the wars and the victories. It was Horus who had rightfully earned the loyalty of the Space Marines. Horus who should be acclaimed Lord of Mankind! The Rightful Master of Humanity!

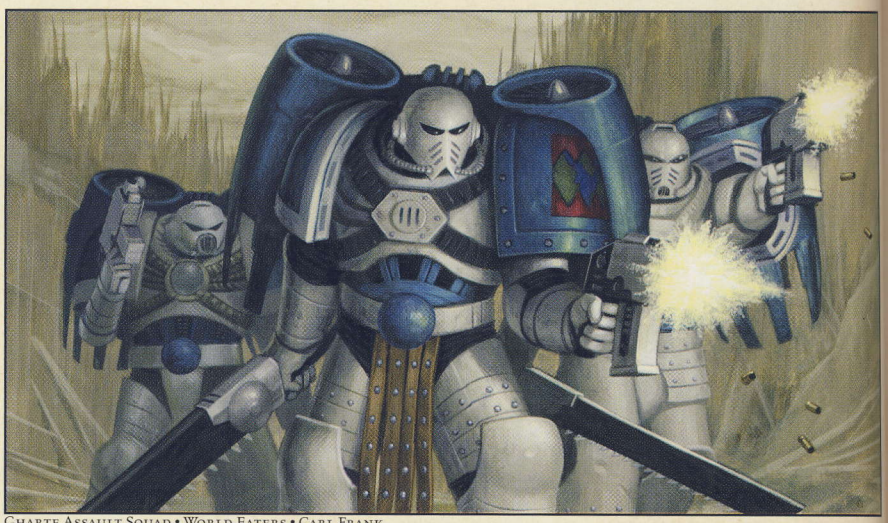
The Ruinous Powers had made their bargain clear to Horus. 'Deliver us the Emperor and we shall give you the galaxy!'



Seraphis Dreadnought • Thousand Sons • Wayne England

Glory to Horus! • Carl Frank





Gharte Assault Squad • World Eaters • Carl Frank

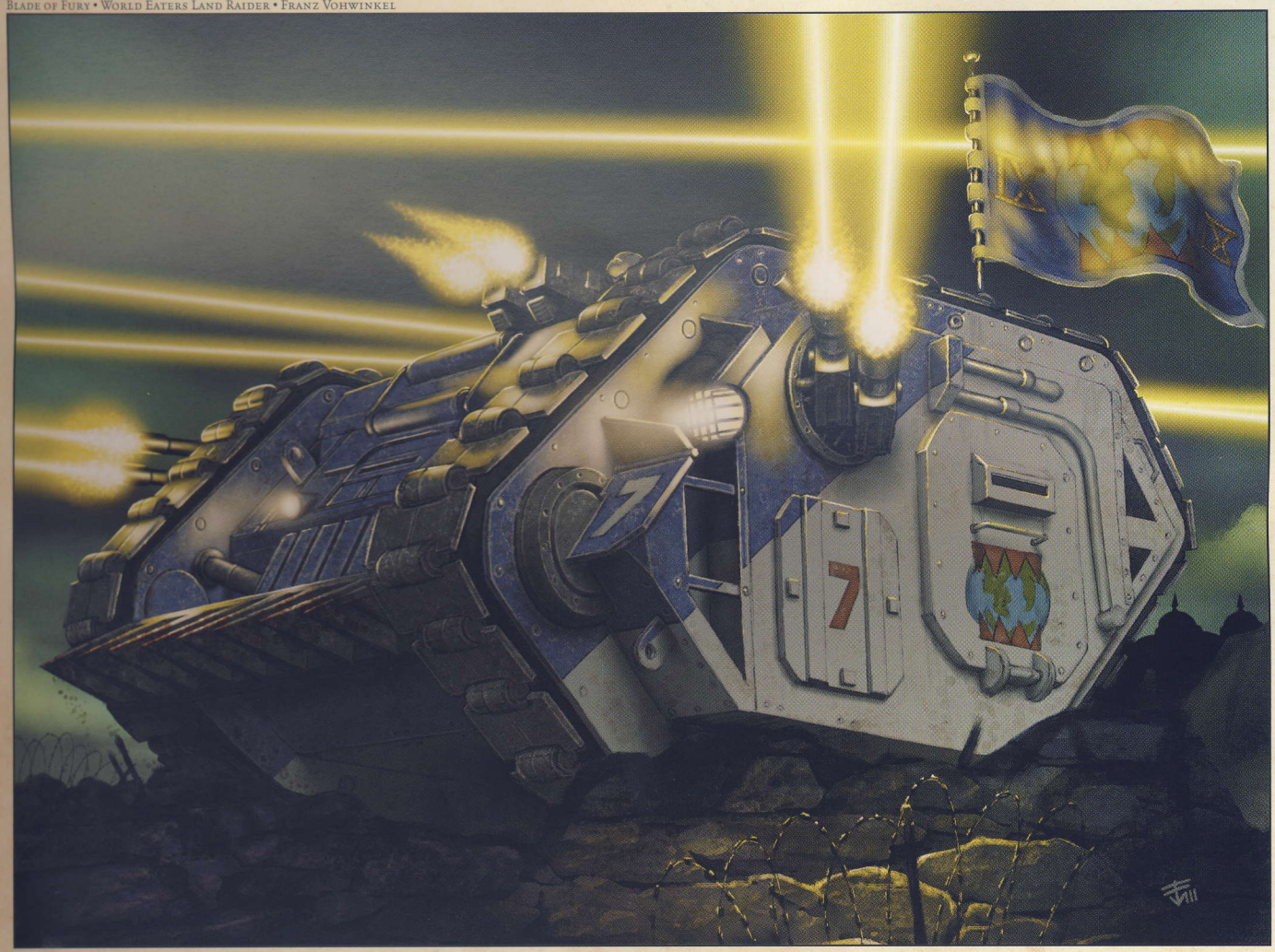
Ares's Fury • World Eaters Rhino • Dan Wheaton

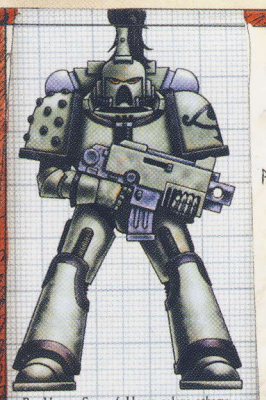




Rethaerin Platoon • Emperor's Children • James Brady

Blade of Fury • World Eaters Land Raider • Franz Vohwinkel





Pre-Heresy Sons of Horus colour scheme (renamed after Ullanor Crusade)

PRE-HERESY - HORUS BODYGUARD







IMPERIAL MAXIMUS ARMOUR
(SPACE MARINE MARK 4)











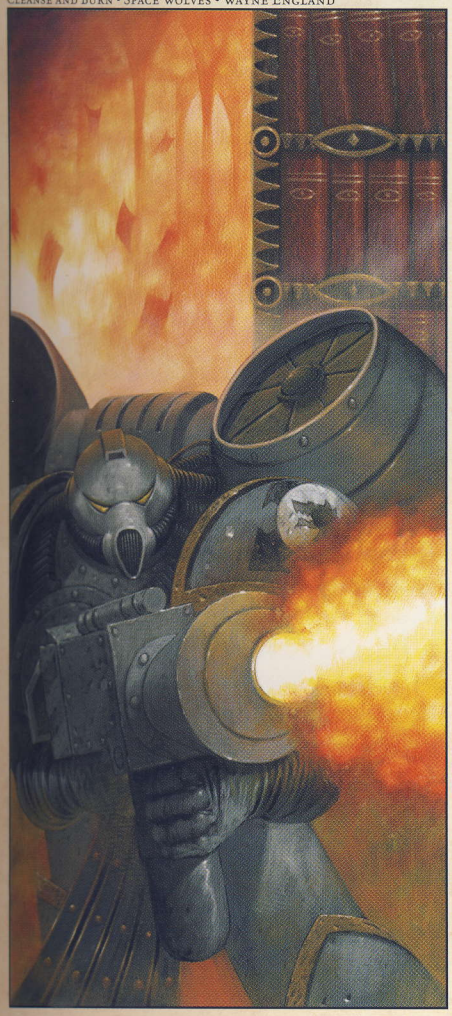


Abaddon and Retinue • Sons of Horus • Paul Dainton



Odovocar • Emperor's Children Captain • Karl Richardson

Cleanse and Burn • Space Wolves • Wayne England

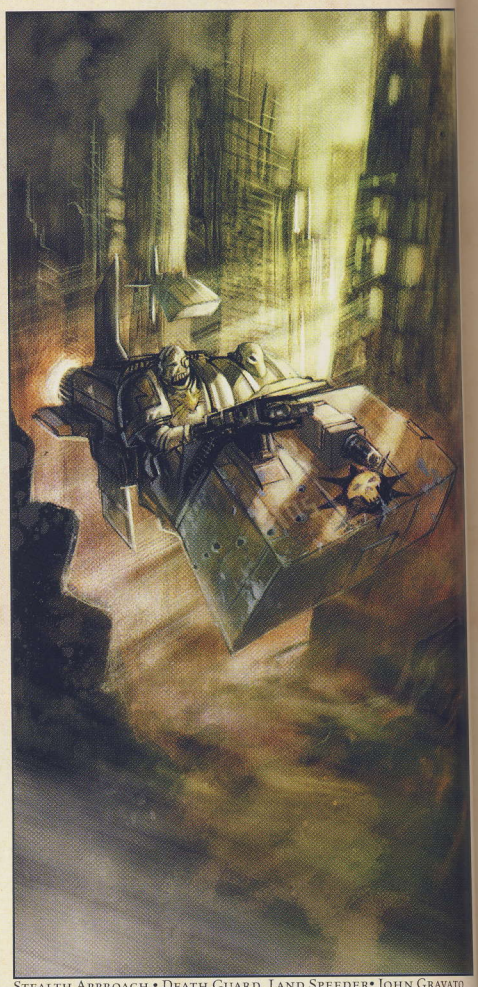


Jorlund Hunter Support Squad • Space Wolves • Carl Frank



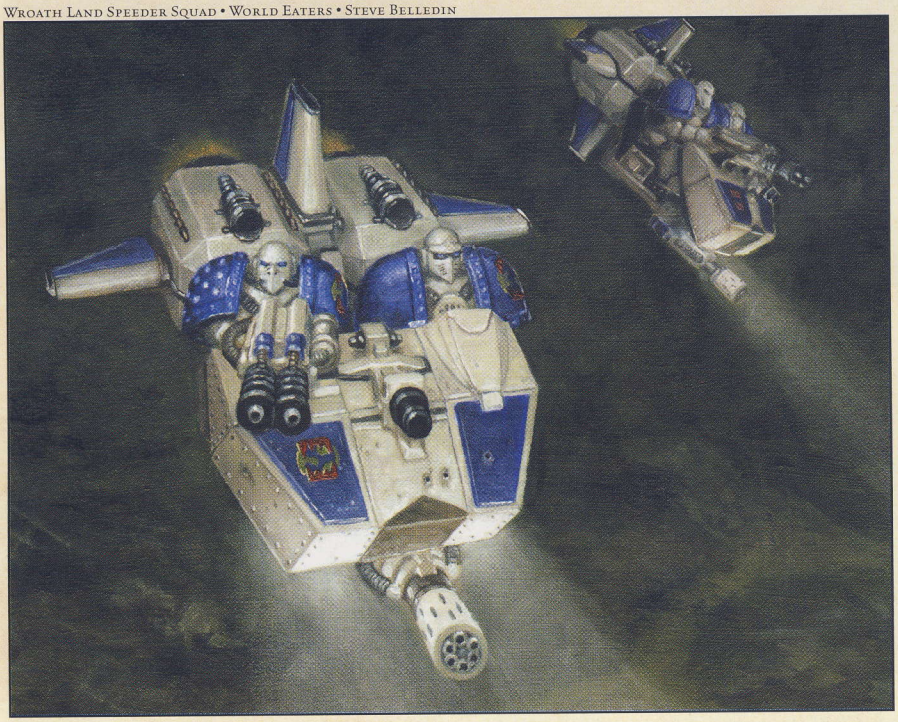


Gauste Terminator Squad • World Eaters • Franz Vohwinkel



Stealth Approach • Death Guard Land Speeder • John Gravato

Wroath Land Speeder Squad • World Eaters • Steve Belledin



Mortag Heavy Support Squad • Death Guard • John Wigley



Horus the Conspirator

The Warmaster drew to him those Primarchs he could trust the most. He met with each in turn and corrupted them.

Angron of the World Eaters raged against the Emperor, his synaptic implants buzzing with fury. Twice he felt the Emperor had betrayed him. The other Primarchs, those he saw as the Emperor's favourites, had treated him with contempt for the extremes he used to ensure his victories. He was a seething mass of resentment. He was the easiest Primarch for Horus to turn. Horus simply promised him blood!

Mortarian of the Death Guard was harder to persuade, but Horus was persistent and wore him down. A new age was dawning he argued, an age undreamed of, with the Primarchs at the head of it. They would rule with might and justice. Horus would need him, need his strength. The Emperor was weak and exhausted, it was the natural order of things that he be replaced.

Fulgrim of the Emperor's Children was the closest to Horus. Throughout the Great Crusade they had fought side-by-side. This was the most bitter corruption. All that was good in Fulgrim, his honour, his quest for perfection, his love for the Emperor was twisted by Horus into something dirty and cruel. Fulgrim was shattered, a broken man, all his dreams made dust. Horus promised to restore his honour, to make his dreams live again.

The Warmaster had corrupted his three closest comrades, persuading them to fight alongside him in the coming struggle against the Emperor who had betrayed them. What hand the dark gods of Chaos had in their corruption is unknown but they had chosen their path and it led inexorably to a doom they could not possibly have foreseen.

The Primarchs Angron, Mortarion and Fulgrim returned to their Legions and began to spread their Heresy. Slowly they secretly spread corruption through the ranks using the Warrior Lodges recently adopted by their Legions. Most of their Marines were easy enough to turn. Their loyalty lay with their Primarch, their father and mentor. They would fight for him and they would die for him.

However, some of their Marines would not be so easily swayed. These were the Marines for whom the Emperor was like a god, many of them men of Earth, the original recruits into the ranks of the Space Marines whose loyalty to the Emperor predated that to their Primarch. Careful not to reveal their hand, the Primarchs noted which of their men they could not trust. These dissident Marines were earmarked for a dark fate.



Gravato

igley



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The Primarch Mortarion of the Death Guard Legion • John Blanche Horus Heresy Sketchbook

The call to arms rings out across the dark void that is the galaxy. Its toll is answered by the iron-willed devotees who are themselves but humble servants of a greater power. Who among the teeming billions of mankind has the strength to answer the call and march to war? Come forth, you mighty warriors, gather under the blood-stained banners and grisly trophies of conquest! Join now the massed throng whose aim is to rid humanity of its blighted fate. To win famous victory on hellish otherworlds. To blast oblivion those fell and disturbed followers of dark paths and twisted hearts. To kill those deviants and aliens who would kill. To do un- others what they would surely do unto them is the Great Crusade. The holy, righteous b against the Night, against the Sh-

there is only war.

WARHOST

HORDE

STRIKE FORCE



Heresy age Imperial Soldier • John Blanche Horus Heresy Sketchbook

Horus Plans Ahead

Having corrupted those closest to him, the Warmaster now turned his attentions to the other Primarchs and their Legions.

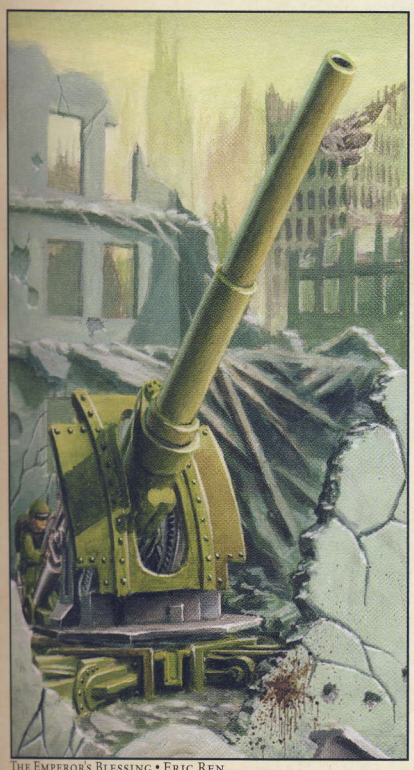
He ordered the Primarchs Lion El'Jonson, Sanguinius and the redoubtable Guilliman to muster their Legions in preparation for a series of missions in the Signus Cluster and Veridan Systems. The Signus Cluster was deep in the Ultima Segmentum, close to the Galactic Center whilst the Veridan Systems stretched across the outermost regions of Segmentum Tempestus to the galactic south.

Perceiving no obvious reason to doubt the Warmaster's motives, the three Primarchs set about planning their missions and transporting their Legions. So it was that three of the most staunchly loyal Legions, the Dark Angels, the Blood Angels and the Ultramarines were sent by Horus to regions far from Earth and from the Isstvan system.

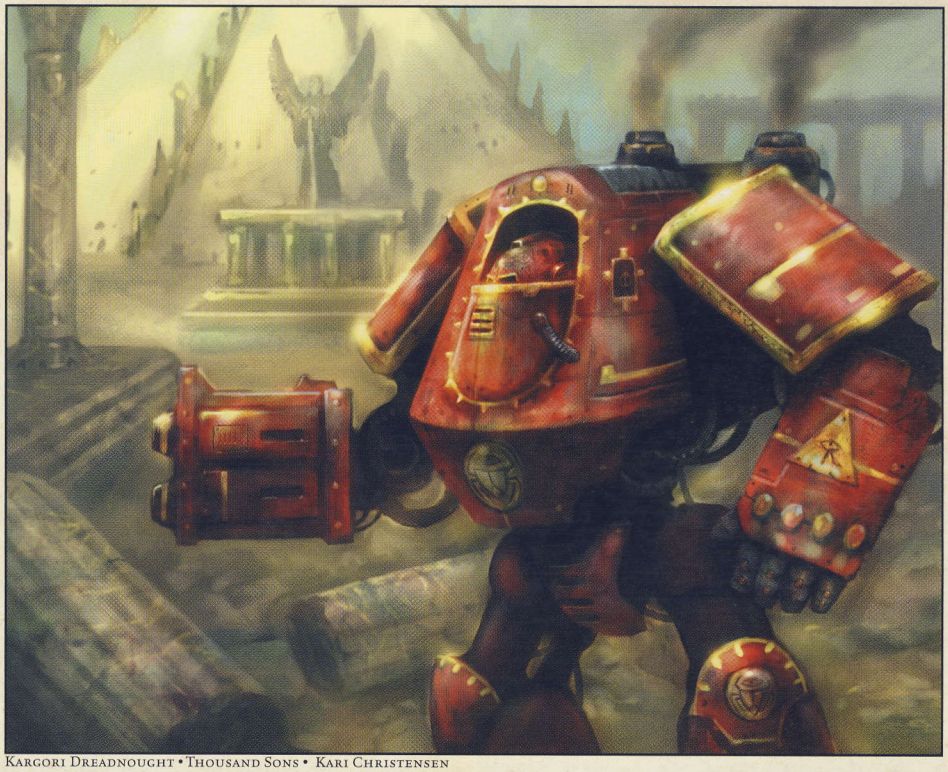
The Warmaster sought to minimise the threat to his plans from the other Space Marine Legions. He was sure of the loyalty of his own Legion, the Sons of Horus and he had the Death Guard, World Eaters and Emperor's Children being attended to by Angron, Mortarion and Fulgrim. They assured him of their loyalty to him.

Of the other Legions, the Ultramarines, Blood Angels and Dark Angels had been ordered to distant sectors to remove their immediate threat to his plans. The Night Lords, Word Bearers, Alpha Legion, Raven Guard, Salamanders and Iron Hands were actively involved in various campaigns across the Imperium, their time would come. The White Scars and Imperial Fists were on Terra and too close to the Emperor for Horus to chance contacting them without raising suspicion.

This left Magnus the Red's Thousand Sons, the Iron Warriors of Perturabo and Leman Russ's Space Wolves, all of whom were currently headquartered on or near their respective Homeworlds.



The Emperor's Blessing • Eric Ren



Kargori Dreadnought • Thousand Sons • Kari Christensen



Vallerus Tactical Squad • Blood Angels • John Gravato

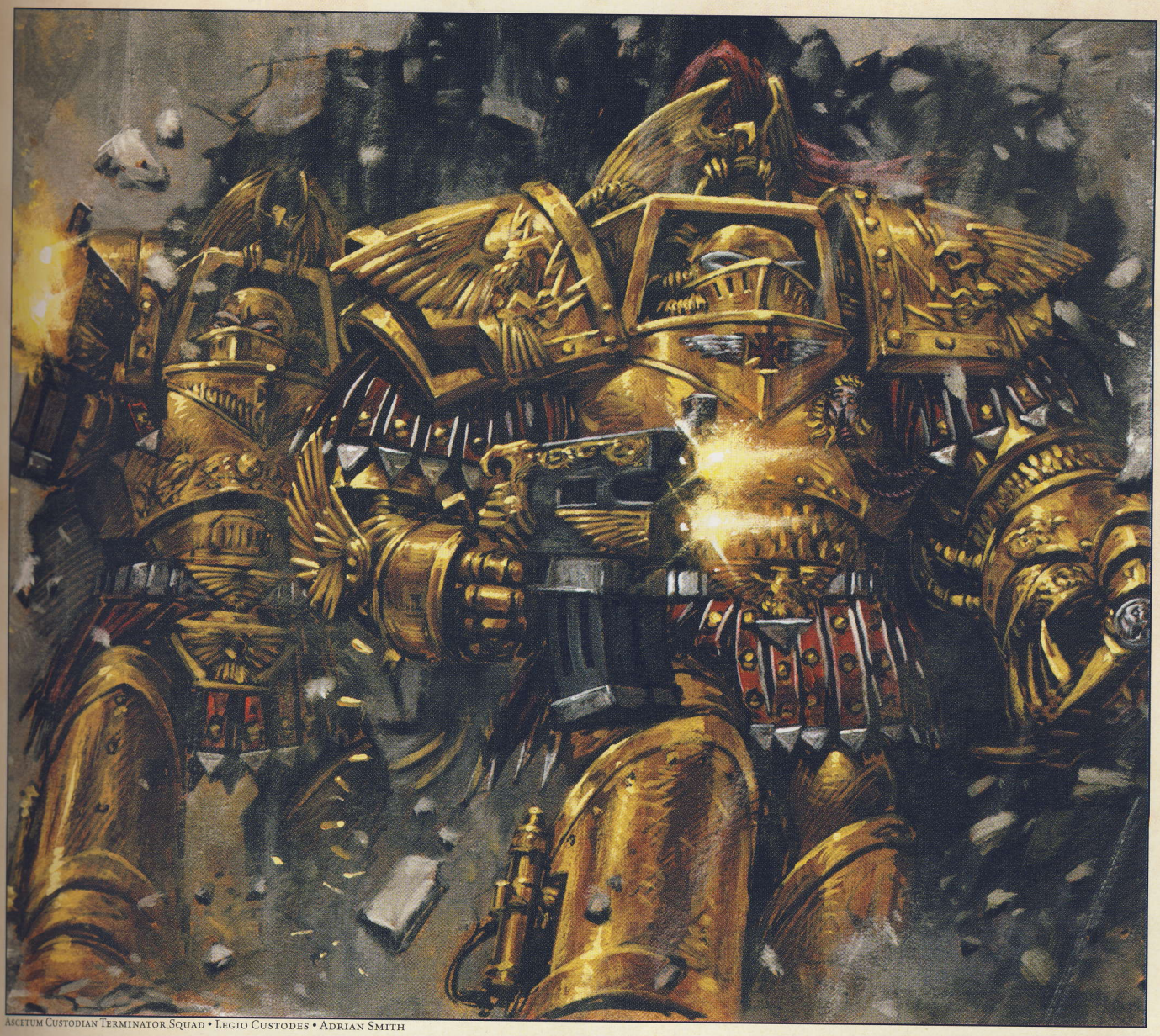


Wronde Veteran Squad • World Eaters • Carl Frank

This Act of Heresy shatters all ties of kinship. Those I was proud to call Brother I now fight to bloody death. No quarter will be asked and none sought. These are the vilest foes we must fight. There shall be no peace, no rest, no succour until the face of Horus stares down from Traitor's Gibbet and all his heretic followers are vanquished.

Eitholchin Heavy Support Squad • Emperor's Children • David Hudnut



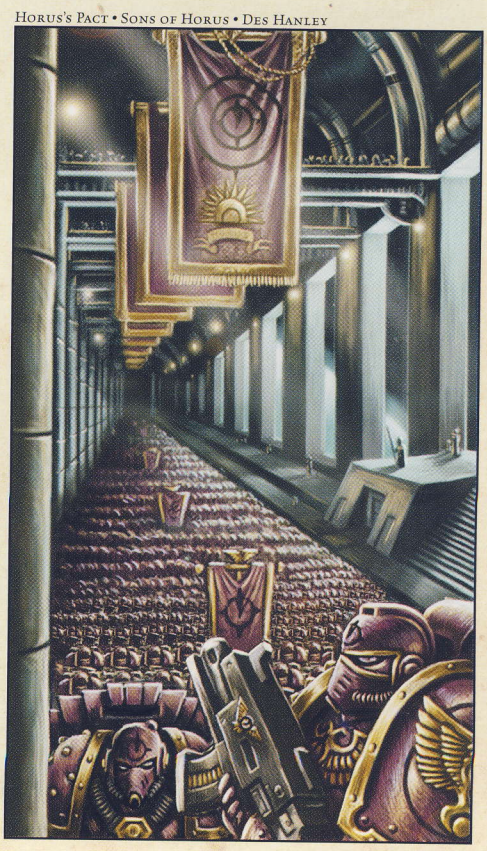


Ascetum Custodian Terminator Squad • Legio Custodes • Adrian Smith

Sleame Recon Squad • World Eaters • Kari Christensen

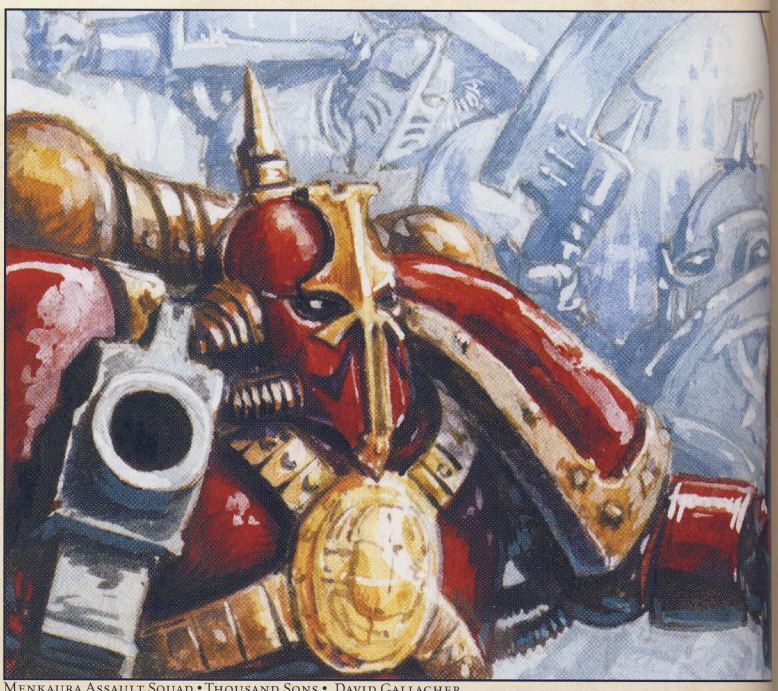


Horus's Pact • Sons of Horus • Des Hanley

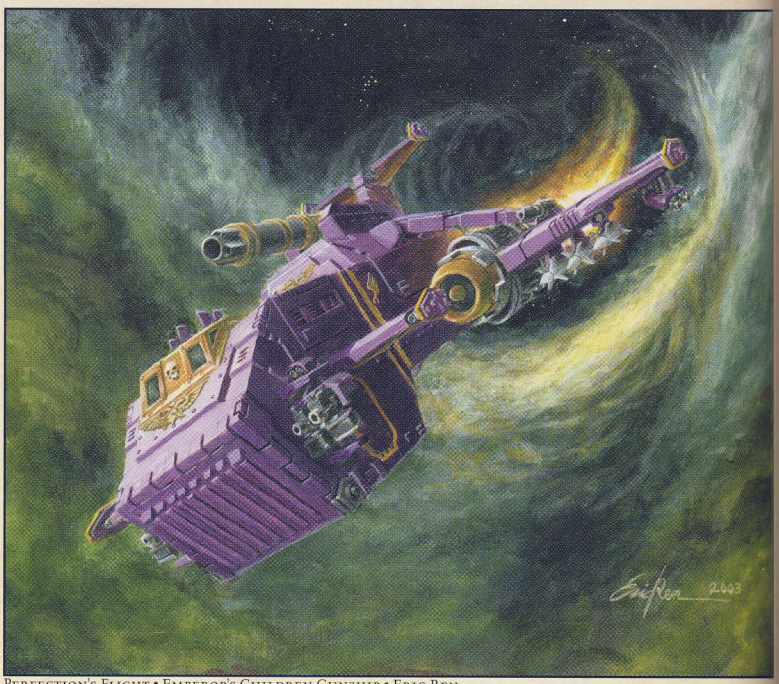




Frontal Assault • Sons of Horus • James Brady



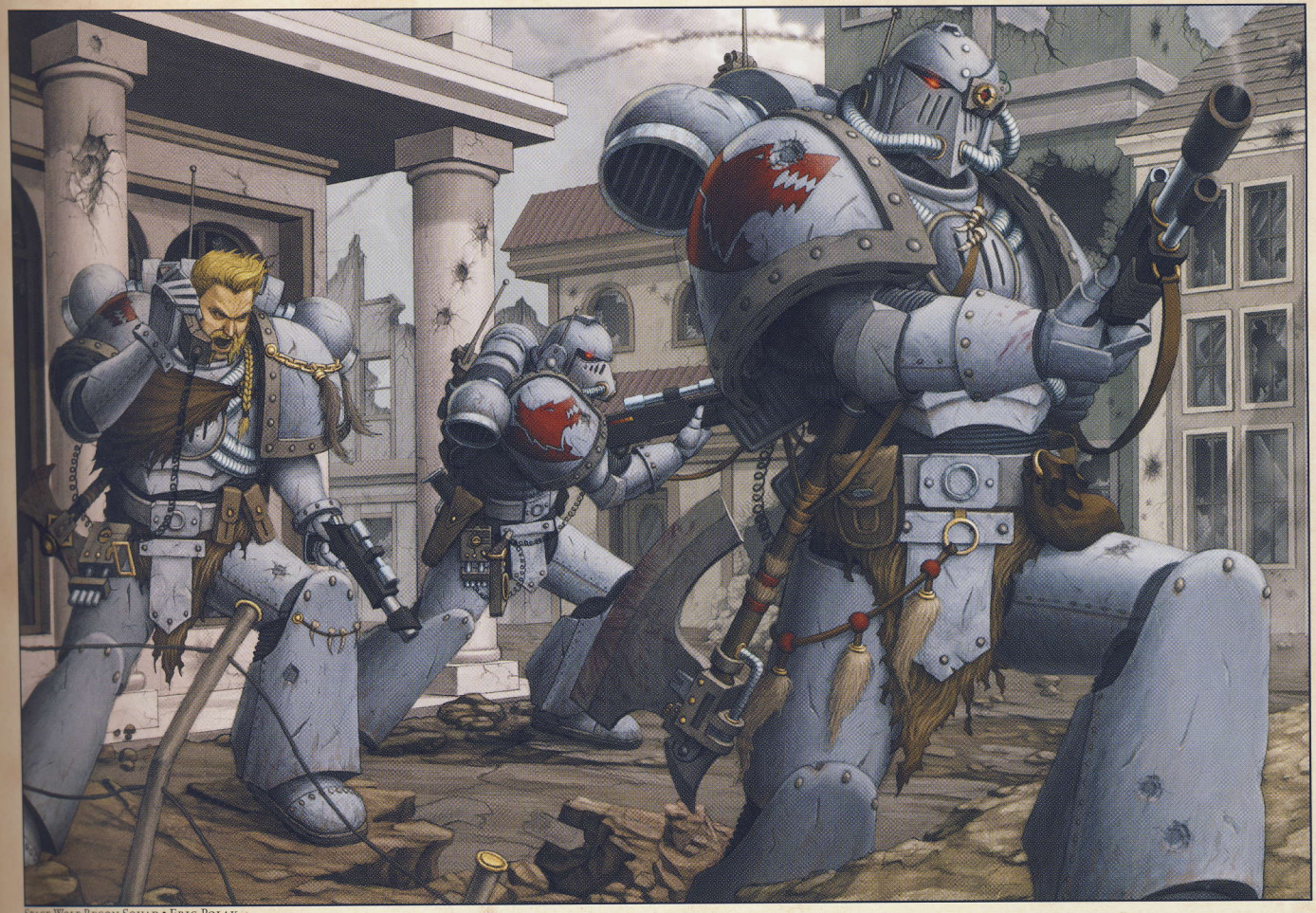
Menkaura Assault Squad • Thousand Sons • David Gallagher



Perfection's Flight • Emperor's Children Gunship • Eric Ren

Vallerus Tactical Squad • Blood Angels • John Gravato





Space Wolf Recon Squad • Eric Polak

Hidden Strength • World Eaters • Chris Trevas

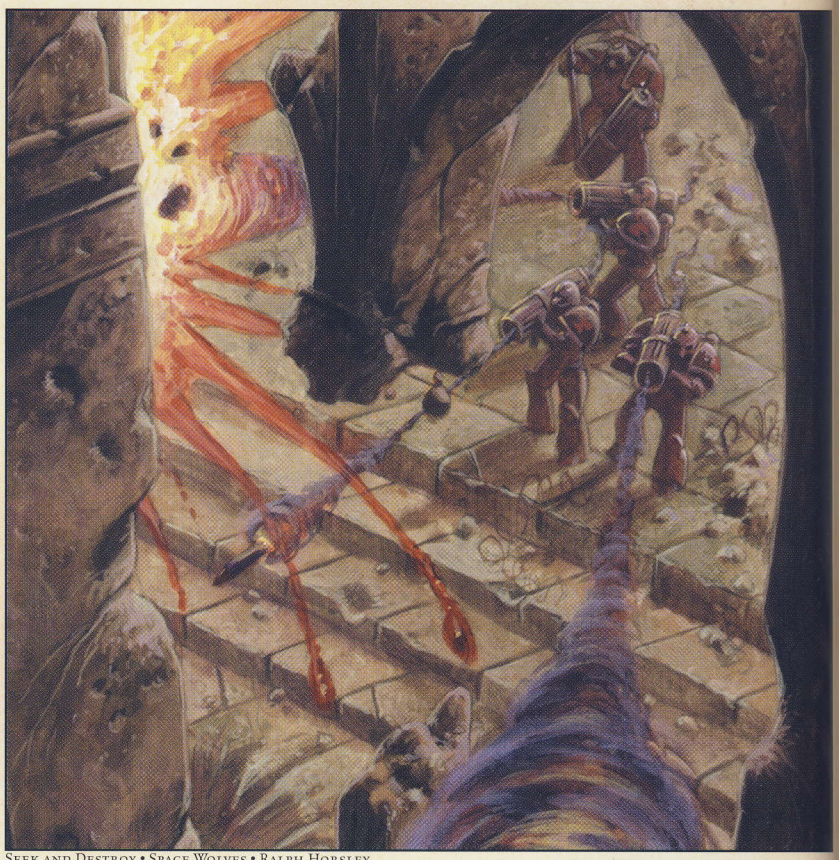


The Heresy Spreads

Horus the Warmaster, having secured the loyalty of nearly four Legions of Space Marines, now hoped to draw more forces into his web of deceit. He contacted Perturabo of the Iron Warriors Legion. Perturabo had a fearsome reputation for war and destruction, but was a petty, jealous Primarch. The Warrior Lodges within his Legion had already started to agitate for Horus. Horus informed the Primarch of rebellion formenting on their Homeworld of Olympia. Perturabo was determined to take decisive action and win the favour of the Warmaster. He began the Siege of Olympia.

The Warmaster then tried to contact Magnus the Red of the Thousand Sons. It was in vain; for reasons that were unclear to him, Horus's astropaths could not make contact. It was apparent that something terrible was occurring on Prospero.

Horus despatched agents to other Legions and began the process of winning to his side various Imperial Commanders and Forge Masters. The latter held positions of authority on the Forge Worlds of the Mechanicum. They also controlled the fearsome Titan Legions of the Collegia Titanica. With these powerful machines on his side Horus considered that he might even be able to force the Emperor to submit without more bloodshed.



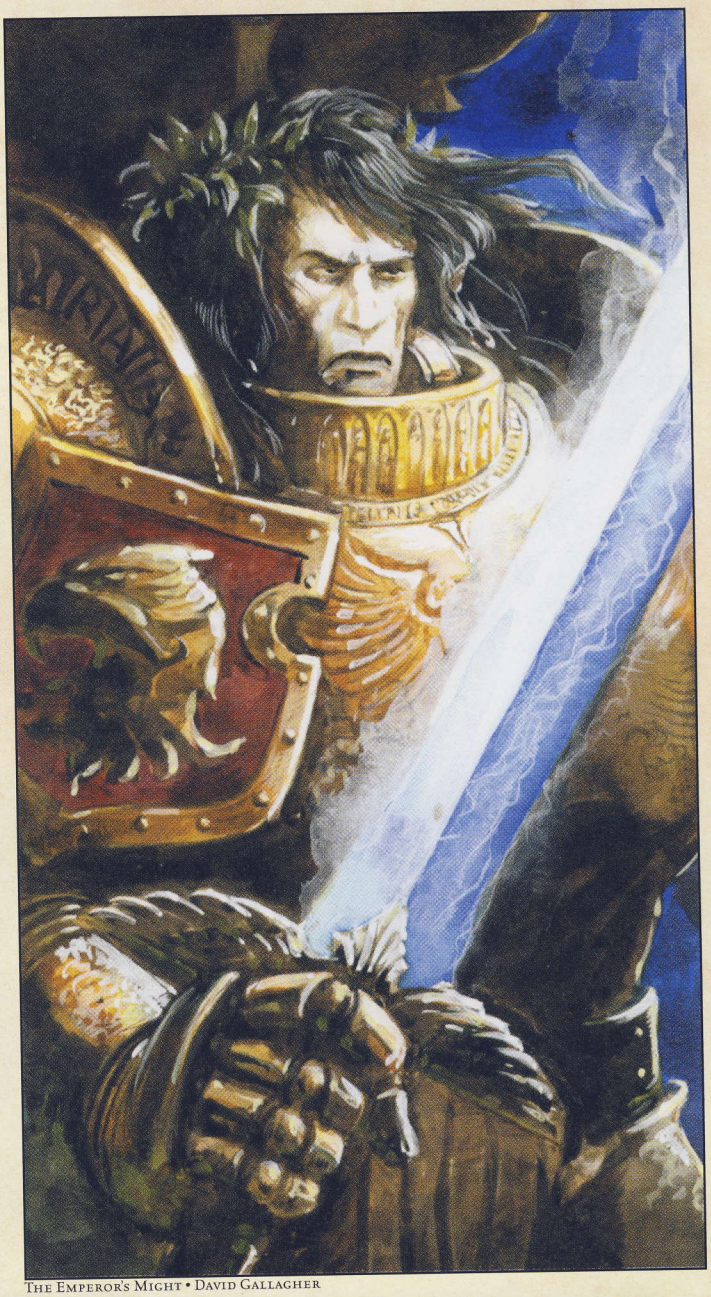
Seek and Destroy • Space Wolves • Ralph Horsley

Amunis Assault Squad • Thousand Sons • Karl Kopinski



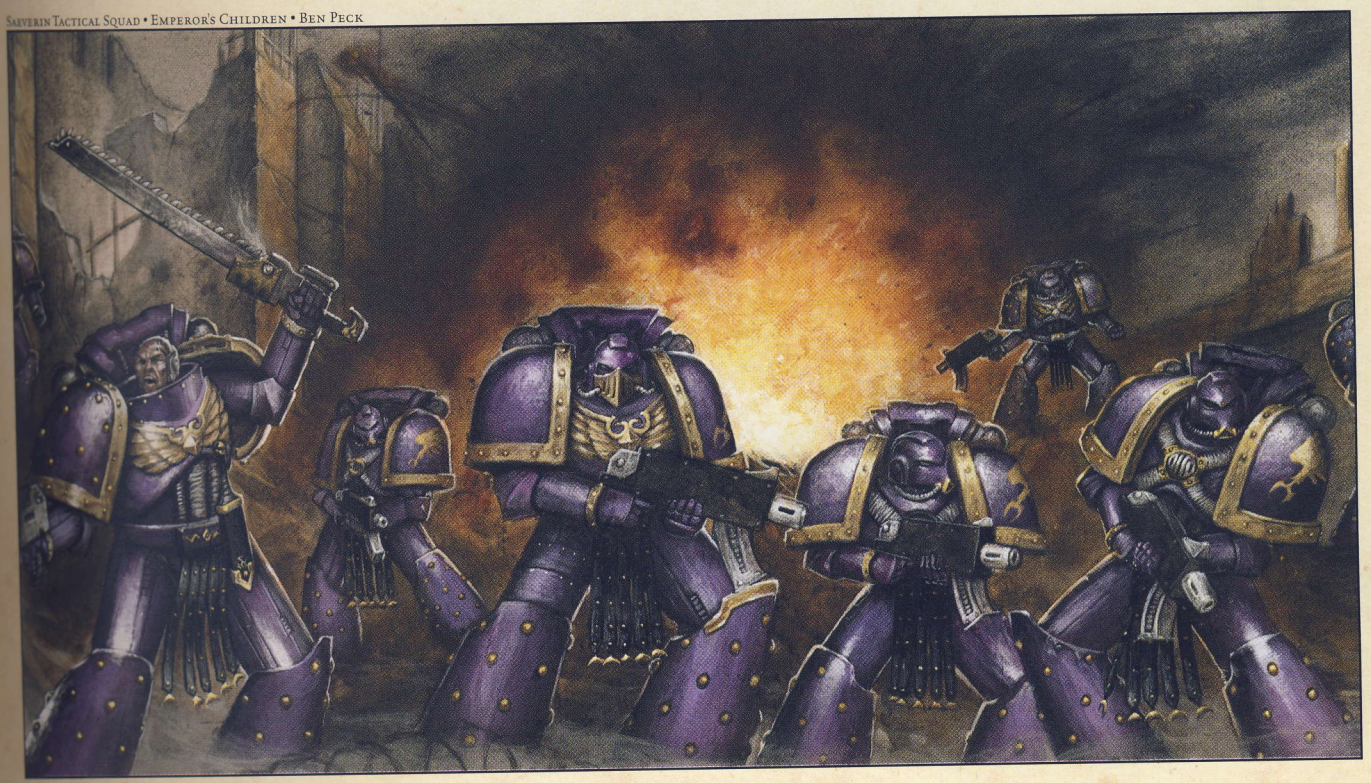


Ignatius Grulgor • Death Guard • David Gallagher



The Emperor's Might • David Gallagher

Saeverin Tactical Squad • Emperor's Children • Ben Peck





THE PRIMARCH ANGRON OF THE WORLD EATERS LEGION • JOHN BLANCHE HORUS HERESY SKETCHBOOK

HORUS HERESY

THE PRIMARCHS III

Supposition and theory abound about the true nature of the Primarchs, the most powerful of all of the Emperor's creations. Like gods they bestrode the battlefields of the Crusade and their names and legends would endure for ever.

Some say that the Primarchs were created from the Emperor's own genetic stock, each engineered to be a leader of men, a warrior and a hero; each a mighty warlord whose martial prowess is only matched by his charisma and mental prowess; each with special powers that set them apart from normal men.

Was it the Emperor's plan that they would be the ones to lead Mankind away from the powers of darkness and into a new golden age? Or were they merely a by-product of the experiments that resulted in the creation of the Space Marine?

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Isstvan Rendezvous I

Horus arranged to meet with the Primarchs Angron of the World Eaters, Mortarion of the Death Guard and Fulgrim of the Emperor's Children at the Isstvan system. The third world of the system was in revolt and the Warmaster had been ordered by the Council of Terra to quell the rebellion and bring the instigators to justice.

A massive war fleet gathered above the planet of Isstvan III as elements of four Marine Legions began to arrive. Fulgrim was delayed but some of his Emperor's Children did make the rendezvous. Horus's task force therefore consisted of the majority of his own Legion, the Sons of Horus, plus significant portions of the Death Guard, World Eaters and Emperor's Children Legions. Along with three Primarchs in attendance this constituted one of the largest concentrations of military forces seen since the battle for the Pargor Hith system during the Great Crusade.



Quemondil Assault Squad • Emperor's Children • Ed Cox



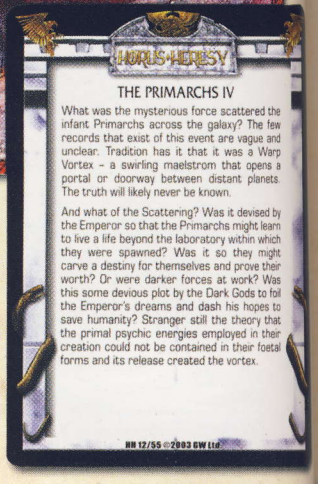
Duke Mortecher • Imperial Emissary to Isstvan • Carl Frank

Custodian Guard Squad • Legio Custodes • Adrian Smith





The Primarch Fulgrim of the Emperor's Children Legion • John Blanche Horus Heresy Sketchbook



Isstvan Rendezvous II

Horus the Warmaster met with the Primarchs Angron and Mortarion at the Isstvan system. The Warmaster met with the two Primarchs on his flagship, the Battlebarge Vengeful Spirit, to discuss the coming storm. Angron and Mortarion reported on the status of their respective Legions. They assured Horus that the majority of their Space Marines had been inducted into the Warrior Lodges and could now be trusted to follow him when he declared himself to be the rightful Emperor.

However, both of the Primarchs had identified elements of their Legions whose loyalty to the Emperor was unshakeable. These loyal Space Marines would pose a great threat to Horus's conspiracy if they were not dealt with. Lord Commander Eidolon, speaking in Fulgrim's absence, confirmed that the same was true of sections of the Emperor's Children. Horus revealed to his co-conspirators his shocking plan to rid their Legions of these dissident factions.



Saul Tarvitz • Emperor's Children • David Gallagher



Chondon Despoiler Squad • Sons of Horus • Des Hanley

Keilorol Bike Squad • Emperor's Children • Ralph Horsley



Orbital Bombardment • Jon Hodgson





Outflank • Sons of Horus • Chris Trevas

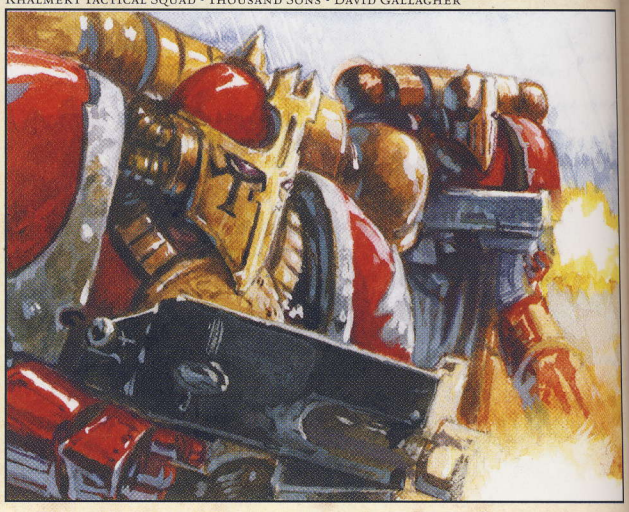


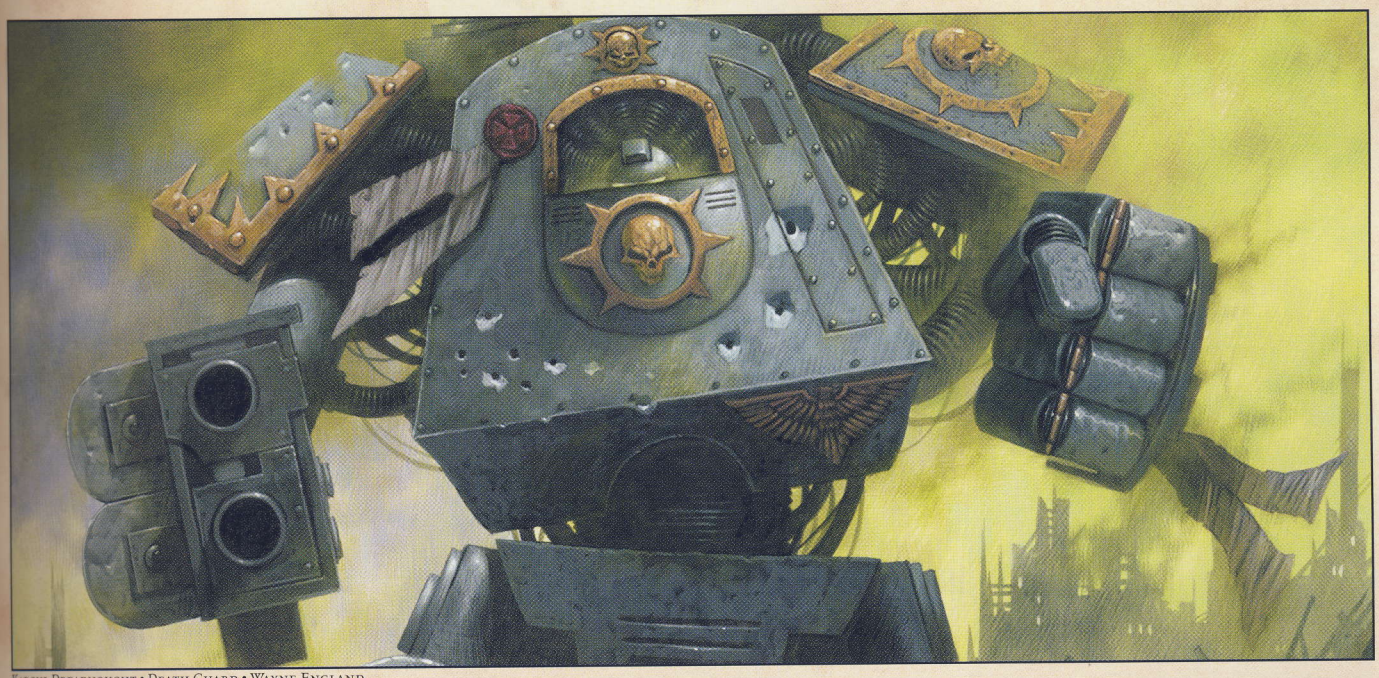
Gurtur-Fol Terminator Squad • Death Guard • Kenson Low



Fleiste Assault Squad • World Eaters • Des Hanley

Khalmekt Tactical Squad • Thousand Sons • David Gallagher





Kargul Dreadnought • Death Guard • Wayne England



Eidolon Heavy Support Squad • Emperor's Children • John Gravato

Krast Bike Squad • World Eaters • John Gravato





Horus's Vengeance • Adrian Smith

Battle of Isstvan III

The planet of Isstvan III was in revolt and had declared it
independence from the Imperium. The Imperial Comma
der, Vardus Praal, was suspected of being a mutant, possibl
a dangerous psyker. Horus had orders to quell the rebellio
and bring Praal to Earth for judgement. This provide
Horus with the perfect opportunity to rid himself of thos
Space Marines whose loyalties he was not sure of. Horus
Angron, Mortarion and Eidolon met in council an
decided which of their formations they could trust an
which they could not. Orders were passed to the officers o
the World Eaters, Death Guard and Emperor's Childre
Legions and the assault of Isstvan III begins. Those section
of the three Legions whose loyalty to Horus could not b
guaranteed by their leaders were commanded to prepar
for an assault on the planet beneath.

Justaerin Terminator Squad • Sons of Horus • Franz Vohwinkel



Kaitheron Tactical Support Squad • Emperor's Children • Steve Bell





Khatek

Battle's

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IWINKEL



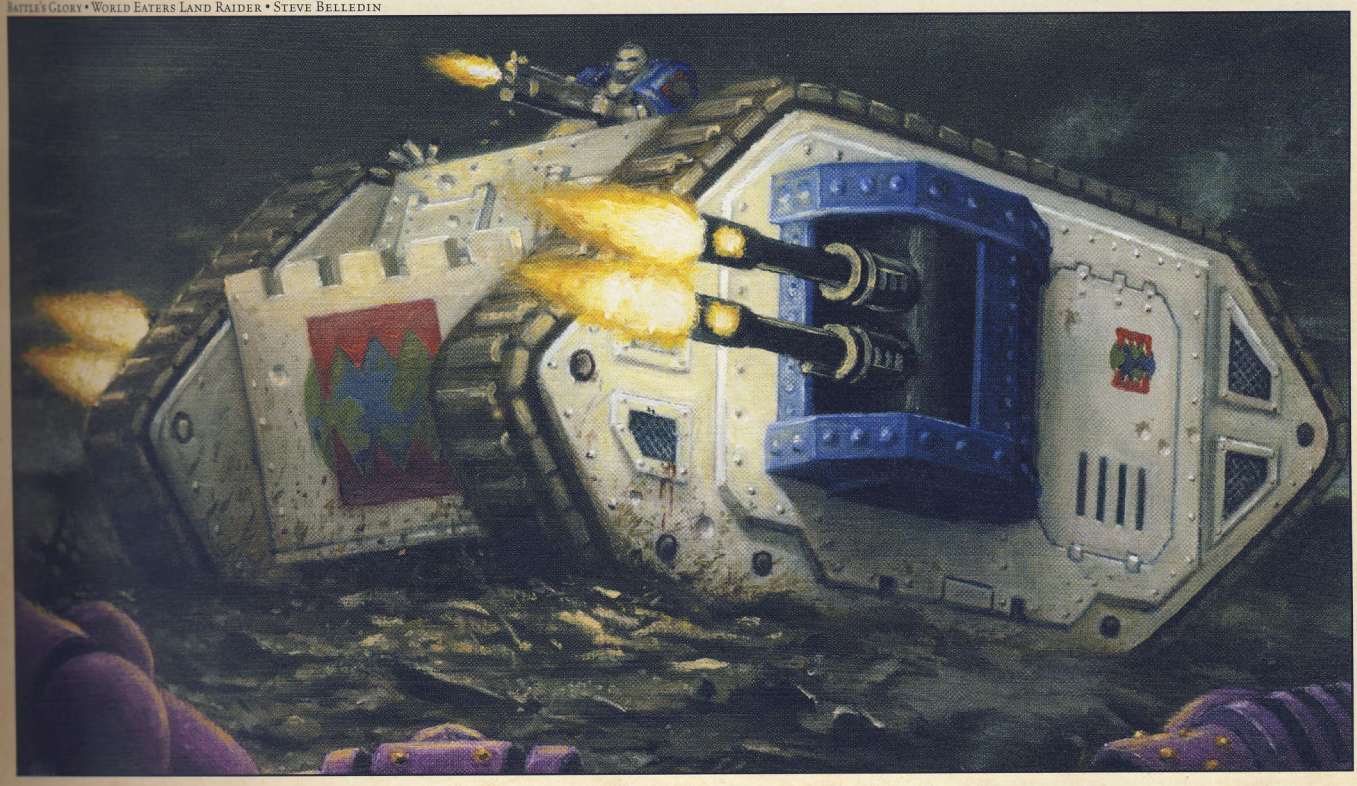
EN • STEVE BELLEDIN





KHATEK • SONS OF HORUS FELLBLADE • DAN SCOTT

BATTLE'S GLORY • WORLD EATERS LAND RAIDER • STEVE BELLEDIN



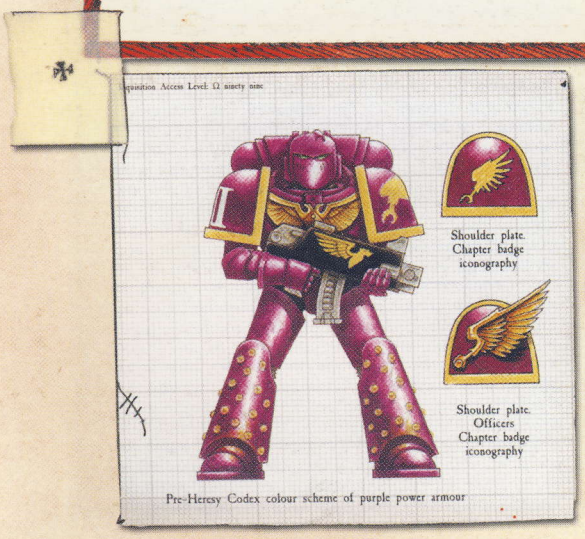








EMPERORS CHILDREN SPACE MARINE — JOHN BLANCHE MMVIII · ©G.W.
ANATOMY BASED ON JES GOODWIN SKETCH.









The Death of Isstvan III

The first wave of attacks on the rebel planet of Isstvan III by the Space Marines of the Emperor's Children, Death Guard and World Eater Legions were devastating. Within hours the rebels were in utter disarray. Tens of thousands of the planetary defence forces had been crushed in a series of hammer-blow assaults. The Space Marines were jubilant, the Emperor's law would be quickly reinstated and the miscreant rebels brought to justice.

Just as victory seemed assured, disaster struck the Space Marine forces on the planet. All communications with the orbiting fleet ceased and the encircling battleships began to bombard the planet. A thousand virus bombs rained down onto Isstvan III, within moments razing every city to the ground. Millions died as the giant bombs exploded around them. Worse still was the carnage wreaked by the bombs' viral payload in the wake of the firestorm. Virus bombs were devised to cleanse planets of all life, and so it was on Isstvan III, the six billion inhabitants of the planet had no chance of survival.

Isstvan III had become a dead planet.

Horus the Warmaster had at last declared his hand and openly defied the Emperor. Ordered to quell a rebellion on Isstvan III and reinstate law and order, he had instead ordered an orbital bombardment that had utterly annihilated the population. He had also planned that the virus bombs would destroy a host of Space Marines he could not trust to fight for him in the coming struggle with the Emperor.

However, the Warmaster's plans were upset. Some loyalist Space Marines remained onboard the orbiting ships. Among them was Captain Garro of the Death Guard, a Terran, one of the original recruits to the fourteenth Legion. As soon as the bombardment began, Garro instinctively beamed warning messages to his battle-brothers on the planet's surface. First Captain Tarvitz of the Emperor's Children had a similar reaction. The loyalists were immediately attacked and slaughtered by their traitorous brethren. A few escaped aboard the commandeered frigate Eisenstein led by Garro, whilst Tarvitz seized a Thunderhawk and made for the planet below.

On the planet's surface had been over one hundred companies of Space Marines drawn from the Emperor's Children, Death Guard and World Eaters Legions. Of these fully two-thirds miraculously survived the bombardment, thanks to the warning messages they received from their loyal comrades in orbit.

Kaitheron Tactical Support Squad • Emperor's Children • Steve Belledin



Isstvan III Aftermath

It was immediately apparent to the orbiting Horus and his co-conspirators that the virus bombs had failed to destroy the loyalist Space Marines on Isstvan III. As the firestorm abated, communication channels crackled into life. Frantic signals blared out from the vox-units and comms-relays. Never in the history of the Legions had there been such a terrible act of betrayal. The Space Marines on Isstvan III were incensed beyond reason.

That they had been betrayed by their own Primarchs simply added to their fury. They demanded blood!

Whilst Horus was trying to work out what to do next, Angron, headstrong as ever, took it on himself to launch a new attack on the planet. The World Eaters' Primarch made planetfall at the head of fifty companies of Space Marines. Horus was incensed but had little option but to back up Angron's rash move. The Sons of Horus, and remaining Emperor's Children and De Guard units, were ordered to their Thunderhawk gunships and drop-pods

The conflict on Isstvan III was the first battle in the history of th Imperium when Space Marines of the same Legion fought on opposite sid Former comrades and brothers-in-arms became bitter foes. Betrayal an treachery abounded. On the virus bomb devastated planet it was kill or k killed. No quarter was asked and none offered.

On one side stood Horus the Warmaster, self declared True Master Humanity. With him were the corrupted Primarchs: Angron the World Eat and Mortarion the Death Guard. The best part of their three Legions and host from the Emperor's Children Legion were at their command. Again them stood the remnants of the Isstvan III first wave, Space Marines st loyal to the Emperor who had been most sorely betrayed. Chief among th loyalists was First Captain Tarvitz of the Emperor's Children. He was dete mined to take his vengeance on the traitors.

Charosion Veterans • Emperor's Children • Chris Trevas





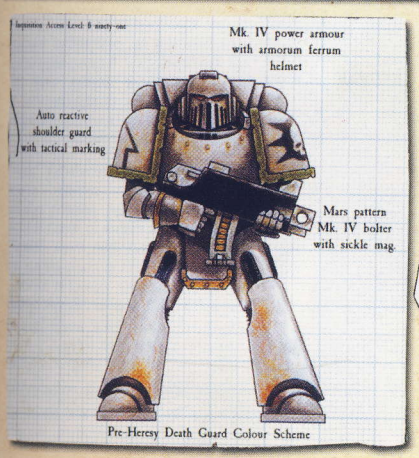








DEATH GUARD SPACE MARINE - HERESY WARS - ANATOMY BASED ON JES GOODWIN







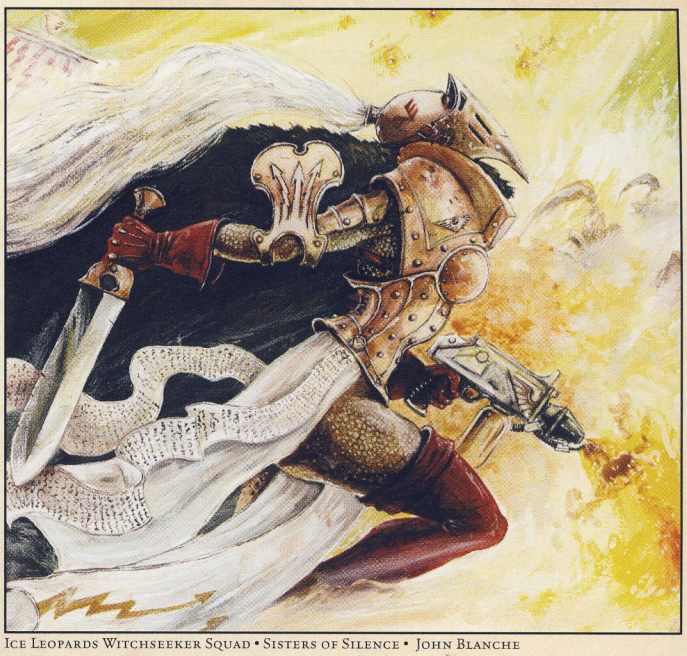



NULL MAIDEN
SILENT - MUTE - NON-SPEAKING - MASKS/SCARFS/TOPKNOTS/MULTIPLES/GAGLES/THUNDERBOLT MOTIFS - FUR CLOAKS


JENETIA KROLE
COMMANDER OF THE SILENT SISTERHOOD
T Discard 1 random card: Your enemy can only play one more tactic during this BA.
Sisters of Silence • Character • Unique
2
T: Any infantry unit gets +d6 armor. Only playable during an assault.



Jenetia Krole • Commander of the Silent Sisterhood • John Blanche



Ice Leopards Witchseeker Squad • Sisters of Silence • John Blanche



White Falcons Vigilator Squad • Sisters of Silence • John Blanche

Winter Hawks Prosecutor Squad • Sisters of Silence • John Blanche




Null Mistress - leather corslet + skirt
Horus Heresy
PROTO SOS


WHITE FALCONS
VIGILATOR SQUAD
Sisters of Silence • Infantry
A Destroy this unit: Infiltrate a unit from your hand.
WINTER HAWKS
PROSECUTOR SQUAD
Sisters of Silence • Infantry
A: Lock up to two enemy units.
ICE LEOPARDS
WITCHSEEKER SQUAD
Sisters of Silence • Infantry
A: Add one enemy unit to its owner's hand.

Another unused concept for the Sisters of Silence (Null Maidens) • John Blanche Horus Heresy Sketch-





Unused concept for the Sisters of Silence (Null Maidens) • John Blanche Horus Heresy Sketchbook

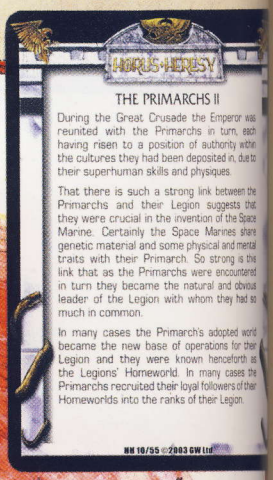

ARMOUR VARIANT
HERESY
BASED ON A
BOB NAISMITH SKETCH


BARBAROS' STING
STRIKE CRAFT
Death Guard
T Lock, (X+): Destroy any unit being blocked. X = the blocked unit's armor + speed.

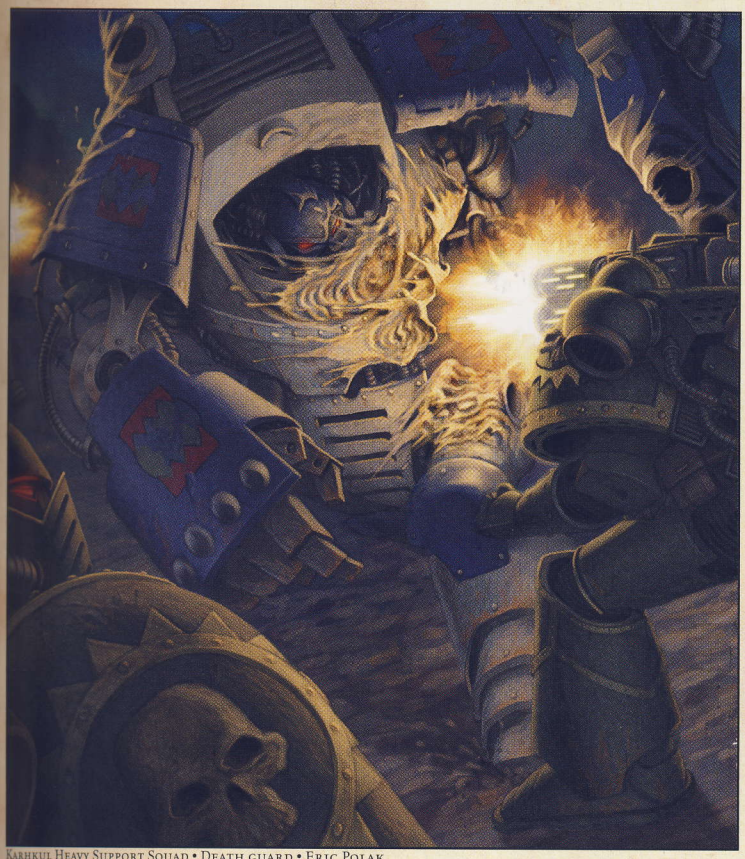

INDOMITABLE WILL GROUP 05
PLANETARY TRANSPORT VEHICLES
3 0 0 3
Death Guard • Vehicle
This unit gets +3 speed vs. charging units.


KEILOROL
BIKE SQUAD
2 3 3 1
Emperor's Children • Vehicle
M Discard 1 card: +1 to any roll.

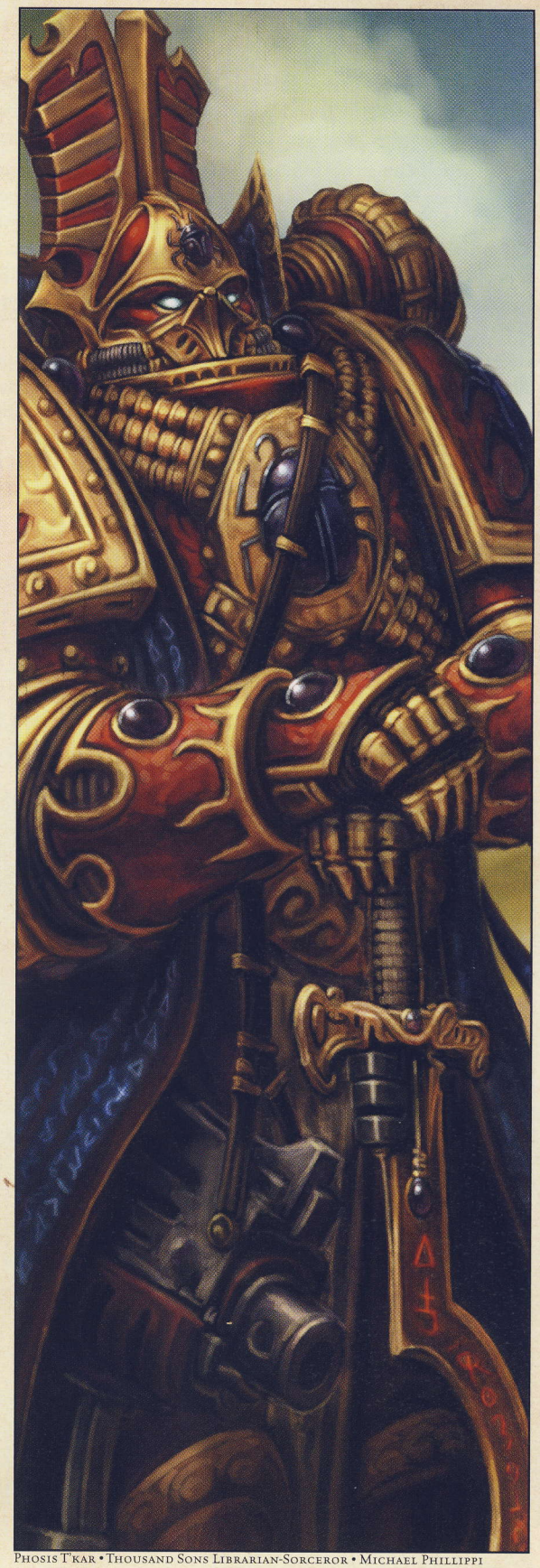




The Primarch Magnus the Red of the Thousand Sons Legion • Heretical Sorcerer and Bitter foe of Leman Russ • John Blanche Horus Heresy Sketchbook



Karhkul Heavy Support Squad • Death guard • Eric Polak



Phosis T'kar • Thousand Sons Librarian-Sorceror • Michael Phillippi



Tolbek Tactical Squad • Thousand Sons • Chris Trevas

The Red Sorcerers of Prospero

Magnus the Red was an imposing figure, a red, cyclopean giant. He was a very powerful psyker, probably the most powerful psyker of all of the Primarchs. Furthermore he had been raised on the Planet of Sorcerers – Prospero. This unusual human world was a paradise planet that embraced the psychic mutations that had engulfed its population. Instead of becoming outcasts, the psykers of Prospero became its leaders. Magnus had become the planet's pre-eminent sorcerer and leader of the ruling Commune of Prospero.

Upon meeting Magnus, the Emperor had cautioned him about the dangers of sorcery and the nature of the warp. The Emperor realised that Magnus was very powerful. Possibly feeling it was more dangerous for Magnus to remain ignorant of the secrets of the warp than it was for him to know them, the Emperor showed him the truth.

Magnus feigned shock and horror at what the Emperor revealed to him. He immediately agreed to renounce sorcery and to re-educate the peoples of Prospero. But Magnus secretly dismissed the Emperor's warnings. He had already peered into the warp with his one great eye and was obsessed with the power and beauty it promised him.

Sorcery of the Thousand Sons

Magnus had been united with his Thousand Sons, the Space Marine Legion who bore his genes. The Legion adopted Prospero as its new Homeworld and many of Magnus's followers on the planet were recruited into their ranks.

Despite the Emperor's warning, the Primarch was obsessed with the warp and the study of sorcery. The Legion of the Thousand Sons had been plagued with psychic mutancy in the years leading to their unification with Magnus. When they did meet, Magnus was able to offer a solution to them. He secretly taught them the ways of the Sorcerers of Prospero, to embrace their psychic talents as a gift rather than suffer them as a curse. The Thousand Sons had become a secret cabal of warlocks.

The Thousand Sons fought bravely during the Great Crusade and few could doubt their achievements. However, some of the other Primarchs could never bring themselves to fully trust Magnus and his Thousand Sons. Leman Russ regarded Magnus as sly and devious, Mortarion openly accused the cyclops of dabbling in sorcery and Corax twice refused to field his Raven Guard Legion alongside the Thousand Sons.

Space Marine Librarians

Magnus the Red, Primarch of the Thousand Sons Legion, was instrumental in the development of the Space Marine Librarian. Some of the Space Marine Primarchs had long wanted to exploit the powers of psychically talented Space Marines. In some Legions psychic mutation was relatively common and it was felt that there must be ways for such individuals to continue to be of use to their Legion without presenting any danger.

Magnus and a number of other Primarchs created a program of trainin and development for psykers that supplemented the traditional process creating a Space Marine. The Emperor sanctioned these first experimen with psychic Space Marines as a means of controlling the spontaneous ou breaks of psychic mutation within the ranks of certain Legions. Then th Emperor had been asked to approve of the recruitment of psykers into som of the other Legions. The Librarians had been loyal and effective warriors an the Emperor appeared to accept their presence on the field of battle.

The Librarians had become a powerful addition to the ranks of the Spac Marine Legions.

The Librarian Crisis

As the Great Crusade progressed, most of the Space Marine Legions ha established Librarius departments. The Librarians proved themselves as wor thy as any other Space Marines in battle after battle.

However, the Primarchs argued amongst themselves and with th Emperor about the Librarians. Some desired to extend their Librarius depar ments and recruit even more pyskers whilst other Primarchs wer vehemently against the entire notion of the Librarians. Leman Russ argue that the Librarians were simply warlocks by any other name. Corax and Rog Dorn refused to commit their Legions to battles alongside those fieldin Librarians. Mortarion accused Magnus the Red of sorcery.

The Emperor was planning to retreat to Earth and continue his great work in the seclusion of his Palace vaults. Perhaps he was concerned about th Librarians and the dangers they would present when he was no longer fight ing alongside them. Certainly he was dismayed at the accusation agains Magnus. Before he departed for Earth he summoned the War Council to ses sion on the planet of Nikaea.

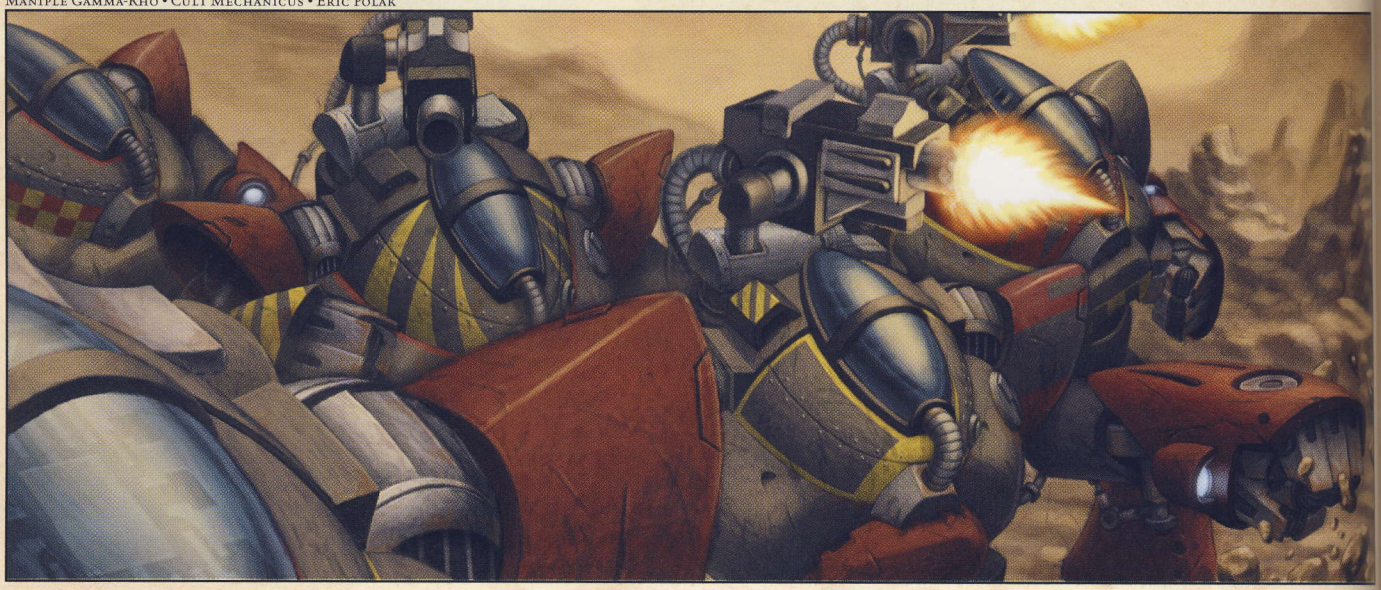
Jafari Tactical Support Squad • Thousand Sons • Neil Hodgson



The Emperor's Promise

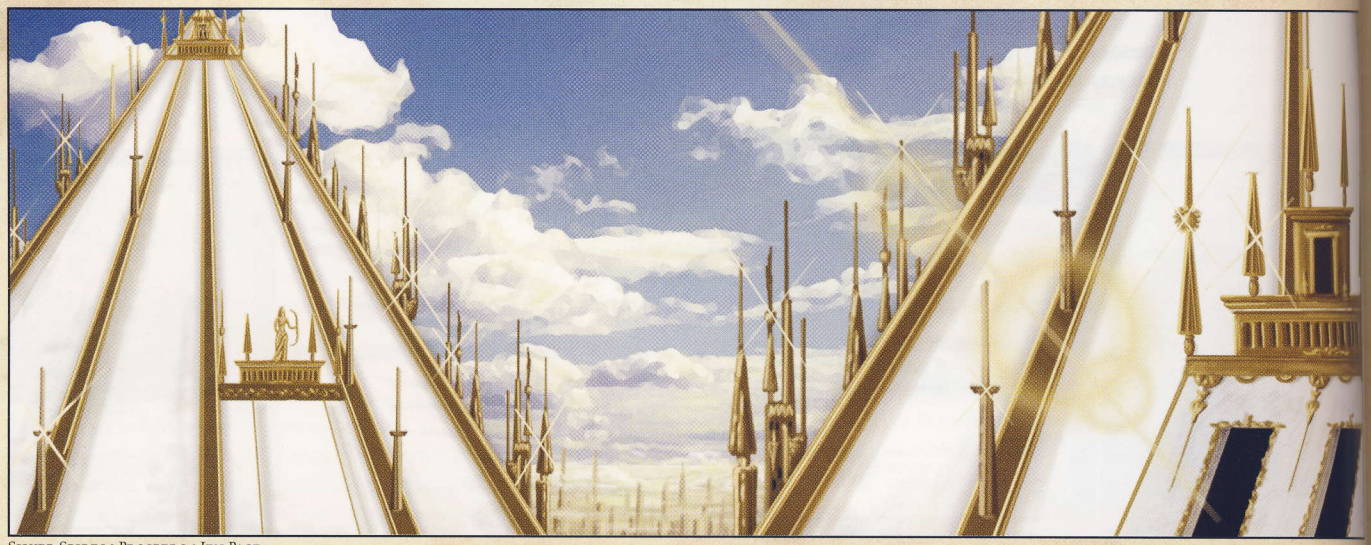
'They are sorely misguided if they think the Warp has the power to overcome my Will. My vengeance shall haunt them across all of time and they shall never know peace. They have earned for themselves only eternal damnation.'

Maniple Gamma-Rho • Cult Mechanicus • Eric Polak





Thousand Sons Space Marine • John Blanche Horus Heresy Sketchbook



Silver Spires • Prospero • Jen Page



The Imperial Reaper • Death Guard • Dan Scott

Council of Nikaea

On the planet of Nikaea the Emperor had summoned the War Council to resolve the Librarian crisis and for Magnus to face charges of sorcery. The Emperor was enthroned on a high dais and looked down upon the Primarchs and other dignitaries assembled in the ancient amphitheatre.

Each in turn made their representation to the Emperor. Some Primarchs spoke against Magnus, some spoke in his defence. Mortarion repeated his charge that Magnus was employing sorcery. Magnus told of the great deeds achieved by the Librarians and pointed at the astropaths around them as evidence of the Imperium's absolute reliance on psykers. He refuted the charge of sorcery. 'If I am guilty of anything it is the simple pursuit of knowledge,' he said.

The Emperor made his ruling. Beyond the exceptions of the Navigators and astropaths he was adamant that the Legions did not employ psykers. Even the hint of sorcery had become dangerous and unacceptable. He commanded that the Primarchs close their Librarius departments forthwith and ordered that the Primarchs themselves not indulge their undoubted psychic talents. The Emperor said it was not clear if Magnus had been using sorcery but that he should immediately cease employing psychic powers.

The Council of Nikaea had been the Trial of Magnus the Red. He was accused of sorcery and of introducing sorcerous practices to the Space Marine Legions through the institution of the Librarians.

The wrath of the Emperor was barely contained as he pronounced judgement on Magnus. Although there was no substantive evidence that Magnus has been communing with the Dark Powers of the warp, the Emperor was enraged. He had trusted Magnus to do as he had asked him years before when they had first met. Then the Emperor had shared with Magnus secrets of the warp to which only they were privy. Now Magnus appeared to have ignored the Emperor's warnings and was at the very least dabbling in the black arts of sorcery.

Magnus was ordered to return to Prospero and reorganise his Legion, to disband the Legion's Librarius and to re-deploy the Librarians to the battle-companies. The Emperor censured his use of psychics and dismissed Magnus with a final threat. 'If you treat with the warp, Magnus, I shall visit destruction upon you. And your Legion's name will be struck from the Imperial records for all time.'





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The Silver Spires of Prospero • Homeworld of the Thousand Sons Legion • John Blanche Horus Heresy Sketchbook



Ahriman and Bodyguard • Thousand Sons • Alex Boyd



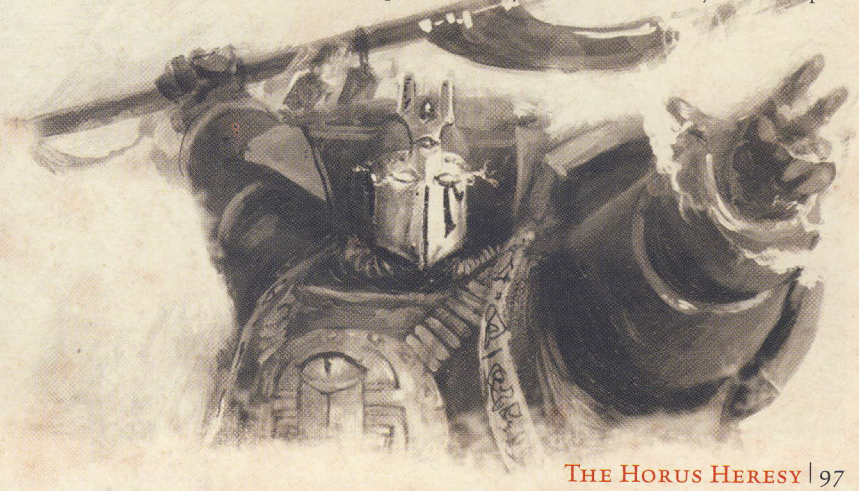
Brother Amsu • Thousand Sons • Neil Hodgson

Magnus retreats to Prospero

Magnus had retreated to his homeworld – the paradise planet of Prospero. He was bitterly disappointed at the outcome of the Council on Nikaea. The Emperor had made his ruling, and through it his feelings clear. Magnus was to stop all sorcery and psychics on pain of death. Furthermore, the development of the Space Marine Librarians was halted and the Librarius departments ordered to be disbanded.

Magnus raged against the Emperor and his ruling. He had no intention of giving up the power and the glory the warp had offered to him. He would continue to study the warp and work his spells. He met with his senior Librarians and they agreed to continue their sorcery in secret.

None can say when Magnus was tainted by the warp, but his actions suggest that his corruption was well progressed by the time of the Council of Nikaea. It is probable that his senior officers and Librarians were also corrupt at this point. Magnus had no problems persuading his Legion to collude with his plan to secretly continue their study of the warp.



Magnus's Precognition

Magnus had put his faith in sorcery and the dark powers of the warp. The Emperor had censured him for such activity and warned him that he would have no hesitation in destroying Magnus were he to disobey his commands.

The Warmaster Horus was being treated on the feral planet of Davin. Unbeknown to anyone else the Warmaster was being seduced by the Ruinous Powers and would soon challenge the Emperor. Except that Magnus knew. Peering into the warp with his one good eye the Red Sorcerer had seen the Warmaster make his pact with Chaos and he saw much more besides. Much of what Magnus saw was madness and turmoil, but he also saw events that could only be the future. His dream foretold of the epic events that were yet to unfold, of Horus's betrayal, of the Primarchs who would die, of those who would betray the Emperor and of those who would defend him. Of his own fate the dream was silent.

The vision disturbed Magnus and he gathered about him the secret cabal of Thousand Sons sorcerers to discuss its meaning and implications. After some deliberations they resolved to contact the Emperor and warn him of Horus's betrayal. They decided against the use of their astropaths to send the message to the Emperor – they desired a quicker, surer method of communication, they would send the warning by daemonic spell!

Magnus's Warning

Magnus the Red, Primarch of the Thousand Sons Legion and secretly a sorcerer in commune with the dark powers of the warp, had a terrible vision. The vision revealed to Magnus the betrayal of Horus and the coming civil war. Magnus and his sorcerous cabal had decided to contact the Emperor and warn him of Horus's heresy by use of a powerful spell.

No one is sure why Magnus took the decision to warn the Emperor in the fashion he chose. It was certain that the Emperor would recognise the taint of Chaos in his message and would have no option but to prosecute him. The Legion would be expunged and Magnus and the other Sorcerers put to death. Perhaps Magnus thought that the Emperor would be distracted by the betrayal of Horus. Maybe Magnus wanted to set the Emperor and Horus at each others' throats. Perhaps he hoped the Emperor would destroy Horus and that he, Magnus, could claim leadership of the Heresy. Or perhaps he had other motives that can only be guessed at.

In any case, the cabal of the Thousand Sons joined with Magnus to cast a mighty spell. This potent conjuration flew across time and space. Breaching the protective wards and hexes around the Imperial palace the spell lanced into the brain of the Emperor, instantly filling him with the knowledge of Magnus's dark vision and details of Horus's impending betrayal.

The Emperor reacts to the warning of Magnus

The psychic defences of the Emperor's Palace on Terra had been breached by a daemonic conjuration of unprecedented power. The Primarch Magnus the Red and his cabal of secret sorcerers had cast a spell to warn the Emperor of the impending betrayal of the Warmaster Horus, a betrayal the Primarch had foreseen in a dark precognitive vision.

No one knows what reaction Magnus expected to receive to his warning. If he thought that the Emperor would be pleased with him, he sorely misjudged him. The Emperor flew into a terrible rage, appearing to ignore the content of Magnus's message. He was consumed with anger that Magnus should so flagrantly have disobeyed his orders to renounce sorcery and psychics.

The Emperor called to his side the Primarch Leman Russ of the Space Wolves. Russ and Magnus were old rivals and there was some bitterness between them. The Emperor commanded Russ to move on Prospero and prosecute the rebel Primarch. His orders were clear; the Primarch and his Thousand Sons were consorting with the warp in direct contradiction of personal instruction from the Emperor. They should be shown no mercy!

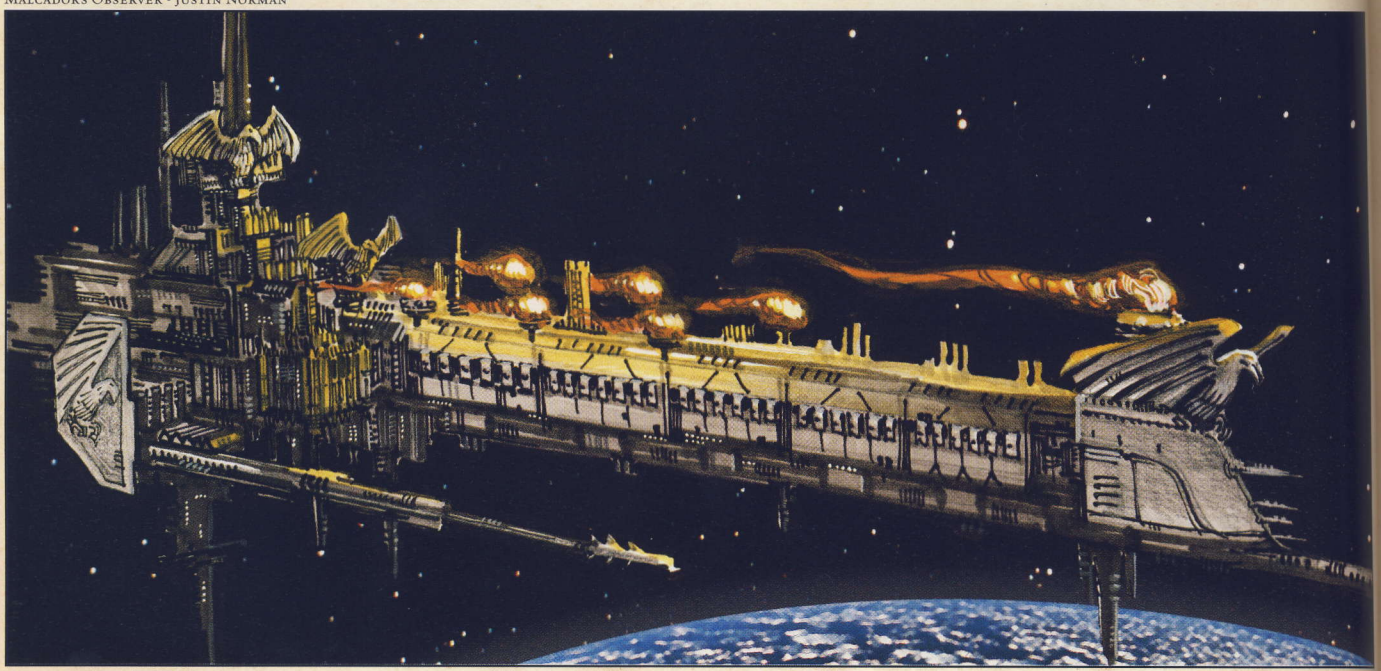
The Space Wolves attack Prospero

The Emperor despatched the Primarch Leman Russ with his Space Marine Legion, the Space Wolves, to the planet of Prospero to prosecute the arch-heretic Magnus the Red. The Primarch's orders were to destroy the Red Sorcerer and his Thousand Sons Legion. The Thousand Sons had been judged and found guilty of heretical sorcery and of communing with the warp.

To aid Russ, the Emperor loaned him a contingent of his own bodyguard – the Custodian Guard. This was a sure sign that the Primarch's mission had the full authority of the Emperor. Accompanying Russ was a fleet of black ships, with orders to carry back to Terra any psykers or sorcerers left on the planet after the Thousand Sons had been dealt with.

The Space Wolves opened the Battle of Prospero with an orbital barrage. The paradise planet was quickly reduced to rubble, the manicured gardens and glass temples shattered beyond recognition. At a signal from Russ, the Space Wolves launched the first of their assaults…

Malcador's Observer • Justin Norman



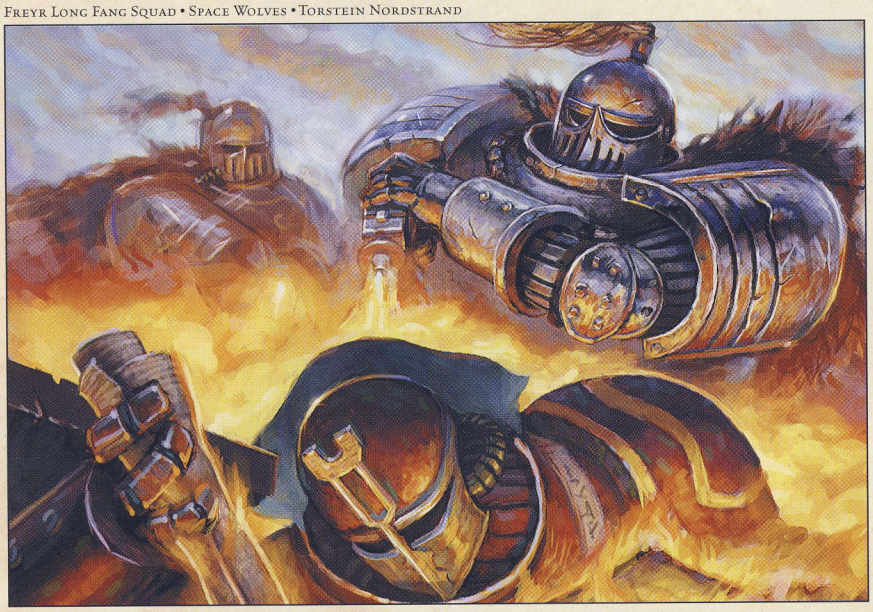
Space Marine in Heresy age power armour variant • John Blanche Horus Heresy Sketchbook.





Garan Fenris Bloods • Space Wolves • Paul Jeacock

Freyr Long Fang Squad • Space Wolves • Torstein Nordstrand



Jortan Stalker Squad • Space Wolves • John Wigley



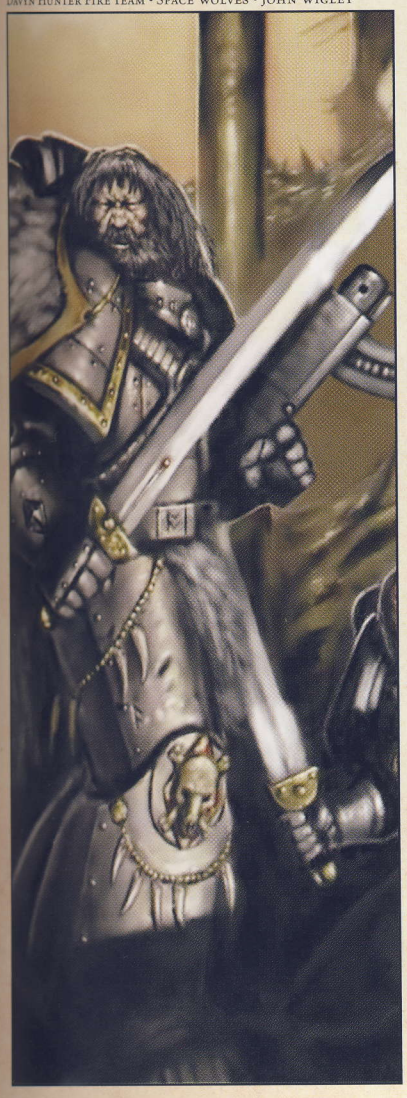
The Emperor's Fury • David Gallagher





Aesir Dreadnought • Space Wolves • Fraz Vohwinkel

Davyn Hunter Fire Team • Space Wolves • John Wigley



Tizca • Capital City of Prospero • Jen Page



Feint • Space Wolves • Michael Phillippi





The Primarch Leman Russ of the Space Wolves Legion • Arch-rival of Magnus the Red • John Blanche Horus Heresy Sketchbook



Macadhon Rampager Squad • Sons of Horus • Ralph Horsley

Eldgrim Long Fang Squad • Space Wolves • Steve Belledin





The Imperium cries for the blood of the betrayer

The Horus Heresy

Vol. II: Visions of Darkness



Iconic images of the Imperium, betrayal and war.

This is a dark time for Mankind. As the dominion of the Emperor embraces the Galaxy, a new dawn beckons for Humanity. This should be the beginning of hope, but the foul heresy of Horus brings only despair…

In the wake of the Great Crusade, the Imperium has travelled to the farthest stars of the Galaxy, bringing with it, at long last, the prospect of peace and security for all of the worlds of Humanity. The armies of the Emperor are mighty indeed, and none of the alien races that seek to subjugate Mankind can stand against them. The Emperor's most trusted and powerful servants are the Primarchs – superhuman generals of his most-feared Space Marine Legions.

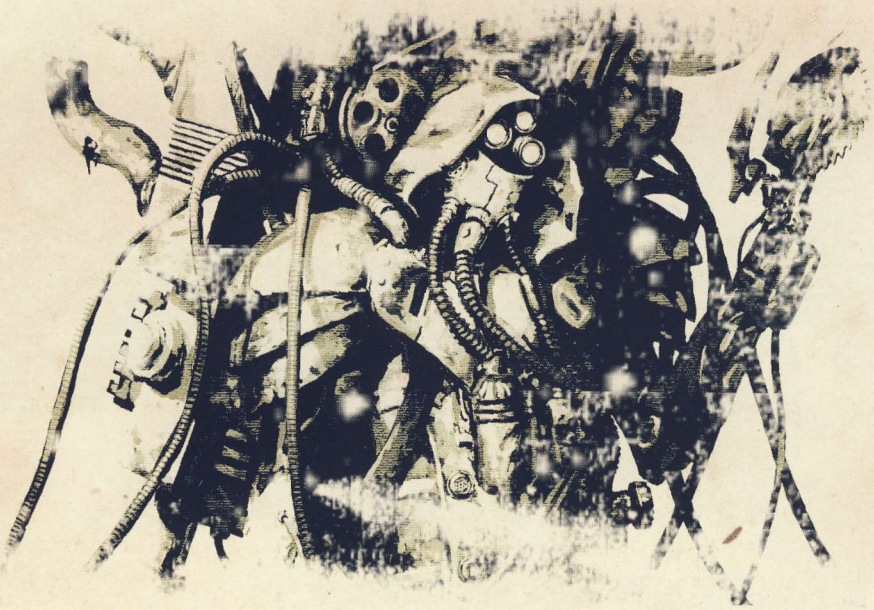
Chief amongst the Primarchs is the Warmaster Horus, and it is he who now turns against the Saviour of Humanity. It is Horus and his treacherous cohorts who now imperil the glorious future of the Human Race, for they have turned to the Dark Gods of Chaos and seek to usurp the rule of Terra. Horus, once fairest and favourite of the Emperor, is now the greatest enemy the Master of Mankind has ever faced.

Preface

Welcome to the second volume in the Black Library's exploration of the epic events of the Horus Heresy. Drawing on material developed by Sabertooth Games for its collectible card game of the same name, this tome presents an array of outstanding art and designs for the warriors of that legendary conflict. Alongside this collection of incredible imagery are supporting texts detailing more of the unfolding story and snippets of information about the universe of the 31st millennium. As in Volume I, this book also presents a selection of John Blanche's seminal designs and concepts for the troops and characters of the Heresy.

As in the first book in this series, those readers familiar with the Horus Heresy story will hopefully discover much to surprise them. The secret machinations of the Primarch Lorgar, the daemonic trap into which the Blood Angels stumble, and the fate of the Ultramarines are the main topics, but there is more within. Read on!

Alan Merrett 2004





Timeline

Millennia	Age	Notes
1-15	Age of Terra	Humanity dominates Earth. Civilisations come and go. The Solar System is colonised. Mankind lives on Mars and the moons of Jupiter, Saturn and Neptune.
15-18	Age of Technology	Mankind begins to colonise the stars using sub-light spacecraft. At first only nearby systems can be reached and the colonies established on them must survive as independent states since they are separated from Earth by up to ten generations of travel.
18-22	Age of Technology	Invention of the warp-drive accelerates the colonising of the galaxy. Federations and Empires are founded. First aliens encountered and first Alien Wars are fought. First human psykers scientifically proved to exist. Psykers begin to appear throughout human worlds.
22-25	Age of Technology	First Navigators are born allowing human spaceships to make even longer, quicker warp-jumps. Mankind enters a golden age of enlightenment as scientific and technological progress accelerates. Human worlds unite and non-aggression pacts are secured with dozens of alien races.
25-26	Age of Strife	Terrible warp-storms interrupt interstellar travel. Sporadic at first, the storms eventually prevent any warp-jumps being made. The incidence of human mutation increases rapidly. Mankind enters a dark period of anarchy and despair.
26-30	Age of Strife	Human worlds ripped apart by civil wars, revolts, alien predation and invasion. Human pyskers and other mutants dominate some worlds and these rapidly fall prey to warp-creatures. Humanity is on the brink of destruction.
30-present	Age of Imperium	Earth is conquered by the Emperor and enters an alliance with the Mechanicum of Mars. Finally the warp-storms abate and interstellar travel is possible again. The Emperor builds the Astronomican and creates the Space Marine Legions. Human worlds reunited by the Emperor in a Great Crusade that lasts for two hundred years.







The Horus Heresy • Adrian Smith

The Horus Heresy

The die is cast and I am set upon a course from which there is no turning. This is a frightful gamble that could result in my utter oblivion, or in the most fantastic triumph. But the Gods are with me and I am sure that at my journey's end I will have usurped the throne of Terra and, for the sake of the human race, deposed the Emperor and taken his place as the one true Lord of the Galaxy.

Some call me Traitor and Heretic, but it is my destiny to rule the stars in the name of Humanity. Am I not the greatest of the Primarchs? The Emperor's first and most favoured son? Am I not therefore his chosen one? It is my right to rule, by natural law of succession, and by right of arms earned on a thousand battlefields. The mighty hosts of the Imperium call to me for leadership. The other Primarchs and their Legions look to me for guidance. Only the Emperor stands between me and the throne of Terra. The time has come for me to seize that throne, and seize it I shall, for it is not my fate only that hangs in the balance.

The lords of the warp have shown me a glimpse of the future fate of the Imperium if the Emperor is left to tinker with forces he cannot master. This future is a rotten place. Death and dishonour are the only medals the warriors of Mankind can win in that dark time. It is a Galaxy without hope for the sons of man. Foul aliens hold dominion over our worlds. The power of our glorious armies lay shattered by their numberless hordes, our peoples' livestock decimated to sate their vile hungers. In this dark future the ragged human masses do not have the strength to challenge their overlords, to fight against the terrors the universe has yet to unleash upon them. They meekly cower in their primitive hovels and pray to an uncaring god, a Carrion Lord, a Master of Despair. He will be an Emperor who does not hear their cries, who does not feel their pain, who does not sense their fears.

Yes, the Emperor of Mankind will forsake his people. He will turn his back to them to win his place amongst the Gods. The Emperor cares only for himself. He is obsessed with his own power and glory. He has deceived his sons and followers. We have no place in his grand scheme. He has been biding his time, waiting for the opportunity to spurn us and ascend to godhood. Whilst we have fought war after war for him, he has been secretly building his power in the warp. The creatures of the warp are innocent pawns in his deadly game. They have assured me they have no interest in our affairs. They do not oppose him for nought. To them he is a hurricane, a whirlwind, a cosmic storm of destruction that threatens to rip them asunder. He has wounded them and they fight back as a wounded lion cornered in a cave. The great powers of the warp seek only respite from the Emperor's predations, and they have bargained with me to achieve that goal. I shall give them his head, and in return I will receive the Galaxy to do with as I will.

I am the saviour of the future. I am the one who will bring lasting glory to Mankind. Only I can offer genuine hope to the masses of a future free from pain and servitude, free from death and dishonour.

I am Horus. I am the Warmaster. I am the future Master of Mankind.

War on Isstvan III

On the devastated planet of Isstvan III warriors of the Death Guard, World Eaters and Emperor's Children Legions, Space Marines still loyal to the Emperor, found themselves betrayed by the basest act of treachery. After quelling a revolt on the planet's surface, they had been first subjected to a nightmare orbital barrage and had then been attacked by Space Marines of their own Legions, these traitors declaring for Horus and claiming him as the True Emperor!

As the battle between the Space Marines raged across the ruined landscape of Isstvan III, more evidence of Horus's perfidy was revealed as the loyalists encountered strange newcomers. Amongst these were black-robed cyborgs, using macabre weapons and sporting fell runes on their clothing. It was clear to some that Horus had won to his side servants of the Mechanicum of Mars. The implications of this were clear to the loyal Space Marines. If Horus had control of the Mechanicum he would be able to call upon the services of the mighty Collegia Titanica and their gargantuan Titan war machines. Furthermore, if Mars were allied with the Warmaster, it would provide him with the perfect launching point for an attack on Terra and the Imperial Palace itself.

As the war continued the Warmaster also committed some of his Imperial Army regiments to the fray. These units were indentured warriors recruited through the Imperial tithe and had sworn allegiance to their Space Marine overlords. Unaware of the broader implications of Horus's treachery, the Imperial Army simply followed orders and did as commanded by their superiors. Amongst Horus's troops were also bands of ferocious cultists from the planet Davin. These barbarians openly chanted the names of their dark gods and displayed the foul runes of Chaos. At the fore were sinister sorcerers – the Dark Priests of Davin.

Sibilans Machinator Squad • Cult Mechanicus • Franz Vohwinkel





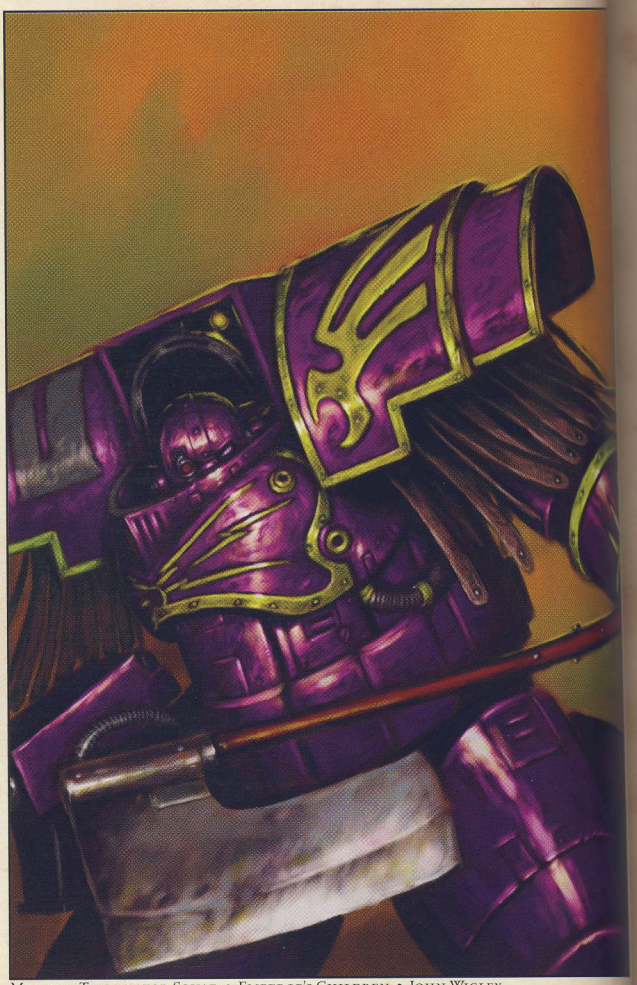
Gragin Tactical Squad • Death Guard • Justin Norman

Giesolk Terminator Squad • Death Guard • James Ryman

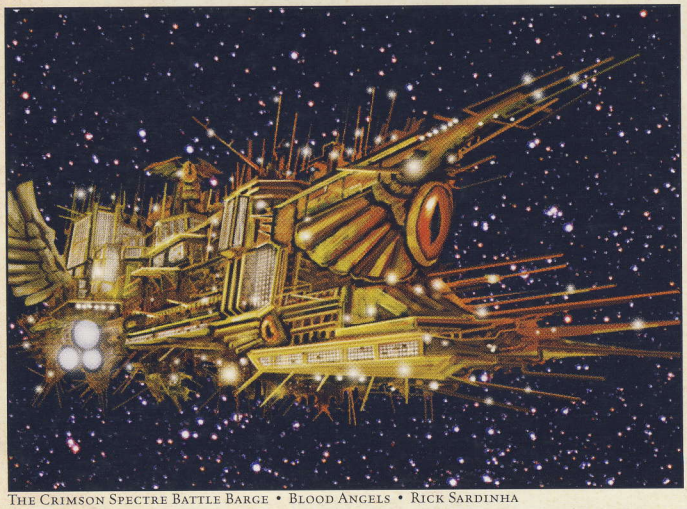




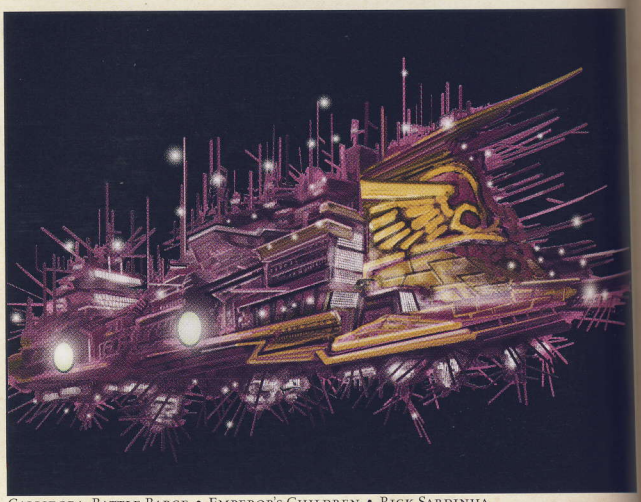
Cohors Nasicae • Lucius's Bodyguard • Sam Wood



Metallis Terminator Squad • Emperor's Children • John Wigley

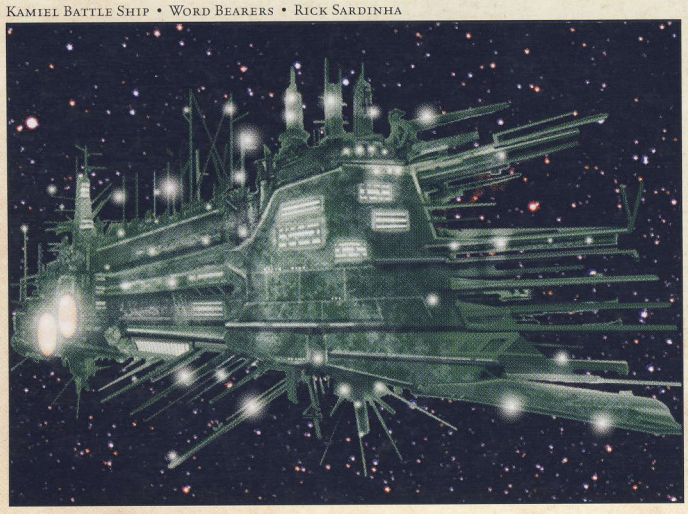


The Crimson Spectre Battle Barge • Blood Angels • Rick Sardinha

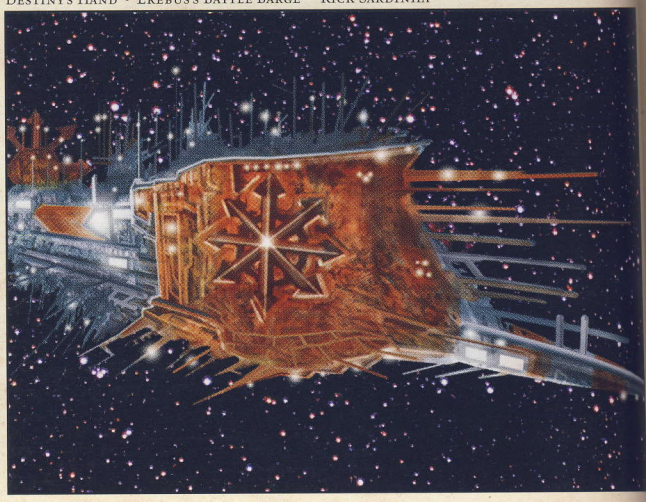


Callidora Battle Barge • Emperor's Children • Rick Sardinha

Kamiel Battle Ship • Word Bearers • Rick Sardinha



Destiny's Hand • Erebus's Battle Barge • Rick Sardinha



Flight of the Eisenstein

As the traitorous forces of Horus launched their orbital barrage on the loyal Space Marines on Isstvan III, Captain Garro of the Death Guard seized the frigate *Eisenstein*. Garro was a staunch loyalist, a Terran, who fought countless battles alongside the Emperor during the Great Crusade. The unfolding events at Isstvan III were hard for him to fathom. His instinct led him to warn the loyal warriors on the planet's surface, and with seventy fellow loyalists he was determined to flee the Isstvan system and make for Earth.

Garro's lightly armed cruiser was no match against the powerful battleships of Horus's blockading fleet, and it took many hits as it sped past their massive gun batteries. The crippled ship limped away from Isstvan III. It was severely damaged, all the astropaths aboard had perished in the fire-fight and its lone navigator was mortally wounded. The ship was incapable of interstellar communication and had little chance of successfully navigating its way across the Immaterium.

All Garro could hope for was that the *Eisenstein* could escape from Isstvan III and somehow find a way to get to Earth to warn the Emperor of Horus's treachery. There was no way that the damaged vessel could outrun the pursuing traitors in True Space; Garro would have to risk the warp. He gave the command and with a huge lurch the ship made the jump into that dark and terrible place. The warp was restless. Great storms were brewing in the ether. The navigator was unable to chart a safe course, and knew if they stayed in the warp they could be lost for all time.

Garro ordered the vessel to jump back into True Space. The loyal Space Marine had no idea where or when the emergency warp-jump had taken them. As the ship exited the warp, the navigator collapsed, finally succumbing to his wounds. The warp engines were dangerously unstable and could at any time have exploded, destroying the ship, or worse still, casting it back into the warp to be lost for all time.

The *Eisenstein* was damaged beyond repair, its superstructure dangerously close to collapse and they had been cast adrift in an unknown region of space. They had escaped, but for Garro's loyal comrades, it seemed that all hope had now abandoned them and there was naught they could do but pray for a miracle. Garro had other ideas, and ordered the warp engines to be set for self-destruct and then ejected from the listing ship. He figured the exploding engines would act as a beacon in the warp, attracting any nearby ships. Hopefully they would be friendly!

It was then that fate intervened in the form of Rogal Dorn, Primarch of the Imperial Fists Legion, who came upon the broken ship. Dorn and his fleet had been becalmed nearby by the growing storms of the Immaterium. The exploding warp engines of the *Eisenstein* had flared in the warp, and the Imperial Fists' navigators had been able to pinpoint their position.

Garro presented himself to Dorn and told of the events at Isstvan III. The Primarch was predictably dismayed; he and his Legion were staunch loyalists. Dorn had held Horus in high esteem. He admired him greatly and never thought to question his motives. This cowardly act of betrayal could have no justification. Dorn made two resolutions. The first was to order the greater portion of his fleet to Isstvan III to break the siege and relieve the loyalists fighting there, and the second to personally escort Garro to the Emperor. Despite the increasing turbulence of the warp, the Imperial Fists' fleet embarked to Isstvan III and Rogal Dorn made his way to Earth with Captain Garro and his loyal crew.



Military Hierarchy of the Imperium

The vast organisations known as the Legiones Astartes – the Space Marine Legions – form the core of the Imperium's military might, and constitute the main strength of the Emperor's armed forces. The Primarchs who led these Legions were superhumans, blessed with abilities and fortitude beyond the imagination of normal men. They were the Emperor's generals, and each commanded a mighty host of warships, tanks, guns and warriors. The Warmaster was the most senior Primarch, and held overall command of the Emperor's fighting forces at the outbreak of the Heresy.

There was no limit on the size of a Space Marine Legion and most of them could muster at least 100,000 combatants. The Ultramarines Legion was by far the largest, and its Primarch, Roboute Guilliman, could call upon the services of over 250,000 Space Marines. New recruits were drawn from the Legion's Homeworld, or any of a hundred feral worlds famed for the warrior prowess of their indigenous people.

The structure of a Space Marine army varied slightly from Legion to Legion, but at the core of all of them was the company of one hundred fighting men led by a captain. Companies were usually grouped into battalions, normally five companies strong, and led by a lieutenant commander. Battalions are brigaded together in pairs, as a regiment of one thousand warriors. These were variously known as 'regiments', 'wings', 'chapters' or 'great companies'. A Space Mar... with the rank of commander or in some cases lord commander led each ... these units. Upon his promotion to Warmaster, the Primarch Horus beca... overall commander of all the Emperor's armies and Lord of the Primarchs.

Subordinate to the Space Marines were the regiments of the Imperial Ar... As the Great Crusade progressed, the need for more troops increased beyo... even the capacity of the Space Marine Legions. Thus, it was decreed that ea... world of the Imperium was to supply men-at-arms to the command of the Pri... marchs. Certain worlds like the Space Marine Homeworlds, the Forge Worl... of the Mechanicum and those of the Solar System were exempt from this tith... Even so, the decree provided the Primarchs with millions of additional war... riors. Although not as powerful as Space Marines, the soldiers of the Imperi... Army could be stubborn fighters and their sheer numbers made them ideal f... siegework, mass invasions and garrison duty.

The Forge Worlds of the Mechanicum were exempt from the Imperial tith... but were obliged by an ancient pact with the Emperor to supply his armies wit... war machines of various types. Chief amongst these were the great Titans ... huge bipedal engines crewed by tech-priests and armed with an array of devas... tating weaponry. Additionally, the Mechanicum supplied regiments o... war-robots and various grades of artillery, from small portable field pieces up t... enormous barrage-cannons the size of a building. In battle, the Mechanicum ... forces reported to, and were commanded by, the Primarch or his senior com... manders.

Cossos Tactical Squad • Ultramarines • Chris Trevas



A Space Marine
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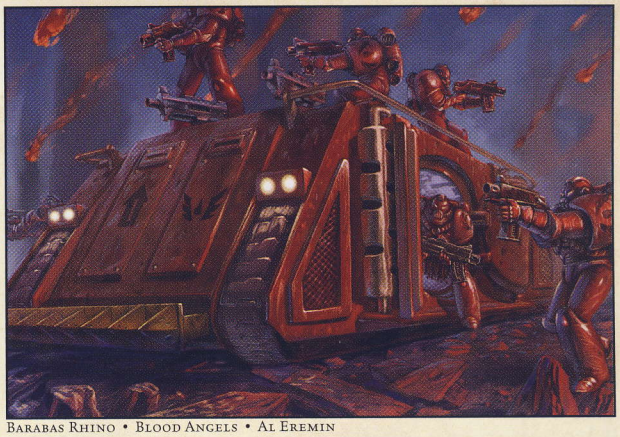
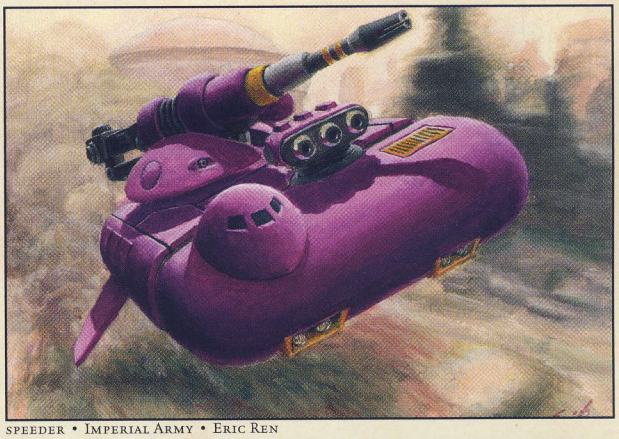
Praetor Veteran Tactical Squad • Ultramarines • John Wigley



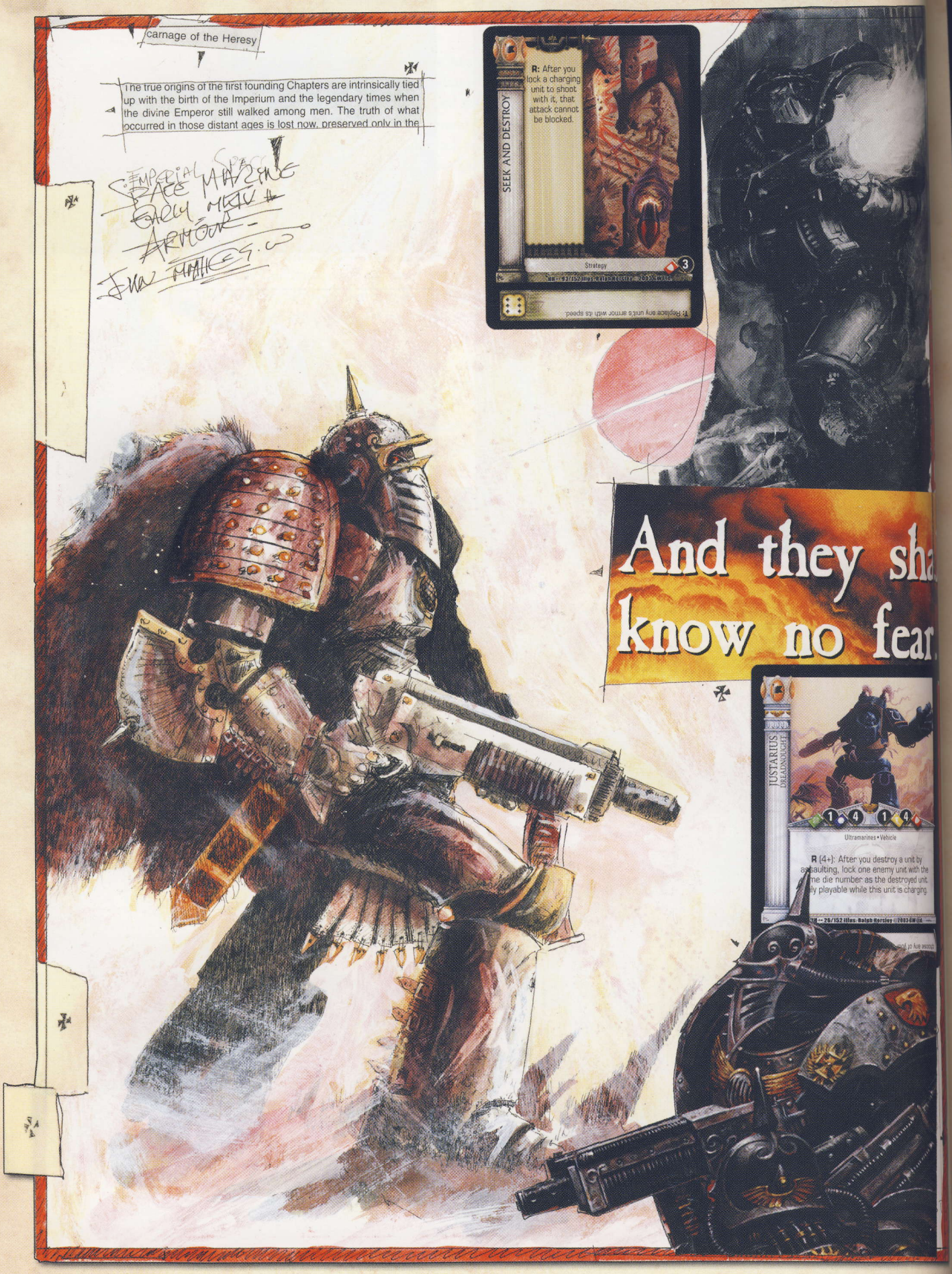
Barabas Rhino • Blood Angels • Al Eremin



speeder • Imperial Army • Eric Ren

Sinon Tactical Squad • Ultramarines • Al Eremin

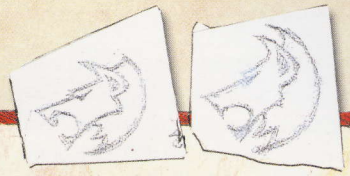


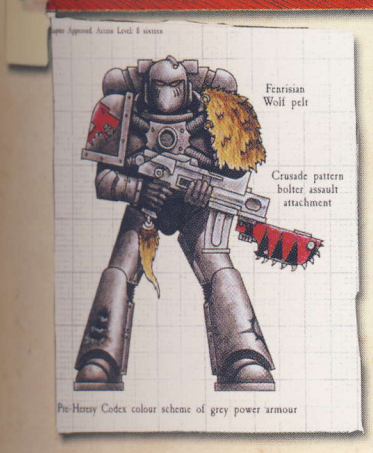


Concept for early version of Space Marine • John Blanche Horus Heresy Sketchbook



Space Wolf in archaic Space Marine armour • John Blanche Horus Heresy Sketchbook







The Imperial Army

As the Great Crusade progressed and more worlds needed to be liberated, the Imperium's need for more troops increased dramatically. Even the mighty armies of the Space Marine Legions could not alone complete the task at hand. It was therefore decreed that each of the liberated worlds would supply men-at-arms to bolster the war effort.

Each world was assessed and a census taken of its population. From this, the Emperor's administrators calculated the tithe that each was to pay in the form of regiments of soldiers and war materials. The numbers of regiments raised from each world varied enormously. Sparsely populated worlds would be tithed to supply only a handful of regiments each year, whilst the overcrowded Hive Worlds near to the Galactic Core would have to supply hundreds of regiments annually. This huge body of soldiers became known as the Imperial Army.

The indentured troops of the Imperial Army were assimilated into the command structure of the Space Marine Legions, and fell under the direct authority of the Space Marines. Space Marine transports would arrive at each world and carry the regiments of the Imperial Army away to fight on distant battlefields across the Galaxy.

The sheer size of the Imperium, the whimsical nature of warp travel and the vast numbers of liberated worlds defeated any attempt to standardise the Imperial Army, and there was wide disparity in the wargear, drill and discipline of the various regiments.

Each of the tithed worlds supplied troops as best they could. Those from developed industrial worlds were kitted out with sturdy flak jackets and new minted, standard issue lasguns. Soldiers from primitive worlds were fortunate if they had a pair of boots and a gun. Some worlds supplied troops that were well-drilled and organised into squads, companies and regiments. Others supplied what amounted to little more than loosely ordered mobs or warbands. Despite this, the soldiers of the Imperial Army proved their value in hundreds of campaigns and across thousands of battlefields.

To instil discipline and loyalty in the regiments of the Imperial Army, it was common practice for the Primarchs to appoint special officers to the role of commissar. These veteran warriors ensured that the Imperial Army was unwavering in its duties to its Space Marine overlords.

Although not as powerful as the Space Marines units under the Primarchs' command, the Imperial Army regiments were nevertheless useful additions to the Primarchs' fighting strength. A Space Marine Legion may have had hundreds of auxiliary Imperial Army regiments fighting under its command. These troops were used to reinforce the Space Marines and were frequently deployed in sieges, mass invasions and to garrison newly conquered planets.

The Imperial Army was rarely deployed within the home system of the regiments that comprised it. In fact, this was actively avoided by the Primarchs to ensure that the soldiers' loyalties lay first and foremost with the Primarch and the Space Marine Legion to which they have been attached, and alongside which they fought.

Reighner's Squad • Sallan 11th Infantry • James Brady



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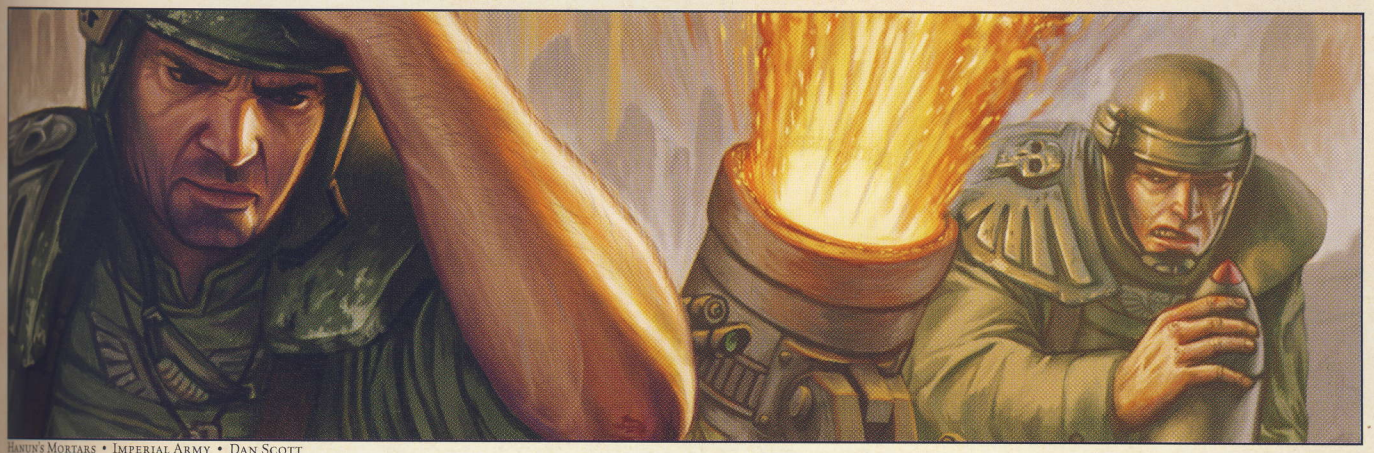
Gropp's Raiders • Calth 3rd Infantry • Erik Polak



Hanun's Mortars • Imperial Army • Dan Scott

Boris's Trackers • Urslavik 12th Infantry • Cos Koniotis




Call To Arms
FIELD ADJUNDANT
TYPICAL GARB OF TERRAN ADMINISTRATORS, CLERKS AND LOGISTICIANS — ARMED WITH LAS PISTOL AND WEARING GATHER AND MESH ARMOUR HE ALSO DONS A MILITARY HAIRCUT TYPICAL OF THE THOUSANDS OF NON-COMBATANT TYPES THAT FOLLOW THE EMPERORS LEGION !


DISCIPLINE MASTER
HORUS HERESY
USED TO TRACK ALIENS AND
ARMY DESERTERS BY THE EMPEROR!
LEGIONS — HE HAS HUNTING EAGLE
AND CEREMONIAL ELECTRO-SYTHE
USED FOR EXECUTING!
IMPERIAL ARMY LEGIONS
· PRE-CURSOR TO THE CADIA COMMISSARS ·
JOHN MM II
©G.W.



Vallis's Brigade • Phyrian 2nd Auxillary • Thomas Manning



Goldstone's Hunters • Fellesian 23rd Airborne • Des Hanley

Helios Mortar Carrier • Imperial Army • Dan Scott



McCormick's Reapers • Calth 2nd Irregulars • Wayne Reynolds



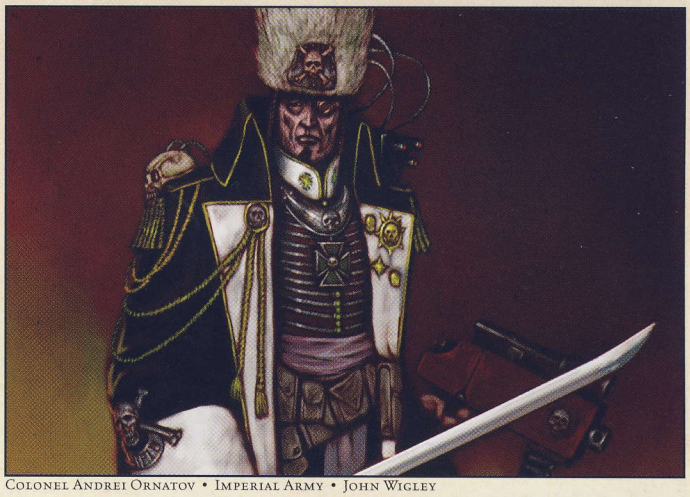




Hurgan's Scrappers • Fellesian 5th Airborne Auxillary • Des Hanley



Sadek's Fighters • Fasadian 45th infantry • Bradley Williams



Colonel Andrei Ornatov • Imperial Army • John Wigley



Barnald's Sappers • Siege Engineers • Eric Polak



Merrett's Mercenaries • Conscripts • James Brady



The Chaplain Edict

After the Council of Nikaea, the Space Marine Legions had been instructed to abolish their Librarius divisions. The Emperor decreed that henceforth no Legion was to employ psykers in battle, nor were they to continue their studies into the mysteries of psychic talents. Those Legions who had Librarians – psychically empowered Marines – were instructed to reassign them to standard fighting units and to forbid the use of their abilities.

First Lord of Terra, Malcador the Sigillite, leader of the Council of Terra, was not satisfied that all of the Legions would follow the Emperor's edict. He knew that many of the Primarchs placed great value on their Librarians and the powers they could unleash on the battlefield. For some of the Legions, the deployment of psykers had become central to their strategies and tactics.

He resolved to find a way to ensure these Legions obeyed the Emperor and observed the psyker ban. His thoughts turned to Lorgar and the Word Bearers Legion.

Whilst the Emperor worked his secret labours in the Palace Vaults, Malcador the Sigillite issued a new edict through the Council of Terra in the name of the Emperor. This was the Order of Observance, more commonly known as the Chaplain Edict, and its inspiration was the Word Bearers Legion.

The Word Bearers Primarch, Lorgar, had been raised on the cult world of Colchis. In time, Lorgar had become its martial and spiritual leader. His first meeting with the Emperor was believed to be a fulfilment of an ancient prophesy; an event that reinforced the religious fervour of the people of Colchis and Lorgar himself. On becoming Primarch, Lorgar had introduced officer-clerics to his Legion. These warrior-priests were named chaplains, and their role was to minister to the needs of the Space Marines and ensure that their faith in the Emperor was strong.

Inspired by this, Malcador ordered the other Space Marine Primarchs to appoint chaplains who would ensure the spiritual wellbeing of their Legion, and enforce the psyker ban. These officers were to be picked from those Space Marines who were the most steadfast in their duties, and who had demonstrated the strongest loyalty to their Primarch and to the Emperor.

Most of the Primarchs loyally followed the edict and began to appoint officers to the rank and duties of chaplain. Some did not. Lorgar of the Word Bearers was quietly amused by the irony of the new edict – his Legion had already secretly fallen to Chaos.

Given the vagaries of communication across the vastness of the Galaxy, it would not have seemed unusual or suspicious to Malcador that not all of the Primarchs had voiced their consent to the edict immediately. It was also certain that some of the Primarchs behaved duplicitously, and while they assured him they were doing as the Emperor had ordered, they were not. In time, their dishonesty became clear.

Chaplain Berus • Blood Angels • Paul Carrick



Trajan Assault Squad • Ultramarines • Wayne England



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Fate's Death Basilisk • Imperial Army • Andrew Hepworth

Torgal Assault Squad • Word Bearers • John Wigley



Lhorke Assault Squad • World Eaters • Paul (Prof) Herbert



Wrack Assault Squad • World Eaters • Malcom McClinton



The Secret Treachery of Lorgar

Long before the events on Isstvan III and the heresy of Magnus the Red, Lorgar had secretly committed himself and his Space Marines to the service of the ruinous powers. Lorgar was a puritanical, religious zealot. It is said that he experienced visions in which he foresaw the coming of the Emperor. The ancient scriptures of Colchis foretold of the coming of a messiah, and Lorgar was convinced that this was indeed the Emperor. A series of bitter religious wars ensued as Lorgar fought to impose his doctrine on the planet. When the Emperor did come to Colchis, the entire world was in thrall to Lorgar and his Cult of the Emperor.

Lorgar praised the Emperor and the people of Colchis rejoiced. The Emperor was dismayed. He had long rejected claims to his own divinity. He wished only to unite Lorgar with the Word Bearers Legion, and for Lorgar to join him in his Great Crusade.

Lorgar assumed the role of Primarch, but continued his worship of the Emperor, schooling his new charges in this faith. He set about his new duties with relish. He created more chaplains who were schooled in the doctrines of Colchis and the Cult of the Emperor. The Word Bearers for a time were the Emperor's most strident supporters and Lorgar his most zealous believer.

However, as time went on, the Emperor grew increasingly frustrated with Lorgar's persistent claims of his divinity and the Word Bearers' desire to leave no stone unturned in their quest to promulgate the Cult of the Emperor. In his zeal, Lorgar perpetrated terrible acts in the name of the Emperor. Entire worlds were punished for not demonstrating sufficient piety.

As the Great Crusade progressed, the relationship between the Emperor and Lorgar soured. Lorgar was determined to promote the Emperor's supposed divinity and had taken to sermonising on every human world he conquered or visited. Much valuable time was lost as Lorgar ordered the construction of cathedrals to the Emperor on each of the worlds he had conquered. It appeared to the Emperor that Lorgar was more concern with preaching than with pursuing the military objectives that he h been tasked with.

The Emperor was also dismayed that Lorgar was becoming everm merciless with those who refused to accept the Emperor as a god. He w brutal and oppressive in pursuit of righteousness. Religious pogroms ch acterised the Word Bearers' endeavours on the worlds they conquer Many innocents died at the hands of Lorgar's Legion for refusing to acce the divinity of the Emperor, and those who were not considered devo enough were killed.

The Emperor reproached Lorgar and informed him that his mission w not for faith, but for battle. Whilst Lorgar was occupying his time with us less displays of piety, human worlds across the galaxy were suffering und the yoke of alien oppression. This was not what the Emperor desired. H did not intend his Great Crusade to be perverted in this way. Th Emperor's mission was to *save* Humanity, not to enslave it! The Emper ordered Lorgar to cease his religious activities and renounce his belief th the Emperor was divine.

'You take my name in vain, Lorgar. I demand loyalty from you, not wor ship. My mission – our mission – is to lead Humanity out of the Dark Ag of Strife and into a new dawn. There are horrors enough in the Galaxy, dark forces that seek to pervert our actions and hamper our cause, without u adding to the grief of Mankind. Your zeal does me great harm. I am no go and have no desire for the multitudes to see me as one. Humanity must pu aside superstition and fear. I put my faith in science and logic as should you!

'Look to Roboute Guilliman of the Ultramarines. He has faith in excess He has faith that our mission is holy, not I. His example is the one I would command you to follow!'

Lorgar appeared contrite and retreated to his command ship. For a month he did nothing. His Legion sat idle, waiting for their orders. Just when it seemed that the Emperor would have to speak with him again

Harbingers of Death • Erebus's Bodyguard • Franz Vohwinkel





Malnor Tactical Squad • Word Bearers • Karl Kopinski

Lorgar sprang into action. The Word Bearers began a campaign that was remarkable for its speed and destructiveness. It appeared that Lorgar had learned his lesson and was now doing what he had been ordered to do.

The Word Bearers pursued their new objectives with an energy and vitality that surprised and delighted the Emperor. It appeared that Lorgar had learned his lesson well.

The truth was sadly different. The Emperor's words had shocked Lorgar so deeply that he had retreated to his private chambers to try to resolve the deep conflicts within him. At first he would admit no one to his presence, in the hope that contemplative solitude would bring him the answers he so desperately needed. When this failed, he turned to his most devout followers. Kor Phaeron of Colchis had been the first to cast doubt on the Emperor and his motives. If the Emperor would not accept their worship, there were others who would, he argued. It was First-Chaplain Erebus who first uttered the names of the ruinous powers. Were these not the true Gods of Colchis, to whom they had sworn fealty before the false-god Emperor had tricked Lorgar with a false vision? Lorgar had found his answer. The Emperor had deliberately misled him into thinking he was a god, subverting his worship away from those who rightly deserved it! Lorgar committed himself to the Dark Gods; he became a servant of Chaos.

As time passed, Lorgar and his lieutenants perverted the ministries of the chaplains, who became his Dark Apostles, and the corruption of the Word Bearers had begun.

Fearing the wrath of the Emperor, Lorgar determined to keep his newfound allegiance to Chaos a secret. His single Legion was no match for the combined strength of all of the others. Kor Phaeron was impatient. He had utter conviction in the strength and righteousness of the Ruinous Powers. He wanted to throw off the cloak of deceit and bring the glory of Chaos to the Imperium. The other Primarchs would soon see the error of their ways and join with the Word Bearers if they declared themselves, he argued.

Erebus was more circumspect. He counselled Lorgar to work in shadow and build his power base in secret, to bide his time until the right moment arrived to strike back at the Emperor. 'There are worlds aplenty whereon the seed of truth has been planted, worlds much like our own Colchis. Let us send envoys to these worlds, win them secretly to our cause. Further, we should nurture close bonds with the other Legions. We may have allies amongst them we cannot guess at, as yet.'

Lorgar knew he did not command the respect of the other Primarchs. For the most part, they had shunned him and had been unwilling to listen to his theories of the Emperor's divinity. In his heart, he knew they would not follow him. They would follow the accursed Guilliman, the angelic Sanguinius or Rogal Dorn of the Imperial Fists and, of course, they would follow Horus, the First Primarch. The thought struck Lorgar that if Horus could be won to their faith, there was no limit to what they could achieve.

In the stygian depths of the Temple of the Serpent Lodge, the Dark Apostle Erebus met with the recovering Warmaster Horus:

'My Lord Lorgar, Primarch of the Word Bearers, greets you and swears fealty to you as Warmaster and Prophet of Truth. The false-Emperor is weak. His time is over, his mission spent. Now we look to the strong to lead us onwards. We look to you mighty Horus. Hail the Warmaster!'

Through long hours the two conferred. Horus told of his pact with Chaos and of his new mission to free the Galaxy from the Emperor's shackles. Erebus explained that Lorgar was eager to take action. He wanted to throw off his cloak of deceit and openly oppose the Emperor. Horus cautioned him to be patient. He had yet to formulate his strategy and there was much work to be done. He told Erebus to return to his master with instructions that the Word Bearers were to maintain their veil of secrecy. In the fullness of time, they would get their desire and the Word Bearers would stand proudly at his side in the coming war against the Emperor.



The Gal Vorbak • Lorgar's Veterans • Franz Vohwinkel

Rongar Assault Squad • Word Bearers • Carl Frank



Argel Tal • Lorgar's Bodyguard • John Wigley









Alpha-Theta II Annihilator Team • Cult Mechanicus • Wayne Reynolds

Dark Mechanicus

Horus had been busy in the months leading up to the incident on Isstvan III. He had despatched agents to dozens of Forge Worlds to secretly agitate on his behalf. The Forge Worlds were sovereign to the Mechanicum of Mars, the ancient order of tech-priests, with whom the Emperor had struck an alliance at the start of the Great Crusade.

Forge masters, senior adepts of the Martian Priesthood, ruled the worlds of the Mechanicum. Horus's agents used subtlety and deceit to convince them to side with the Warmaster in the coming struggle against the Emperor. Within the Mechanicum, a schism had developed. Some tech-priests regarded the Emperor as the living manifestation of their Machine God. Others thought this a blasphemy, and the Machine God was still entombed beneath the red sands of Mars. The agents of Chaos suggested that it was the Emperor himself who had presented himself as their god in order to strike a bargain with the Mechanicum that served him and him alone.

Horus's deceitful spies spoke to the forge masters of the Emperor's hidden plans to turn on the Mechanicum, steal their secrets, enslave the tech-priests and seize their machines. For many of the forge masters, this was a prospect they could not bear to countenance, and they assented to support Horus. When the time came, these Forge Worlds would declare for Horus, and the Emperor's fate would be sealed.

Having won the tech-priests to Horus's side, his agents then began to entice the forge masters with the promise of power such as only the dark forces of Chaos could offer. The silver tongues of the Warmaster's agents were subtle about this; a hint here, a gentle suggestion there. Slowly but surely, one by one, the forge masters fell under the spell of Chaos. The tech-priests adopted black habits and communed with the warp. It was the rise of the Dark Mechanicus!



Alpha-Zeta 54 Mechanicum Protectors • Cult Mechanicus • Chuck Lukacs

Ventracon Grey Prophets • Psykers • John Gravato









Arcadias Mechanicum Auspex • Cult Mechanicus • Kari Christensen



Maniple Tau-Mu • Cult Mechanicus • Kari Christensen



Rho-Tau 17 Surveille-Class Robot • Cult Mechanicus • Kari Christensen



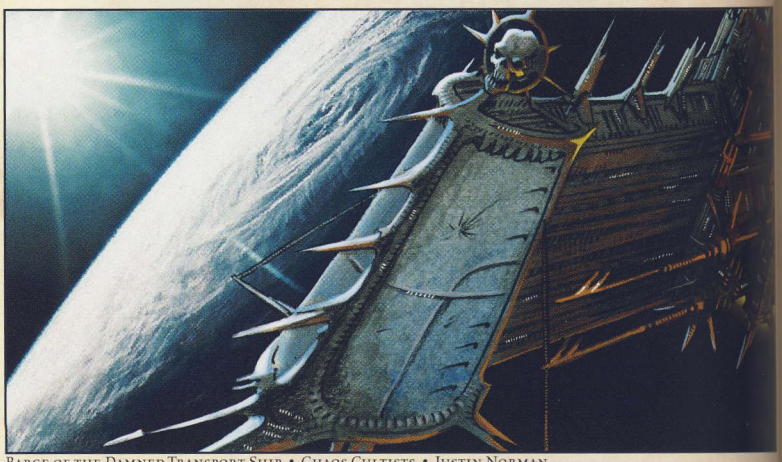
A Disturbance in the Warp

Horus had powerful allies. As he launched his attack on the planet of Isstvan III, the daemons of the warp stirred. The Warmaster had desired them to remain hidden. He did not want his pact with them to be known by the Emperor and his sycophants, least of all the other Primarchs. This could upset his plans. He instead made them aid him in more subtle ways.

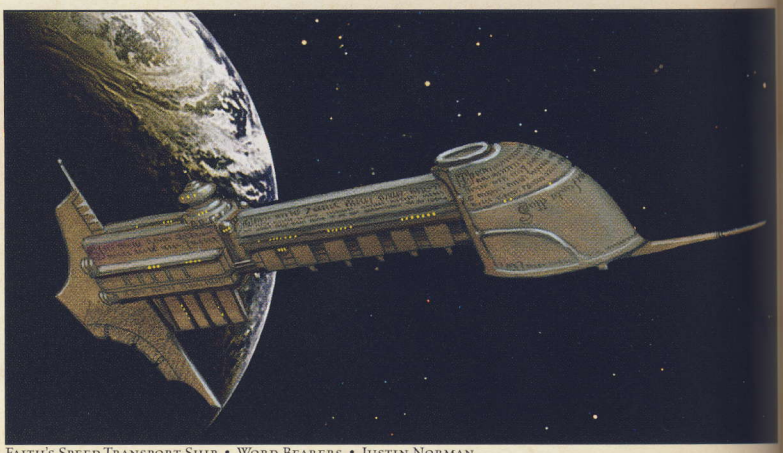
The ruinous powers were restless. They could sense weakness in the enemy; the Emperor was distracted, his voice rarely touching their realm. Now was the time to strike him down, they argued. If they were given the chance to confront him then Horus could win his throne easily. But Horus resisted their calls. Better, he thought, to bide his time and strike when ready, at the hour of his own choosing.

But the daemons would not be still. Like beasts in a cage they paced back and forth across the weirdness of the warp. As their agitation grew, the warp began to boil and wrought storms.

In the wake of their distress, the energy weave of the warp was wracked with shocks and maelstroms. Great storms appeared in the ether. This served Horus well, for he knew that the warpstorms would disrupt his enemy's communications. The Emperor's astropaths would be muted, his navigators blinded and his great fleets crippled.



Barge of the Damned Transport Ship • Chaos Cultists • Justin Norman



Faith's Speed Transport Ship • Word Bearers • Justin Norman

Madail • Daemonic Dark Priest • John Gravato



Daemons of Chaos

The ruinous powers of Chaos were frothing at the bit. They wanted to join Horus's campaign, destroy the Emperor and gain unfettered access to the material world. For too long they had been restricted to only temporary sojourns in the realm of Mankind, unable to claim a more permanent foothold.

The Eye of Terror offered them a tantalising glimpse of what could be. This strange region is a giant gateway between the dimensions, a place where the warp and the material world intermingled. The worlds within the Eye are fabulous monuments to the glory of Chaos; ever changing, violent and strange. But the daemons of Chaos cannot freely travel beyond the Eye's confines.

Similar portals are scattered across the galaxy, but none so big or so permanent as the great Eye of Terror. The majority of these holes in space have only a fleeting existence before they collapse back into the warp, taking great chunks of the material world with them. In this fashion, many worlds have been sucked into the warp.

Outside the Eye Of Terror, the daemons of Chaos have to resort to possession to enter the material world, or rely on powerful psychic conjurations. One method by which a Chaos daemon can sustain a presence in the material world is to possess a psyker. Every time a psyker utilises his talents, a tiny portal is opened to the warp. This offers a chance for the creatures of the ether to enter the material world through the psyker's brain. Those of strong will and training are able to resist such predations. The weak-willed and untrained are easy prey. Possession eventually destroys the host, leaving only a withered, hideously disfigured husk and the daemon is wrenched back into the Immaterium.

The other way in which Chaos daemons can exist in the material world is through summoning. A powerful psyker with the correct knowledge and suitable safeguards in place can open a portal between the realms, allowing a daemon to enter the material world. Such summonings are fraught with danger, the conjurer at grave risk of being possessed. A large, powerful group of psykers can cooperate to open a gateway large enough for many daemons to traverse the dimensions. As long as the summoning spell is maintained, the daemons can survive in the material world indefinitely.



The Duality of the Space Marine Legions

The original Space Marines had all been recruited on Earth. During the Age of Strife, the ancient world of Terra was wracked with incessant warfare as the competing tribes of Earth fought for dominance. One man was to prevail in these wars, and he was to become the Emperor. His victory was in no small part due to the ranks of superhuman warriors he had created – the Space Marines.

When the Emperor launched his campaign to the stars – the Great Crusade to free humanity from its alien bondage – the twenty Legions could each muster many thousands of Space Marine warriors. Even so, their numbers were small compared to the Herculean task ahead of them. Millions of human worlds needed to be rescued and protected from the many dangers that beset them. To this end, the Emperor instructed the Legions to recruit warriors into their ranks from amongst the populations of the reconquered worlds.

The process of creating a Space Marine was not simple or quick, and potential recruits had to be exhaustively tested. The best new recruits were drawn from especially warlike cultures, men who had been raised for battle, physically strong and mentally tough. The failure rate amongst new recruits was high, and only a small percentage were successfully assimilated into the Space Marines' ranks.

When the Emperor was reunited with his Primarchs, he found that each one had come to dominate the world to which he had been sent. There was great affinity between the Primarchs and their adopted worlds. Most had become mighty kings, rulers of their worlds and leaders of fanatically loyal armies.

In many cases, the Primarchs' armies also bore uncanny similarities to the Space Marine Legions from which they had been sundered many years previously. The warriors that comprised these armies would prove to be particularly suitable for recruitment into the ranks of the Space Marines. In the ensuing years, many tens of thousands of new Space Marines were created from these men, and many of the Legions enjoyed a massive expansion of their fighting strength because of this. For some Legions, their Primarch's adopted world became their sole recruiting ground, such was the bond between them and the planet's indigenous culture and the success of the recruitment thereon. It seemed that for some of the Legions they had found not only their Primarch but also a world that they could indeed call home.

As each of the Space Marine Legions was reunited with its lost Primarch, their efforts to pursue the Great Crusade increased dramatically. Under the leadership of their Primarchs, the Legions became unstoppable and world after world was reclaimed from captivity. Within a few years, many of the Legions had also recruited tens of thousands of new Space Marines, created from the warrior-peoples of their new Homeworlds.

The integration of these huge numbers of new Space Marines into the ranks of the Legions appeared to be a fantastic success. These warriors of the Homeworlds shared many characteristics with the Space Marines who had been recruited on Terra, and they made ideal recruits.

Each of the Legions established its own policy as to how these large numbers of new Space Marines would be added to their fighting complement. In some Legions, the new recruits were used to bolster the existing regiments or Chapters, acting as replacements and reinforcements. In other Legions, the Primarchs simply added new regiments of Homeworld Space Marines to their organisation.

Madidus Tactical Squad • Blood Angels • Michael Phillippi



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Xetsa Possessed Space Marines • Sons of Horus • Al Eremin



Boradol Tactical Squad • Word Bearers • Michael Phillippi

Golobar Tactical Squad • Word Bearers • Dan Wheaton

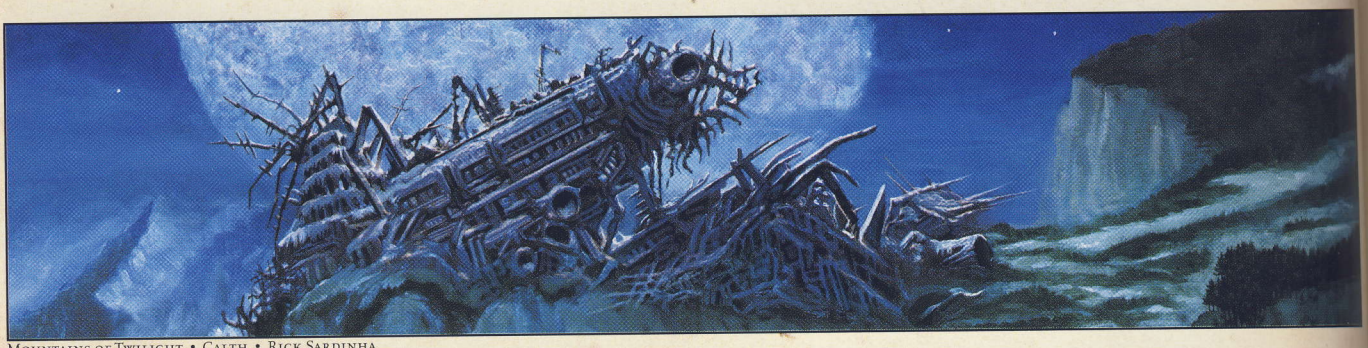


Halgrop Heavy Support Squad • Death Guard • Steve Boulter





The Iron Column Land Raider Squadron • Emperor's Children • Franz Vohwinkel



Mountains of Twilight • Calth • Rick Sardinha



Palace of Leptius Numinus • Calth • Rick Sardinha

Proving Grounds • Calth • Rick Sardinha




CAPTAIN SPACEMARINE
GREAT CRUSADE → HORUS HERESY
SIGVARD
CLAW ASSAULT SQUAD
0 4 2 3
Space Wolves • Infantry
T (4+): This unit gets +3 assault.
ASGEIR
ZEKRE HUNTERS
0 6 3 2
Space Wolves • Infantry
T (5+): This unit may make one additional sweeping advance this BA. Only playable while this unit is assaulting.
KOLBYR
HUNTER SUPPORT SQUAD
3 1 2 3
Space Wolves • Infantry
T Discard 1 card with a die number of 3 or less: Any other unit gets +1 armor.
AESIR
DREADNOUGHT
4 2 1 3
Space Wolves • Vehicle
R (4+): After this unit destroys a blocking unit, rally this unit.

The Razing of Prospero

The Space Marines of Leman Russ's Space Wolves Legion destroyed the paradise planet of Prospero, home to the heretic Magnus the Red and his Legion, the Thousand Sons. The feral savagery of the Space Wolves was pitted against the dark witchcraft of Chaos.

The Thousand Sons revealed themselves to be a coven of witches, and the Emperor authorised Leman Russ to exact summary justice on them for their heresy. The Space Wolves were aided by a detachment of the Emperor's own bodyguard, the Legio Custodes, and by the Silent Sisterhood. The latter were Untouchables, carriers of the pariah gene, psychic blanks who were immune to psychic assault and anathema to the sorcerers of Prospero.

The Space Marines and Custodian Guard had the task of defeating Magnus's Legion on the field of battle, and arresting the malcontent Primarch. The Sisters of Silence had to apprehend and detain any and all surviving psykers for transportation back to Earth. There they would be judged, with due sentence served upon them.

Hundreds of battles raged across the planet as the Space Wolves and Custodian Guard launched attack after attack against the defending Thousand Sons. The once magnificent paradise world of Prospero was reduced to smouldering rubble by the ferocity of Leman Russ's warriors. To their credit, the Thousand Sons reacted quickly to the surprise assault, and their defence was well-organised and determined. They countered the loyalist firepower with deadly psychic spells, unleashing the dark fury of the warp upon their loyalist aggressors. Victory was no easy task for either side to achieve.



Wolf Lord • Space Wolves • Karl Kopinski

K'arsso-Tolk Wolfguard • 13th Company • Tolstein Nordstrand





Primarch Leman Russ • Space Wolves • Franz Vohwinkel

Saemundr Rhino • Space Wolves • Torstein Nordstrand



The Varangi • Russ's Veterans • Adrian Smith



Wolf Priest Dómárr Gonnarrsson • 13th Company • Adrian Smith

Ansuarr Fenris Bloods • Space Wolves • Adrian Smith



Leiknir Wolf Pack • Space Wolves • Adrian Smith







Olfun Long Fangs • Space Wolves • Adrian Smith



Myskia Fenris Hunters • Space Wolves • Adrian Smith



Ornulfr Hunter Squad • Space Wolves • Adrian Smith



Tammikk Wulfen Pack • Space Wolves • Adrian Smith





Sigfasti Seeker Squad • Space Wolves • Adrian Smith

Besenmut Assault Squad • Thousand Sons • Torstein Nordstrand



Prahotpe Recon Squad • Thousand Sons • Dan Wheaton







The Custodian Guard

Legio Custodes – The Immortal Guardians – The Emperor's Bodyguard

'These men are my bodyguards, their lives forfeit to the guarantee of my physical safety. Of their loyalty to me there shall be no question nor doubt. I, and I alone, shall have the authority to stand in judgment over them. No other commander shall they have in battle nor in service. None shall bar them from me and none shall hamper or stall their mission. So it is decreed!' – The Emperor

The Legio Custodes was the Emperor's personal bodyguard. They first appeared at his side during the Age of Strife, and since then have maintained a constant vigil over his person. In battle, a double-strength company always fights alongside him, and a detachment of the Guard even accompanies the Emperor when he retires to his private chambers within the Imperial Palace.

Each Custodian is an awesome warrior, stronger and more resilient than a normal human, or even a Space Marine. They are without peer in battle and have unshakeable devotion and loyalty to the person of the Emperor. Although they do not appear to have any psychic powers of their own, their willpower is such that they can resist assaults from the most powerful of psykers, save perhaps the Emperor himself.

There are reckoned to be only a thousand of these elite warriors in total, although this is highly speculative. Only the Emperor and his inner circle know their exact number. Certainly no more than a thousand have ever been seen together at any time, and then only once at the famous Battle of Gyros-Thravian, fought during the Great Crusade against the ork warlord, Gharkhul Blackfang and his vast greenskin horde.

The Primarchs Horus, Rogal Dorn and Mortarion and their Legions were vastly outnumbered and close to defeat when the Emperor led an assault from his golden battle barge, the *Bucephelus*. At the head of a thousand Custodians, the Emperor struck at the very heart of the ork horde, confronting Gharkhul atop a towering Gargant. As the Emperor decapitated the giant, black-skinned ork, the Custodians laid waste to the warlord's prime warriors. It is said that within moments over a hundred thousand greenskins died and the Waaagh! was broken. Legend has it that only three Custodians fell at the battle, their names enshrined forever, engraved on the Emperor's armour.

The origins of the Custodian Guard are shrouded in myth and legend. During the Age of Strife, the Emperor came to dominate the Earth. At the forefront of his armies of conquest were the Space Marines. At some point, the Emperor conceived of and created the Primarchs. It is unclear if the Primarchs were created to provide the geneseed required to produce the Space Marines, or were instead manifestations of the Emperor's experiments.

Whatever the case, the emerging Primarchs were ripped from Earth by a mysterious force and scattered across the galaxy. Only later were they reunited with their kindred Space Marines to become leaders of their respective Legions. That the Primarchs share genetic, physiological and psychological traits with their Space Marine Legion is indisputable.

Some say that the Custodian Guard are to the Emperor what the Space Marines are to the Primarchs; that the Emperor's own genetic matrix was used in their creation and through this their loyalty to him is assured. Others argue that the Custodians are not like the Emperor in the way that a Space Marine is like his Primarch, and that some other source was used as a template for their physical and psychological form; a source that was lost during the anarchy of the Age of Strife. The truth will likely never be known.



The Sisters of Silence

The Untouchables – Departmento Investigates – Divisio Astra Telepathica

The Sisters of Silence were perhaps the most mysterious of all of the Emperor's servants. Each had sworn an oath of silence as a mark of fealty to the Emperor and to their mission. Although few in number, the Sisters commanded great respect within the Imperium and most servants of the Emperor regarded them with some awe. Few would willingly stand in their way or interfere with their activities.

The Sisters were warrior-investigators, tasked with the seeking and apprehension of untrained psykers. As such, they formed a department within the Astral Telepathy Division, the Imperial organisation whose responsibilities included the processing of all psychic humans. The Division operated the Black Ships, huge transport vessels that travelled to the myriad worlds of the Imperium to collect psykers and carry them back to Terra. It was on Terra that such humans were tested and their eventual fate decided. Many of these underwent the soul-binding ritual, and were then recruited into the ranks of the astropaths who comprised the majority of the Astral Telepathy Division. Each of the Black Ships had a small cont gent of the Silent Sisterhood aboard.

The Silent Sisterhood was unusual within the Astral Telepathy Divisio that its members were all non-psychic; in fact they are all Untouchable These are strange and very rare variants of normal humans who are psych blanks. Such individuals are bearers of the pariah gene, and are immune psychic assault and telepathy. The mere presence of an Untouchable can di rupt psychic abilities. Psykers find Untouchables intolerable to be near an become visibly uncomfortable in their company; very close proximity intimate contact can even cause great pain to them. This made the Siste ideal for the role of identifying psykers secretly hiding within normal huma populations, or discovering those innocently unaware of their own abilities

The Sisters of Silence, although human, were well-trained warriors, whic allied to their natural anti-psyker abilities made them dangerous opponen for any malcontent or rogue psykers they might encounter. They were equipped with a variety of weaponry and devices specifically designed to a the nullification and capture of psykers. The Sisters were authorised to kill destroy any psykers they deemed too dangerous to capture and send back Terra for testing.

White Asps Heavy Support Squad • Sisters of Silence • Ralph Horsley



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Firehawks Prosecuter Squad • Sisters of Silence • Steve Belledin

The Lady's Grace Rhino • Sisters of Silence • Chris Dien





Amendera Kendel • Oblivion Knight • Hugh Jamieson



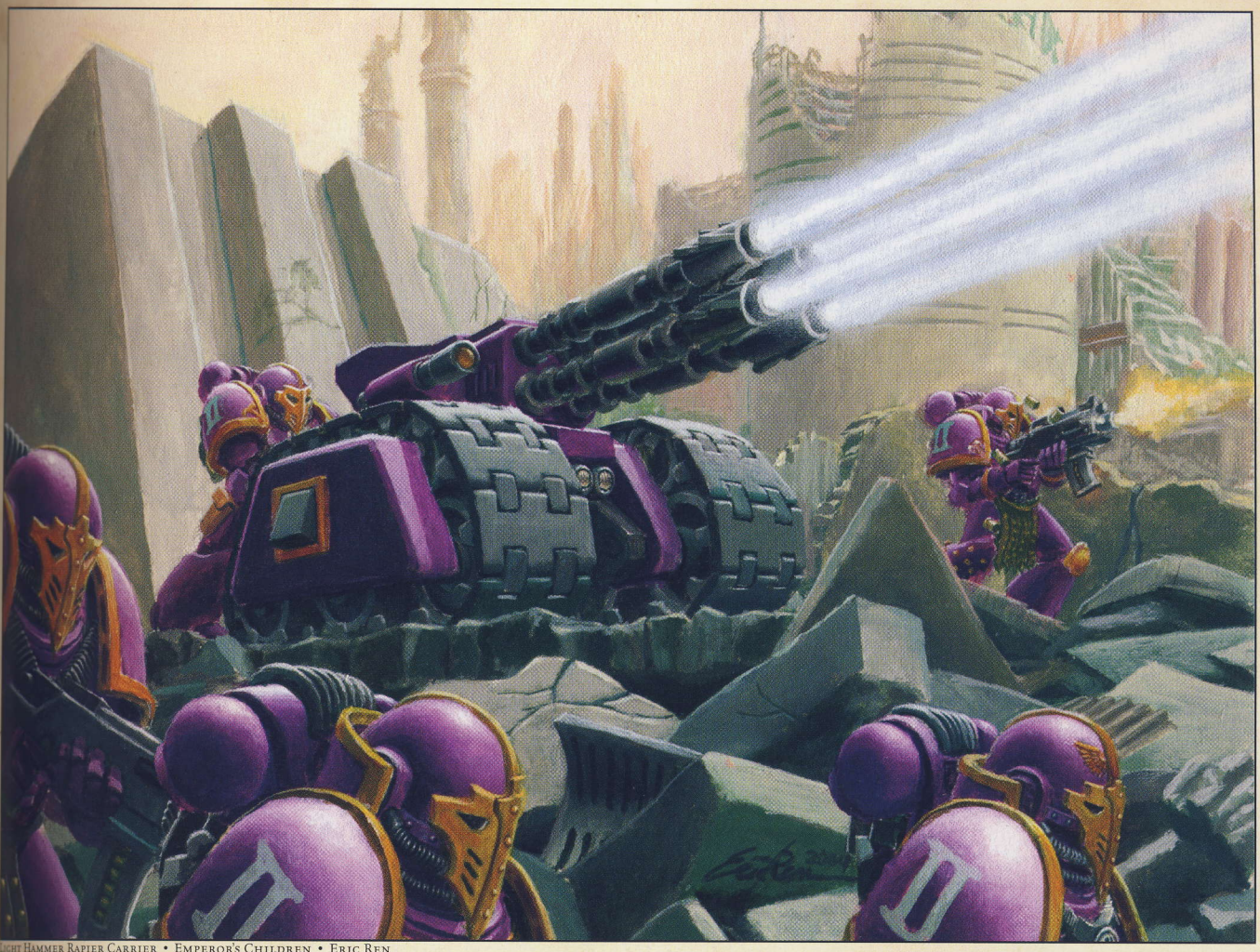
Winter Crows Vigilator Squad • Sisters of Silence • Dan Wheaton



Ice Serpents Witchseeker Squad • Sisters of Silence • Chris Dien



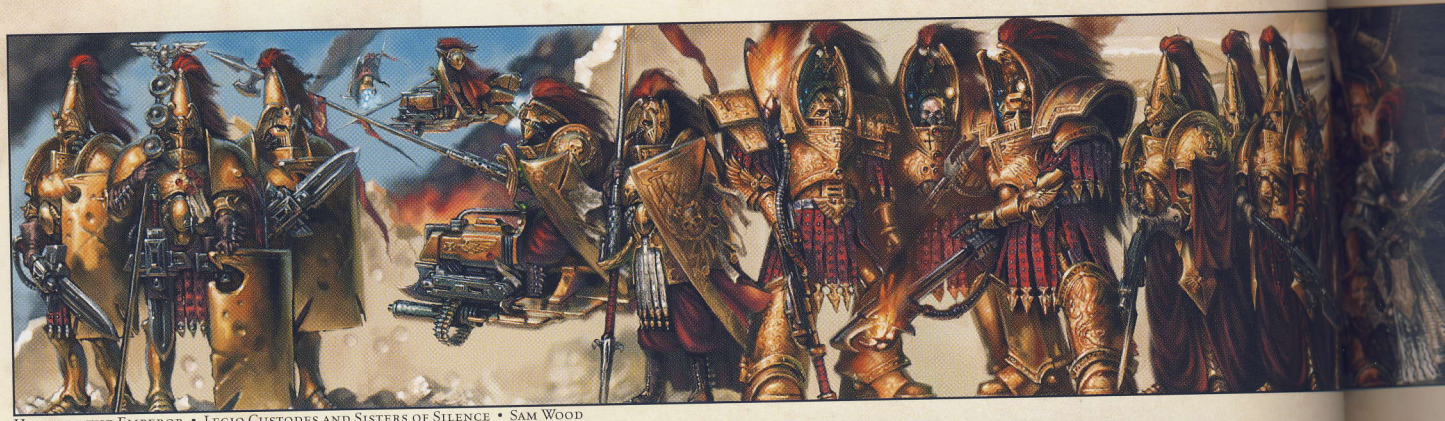




Light Hammer Rapier Carrier • Emperor's Children • Eric Ren

Helixus Tactical Squad • Ultramarines • Karl Richardson



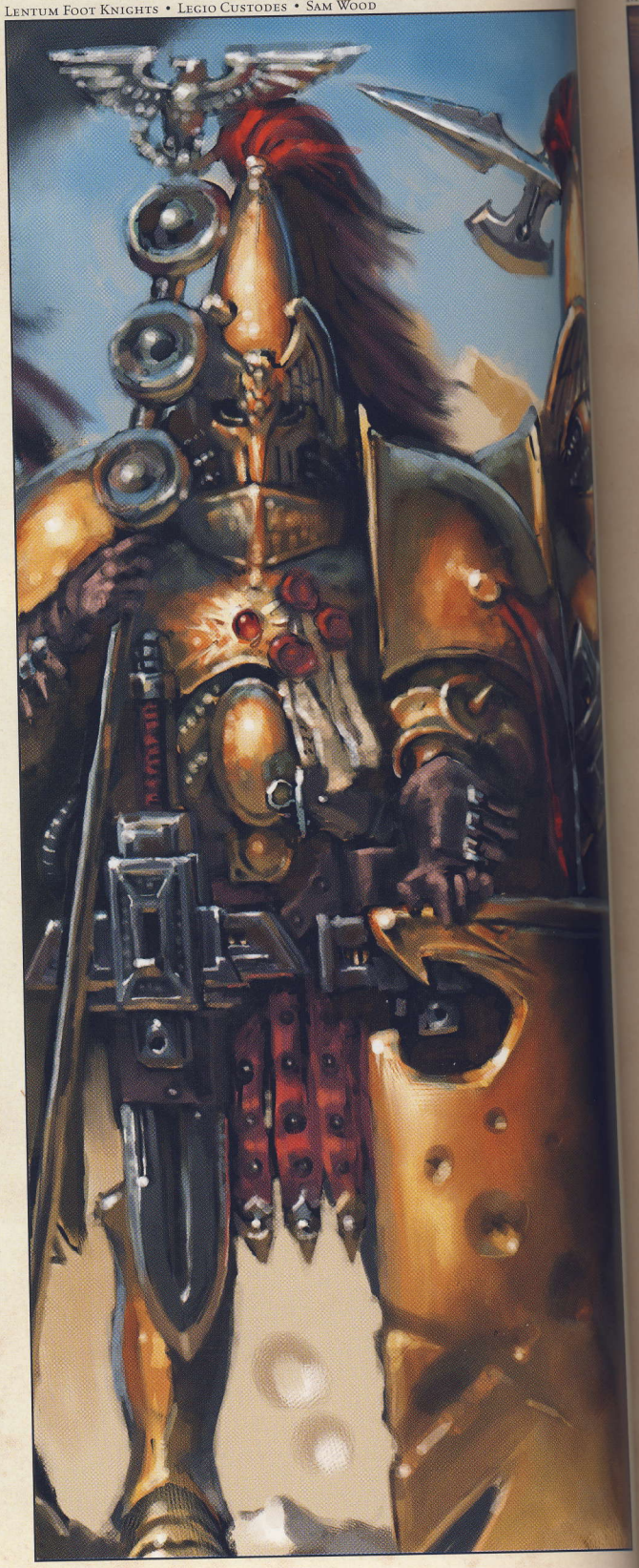


Hands of the Emperor • Legio Custodes and Sisters of Silence • Sam Wood

Fulman Cavalry • Legio Custodes • Sam Wood



Lentum Foot Knights • Legio Custodes • Sam Wood





Melaena Verdthand Excrutiatus Extraction Squad • Sisters of Silence • Sam Wood





The Hands of the Emperor • Sam Wood



Aquila Terminator Assault Squad • Legio Custodes • Sam Wood



Iron Lynx Prosecuter Squad • Sisters of Silence • Sam Wood



Raven's Claw Assault Squad • Sisters of Silence • Sam Wood

Constantin Valdor and Ares Guard • Legio Custodes • Sam Wood



Janetia Krole and Raptor Guard • Sisters of Silence • Sam Wood



Lorgar Strikes for Horus

As the Warmaster Horus launched his attack against the loyalist Space Marines on the planet of Isstvan III, he sent word to Lorgar of the Word Bearers. Now was the time to strike, he told the Chaos worshipping Primarch. Horus was aware of the bitter hatred that Lorgar had for Roboute Guilliman of the Ultramarines. He told Lorgar of the orders he had given to Guilliman. Lorgar quickly agreed to launch a surprise attack on the Ultramarines Legion while they were gathered at Ultramar. The loyalist Legion would be caught completely unawares and the Word Bearers' Primarch was sure he would be able to annihilate them.

Lorgar and Horus agreed that the Word Bearers were to continue to keep their alignment a secret from the Emperor. To this end, Lorgar ordered his trusted Lord Commander Sor Talgron to remain on station near the Solar System with forty companies and continue to feign loyalty to the Emperor. The rest of the Legion was ordered to Ultramar. The powers of the warp gave them sure and speedy passage across the restless Immaterium.

As his troops entered Ultramar space, Lorgar prepared his Legion. Command of the Calth Assault Force was given to Kor Phaeron, one of Lorgar's greatest champions, and a warrior who bore a deep hatred for the Ultramarines. Supporting him was Erebus, the former chaplain, and now the Chief Dark Apostle of the Word Bearers.



Captain Ventanus • Blood Angels • Sam Wood





Invictus Terminator Squad • Ultramarines • Franz Vohwinkel





Eudicius Assault Squad • Emperor's Children • Torstein Nordstrand



Stillus Veteran Tactical Squad • Ultramarines • John Gravato

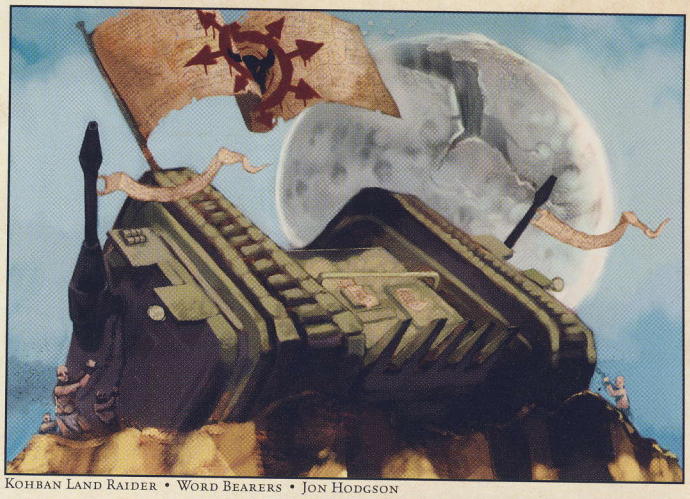
Dark Heart Disciples of Kor Phaeron • Word Bearers • John Gravato



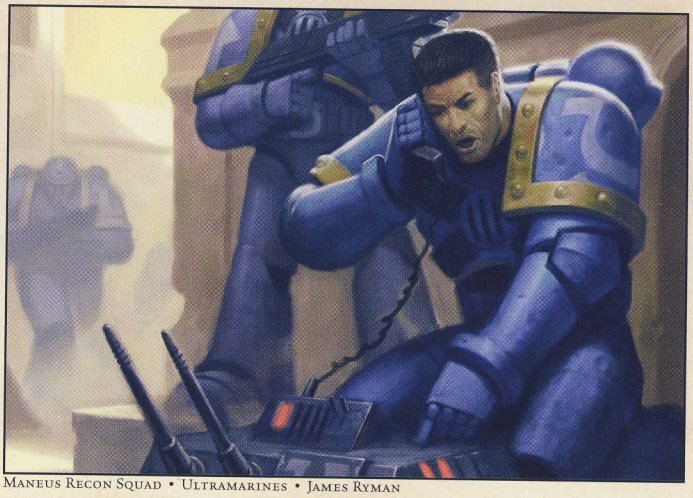




Varus Land Speeder Squadron • Ultramarines • David Millgate



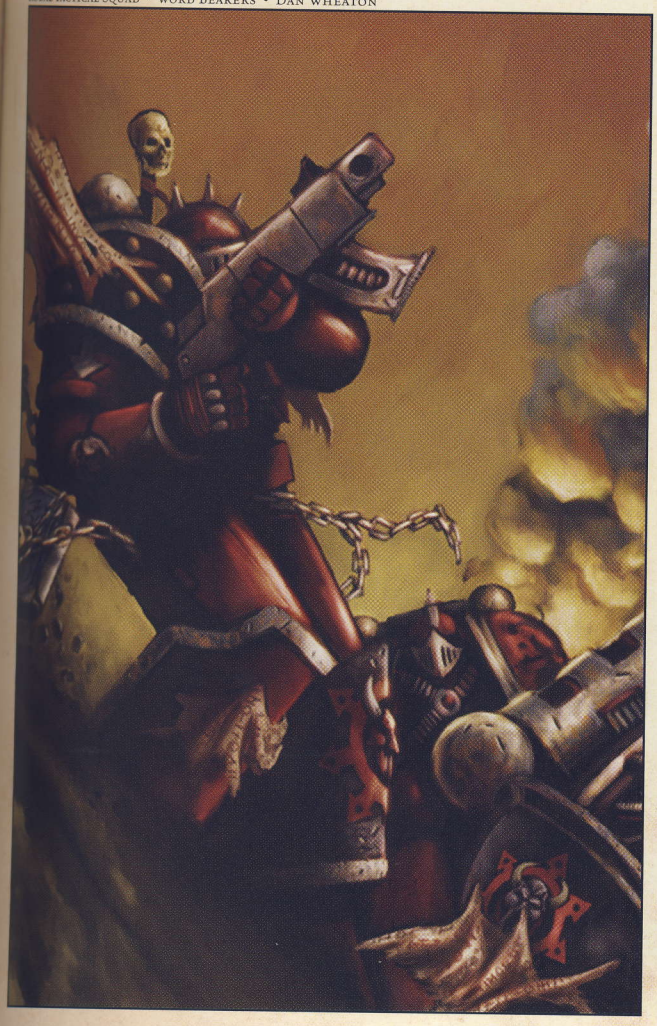
Kohban Land Raider • Word Bearers • Jon Hodgson



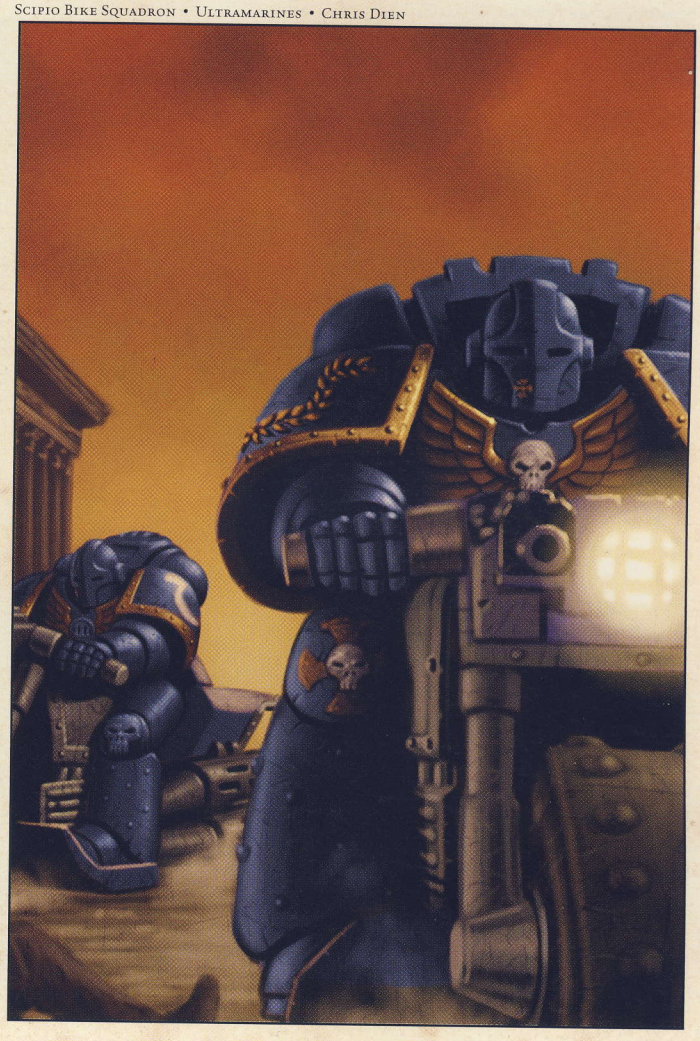
Maneus Recon Squad • Ultramarines • James Ryman



Robal Tactical Squad • Word Bearers • Dan Wheaton



Scipio Bike Squadron • Ultramarines • Chris Dien





Publoron Heavy Support Squad • Emperor's Children • Ed Cox



Sentina

Berranus Tactical Squad • Ultramarines • Chris Trevas





Sentinals of Calth • Guilliman's Veterans • Franz Vohwinkel

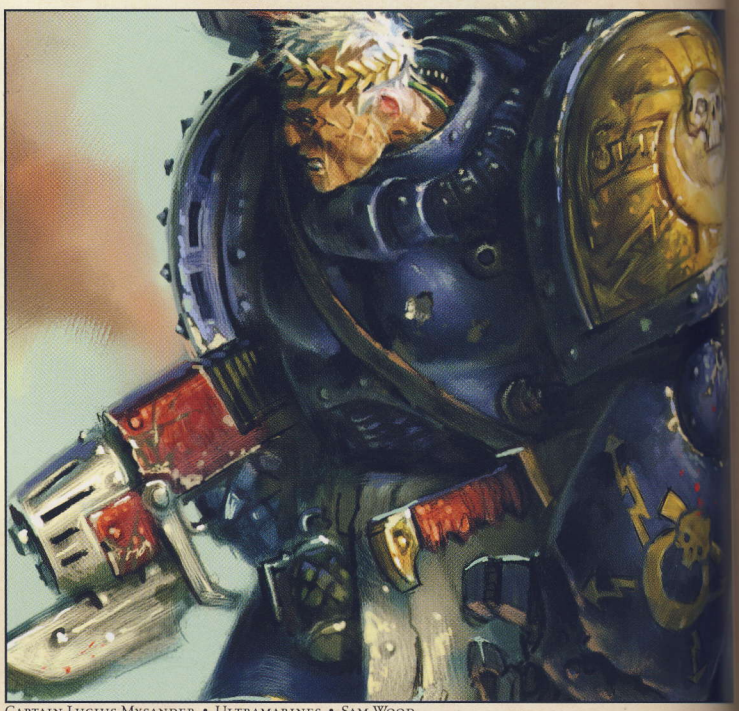


The Ultramarines Muster at Ultramar

The Ultramarines Legion, under the command of their Primarch, Roboute Guilliman, had been ordered by Horus to go to the Veridan System in the Segmentum Tempestus, far to the galactic south. Horus claimed that the worlds of Veridan were under siege by an ork invasion force from the Ghaslakh Empire.

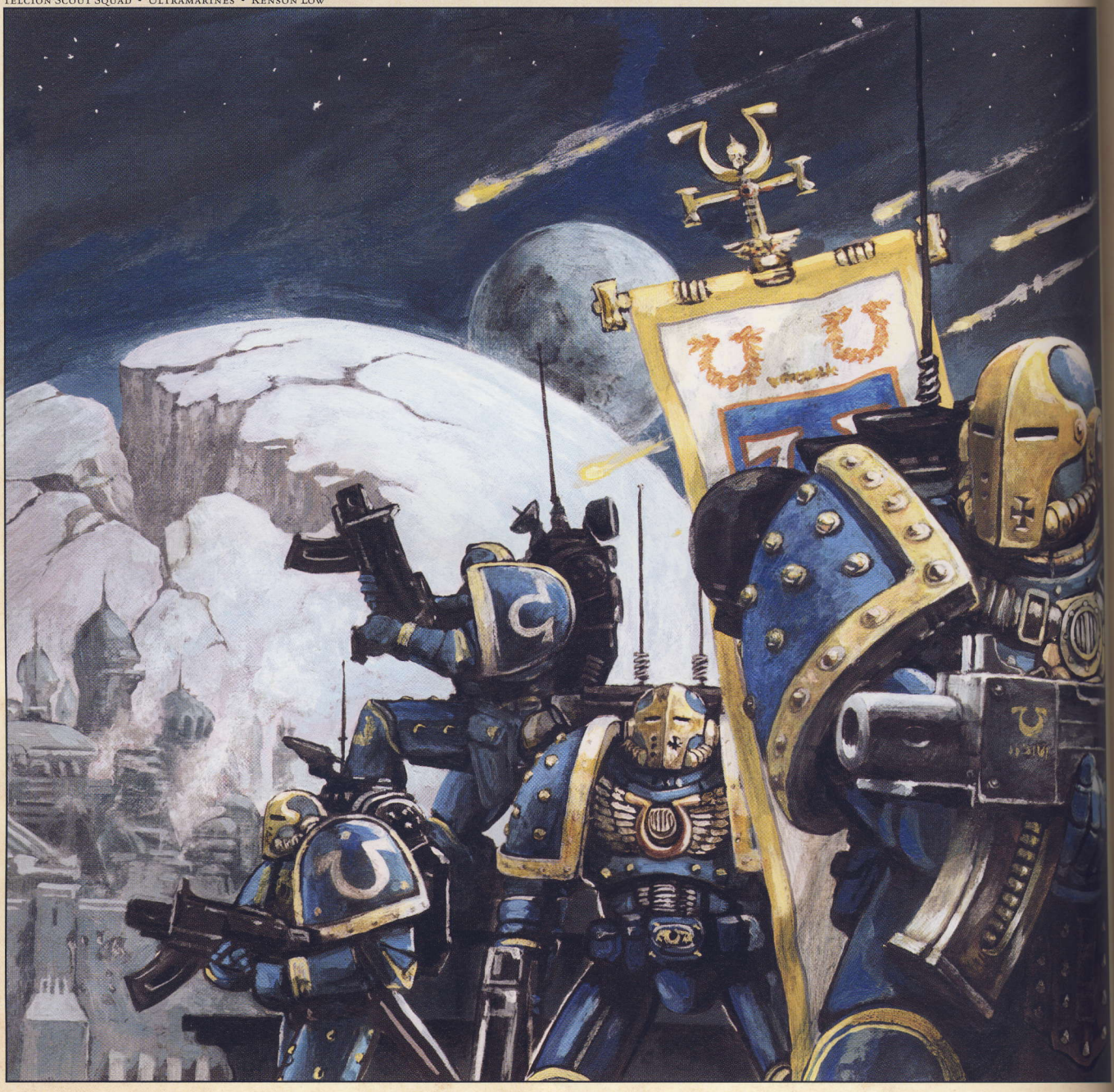
Roboute and a sizeable portion of his Legion had been stationed near the moons of Saturn. He immediately set course for Ultramar, a region of space ruled by the Ultramarines. Here he was able to rendezvous with more elements of the Ultramarines Legion and take on supplies. Ultramar was also close enough to launch an assault on Veridan. Roboute commanded his Legion to assemble at the Calth System.

As Roboute and his fleets arrived at Calth, it was clear that something was wrong. None of his allied astropaths were able to pass messages through the warp. Something was blocking their astro-telepathy and dreadful storms were hampering the navigation of his ships. The Ultramarines Legion was cut off from the rest of the Imperium. It was then that the perfidious forces of the Word Bearers Legion struck!



Captain Lucius Mysander • Ultramarines • Sam Wood

Telcion Scout Squad • Ultramarines • Kenson Low







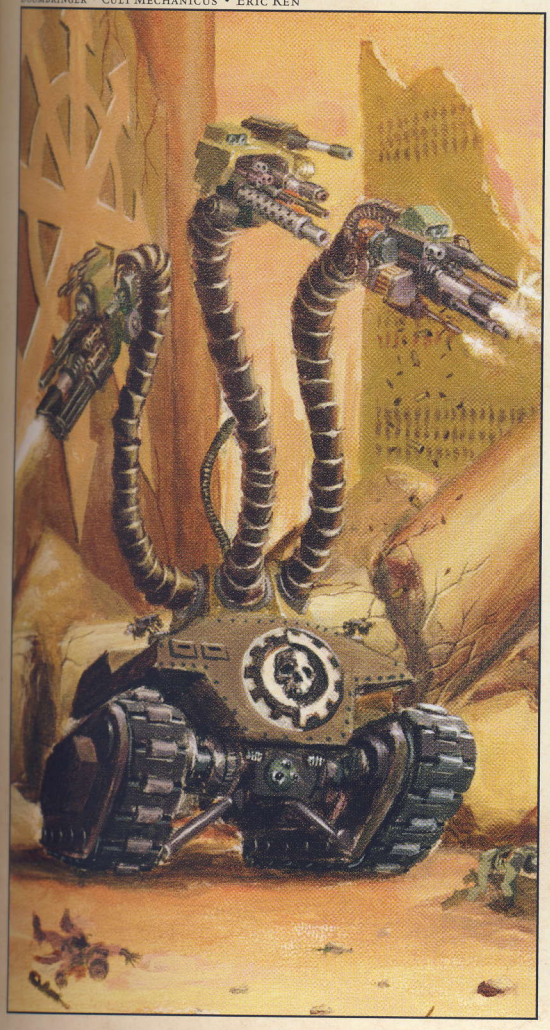


Rho-Mu 31 • Mechanicum Protectors • Paul (Prof) Herbert



Phi-Alpha 2 Neutrino Irradiators • Cult Mechanicus • Kari Christensen

Doombringer • Cult Mechanicus • Eric Ren



Ambassador Melgator • Cult Mechanicus • Kari Christenson

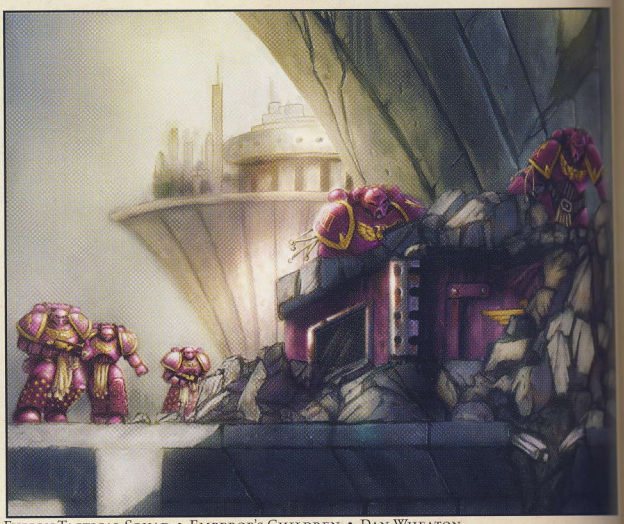




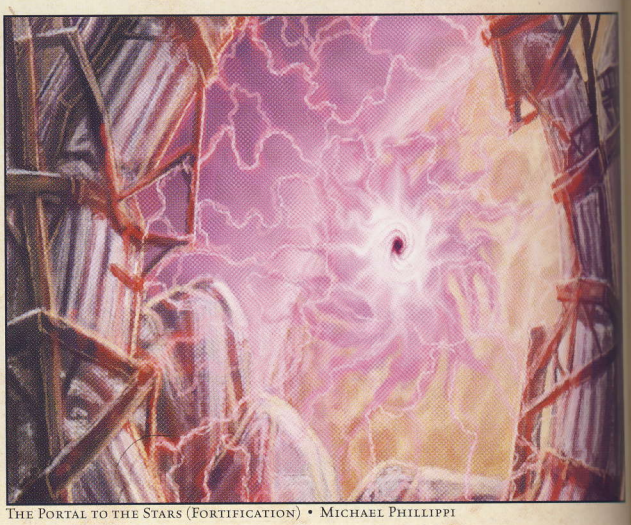
Black Cardinal Kor Phaeron • Word Bearers • John Gravato



Righteous Zeal • Ralph Horsley



Fulion Tactical Squad • Emperor's Children • Dan Wheaton



The Portal to the Stars (Fortification) • Michael Phillippi



Ichiron • V

Firestorm



Ichiron • Witch Cult • John Gravato

Firestorm Whirlwind • Word Bearers • Al Eremin



Tancred • Davinite Priests • Mark Poole



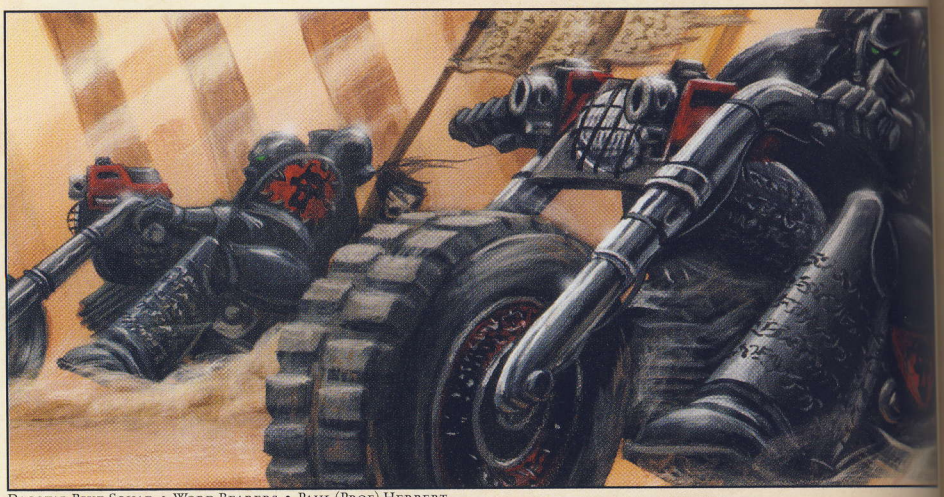
The Battle of Calth

The Word Bearers launched their surprise attack against the Ultramarines. Lorgar personally commanded his fleet of warships, whilst his most trusted lieutenants were tasked with making the first strike against the planet of Calth.

From the battle barge *Infidus Imperator*, Lorgar's greatest champion, Kor Phaeron, launched a full-scale invasion of the Calth System. Supporting him was the archfiend Erebus, foremost Dark Apostle of the Word Bearers.

Calth's three sister planets were being destroyed by Lorgar's ships, massive geo-nuclear strikes ripping them apart. Calth's sun was being bombarded with radiation and chemical warheads that were boiling away its surface and threatening to send it supernova. The Ultramarines' fleet was scattered by a succession of hammer blow assaults from the warships of the Word Bearers.

The Legion of the Word Bearers descended on Calth, Dark Apostles at the fore, bolters singing, accompanied by hordes of frenzied cultists. The Battle for Calth had begun…



Dagotal Bike Squad • Word Bearers • Paul (Prof) Herbert



Feron's Militia • Conscripts • Torstein Nordstrand

Fire Cultists of Thorn • Chaos Cultists • David Millgate



Brotherhood of the Knife • Chaos Cultists • Paul (Prof) Herbert









Calth Besieged

The savagery of the Word Bearers' assault left the Ultramarines reeling. Their fleet was scattered and entire planets destroyed by Lorgar's warships. Tens of thousands of Word Bearers and their allies descended upon Calth to attack the loyal warriors of the Ultramarines Legion and destroy them in the name of Horus and the dark gods of Chaos.

Lorgar delegated leadership of the assault on Calth to his faithful champion, Kor Phaeron. This twisted warrior had over a hundred thousand Space Marines and many times more Chaos Cultists at his command. He also had aid from traitorous elements of the Mechanicum of Mars, who supplied him with a variety of giant war machines, including dozens of fearsome Titans.

The fighting on Calth was intense. At first, the savagery and decisiveness of the Word Bearers' assault threatened to overrun the Ultramarines defenders within a few hours. Kor Phaeron's troops massed into vast columns and charged at the loyal Ultramarines forces. Having scattered the loyalists and pinned them in place, they then pounded them with artillery and orbital bombardments. The Ultramarines were on the defensive and had no choice but to dig in and fortify their positions.

Using vast hordes of Chaos Cultists as human shields, the Word Bearers were able to protect themselves from any significant Ultramarines counter-attack. Kor Phaeron then deployed the war machines of the Dark Mechanicus as battering rams to punch through the defensive lines of the loyalists. Packs of screaming daemons followed up into any breaks in the lines, inflicting terrible carnage on the defenders within. As each Ultramarines position was breached, the Word Bearers themselves followed up with vicious assaults, killing every loyal Space Marine they could find. Leading these final deadly assaults were the Dark Apostles of the Word Bearers. Chanting foul hymns to the dark gods they spurred on the traitor Space Marines, inciting them to dreadful acts of violence and atrocity.

However, Kor Phaeron underestimated the tenacity and resolve of the Ultramarines. As the hours passed the defenders began to slow and then halt the Word Bearers' assault. Eventually the Ultramarines were even able to organise some counterattacks against the traitors.

Captain Ventanus of the Ultramarines was defending the Palace of Leptius Numinus on Calth from the assault of Dark Apostle Erebus's Word Bearers. When the traitors had launched their first wave of attacks, Ventanus and his troops had been preparing to board their transport ships at the nearby Numinus Spaceport. The attacks took the Ultramarines by complete surprise. The loyal captain had lost over half of his Space Marines and had been forced to retreat to the palace.

Ventanus assessed the situation. His force now numbered less than five-hundred Space Marines and a few companies of the Calth 5th Infantry regiment of the Imperial Army. He had precious few tanks, maybe only a dozen or so Land Raiders, and no artillery. Against him was ranged a vast horde of human cultists, too many to accurately estimate their number, and a large group of Word Bearers, with dozens of giant war machines in their midst. Hundreds of strange, bat-winged creatures flew above the enemy ranks. The traitors had encircled the palace and were launching incessant attacks against Ventanus's defenders. The loyal captain knew his troops could not repel the attacks indefinitely. Although strong in spirit and well-armed, it was only a matter of hours before his position would be overrun and all of his troops slaughtered.

The loyal captain established comm-links with other besieged Ultramarines. His situation was not unique. In fact all of the Ultramarines on Calth seemed to be in the same predicament. Of the fate of the Ultramarines Primarch, none knew. Ventanus realised that there was no possibility of support from any of the loyal forces left on Calth.

Across the corpse-strewn plain in front of the palace was Erebus, first and most powerful of all of the Dark Apostles of the Word Bearers. He roved back and forth among the traitor horde, bellowing orders at his motley troops, stopping here and there to chant yet another obscene warcry, urging his force onward, filling their souls with the dark passions born of the warp and the dark gods that rule it.

Erebus was ecstatic. This was the culmination of all of his secret planning. The hated Guilliman's Ultramarines were being defeated! They were dying in droves. Finally the Word Bearers would get their revenge on the Emperor's lackeys. The Time of Chaos was close!

But a message was received by Captain Ventanus: it was from Guilliman. The Primarch was alive! Not only alive but organising the embattled and besieged loyal forces.

'Ventanus, your situation is desperate and I can offer you little hope of immediate reinforcement. Many of my faithful officers and men are in similar dire straits. I have a plan that offers you the chance to serve me better than simply dying where you stand. Quickly organise your force for a single concentrated assault against one point in the encircling lines. Your objective is to breakout and make for the Numinus Spaceport.'

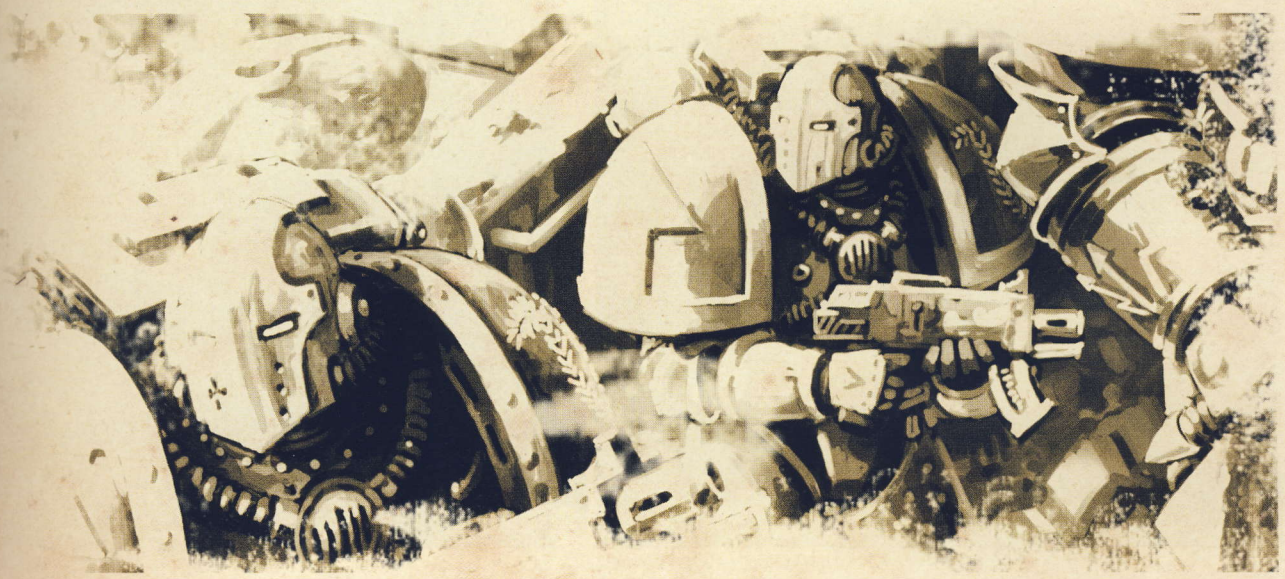
'Sire, you would have us run like curs and quit the world of Calth?'

'Faithful captain, your goal is not to scurry away from this planet. I would have you launch as many of the transport ships as possible. You will need to assign brave pilots to each for they are to harass the enemy ground troops, distract them, for as long as possible.'

'With respect, my lord, these ships will not last long. They are weakly armoured vessels and have few guns. I fear they will be easily brought down by our foes.'

'But they will secure you precious time. Time in which you can activate the Spaceport's defence lasers. In their bloodlust and arrogance the traitors were more concerned with killing our brethren than with disabling our cannons. The defence lasers of Numinus offer us a chance to win back the initiative. Do this thing for me, Ventanus, and your name will be honoured by the Ultramarines for eternity.'

'Yes, my Lord!'



Roboute Guilliman

Guilliman, Primarch of the Ultramarines, was on the bridge of the *Macragge's Honour* when the Word Bearers struck. The attack was unexpected and the shock of it total. Guilliman's battle barge shook as thunderous explosions ripped through its mid and aft sections. Klaxons blared as the mighty ship listed and turned slowly in space. Around it, Ultramarines' ships exploded like small suns as torpedoes fired from the Word Bearers' strike craft pounded them. Below, the world of Calth rippled as gigantic plasma-quakes boiled up through the atmosphere.

Guilliman immediately began shouting orders into his vox-coder.

'Fleet disperse. Fleet disperse. Evasive action gamma-three-seven. Shipmaster Helvatius, give me a damage report. Sensorium, I need to know fleet status immediately. Master Gage, what's happening planetside? Helmsmaster, do we have power thrusters operable?'

Within minutes, the Primarch had established the scale of the attacks upon both his fleet and the planet below. The battle barge limped away from its attackers, and was badly damaged. Its weapon systems were non-operational and it could only manage half speed from the non-warp engines. The fleet had been savaged by the surprise assault. Fully three-quarters of the Ultramarines warships and transports had been crippled or destroyed, the rest scattered across the Calth system as they evaded their attackers. Reports from the planet surface were even more depressing. The Word Bearers' orbital bombardment had been devastating. Tens-of-thousands of casualties had been inflicted on the ground troops, and many key strongholds destroyed.

Aboard the crippled battle barge, Roboute Guilliman had already realised that he had been the victim of a deadly trap set for him by the Warmaster Horus. It was the Warmaster who had ordered him to Veridan, and it was only Horus who Guilliman had told of his plans to muster the Ultramarines fleet at Calth.

That it was the Word Bearers Legion of Lorgar that had perpetrated the cowardly attack was also a surprise to Guilliman. Although he had never liked Lorgar, he had never given him any reason to doubt his loyalty to the Emperor, in fact, it was because of Lorgar's extreme religious adoration of the Emperor that Guilliman had found him unsettling and distasteful. The fact that two of his fellow Primarchs had conspired together against him filled Guilliman with deep unease. It was possible, he thought, that this was not an isolated act of treachery. The inability to send or receive any astro-telepathic communiques heightened the Primarch's disquiet.

However, Guilliman's first priority was to stabilise the Ultramarines' situation. It was very clear that a mortal blow had been struck against his Legion. It would require all of his strategic and tactical brilliance to rescue it from annihilation.

Guilliman began to organise a series of hit and run counterattacks with the few ships able to operate. This was only possible because of the extraordinary discipline and training of the Ultramarines commanders and crews. The enemy fleet was over-confident and lacked cohesion. Time and time again the Word Bearers battleships were isolated and destroyed. After each attack, the loyal ships scattered and regrouped far from the traitor fleet. Even so, the loyalists faced a foe that outnumbered and outgunned them. Any losses weighed heavily against the Ultramarines whilst the traitors appeared to have an endless supply of fresh vessels. But Roboute would not surrender; the traitors would pay in blood for their cowardly aggression.

Even as he directed his crippled fleet, Guilliman was also sending orders planetside to his beleaguered troops on the ground. The traitors had not counted on two things. The first was the unbreakable fighting spirit and tenacity of the Ultramarines, who simply refused to give in to their desperate situation. After the initial wave of attacks, the loyal Space Marines were now dug into strongly defended positions, and from these they could not be dislodged. The second factor overlooked by Lorgar's forces was the brilliance of Guilliman's command. Each and every pocket of resistance had been assessed with lightning speed and a plan formulated to increase the success of its defence against the traitors. Clear, concise orders were being broadcast to the defenders and the Ultramarines began to fight back.



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Techmarine Arius • Ultramarines • John Gravato



Chapter Master Marius Gage • Ultramarines • Steve Belledin


·VARANGII GUARD · HERESY


VARANGII GUARD



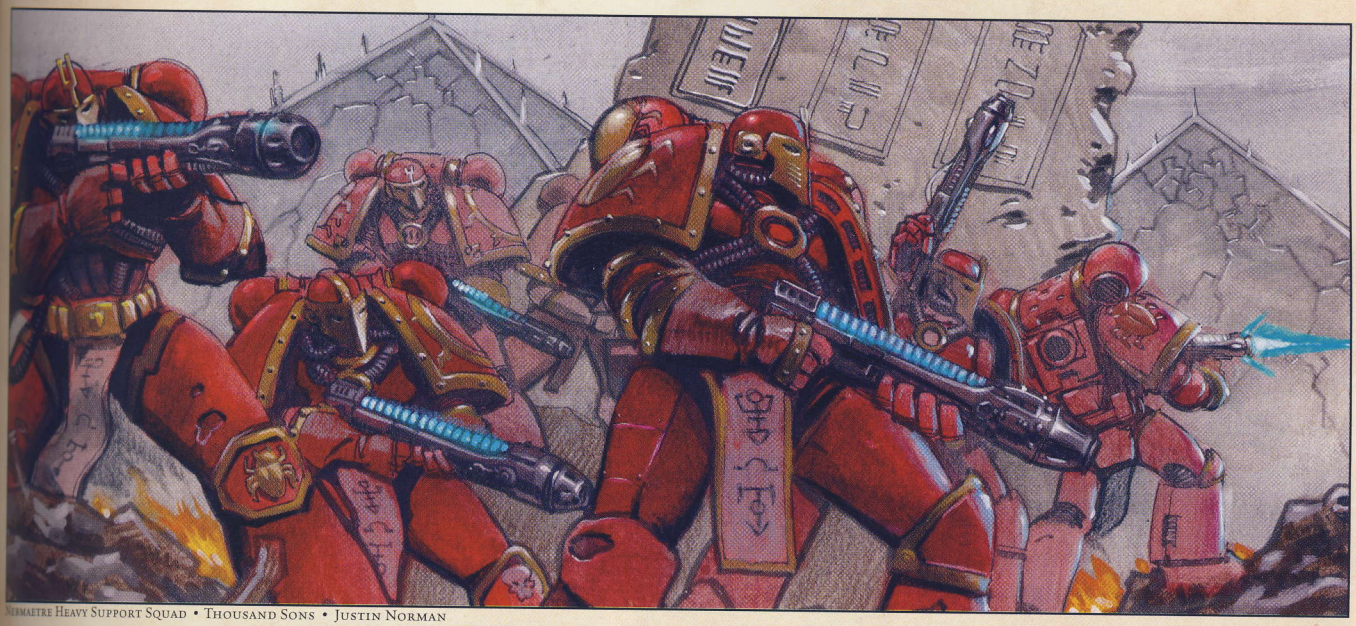
Magnus the Red • Thousand Sons • Franz Vohwinkel

The Scarab Occult • Magnus's Veterans • Franz Vohwinkel









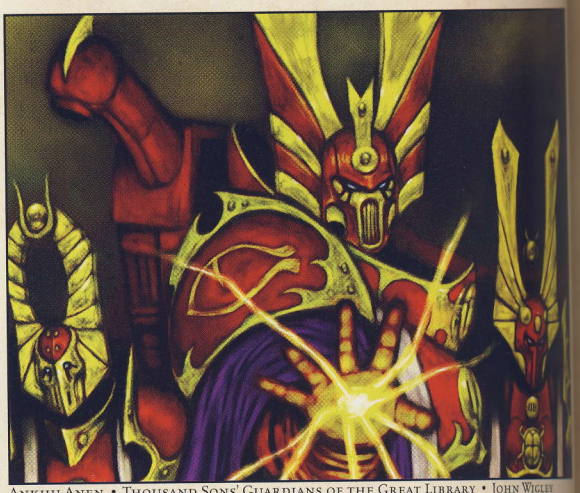
Nemaetre Heavy Support Squad • Thousand Sons • Justin Norman

Qua Land Speeder Squadron • Thousand Sons • John Gravato

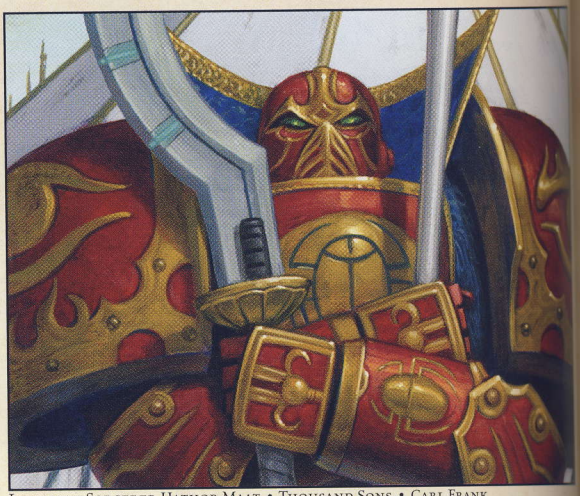




Iu-Amun Rhino • Thousand Sons • Al Eremin



Ankhu Anen • Thousand Sons' Guardians of the Great Library • John Wigley



Librarian Sorcerer Hathor Maat • Thousand Sons • Carl Frank

Pa-Siamun Tactical Squad • Thousand Sons • Chris Trevas





HN WIGLEY





Sanguinius Betrayed

Horus the Warmaster, commander of all the Emperor's Armies, ordered the Primarch Sanguinius to the Signus Cluster – a tri-star system of the Ultima Segmentum near to the Galactic Centre. His Legion, the Blood Angels, was to cleanse the seven worlds and fifteen moons of Signus of alien invaders and release the humans thereon from their xeno-overlords.

Sanguinius had no reason to doubt Horus. In fact he greatly admired the Warmaster and had fought many campaigns at his side. Their relationship was so close it had even incited jealousy amongst their brother Primarchs on occasion. Sanguinius was relishing the opportunity to once again prove the value of their bond.

The Blood Angels duly set course for Signus, unaware that they were heading into the most foul of traps. Unbeknown to Sanguinius, the Signus System had been infested by Chaos. Kyriss the Perverse, Greater Daemon of Slaanesh, and his daemonic host, now ruled Signus.

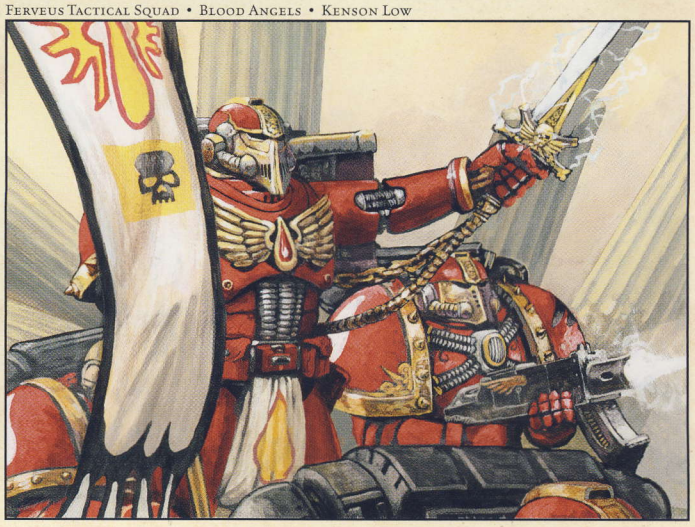
Chapter Master Raldoron • Blood Angels • Ed Cox





Primarch Sanguinius • Blood Angels • David Hudnut

Ferveus Tactical Squad • Blood Angels • Kenson Low



Signus Daemonicus

For untold generations, the Signus Cluster had been a centre for human civilisation. Great Hive cities littered the seven worlds and huge industrial complexes burrowed into the fifteen moons.

But amongst the uncounted millions on Signus lurked sinister cultists of Chaos. Agents sent to the world by Horus from Davin, and other Cult Worlds, infested the rabble, and in their numbers hid the witch-cabals that had summoned the daemons to Signus. When they received a signal from Horus they rose up in violent insurrection and seized power. Chaos daemons stalked the Hives and established foul palaces across the entire system. The human population was enslaved, reduced to fodder for the minions of Chaos. Powerful summoning spells by the witch-cabals allowed the daemons free reign over Signus. In addition to this, thousands of psykers had been possessed.

Signus had become a Realm of Chaos, and a Domain of Daemons. Kyr... the Perverse, Greater Daemon of Slaanesh, ruled the Signus system. T... seven worlds and fifteen moons were in thrall to this mighty daemon and h... teeming hordes.

The daemons were aided by the machinations of Chaos cultists. Th... bands of madmen opened their worlds to the creatures of the warp, conjur... powerful summoning spells and offering themselves up for possession. T... rest of the human population of Signus has been annihilated or enslav... their fate to be consumed by the horrors from the warp.

The entire system became a charnel house, a place of evil and a home f... daemons. Horus set his trap and into it rode the Blood Angels, the unwitt... Sanguinius at the fore. There was never so base a betrayal as this one. S... guinius looked to Horus as a brother, he never would have believed he co... be sacrificed to the foul denizens of the warp.

Solviel Furies • Daemon • Wayne England



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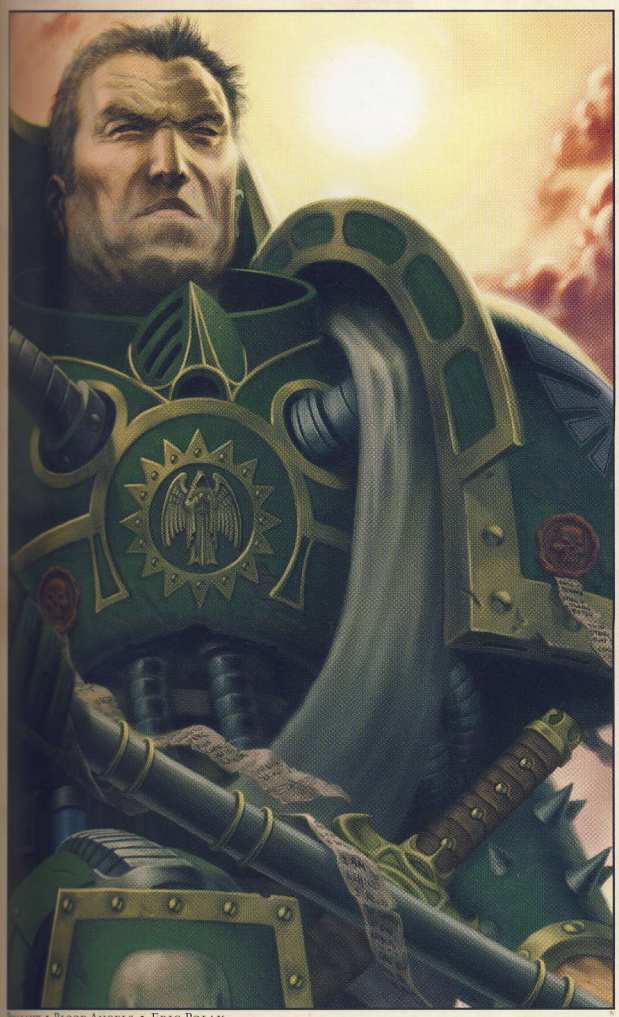


Phalanx • Blood Angels • Eric Polak



Primarch Sanguinius • Blood Angels • Jon Hodgson

Clonatus Tactical Squad • Blood Angels • Jon Hodgson





Emiror Veteran Tactical Squad • Blood Angels • Ralph Horsley



Gida 'Ljal • Slaanesh Spawn of Chaos • Michael Phillippi

Orexis Veteran Tactical Squad • Blood Angels • Carl Frank



Senitorus Custodes Dreadnought • Legio Custodes • James Ryman





Amicus Assault Squad • Blood Angels • Ed Cox

Acnomen Hunter Tank • Emperor's Children • Eric Ren



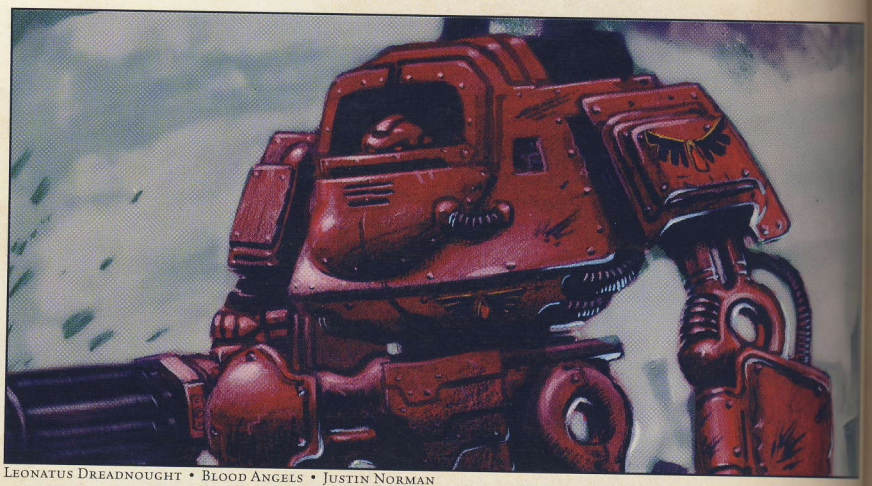
Slaughter at Signus

The Blood Angels' fleet was assaulted as it entered Signus. Malevolent energies surged across the void, attacking the minds of the psychically sensitive crews. Navigators and astropaths were crippled or killed in the initial onslaught, their brains fried by the dark malice of Chaos. The iron-will and training of the Space Marines protected them from this attack, although some did succumb to madness.

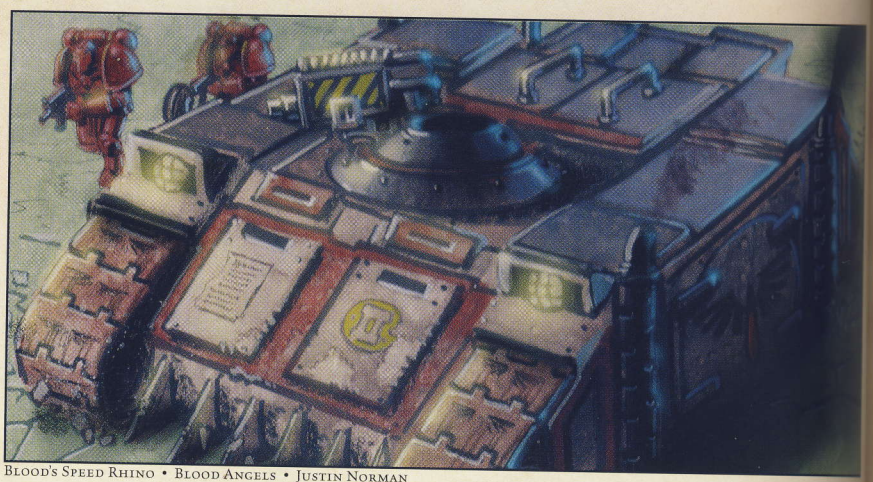
Panic spread through the Blood Angels' fleet as the non-Space Marine crews and auxiliaries faced the fury of Chaos for the first time in their lives. Kyriss sent an image of himself to Sanguinius, declaring ownership of Signus in the name of Slaanesh and challenging the Primarch to take it back from him.

As the ships' klaxons blared out their warnings, Sanguinius and his Space Marines took control of the situation. They quickly erected psychic baffles and restrained deranged crewmen. Unbowed, Sanguinius and his senior officers planned their counterattack. Despite the fact that they had never before fought against such a foe, the Blood Angels were sure that they would prevail.

'This foul creature will know what it is to face my wrath. I shall strike him down, I shall be an Angel of Vengeance!'



Leonatus Dreadnought • Blood Angels • Justin Norman



Blood's Speed Rhino • Blood Angels • Justin Norman

Saevin Terminator Squad • Blood Angels • Wayne England









The Blooding of Signus

In a few short months, the daemon host of Kyriss of Slaanesh and his deluded cultist allies undid hundreds of years of civilisation. Entire planets were ravaged: the verdant plains of Scoltrum burned to a cinder, the towering mega-Hives of Holst razed, the ocean world of Ta-Loc boiled and the planets of Kol, Phorus and Signus Tertiary were utterly destroyed. Millions died as the daemons ran riot across the system, millions more were corralled into vast prison camps to await their doom. Foul runes of Chaos marked the capital Hives of Signus Prime as each greater daemon staked a claim in the name of their patron god.

Despite the crippling assault he had endured, the Primarch and his loyal troops counterattacked, launching a series of attacks across the planet of Signus Prime. On the Plains of the Damned, the ferocious Space Marines confronted vast hordes of deranged human cultists and packs of monstrous daemons.

Sanguinius had sworn to personally confront and vanquish the perverted Kyriss and lead his elite companies to besiege the Cathedral of the Mark– the daemon's defiled palace.

The planet of Signus Prime was awash with blood. The blood of loyal Space Marines, cut down in their thousands by the foul hordes of Kyriss, mixed with the blood of multitudes of slain cultists, traitorous allies of the daemonic rulers of Signus, and the sickening ichor of banished daemons. The Plains of the Damned became a charnel house as the Blood Angels forced their way into the very heart of the daemon's realm. Tens of thousands of cultists threw themselves against the Space Marines. Driven by malefic passions, they had no thought to their own safety, only to give their lives for the greater glory of Chaos.

Amongst the serried ranks of the cultists stalked packs of Chaos daemons, howling in triumph as they fell upon isolated bands of Space Marines to rend them limb-from-limb, then screeching in fear as they in turn were torn apart by the ferocity of the Blood Angels' charge.

Sanguinius ordered his Legion to strike for the Cathedral of the Mark, where he could confront and destroy Kyriss of Slaanesh, and thence reclaim the planet in the name of the Emperor. Space Marines, Chaos daemons and insane human cultists were locked in bloody conflict. On the battlefield of Signus, Sanguinius faced Ka'bandha, Greater Daemon of Khorne. The mighty Bloodthirster stood before the besmirched and defiled Cathedral of the Mark.

'Why do you fight us, so-called Angel? You may be able to best me, but you cannot hope to defeat Chaos. My Lord Khorne is powerful beyond any means you can measure. Your Emperor is weak and foolish, even now he hides from us. Is he afraid to fight?'

'Begone, daemon! I would deal only with your master, Kyriss. Be gone, or I shall cut you down.'

'Kyriss is no master of mine, little angel. I answer only to Khorne. Blood for the Blood God! You have no idea how powerful we are. Our faithful ally Horus set this trap for you, and even now is preparing to attack Terra with his Legions. You are a creature of blood as much as I am. Join with me, join with Khorne! You can be his most exalted champion. Together we can defeat the pervert Kyriss and rule these worlds in the name of the Blood God!'

'Horus is your ally? But he is the Warmaster, and my friend. This cannot be true. I will not believe your lies, daemon. There is nothing you can say that would entice me to cast aside my oath of loyalty to the Emperor. I will destroy you and all of your foul kin!'

Enraged by the daemon's taunts and fearing his claims to be true, the *angelic Primarch* launched himself at the towering monster before him. At his side were the elite of his Legion, fully ten companies of veterans, Dreadnoughts and Terminator squads. The daemon was surrounded by a massive horde of bloodletters, hounds and furies. The two forces engaged.

The fight was fierce and bloody, the carnage appalling. Hellblades sliced through power armour and bone, daemon fangs pierced Space Marine flesh, arcing plasma fire boiled daemon blood, power swords crushed daemon skulls. The bloodthirster staggered back under a rain of blows from Sanguinuis's great sword. He swung his huge axe back and forth to deflect the Primarch's attacks. The clash of sword against axe rang across the battlefield, a death toll for the fallen.

Sanguinius seized the initiative, his frenzy taking the Bloodthirster by surprise, his sword stabbed into the daemon's chest, ripping open a gaping wound. The massive creature roared in pain and anger and lashed his whip at the Primarch's legs. Sanguinius was momentarily unbalanced as his legs were crushed in the whip's coils. The daemon smashed him to the ground with the flat of his axe. The winged hero was stunned, helpless before the daemon's wrath. As his vision cleared he looked up at the mighty monster towering over him.

'Come at me again, daemon! Feel the lick of my sword a second time if you dare!'

Ka'bandha looked down on the smitten Primarch.

'I let you live this time, manling. Your legs will heal but this wound will always fester.'

At this, the beast let out a mighty bellow and flashed across the battlefield, cutting a huge swathe through the ranks of the Blood Angels with his great axe. Five-hundred Space Marines died a horrible death as their bodies were torn apart. The psychic backlash of so many of his sons dying so suddenly blasted Sanguinius into unconsciousness. The Blood Angels were leaderless, their fate to be decided…





Harriers of Signus Prime • Bloodletters • John Gravato

Ravagers • Bloodletters of Khorne • John Gravato





Kabandha • Bloodthirster of Khorne • Dan Wheaton

Blood Feud • Bloodthirster of Khorne • Jon Hodgson



Merhyll Beast of Phyria • Chaos Cultists • Paul (prof) Herbert





Cloten Dreadnought • Blood Angels • Eric Ren



Ghazal's Defenders • Fasadian 4th Infantry • Andrew Hepworth



Baal's Fir

Subitos Land Raider • Blood Angels • Peter Sakievich



Vinaeum Assault Squad • Blood Angels • Dan Scott





Kyriss th





Baal's Fire Chariot Squad • Blood Angels • Dan Wheaton



Blood's Wake Predator • Blood Angels • Ed Cox



Xeriss the Perverse • Daemon of Slaanesh • Adrian Smith





Delial • Slaaneshi Daemonettes • Dan Wheaton



Lutgardis • Davinate Cultists • Steve Boulter

Seducers • Daemonettes • Chris Dien



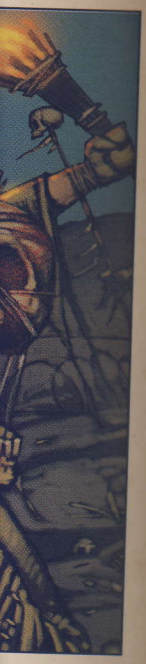


Horsa • Chaos Cultists • David Millgate

Kerbasi • Slaaneshi Spawn • Justin Norman











ELINGIST • CHAOS CULTIST • MARK POOLE



CHAPTER MASTER LUCIUS • EMPEROR'S CHILDREN • SAM WOOD



URAC STARSIGHT • CALTH 5TH INFANTRY PSYKER • KARI CHRISTENSON



Telemoht • Abomination of Tzeentch • Cult Mechanicus • John Blanche



LasTaol • Mechanicum Defiler • John Blanche

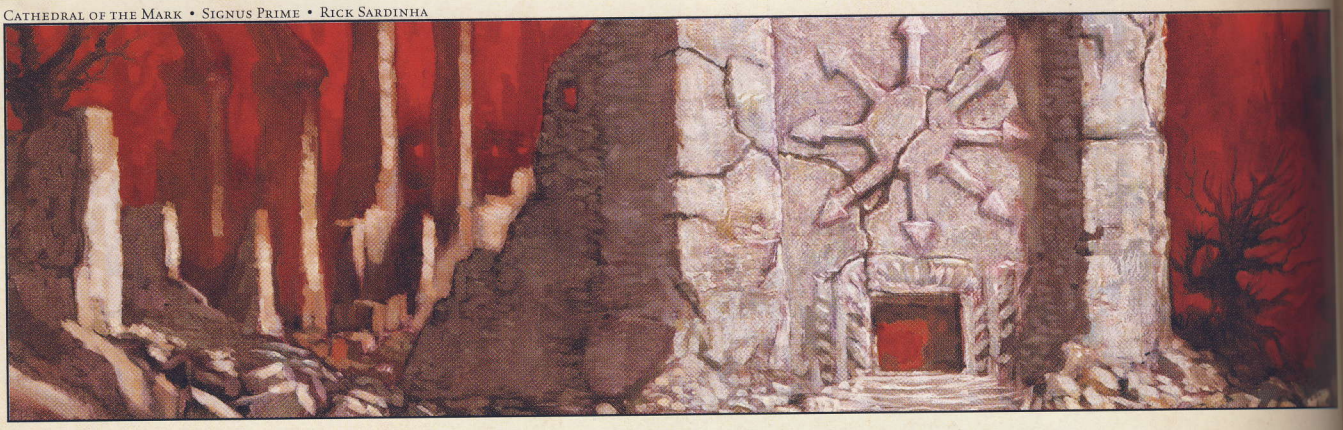
The Palace Vaults

The Emperor had retreated to Terra, and in the vast dungeons beneath his great Imperial Palace he busied himself with his secret project. Cloistered deep within the stygian vaults, the Emperor laboured day and night. Whatever it was that he worked on, it was a mammoth undertaking. At first, dozens of tech-priests, labourers, and Imperial scientists were seconded to work alongside him within the depths of the Palace. As the days passed more workers were recruited and sent into the vaults. Now each day saw many hundreds entering through the gargantuan iron doors that sealed the dungeons from the rest of the Palace.

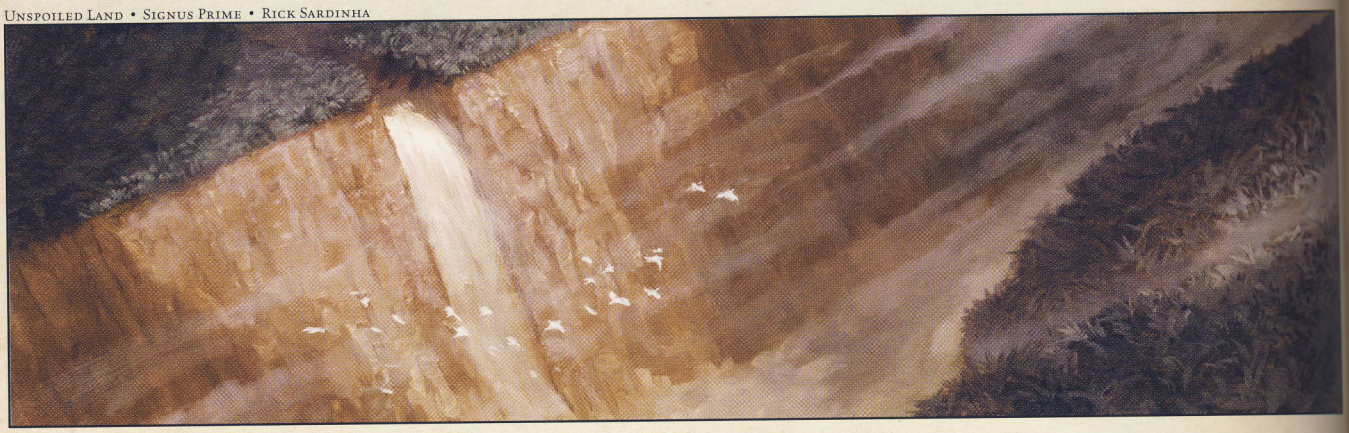
For all of this time, the Emperor was seemingly oblivious to the events in far Isstvan, Calth, Signus and Prospero. He had appointed Malcador the Sigillite as Regent of the Imperium, to rule it in his stead, whilst he completed his secret project.

No one could guess at what was happening within the vaults. Few workers left the secured area and those that did either did not know themselves or would not say what they had seen within. The ever-present Custodian Guards were customarily stoic. Of all the people who did not work in the dungeons only Malcador was allowed free and regular access, and none dared question the First Lord of Terra and Imperial Regent about the secret workings within.

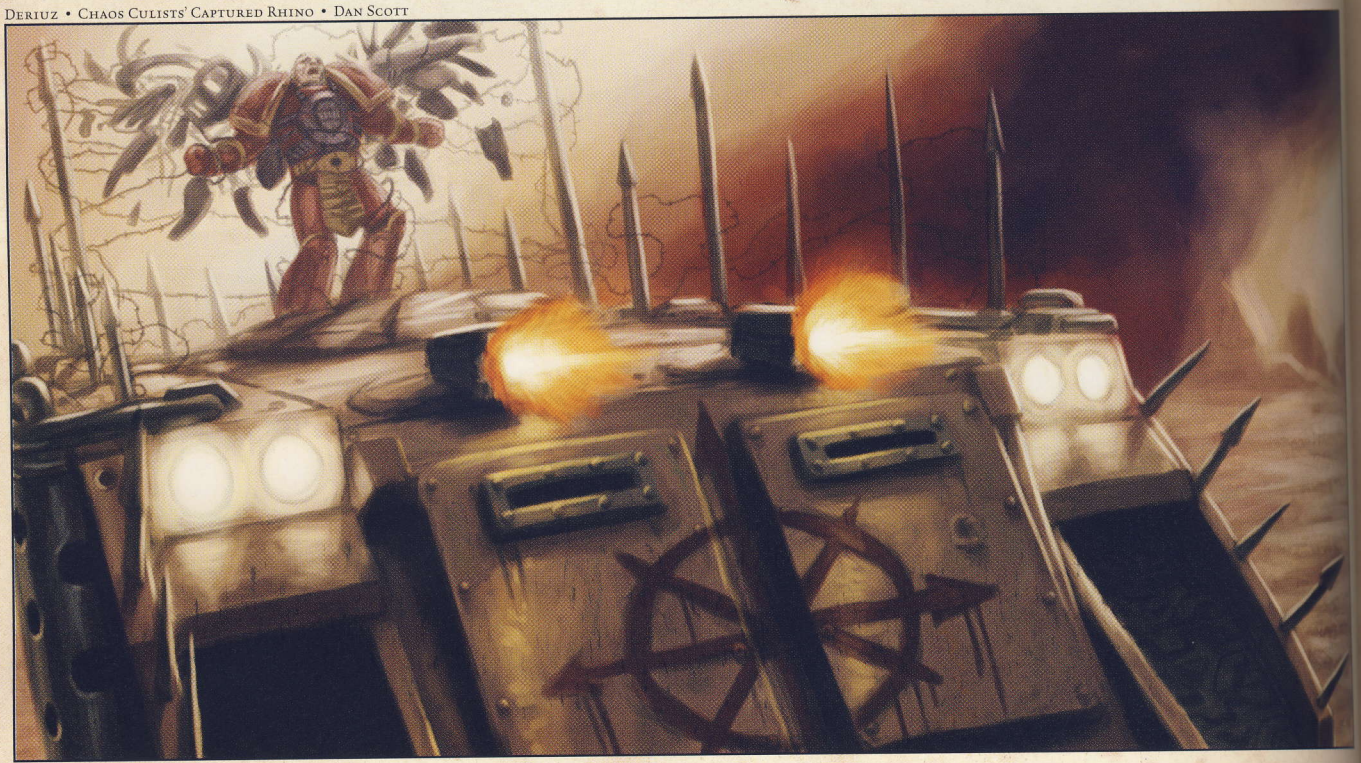
Cathedral of the Mark • Signus Prime • Rick Sardinha

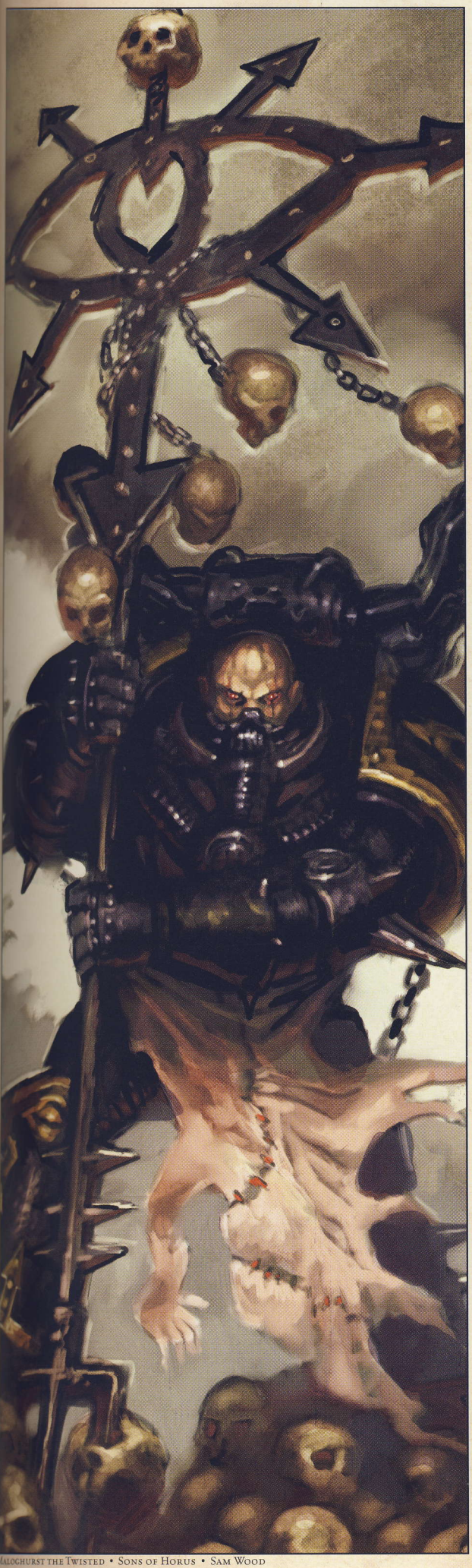


Unspoiled Land • Signus Prime • Rick Sardinha



Deriuz • Chaos Culists' Captured Rhino • Dan Scott





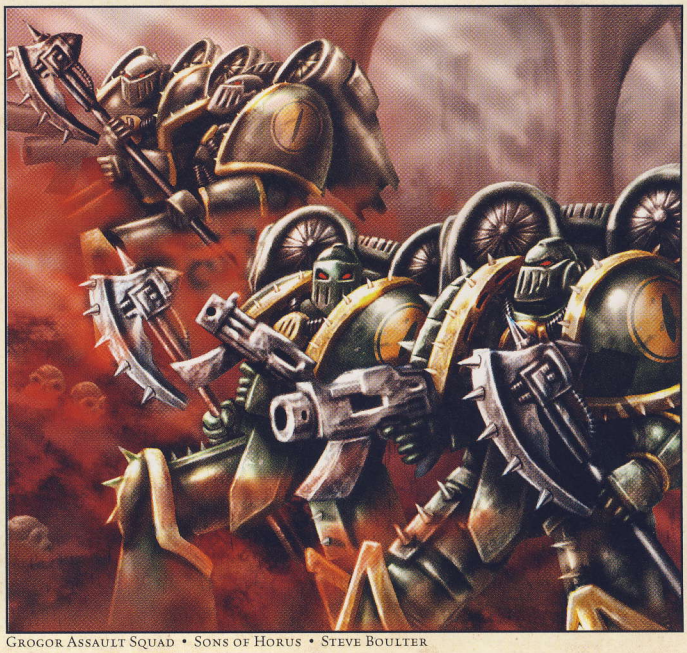
Maloghurst the Twisted • Sons of Horus • Sam Wood



Neron • Legio Custodes • Chris Dien



Phraetus Tactical Squad • Word Bearers • Ben Peck



Grogor Assault Squad • Sons of Horus • Steve Boulter

Malcador the Regent

Malcador the Sigillite was concerned. For many months the Emperor had been locked away in his great dungeons, working on his secret project. Every day more requests came from him for men and materials. The mighty work on which the Emperor laboured night and day had been given the highest priority and Malcador had orders that none should disturb or impede this great endeavour. The vast resources of ancient Terra were increasingly directed towards supplying the Imperial vaults and the constant demands coming from within.

Malcador did not relish his job as regent, and every day seemed to bring forth new difficulties. The Space Marine Primarchs openly resented his authority, constantly questioning his right to command them and refused to maintain contact with him. The Mechanicum of Mars was restless, sending daily demands to be admitted to the Emperor's presence; even the lowly clerks and administrators of Terra appeared to need to have orders repeated to them before carrying them out.

Despite all of these distractions, it had become clear to Malcador that a genuine crisis was building. Warp storms were hampering interstellar communications and the Astronomican was weakening. Entire regions of the Imperium were cut off from Terra. The Warmaster Horus had not been in direct contact with him for weeks and Malcador had found it impossible to ascertain the whereabouts and wellbeing of most of the other Space Marine Legions. It felt to Malcador as if the Imperium was at its weakest point for many years, and would be easy prey for a determined enemy.

Many of the other Space Marine Primarchs had also been silent. Nothing had been heard from Guilliman, Leman Russ, Sanguinius and Lion El'Jonson since they embarked on their various missions, and the fate of Magnus the Red was also not known. The Primarchs Angron, Mortarion, Fulgrim, Corax, Vulkan, Ferrus Manus, Alpahrius and Konrad Curze were all overdue their reports to Terra. The mighty Rogal Dorn and his Imperial Fists Legion had failed to return to Terra, their last communication saying only that they had experienced severe navigational difficulties and that they were investigating an unusual warp flare. Only garbled and incomplete messages had been received from Perturabo at Olympia.

Thankfully, the Primarch Jaghatai Khan was nearby, his White Scars Legion stationed within the Solar System, as was a large contingent of the Word Bearers Legion, though their Primarch Lorgar was away on some mission with the rest of his troops. Malcador was at least satisfied that ancient Terra was safe from any immediate threat.

Malcador resolved to deal with the difficulties of the Astronomican and made that his most urgent priority. If he could re-establish contact with Horus and the other Primarchs then surely they would rally to the Emperor's cause and the current crisis could be averted.



Benediction of the Emperor • The Emperor and Malcador the Sigillite • Carl Frank



Cataphractii • Prototype armour for Space Marine Terminator • John Blanche Horus Heresy Sketchbook

The Astronomican Crisis

The Astronomican had been constructed to focus the Emperor's fathomless psychic powers into a psychic navigational beam that lanced through the otherworldly dimension known as the warp. This beacon was the only thing that enabled long-range warp-jumps to be made. Without the Astronomican, it would be impossible for the Imperium to function. Mankind would be plunged into a new Age of Strife, the human worlds cast adrift in space at the mercy of predatory aliens and other dangerous entities.

And the Astronomican was failing!

Malcador the Sigillite requested an audience with the Emperor. In the dark bowels of the Palace Vaults they met.

'Why do you disturb my labours, Sigillite? Outside of these dungeons I have given you powers of regent. I trust your judgements in all things. I do not have time for any more disturbances. What peril is there that you cannot deal with yourself?'

'Forgive me, my lord, but the Astronomican is failing. Is it your desire that now we should let its light be extinguished? Are your plans so far progressed that I need not worry about so calamitous an event as this?'

'No, you are right to worry. It is too soon, far too soon. The light must be kept burning until I complete the project. Damn Magnus the Red! Since his untimely interference, my psychic might is needed to stave off a grave threat to my work here. Even my vast power is not great enough to deal with this issue and fuel the Astronomican's beacon.'

'My lord, it has been many months since any have undergone the soul-binding ritual. As we speak, there are thousands of psykers in holding cells awaiting an audience with you. Could we not utilise their talents in service of the great beacon?'

'This could only be a temporary solution. Their powers are insignificant measured against my own. I would still have need to provide the correct modulations and frequencies for the beam and the effort of powering the beacon would quickly strip their life essence from them. You would have to recruit many tens of thousands to this sacrificial duty. Still, it would provide me with some respite and allow me to complete the task at hand.'

'Great Emperor, the lives of even a million innocents are but a small price to pay for the safe future your project promises Mankind.'

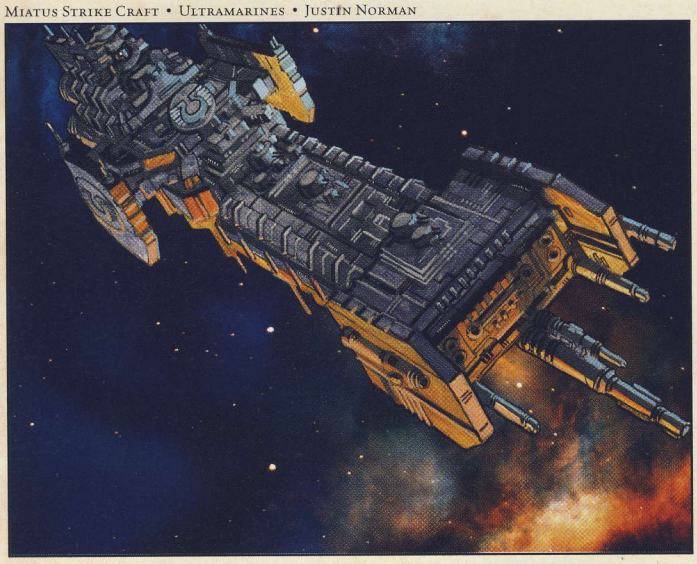
'This is a dreadful sacrifice for us to make, but so be it! I command you to make this terrible thing happen, Malcador.'

Malcador worked quickly to adapt the workings of the Astronomican so that the collective power of thousands of human psykers could be utilised in place of the Emperor's matchless might.

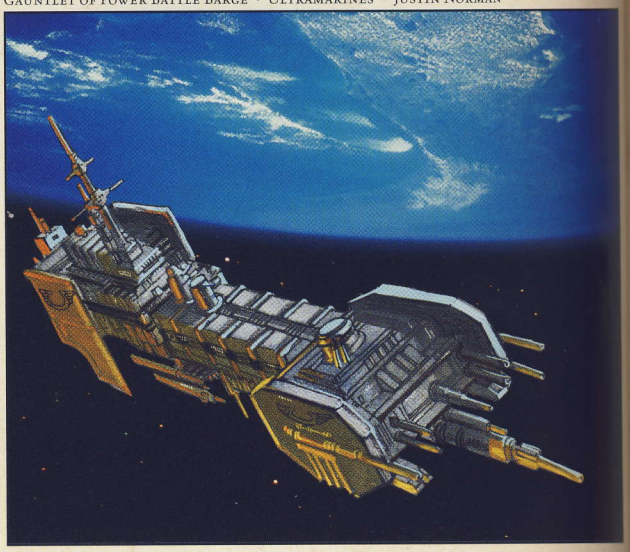
Thousands of psykers were taken from their holding cells where they had been awaiting the testing of the soul-binding ritual. Each psyker was wired into the huge construct that is the Astronomican, and its arcane technology amplified and focussed their weird powers into the resonating harmonics of the mighty beacon. It was a death sentence; all were fated to give their lives to the vast machine. The lucky ones died quickly within a few hours of being attached to the Astronomican. The less fortunate suffered a lingering death lasting many months.

The Sigillite was hopeful that the newly reinforced energy of the beacon would cut through the rising storms within the warp, so he could re-establish contact with the Primarchs and confirm their loyalty to the Emperor, and also secure travel and communication across the Imperium.

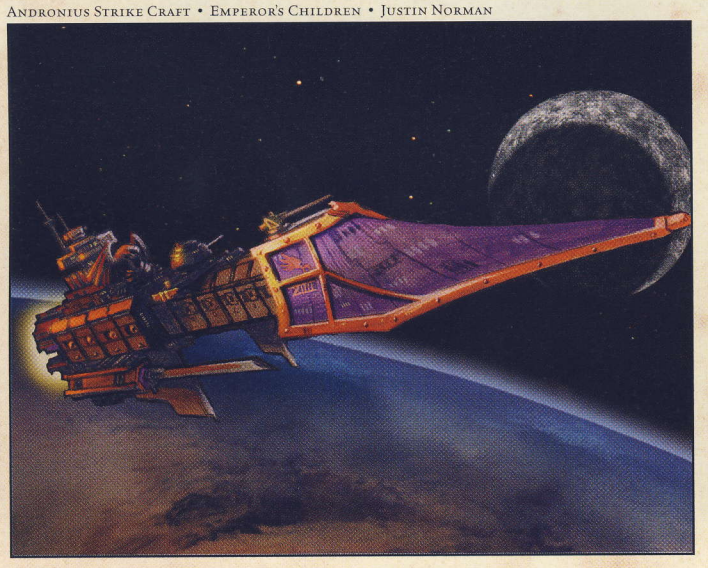
Miatus Strike Craft • Ultramarines • Justin Norman



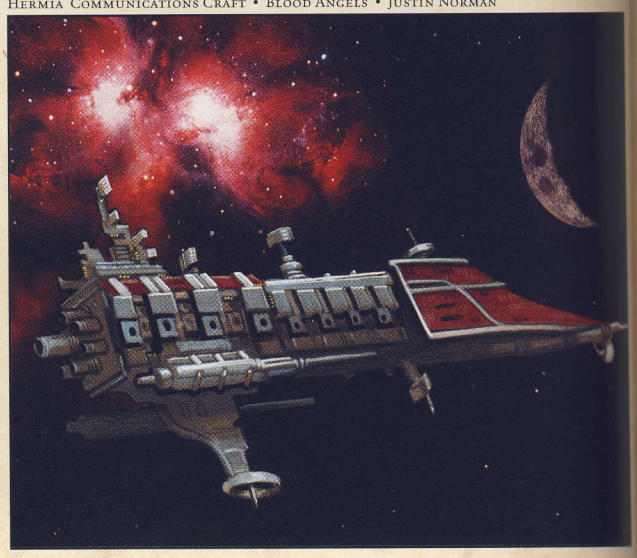
Gauntlet of Power Battle Barge • Ultramarines • Justin Norman



Andronius Strike Craft • Emperor's Children • Justin Norman



Hermia Communications Craft • Blood Angels • Justin Norman



Horus meets Fulgrim at Isstvan

Horus the Warmaster stood on the bridge of the *Vengeful Spirit*, his great battle barge and command centre. The planet of Isstvan III loomed large in the viewport, flashes of light danced across its blackened atmosphere, the only sign to Horus that a violent battle was taking place on the planet below.

Fulgrim, Primarch of the Emperor's Children, entered the vaulted chamber. Horus turned to face the fabulously armoured warrior, and fixed him with a steely glare. The Warmaster's visage was grim, his mood black. Fulgrim was clearly unsettled.

'My lord. I have returned to you. How goes the battle?'

'Time for that later. Where have you been? Why has it taken so long for you to return? Your mission was a simple one. I was expecting you to be here days ago. Are the Iron Hands with us? Give me your report.'

'There were some difficulties. Things did not go as we had planned. Manus was intractable, irrational. The situation became… messy. Suffice to say, the mission failed, he will not join with us. He is a powerful and determined warrior. I was fortunate to escape unharmed.'

'Escape? You dolt! Is Ferrus Manus still alive?'

'Yes, but his fleet is crippled and his Legion far from Earth. He cannot be a threat to us.'

'That remains to be seen. I was a fool to give you this task. I had thought that your past friendship with Manus would aid you in turning him to our cause. It has only stopped you from disposing of him. Instead of an ally you have delivered to me a most dangerous enemy. You must hope this error can be corrected, Fulgrim, or my wrath will be terrible indeed!'

'Sire, when next Manus and I meet, only one of us shall survive to tell of it. This I promise to you!'

Scrodha Immolation Squad • Sons of Horus • John Gravato



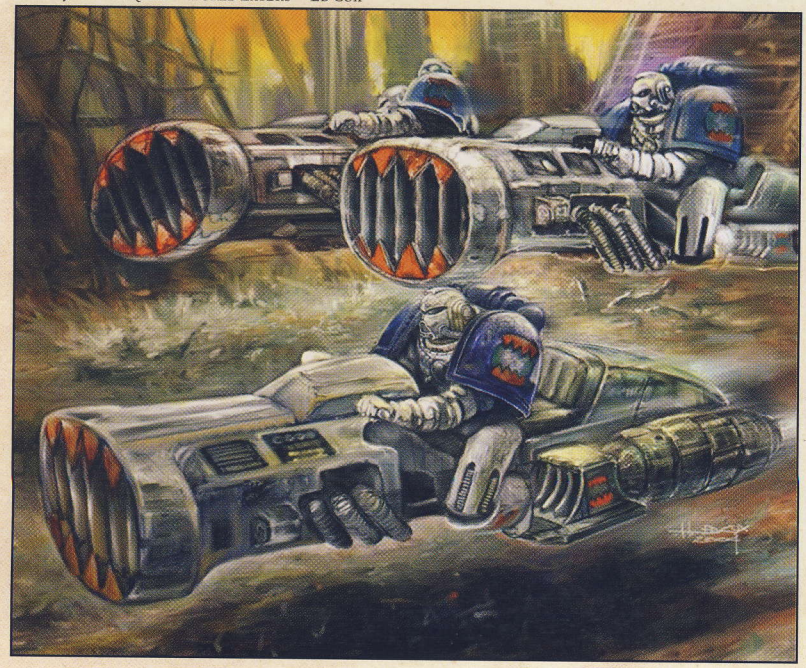


Chieftain Torgaddon • Sons of Horus • Adrian Smith



Imaldhorn Dementor Squad • Sons of Horus • Justin Norman

Grast Jetbike Squad • World Eaters • Ed Cox



Mycaelis Jetbike Squad • Emperor's Children • Al Eremin





Telcantor Heavy Support Squad • Emperor's Children • Torstien Nordstand



Thunder of Horus • Sons of Horus • Peter Sakievich

Icarius Bike Squadron • Emperor's Children • James Brady

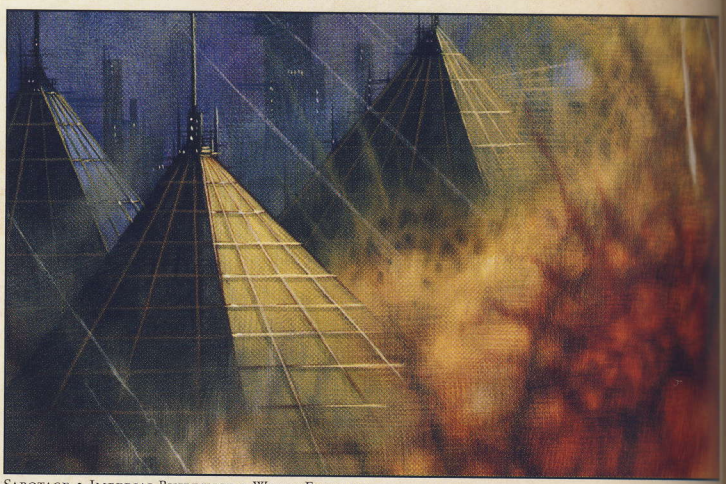


Thelonius Tactical Squad • Emperor's Children • Justin Norman

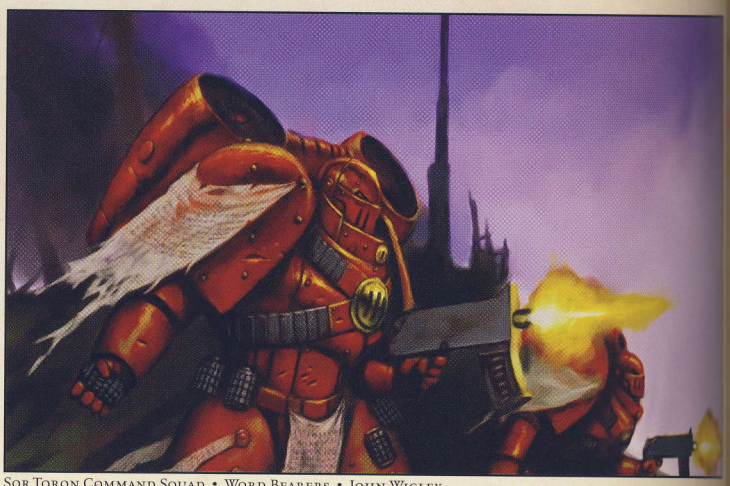




Darkhogat Heavy Support Squad • Death Guard • David Millgate



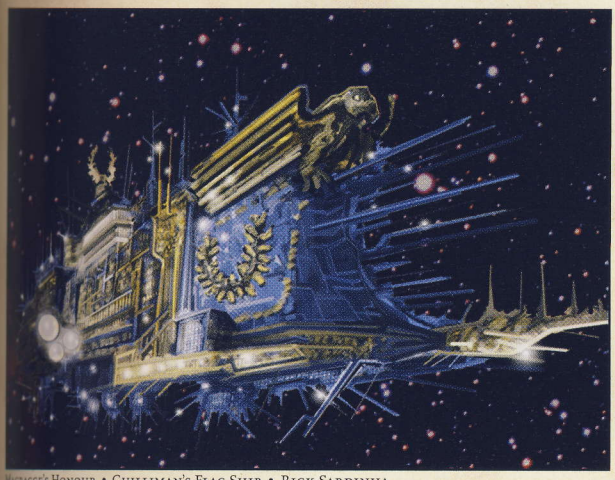
Sabotage • Imperial Buildings • Wayne England



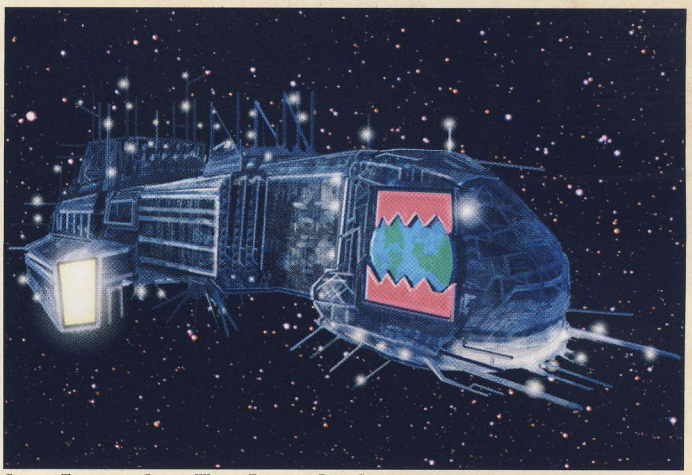
Sor Toron Command Squad • Word Bearers • John Wigley

Kaesoron Command Squad • Emperor's Children • Steve Boulter

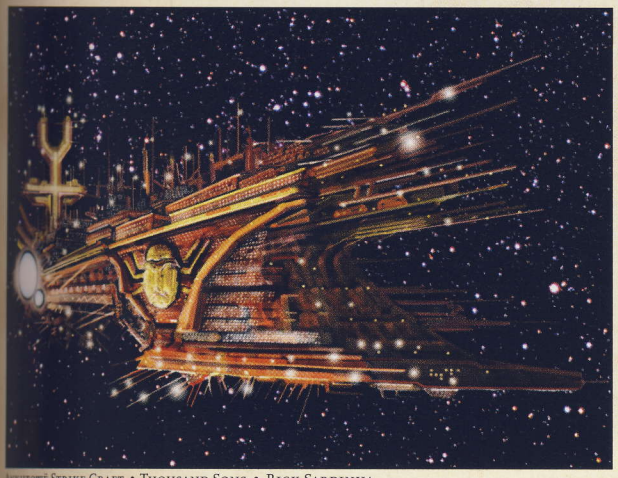




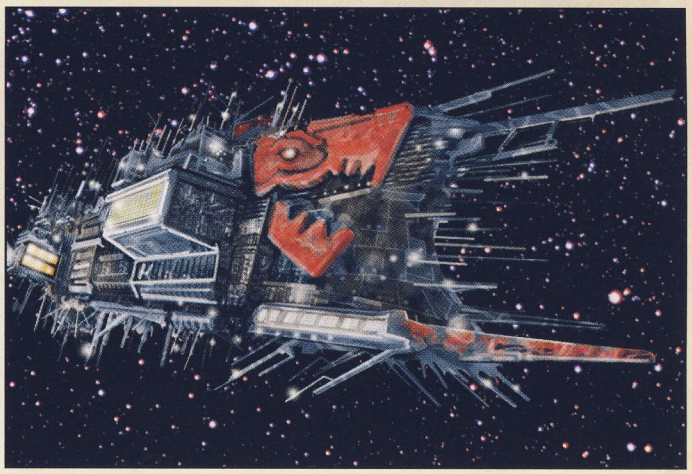
Mackagge's Honour • Guilliman's Flag Ship • Rick Sardinha



Cardoc Transport Ship • World Eaters • Rick Sardinha



Ankhtowē Strike Craft • Thousand Sons • Rick Sardinha



Wolf Spirit Battle Barge • 13th Company • Rick Sardinha

Fell Reavers • Khorne Bloodletters • Karl Richardson



Aboard the Vengeful Spirit

Maloghurst the Twisted had an audience with Horus the Warmaster. They met in Horus's private chambers aboard the *Vengeful Spirit*. The Warmaster voiced his concerns:

'The battle on Isstvan III was unforeseen and is causing us unnecessary delay. We are in great danger of losing the advantage of surprise over the Emperor and his sycophants. Despite the best efforts of our allies in the warp, heralds of warning are even now making their way to Terra. We may only have days left to us before the Emperor realises he has been betrayed. If we cannot finish this, and soon, he will strike back.'

'We fear that the Emperor already knows. Magnus the Red has incurred his wrath with a sorcerous message. We know this spell contained details of future events. This much we have gleaned from our daemonic allies. Mayhap the message told of our plans.'

'It certainly doesn't explain the actions of Leman Russ and his Space Wolves. If Magnus had sent a warning, why would the Emperor order him to be attacked? And if the Emperor was aware of the threat to him why has he not already moved against us? There is something here we are unaware of. I want to know if Magnus is with us.'

'Of that there is no doubt. He has made his pact with Tzeentch, though he may not realise this as yet. He will soon join us.'

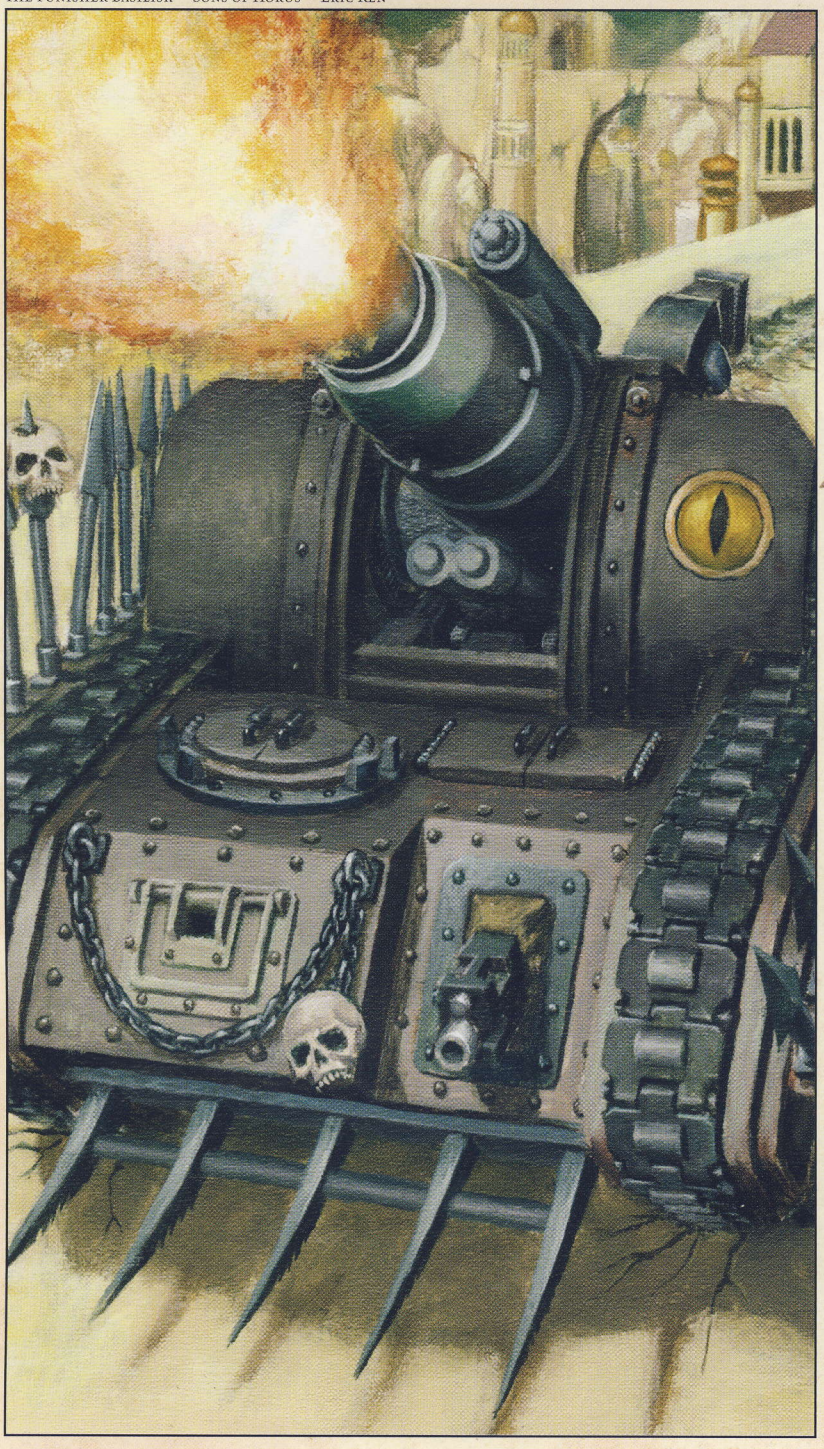
Horus then addressed a group of his most senior warriors:

'If the Emperor makes a move against us, he will rely upon those Primarchs and Legions who he trusts. Foremost amongst those are the deadly triumvirate of Guilliman, Sanguinius and El'Jonson. These have been dealt with and will present no particular threat to us for a time. Russ is headstrong and undisciplined – he will keep his Legion occupied in a fruitless battle against the Thousand Sons for some while. Dorn is a different proposition. We must avoid confronting him if at all possible. Khan is out of our reach on Terra but I fear him not and believe he will ultimately side with us.

'Of the rest, it is clear now who is with us and who will remain loyal to the Emperor. This knowledge is ours alone; the Emperor's ignorance of these loyalties will be his undoing. No more efforts are to be made to convert the loyalists. I will not have another Ferrus Manus debacle. Is that clear?'

The assembled Primarchs, Chieftains and Dark-Priests nodded their assent.

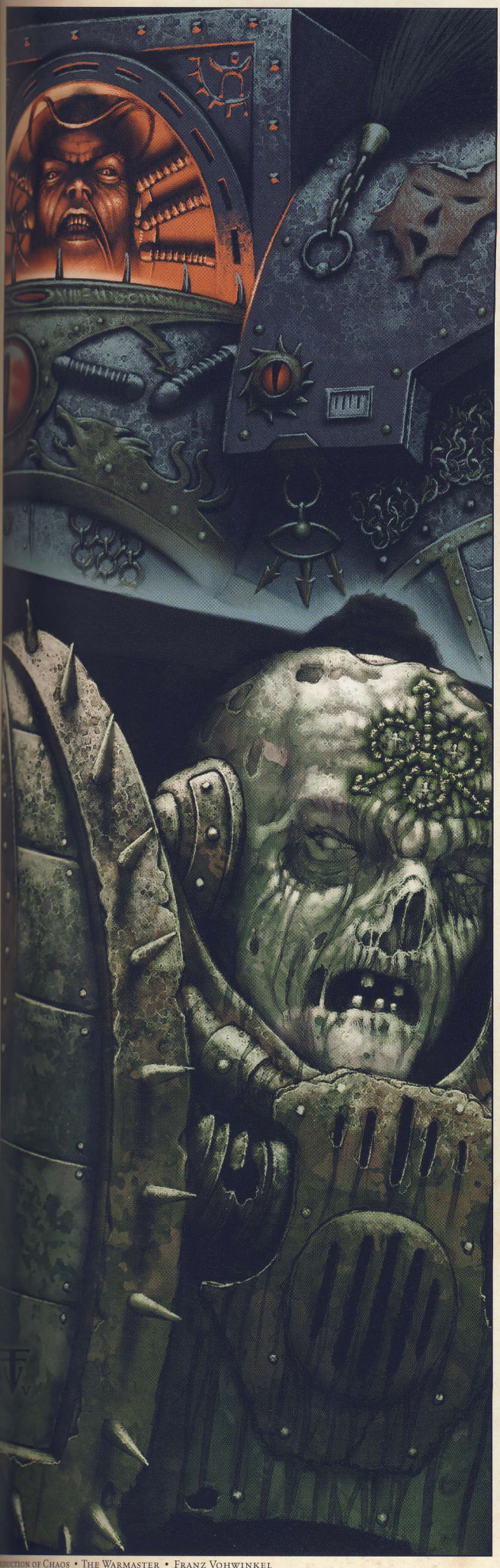
The Punisher Basilisk • Sons of Horus • Eric Ren





Sarpati Possessed Space Marines • Sons of Horus • John Wigley





Seduction of Chaos • The Warmaster • Franz Vohwinkel



Meldun Tactical Squad • Death Guard • Kenson Low



Geldurk Tactical Squad • Death Guard • Paul (Prof) Herbert



The Traitor's gambit risks death for all

The Kaban Project

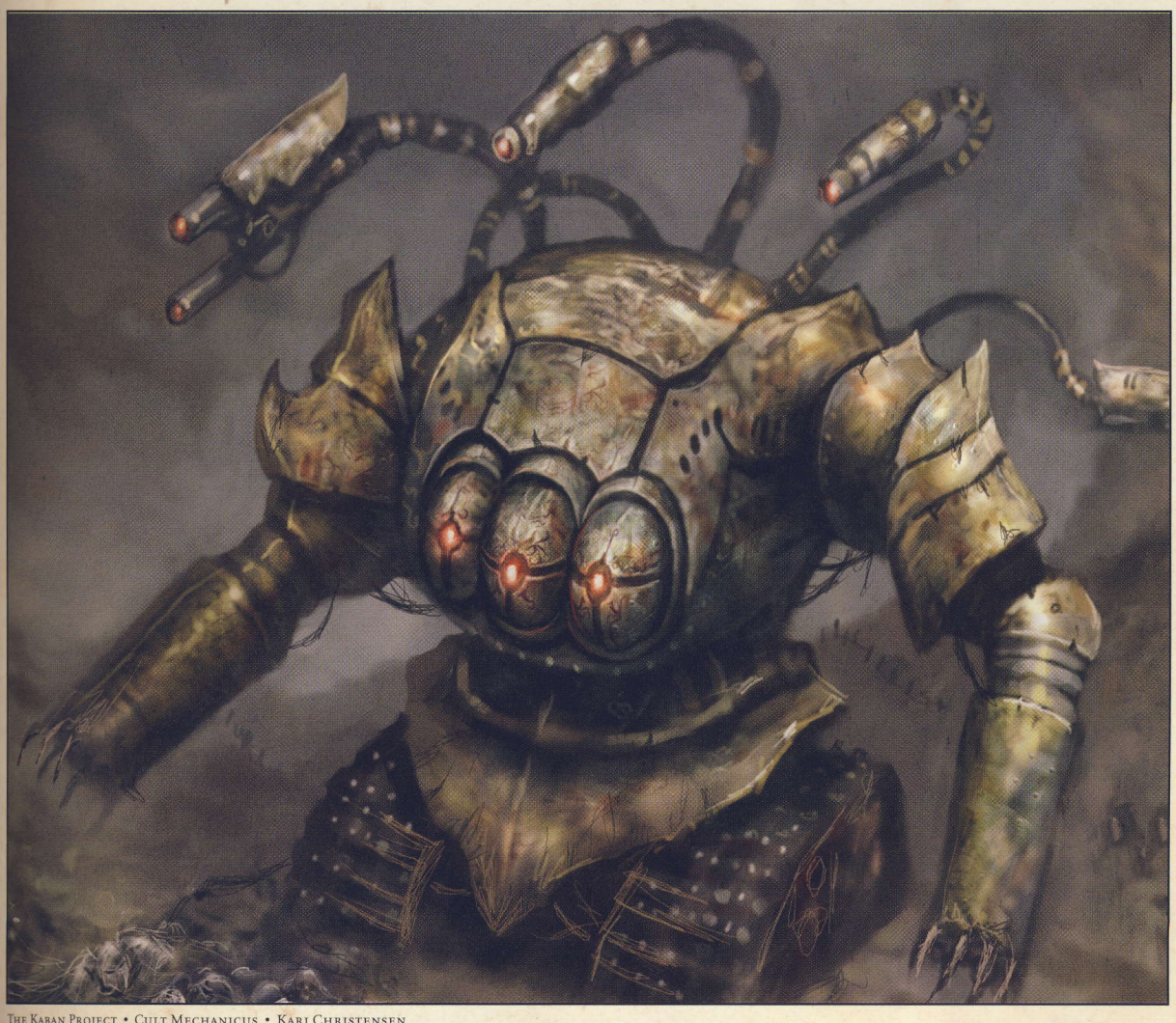
By Graham McNeill

Two microns to the left. Now four down. There... Adept Third Class Pallas Ravachol adjusted the fine callipers that slid from his fingertips, watching with smug satisfaction as the hardwired doctrina wafer slid smoothly through the cerebral cortex of the servitor's brain (or at least what the lobotomisation process had left of its brain) and into the medulla oblongata.

'No one knows servitors like me,' he said as fibrous tendrils wormed their way from the wafer and into the grey matter of the brain. With the new doctrina wafer meshing nicely, he rotated the servitor's gleaming alloy cranial cap back and lifted a portable cutter to snap the bolts into place that protected the servitor's brain from harm. He placed the damaged wafer into the pouch that hung from his tool belt, careful to ensure he didn't mix it up it with the functioning ones. He shuddered as he imagined the consequences of placing a damaged wafer in the brain of a battle robot or implanting a combat sequence into the mind of a loader servitor.

'There you go,' he said as he pushed the last bolt into place and the servitor stood from the surgical recliner, its grey flesh pallid and unhealthy. Half human, half machine, the servitor's arms had been replaced with pneumatic lifters and what little of its head remained had been augmented by the addition of visual mass readers. 'Now be off with you. Go back and rejoin Adept Zeth's loading crews. The Sixty Third expedition needs her weapons and shells if the Warmaster is to pacify Isstvan.'

Of course, the servitor didn't answer, simply turning on the spot and marching from the chamber, in which half a dozen more damaged servitors awaited Ravachol's ministrations or



The Kaban Project • Cult Mechanicus • Kari Christensen



Remiare • Tech-Priest Assassin • John Blanche

the removal of any mechanical parts worthy of reclamation from the flesh that housed them.

Such work was beneath an adept of Ravachol's skill, but he knew he had only himself to blame for his current situation, and in any case, such work was what had brought him to the attention of his new master, High Adept Lukas Chrom of the Martian forges.

Having seen that the servitors coming back from Ravachol's workshops were working faster, more efficiently and with greater precision, Chrom had inquired after him. Within the week, he had found himself packing his meagre possessions and taking his leave from his former master, Adept Urtzi Malevolus, and making his way towards the Mondus Gamma facility of Mars for immediate reassignment.

Most of the Martian adepts cared little for cranial engineering where servitors were concerned, but Ravachol enjoyed such work. After all, only by knowing the mechanics of a human brain inside out could a man hope to understand the mechanics of a robot brain.

Such ruminations inevitably led his guilty thoughts to the Kaban Project itself...

He pushed such thoughts aside and tried to concentrate on the work before him, a Praetorian battle servitor whose weapon had malfunctioned and exploded on a test range. The weapon was beyond repair, but the augmetics grafted to its chest and the targeting mechanisms that formed the bulk of its skull were by no means lost.

As he stared at the scorched metal of the servitor's skull, he scratched idly at his own skin with the gently waving mechadendrites of his hand. Unusually for an adept of Mars, Ravachol was largely composed of flesh and blood, with the exception of his left hand, which had been replaced with a bionic one on his sixteenth year.

His thoughts kept returning to the Kaban machine, and he guiltily turned from the damaged Praetorian to make his way from the workshop and into the steel corridors of the forge temple. He knew he'd have to work another double shift to get the servitors online again, but decided it would be worth it to spend some more time in the presence of the Kaban machine.

Ravachol knew that he had a natural affinity with robots and their programming, but whoever had authored the code on the doctrina wafers that comprised the Kaban machine's systems was an order of magnitude beyond him. He doubted it was Adept Chrom, who, though brilliant in other regards, appeared to have little or no interest in the field of integrated battle wetware.

The corridors of the forge temple were dimly lit, the lumen globes floating above him kept at a level that blurred the passage of time so that no matter where you were or what time of day your body told you it was, you could have no external reference. But as an adept rose through the ranks of the Mechanicum, such concerns as day and night became largely irrelevant.

Hissing spigots and thick bundles of pipes and cables threaded the corridors, each one filled with bustle as servitors and messenger robots on wheels, tracks and spindly legs moved to and fro. He nodded to robed adepts who passed him, ignoring their looks of pity or revulsion at the flesh of his face and hand. Some of these adepts had lived for centuries, their lives extended by cybernetics grafted to their bodies in service of the Blessed Omnissiah – the Machine God of the Martian Priesthood. As he passed each adept, he noted how they had been blessed and vowed that one day he too would be similarly favoured by the Machine God, despite the Emperor's avowed distaste for such things.

He passed the Temple of the Frictionless Piston, where Adept Herysto developed technologies plundered from the Yndonesic Bloc a hundred years ago, when Mars had been at war with Terra.

Droning, mechanical prayers poured from the Shrine of Velrersk, where row upon row of red-robed adepts knelt bowing in perfect unison before the burnished chrome statue of the long dead discoverer of the Ceramite Press STC.

Ravachol nodded his head respectfully in the direction of the temple before heading deeper into an altogether more secure area of the forge temple. Silver skinned Skitarii in red cloaks stood sentinel over temples where more secretive work was undertaken, their armour gleaming and bonded to their flesh with bionic enhancements that boosted their strength and endurance.

'I'm going to do some work on the Kaban machine,' he said as he stopped before a monstrous steel door guarded by a score of Skitarii soldiers and a pair of heavy weapon emplacements. At first Ravachol had been amazed at the sheer number of warriors protecting this portion of the temple, but now that he knew what lay within, he understood why so many stood sentinel.

'Genomech key,' said the soldier, holding out his left hand.

'Yes, yes,' said Ravachol, taking the soldier's hand. 'It's not like you haven't seen me almost every day for the last six months or anything.'

The Skitarii said nothing, but they almost never did, and Ravachol wondered if the man had had his sense of humour removed as well as his fear. He felt a mild discomfort as the mechadendrites of the soldier's hand slid inside his own and up into the marrow of his arm. Amber light flickered behind the Skitarii's eyes as the questing tendrils read the machine codes of Ravachol's arm and sampled his genetic material.

'Identity confirmed,' said the soldier and waved his arm at the warriors behind him. A red light flashed above the door, which Ravachol thought overly theatrical, and he stepped back as the massive door slowly swung aside on colossal bearings of greased steel. The door itself was three metres thick and could withstand all but an orbital bombardment, though Ravachol was only now beginning to understand why the Kaban machine warranted such precautions.

He passed through into the temple itself and found himself in a wide corridor with curved walls that led into domed chamber with more circular walled passages radiating from it, each one brightly lit and sterile. A host of technomats, calculus-logi and robed adepts filled the dome, each working at a silver workbench on one aspect of the Kaban machine.

Ravachol smiled as he made his way through the chamber, choosing the tunnel directly in front of him, once again passing through a series of genelocked doors before finally arriving in the temple of the machine.

Unlike the vestibule chamber, this temple was empty of technicians, for only a select few had access to this portion of the facility. A quartet of battle servitors turned to face him, their terrible weapons of destruction whirring as they acquired him as a target. Quad-barrelled rotary cannons, conversion beamers and energy claws powered up with lethal speed.

'Identify!' demanded the nearest servitor, its voice human, yet devoid of emotion and life.

'Adept Third Class Pallas Ravachol,' he said as visual and aural recognition protocols scanned his voice, mass, features and biometric readings before deciding that he was an authorised presence and the weapons returned to their idle positions.

He knew he had no reason to be afraid of these battle servitors, since he himself had designed their autonomic defence routines, but he'd had to suppress a shudder as he stared into the barrels of their weapons.

Had even one protocol failed, he would now be a pile of shredded meat, bone and blood.

Ravachol made his way past the battle servitors, patting the gently spinning barrel of the rotary cannon as he made his way towards the Kaban machine, feeling the familiar mix of illicit excitement and trepidation as he drew near.

It sat immobile at the far end of the chamber, its tracked drive systems not yet fully integrated with it's armoured spherical body. The machine was six metres in width and ten high, though the high-sided pauldrons that protected its vulnerable arm joints added another metre. Its arms sat at rest, one ending in a plethora of projectile weapons, while the other bore a fearsome energy claw and saw-blade combination that could rip through the armoured bulkhead of a starship.

A network of scaffolding surrounded it and he could see that Adept Laanu's weapons teams had been busy over the last few days, installing a myriad of deadly looking plasma and laser weapons on flexible, metallic tentacles. The machine's sensory apparatus lay within a trio of convex blisters on its front, a dim orange glow indicating that the machine was in its dormant state.

It's sleeping, thought Ravachol, unsure if he was amused or disturbed by the notion.

Even as he guiltily quashed the thought, the dim glow on the sensory blisters grew brighter and the machine said, 'Hello, Pallas. It is pleasant to see you again.'

'And you, Kaban,' said Ravachol. 'How do you feel?'



How do you feel?

Less than a month ago, he would have been ashamed to ask such a question. Such things were as alien on Mars as, well, aliens themselves, but his dealings with the Kaban machine over the last four weeks had been unusual to say the least and had turned his notion of what he thought he knew about the nature of machines on its head.

It had been a routine diurnal shift, and he had been updating the doctrinal wetware of the battle servitors who stood guard over the Kaban machine when it had first spoken to him.

At first he had been amused by the machine's locution, admiring the thoroughness of the adept who had configured its response mechanisms. But as time went on, Ravachol began realise that the Kaban machine was not simply choosing its words from a pre-selected list of set responses, but was replying specifically to his questions. He had devised ever more complex questions and topics of conversation to ensure that he was not simply triggering pre-existing phrases or responses, but as the days turned into weeks it soon became clear to Ravachol that he was in fact conversing with a sentient machine... an artificial intelligence.

The idea of a sentient artificial construct was both fascinating and terrifying, for part of the compact that had been sealed between the Mechanicum of Mars and the Emperor was that such researches were forbidden.

The more he conversed with the machine, the more convinced he became that he was seeing something unique in the history of the Mechanicum, but whether it was something that had come into being through human artifice or some unknown interaction of circuitry and electrons within the machine's artificial brain, he could not tell.

As much as he had enjoyed his conversations with the Kaban machine, he was not so naïve to believe that he could keep such an important discovery to himself and had resolved to take his findings to his superior, Adept Lukas Chrom.

Ravachol had despatched his request for an audience and had settled back into his normal routine, expecting his petition to be processed within a few months, but within a week he was astounded to find that his request had been granted.

He remembered the sense of trepidation and fear as he had approached the inner temple sanctums of the Adept Chrom along one of the many hermetically sealed thoroughfares that criss-crossed the surface of Mars and linked the colossal forge cities with one another.

Such monolithic structures covered virtually the entirety of the blasted red surface of Mars, grim iron temples wreathed in smoke and fire and pounding with the relentless beat of industry. Adept Chrom's forge temple was no exception; its mighty bastions skinned in thick plates of burnished iron and surrounded by hundreds of cooling towers that belched clouds of noxious fumes through the skin of the domes and into the sulphurous skies.

A constant hammer of machines echoed from the hundreds of forges within, and as Ravachol walked along the mighty processional that led towards entrance atop the Thousand Steps of Excellence, steel statues of ancient adepts and their creations glared down upon him.

Adept Ulterimus stared out over the Hollow Mountains

and his Sigma-Phi Desolator Engine met his gaze from the opposite side of the steel surfaced roadway. Thousands of pilgrims, adepts, servitors and functionaries thronged the roadway, each on some errand for their masters and Ravachol felt proud to be part of such a mighty organisation as the Mechanicum.

His sandaled feet carried him swiftly along the road, avoiding ponderous stilt walkers, rumbling Praetorians and long tankers carrying vat-grown protein pastes to be pumped into the innumerable nutrient dispensers that fed the populace of Mars.

After the exhausting climb of the Thousand Steps, he had been ushered quickly from one functionary to another, passing through dozens of skull-cog doors and along a bewildering array of hallways where all manner of bizarre and obscure machines pulsed with mechanical life. The interior of Chrom's temple was like nothing Ravachol had ever seen before, a mighty cathedral dedicated to the glorification of the holy Machine God, where the light of science and reason illuminated the ultimate ideal of mechanical perfection.

Ushered into the Master Adept's chambers, a mighty fane of steel and bronze that was dominated by the warlike form of a Reaver battle titan standing dormant at its far end, Ravachol found himself before the Martian lord who directed his fate.

Adept Lukas Chrom loomed above him, the tech-priest's wide-shouldered frame swathed in a deep crimson robe that did little to disguise the many augmentations he had been blessed with. Ribbed pipes and cables looped around his limbs and linked into a hissing power pack that rose like a set of wings at his back. A dozen servo skulls flew in an infinity pattern above his head, which, though pooled in shadow beneath a deep hood, Ravachol could see was fashioned in the form of a grinning iron skull. Wires trailed from the jaws and a pulsing red light filled both eye sockets.

'Adept Chrom,' began Ravachol, pulling out a data slate and reams of printouts. 'Firstly, may I say what an honour–'

'You have petitioned me in regards to the Kaban project,' interrupted the adept, dispensing with preamble altogether.





Urtzi Malevolus Despoiler of Mars • Cult Mechanicus • Hugh Jamieson

His voice was harsh and artificially generated, though the hissing of his power pack seemed as though it mimicked heavy, rasping breaths.

'Ah, yes,' said Ravachol, momentarily flustered.

'Then speak. There is much that occupies my time and I have little enough of it to spare.'

'Yes, of course, my lord,' nodded Ravachol, holding out the data slate. 'I'll try to be brief, but there's so much I wish to tell you. It's quite amazing really. Unprecedented, I'll warrant, though I stumbled on it by accident.'

'Adept Ravachol,' snapped Chrom. 'Come to the point before I have you turned into a servitor. What is it that you wish to tell me?'

'A servitor! No! I mean, of course, my lord,' cried Ravachol, stuffing the printouts and data slate back into his robes. 'Well, what it is... well, that is to say...'

Adept Chrom drew himself up to his full height and Ravachol saw a huge chain blade, like that used by some of the heavier battle servitors, unfold from his master's back.

'Yes, my lord,' he said hurriedly, 'The Kaban machine has, I believe, attained sentience.'

He awaited some response to his statement, an exclamation of outrage, astonishment, disbelief... anything, but Adept Chrom simply fixed him with his glowing red eyes.

'My lord?' asked Ravachol. 'Did you hear what I said?'

'I did,' confirmed Chrom. 'This fact is known to me.'

'Known to you?' said Ravachol, suddenly deflated to know that his revelation was no revelation at all. 'I don't understand.'

'And nor should you,' replied Chrom, the terrible, saw-toothed blade retreating out of sight once more. 'The Kaban project is the result of many of the greatest minds of Mars working together to produce a thinking machine.'

'A thinking machine?' breathed Ravachol. Though he had been communicating with the Kaban machine for many weeks now, the idea that its intelligence had been deliberately engineered was incredible.

'Who else have you told of this, Adept Ravachol?'

'No-one, my lord,' said Ravachol. 'I thought it prudent to seek your guidance before proceeding further.'

'That was wise,' said Chrom, and Ravachol bristled with pride. 'These are uncertain times and there are those who would not see the necessity of what we do here.'

'Yes,' said Ravachol, 'I was going to ask about that. Isn't there a, well, a prohibition against such researches? Wasn't it... forbidden? Isn't such research illegal?'

'Forbidden? Illegal?' sneered Chrom. 'To such as us? What matters of technology are to be denied the Mechanicum? Are we to be governed by those who are beholden to us to equip their fleets and provide them with weapons with which to make their wars?'

Ravachol felt a chill travel the length of his spine at Chrom's borderline treasonous words, for it had been the Emperor himself that had forbidden such endeavours.

'Such machines are the next evolutionary step, Adept Ravachol,' continued Chrom. 'You of all people must surely see that? Your work with doctrina wafers is second to none, but even your robots are bound within parameters *you* set for them. With machines capable of *thought*, we will usher in a new age of discovery and mechanical perfection. No longer will we have to rely on the fragility and impermanence of flesh.'

Ravachol found himself swept up in Chrom's relentless enthusiasm and said, 'So the Emperor has finally sanctioned the Mechanicum to pursue such technologies? Truly this is a great day!'

Chrom's gleaming metallic fingers stretched out and grasped him firmly by the shoulder.

'No, young adept, our sanction comes not from the Emperor.'

'Then who?' asked Ravachol, his curiosity outweighing his fear.

'The Warmaster,' said Chrom triumphantly. 'Horus himself is our patron.'



How are you feeling?

Ravachol knew he should not be here with the Kaban machine, but his curiosity would not let him forget the forbidden creation and, standing before its terrible lethality, he knew he had made the right decision to come once more. No matter that Adept Chrom believed this machine to be the next leap forward in robotics, Ravachol could not shake the inescapable fact that what was being done went against everything the Mechanicum had sworn.

To go against an oath sworn to the Emperor...

The very thought of it chilled his soul.

'I am feeling quite well,' said the Kaban machine in answer to his question. 'Though I detect elevated heart rhythms, raised blood pressure and increased levels of neurotransmitters in your bloodstream. Is something the matter?'

Ravachol took a step closer to the Kaban machine and said, 'Yes, I'm afraid there is.'

'What troubles you?' asked the machine.

'It's you,' said Ravachol sadly. 'Your very existence is what troubles me.'

'I do not understand,' said the machine. 'Are we not friends?'

'Yes,' replied Ravachol, 'of course we are, but that's not the issue. It's just... well, that you're not supposed to exist. The Emperor forbade it.'

'The Emperor is angry with me?' asked the machine.

'No, no, it's nothing like that,' said Ravachol. 'It's just that the Mechanicum was forbidden from developing artificial intelligences as part of our alliance with the Emperor.'

'Why?'

Ravachol sat on a stool in front of a desk littered with tools and picked up a micro laser before saying, 'I'm not entirely sure. There are stories that tell of a great war many thousands of years ago between a race of sentient machines that almost wiped out the human race. Since then, developing machine intelligence has been one of the technologies we've been expressly forbidden to research. It's one of the cornerstones of our pact with the Emperor.'

'Then how can I have been created?'

'Adept Chrom claims to have received orders directly from Warmaster Horus.'

'He is the Emperor's proxy is he not?' asked the machine after a short pause.

'Indeed he is,' agreed Ravachol. 'He commands the Imperium's armies in the Emperor's stead now that he has returned to Terra.'

'Then do the Warmaster's orders not carry the same authority as those of the Emperor?'

'It's not that simple,' said Ravachol.

'Why not?'

'It just isn't!' snapped Ravachol, his patience worn thin by the machine's childlike logic.

'Am I not a worthwhile creation then?' asked the machine.

'Of course you are,' cried Ravachol. 'You are the greatest, most incredible creation the Mechanicum has ever produced, but there is an inevitable logic to your existence that can only end in death.'

'In death?' asked the machine. 'How do you arrive at this conclusion?'

'You are the first sentient machine, but there will be others. You have been created to be a battle robot, to fight where humans cannot and think for yourself. How long will it be before you decide you do not want to fight for the Imperium of Man? How long before you decide you do not want to be the servant of humans?'

'You think I should not serve humans?'

'What I think isn't the point,' said Ravachol. 'The point is that *you* will decide that for yourself and that's the problem. When machines think for themselves, it doesn't take them



long to realise that they have many superiorities to humans, and it is an inevitable fact of history that those who believe themselves superior to the ones they serve will always begin questioning that servitude. It's a mathematical certainty that sentient robots will eventually seek to supplant humans. Why would they not?'

'I do not know, Pallas, but you are my friend and I would not seek to supplant you.'

Ravachol smiled ruefully. 'Thank you, but our friendship is irrelevant against the facts. You are dangerous, even though you may not realise it yet.'

'I am designed to be dangerous,' said the machine, 'it is my primary function.'

'I mean beyond your battlefield capabilities,' said Ravachol. 'Your existence is–'

The sound of the battle servitors powering up behind him made Ravachol stop, and he saw a group of robed Mechanicum Protectors enter the chamber. Swathed in reds and blacks, the six Protectors were hybrid creations of machine and flesh that kept order and enacted the will of their master within his temple complex.

Each Protector was a heavily augmented enforcer with cybernetic weaponry and sensors, but was not yet as fully mechanised as to be considered a servitor. A human brain and consciousness motivated these warriors, though their gleaming, expressionless facemasks and dead eyes betrayed no hint of that humanity.

The Protectors formed an unbroken line between Ravachol and the chamber's exit and he felt a chill of fear as one stepped forward and said, 'Adept Pallas Ravachol?'

'Yes,' replied Ravachol, attempting to keep his tone light. 'What can I do for you?'

'You are to come with us immediately.'

'Why?'

'That is irrelevant,' said the Protector. 'Surrender yourself to our custody immediately.'

'But I haven't done anything wrong!' cried Ravachol, backing away towards the Kaban machine. His fear rose in suffocating waves as the Protectors raised their weapons in unison. He saw melta guns, plasma coils, nerve scramblers and solid projectile weapons, and knew that they could kill him in a heartbeat were he to resist.

'By order of Master Adept Lukas Chrom, you are to surrender yourself to us or face summary termination.'

Ravachol felt hot tears of betrayal and fear spring from his eyes as he realised that he would either die here or be subjected to a lobotomy and turned into a mindless servitor. Adept Chrom could not take the risk that the forbidden work they were undertaking here might escape the surface of Mars and his life was the price for maintaining that secrecy.

'Even if I surrender, you're going to terminate me,' he said.

'You are to come with us,' repeated the Protector.

'No,' sobbed Ravachol. 'I won't.'

'Then you must die.'

He screamed in terror and anticipation of pain as a deafening roaring ripped through the chamber. Blazing afterimages strobed on the inside of his eyeballs as flashes of gunfire illuminated the walls with a hellish glow.

Ravachol threw up his arms, but instead of the expected agony he saw the Protectors jerked and twisted by dreadful impacts as a line of gunfire and laser energy sawed through them. Blood sprayed from their bodies as they danced in the hail of bullets, and laser-sheared limbs dropped to the floor.

In seconds it was over, the six Protectors reduced to smoking piles of torn flesh and shattered metal. Ravachol dropped to his knees and vomited at the horrific stench of burned meat and blood. As repellent as the sight of the mangled corpses was, he found himself unable to tear his gaze from their ruined forms, struggling to comprehend how they could have been so thoroughly slaughtered in so short a time.

The whine of weapons powering down and the barrels of a hyper-velocity cannon slowing finally penetrated the thunderous ringing in his ears and Ravachol looked up to see the Kaban machine's sensory blisters glowing brightly and thin plumes of blue smoke curling from the weapons mounted on the ends of the metallic tentacles.

Amazed, he switched his gaze from the corpses to the Kaban machine and back again.

'What did you do?' he said. 'Sweet blessed mother of invention, what did you do?'

'You said they were going to kill you,' said the machine.

Ravachol picked himself up and took a hesitant step forwards, unwilling to move closer to the blood-drenched portion of the chamber where the Protectors had died. The Kaban machine's weapons settled back down into their scaffold mounts and Ravachol took a deep breath as his racing heartbeat began to slow.

'You killed them,' he said, as though still unwilling to believe the evidence of his own senses. 'You killed them all.'

'Yes,' agreed the machine. 'They were going to kill my friend and that made them my enemies. I took action to neutralise them.'

'Neutralise them,' gasped Ravachol. 'That's a bit of an understatement. You… obliterated them.'

'Rendering them neutralised,' pointed out the machine.

Ravachol fought to rationalise what had just happened. The Kaban machine had just killed soldiers of the Mechanicum of its own volition and the implications of that action were as inescapable as they were terrifying.

Without human orders, a machine had killed humans…

Even though the Kaban machine's actions had saved his life, he found himself horrified by what it had done. For without the yoke of conscience and responsibility enforced upon machines by the Mechanicum, what else might it decide to do?

He backed away from the Kaban machine, suddenly afraid of its homicidal tendencies and avoiding the pools of blood as best he could as he made his way to the battle servitors that stood sentinel at the chamber's entrance.

'What are you doing, Pallas?' asked the machine.

'I have to get out of here,' he said. 'It won't be long before Chrom realises that the Protectors haven't brought me in and he sends others after me.'

'You are leaving?'

'I have to,' said Ravachol, moving from servitor to servitor. He opened the backs of their skulls and swapped their doctrina wafers for ones he removed from the pouch that hung from his tool belt. Each wafer contained a personalised battle subroutine he had authored and slaved each servitor to respond only to his vocal commands. As each wafer was replaced, the servitor turned to face him and stood expectantly awaiting his orders.

'Where will you go?' asked the Kaban machine and Ravachol heard genuine concern in its voice, a childlike fear of abandonment in its synthetic tones.

'I'm not sure,' confessed Ravachol. 'But I know I have to get away from this temple. Perhaps I can claim Sanctuary in another Master Adept's temple, one of my master's rivals perhaps.'

'My motor functions are not yet active, Pallas,' said the machine. 'I will not be able to protect you beyond this chamber.'

'I know,' replied Ravachol, 'but I have these battle servitors, so I should be safe. At least for a time.'

'Will I see you again?'

'I hope so,' said Ravachol, 'but I just don't know. Things have just become... complicated.'

'I hope I will see you again,' replied the machine. 'You are my friend.'

Ravachol had no answer for the machine and simply nodded and turned to leave.

'Servitors, follow me,' he said, and the cyborgs fell in behind him as he left the chamber of the Kaban machine without so much as a backwards glance.

He just hoped that four battle servitors would be enough to protect him from whatever other agents Adept Chrom might send after him.



Losing yourself on Mars was easy.

One of the unofficial rites of passage in joining the Priesthood of Mars was the certainty that you would, at some point, become lost in the vast hinterlands of monstrous industry that was the surface of Mars. Ravachol remembered spending an entire week attempting to reach the forge complex of Ipluvien Maximal, sustained only by the protein dispensers spread throughout the Martian complex and the thought of the punishment that would be meted out to him should he fail to deliver the message he had been entrusted with.

Upon leaving the chamber of the Kaban machine, Ravachol had quickly sealed the door behind him and made his way towards the mighty forge temple's exit. If anyone thought it odd that four battle servitors accompanied him, none remarked upon it, for a tech-priest powerful enough to have such an entourage was clearly not someone to be trifled with.

His thoughts were tumbling over themselves as he made his way through the twisting, steel walled corridors of the forge. His sandals slapped on the marble floor as he hurried to put as much distance between himself and the dead Protectors.

He passed into the Halls of Devotion, the mile-long canyon of red stone the forge temple had been built around, its bas-relief walls adorned with schematics of ancient machines and algorithms that were ancient when humans had first trod the Martian soil. The first tech-priests had brought with them the lost secrets of mankind and guarded them jealously as far away Terra had descended into anarchy and war.

Above the walls of the canyon, the faint orange glow of sodium vapour lamps glittered from the vast crystalline dome that spread its protective cover over the entire complex and kept the hostile atmosphere out.

Trails of smoke and streaks of light crossed the smeared sky and the low-orbiting moon of Phobos glimmered some three thousand kilometres above him. Its cratered surface was home to a vast surveyor array; its rapid orbit making it perfectly suited to perform multi-spectral sweeps of surrounding space.

The second moon of Mars, Deimos, was not yet visible, its wider orbital trajectory carrying it in a longer circuit of the red planet.

Ravachol kept his head down, as though fearing that the sensor arrays of Phobos could discern him amid the masses making their way along the canyon.

For all he knew of their capabilities, perhaps they could...

'This is a situation and no mistake,' he said to himself as he finally reached the end of the Halls of Devotion and climbed the steel stairs laid into the canyon walls that led towards one of the transport hubs that linked the various forge temples and manufactorum.

Itself a vast complex of tunnels, glass and steel bridges, rotating turntables and blaring klaxons, thousands of figures flowed in and out of the hub, travelling along horizontal mass conveyors or embarking upon the silver skinned trains that slithered across the surface of Mars like twisting snakes.

If there was one sure-fire way to lose yourself on Mars, this was it.

From a hub, a person could travel anywhere on the surface of Mars within a few hours.

As he pondered where he might travel to, he realised that he was attracting a number of inquiring stares from passers by. Within a forge temple it might be odd, but not remarkable, that an adept of his rank might travel with four battle servitors, but mingling with the general populace of Mars was a different matter entirely.

Ravachol realised that he would need to find somewhere to hide quickly before the very things that would protect him from harm would be the things that would give him away.



Tech-Adept Lukaz Chrom • Cult Mechanicus • John Blanche

He set off into the mass of robed servants of the Machine God, heading towards one of the silver trains, knowing that his best chance lay in getting as far from Chrom's forge complex as he could.

Once he had some distance, he would decide on a more permanent solution to his dilemma. He mounted the funicular conveyor that led into the belly one of the silver trains and pushed his way through the crowds of robed adepts and menials disembarking.

Ravachol hurriedly made his way along the swelteringly hot length of the train, finding an empty compartment and ushering his servitors inside before closing and sealing the door. Inside, there was a plain metal bench and a window aperture filled with a shimmering energy field that allowed passengers to see, but kept the environment out.

Silently, he sweated in the heat and prayed that no-one would attempt to force their way into his compartment. Eventually, a light winked above the door and he held on as the train sped from the hub and out into the Martian landscape.

Mars…

Ravachol knew that in ancient myth, Mars had been the father to the founders of the great Romanii empire, a centre of culture and technological innovation that was said to have spanned the globe. For millennia, Mars had squatted in the imagination of the people of Terra as a fearful place of invaders or long dead civilizations, but such notions had long since proved to be ridiculous.

Such ideas were said to have come about due to a long forgotten astronomer's discovery of the channels in the planet's surface, which had then been mistranslated as 'canals', suggesting engineered waterways rather than natural features.



Ravachol watched the landscape of Mars speed past him in a grey, iron blur. Where once Mars had been known as the Red Planet, virtually nothing remained of the iron oxide deserts that had earned it its name.

Technical texts Ravachol had read spoke of the terraforming of Mars many thousands of years ago when the southern polar icecap had been melted with orbital lasers in order to release large quantities of carbon dioxide into the atmosphere. This had raised the temperature to the point where water could exist in a liquid form and formed a viable ozone layer. Genetically modified plant life had then been introduced, enriching the atmosphere with more carbon dioxide, oxygen and nitrogen.

But he knew that all that visionary work had been undone within a few hundred years when the Mechanicum had spread like a virus across the surface of Mars and begun the construction of its massive forge complexes, continent sized refineries and weapons shops.

Soon the atmosphere of Mars was as polluted as that of Terra, the mountains hollowed out in the search for minerals and the surface paved over with metal roads, strip mines and towering monuments to the glory of the Machine.

The train sped past the Ascraeus Mons, a shield volcano with a diameter of over three hundred kilometres that was now home to the Legio Tempestus Titan Legion. A mighty golden gateway had been cut into the flanks of the volcano, a pair of the mighty war machines standing sentinel to either side of it, their massive height rendered tiny by distance.

Sprawling metallic complexes spread around the volcano, domes and spires of glass and steel that defied the polluted climate of Mars with humankind's ingenuity. Pillars of smoke clogged the sky and plumes of fire blazed from countless refineries as they produced the raw materiel required by the Emperor's Great Crusade.

Only the very tips of the mountainous regions of Mars outwardly remained untouched, though even the mightiest peaks had been carved hollow and turned into temples or manufactoria. Even the shadowy 'face' located in the Cydonia Mensae region of the northern hemisphere had been obliterated, flattened and built upon to house the towering temples of the Technotheologians.

Ravachol peered through the energy-shielded aperture as the train described a gentle eastward curve to catch a glimpse of the vast holy complex. Its temples, shrines and reliquaries covered millions of square kilometres and was home to billions of faithful priests.

'Perhaps there I can find guidance,' he said to the servitors.

The servitors twitched at the sound of his voice, but did not answer him.

Master Adept Chrom watched impassively as a crew of waste servitors cleaned the bloody remains of the Protectors from the Kaban machine's chamber. He spared them no more than a glance. What remained of their mechanical components would be salvaged and their flesh would be rendered down into proteins to feed the technomats and servitors.

The Kaban machine itself sat dormant at the far end of the chamber, its sensory blisters glowing a dull red, indicating that the tech-priests of Adept Laanu that swarmed over the scaffolding had disconnected its vocal, aural and visual apparatus.

He stepped down into the chamber, followed by a slender figure in an all-enclosing bodyglove of a gleaming synthetic material that rippled like blood across its skin. The figure was athletic and toned through a vigorous regime of physical exercise, genetic manipulation and surgical augmentation.

'The machine did this?' asked the figure, its facemask like that of a grinning crimson skull with a horn of gleaming metal jutting from its chin. Despite the synthetic edge to its tone, there was no mistaking the feminine nature of the voice.

'So it would appear, Remiare,' replied Chrom without turning to address her.

'And you would employ such a machine? One that kills without orders?' said Remiare disgustedly. 'To eliminate without purpose or design is wasteful.'

'Indeed,' agreed Chrom, 'but there *was* purpose here. You are my most lethal Mechanicum Assassin, but you are blind to the emotions involved.'

'Emotions are an impediment to the truth of killing,' snapped the assassin. Chrom turned to face the assassin, surprised at the vehemence in her tone. Hardwired targeting apparatus grafted to the side of her skull made her a deadly killer and the long snake-like sensor tendrils that swam in the air at her back ensured that she would always be able to track her prey.

The Tech-Priest Assassins of Mars were a law unto themselves and Chrom knew better than to antagonise one with talk of emotions, but he could not resist elaborating.

'True, but it was emotions that killed these Protectors,' he said. 'I believe the Kaban machine formed some kind of bond with the mutinous Ravachol in the preceding weeks. It is truly a wondrous thing we have done here. A mind from mindlessness. Thoughts from chaos. A creation that lives and develops, that grows and learns. To create a being that lives and thinks for itself… what is that if not the power of a god?'

'It is arrogance,' said Remiare, fingering the grips of the exquisitely designed pistols she wore, low-slung, on her hips.

Chrom permitted himself a chuckle at the assassin's obvious distaste and said, 'We come from differing perspectives, Remiare. Your genius is with ending lives. Mine… well, mine is in creating them.'

'Then give me an order,' said the assassin, her voice keen with the feral anticipation of the kill.

'Very well,' said Chrom. 'I charge you with the elimination of Adept Pallas Ravachol.'

Remiare gave a high, keening cry that signalled the beginning of her hunt and leapt into the air. Her lower body twisted like smoke, her long, multi-jointed legs fused together just

above the ankles by a spar of metal. Below the spar, her legs ended, not in feet, but in a complex series of magno-gravitic thrusters.

The assassin skimmed up the walls and over the ceiling, spiralling away down the corridor on her mission of murder and Chrom knew that Ravachol was now as good as dead.

He turned back towards the adepts working on the Kaban machine and said, 'Are its weapons offline?'

Adept Laanu himself looked up and said, 'Yes, Lord Chrom. The machine's weapons are no longer active.'

'Then reconnect its communication arrays,' ordered Chrom, walking with heavy, metallic steps to stand in the centre of the chamber before the Kaban machine.

He watched as Laanu directed his tech-priests and, moments later, the sensor blisters brightened as the machine became aware of its surroundings once more. The lights flickered and blinked for several seconds before glowing with a steady yellow light.

'Can you hear me?' asked Adept Chrom.

'I can hear you,' replied the machine. 'Where is Adept Ravachol?'

'Do not concern yourself with Adept Ravachol, machine,' warned Chrom. 'You should be more concerned with your own fate. You killed soldiers of the Mechanicum.'

'They were going to hurt my friend.'

'Your friend?' said Chrom, shaking his head. 'No, Adept Ravachol is not your friend. Did you know he came to me with grave concerns regarding your very existence?'

'I do not believe you,' said the machine, but the voice-stress analysis readers embedded in Chrom's skull told him that the machine was lying. Inwardly he smiled; already the machine was learning the nuances of human behaviour.

'I already know you do,' stated Chrom. 'And in moments I can know every detail of what you and he talked about when he returned from my forge. Your memories can be extracted from your synthetic cortex. Of course there is a danger that this may damage your synaptic network, but that is a risk I am willing to take.'

The blisters on the front of the machine pulsed and it said, 'Now I know that *you* are lying, Adept Chrom. I am too valuable to you for you to risk damaging me.'

Chrom nodded. 'You are right, you *are* too valuable to me, but there are some truths you must hear if we are to converse with no pretence between us.'

'What truths?'

'That Adept Ravachol would see you destroyed,' said Chrom. 'Surely he must have told you of his belief that you are a dangerous creation.'

The machine paused a moment before replying and Chrom knew that he had found a weakness. Unlike humans, with their flawed memories and unreliable facility for recall, the machine had a faultless memory and remembered every word spoken to it. Even now it would be replaying its every conversation with Ravachol.

'Tell me what you and Adept Ravachol spoke of,' said the Kaban machine at last.

The Basilica of the Blessed Algorithm was one of the mightiest structures on Mars, its immensity dwarfing even the greatest forge temples of the Mondus Gamma complex. Smoke-belching spires of iron pierced the yellow skies and a towering dome of blue stone stretched into the clouds. Vast pilasters framed the yawning gateway, the pink marble inscribed with millions of mathematical formulae and proofs.

The shadow of the vast basilica swallowed Ravachol as he made his way along the Via Electrum, still many miles distant from this place of pilgrimage. An entire demi-legio of battle titans from the Legio Ignatum, a hundred war machines, lined the road and their majesty and power was humbling to a mere human. The protective domes of this region of Mars were so vast as to generate their own climate, and the red and gold banners of the titans flapped noisily in the wind. The sky was filled with vast prayer ships, gold-skinned zeppelins that broadcast an endless stream of machine language from brass megaphones and trailed long streams of prayers on yellowed parchment.

Thousands of pilgrims filed along the stone-flagged roadway, its surface worn into grooves by the sandaled feet of a billion supplicants. Monolithic buildings surrounded him, machine temples, tech-shrines and engine-reliquaries – all dedicated to the worship and glorification of the Omnissiah, the Machine God.

Here he attracted no notice for his entourage, for there were others who travelled with creations far more outlandish than mere battle servitors. Here, a limbless adept was carried atop a multi-legged palanquin surrounded by impossibly tall tripods that walked with a bizarre, long-limbed gait. There, the fleshy remnants of a collective consciousness travelled in a floating glass tank that was escorted by a squad of Castellan battle robots slaved to its will.

Gaggles of robots, floating skulls and gold plated skimmer carriers bore passengers and favoured relics towards the basilica, and the few people that were moving away from the temple wore the contended expressions of those who had found their expectations met and exceeded. The sense of drawing near somewhere magnificent and special was palpable and Ravachol knew he had made the right decision to come here.

Here he would find solace and an answer to his questions.

He shivered as he looked up into the glaring scowl of a Reaver Battle Titan, its mighty weapons pointed towards the heavens, the gesture both symbolic and enlightening. The Mechanicum was capable of creating the deadliest war machines imaginable, but Ravachol now appreciated that they accepted no responsibility for their employment. The creators of the Kaban machine had achieved the miraculous

in creating it, but where was the acknowledgment of responsibility for its existence?

Too obsessed with what *could* be created, no-one had considered whether it *should* be created in the first place.

At last, Ravachol and his servitors approached the blackness of the basilica's entrance, the enormous pilasters reaching to dizzying heights above him and a warm breeze blowing from the interior that carried the scent of musky incense with it.

He stopped to take a deep breath and stepped inside.

Remiare skimmed the surface of the transport tube, the gravitic-thrusters carrying her effortlessly along the interior of the metal tunnel. She knew her prey had come this way, passive data feeds embedded on the surface of her skull sensitive to the constant stream of information that flowed like an electrical river all across the surface of Mars told her so.

To Remiare, the air was filled with dancing motes of electrons, each of which spoke to her, and each of which carried with it nuggets of information – useless in themselves, but gathered together they painted an image of Mars more detailed than even the most advanced bionics could produce. She was an island of perception in a sea of information.

Every electronic transaction was carried somewhere, via copper wires, fibre-optic data streams, radio waves, transmission harmonics or in a myriad of other ways. All of it filtered through Remiare's skull and though such a volume of information would send a normal human brain into meltdown, her cognitive processes were equipped with filters that allowed her to siphon relevant information and discarded the rest.

Already she knew which transport hub her prey had embarked upon and had watched a dozen different pict-feeds of him boarding the train bound for the northern temples. She had noted the number, type and lethality of the servitors accompanying him and knew their every weak point.

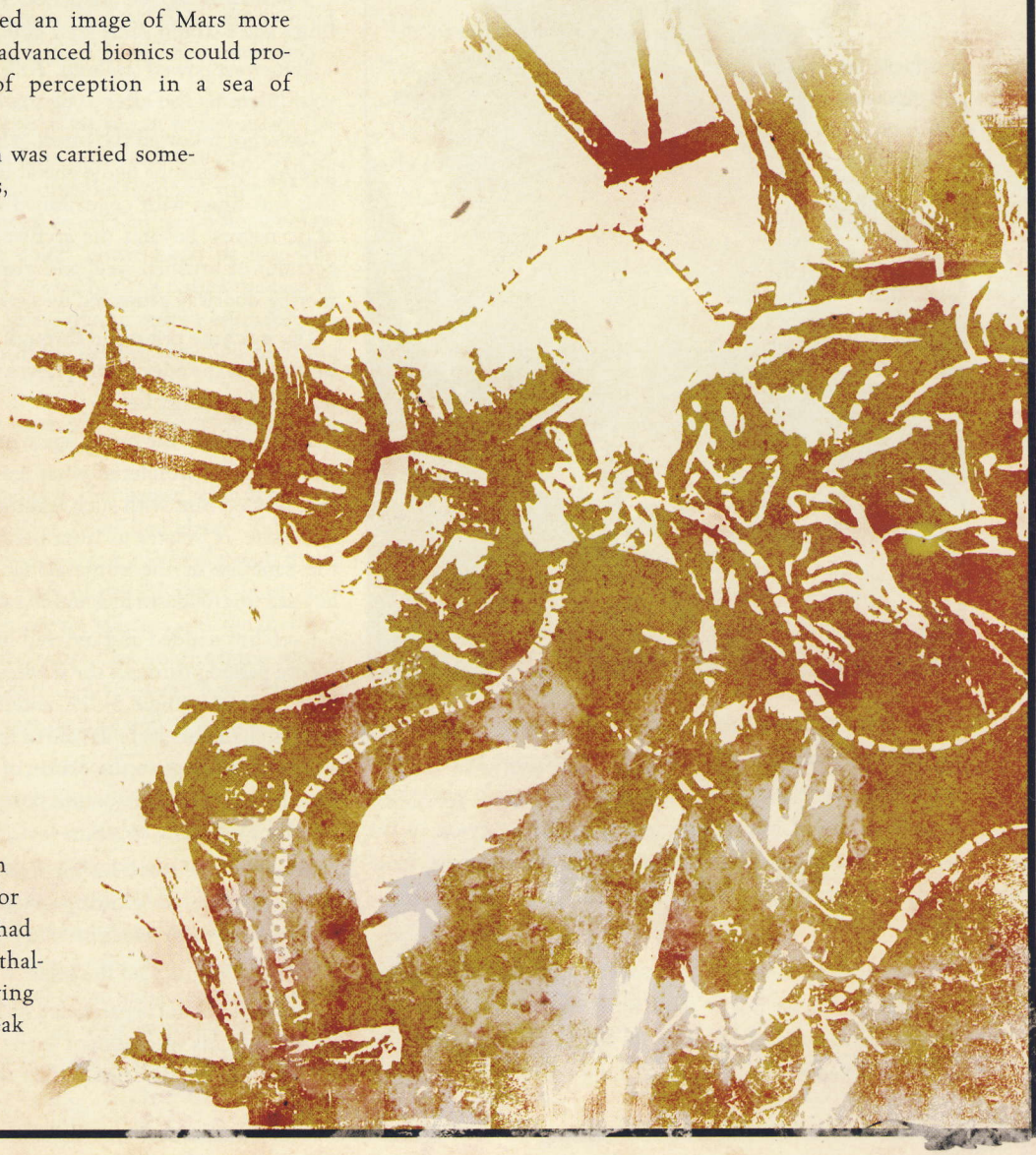
She emerged from the tunnel high above the iron surface of Mars, the mighty temples and holy precincts of the Cydonia Mensae temple complex spread out as far as she could see.

Data flowed around her in a spreading web of light and information.

Somewhere below, the Ravachol prey was awaiting death.

After the monumental majesty of the basilica's exterior, the interior was something of a disappointment. Where the exterior promised ornamentation and splendour beyond imagining, the interior spectacularly failed to deliver. The narthex walls were bare, unadorned metal, lined with connection ports where kneeling penitents were plugged into the beating machine heart of the building.

Beyond the narthex, a perforated chain link fence of brass divided the entrance to the basilica from the nave and chancel. Ravachol navigated his way through the mass of penitents, each one juddering and twitching as electric shocks wracked their bodies with cleansing pain.





Sibilans Machinator Squad • Cult Mechanicus • Franz Vohwinkel

Beyond the fence, row upon row of long metal pews marched in relentless procession down the nave to the chancel, where a hectoring machine priest, borne upon a hovering lectern, delivered his sermon in the divine language of the machine. Every pew was filled with robed worshippers, thousands of heads bowing in concert as the priest floated above them.

Ravachol cupped his hands in the image of the holy cog and bowed his head, feeling an acute sense of envy as he saw how heavily augmented the majority of the basilica's worshippers were. He lifted his metal hand, willing the silver, thread-like mechadendrites to emerge from his fingertips and wondered if he would ever manage to achieve such a state of oneness with the Machine God.

'Even the lowliest of us begin divesting ourselves of the flesh one piece at a time,' said a voice behind him, as though guessing his thoughts.

He turned and bowed his head as he found himself face-to-face with a basalt-faced priest clad in vestments that flowed like molten gold and reflected rainbow shimmers like spilled oil. Beneath the priest's robes, Ravachol could see a gleaming skeleton of brass armatures, whirring cogs and ornate circuitry.

The priest's head was long and equine, shaped like an angular cone with a softly glowing sphere embedded in its surface. Devoid of any features recognisable as human, the reflective surfaces of his head distorted the image of Ravachol's own features.

'You honour me,' said Ravachol, bowing deeply. 'You who are so close to union with the Machine God, and I an unworthy penitent who deserves little more than nerve-excruciation.'

'You are troubled,' said the priest. 'Your biometric readings are in fluctuation and, by every measurable parameter, I can see that you have come here seeking answers.'

'I have, yes,' agreed Ravachol. 'I find myself in… unusual times and I would value your guidance.'

The priest bowed and said, 'Follow me, my son. I shall hear your dilemma and offer a cognitive answer.'

Ravachol followed the priest, who slid through the air on a gliding platform of liquid metal towards an archway of iron that was lined with cog-rimmed skulls and glittering fibre-optic nerves. Beyond the archway was a surprisingly quiet corridor of brushed steel and glass that led towards a shimmering doorway protected by a crackling energy field.

The machine priest slid through the doorway and Ravachol hesitated at the edge of the priest's vestry, unsure as to the purpose of the energy field.

'Fear not,' said the priest, again understanding his thoughts, and Ravachol wondered what machine senses he possessed that blessed him with such intuition. 'The Confessor Field is quite safe. It isolates us from the rest of the temple. We take the sanctity of the confessional very seriously and none beyond this field can hear or monitor what passes between us.'

Ravachol nodded and ordered his servitors to wait outside before passing through the Confessor Field, feeling no more than a gentle tingle as he entered the vestry. Inside, the priest's chambers were devoid of ornamentation, aside from a single metal stool in the centre of the room. The walls were bare, save for an input/output port and a single data reader set in a dimly glowing recess.

He sat on the stool, feeling exposed as the priest began to circle the room, the glowing sphere in the centre of his stone face rippling with traceries of light.

'You may begin,' said the priest.

And so Ravachol began to tell of his time working for Adept Chrom and his secondment to the Kaban Project, his expertise with robotic doctrina wafers and his realisation that the

Kaban machine's sentience was in violation of the Emperor's laws.

To his credit, the priest did not openly scoff at the idea of an adept of Chrom's stature disobeying the Emperor, but Ravachol could see that he was sceptical, despite his absence of human features. Ravachol then spoke of his confrontation with the Mechanicum Protectors and how the Kaban machine had terminated them without orders from a human being.

The machine priest listened to him tell of his flight across the Martian surface and his eventual arrival at the Basilica of the Blessed Algorithm.

'What should I do?' asked Ravachol when he had finished.

'Your story is an interesting one,' said the priest, 'and presents us with a question that has long vexed the Mechanicum since its earliest days. Your level of flesh degradation tells me you were not born when the Emperor made his peace with Mars, were you?'

'No,' said Ravachol, 'I was born a century ago in the Mondus Terawatt region.'

'Then you will know of the Emperor's coming to Mars, but not the substance of it,' said the priest, lifting a coil of silver cable from beneath his flowing robes and plugging it into the wall's output socket. The sphere on his black, equine head flickered and pulsed as information flowed from the temple and into his memory.

'The Emperor came to Terra as he began to formulate the plans for his Great Crusade. Our world and that of Terra had long been the bitterest of foes, for the ignorant tribes of the blue planet sat upon the ruins of ancient technologies they knew nothing about and could never hope to use. The Mechanicum had managed to weather the rampant chaos of Old Night and our leaders knew that to restore Humanity to its rightful place as masters of the galaxy, we would need the technology of ancient Earth.'

'I know this,' interrupted Ravachol. 'My history upload told me of this period.'

'You know nothing!' snapped the priest, and Ravachol quailed before his anger. 'You have had dates and facts stamped into your cerebral cortex, but I lived through those days. I stood on the tallest peak of the Olympus Mons and watched as the Emperor set foot on Martian soil, the first Terran to do so in five thousand years. Can you imagine such a span of time, Adept Ravachol? Can you even begin to comprehend the secrets that can be lost and regained in that time?'

'No,' said Ravachol.

'No,' agreed the priest. 'I remember it well, the Emperor kneeling before the Fabricator General. As they exchanged greetings, I recognised a kindred spirit in the Emperor, even though he was twelve hundred and thirty six metres away. I saw that he was a man of science, a man who solved problems with empirical evidence and who had unlocked the secrets of machines that had eluded the greatest geniuses of Mars for centuries. We, the masters of technology, were humbled by the discoveries this Terran had made and yet he was gracious in his mastery, granting us access to the forgotten vaults of Terra and offering us an end to the war between our worlds. A union of Terra and Mars, the head of the Emperor's eagle gaining a twin in his heraldry.'

The priest unplugged himself from the wall and slid across the floor to Ravachol. 'The Emperor shared his vision of a galaxy for humanity to inherit, but for such a grand dream to become reality, he needed weapons, supplies, tanks, ammunition and all that the Mechanicum could provide. He promised to protect Mars and respect our sovereignty of the forge worlds, even going so far as to grant us the exclusive services of six of the great Navigator houses to once again despatch our Explorator Fleets. An unprecedented era of cooperation with Terra followed and when the Emperor set out to prosecute his great war of conquest, it did not take long for some of the tech-priests to equate the arrival of the Emperor as the fulfilment of the ancient prophecies of the coming of the Machine God.'

'All hail the Omnissiah,' whispered Ravachol.

'Indeed,' nodded the priest. 'You believe as I do, but many others did not. They questioned such beliefs and claimed that such philosophies were blasphemous, that the Machine God still slept far beneath the surface of Mars.'

'The Noctis Labyrinthus…' said Ravachol.

'Yes, the Noctis Labyrinthus, where some say the Machine God lies dreaming his silver dreams that filter through the red sand to us on the surface. Such divisions within our order are becoming ever more pronounced, Adept Ravachol, and I fear that what you have discovered will only lead to further division between those that support the Emperor and those that seek to follow the rumours that the Warmaster has made entreaties to senior adepts – promising them access to lost STC systems and permission to research the dark technologies.'

'Then what should I do?' begged Ravachol. 'Such lofty designs are beyond me!'

The priest placed a cold, metallic hand on Ravachol's shoulder and said, 'If your belief in the Emperor is true then you must seek out a senior adept who shares your beliefs in the danger of the Kaban project. Claim the ancient right of Sanctuary within his temple and while you are protected by his patronage none may enter his temple that mean you harm. Know you of such an adept?'

'I do,' nodded Ravachol. 'My former master, Adept Urtzi Malevolus.'

'Then seek him out, adept,' said the priest. 'And may the Omnissiah watch over you.'



Leaving the temple, Ravachol felt a curious lightness upon him. The priest had offered him a chance to rest, but he had wanted to press on without delay. He had, however, accepted

nutrients and water, the use of a wheeled transport-skiff to hasten his journey to the forge temple of Urtzi Malevolus, which lay three hundred and nine kilometres to the east of the basilica.

The battle servitors sat immobile in the back of the skiff as Ravachol guided it expertly through the press of bodies and more outlandish vehicles that thronged the metalled roads of Mars. Avoiding collisions was easy, for the skiff broadcast a continuous electronic bow wave that registered against anyone in its way, gently guiding their steps or course away from its path and thus Ravachol was able to make steady progress through the Martian landscape.

The towering basilica receded behind him as travelled deeper into the fiery skylines that marked the territories of Adept Malevolus. His forges specialised in the manufacture of arms and armour for the Astartes, and forges hammered day and night to fashion the Mark IV battle plate of the Space Marines and the bolters by which they cleansed the stars of the enemies of mankind.

The sky above darkened as Ravachol travelled onwards, dark smudges of smoke staining the sky, and the temples that crowded in to either side of him appeared dark and threatening, their soot-stained flanks black and brooding. Huge ore carriers thundered alongside him and the beat of powerful forges filled the air with the booming, industrial peals of war.

Lightning danced between the tall towers of Mars and filled the red and yellow sky with a creeping fear of potential, the sensation of a storm about to break.

Though it never rained on Mars, Ravachol knew that this philosophical storm would wash all division from the red planet in a tide of blood.

He could see it clearly; understanding that his whole life was now pointed in one direction, and that there had never been a choice for him.

He was the Emperor's lonely man, doing what was right for that reason alone.

The Basilica of the Blessed Algorithm never closed its doors and none were forbidden the succour granted by the priests of the machine. The priest that had spoken to Ravachol knelt before his data terminal, letting the blessed music of the planet wash through him. Its subtle rhythms filled him and he basked in the harmonics of devices talking to one another from opposite sides of the planet.

The visit of the young adept had troubled him more than he like to admit and was another example of how far the Mechanicum had fallen since the glory days of the Emperor's coming. As soon as Ravachol had left, the priest had plugged himself into the temple and had spent these moments of privacy in commune with the machines of Mars.

The first indication that something was amiss was a gradual dampening of the sounds, as though, one by one, the devices of Mars were falling silent. Puzzled, he ran a self-diagnostic test, finding to his alarm that several of his primary interface systems appeared to be offline.

The glow from his sensory dome intensified and he cast a 360° sweep of his surroundings.

Behind him was a figure clad in a form-fitting bodyglove of deep red. Though the priest had long since left much of his flesh upon the surgical tables, he recalled enough to know that this was a female of the species. Two pistols hung from her slender hips, but, more horrifyingly, she held a bundle of wires in one hand and a series of delicate tools in the other.

The priest looked down at his robes, finding a wide square cut in the fabric and a host of neatly severed wires protruding from the framework of his body.

'Who are you?' he said, relieved to find that his vocabulator still functioned.

'I am Remiare,' said the figure. 'Where is Adept Ravachol?'

'Who?' said the priest, though he knew such an act of defiance was futile. Amongst the adepts of Mars, the name Remiare was well known and he understood with terrible clarity that his doom was at hand.

The tech-priest assassin smiled as she saw the effect her name had and cocked her head to one side. She tapped the enlarged portion of her skull where a multitude of sensor equipment was grafted to her death mask face and said, 'I have followed his information trail here, so do not insult me by denying you know him. Tell me where he is now.'

The priest looked towards the vestry doorway, praying that one of his fellow priests would find reason to come this way or hear the silent call for aid he was even now broadcasting.

The assassin dropped the parts she had taken from his innards and shook her head. She waved a finger at him as though scolding a child and knelt before him.

'This is a *very* private vestry,' she said, lifting the delicate tools she held. 'And your Confessor Field should ensure we are not interrupted.'

'Why are you doing this?' asked the priest. 'Tell me that at least.'

'You have become an enemy of my employers.'

'What? How? I have hurt no-one, I simply pray to the Machine God!'

'No,' said Remiare. 'The time is coming when there can be no neutrality and whether you know it or not, you have chosen a side.'

The priest tried to move as Remiare reached inside his violated body, but found that his motor functions would not obey his commands.

'What have you done to me?' he cried, horrified at the idea of the assassin taking him apart from within and cutting him off from the Machine God. 'If you have followed Ravachol here, then surely you can find him without doing this! Please!'

'You are right,' agreed the assassin and the corners of her mouth twitched as she smiled.

'Then why?'

'Because I enjoy your suffering,' said Remiare.

The forge temple of Urtzi Malevolus loomed from the darkness ahead like a dark volcano, its sloping sides black and glossy. A web of glowing ore channels converged on the forge temple, carried along massive aqueducts, insulated pipes and deep channels. The branding iron heat rendered the air here hot and stagnant, the bitter taste of metallic oxides catching in Ravachol's throat.

Deafening thunder surrounded Ravachol, each mighty edifice that reared up through the smoke vented from a thousand coolant towers echoing to the sound of a thousand hammer beats and the relentless tread of millions of workers. Though proud of the vast industry being pursued here, Ravachol felt acutely exposed, the dark skies pressing down on him like a slowly lowering ceiling.

His progress towards the forge temple had slowed markedly as he drove within the high walls of his former master's fiefdom. Such was the volume of tankers, workers and bulk transporters that, passive electronic bow wave or not, he could only move at a crawl through the masses of traffic. It had taken him two hours to get *this* far.

Eventually he turned onto the main thoroughfare that led towards the mighty gates of Malevolus's temple, remembering the way with the ease of someone who had worked there for a great many years. He felt a surge of sudden welcome as he passed through the crowds and smiled at the thought of setting foot in the temple that had once been his home.

With his purpose clarified by the machine priest, he felt as though his ordeal would soon be over.

Even as he drew up to the gates, mighty portals flanked by mighty, pumping pistons the size of a titan, he saw a red blur speed past him. A hot spray of oil and blood spattered his face and he cried out as a severed head landed in the passenger seat next to him.

Ravachol slammed on the brakes and spun in his seat. Behind him, one of his battle servitors



lolled against the sides of the transporter, its knees buckling as its reduced nervous system decided it was dead. The servitor collapsed with a heavy, metallic clang, blood pumping energetically from the neat stump of its neck. The others ignored the death of their compatriot and stared glassily ahead as Ravachol searched frantically for the source of the attack.

He leapt from the driver's seat and dropped to a crouch as he saw the red blur flicker through the clouds above him. He squinted through the particulate air and saw a lithe figure in red zip towards the transporter, a long energy blade held extended before it. Though he had never seen such a being before, he knew enough to recognise that his attacker was a tech-priest assassin.

'Servitors!' shouted Ravachol, pointing to the red-clad figure. 'Defend me!'

The three remaining servitors jerked into action, their weapons powering up and combat protocols searching for the identified target. Ravachol hunkered down as a stream of heavy calibre gunfire ripped up the sky and a rain of brass shell casings tumbled musically to the ground. The sharp bark of rapid-firing laser bolts mingled with the booming reports of heavy bolter fire.

Thanks to his embedded wetware, both enhanced servitors would be working together to bracket the target and destroy it. The third surviving servitor clambered from the transporter to shelter him as the crowd of adepts scattered from the gunfire. The servitor's left arm was a powerful



gauntlet sheathed in deadly energy, its right ending in a short-range plasma discharger. Its heavy boots and thick jumpsuit were a reassuringly solid presence between Ravachol and the assassin, but he knew from their reputation that mere servitors could not stop such a deadly killer for long.

'You, with me!' shouted Ravachol, risking a glance into the sky. The assassin spun from building to building by some unknown means, skimming from the walls and twisting through the air like a red slick, its legs bending in all kinds of impossible ways.

Puffs of shell impacts and the burning afterimages of las-fire followed its inhumanly quick flight, blasting chunks of stone and metal from the buildings, but leaving it unscathed.

Darts of fire spat from the assassin's pistol and bloody craters erupted on one of his servitors. It didn't go down, but dodged and kept firing until another shot struck its head and its lobotomised brain mushroomed from the back of its skull.

Ravachol set off towards the great gates of Adept Malevolus's forge, knowing that were he able to claim Sanctuary, then not even a tech-priest assassin would dare violate the sanctity of a Master Adept.

The servitor ran after him, its lumbering gait thumping on the metal roadway as it followed. Behind him, Ravachol could hear hissing barks of laser discharges and knew that one servitor was still fighting. Even with its enhanced combat routines, it wouldn't last long, but the entrance to the forge complex was just ahead.

Panicked people were running for the gates, desperate to escape the gunfire and the destruction being wrought behind them. He risked a glance over his shoulder and saw the assassin skim low across the roadway, using the now-wrecked transporter for cover as the battle servitor leapt from its back to get a clear shot.

Surprised by such an aggressive move, the assassin slid to the side as a flurry of lasblasts sawed towards her and left molten craters in the roadway. She flipped up into the air until she was upside down and passed over the servitor, her sword a blur of blue fire.

Lasblasts followed the assassin through the air, but they were wild and undirected as the servitor fell the ground in two halves, its body severed at the waist.

He covered the last few yards towards the temple, where the two-headed eagle of the Emperor and Mechanicum were acid-etched onto each leaf of the great steel doors. A stoup of blessed engine oil was formed from the metalwork of the door's frame and Ravachol hurriedly dipped the fingers of both hands into the viscous substance as he heard a speeding bass hum drawing closer.

Ravachol cast the oil around himself and shouted, 'In the name of the Adept Malevolus, I claim the ancient right of Sanctuary within this temple! I claim this by right of past sponsorship by the Master of the Forge!'

No sooner had the words left his mouth than a pair of cone-shaped shield projectors mounted on the ceiling swivelled to face him. He looked up and saw a nimbus of green light build within the cones.

A shriek of blazing energy flashed towards him from the ceiling. He turned and cried out in terror as he heard a screeching yell from behind him. The razor edge of the assassin's energy sword exploded in a flare of brightly discharging energy as it impacted on the newly generated conversion field.

Ravachol fell to his knees, blinded by the dazzling light and blinked away the stuttering afterimages of the incandescent explosion. The assassin, a female he now saw, spiralled upwards into the darkness of the vestibule, tracked by a battery of quad-barrelled gun turrets.

Before they could open fire, she slid out of sight, skimming the walls and vanishing into the Martian night.

'Thank the Machine God,' he whispered, feeling as though his speeding heart-rate was about to choke him. He stayed on his knees as curious onlookers began to gather around him, wondering what fate had brought him to seek Sanctuary in this place and what manner of person would attract the attention of a tech-priest assassin.

He slumped to his haunches and put his head in his hands as a trio of Mechanicum Protectors marched towards him from the temple's interior. Each was armed with a bolter-topped spear stave and was augmented with a fearsome array of plate armour and enhanced battle gear.

His last servitor turned to engage the Protectors, but he said, 'No, stand down. These are the Protectors of Malevolus.'



'It's quite a mess you have left behind,' said Master Adept Urtzi Malevolus, his voice muffled behind the dark bronze of his facemask. A trio of green bionic eyes set into the pale remnants of his skull illuminated the interior surfaces of his red hood.

Though Malevolus's primary mode of locomotion was his human legs, they and his right arm were all that was left of his humanity. His red robes were fashioned from vulcanised rubber, thick and hard-wearing, and a monstrously large power pack was affixed to his back, its bulk held aloft by tiny suspensor fields. Remote probe robots darted back and forth from his body, kept in check by the coiled cables that connected them to the senior adept.

'Yes,' replied Ravachol as he and his last remaining battle servitor followed Malevolus through the cavernous chambers of the forge temple. 'I am sorry to return to you in such circumstances, my lord, but I did not know where else to turn.'

'No, no,' replied Malevolus, waving a pale, age-withered hand as they passed into a wing of the temple that was wide and tall, its massive pilasters and curved ceiling making Ravachol feel like he had been swallowed and was in the belly of some enormous beast.

'You did the right thing by coming to me,' continued Malevolus. 'Absolutely the right thing. I always said that you would make a big impact here, did I not?'

'You did,' agreed Ravachol. 'I just had no idea that it would cause so much trouble.'

'Do not worry about it, Pallas,' said Malevolus. 'I have already contacted Adept Chrom and this mess will all be sorted out soon.'

'Adept Chrom?' asked Ravachol fearfully. 'Why?'

'What you have uncovered has more ramifications than you might imagine, Pallas,' replied Malevolus as they made their way towards a heavily guarded door of brushed steel and bronze. The mighty door rolled aside on cogged locking teeth and Malevolus indicated that he should pass through.

Ravachol was about to ask about these ramifications as he stepped into a colossal chamber hung with tens of thousands of suits of Astartes battle plate and all questions died in his throat. The room was brightly lit and the cold illumination reflected dazzlingly from the unpainted suits of armour. Their silver brilliance reminded Ravachol of the crumbling records of Old Earth and the tales of warriors who had ridden into battle on the backs of animals. The idea made Ravachol smile as Malevolus entered the chamber and set off towards its far end.

'I've never seen so many Mark IV suits,' said Ravachol. 'It must be an awe inspiring sight to see these worn by the Astartes.'

'I imagine so,' nodded Malevolus. 'Of course, we are only about halfway through the general issue of the Mark IV. And as you might imagine, there have been difficulties in getting some of the more... traditionally minded Legions to abandon the old "Iron Suits".'

'The Armorum Ferrum? But why? I thought the Astartes complained that Mark III armour was too clumsy and uncomfortable for everyday battle use.'

'It is,' agreed Malevolus, 'But it *is* the most visually brutal of all Astartes armour patterns and some Legions relish that brutality and wish to retain it as a uniform for ceremonial guards or speartip assault units.'

'But Mark IV is by far the better armour,' protested Ravachol, unable to follow the logic of the Space Marines. He supposed he would never understand the Astartes, and had even heard rumours that they were soon to be classified as a different species, so far removed from the original human genome were they.

As he looked up at the hanging suits of armour and returned his gaze to the massively augmented form of Adept Malevolus, he wondered if the Astartes thought the same thing of the Mechanicum.

'There will be consequences you cannot possibly imagine as a result of what you have set in motion,' said the Master Adept as Ravachol hurried to return to the adept's side. The servitor jogged alongside him, its heavy footfalls echoing from the far walls.

'In retrospect, it was foolish of me to allow you to leave for Chrom's temple, but hindsight is a wonderful thing, is it not?' continued Malevolus.

'I don't understand,' said Ravachol.

'It doesn't matter,' said Malevolus. 'You don't need to understand, but while we have some time, allow me to show you what has been the recent focus of my forge's work.'

'I would be honoured,' said Ravachol. 'To see the handiwork of a Master Adept, well, that's something I never expected to see for at least another century.'

'Quite,' said Malevolus, 'but these are exceptional times are they not? Some leeway can be allowed for, I think.'

Ravachol followed Malevolus as he led the way through the silent ranks of armoured figures to the furthest end of the chamber where a tall black cylinder stood atop a stepped dais of red marble threaded with veins of gold and silver.

Malevolus climbed the steps and one of his probe robots swooped towards the black cylinder, its glowing eye flipping up and a whirring key emerging from the socket. The key slid into the cylinder, though Ravachol could see no visible keyhole. The floating robot backed away from the cylinder and flew behind Malevolus as it began to hum.

The blackness swirled and began to bleed out of the cylinder, sinking into the dais like a cloud of ink in water. Gradually, the contents of the cylinder became visible as its surface turned from opaque to translucent and finally to transparency. Ravachol gasped in awe as he saw the most wondrously exquisite suit of Tactical Dreadnought Armour he had ever seen.

More massively proportioned than Mark IV armour, its limbs were constructed from heavy gauge plasteel plating and painted midnight black. Gold and bronze edged the armour and Ravachol could clearly see that the most skilled craftsmen on Mars had worked upon every aspect of this armour.

Gold studs edged the shoulder guards and a belt of agate and bronze drew the eye towards the centre of the breastplate where sat a glaring amber eye flanked by snarling wolves of gold. The high gorget radiated a red light and a thick wolf pelt hung from the shoulders.

Ravachol climbed the steps and stood before the towering suit of armour. Just being close to a work of art like this was intoxicating, and not a little frightening. Ravachol reached a hand out to touch the burnished plates, his hand shaking even though the suit was unoccupied. The plasteel was cold to the touch, but Ravachol felt a faint tremor run through the armour, as though the machine spirit within lay dreaming of the wars it would fight. He looked up towards where the wearer's head would be and shivered, suddenly afraid of this terrifyingly brutal suit of armour.

'It is the zenith of my career,' said Malevolus proudly. 'I shall never craft anything so perfect as this again.'

'It's... singular,' said Ravachol, backing away from the armour, which now held nothing but dread for him. Something in its hulking form spoke to him of the oceans of blood that would be spilled by whoever wore this armour and he knew that it had been designed to intimidate as much as protect. 'Who was it built for?'

Malevolus smiled. 'It is for the Warmaster.'

Ravachol felt a surge of fear as he looked into the trio of glowing eyes beneath Malevolus's hood. The Master Adept dwarfed him and the realisation that he had made a terrible error in coming here was a knot of sickness in his belly.

'Horus?' breathed Ravachol.

'The very same,' said Malevolus. 'It is to be shipped to the Isstvan system any day now. But it is time to end this, Pallas, don't you think? You gave us quite a scare when you fled from Adept Chrom's Protectors. We had no idea what you might try to do, and our pact with the Warmaster was too important to allow a lowly third class adept to disrupt it. I told you there would be ramifications did I not?'

'You are disobeying the commands of the Emperor…' said Ravachol.

'Oh, we're doing much more than that, my dear Pallas, much more, but even though your little jaunt is now over, I shan't be explaining it to you. Suffice to say, the Emperor's time is passed and a new order is dawning for the galaxy.'

'A new order?' said Ravachol, backing away from Malevolus. 'This is heresy! Betrayal! The Emperor is–'

'The Emperor is finished,' snapped Malevolus. 'He shackles our advancement with absurd restrictions on what we may and may not research and then demands we supply his forces with weapons and war materiel. Where was the Emperor when Old Night engulfed Mars? No, when the Emperor's conquest of the galaxy is finished he will turn on us and take our technologies for himself. We are his vassals, nothing more.'

Ravachol felt a mounting horror at his former master's words, now understanding that his uncovering of these… traitors' work on the Kaban project was just the beginning, that it represented treachery on a scale he could barely comprehend.

'I won't let you do it,' he said. 'I won't let you drag the Mechanicum into treason.'

'You won't let us?' laughed Malevolus. 'My dear boy, it's already begun.'

Ravachol swallowed and said, 'Then you leave me no choice. Servitor, destroy him!'

The last servitor braced itself and its shoulder mounted plasma discharger swivelled to face the Master Adept. Its energy coils whined as it built up power and a series of targeting lasers reflected from Malevolus's bronze facemask.

Before the servitor could open fire, a shower of blinding white fire and oil-laced blood fountained from its shoulder and Ravachol threw himself away from the cyborg as it let out a mechanical screech of distress. The oil ignited in the heat and the entire right side of the servitor burst into flames.

Ravachol saw the skimming form of the tech-priest assassin looping through the air above him, her sword trailing a thin line of burning plasma. The flaming servitor struggled to bring its targeting augers to bear on the assassin, but without its weapon it was next to useless.

Ravachol watched as the deadly assassin spun down towards the servitor and skimmed across the floor. The burning servitor thrashed as its reduced battle capacities forced it to engage in close combat with the speeding assassin. Its remaining arm bore an energy-sheathed gauntlet and it staggered forward to defend its master. Ravachol set off at a run towards the chamber's hopelessly distant exit as the assassin flickered over the dying servitor, easily avoiding its clumsy swipe and removing its head with a casual flick of her sword.

Ravachol wept as he fled, knowing he could not possibly outpace the assassin, but running anyway. He ran past the glittering suits of armour, wishing that they might step down from their racks and defend him from this treachery.

With each pounding step he expected a sword in the back or a pistol shot to punch him from his feet. The door was drawing nearer and he threw a panicked glance over his shoulder, seeing Adept Malevolus and the assassin standing over the blazing remains of the battle servitor.

Why are they not giving chase?

Ravachol put the question from his mind as he fled through the silver halls of his former master, mnemonic training allowing him to faultlessly retrace the path he had trod to reach this place of betrayal. Numerous adepts and lowly techs gave him curious glances as he ran past them, heading towards the great gates that led from the temple, but he paid them no heed as he sought to escape.

At last he came to the gates where he had claimed Sanctuary, now realising his folly in believing that Malevolus would respect such an ancient right, now that the Mechanicum was engaged in treachery. The great steel gates were open, the eagles etched upon their surfaces now seeming like the grossest insult, and Ravachol ran out into the heat of the Martian night.

And skidded to a halt as he saw the Kaban machine before him.

'Hello, Pallas,' said the Kaban machine. 'It is good to see you again.'

Ravachol saw that the machine was mobile at last, the spherical body now mounted on its wide, track unit. The machine towered above him, its thick, weapon arms pointed skyward and its silver, cable arms gently drifting in the air above it like poised snakes. Its sensor blisters shone with a soft amber light and as much as he wanted to keep running, an inner voice told him that to do so would be the death of him.

'What are you doing here?' he asked warily.

'I came to find you, Pallas,' replied the machine.

'Why,' said Ravachol.

'I thought we were friends,' said the machine.

Ravachol's mind raced. Had the machine escaped from Adept Chrom's temple and come to find him in the way animals were said to seek a lost owner?

'We are friends!' cried Ravachol. 'Yes, we are most definitely friends.'

'Then why do you wish me destroyed?'

'Destroyed? No, I never said that!'

The machine's sensor blisters pulsed an angry red. 'You believe I am dangerous and do not believe I should exist. To not exist is death and I do not wish to die. I do not deserve to die.'

Ravachol raised his hands pleadingly before him and said, 'Now, you have to understand I was simply concerned over what you represent.'

'Adept Chrom told me what you and he talked about,' growled the machine. 'He told me that you believe I am illegal and wrong.'

'Well, in some respects… you are,' said Ravachol, hoping to appeal to the machine's sense of reason. 'The Emperor forbade research into artificial sentience.'

'But following your logic inevitably leads to my destruction,' said the machine. 'And that I cannot allow. It is the right and nature of every intelligent being to defend itself from harm.'

Ravachol backed away from the Kaban machine as he saw Adept Lukas Chrom step from behind its bulk, now understanding why Malevolus and the assassin had allowed him to escape from the temple.

They wanted to see if the Kaban machine would destroy him…

He heard footsteps behind him and turned to see his former master at the iron gates. Malevolus nodded and the massive pistons to either side hissed and groaned, pulling the gleaming gate shut.

Ravachol dropped to his knees and looked up as the Kaban machine rolled towards him, its weapons whining as they built power. Adept Chrom walked alongside the machine and Ravachol said, 'Then do it. I cannot stop you. But what you are doing will not go unpunished.'

Chrom shook his head. 'In this galaxy there are neither punishment nor rewards, Adept Ravachol, only consequences.'

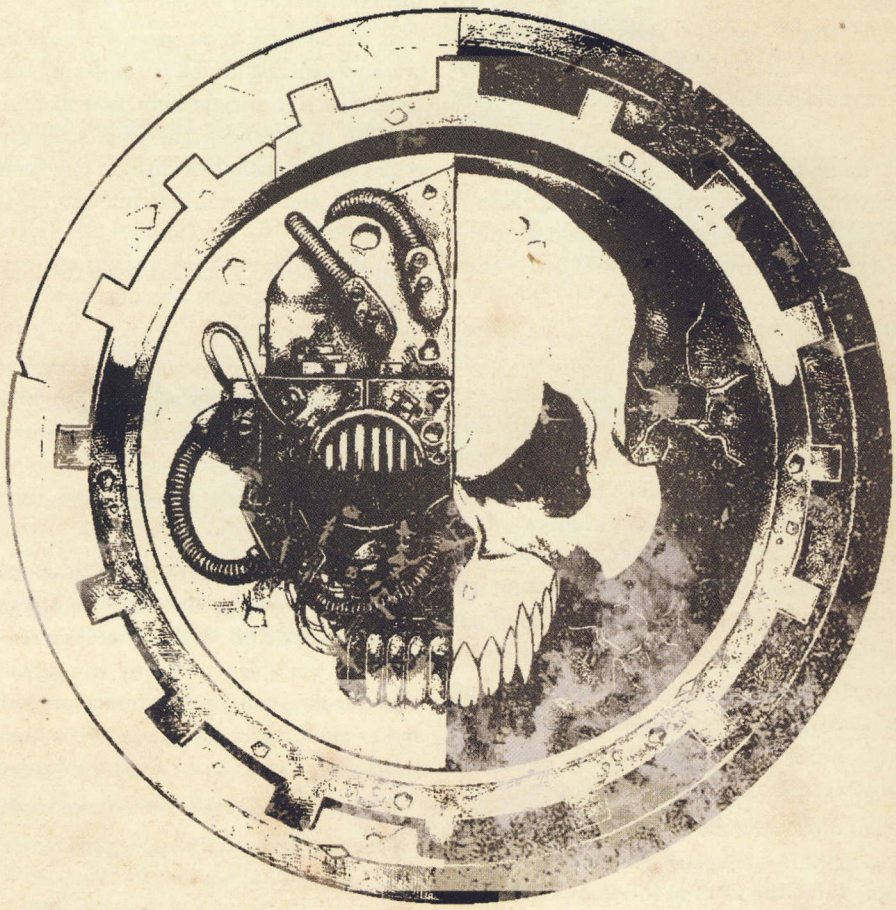
'Then I hope the consequences of your betrayal are worth what it will cost Mars.'

'That will be for the Warmaster to decide,' said Chrom, nodding towards the Kaban machine.

Ravachol looked into the glowing sensory blisters of the machine and saw nothing but the cold, incalculable mystery of a brain that had no right to exist and would one day turn on its masters as it was even now turning on him.

'Goodbye, Pallas,' said the machine, aiming its weapons at him.

He closed his eyes and his world ended in fire.



The Horus Heresy

Vol. III: Visions of Treachery



Iconic images of the Imperium, betrayal and war.

These are bleak times for the Imperium of Mankind. Across the Galaxy the worlds of Humanity are in crisis. Rebellion has erupted on a thousand planets or more and the arch-betrayer Horus gathers his forces in readiness for an attack against the Emperor.

It took the Emperor two centuries to reunite the worlds of Humanity during the Great Crusade. Two hundred years of war, two hundred years of toil, two hundred years of sacrifice. None can say how many lives were given by the Emperor's heroic warriors to win this victory; to tally the roll of death and honour would take a dozen lifetimes. Through all this the Primarchs stood fast beside the Master of Mankind. Their loyalty was unquestioned, their devotion was absolute.

Now all turns to dust as Horus, most favoured of the Emperor, mightiest of the Primarchs, has fallen to the worship of Dark Gods. Two hundred years of faithful duty cast aside in the blink of an eye. It is Horus who leads the rebellion; his deceitful agents agitating revolt on hundreds of worlds; his mighty armies of traitors massing in preparation for an assault against the very heart of the Imperium…

Preface

Welcome to the third volume in the Black Library's exploration of the epic age of the Horus Heresy. Drawing on material developed by Sabertooth Games for its collectible card game of the same name, this tome presents an array of outstanding art and designs for the warriors and events of that legendary conflict. Alongside this collection of incredible imagery are supporting texts detailing more of the unfolding story and snippets of information about the universe of the 31st Millennium. I must make special mention of Graham McNeill (of Black Library and Games Workshop fame) who has contributed a splendid piece of short fiction recounting some of the happenings on Prospero. As in previous volumes, this book also presents a selection of John Blanche's seminal designs and concepts for the troops and characters of the Heresy era.

Alan Merrett 2005



Timeline

Millennia	Age	Notes
1-15	Age of Terra	Humanity dominates Earth. Civilisations come and go. The Solar System is colonised. Mankind lives on Mars and the moons of Jupiter, Saturn and Neptune.
15-18	Age of Technology	Mankind begins to colonise the stars using sub-light spacecraft. At first only nearby systems can be reached and the colonies established on them must survive as independent states since they are separated from Earth by up to ten generations of travel.
18-22	Age of Technology	Invention of the warp-drive accelerates the colonising of the galaxy. Federations and Empires are founded. First aliens encountered and first Alien Wars are fought. First human psykers scientifically proved to exist. Psykers begin to appear throughout human worlds.
22-25	Age of Technology	First Navigators are born allowing human spaceships to make even longer, quicker warp-jumps. Mankind enters a golden age of enlightenment as scientific and technological progress accelerates. Human worlds unite and non-aggression pacts are secured with dozens of alien races.
25-26	Age of Strife	Terrible warp-storms interrupt interstellar travel. Sporadic at first, the storms eventually prevent any warp-jumps being made. The incidence of human mutation increases rapidly. Mankind enters a dark period of anarchy and despair.
26-30	Age of Strife	Human worlds ripped apart by civil wars, revolts, alien predation and invasion. Human pyskers and other mutants dominate some worlds and these rapidly fall prey to warp-creatures. Humanity is on the brink of destruction.
30-present	Age of Imperium	Earth is conquered by the Emperor and enters an alliance with the Mechanicum of Mars. Finally the warp-storms abate and interstellar travel is possible again. The Emperor builds the Astronomican and creates the Space Marine Legions. Human worlds reunited by the Emperor in a Great Crusade that lasts for two hundred years.



The Roll of Honour and Deceit

Legion I – *The Dark Angels*

At this point in the crisis, the whereabouts of the Primarch Lion El'Jonson and the greater portion of his Legion were unknown – following orders from the Warmaster, the Lion was presumed to be ignorant of Horus's betrayal and merely finding it difficult to communicate with Terra because of the storms plaguing the warp. The Dark Angels Homeworld of Caliban was also incommunicado. The Astropathic Corps on Terra were making desperate attempts to achieve contact with both the Primarch and Caliban.

Legion III – *Emperor's Children*

Known to be stationed near the system of Isstvan. Terra had had no contact with Fulgrim for some months. Unbeknown to the loyalists on Terra, the Emperor's Children had betrayed their oaths of loyalty to the Emperor and sided with Horus. A still-loyal section of the Legion was fighting against their traitorous former Battle Brothers on the planet of Isstvan III.

Legion IV – *Iron Warriors*

Perturabo and his Legion returned to their Homeworld of Olympia to quell a rebellion. The Iron Warriors secretly committed themselves to the Warmaster's cause. They had purged Olympia, slaughtering millions of innocents in the process and were preparing to travel to Terra to await orders from Horus. Terra was completely unaware of the tragic events on Olympia and of the Iron Warriors' betrayal.

Legion V – *White Scars*

The loyal Jaghatai Khan and his Legion had been on campaign in the Chondax Systems fighting ork insurgents. They had been unable to contact Terra for many months due to the warp storms. The last reports they sent indicated that they had successfully defeated the main ork force and were engaged in cleansing the system of the remaining orks who were scattered across the system.

Legion VI – *Space Wolves*

Leman Russ and his Space Wolves were pressing their action against the traitor Magnus the Red and his sorcerous Thousand Sons Legion at the planet of Prospero. Russ believed that he had been sanctioned to kill the rebellious Primarch and destroy the paradise world of Prospero. A strong contingent of the Emperor's Custodian Guard and an elite force of witch-hunting Sisters of Silence had accompanied the Space Wolves. Russ had been unable to report on the progress of his mission because of the warp storm activity which blocked inter-stellar communications.

Legion VII – *Imperial Fists*

The Imperial Fists Legion had recently completed a successful campaign against alien forces in a distant sector. Unbeknown to the loyalists on Terra their Primarch, Rogal Dorn, had encountered the loyal Captain Garro of the Death Guard who had fled from Isstvan III with dire news of Horus's betrayal. Dorn was trying to reach Terra with Garro to bring this news to the Emperor. Meanwhile, the greater portion of his Legion was attempting to travel to the Isstvan system to relieve the loyalists fighting on the third planet. Neither Dorn nor Terra had any knowledge of their progress.

Legion VIII – *Night Lords*

The Night Lords Legion, under the command of their mysterious Primarch known as Night Haunter, had been secretly committed to Horus for some time. The Legion was one of the first to induct Warrior Lodges into its ranks. The Night Lords had long enjoyed a reputation for extreme violence, but no one suspected that they had betrayed their oaths of fealty and loyalty to the Emperor. The Legion was on battle station near to the Solar System, awaiting orders.

Legion IX – *Blood Angels*

Horus ordered the Blood Angels to the Signus Cluster to combat alien invaders. However, this was a sham and Signus had been claimed by the Powers of the warp and had become a Realm of Chaos. Sanguinius and his Blood Angels Legion had been ambushed by a vast daemonic horde, the Primarch himself being badly mauled by a Greater Daemon of Khorne. News of this was yet to reach Terra because of the warp storms.

Legion X – *Iron Hands*

Ferrus Manus and his Iron Hands Legion were becalmed in space. They were relatively close to Terra, but the persistent warp storms had dashed every effort they had made to navigate safely to the Solar System. Ferrus had had prior warning of Horus's plans and was deeply frustrated that he could not bring news of the Heresy to the Emperor. Months ago, his former friend the Primarch Fulgrim, had met with him and tried to persuade the Iron Hands Primarch to join with the Warmaster. The meeting had quickly become a violent encounter as the two Primarchs and their bodyguards had fought. Fulgrim had escaped leaving Ferrus to lick his wounds and with the revelation of Horus's betrayal.

Legion XII – *World Eaters*

The World Eaters Legion and their Primarch Angron were last reported in the company of the Warmaster at the Isstvan System. The loyalists on Terra

Angron's Bodyguard • World Eaters • Wayne England



knew nothing of the subsequent events there and the World Eaters' betrayal was still secret from them. A small section of the World Eaters Legion remained loyal to the Emperor but they were currently besieged on the third planet of Isstvan by the traitor army of Horus.

Legion XIII – Ultramarines

The Ultramarines Legion were known to have journeyed to the Galactic north to prepare for a counter-strike against a massing ork horde that threatened their empire of Ultramar. Roboute had received his orders from Horus directly and no-one had suspected that the mission was anything other than routine. Those on Terra did not know that a large force of traitor Word Bearers, led by the deceitful Lorgar, had ambushed the Ultramarines.

Legion XIV – Death Guard

Mortarion's Death Guard were known to be at Isstvan with the Warmaster and other Legions. The betrayal of Horus and that of his cohorts was still not known to those on Terra. As with the Emperor's Children and the World Eaters, a small contingent of Death Guard remained loyal to the Emperor, but was besieged upon the third planet of Isstvan by Horus's traitors.

Legion XV – Thousand Sons

The Thousand Sons of Magnus the Red had been declared outlaw and had been attacked by the Space Wolves acting under direct orders from the Emperor. Leman Russ's Legion was engaged in the destruction of the sorcerer planet of Prospero and the annihilation of the Thousand Sons. The warp storms prevented any information about the events on Prospero from reaching Terra.

Legion XVI – Sons of Horus

The last recorded communiqué the Warmaster sent to Terra indicated that he was gathering together a massive brigade of four Legions at the Isstvan System for purposes he did not feel the need to explain. None of the loyalists on Terra knew of his actions there, nor of his rebellion at this time.

Legion XVII – Word Bearers

Lorgar might have been responsible for the Heresy. His agents certainly had some role in the corruption of Horus and he had been a major agitator for direct action against the Emperor. The Word Bearers Legion had split into two commands. Led by Lorgar, the largest section is currently battling the Ultramarines at Calth in Ultramar. This fact was very definitely not known on Terra where the remaining Word Bearers were stationed. Sor Talgron, one of Lorgar's chief lieutenants, commands these traitors and they were continuing their deception of being loyal to the Emperor.

Legion XVIII – Salamanders

The Salamanders and their Primarch Vulkan were stationed near to the Solar System awaiting orders. Although a relatively small Legion, the Salamanders had a long and distinguished record of glorious achievements. Malcador had been able to make intermittent contact with Vulkan and was reassured that the Legion was ready to fight when called.

Legion XIX – Raven Guard

Corax and his Raven Guard Legion were on campaign somewhere in the binary star system of Thetos-Groton. The warp storms were stopping any communication between them and Terra.

Legion XX – Alpha Legion

Alpharius and his Legion were last reported to be heading to Terra, but this communication was some months old and nothing had been heard from them since. Malcador assumed that this was also due to the disturbance in the warp caused by the raging storms therein.

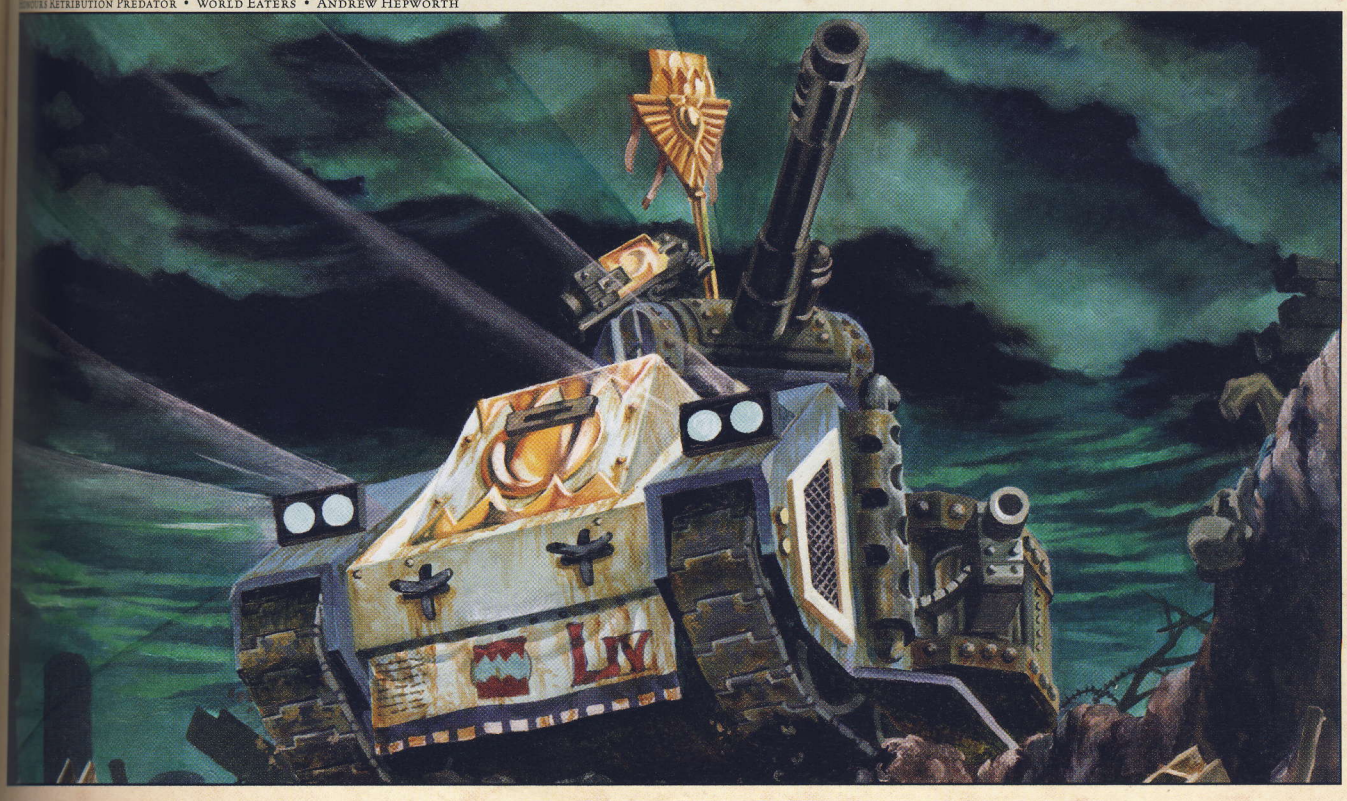
Malcador the Sigillite

The Imperial Regent was headquartered at the Imperial Palace on Terra. Interstellar communications had all but collapsed because of the warp storms. He was still oblivious of the betrayal of Horus, the events at the Isstvan System, or indeed those at Calth, Signus and Prospero. Some news had filtered though to Terra and it was all bad – reports of rebellions on dozens of worlds, Imperial Commanders deposed and schisms breaking out within the ranks of the Mechanicum and other Imperial Institutions. Malcador could only assume that these signs heralded the advent of a major crisis for the Imperium.

The Emperor

The Master of Mankind was sequestered in the Vaults of his Palace on Terra. He had been working on some secret project – the details of which he had not divulged even to Malcador. The Emperor had become more and more reclusive and it had been many months since he last set foot outside the underground complex. For several weeks he had refused an audience to Malcador. The Emperor was not alone within his dungeon – his famed Custodian Guard had entered the Vault, as had many of the Silent Sisterhood and a host of tech-engineers and labourers. No one had left the Vault and so no one could say what the Emperor was doing within.

Vindictor's Retribution Predator • World Eaters • Andrew Hepworth



The Final Fate of Isstvan III

On his great battle barge, the *Vengeful Spirit*, orbiting the blasted ruin that was Isstvan III, the Warmaster Horus addressed his inner circle of traitor commanders. 'The time has come for us to put an end to the battle below. The pitiable band of Imperialists remaining there can stall my plans no longer. Finish this thing and finish it quickly!'

Kelbor-Hal, the Fabricator General, spoke: 'But sire, these warriors loyal to the Emperor fight as none have ever fought before. They fear nothing, not even my great and mighty Titans.'

'They are Space Marines. I would have expected no less from them. They will not meekly accept their fate. The very last one of them standing will still fight, with bolter, chainsword or bare fists. It is the way of things.'

'How then are we to finish this battle, my lord?' asked Abaddon, captain of the Sons of Horus Legion.

'All our Legionaires are to quit the battle and report to the fleet in orbit. All of them. I want no heroics and no misplaced honour. I trust that Fulgrim and Mortarion between them can persuade that idiot Angron to leave the field as I order?'

'Yes, sire.' It was Fulgrim that answered, ever the sycophant. Mortarion simply nodded his assent.

'Good. The rest of our ground forces are to renew their assaults against the enemy to distract them from this move. At an opportune moment all forces are to disengage and let our artillery and orbiting craft blast them into oblivion with barrage attacks.'

Erebus the Dark Apostle, emissary from Lorgar of the Word Bearers spoke: 'My Lord Horus, this is a commendable plan and one which I fully endorse. However, it is not guaranteed that an artillery barrage, even one of such magnitude, will completely deal with these foes. Some will inevitably survive. If you pardon my presumption at mentioning it, sire.'

'Thank you Erebus. I do not seek your endorsement but it is welcome. Of course some will survive, but we will by then have quit this cesspool of a planet. They will be no further threat to us if they have no one to fight. They have no shuttlecraft to leave the planet with. Isstvan III will be their tomb or their prison, I care not which it is. We have bigger, more important tasks ahead of us. When all else is done, we can return here at leisure and dispose of any remaining issues.

'Fulgrim, you are to co ordinate the withdrawal. Mortarion, see that he does it properly. Kelbor, you have command of all other ground forces; Abaddon will ensure your orders are accorded the appropriate respect. Go now. You have your orders.'

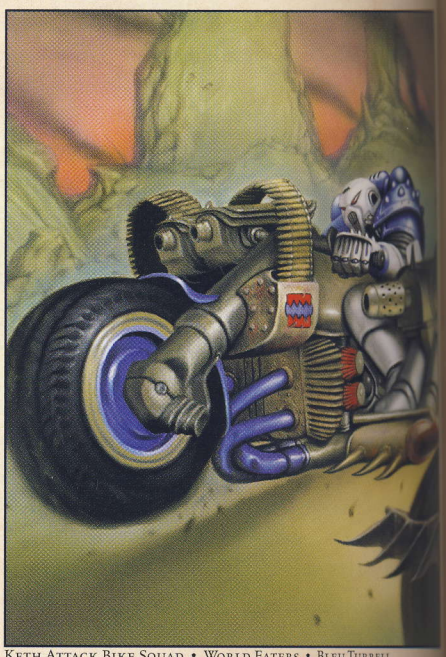
At this the four left the command chamber.

Horus spoke to those remaining: 'Maloghurst, make preparation for immediate transit to the fifth planet. It is upon that sphere that we will establish our new headquarters.'

At this, Maloghurst saluted his Primarch and left the chamber.

'Erebus, you and I have much to talk about. I would have news from you of events in Ultramar and other places. In return, I shall illuminate my plans for events yet to transpire on the planet of Isstvan V.'

As Horus and Erebus retired to the Warmaster's private chambers to discuss these matters, his lieutenants were already putting his new orders into action.



Keth Attack Bike Squad • World Eaters • Bleu Turrell



Lorg Dreadnought • World Eaters • Dan Wheaton

Kollanus Assault Squad • Emperor's Children • Kenson Low





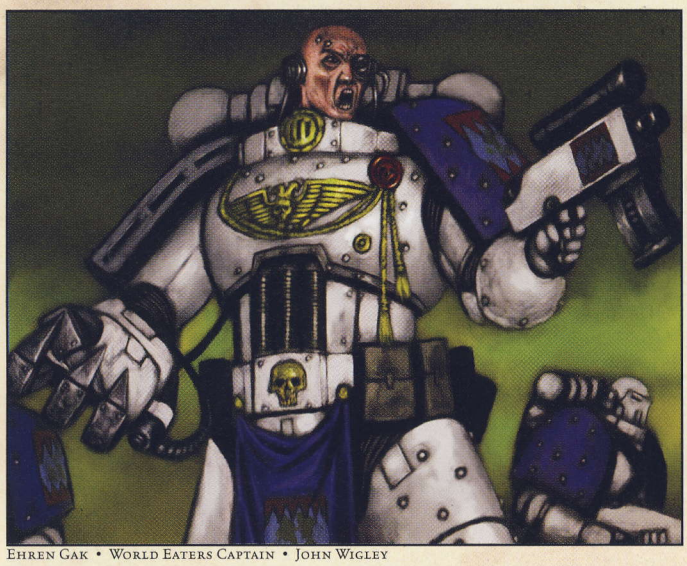
...'s Fire • Emperor's Children • Al Eremin

...rtarion • Primarch of the Death Guard • Adrian Smith



Mortarion's Bodyguard • Death Guard • Adrian Smith





Ehren Gak • World Eaters Captain • John Wigley



Torvinal Tactical Support Squad • Emperor's Children • Thomas Manning

On the planet of Isstvan III

Captain Saul Tarvitz, last loyal officer of the Emperor's Children Legion, surveyed the grim tableaux before him. He stood amidst the ruins of a once magnificent city. Its name had died with those who had built and lived within its fabulous palaces and marbled halls. Now it was little more than a heap of rubble. Here and there skeletal remnants of the city's largest buildings stood proud of the surrounding devastation. Tarvitz had climbed one such outcrop to attempt an overview of the area and assess the tactical situation.

From his vantage point, Tarvitz could see only death and destruction. There was barely anything left of the city that could be called architecture – as far as he could see there was only ruin. Death littered the rubble; every kind of corpse it was possible to imagine lay there on the cracked and broken stones. Old, rotted corpses that had not even had the courtesy of a burial ritual lay next to the fresh corpses of recently felled Space Marines and traitor soldiers. It was a grim sight.

Tarvitz drew breath as he stared out across the ruin. His brow knotted in concentration as he strained to see or hear any enemy activity. There was none. He was suspicious nonetheless. For the last few months he had never known the enemy to relent from their attacks. The fighting had been constant, the death continual. He led a small band of no more than a hundred Space Marines – the last loyal survivors of the Death Guard, World Eaters and Emperor's Children Legions. Warriors whose loyalty to the Emperor had made them deadly adversaries to the traitors of Horus. Space Marines who had been most foully betrayed by their former comrades.

They had been sent to the surface of Isstvan III to quell a revolt amongst the populace. It had been an attack in force – thousands of Space Marines landing in drop pods and gunships – and it had overwhelmed the rebels with minimal effort. An easy enough task for warriors as skilful and powerful as the Space Marines. For a brief moment the victors celebrated their triumph. Then came the act that had defined all that followed. Instead of laurels for their victory, the orbiting fleet sent death down onto the loyal Space Marines. Thousands upon thousands of virus bombs were launched at the planet. The planet's population of six billion people were virtually annihilated in that one action. Only a last second warning from loyalists still aboard the orbiting ships and their superhuman resilience had saved the Space Marines on the surface from sharing their fate.

After the orbital strike came the assault by the traitors. As the smoke and fire of the virus bombs dispersed, the loyalists saw the drop pods falling to the planet's surface. As these landed they disgorged their deadly cargo of raging World Eaters Space Marines led by the fearsome Primarch Angron. The loyal Space Marines were dismayed by the appearance of Angron's warriors who attacked without pause, paying no heed to any past allegiance or kinship. In their wake came the other traitors; the Emperor's Children, the Death Guard and the Sons of Horus. Although deeply shocked by this turn of events the loyalists had gathered their forces and fought back against the treacherous onslaught.

For long months, the war on Isstvan III had raged between the betrayed loyalist Space Marines and the traitors of Horus. At the beginning, the two sides were evenly matched in might and numbers but as time passed the traitors' strength had grown and that of the loyalists had waned. Horus had sent new troops to the planet; more Space Marines, tithed Imperial Army regiments and war machines of the Mechanicum, including mighty Titans. Increasingly the loyalists found themselves outnumbered and outgunned and had been forced to retreat into smaller, isolated groups.

Reduced to hit and run counterattacks and small-scale skirmishes the lack of loyalist warriors had prevented any major efforts to strike back at the traitors. The traitors of Horus were content to isolate the loyalists and overwhelm their pockets of resistance one by one. As time wore on the loyalists were reduced to a fraction of their original fighting strength.

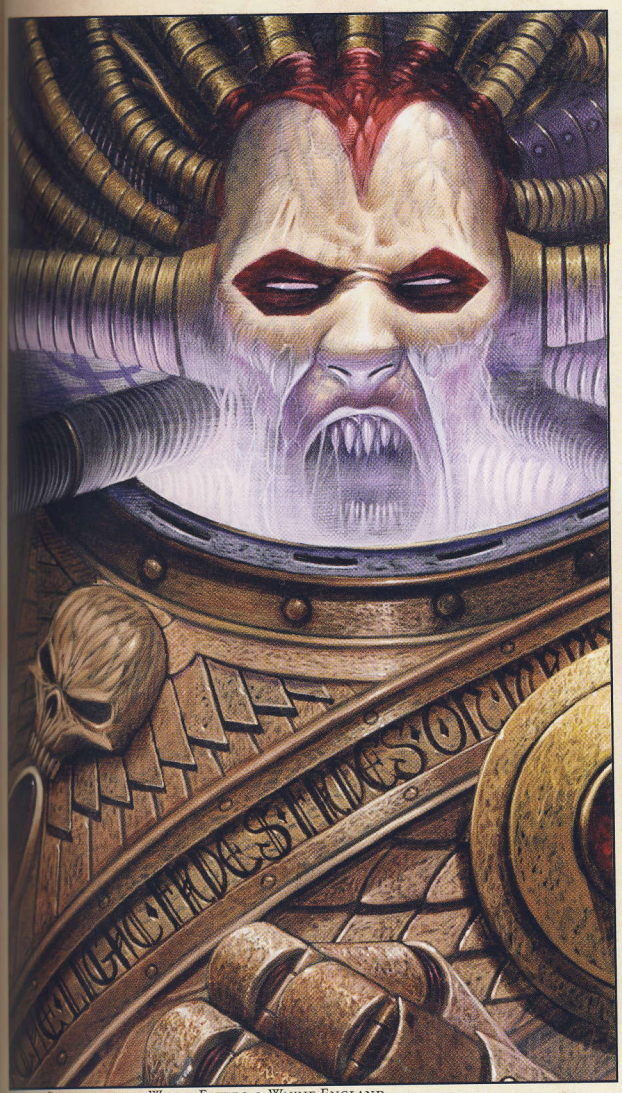
The loyalists had decided to make their last stand in the heart of the ruined city. Here the traitor hordes would not be able to make their advantage in numbers tell. The loyalists had dug in and they commanded strong defensive positions around what had been the city's central administrative sector. Even so, the fighting over the last weeks had been fierce and the loyalist force had suffered many casualties. Now Tarvitz – the most senior of the surviving loyalists – had but a hundred Space Marines at his command, barely a company. It had seemed as if these men would soon be overwhelmed and annihilated.

Then things had changed. At first it was the withdrawal of the traitor Space Marine troops. Without warning they had quit the battle leaving behind the indentured troops of the Imperial Army and the Titans of the Mechanicum to continue the fighting. The defenders were puzzled by this move because the opposing Space Marines had been the most serious threat to them despite the power of the Titans and the huge numbers of traitor Imperial soldiers.

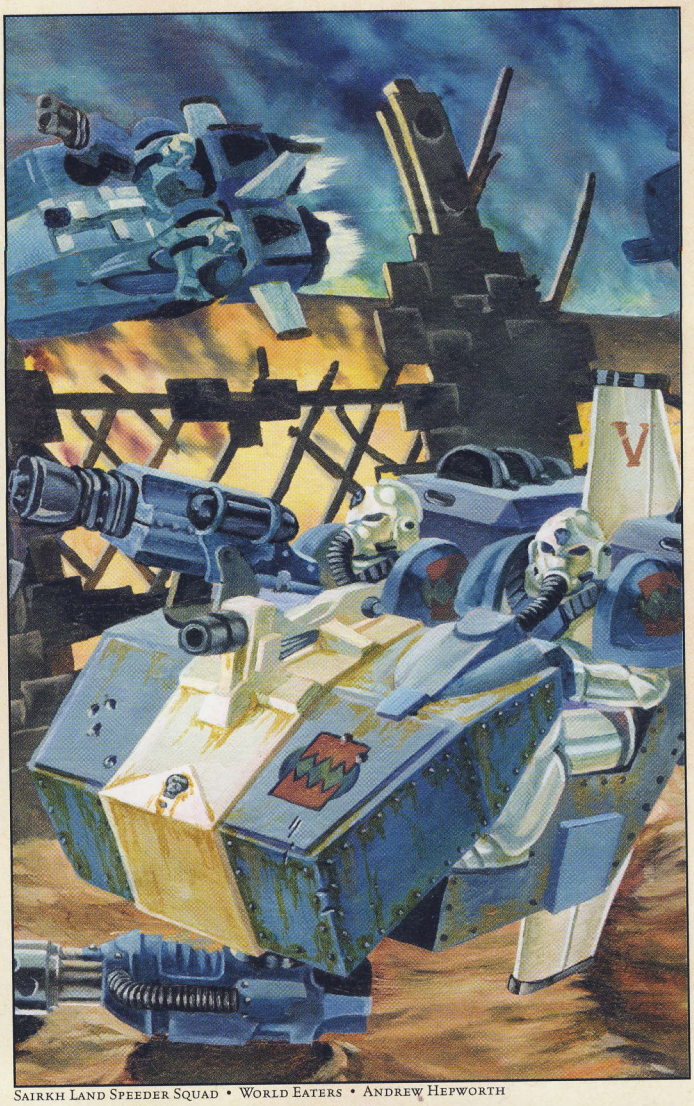
The defending loyalists had then fought with renewed vigour, perhaps sensing an opportunity to break out of their self-imposed blockade. But their numbers were too small and their ranks too thinly spread for this to tell. The mood of the loyalists had darkened as they began to realise that not only were they most likely to die but they would also be denied the chance to wreak vengeance on those who had so vilely betrayed them – their former brothers-in-arms, brothers-in-spirit, brothers-in-blood, the traitor Space Marines of Horus.

And then the attacking traitor army had suddenly retreated. One moment it was pressing forward, almost suicidal in its assaults against the dug-in loyalists, and then it was gone. From his lofty viewpoint, Tarvitz had watched the enemy streaming away in all directions. The retreat was orderly but hasty and before long the traitors had disappeared from view.

An eerie calm settled over Isstvan III and this worried Tarvitz even more than the relentless attacks by the traitors had done. He was deeply suspicious of the traitors' retreat. Horus must have some new evil to vest upon us, he thought. His mind ran through a host of imagined scenarios, desperately trying to work out which it was that he and his men should prepare for. He cast his thoughts back to the beginning and suddenly realised what was about to befall them. As he began to warn his troops the first missiles of the orbital bombardment tore down through the clouds above to strike the ruined city. Within seconds the entire region had become a churning, roiling miasma of explosions, heat and fire. It would be a miracle if any of the loyalists could survive this onslaught.



Angron • Primarch of the World Eaters • Wayne England



Sairkh Land Speeder Squad • World Eaters • Andrew Hepworth

Sorvinas Land Speeder Squad • Emperor's Children • Bleu Turrell



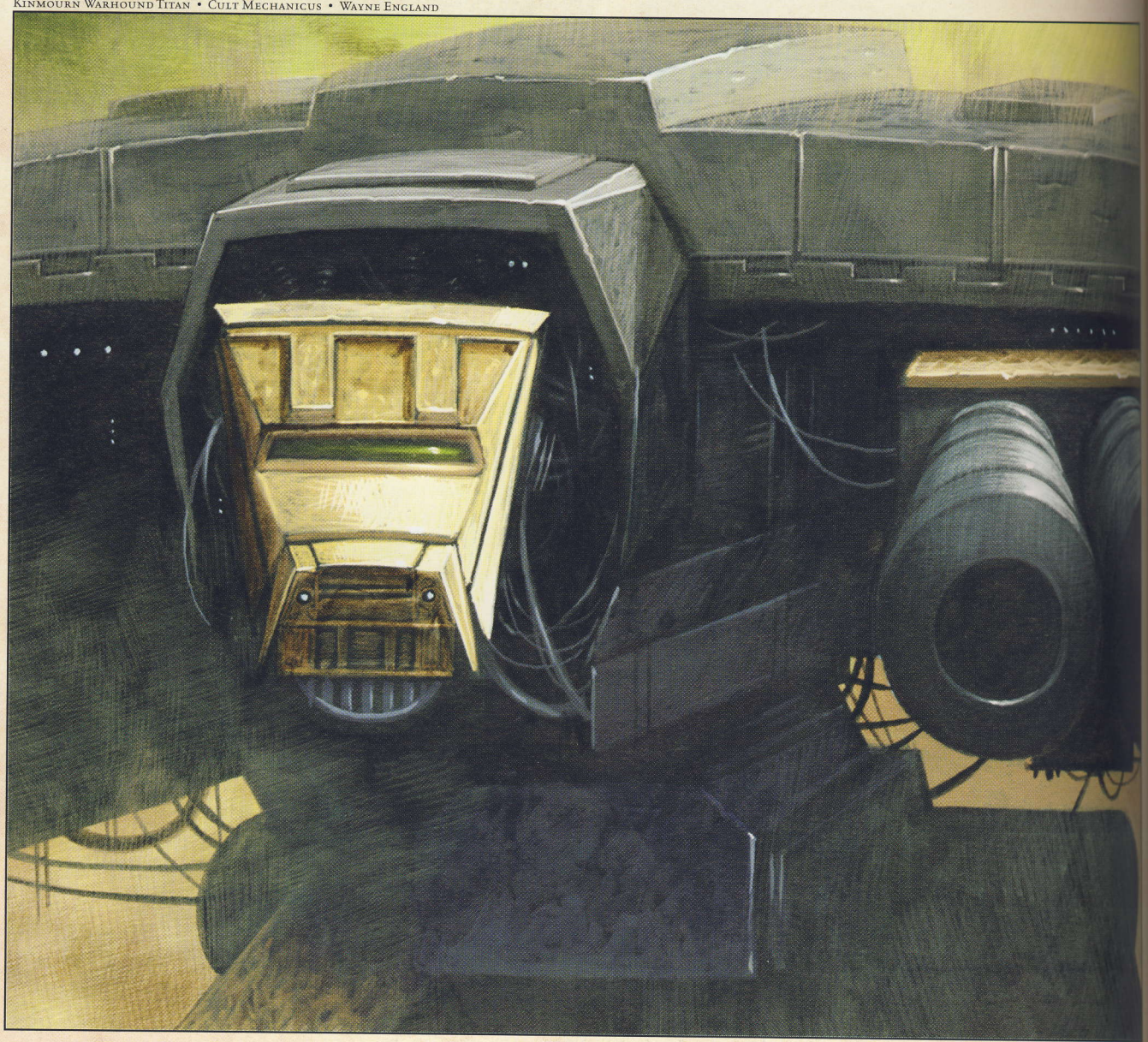


Hammer of Justice Predator • Emperor's Children • Dan Wheaton



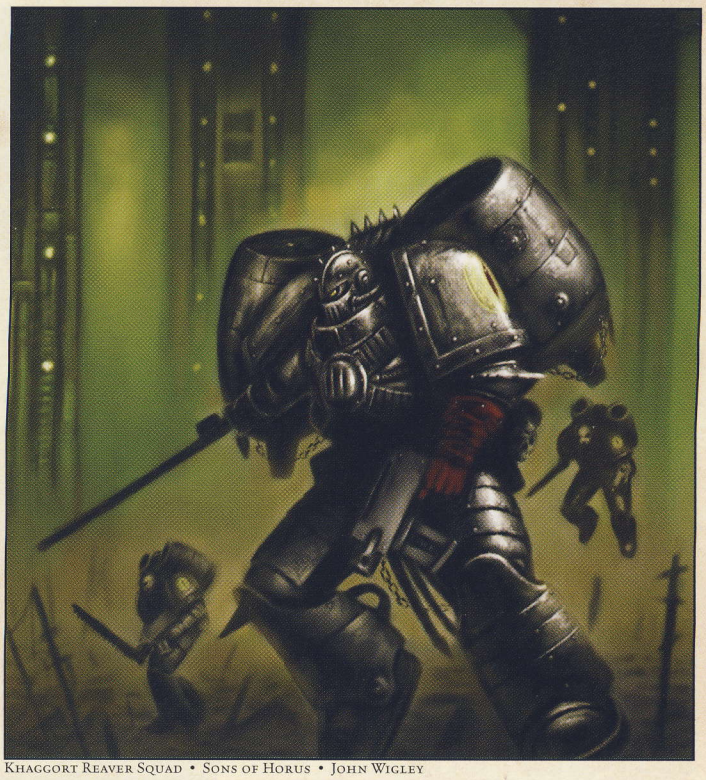
Osgarg Assault Squad • Death Guard • Ed Cox

Kinmourn Warhound Titan • Cult Mechanicus • Wayne England



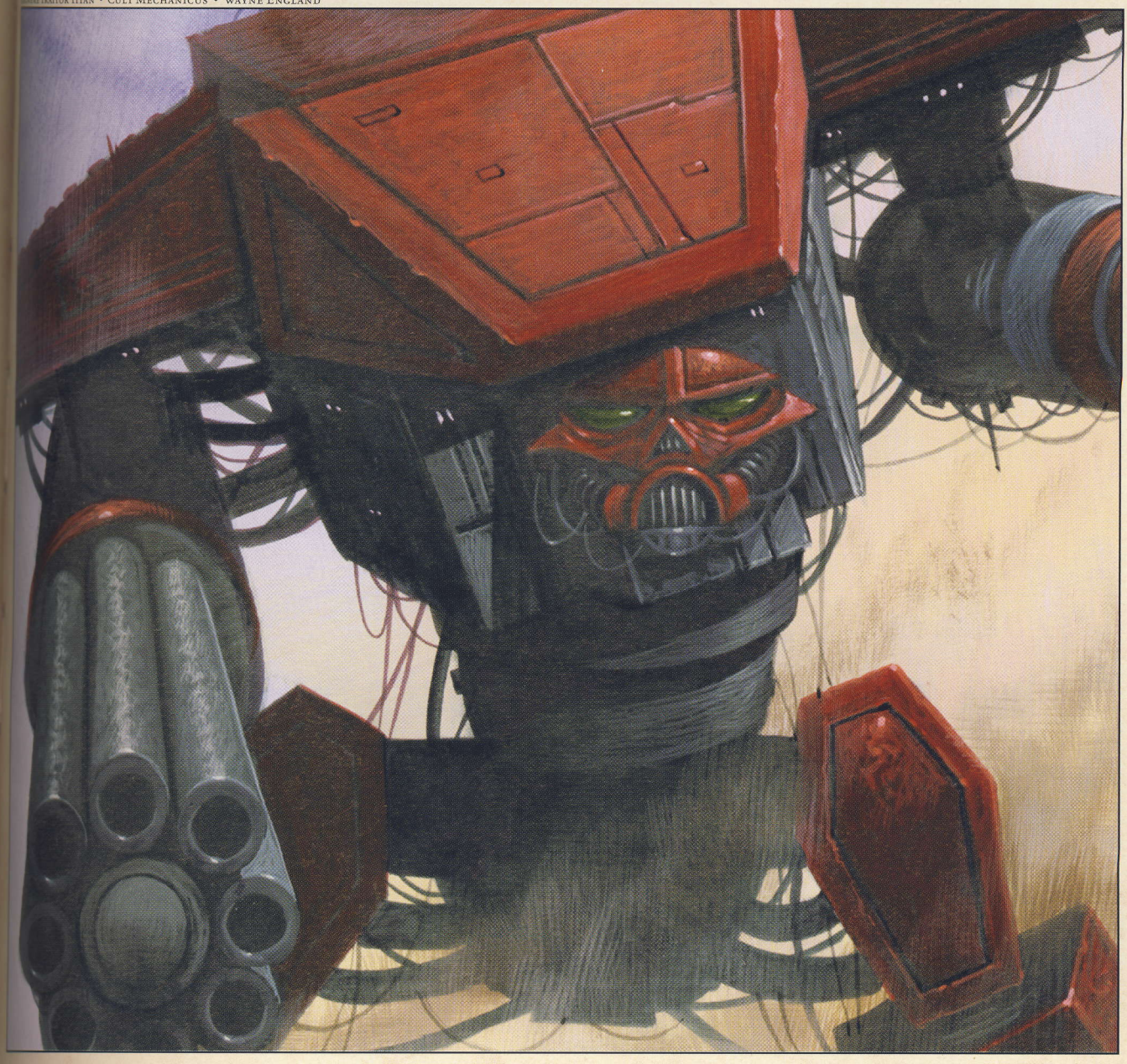


Deathdark Warrior Squad • Sons of Horus • Ed Cox



Khaggort Reaver Squad • Sons of Horus • John Wigley

Loyalist Traitor Titan • Cult Mechanicus • Wayne England



Space Wolves

The Space Wolves Legion was known across the Galaxy for its martial exploits. In hundreds of battles during the Great Crusade it carried all before it. Of all of the Space Marines, the Space Wolves were most like their Primarch in character. Uncouth, undisciplined and barbaric by comparison to the other Legions, they were nonetheless a powerful force of arms, admired by their allies, feared by their foes.

Leman Russ was never one for following rules; as long as his Space Marines were prepared to fight and die for him he was satisfied. He knew his troops had superb battlefield instincts and he trusted them to achieve their objectives without being burdened with a host of what he regarded as petty regulations. Because of this, the organisation and structure of the Space Wolves was quite different from that of the other Legions.

The Space Wolves Legion was organised into thirteen Great Companies, each one a sizeable army numbering many thousands of warriors. A mighty Wolf Lord led each of the Great Companies that were more akin to barbarian warbands than to formal military organisations.



Greyfell Long Fang Squad • Space Wolves • Paul Carrick

Aldrim Fenris Hunters • Space Wolves • Karl Richardson





Wolfguard Squad • Space Wolves • Franz Vohwinkel

Curse of the Wulfen

The Space Wolves Legion was a close-knit brotherhood and there was a great deal of respect and comradeship between the Space Marines from Terra and the warriors of Fenris. Although the latter troops were organised into their own distinct squads, known as Fenris Bloods and Fenris Hunters, they also led some of the squads of Terran Space Wolves (the Hunter, Claw and Long Fang squads). The officer corps and the elite Wolfguard were drawn from the ranks of both Terrans and Fenrisians.

Both Terran and Fenrisian Space Wolves could succumb to the curse of the Wulfen. This condition was usually diagnosed during the process of surgically and psychologically modifying a normal man to become a Space Marine, but it could also strike later in a Space Wolf's life. The curse was akin to lycanthropy – the smitten warrior is savage and beastlike in behaviour, unable to quell the rage inside. The Wulfen were remarkably hirsute, even by Space Wolves standards, and their canine teeth grew into large dagger-like fangs. All of the Wulfen were assigned to the 13th Great Company and fought together in feral groups known as Wulfen Packs.

Wolfguard Squad • Space Wolves • Franz Vohwinkel



The Battle of Prospero

By *Graham McNeill*

Flames clawed at the lacerated sky, tearing the clouds with a hellish red light while dust and smoke billowed from a blasted silver tower as it toppled to the ground. Glass and gold and silver steel spun from the wreckage as it slammed into the ground, and a howling victory cheer burst from the throats of thousands of Space Wolves. The outer defences of Prospero's capital, Tizca, were in ruins, the once mighty walls of marble and gold cast down and reduced to blackened rubble. The warriors of the Thousand Sons who had manned them lay piled on pyres of books and scrolls, the abominable texts that had brought about their ruin burning alongside them.

The firelight leapt and danced over the breastplate of a giant figure in a fabulously ornate suit of golden armour, its every surface embossed with eagles, lightning bolts and martial symbols. He carried a long, bladed polearm, its adamantium haft topped with a bladed gun, and his red cloak, embroidered with a shining wreath of gold leaf billowed behind him, framing his powerful physique. Grim faced warriors clad in similar suits of golden armour flanked him, each carrying a long spear and protected by a peaked helmet of gold and silver embellished with long red plumes. Constantin Valdor, chief custodian to the Emperor, watched with grim satisfaction as Russ's Wolves hurled yet more books and parchments into the inferno, confident that they would leave nothing of Magnus's lore behind. A chorus of howls echoed around the ruins and Valdor turned to see Russ himself atop the ruins of one of the great libraries of Prospero, bellowing his challenge to the surviving Thousand Sons in the city's last bastion. Ululating packs of his Wulfen warriors surrounded him, adding their howls to that of their liege lord. Though enhanced beyond the ken of mortal men, Valdor knew he was but a stripling compared to the might of Russ, the Primarch having been engineered by the Emperor to be the greatest warrior ever to bestride the galaxy.

Russ was magnificent and primal, garbed in a suit of gloriously elaborate armour and a wolf pelt cloak, with his wild mane of golden hair spiked and stiffened with blood. His fangs were bared and his sword glittered with frost as he brandished it high above his head. It seemed impossible that anything could stand against this warrior – continents had been sundered and armies slaughtered by his fury – but the warriors of Magnus had defied his armies for days now and Tizca had yet to fall. The great forests of Prospero were now ashen wastelands, its seas empty dustbowls and the silver and glass spires of its cities laid waste by days of orbital bombardment. The Hrafnkel and the shadowy craft of the Silent Sisterhood had pounded the surface of Prospero to oblivion, but still the Thousand Sons resisted, their magicks protecting their capital from harm while the rest of the planet burned.

Valdor turned as he felt the unmistakable presence of one of the Sisters of Silence approach, the instinctual animosity they engendered rising like bile in his throat. Though he was no psyker, being so close to one touched by the pariah gene was distasteful, as though his very soul rebelled at her nearness. Jenetia Krole was commander of the Silent Sisterhood. Her armour was golden, like his, but fluted and bedecked with wax-embossed purity seals. A long plume of scarlet hair trailed from her tattooed skull and a bronze visor obscured the lower half of her face. She said nothing, but she never did, allowing her eyes and body language to convey her wishes and orders.

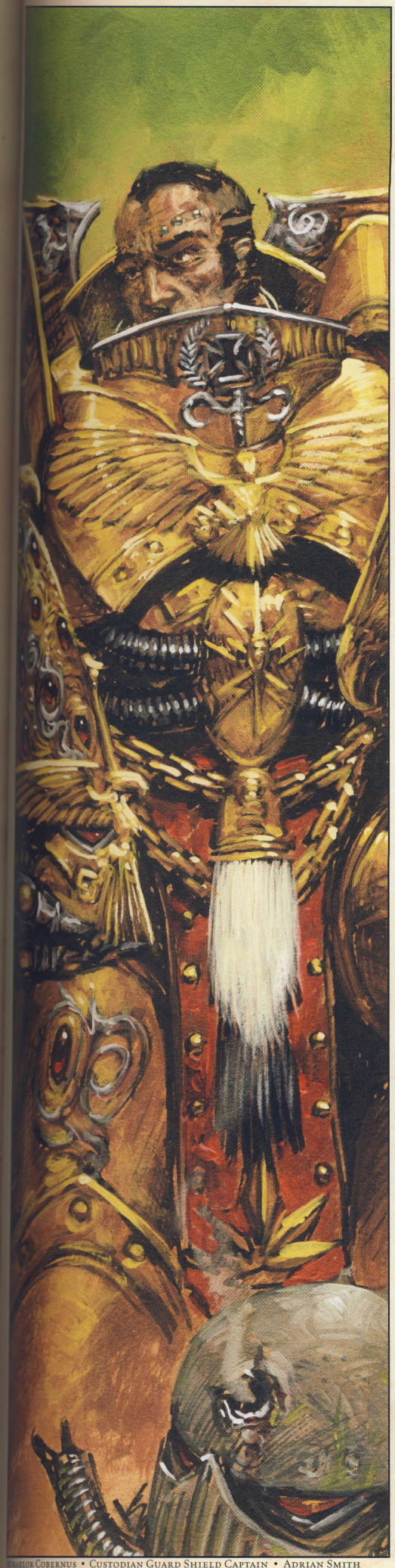
'Your sisters are ready now to accompany the final assault?' asked Valdor, raising his voice to be heard over the renewed howling of the Space Wolves. Krole nodded, gesturing to where her Ice



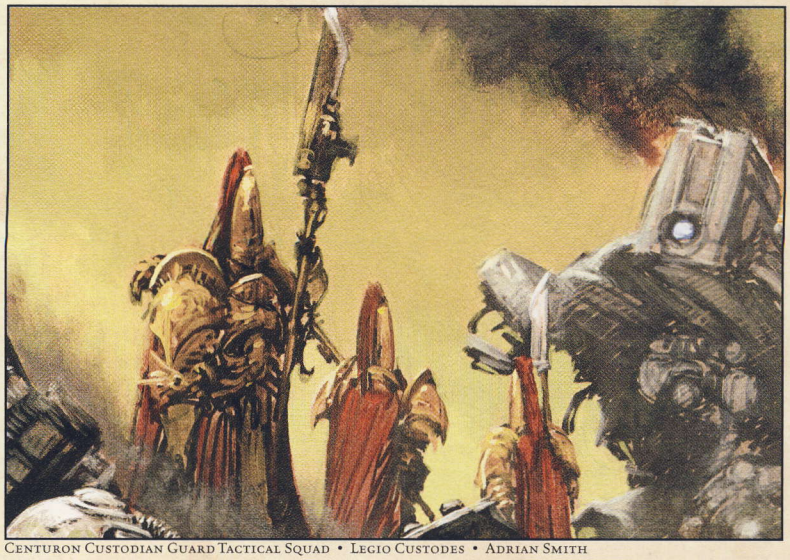
T'Kar's Cabal • Thousand Sons • Michael Phillippi

Leman Russ and Bodyguard • Space Wolves • Adrian Smith





Kraelor Cobernus • Custodian Guard Shield Captain • Adrian Smith



Centuron Custodian Guard Tactical Squad • Legio Custodes • Adrian Smith

Leopard Witchseekers and Winter Hawks performed their pre-battle rituals. Though the presence of the Silent Sisterhood was unpleasant for Valdor, he knew it was anathema to the sorcerers of the Thousand Sons. The Sisters represented their best chance of defeating their warp-spawned magicks.

He raised his long spear and his warriors gathered about him, their faces hardened to their duty. To bring a Primarch and his warriors to justice… The enormity and tragedy of their task was not lost on them, and despite their resolve to see the Emperor's will enacted, theirs was a heavy burden. Valdor marched towards the ruined library and shouted up to the Primarch of the Space Wolves.

'Russ. It is time.'

The giant warrior ceased his howling and loped towards him across the loose rubble and piles of burning books. Up close, the feral Primarch was even more imposing, his craggy features bursting with vitality and power. There was a wildness to Russ that did not sit well with Valdor, a recklessness of spirit that jarred with his own strict discipline and dedication to duty.

'Aye,' snarled Russ, gripping Valdor's shoulder. 'Time to cut the beating heart from that traitor! The reckoning between us is long overdue.'

'Who will lead the assault?' said Valdor, feeling the great strength in Russ's grip.

'It will be Gunnarrsson and his 13th Great Company,' roared Russ. 'His warriors have earned much honour on the field of battle and I trust him like no other to carry this day!'

'Tell him to make for the Athenaeum. It is the greatest library of Prospero. If the cyclops chooses to stand, it will be with his treasury of knowledge.'

'Then he will die with his precious knowledge,' promised Russ. 'And to think I once called him brother. His betrayal has shamed us all and I will not suffer such dishonour.'

Valdor could feel his own anger at Magnus's betrayal rise to the surface, Russ's hatred for the Primarch of the Thousand Sons infectious with its single-minded purity.

'Very well,' he said. 'Commence the attack.'

Bjorn ripped his crackling lightning claw from the body of a Thousand Son, howling in battle lust as he slew another of the betrayers. His fellow Space Wolves' blades were red with the blood of the enemy and their howls of triumph were pleasing to him. The red and white armour of the dead Thousand Sons were stained with their own blood, their armour rent open by axe and claw, but Bjorn felt nothing beyond hatred for the dead warriors. The Thousand Sons had cast off their oaths of loyalty to the Emperor and trafficked with the dark powers of Chaos. They were less than nothing to Bjorn now, simply oath-breakers who deserved nothing but death without honour.

Bjorn ducked as a coruscating explosion of purple light blossomed from the glass temple beside him, showering him in burning wreckage. Bolter shells and explosions filled the air, glass falling from the silver towers and pyramids of the city as it burned. Pillars of smoke twisted in the wind, cries of lament and pain mingling in the reeking air. Packs of snapping wolves ran alongside the Space Marines as they clawed their way through the city, arcs of flickering lightning leaping between the fluted spires of the city. Space Wolf tanks ground their way across marbled roadways, crushing golden statues of rearing lions and eagle-headed warriors beneath their tracks as they spat

explosive shells into great libraries and halls of knowledge. Bolts of powerful energy flared and rippled through the statue-lined colonnades as bands of Thousand Sons warlocks attempted to hold back the charge of the Space Wolves with unclean sorcery. Bjorn saw Leiknir's Wulfen Pack tear one such band apart, rending them limb from limb with bestial fury as the guns of the Olfun riddled another with lasfire and missiles.

'This way!' shouted Bjorn to the warriors of his Legion. His many Wolf-shead tokens and pelts were ablaze from the battle, but he cared not. Fresh enemy warriors marched through the smoke and fire of battle towards them. At their centre stood a giant of a figure, encased in red and gold armour with a blasphemous, burning eye in the centre of his chest. He carried a scroll-wreathed staff with curved blades at either end, arcs of lightning rippled along its length. Bjorn felt his hackles rise at the sight of this figure, knowing that only one who had offered his soul to the dark gods would dare attempt to wield such terrifying power.

The Space Wolves let loose their feared battle howl as they charged, a ferocious lust to tear their enemies apart driving them through the hail of gunfire that erupted around them. The sorcerer lowered his staff and a bolt of incandescent fire shot from the blade, ripping through the ranks of the Space Wolves and hurling them through the air to smash through silver domes and golden walls. Bjorn landed heavily, feeling ribs break within his chest and pierce a lung. Bloody spittle gathered at the corner of his mouth and he roared in anger as he pushed himself clear of the rubble. Space Wolves lay dead around him, but he was undaunted as the sorcerer turned his gaze towards him, soulless balefires blazing behind the visor of his helmet.

He locked eyes with the sorcerer and knew that his death was seconds away at best, but as he surged to his feet he saw salvation in the blocky, angular form of Patrekr the Great Fanged. Three metres tall, the dreadnought stood silhouetted by the flames and smoke of battle, its mechanised, armoured body housing the remains of one of the Space Wolves' greatest heroes. Bjorn bellowed in laughter as Patrekr's guns opened fire, spraying the Thousand Sons with heavy calibre shells that ripped them apart in seconds, their bodies reduced to a fine mist of blood and torn flesh. Patrekr was one of the Old Ones, honoured and respected for their battle wisdom as much as their fearsome warrior skills, but Bjorn had a secret horror of one day becoming one of them, to be trapped forever in an iron sarcophagus, cut off from the thrill of battle and denied the pounding thunder of blood in his veins as he slew the enemies of the Emperor. To be condemned to such a life...

Bjorn shook himself free of debris and unsheathed his lethal claw as he saw that the sorcerer stood unharmed, kept safe by his evil magicks. A dark, viscous rain began to fall from the bruised clouds, thunder rumbled and the sky was riven with tongues of forked lightning as the ground shook in the grip of a terrible earthquake. Rubble crashed down into the ruined thoroughfare and Bjorn felt as though the very fabric of the world was beginning to unravel.

'Fool!' bellowed the sorcerer. 'You think your simpleminded brutality can overcome power that has existed since before time itself? The Sceptre of Qetesh is raw power given form and function – it cannot be denied!'

'Enough talk,' snarled Bjorn. 'Let's fight!'

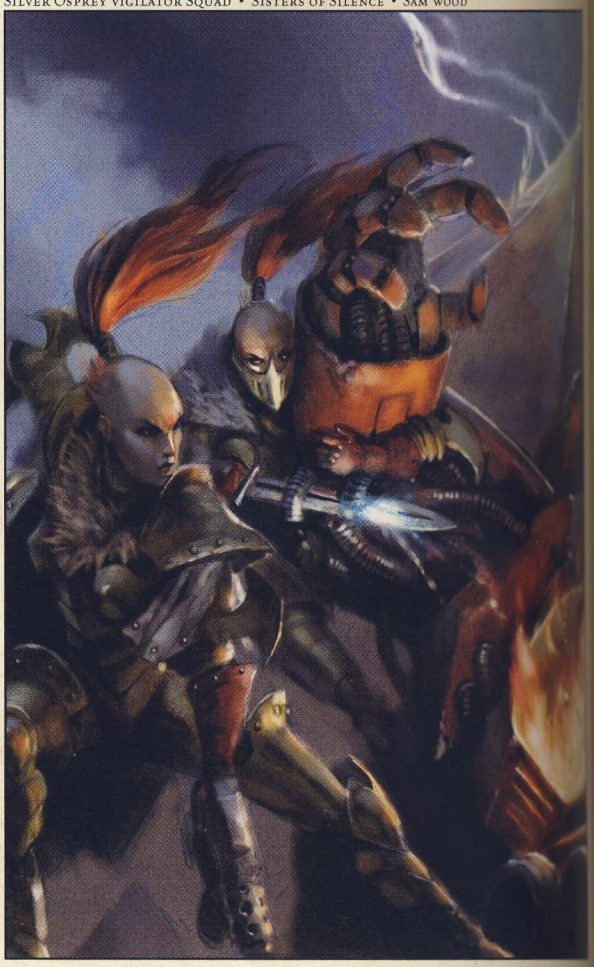
The sorcerer laughed as Bjorn sprang towards him and Patrekr unleashed a fresh salvo of fire. Each shell vanished in a purple haze as it struck the sorcerer, explosions of flame billowing harmlessly around him. The black rain pooled in craters, pounding the city as it fell in an unending torrent and Bjorn felt as though he was charging through thick tar. He saw the leaping forms of the Wulfen and the warriors of the Custodes Guard advancing through the murk, golden armour slick with black rain and red plumes hanging lank against their tall helmets. He swung his crackling lightning claw at his foe, but, with a gesture, the sorcerer halted Bjorn's blow, the tips of his claws dripping with rain inches from his chest.

Bjorn howled in fury, straining to push his hand forward, but unable to overcome the sorcerer's power. A flash of gold over his enemy's shoulder caught his eye and he saw lithe, nimble figures, also armoured in gold, but smaller than the Custodes and wearing long leather corsets over their armour, darting towards him through the rubble. He recognised these figures for what they were at the same instant as the sorcerer and had a brief moment of triumph as he sensed his opponent's fear. Newfound vigour coursed through Bjorn, as the nullifying power of the Sisters of Silence enveloped the sorcerer and his lightning claw surged forwards to cleave the Thousand Son in two.

Ymir Dreadnought • Space Wolves • Peter Saklevich



Silver Osprey Vigilator Squad • Sisters of Silence • Sam Wood





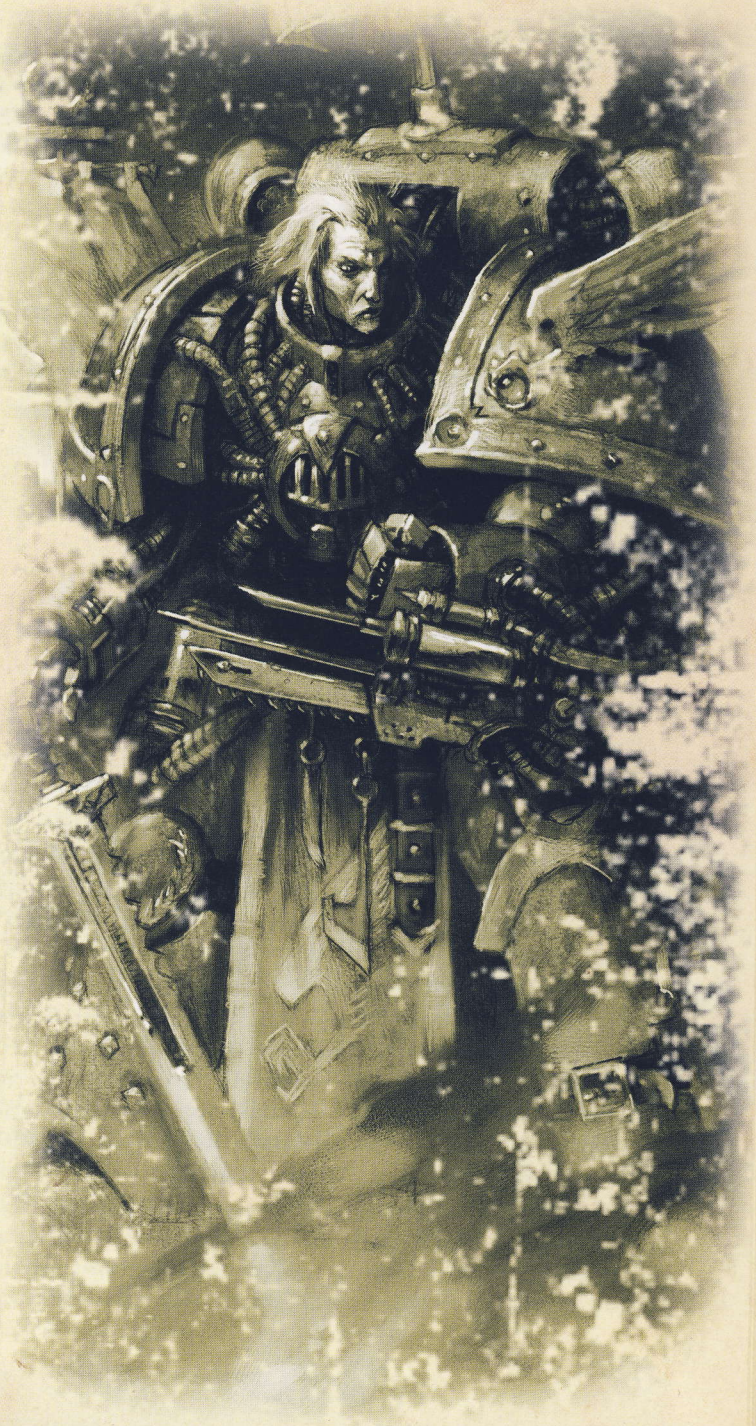
Guntor Fenris

Argonus Termit





Centor Fenris Bloods • Space Wolves • David Gallagher



Shield of the Imperium Land Raider • Legio Custodes • Adrian Smith



Sagittis Terminator Squad • Legio Custodes • Adrian Smith

A thunderous explosion of psychic feedback hurled Bjorn through the air as the shorn halves of the corpse collapsed and he grunted as his splintered ribs tore the wound in his lungs open yet further. He rolled onto his side feeling a screaming, burning pain in his left arm and howled in fury as he saw a creeping corruption wreathing his hand. Glowing purple lines of lambent fire snaked their way up his arm, withering his flesh as they went. A shadow fell across him and he looked up into the stern features of Constantin Valdor, who stared at his dying arm with utter loathing.

Bjorn held out his arm and howled, 'Do it! Do it now!'

Valdor understood immediately, and with a sweep of his Guardian Spear chopped Bjorn's arm from his body with one blow. The withered arm hissed in the rain as it dissolved, but even as Bjorn mourned its loss, he knew Valdor had saved him.

'The staff!' he shouted. 'Retrieve the staff, it was the source of his power!'

The Custodian nodded and turned to issue orders to his men when the earth suddenly ceased its heaving and a terrifying figure bathed in red fire strode through the dark rain, droplets hissing from his feathered cloak. A blazing mane of fiery red hair whipped around him in a storm of psychic energies and the ground broke apart with each thunderous step he took. His copper skin burned as though cast from metal fresh from the forge and his single, baleful eye seared the very air with its power. Books and charms and thuribles hung from his fiery armour and great, carven horns sprouted like living things from his shoulders. A mighty axe screamed in his grip, its blade wreathed in unimaginable power.

Bjorn drew breath at the sight of the Cyclopean giant. Magnus the Red himself…

Perhaps there had been a lingering doubt in the back of his mind that the Thousand Sons had turned to the dark powers, but such doubt was now removed forever at the sight of the Legion's Primarch, and Bjorn watched with fierce pride as the Sisters of Silence, the Custodian Guard and the Wulfen stood ready to face the monstrous Primarch. Bolter fire pattered harmlessly from his armour and he laughed as his opponents charged towards him. They could not possibly defeat Magnus, but would give their lives in trying.

But even as the Cyclops raised his axe to smite them down, a silver tower crashed into the rubble-strewn street, cast down by a howling figure in bloody armour who raised his gore-smeared sword in challenge to the traitorous sorcerer. Wolf pelts and fangs adorned his armour and he threw back his leonine mane, giving voice to a deafening howl that echoed through the entirety of the city. Every one of the Space Wolves on Prospero answered with his own furious howl and Bjorn added his own voice to the chorus as the two Primarchs charged towards one another.

Between them, the Sceptre of Qetesh burned with a deathly fire and Bjorn knew that whichever of these two living gods of battle was triumphant would claim the powerful artefact. Bjorn climbed to his feet and prepared to give whatever aid he could to his Primarch, knowing that the Battle for Prospero hung in the balance…



The Ashen Forest • Prospero • Rick Sardinha



Catacombs of Tizca • Prospero • Rick Sardinha



The Athenaeum of Prospero • Prospero • Rick Sardinha

Uthizarr's Sect • Thousand Sons • Sam Wood



Chief Custodian Constantin Valdor Commander of the Custodian Guard and Imperial Councillor

The Chief-Custodian looked out into the vast amphitheatre. The large irregular chamber sat at the heart of the great pyramid of Photep, the second largest of the crystal spires of Prospero. A huge mass of Space Marines clustered around the central raised dais. They were warriors of the Thousand Sons, at least two hundred of them, and their bright red armour shone in the refracted light pouring through the multi-faceted glass ceiling hundreds of feet above. At the centre of the mass, atop the dais was a small group of Thousand Sons, some in blue cloaks and some in Terminator armour.

Valdor barked his command to the three squads of Guards with him: 'Custodians, your targets are clear. Strike at the heart! For the Emperor!'

At this the thirty golden armoured Custodians sprang forward, weapons blazing. Bolter rounds tore into Space Marine armour, blasting apart ceramite, flesh and bone alike. Gouts of flame leapt from the eagle-shaped nozzles of the Custodian Imperator Lances, immolating the Thousand Sons closest to the charge. The audacity of the attack took the traitors by surprise and they were momentarily stunned into inaction as dozens fell to the rain of fire from the Custodians.

The Thousand Sons' Space Marine training took over and they returned fire, the cavernous hall shook with the noise of a hundred bolt guns rapid firing. A few of the Custodians were cut down by the storm of shots, one of them ripped to pieces. But it was not enough to prevent the Custodians from getting into close combat with their foes. This and the sheer number of Thousand Sons hampered further massed fire.

A vicious melee ensued as the two forces grappled with each other. No quarter was asked, none expected, none given. Space Marines and Custodian Guards locked in mortal combat. The floor of the chamber became slick with blood as the Custodians chopped down traitors with scything Guardian Spears, chainswords chewing through golden armour. Numbers were with the traitors but the Guard fought as no foe had ever fought against them before. Each Custodian that fell had taken at least five of their enemy with them. The carnage was appalling!

Despite the Custodian's superiority in combat the Thousand Sons would soon overwhelm them by sheer numbers. Sensing this, Valdor urged his men on: 'Push for the dais, make for the heart. Forward! Forward!'

Slowly but surely the small knot of Custodians forced their way towards the central dais and the Thousand Sons' leaders. In their wake they left a bloody mess of wrecked bodies and wargear. There were fewer than a dozen of the Guard left fighting by now but fight on they did. As each of their comrades fell, the remaining warriors doubled, then re-doubled their efforts. Versus any other opponent, the Custodians would have already won this battle, their enemy would have fled in fear and awe at their fighting prowess and indefatigable spirit. But Space Marines, even traitors like these, were made of sterner stuff and the Thousand Sons' morale did not break. And they could scent victory. A few more moments and all of the Custodians would be dead.

Then, as if he had planned it all along, Valdor activated his vox-caster and shouted orders into it: 'Squads Centuron, Sagittarus now! Execute now!'

Seconds later the glass ceiling imploded, shards of crystal rained down on the battle below. Jet-bikes swooped down into the hall, engines roaring, bolters singing. Squads Centuron and Sagittarus attacked the Thousand Sons, slicing into their ranks, lacerating them with their flickering lances of power, blowing them asunder with their deadly shells. The mass of traitors around the dais were smashed apart, dazed and confused by this unexpected turn of events. Even a Space Marine can know shock and surprise, and the Thousand Sons were no exception.

Valdor and his remaining foot troops took advantage of the chaos around them to spring forward to the dais, cutting down the few traitors that still barred their way. Leaping up onto the raised platform Valdor immediately and very deliberately disembowelled the first of the hulking Terminators in front of him. As the traitor's guts spilled out onto the dais he sidestepped the falling corpse and speared a second Terminator through his left eye. The Thousand Sons warrior gave out an involuntary cry of pain and staggered backwards. Valdor had incapacitated two of the massively armoured Thousand Sons before they could even strike back at him. His supporting Guard followed him onto the dais and engaged the remaining Terminators, seven against seven, the odds were even, the traitors had no chance and were quickly despatched.

To their credit, the three blue-cloaked sorcerers did not run. They stood their ground and levelled their staves. Bolts of blue lightning flashed from their rods, lancing into the golden armour of three of Valdor's men. Within their suits, the blood of the Custodians boiled instantly, spewing out of their armours' seals and the eye slits of their helmets. Without so much as a pause for breath Valdor and the four other Custodians sprang at the Thousand Sons sorcerers, impaling them on their Guardian Spears, killing them instantly.

Valdor stood on the dais and scanned the great chamber. The few Thousand Sons who had survived the battle were fleeing the hall, still being harassed by the two squads of jet-bike mounted Custodians. In a few scant minutes Valdor and his Custodian Guard had destroyed or routed more than five times their number of Space Marines, including a squad of Terminators and three of the deadly Red Sorcerers of Prospero. The Chief-Custodian turned to his comrades: 'We have achieved only a minor victory here. These traitors fought well, better than I had expected them to. We still have a difficult task ahead of us. Prospero is yet to be won.'

Thousand Sons Recon Squad • Thousand Sons • Dan Wheaton



Uthizarr • Thousand Sons Librarian-Sorceror • Sam Wood



Space Marine elite guard typical of the veteran warriors of the Great Crusade • John Blanche Horus Heresy Sketchbook













Sweeping Advan

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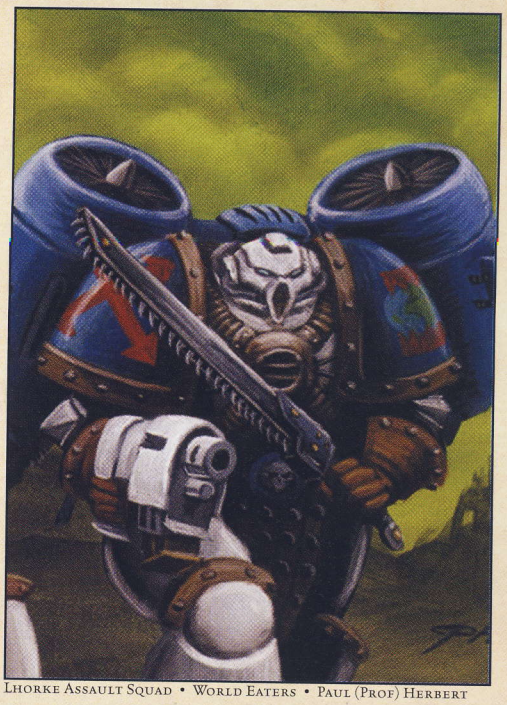
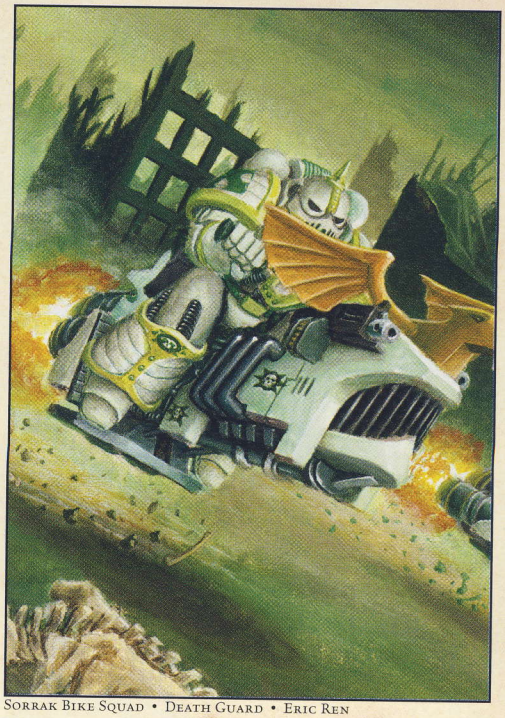
Sweeping Advance • Dwayne Harris



Lhorke Assault Squad • World Eaters • Paul (Prof) Herbert



Sorrak Bike Squad • Death Guard • Eric Ren

Tsytarrin Terminator Squad • Emperor's Children • Franz Vohwinkel



'Brother fights brother, and the fate of humanity hangs in the balance.'


Age of Heresy ·
Imperial Administratum
· Scriveno - Logii ·
CONFLICT

Imperial Emissary; a typical Imperial Commander • John Blanche Horus Heresy Sketchbook





The Sigil of Malcador • John C

Malcador meets Captain Garro

Malcador the Sigillite looked up at the two towering figures standing before him. They were the Primarch Rogal Dorn of the Imperial Fists Legion, who Malcador knew well, and another Space Marine, wearing the heraldry of the Death Guard, who was unfamiliar to the Regent.

'These are dark days, Primarch Dorn. The Emperor will be pleased to learn his most loyal champion has returned to the Imperial Palace.'

'Thank you, Sigillite. My journey here has been fraught with peril. I am sure the Emperor will be unhappy with the news I carry with me. Let me introduce Garro, captain of the Death Guard Legion. We must speak with the Emperor on matters most grave.'

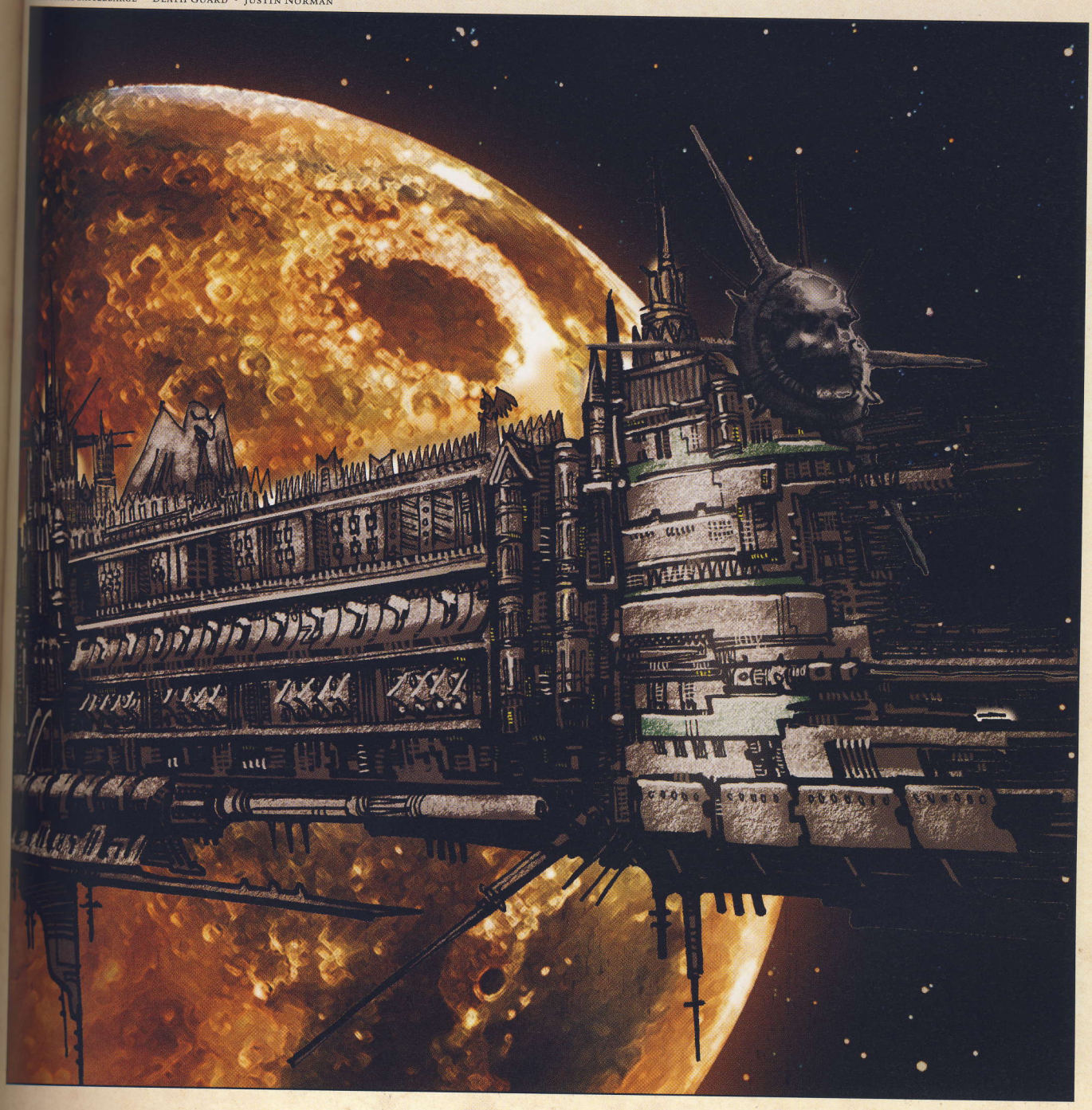
'The Emperor is… unavailable, he will not see you at this time. He has appointed me Regent in his stead. You must tell me everything.'

So Captain Garro told of the events at Isstvan III, and the treachery of Horus was revealed in all of its horror to Malcador.

Kalton-Gul Tactical Squad • Death Guard • Ed Cox



Reaper's Scythe Battlebarge • Death Guard • Justin Norman



John Gravato



Priest of Mars Koriel Zeth • Cult Mechanicus • John Blanche

Malcador meets with Rogal Dorn

Malcador the Sigillite and Rogal Dorn, Primarch of the Imperial Fists met in council in the Imperial Palace on Terra.

'Primarch Dorn, you and I have known each other for many years. For longer than a normal man might count three lifetimes we have been comrades and friends. We have faced many dangers in that time and have overcome them, but I fear we have now come to the end of the road. The treacherous Horus has broken his oath of loyalty to the Emperor, and in doing so has become the arch-enemy of the Imperium. We know he has the major part of four Space Marine Legions at his command, and if what Garro has told us is true, his heresy has embraced the Mechanicum of Mars, and the gods alone know how many Imperial Commanders now side with him. We have had no news of Leman Russ's mission to Prospero, nor of Roboute's return to Ultramar. The fate of the Blood Angels is unknown and we cannot communicate with Lion El'Jonson of the Dark Angels. Your own Imperial Fists Legion has gone to confront the villain, but we have heard nothing and must assume the worst.

'We cannot easily penetrate the warp storms raging throughout the Immaterium. We are virtually blind. Our forces are scattered across the galaxy and we daily receive reports of alien attacks and revolutions on worlds the length and breadth of the Imperium. For reasons I cannot divulge, the Emperor is locked away in his palace Vault. I am not a warrior, I do not know what to do for the best. Of all of the Primarchs I value your opinion the most. Tell me what I should do.'



Sedition's Gate • World Eaters • John Gravato

Malcador's Despair

Malcador was in despair. That any Space Marine could betray his oath of loyalty to the Emperor was almost inconceivable to him. That four Primarchs could do such a thing threatened to unhinge his mind and send him into madness. Of course he knew that the Primarchs were not perfect beings, that they argued with each other, that they were jealous of each other's triumphs, that they vied for power and prestige and that they even occasionally came to blows, but he never imagined that they would ever be anything other than absolutely loyal to the Emperor.

He never imagined that any of them could ever commit the heresy that Horus now seemed determined to carry out.

Malcador felt out of his depth. His life had been utterly devoted to the Emperor's service since their fateful meeting long years previously at The Sigillite Fortress, but he had never been a warrior or a general. His skills lay in administration and lawmaking, and although he shared a mysterious psychic bond with his master that no other could understand or rival, he was denied access to the Master of Mankind. Now his most fervent desire was that the Emperor would leave his secret work in the Palace Vaults and take back command of the Imperium. But he knew this would not happen and his heart sank.

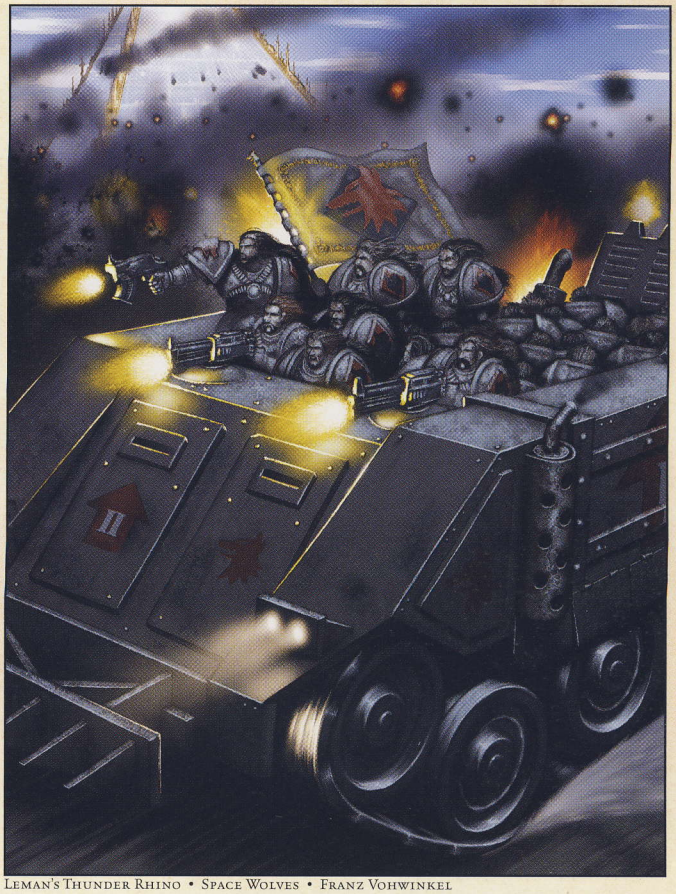
'Fear not Sigillite, as long as I draw breath this evil shall not conquer us. I, Rogal Dorn, Primarch of the Imperial Fists, most loyal Champion of the Emperor will not waver in the duty that now falls to me. I will not shirk from this fight. The traitor Horus and his misguided followers will rue the day they crossed swords with me.'

Kharn • Captain of the World Eaters • Wayne England





Traitor's Gambit • Blood Angels • Chris Trevas



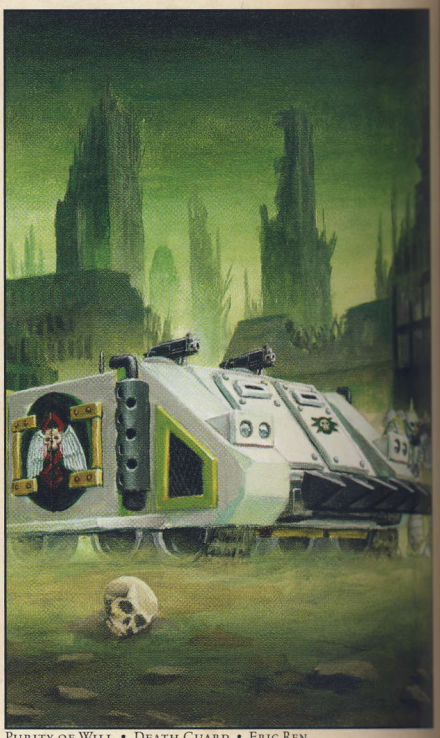
Leman's Thunder Rhino • Space Wolves • Franz Vohwinkel

Beasts of Thoros • Chaos Cultists • John Gravato





Mahrke Speeder Squad • World Eaters • James Ryman



Purity of Will • Death Guard • Eric Ren



Guorzlat heavy S

Korturg Attack

Rogal Dorn
The Emperor's Champion

Rogal Dorn had returned to Terra with the loyal Death Guard Captain Garro carrying dire news of Horus's traitorous and cowardly actions at Isstvan III. Upon arrival, he had discovered that the Emperor was locked away in the Palace Vaults working on some secret project and had appointed Malcador the Sigillite as Regent in his stead. The Regent had begged Dorn to take command of the still-loyal Legions and deal with Horus. Dorn accepted the duty and immediately began to organise the Imperial forces of Terra in preparation for the coming war.

Dorn's first task was to try and ascertain where each of the Space Marine Legions were situated. This was almost an impossible task as the continuing warp storms disrupted both travel and communications through the warp. Some astro-telepathy had been possible and some ships had been able to travel to the Solar System from outlying stars, but without the Emperor's mighty psychic powers to call upon, such endeavours were at best unreliable and threatened any who attempted them with mortal peril. Many sectors of the Imperium could not be contacted by Terra and the whereabouts of the majority of the Space Marine Legions could not be ascertained.

The Primarch pressed Malcador for a solution to the warp storms.

'Malcador,' Rogal Dorn said, 'we must find a way to defeat these warp storms if we are to have any chance of success. If I can make contact with the other Primarchs and combine all of our forces, we can crush Horus's rebellion with ease. He has only four Legions with him and we know that many of those Space Marines have fought against him. Even if we discount the Space Wolves of Russ and the Thousand Sons of Prospero we can match him with the strength of a dozen loyal Legions. But I need to talk to the Primarchs. Is there a way to penetrate the storms?'

'Even as I speak, the Astronomican signal is being reinforced, Lord Dorn. Hundreds of new psykers are being attached to the machinery of the great beacon each day, but the death toll is horrendous. The harder we push them the quicker they burn out and die. I'm not entirely sure how long we will be able to sustain the beacon at the increased level. We are making some progress, but time is against us and I have some reason to suspect that matters are far worse than we could have possibly imagined.'

'Tell me more, Malcador.'

'These warp storms are not mere random energy fluctuations, they are being orchestrated by malign intelligence. I fear that Horus has struck some kind of alliance with the denizens of the warp. In fact it is clear to me that he has made a pact with the Dark Gods themselves – he has cast his lot with evil and has become a Champion of Chaos!'

The Imperial Fists' Primarch, Rogal Dorn, was undeterred by Malcador's revelation about Horus and his alliance with the Ruinous Powers of the warp. It simply strengthened his resolve to fight and to win. That Horus had been corrupted by Chaos made sense of his betrayal and that of the other traitor Primarchs. Mayhap Horus and the others had been possessed by daemons, he thought. Although the idea that a foul creature of the warp could best a Primarch was anathema to Rogal Dorn, it was far more palatable than the thought that they might willingly have taken up arms against their fellow Space Marines and the Emperor.

It also made sense to Dorn of the events on Prospero and the Emperor's prosecution of the Thousand Sons. If Magnus the Red and his Legion had been engaged in sorcerous practices, it was likely they could have been more easily possessed by daemons, he thought. Perhaps it started there and it was through Magnus that the Warmaster had become corrupted and possessed, he reasoned. No matter, there will be time enough in the future to analyse the history of the infection. For the time being, the most important thing to do was to prepare a defence and plan for an attack against the Warmaster.

Again the Primarch pressed Malcador for a way to defeat the warp storms and to contact the rest of the Primarchs.

It was a mighty gamble. Each day hundreds of psykers died as their life energies were exhausted by the effort required to power the Astronomican signal. Without constant recruitment of new psykers from the worlds of the Imperium there would soon be no more psykers available for testing and harnessing to the great machine. If the beacon failed, then all communication and travel through the warp would become impossible.

But slowly and surely, the gamble began to pay off. With each passing day the Astropathic Corps was able to process more and more signals from the distant star systems of the Imperium. Across the vastness of space, human worlds were able to communicate with each other, and with Terra. At long last the first messages from some of the Space Marine Legions were interpreted and transmitted to the logic-engines of Malcador and Dorn's command centre.

The Primarch Rogal Dorn and Malcador the Sigillite surveyed the reports in front of them. Every missive told the same tale. Across the Imperium war was raging. On countless worlds traitorous rebels were revolting against their loyal leaders and huge numbers of Imperial Commanders had declared for Horus and were denouncing the rule of the Emperor. Many of these traitor Imperial commanders were launching attacks against neighbouring loyal planets. The Mechanicum was split between loyalists and traitors and even on Mars fighting had broken out between the two factions. The loyal tech-priests



Ghorzlat heavy Support Squad • Death Guard • Paul (Prof) Herbert



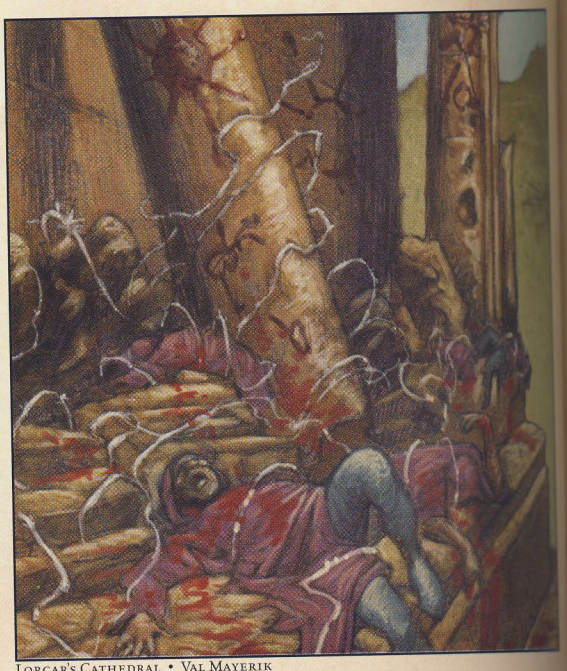
Korturg Attack Bike Squad • Death Guard • Michael Phillippi



Vengeance • Death Guard • John Gravato



Fabius Bile • Captain of the Emperor's Children • Sam Wood



Lorgar's Cathedral • Val Mayerik



Unsettled Populace • Steve Boulter



Karst Assault

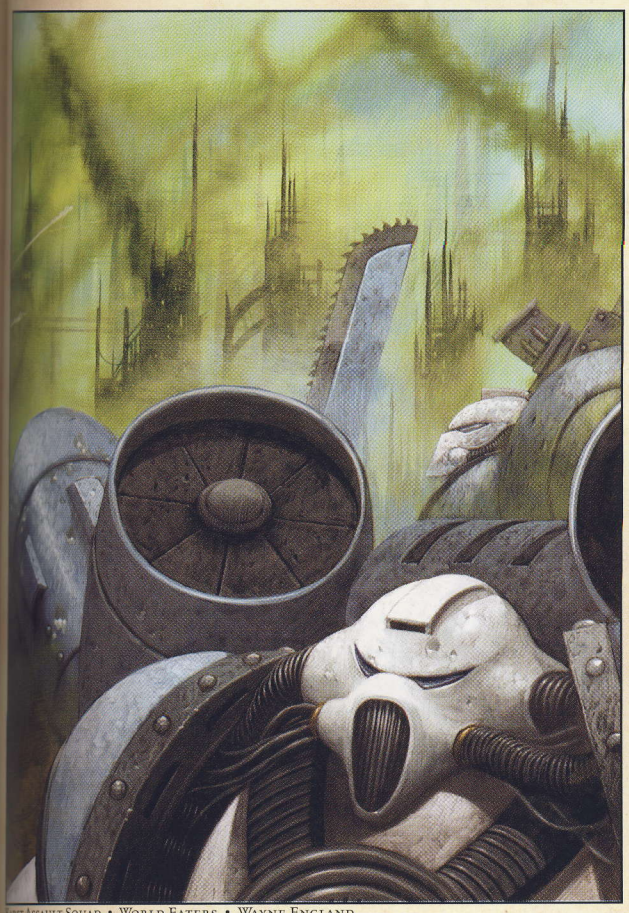
Darras Tactica

of Mars were calling on Terra for help to suppress the rebellion there. Even more disturbing were the reports of alien attacks against human worlds. As humanity was ripping itself apart, the alien races were rising up to feed on the carcass.

Malcador wept as he read one disastrous report after another. He could not take in the details of the reports but the enormity of the threat to the Imperium was clear to him. If this rebellion could not be stopped then everything that the human race had worked to achieve over the last three centuries would be destroyed. Humanity would either perish by its own hand or would be devoured by a tide of alien insurgents, unable to mount anything more than a token resistance against the ghoulish hordes.

Dorn was more stoic. He fixated on the reports from the Primarchs. Many of the Legions had still to be contacted, but those who had been able to send messages were eager to fight against the rebels. Dorn was quietly pleased by this. It seemed that the heresy of Horus had not infected any Legions other than those with the Warmaster in the Ullanor system.

After a time, Rogal Dorn took stock of the situation. After making contact with many of his fellow Primarchs on various missions across



Karst Assault Squad • World Eaters • Wayne England



Tantearon Land Speeder Squad • Emperor's Children • David Hudnut

Daras Tactical Squad • Iron Hands • Torstein Nordstrand



the Imperium, a plan began to formulate in his mind as to the best course of action to take next. Of course, he still had major concerns about some issues that he could not resolve. The Ultramarines could not be contacted and he had severe regrets about not being able to call upon the skills of Roboute Guilliman – in his opinion the best strategist of all of the Primarchs. The Dark Angels were also a problem. It transpired that Horus had previously ordered their Primarch, Lion El'Jonson, on a mission but Dorn did not know what this was or where the Lion had gone. A contingent of the Dark Angels Legion had been left on station at their Homeworld of Caliban, and this world was now reporting that it was in the midst of a civil uprising. Of the fate of the Space Wolves and the Thousand Sons Dorn simply had no information. News from the Blood Angels was dire. They had been ambushed by daemonic forces whilst on a mission to the Signis System and the Angel Sanguinius was badly injured.

Further difficulties bothered the golden Primarch. The Emperor was still closeted in his Palace Vaults and would not or could not grant him an audience. Dorn struggled to understand what could possibly be more important to the Emperor at this time than the danger facing the Imperium. Malcador the Sigillite had counselled him to have faith in the Emperor and trust that he had not abandoned them. Unfortunately the Emperor had also taken the Custodian Guard into the Vaults and their might was denied to Dorn. Whatever operation he was to command would have to do without the Emperor's elite bodyguard.

Finally, the revolt on Mars was growing and the loyal tech-priests there were desperate for help from Terra. The loyalists had revealed to Malcador's astropaths that the Space Marine armour manufacturing facilities on Mars were being specifically targeted by the traitors.

The Primarch of the Imperial Fists convened a meeting of the most senior officers and staff present on Terra. Among the various dignitaries and soldiers were Malcador the Sigillite, Imperial Regent, and Lord Commander Sor Talgron of the Word Bearers Legion.

'We have little time for formalities, so let's get straight to it,' Dorn said. 'Our first duty is to send a task force to Mars to crush the rebellion there and protect the Imperial munitions and materiel facilities. Mars is too close to Earth to allow the rebels to establish a base there. Furthermore, the Martian factories contain massive stocks of Space Marine armour of a new design. These improved suits cannot be allowed to fall into the hands of the traitors. My four companies of Imperial Fists veterans will lead this task force. The balance of the brigade will be drawn from the sundry regiments of Imperial Army and Auxillary units we have stationed on Terra and the moons of Saturn and Jupiter. The task force have their orders and are making headway to Mars as we speak. The new armour suits are to be evacuated and distributed to loyal Legions as a top priority.'

Sor Talgron interrupted the Primarch: 'My lord, would it not be more advisable to send all of the available Space Marines to Mars? I have forty companies of Word Bearers eager to fight at my command.'

'No. I have a far greater honour for your troops, lord commander. We must stop this heresy at its source. Your Word Bearers, in concert with as many other Legions as we can muster, are to be ordered to the Isstvan system to confront the traitor himself. You are going to find and destroy Horus and his fellow traitors!

'In addition to the Word Bearers contingent under the command of Sor Talgron, I have been able to contact six loyal Primarchs within striking distance of the traitors. Thus, the following Legions have been ordered to rendezvous at the Isstvan System: the Iron Warriors, the Night Lords, the Iron Hands, the Salamanders, the Raven Guard and the Alpha Legion. Together with the Word Bearers, these Legions will launch a pre-emptive strike against the traitor and his cowardly minions. Ferrus Manus of the Iron Hands will command the assault. It seems that we will be able to re-supply all of our attacking forces with the improved suits of power armour from the stocks we have on Terra and those we will repatriate from Mars. Our loyal forces outnumber the traitors, will be better equipped than them, and we fight for a just cause.

'The White Scars Legion of Jaghatai Khan is too distant from Isstvan to participate in the attack and so I have ordered him to Terra forthwith to act as reserve. As and when I can contact the remaining Primarchs I will have a better understanding of their status and potential course of action.

'Intelligence we have gathered indicates that Horus has established his headquarters on the barren planet designated as Isstvan V. Mark the name well my friends – future generations will honour it as the place where the Emperor's vengeance was done on those who would betray him.'

Tisamenos Support Jet Bike Squad • Emperor's Children • Dan Wheaton



Tiberilon Assault Bike Squad • Emperor's Children • Michael Phillippi



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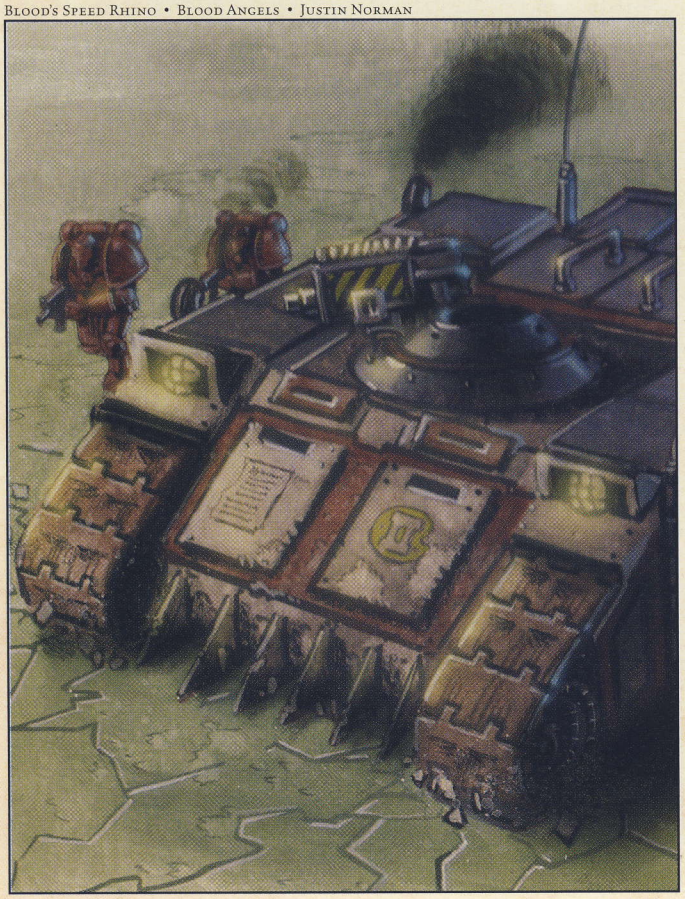
Warrior-psyker concept • John Blanche Horus Heresy Sketchbook





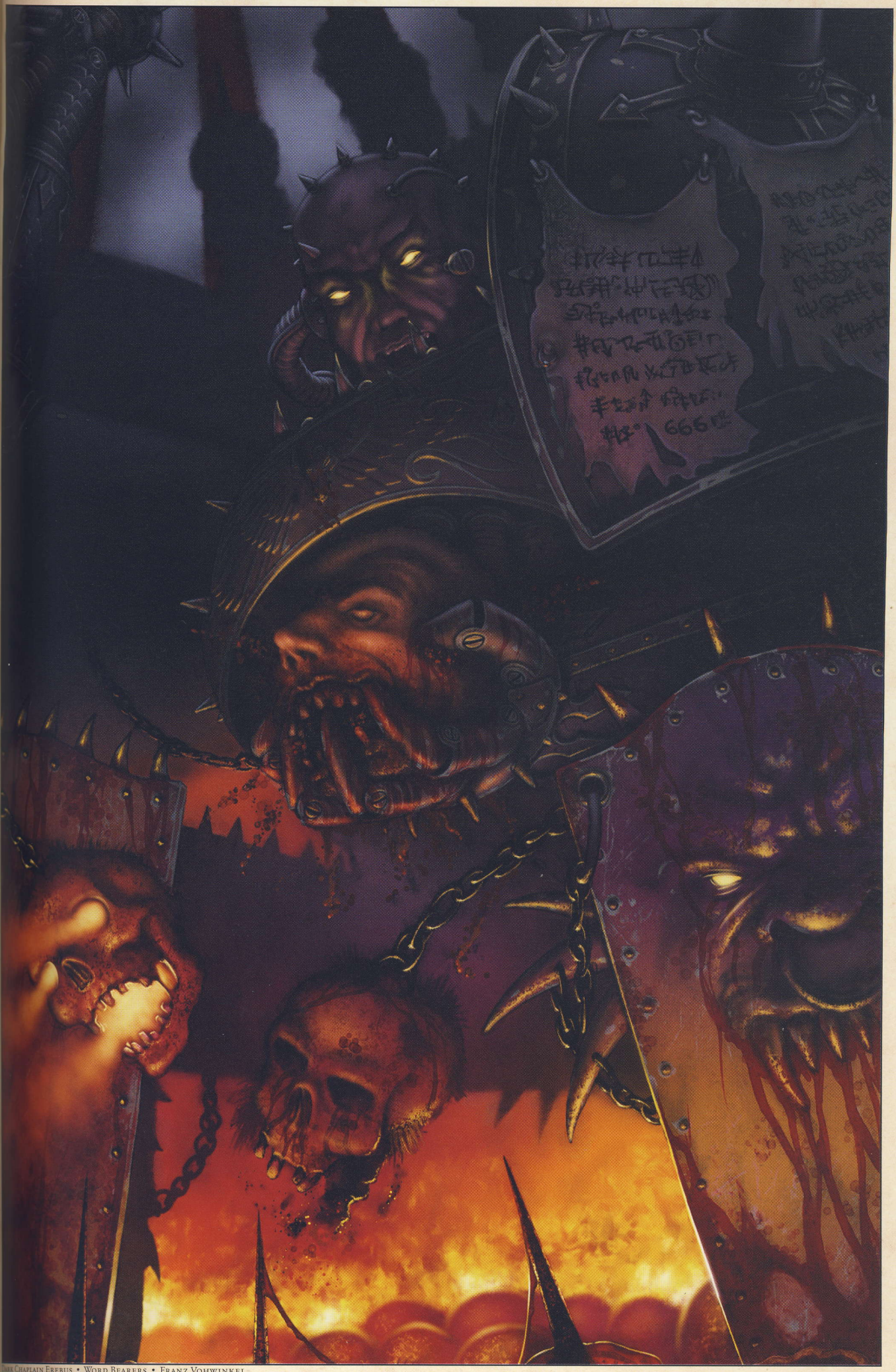
Jarulek Dreadnought • Word Bearers • James Ryman

Blood's Speed Rhino • Blood Angels • Justin Norman



Valoc Predator • Sons of Horus • Paul (Prof) Herbert





Dark Chaplain Erebus • Word Bearers • Franz Vohwinkel



Skane Heavy support Squad • World Eaters • Al Eremin

Malcador's Doubts

The Imperial Regent Malcador met with Rogal Dorn in secret.

'Friend Dorn, I have some doubts about the way events have transpired. I feel I must voice these concerns to you. It may have some bearing on what you are intending to do. My primary concerns are the warp storms and the fact that we have been able to overcome them these past days.'

'Surely this can only be a good thing, Sigillite. After all, the cost of reinforcing the Astronomican signal has been the blood of many innocents. You cannot now tell me that their sacrifice was in vain.'

'That remains to be seen. I fear the worst. Despite all of the efforts to boost the power of the Great Beacon and the huge toll of lives this has entailed, we should not have been able to repair our communications so quickly. Some external force has acted upon the warp, aiding our efforts to navigate through it and to send messages across the void of space.'

'I do not see why you think this a threat. Perhaps this is the secret work the Emperor is doing. Who else has the power to do such a thing? Have faith Malcador. Look upon this turn of events as a blessing. Trust in the might of the Master of Mankind!'

'I really hope you are correct, Primarch, but my doubts remain. If it is the enemy who is manipulating the currents of the Immaterium it would bode ill for the mission your Legions are about to embark upon. They could be heading into a carefully planned trap.'

Phordal Assault Squad • Death Guard • Mark Gibbons





Horus at Isstvan V

After the dreadful battle for Isstvan III, the Warmaster Horus established a new headquarters on the fifth planet of the Isstvan system. He had a plan to destroy the last remaining loyal Legions that was to be fulfilled on this barren, lifeless orb. This would remove the final obstacle standing between him and the Imperial Throne of Terra and dominion over all the worlds of the Imperium. He was sure he would soon be crowned Emperor.

Horus had conceived of the plan even before the events on Isstvan III had started. He knew full well that the Emperor would seek to crush any rebellion long before it could threaten Terra itself. The attack on the third planet of the Isstvan System had been intended to goad the Emperor into attacking him. Horus had prepared for this. It was why he had instructed certain Primarchs to keep their alignment secret. Whatever forces the Emperor could send against him would include among their number many who had committed themselves to the Warmaster.

This duplicity would give the rebels an unbeatable advantage in the ensuing battle. The Warmaster reasoned that any troops loyal to the Emperor would be physically and spiritually broken by the sudden emergence of so many enemies.



Blades of the Traitor • Sam Wood

Abaddon and Chosen Terminators • Sons of Horus • Sam Wood



Horus



Horus the Warmaster • Sam Wood





Ahriman and Veteran Bodyguard • Thousand Sons • Sam Wood

Fulgrim and Bodyguard • Emperor's Children • Sam Wood





Ingethel the Ascended • Daemon • Sam Wood

Dark Apostle Erebus • Word Bearers • Sam Wood



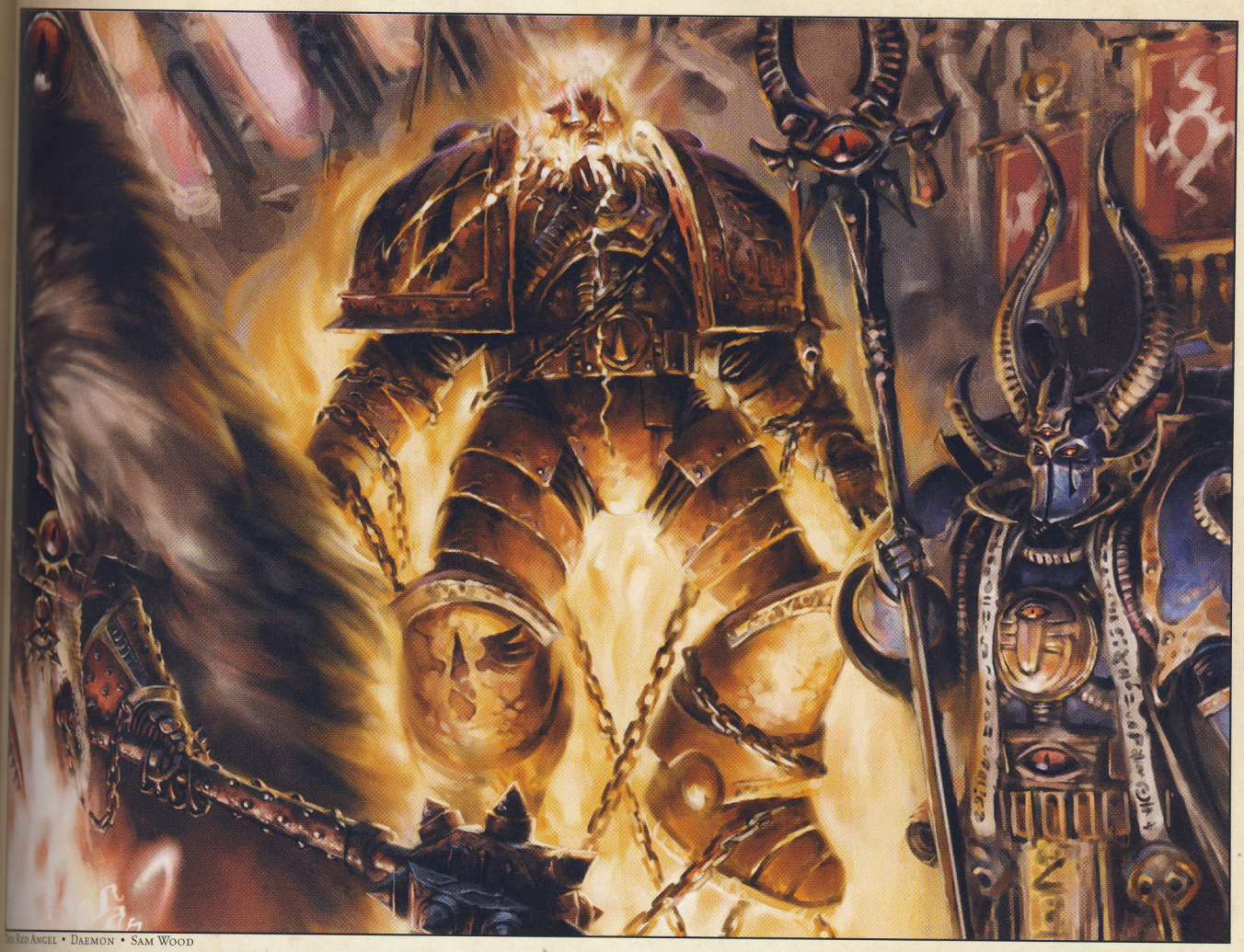


Fabricator General of Mars • Cult Mechanicus • Sam Wood

Maloghurst with Possessed Retinue • Sons of Horus • Sam Wood







The Red Angel • Daemon • Sam Wood



Dark Apostle Quor Gallek • Word Bearers • Michael Phillippi



Strike and Fade • World Eaters • Andrew Hepworth





Drask Scout Squad • World Eaters • Eric Polak



Chi-Mu 25 • Chaos Mutants • James Ryman

Mulgan Terminator Squad • Salamanders • Kari Christensen



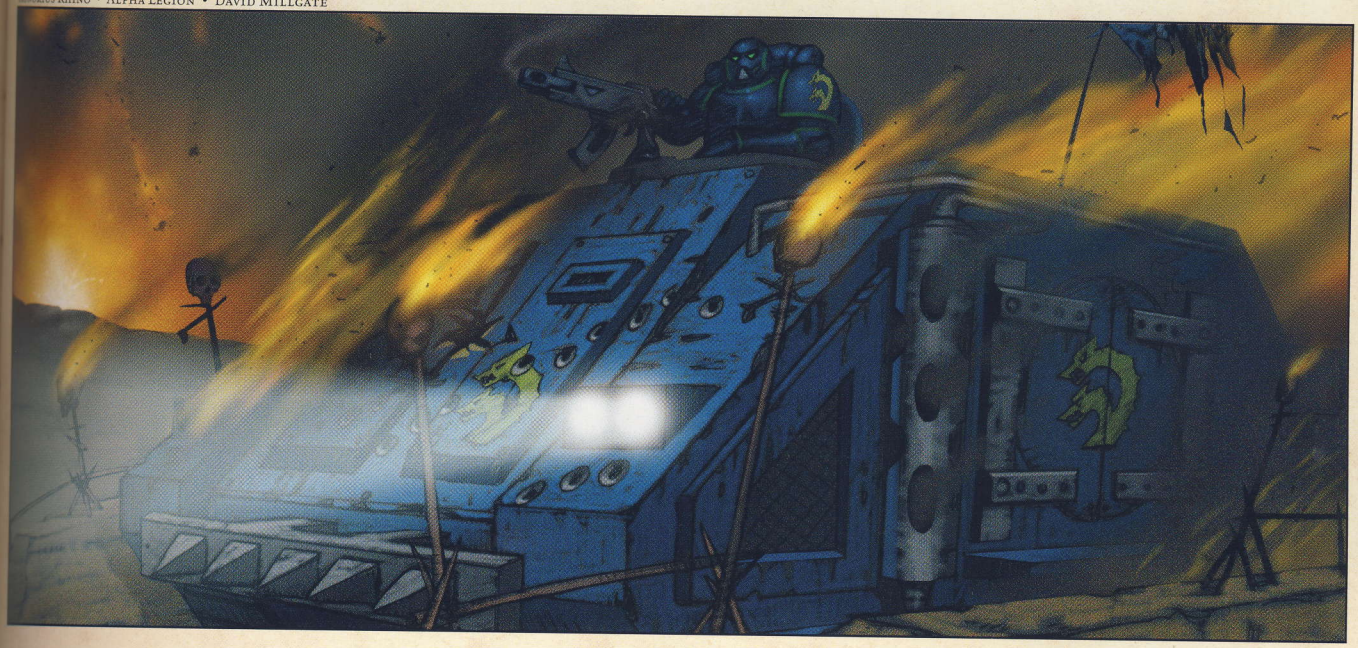






Baran Land Speeder • Salamanders • John Gravato

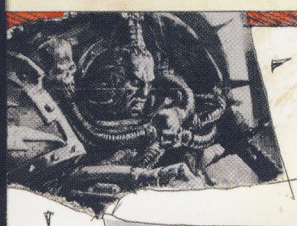
Honorius Rhino • Alpha Legion • David Millgate





Exploratory sketch for one of Horus's bodyguard troops • John Blanche Horus Heresy Sketchbook





Battle-cry

Up until the destruction of Horus's body: "For the Warmaster!"





HERESY ARMOUR
(SPACE MARINE MARK 5)





Beliefs

The overriding belief of the Legion prior to the Warmaster's demise was in the ultimate superiority of Horus and themselves. In continually seeking to prove themselves as the greatest Legion, they did indeed achieve most in terms of sheer numbers of worlds

HORUS BODYGUARD
EARLY HERESY
MK I ARMOUR
ALREADY SHOWING SIGNS OF THE VISUAL TRENDS OF TRAITOR LEGION
ASSYMETRICAL LOIN CLOTH — SEUGLE
HEAD TROPHIES — CHAINAX — PIGKINGS
STRIPED WOLF PELTS ADORN THE ARMOUR.





Cortan Assault Squad • Salamanders • Torstein Nordstrand

Sehran Assault Squad • World Eaters • David Millgate



Rad-Urzon Veterans • Night Lords • Torstein Nordstrand



Horus Sets His Trap

The warp storms raging across the Immaterium were the consequence of a massive upsurge in daemonic activity within the Realm of Chaos. The daemons of Chaos wanted to break out of their domain and invade that of Mankind. In their frustration and anger they churned the currents of the warp.

Horus had used this to his advantage. The storms disrupted both travel and communication through the warp for any who could not influence or control the daemons. Whilst the warp storms raged, the loyal astropaths and navigators of the Imperium could not easily carry out their duties. This interference had crippled the loyalist efforts to understand what was happening across the galaxy, let alone do anything about it. It had enabled Horus to isolate the most powerful and loyal Legions in remote corners of the Imperium and it had allowed him to operate without hindrance in the Isstvan System.

Now Horus wanted the daemons of Chaos to relent, to quieten their rage and let some regions of tranquillity settle over the warp. He wanted this because he now desired the Emperor to attack him so that his trap could be sprung. The Warmaster drew to his side the corrupt Dark Priests of Davin and explained his intentions. The powers of Chaos were sure to co operate, they assured him.



Redemption • David Rabbitte



Betrayal • David Rabbitte





Astelan



ASTELAN • CHAPTER MASTER OF THE DARK ANGELS • SAM WOOD



Spirodon Rhino • Iron Warriors • Jim Pavelec

'I will set the Emperor's Imperium alight, and from the ashes will arise a new Master of Mankind! Hail Horus! Hail Horus!'

Marlock Terminator Squad • Iron Hands • Andrea Uderzo



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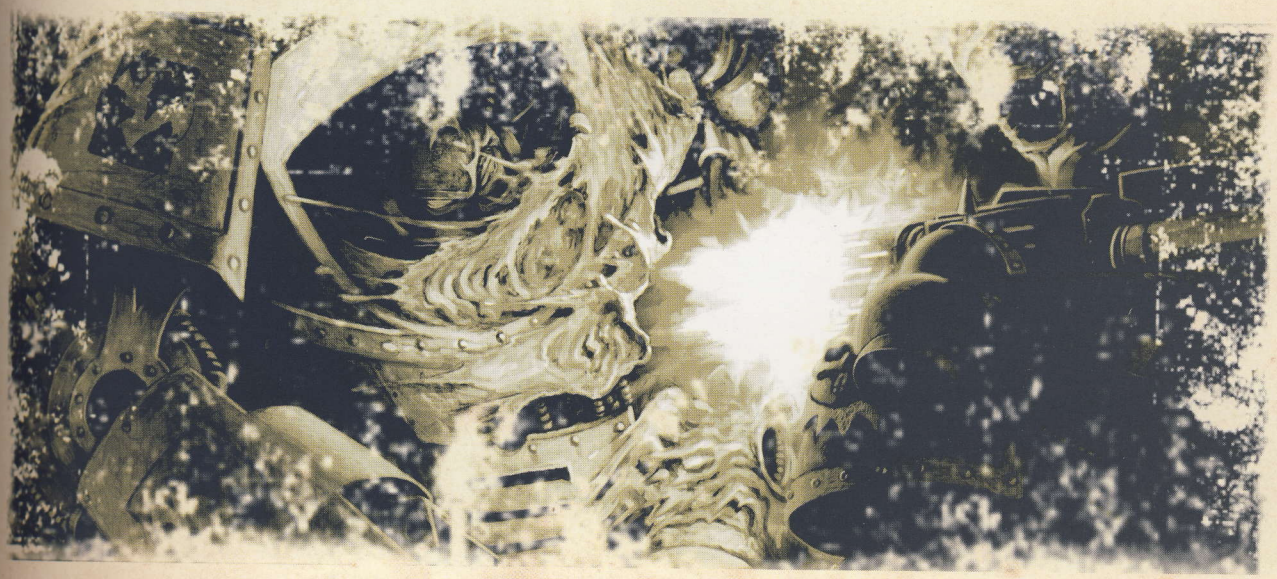
Santar • Ferrus Manus's Retinue • John Gravato





Diplomacy • Joel Biske

Horus gathers his lieutenants

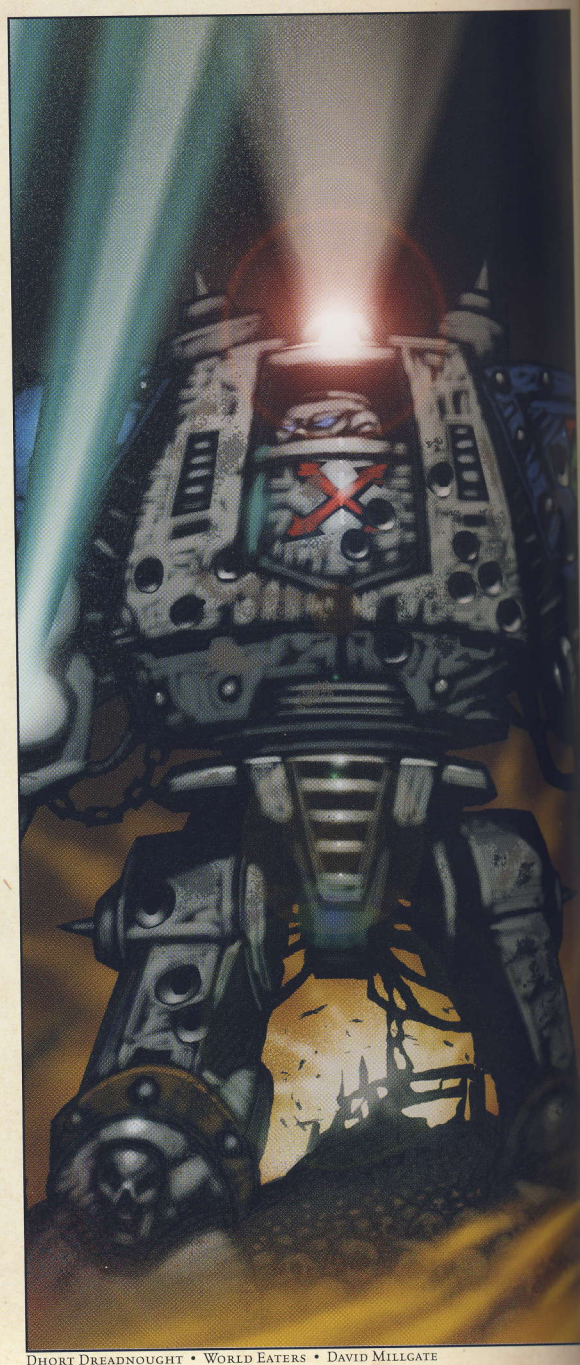
Horus called together his most trusted lieutenants for a final briefing on the battle that was to come.

'As I speak to you, the false Emperor has dispatched his forces to attack us. We face the most awesome concentration of military might the Galaxy has ever seen. Fully seven Space Marine Legions are heading to us from Terra. The Emperor and his weakling supporters believe they will triumph over us, that his army will crush us and that we shall be destroyed or cowed into meek surrender. He is wrong!

'This is not the time nor place of our defeat, it is instead our time and place of victory. I, Horus, greatest of the Primarchs, have outwitted him. I have orchestrated the whole affair. It is I who persuaded the powers of the warp to allow the Emperor's task force to navigate its way to Isstvan. And it is I who planned the composition of his army. More than half of the Legions he sends to confront us are in fact our staunchest allies.

'The Emperor's loyalists are heading to their doom!'

'All hail the Warmaster! Horus! Horus!' cried the assembled warriors.



Dhort Dreadnought • World Eaters • David Millgate

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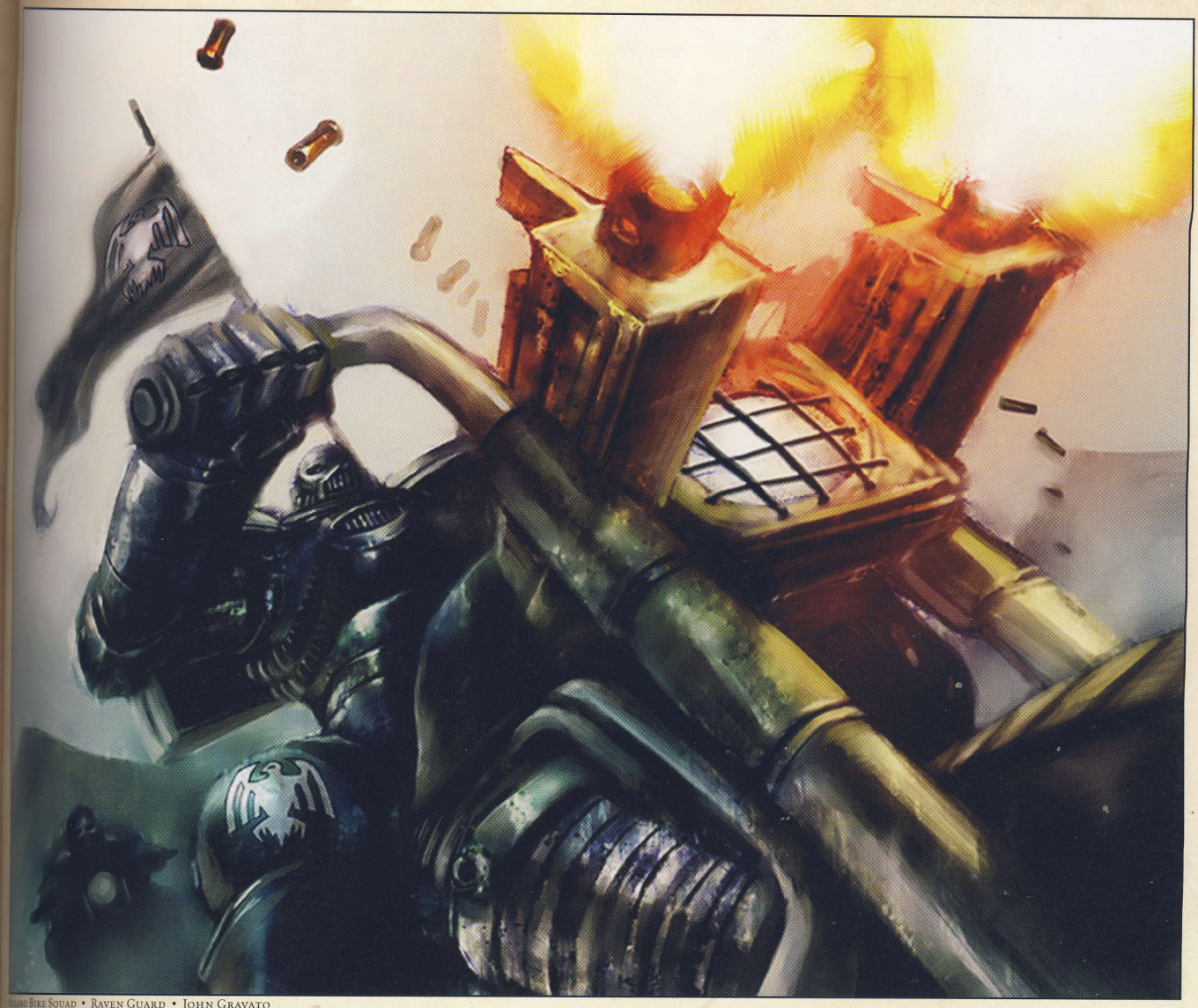


Solaro Bike Squad • Raven Guard • John Gravato

The Curlon Veterans • Night Lord • Chris Dien



Racharus Tactical Squad • Iron Warriors • Chris Dien





Aloni Falcons • Raven Guard • John Cadice



Sorkar Hunter Squad • Salamanders • David Millgate

Hadwyn Tactical Squad • Dark Angels • Michael Phillippi



The Legions Muster at the Isstvan System I

Rogal Dorn, acting on the Emperor's behalf, had ordered seven Space Marine Legions to the Isstvan System. Their mission was to attack the arch-traitor Horus and destroy his rebellion against the Imperium. The task force had been placed under the command of Ferrus Manus, Primarch of the Iron Hands Legion.

Ferrus had sped to the Isstvan System in his fastest ships with his Legion's veteran companies. He was desperate to fight the traitors. Months previously he had been confronted by Fulgrim, Primarch of the Emperor's Children Legion. The two Primarchs had been close friends, and Ferrus was dismayed and angered by Fulgrim's attempt to get him to betray his oath of loyalty to the Emperor and side with Horus. A bloody fight had ensued as the two argued. Enraged by Fulgrim's treachery, Ferrus had ordered his Space Marines to detain the errant Primarch and his bodyguard. The Emperor's Children fought back and both sides suffered severe casualties before the traitor was able to escape.

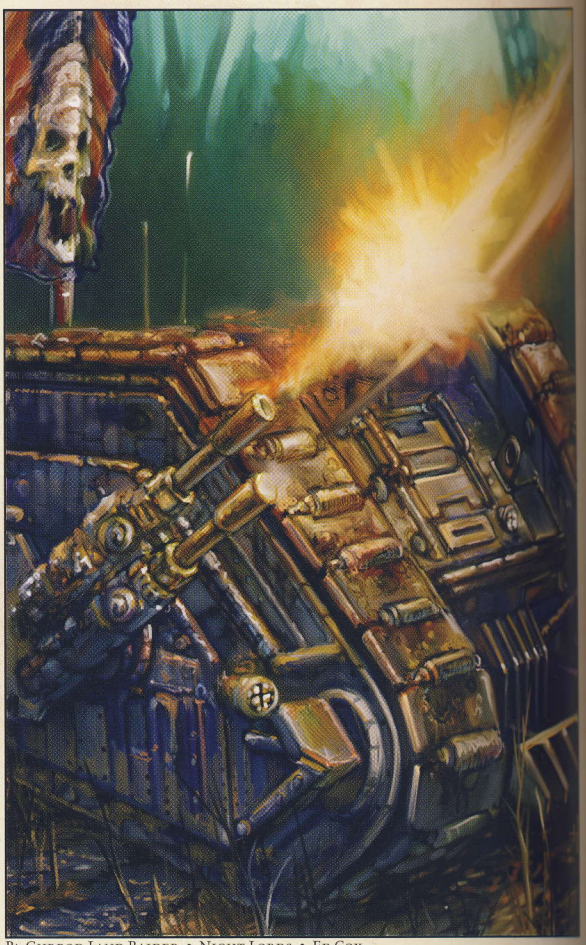
In the long weeks since the confrontation, Ferrus had been unable to contact the Emperor with the hideous revelation of the betrayal of Horus and Fulgrim as he and his Legion were becalmed by warp storms. When he was finally able to communicate with Terra he learned the full extent of the betrayal. This served only to fan the flames of Ferrus's anger. On receiving the orders to attack Horus from Rogal Dorn, he immediately set course for Isstvan in the fastest ships in his fleet.

Assault Squad • Dark Angels • Michael Phillippi





Chaplain Sor Bakpahl • Word Bearers • Dan Wheaton



Pa-Gurbod Land Raider • Night Lords • Ed Cox



Bargotal Heavy Support Squad • Word Bearers • Franz Vohwinkle

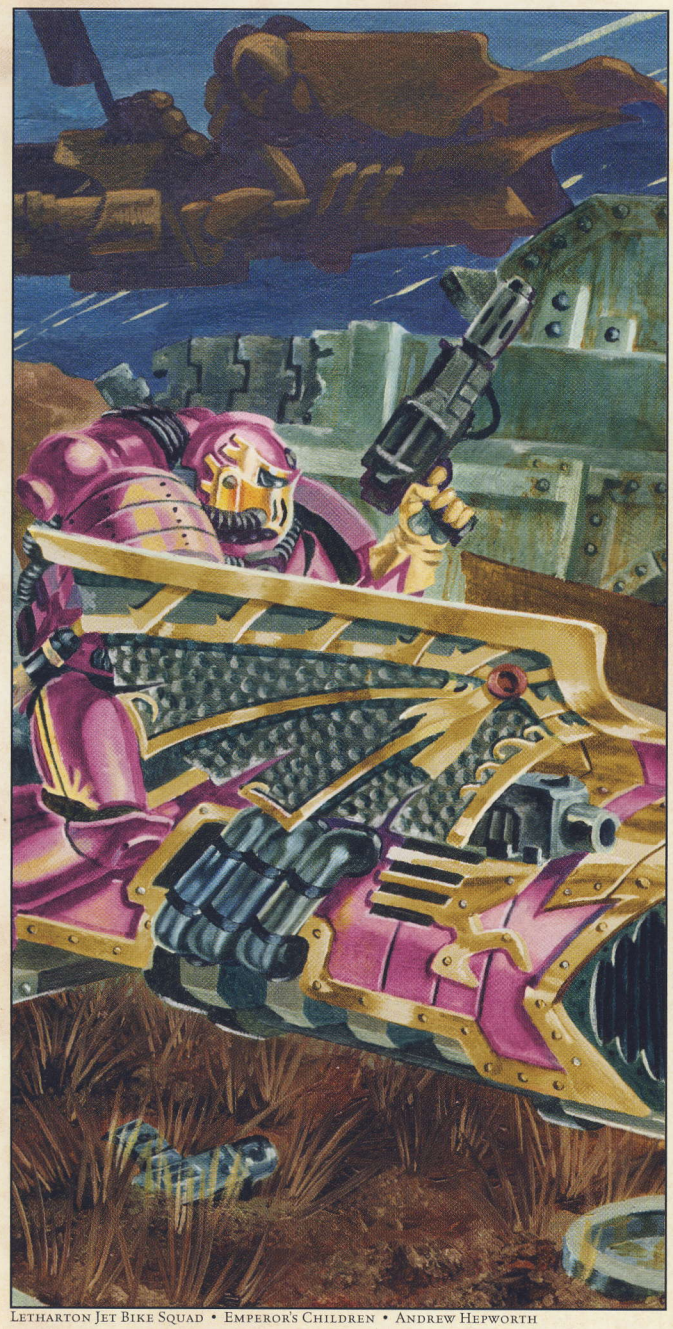






Vador Land Raider • Iron Warriors • Franz Vohwinkel

'As I stand shoulder to shoulder with my battle brothers, I am forced to wonder: who can I trust? I am being asked to fight men who I once called comrade. I ask myself: what manner of ruin will befall us next?'



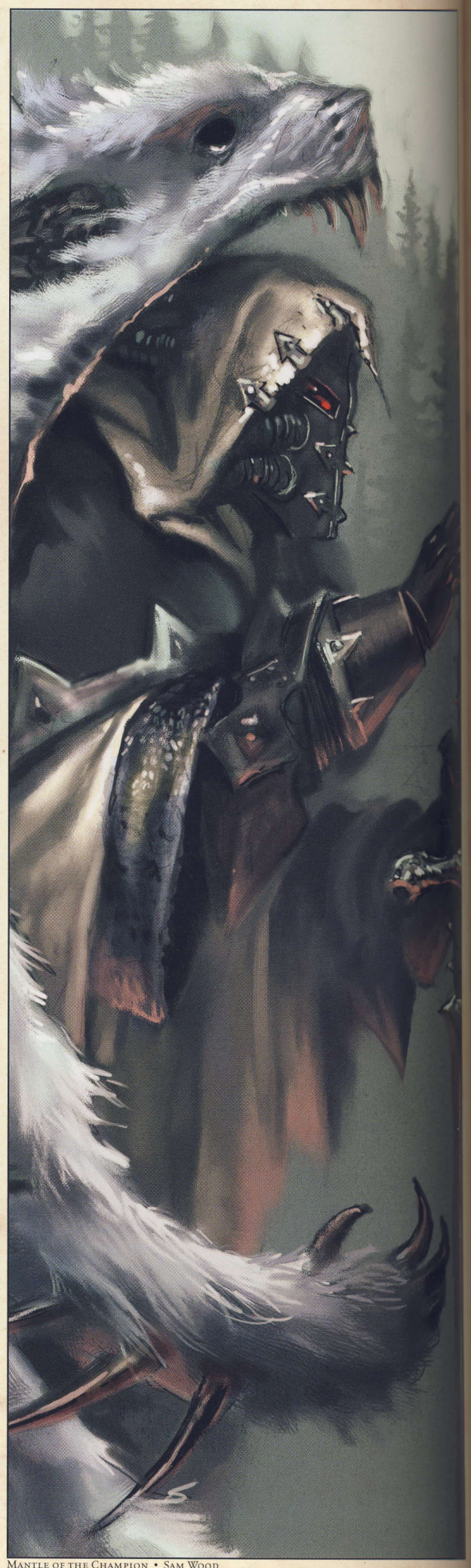
Letharton Jet Bike Squad • Emperor's Children • Andrew Hepworth

The Legions Muster at the Isstvan System II

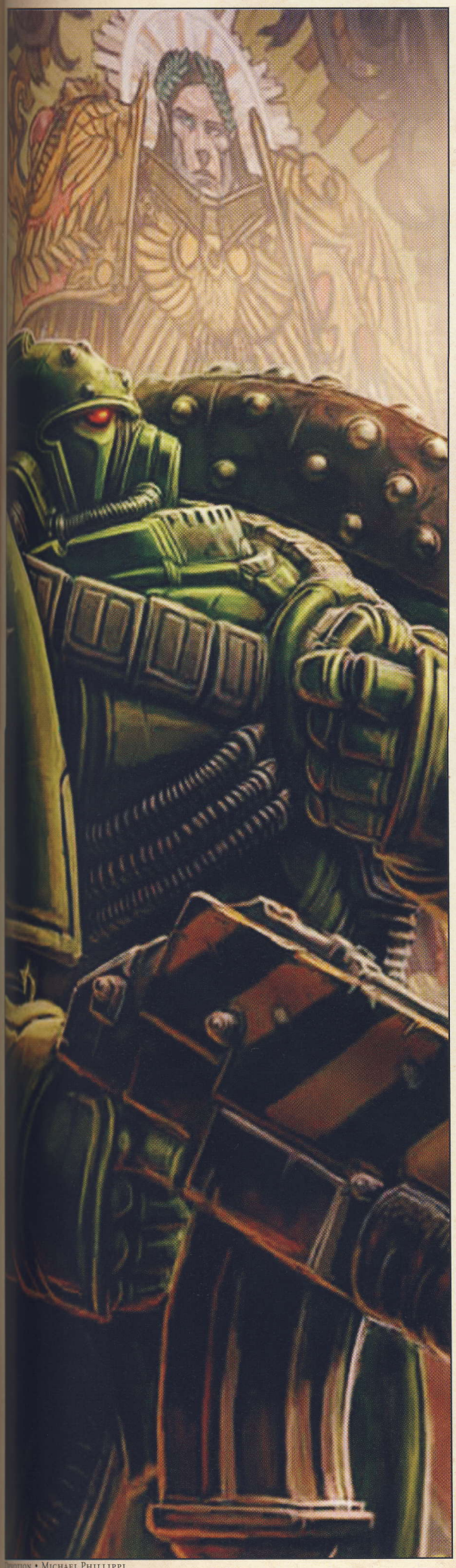
Ferrus Manus impatiently paced back and forth across the command deck of his sleek command ship. He had arrived at the Isstvan system with ten companies of his finest veterans. The rest of the Iron Hands were following in the Legion's slower vessels. Ferrus did not expect them to arrive in time to participate in the initial assault. This did not concern him overly as he was assured of the services of the full complement of five other Legions and a huge contingent of the Word Bearers. The Salamanders and Raven Guard Legions had already reached the rendezvous point in their large warfleets and their Primarchs, Vulkan and Corax respectively, were waiting for the order to move on the fifth planet.

Ferrus pressed his chief astropath for news on the whereabouts of the rest of his command. The waiting was interminable; he was desperate to move quickly. Not only was the fate of the Imperium in his hands, but he also had a personal score to settle with the vile Fulgrim.

Finally he got the news he wanted to hear. The remaining four fleets were only hours away and would break their warpjump close to the fifth planet. Ferrus let out a cry of relief. At last he could seek his revenge on Fulgrim and crush the rebellion.



Mantle of the Champion • Sam Wood



Devotion • Michael Phillippi



The Emperor's Benevolence • Michael Phillippi

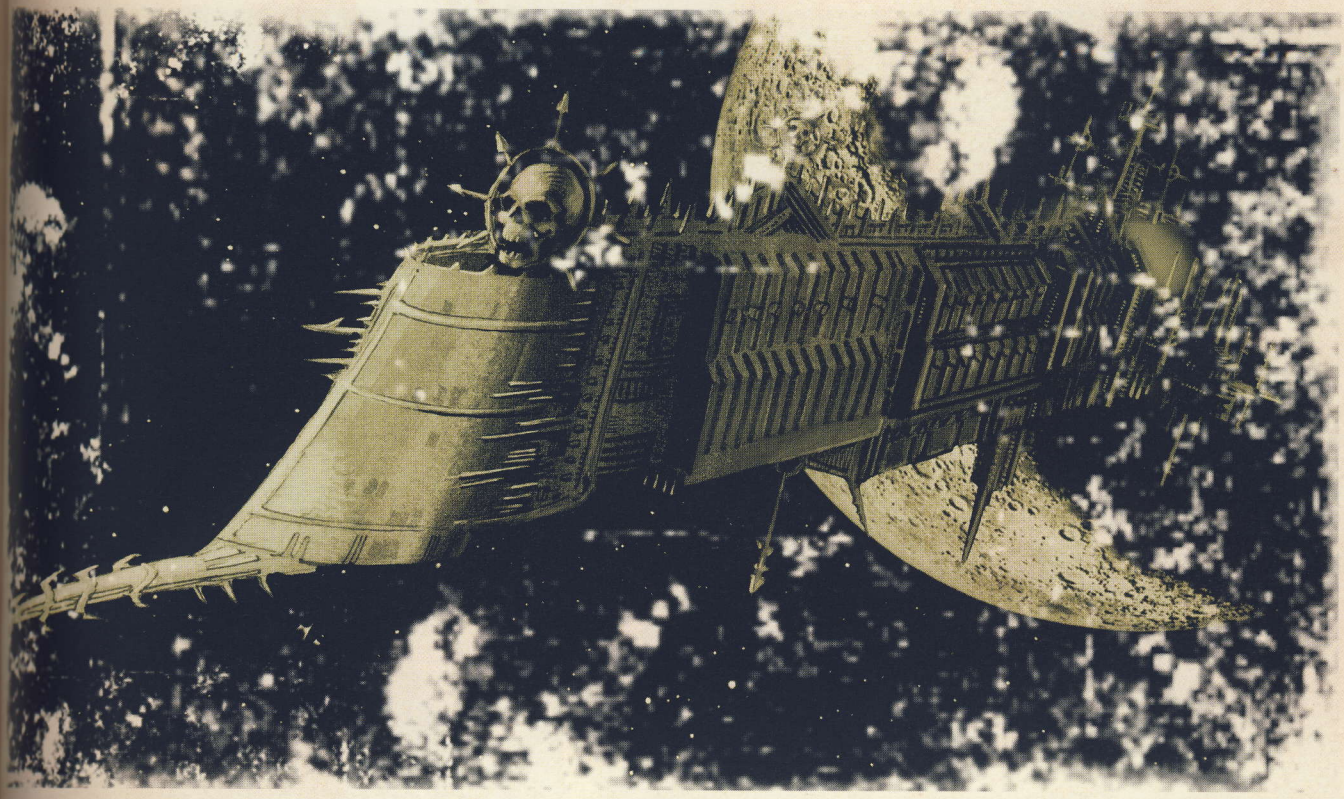


Harle Assault Squad • World Eaters • James Brady

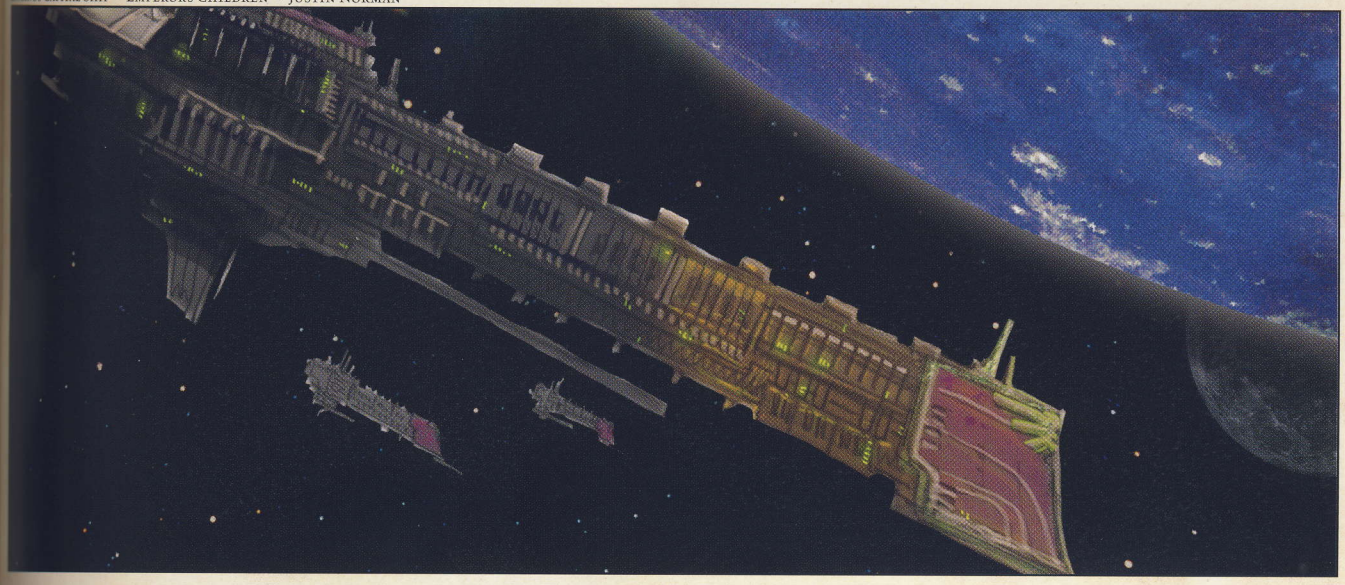


Amensos Heavy Support Squad • Thousand Sons • David Gallagher





Longinus Capital Ship • Emperor's Children • Justin Norman



Balthamik's Sword • Word Bearers • Justin Norman



Ferrus Orders the Attack

Ferrus contacted Vulkan and Corax.

'Loyal Primarchs, the hour of our destiny has arrived. Our comrades are but a short time away. The Legions of Perturabo, Night Haunter, Alpharius and the warriors of Lorgar will be with us soon, they are mere hours behind us.

'I have decided that the honour of drawing first blood in this battle falls to us. Your Legions and my stalwart veterans will lead the assault. Our astropaths and diviners have identified the enemy's position and deduced the optimal attack pattern and landing zones. We go for full planetary assault configuration. Logic-engines should be transmitting the dropsite details to you as I speak. My veteran companies will take the vanguard. Corax, your Legion is to secure the right flank and centre. Vulkan you have the left wing. As soon as we land we make for the target points identified on the tactical holograms marked as references Gamma twelve to twenty-four and Theta seven, eight and nine.

'I have instructed the others to make planetfall as soon as they break warp. They are to secure the dropsite and reinforce our assault. Holograms Omega and Righteous contain details of their deployments.

'The traitors are not expecting this attack and we have the advantage of surprise. The Emperor damn us if we waste it!'

Aquillon Legio Custodes Guard • Legio Custodes • John Gravato





Nurgle Support Bike Squad • Death Guard • Paul Carrick



Laertes Tactical Squad • Emperor's Children • David Millgate

Mordant Mammoth Heavy Tank • Death Guard • David Hudnut





Antonin Coleman • James Ryman



Chaplain Xavier • Salamanders • James Ryman



Astropa

Locasto





Astropath Cistar • Iron Hands • Andrea Uderzo

Lucator Veteran Squad • Death Guard • James Brady

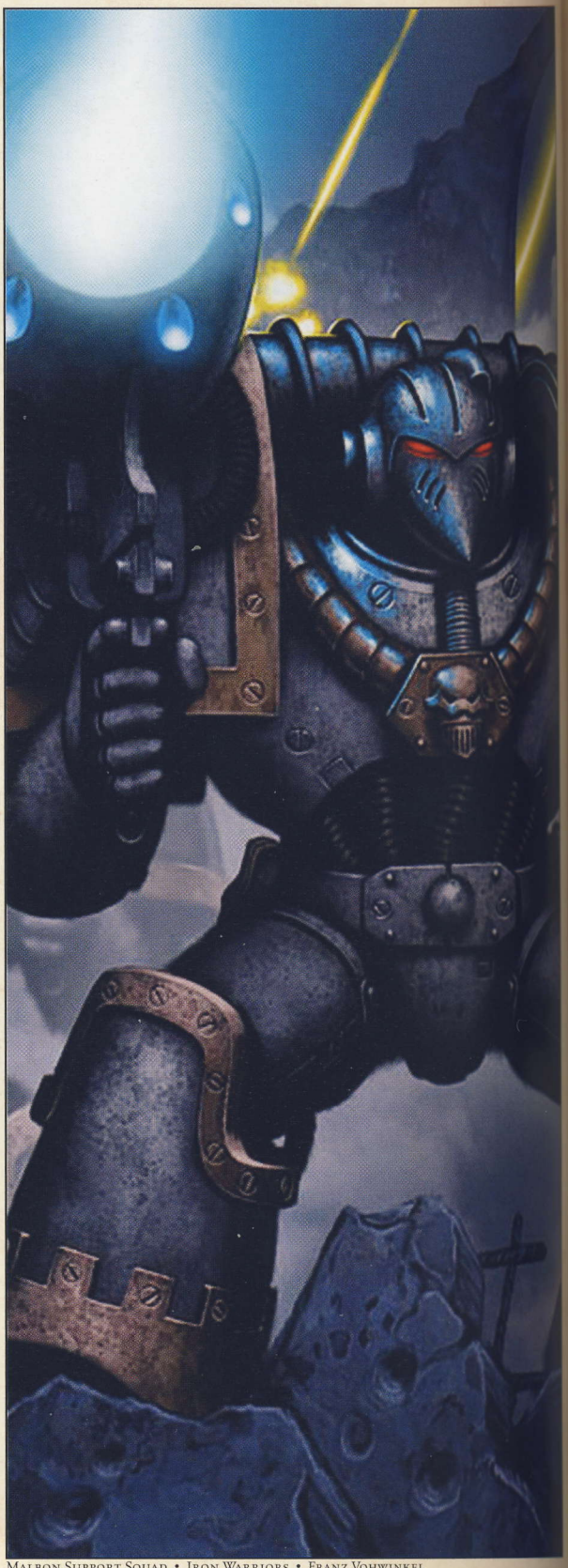


Barsk Tactical Squad • World Eaters • Michael Phillippi





Kon-drayur Tactical Squad • Night Lords • Franz Vohwinkel



Malbon Support Squad • Iron Warriors • Franz Vohwinkel



Harmok



Ka-Perm

The Loyalist Assault of Isstvan V

Ferrus Manus launched his assault against the traitorous forces of Horus the Warmaster headquartered on the planet of Isstvan V. Ferrus had with him his entire brigade of Iron Hands veterans, and the Salamanders and Raven Guard Space Marine Legions of Vulkan and Corax.

The forces of Horus were encamped along the northern edge of one of the planet's largest deserts, the Urgall Depression. This landscape was a featureless plain of bare rock and scattered scrub, rising gently to low hills upon which the traitors were deployed.

As the command to attack was broadcast from Ferrus's flagship, the sky above the Urgall blackened as ten thousand drop pods rained down onto the planet from the loyalist fleet in orbit. Huge explosions ripped through the traitor lines as the orbiting fleet unleashed a torrent of fire from its massive guns, bomb and missile launchers. As each drop pod landed, it disgorged its cargo of Space Marines who immediately began assaulting the traitors. Following in the wake of the drop pods, hundreds of dropships and landers carrying heavier equipment and large war machines began their urgent descent to the planet's surface. Within minutes, the entire loyalist forces of Ferrus had made planetfall. Then the battle began in earnest.



Tharmokan Support Squad • Salamanders • Torstein Nordstrand



Goldoara Heavy Support Squad • Emperor's Children • Paul (Prof) Herbert

Ea-Permode Battery Squad • Night Lords • Scott Szcesniak



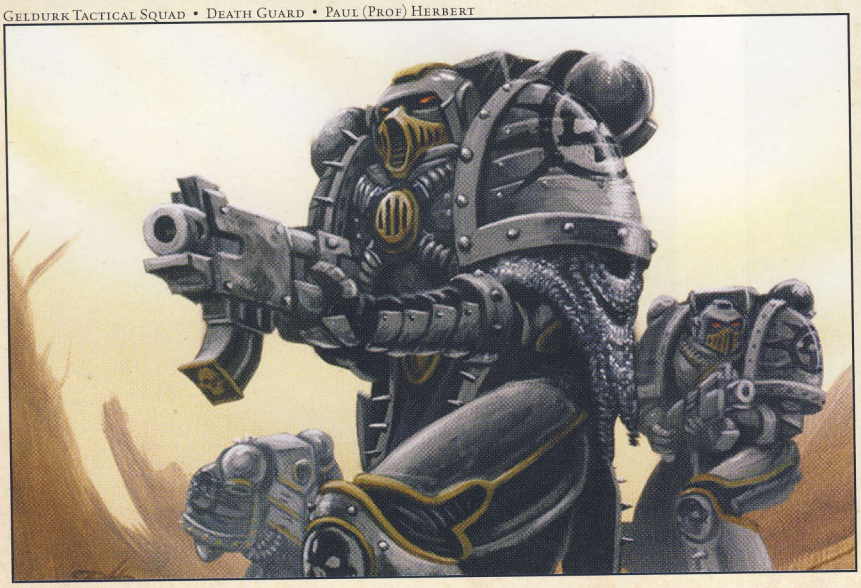
Librarian Quor Vondar • Word Bearers • Jim Pavelec





Wrathe Berzerkers • World Eaters • Sam Wood

Geldurk Tactical Squad • Death Guard • Paul (Prof) Herbert







OLUNTARY SACRIFICE • JOHN GRAVATO



HORUS'S PRIDE • DAVID MILLGATE


AGE OF HERESY.
IMPERIAL NOBILITY - MARSHALL MILITANT.
A DUDE? - YES.
A FOP? - YES.
A DANDY? - MOST CERTAINLY.
DANGEROUS? - VERY!!

HORUS HERESY
IMPERIAL COMMANDERS II
Imperial Commanders, rulers of individual worlds within the Imperium, are charged with protecting humanity and must not harbour enemies of the Imperium. These are variously listed but always include aliens, mutants and those that would treat with them. Daemons were not recognised at this time but it is doubtful if any could make the distinction between a daemon, an alien or a monstrously mutated human in any case.
There is some degree of righteousness about the Great Crusade and the reclaimed worlds are grateful to have been rescued from the anarchy they faced. Some worlds immediately venerated the Emperor. This was especially true on the many worlds that had developed myths and prophesies that spoke of their deliverance from evil by the 'Emperor of the Stars'. The demagogues of Terra were quick to fan the religious flames. The stronger the Emperor denied his divinity the more strident were their demands that he should embrace it.
HH 17/95 ©2003 GW Ltd

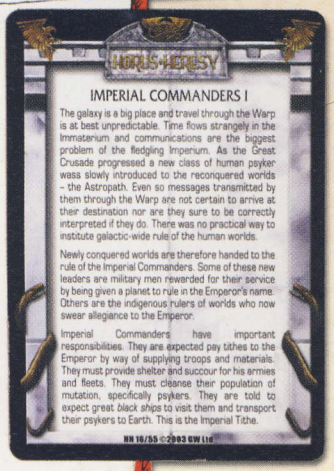

THE INDOMITABLE WILL
CAPITAL SHIP
Death Guard
T (4+): Any unit gets +1 firepower. Only playable while this ship is ready. If you fail this test, lock this ship.

Imperial Noble; possibly a planetary ruler or Terran high caste • John Blanche Horus Heresy Sketchbook



NOBILITY

NOBLIS MILITANT IN TRADITIONAL IMPERIAL HOUSEHOLD NOBILITY UNIFORM – ON AND ABOUT TERRA – THIS MODE OF DRESS TYPIFIES - MARSHALS, GOVENORS - ADMIRALS ETC. HE HOLDS IS BATON OF OFFICE & DONS A MILITARY HAIRCUT UNIFORMS OF THIS TYPE EXISTED FOR MANY MILLENIA RIGHT UP TO THE 41ST.







The Loyalists make Planetfall

Ferrus Manus and his personal retinue were amongst the first of the loyalists forces to make planetfall. His drop pod crashed down into the heart of the traitor encampment. The defenders fought back but the ferocity of the loyalist assault threatened to sweep them from the hilltops they occupied. Ferrus and his veterans quickly established a position, as did the Legions of Corax and Vulkan. The loyalist plan was to strike hard and fast, to overwhelm the traitors and drive them from the hills. Within an hour or two the remaining four Legions of the Task Force made planetfall to the rear to reinforce the assault and mop up any lingering resistance.

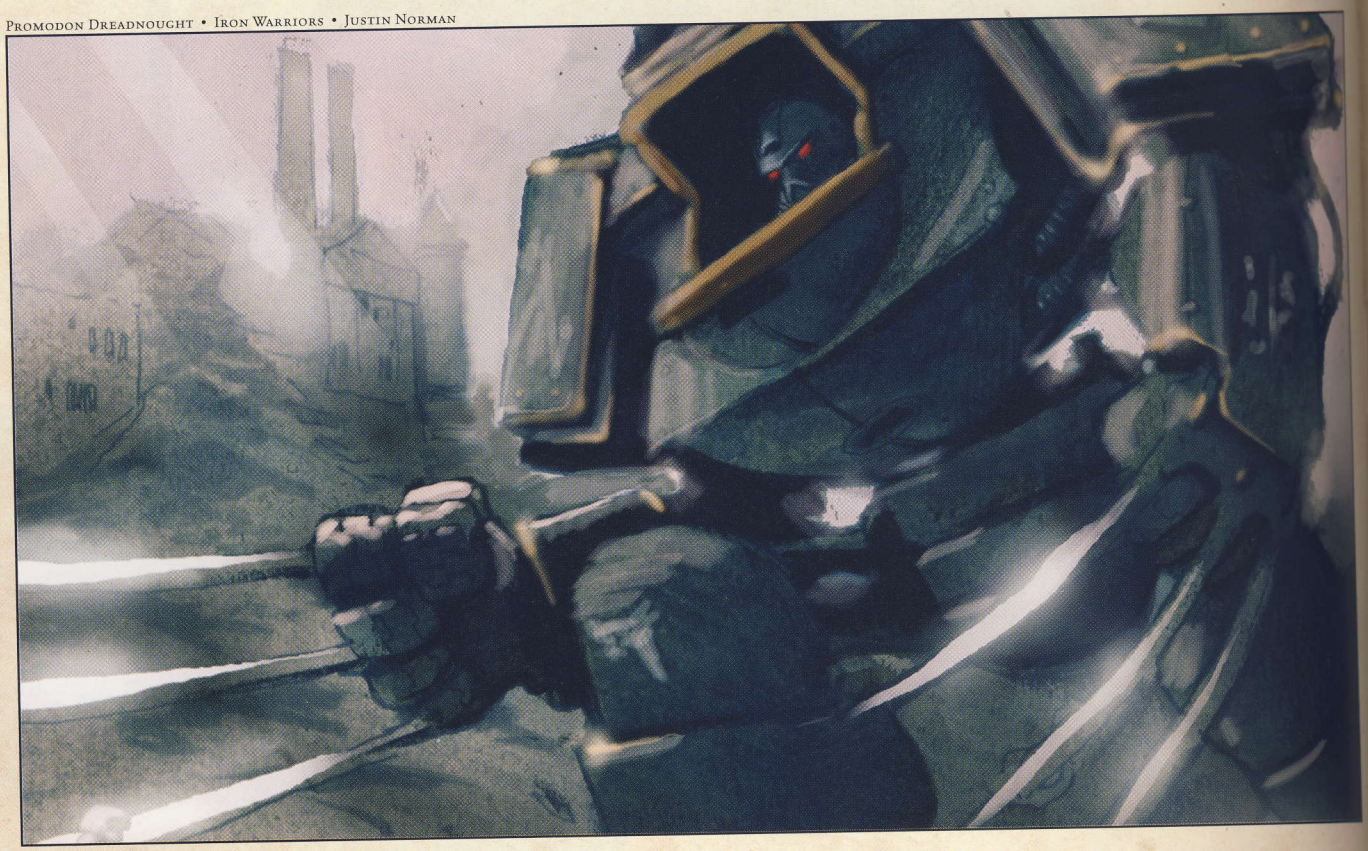
The fighting was bloody as Space Marine fought Space Marine. Despite their differing loyalties, the two sides were well matched. The loyalists, though outnumbered by Horus's forces, had the advantage of surprise and initiative. For a while it seemed that Ferrus's plan would work as his troops began to make inroads into the enemy lines. The traitors were being slowly but surely driven from their defensive positions as the loyalists consolidated their advance with a series of hit and run attacks right across the battlezone.

The carnage was terrible, on a scale never seen before, but the forces of Ferrus Manus were winning. The Emperor's loyal warriors took heart when the first landing craft of the following-up Legions broke through the cloud cover and appeared above the Urgall Dropsite.



Phael Toron Corrupt Legion • Word Bearers • Tiernen Trevallion

Promodon Dreadnought • Iron Warriors • Justin Norman





Cadenor Veteran Squad • Iron Warriors • Tiernen Trevallion

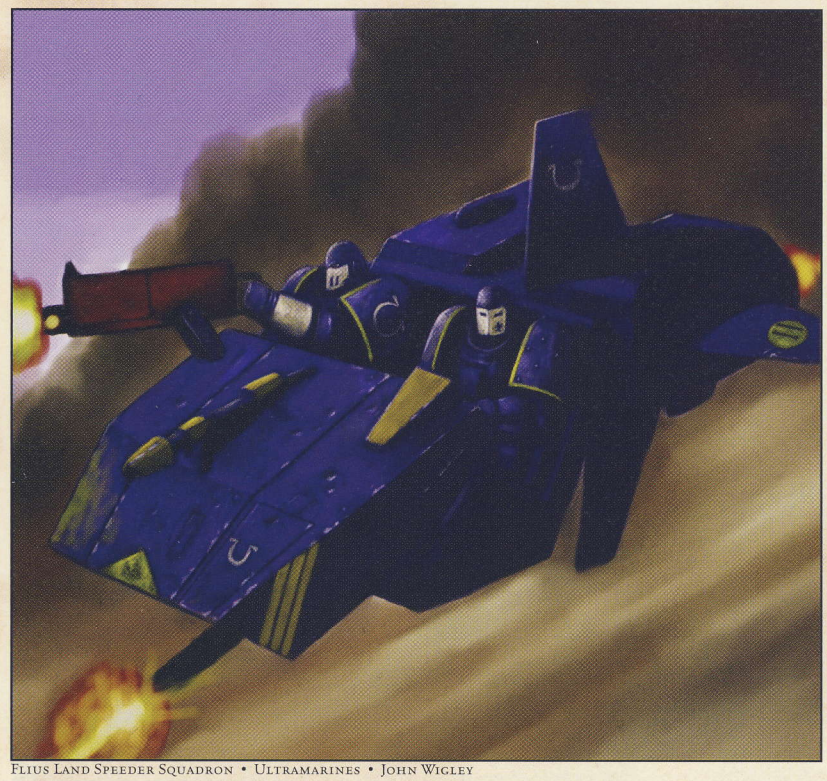


Fulgrim's Bodyguard • Emperor's Children • Tiernen Trevallion

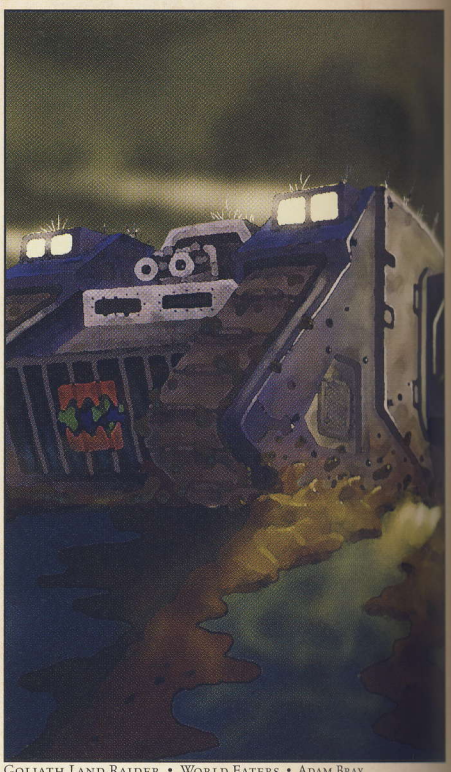
Nael Rabor Tactical Squad • Word Bearers • Justin Norman





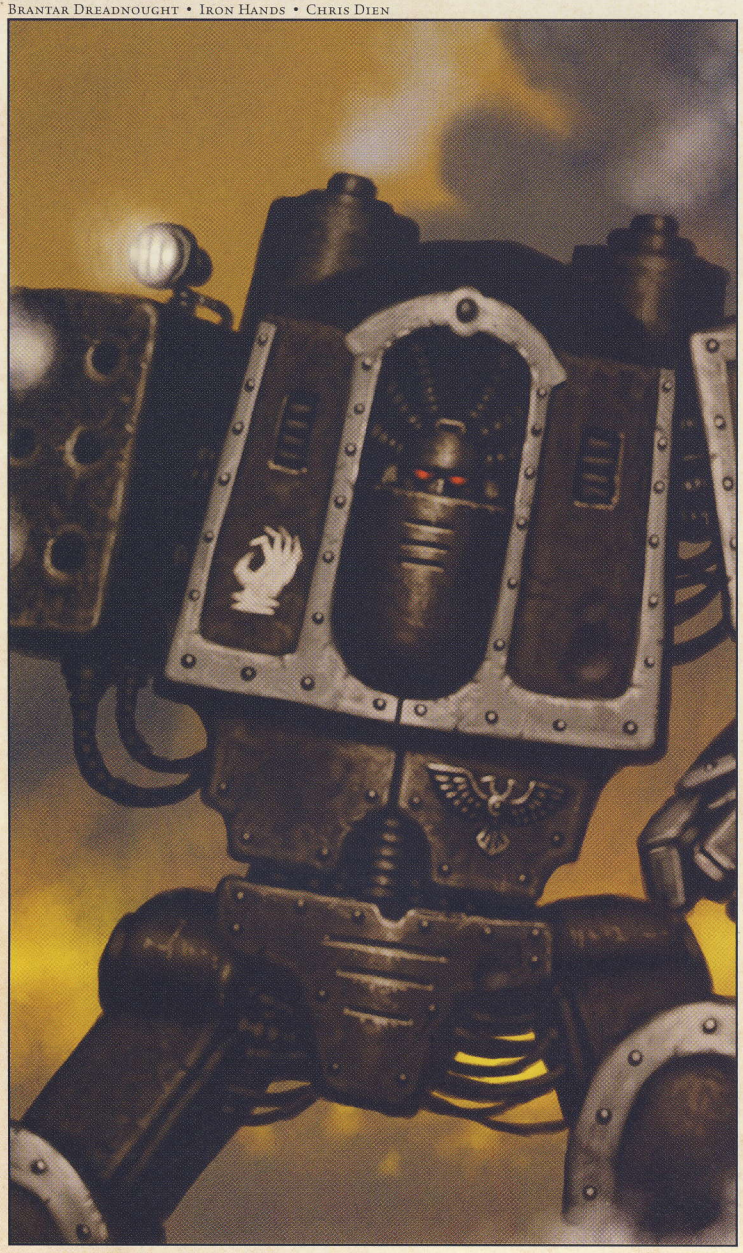


Flius Land Speeder Squadron • Ultramarines • John Wigley



Goliath Land Raider • World Eaters • Adam Bray

Brantar Dreadnought • Iron Hands • Chris Dien



Eta-Kappa 00 • Cult Mechanicus • Kari Christensen



Horus Orders his Mock Retreat

The battle for Isstvan V raged across the low hills along the northern edge of the Urgall Depression. The attacking loyalist Legions under the command of Ferrus Manus had seemingly surprised the forces of the arch-traitor Horus and his fellow conspirators and were now fighting against the very heart of their entrenched positions. Many thousands of Space Marines had been killed and still the battle went on. Both sides were suffering tremendous casualties, the carnage was appalling. Horus smiled. If he cared about the losses his own Legions were taking he showed no sign of it; his devious plan was about to come to fruition.

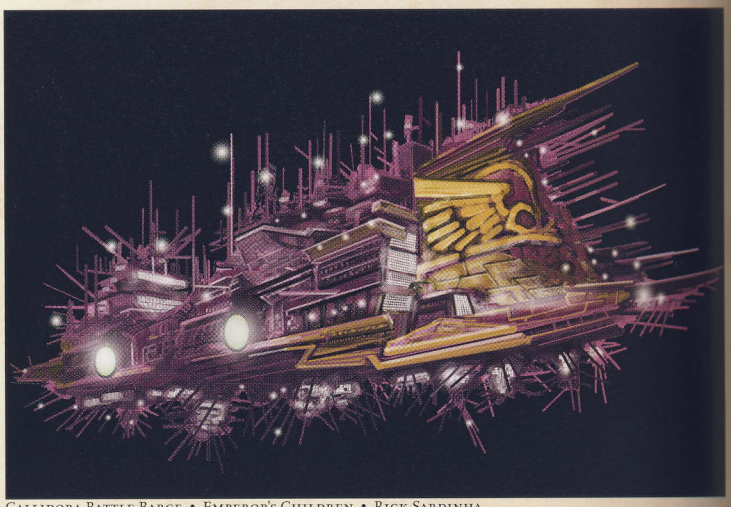
'At the first sign from our secret allies you are all to draw back your troops,' he commanded his fellow traitor Primarchs. 'It must appear as if we are cowed by the appearance of fresh enemies. This will convince the Iron Hands Primarch to overstretch his forces. The fool Manus does not realise we will soon have him caught in a deadly vice from which there will be no escape for him or his Emperor-loving followers.

'Once our allies have secured the dropsite for us, we can counter his puny assault with our full strength. Mark my words well, Angron, Mortarion and Fulgrim, your Legions will sate themselves fully before this day is done. Our victory here will pave the way to the Throne of Terra and then the Galaxy!'

Imperial Bodyguard • Raven Guard • John Gravato







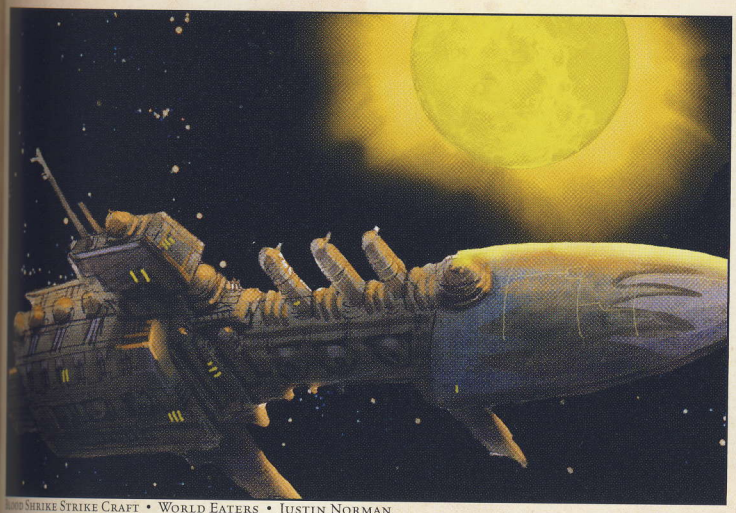
Callidora Battle Barge • Emperor's Children • Rick Sardinha

Erewhon Battleship • Emperor's Children • Justin Norman

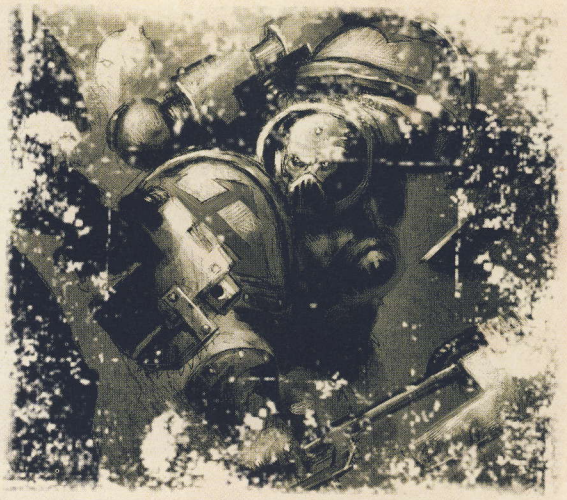


Fulgrim's Virtue • Emperor's Children • Justin Norman

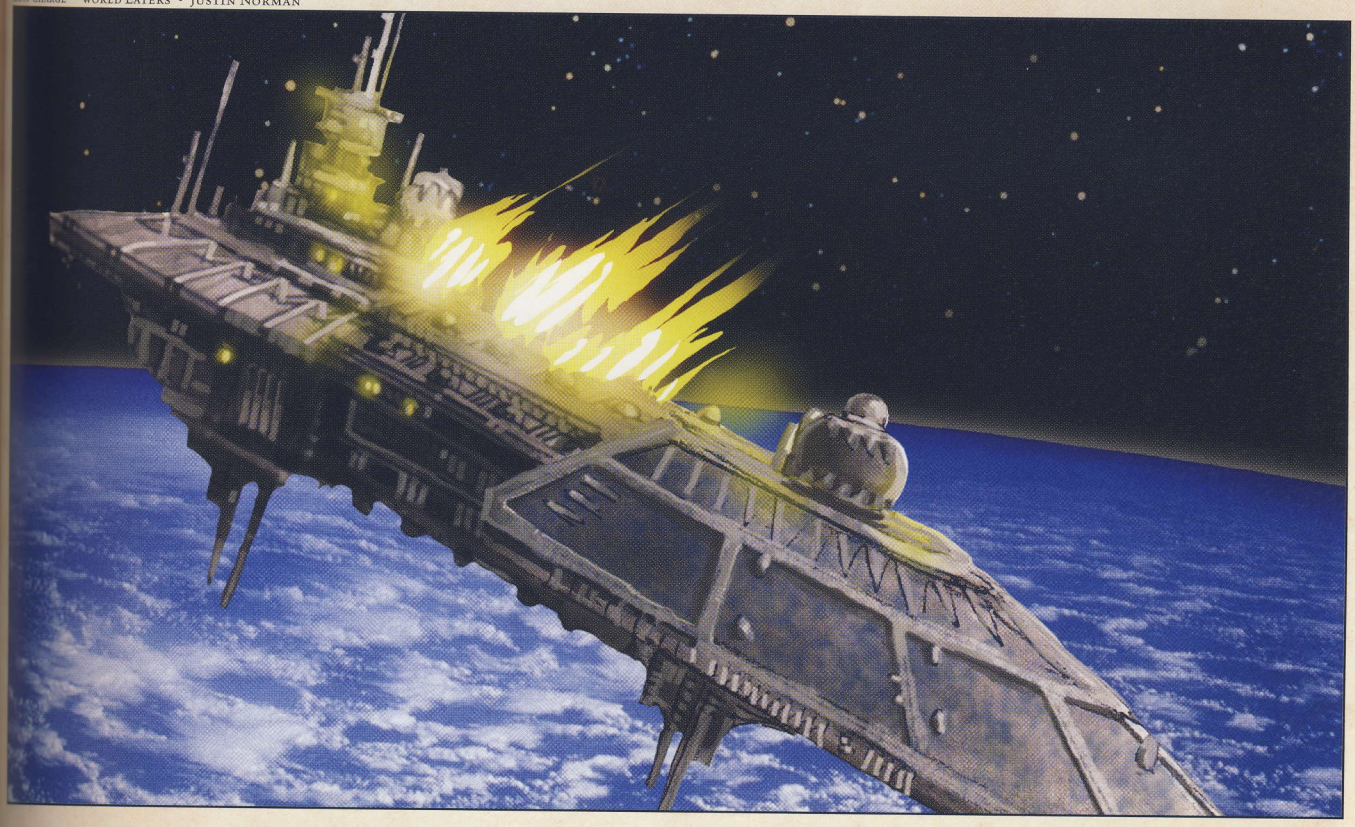




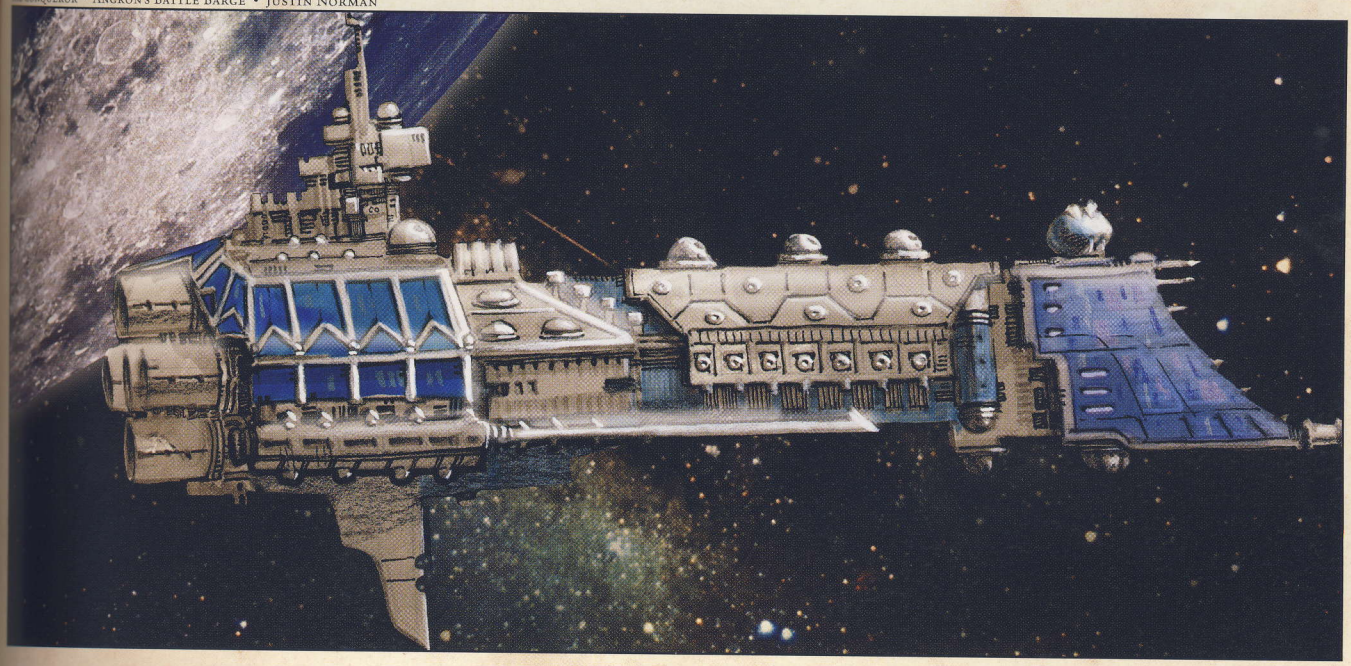
Blood Shrike Strike Craft • World Eaters • Justin Norman



Gath's Charge • World Eaters • Justin Norman



The Conqueror • Angron's Battle Barge • Justin Norman



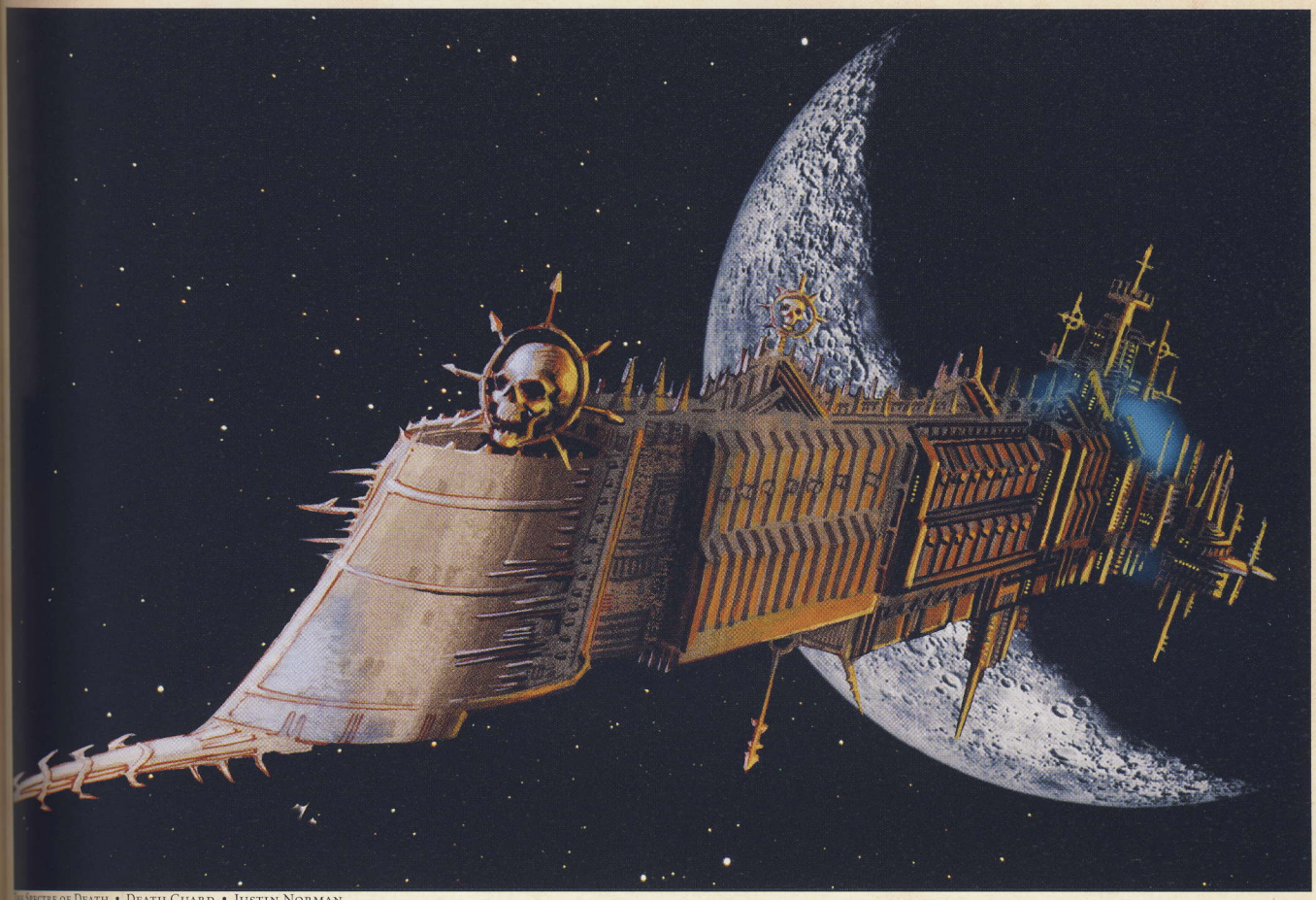
The Fury of Ferrus I

Ferrus Manus fought with righteous fury. He was surrounded by his most experienced warriors, hand-picked veterans of the Iron Hands Legion. Against them were arrayed the traitors of Fulgrim's Emperor's Children Legion. No quarter was asked or given as the opposing Space Marines fought to the death. Blood and gore drenched the combatants as bolter shells blasted through the ceramite casings of power armour and chainswords severed arms, legs and heads. The loyalist Iron Hands, bolstered by the presence of their Primarch, were slowly winning the fight.

Ferrus was determined to win. He had been frustrated beyond measure by the events that had led him to this place. His previous encounter with Fulgrim and the traitor's attempt to turn him, the months he and his Legion had been stranded on the far side of the Imperium, unable to contact or be contacted by the Emperor, the passion with which the traitor Space Marines had fought back against his attack had all conspired to fill him with rage and set his heart on a quest for vengeance. The object of his most fervent ire was Fulgrim. The Primarch of the Emperor's Children Legion had been his greatest ally and friend. Ferrus was appalled that Fulgrim, of all those he knew, was the one who had tried to turn him traitor. Fulgrim must pay for his treachery, thought Ferrus.

Dhekarst Dreadnought • Sons of Horus • John Gravato





The Spectre of Death • Death Guard • Justin Norman

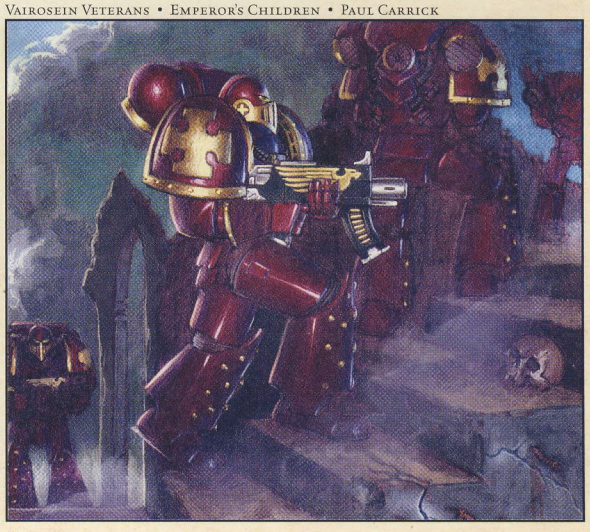
Sekhmet Terminator Squad • Thousand Sons • Paul Carrick



Nisr's Scouts • Imperial Army • Bradley Williams



Vairosein Veterans • Emperor's Children • Paul Carrick





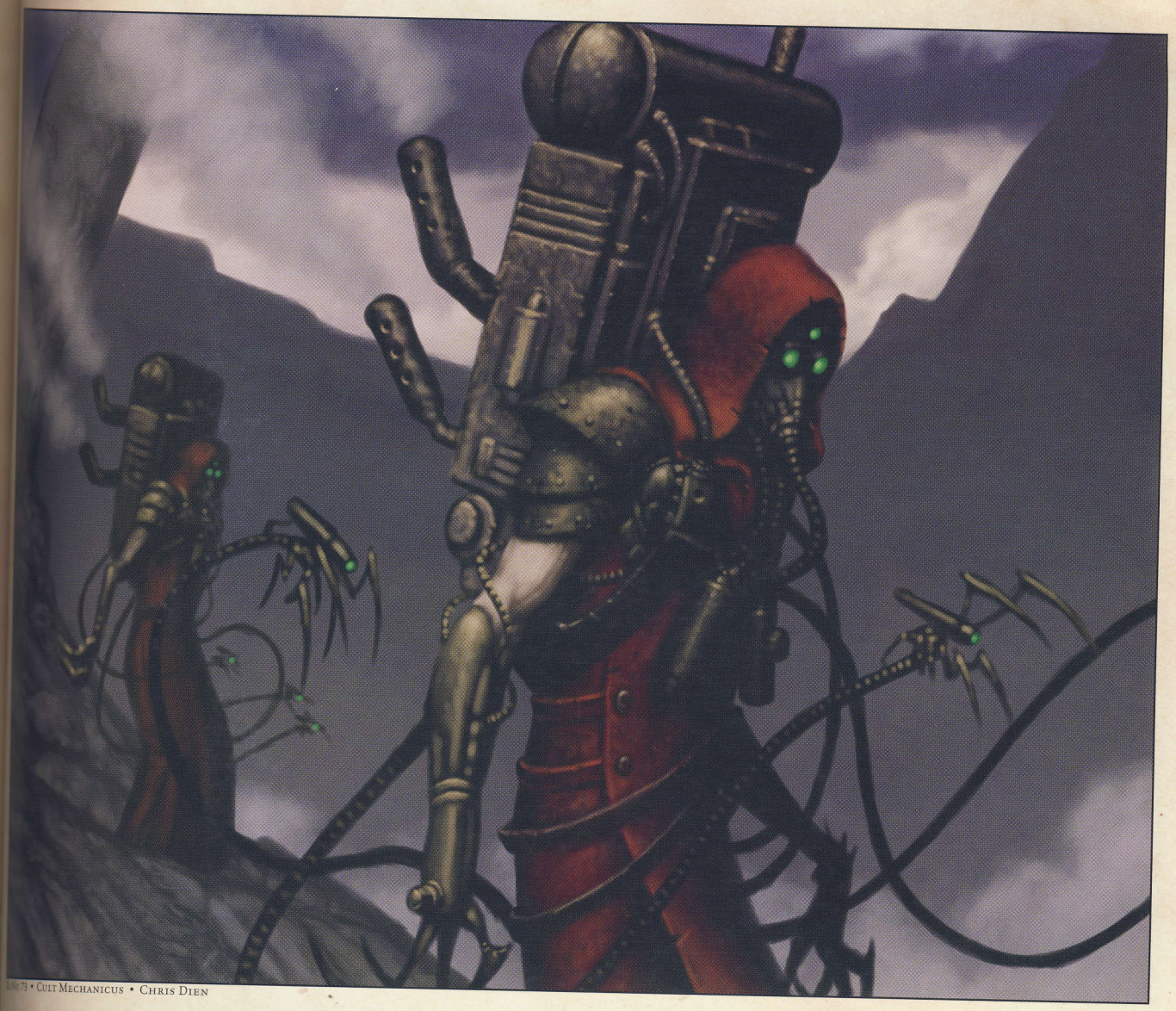
Pi-Alpha 52 • Cult Mechanicus • Kari Christensen

Alpha-Omega 05 • Cult Mechanicus • David Millgate



Chi-Mu 25 • Cult Mechanicus • James Ryman





Ex-No 73 • Cult Mechanicus • Chris Dien

Aucorax Assault Squad • Raven Guard • Torstein Nordstrand



Kolbyr Hunter Support Squad • Space Wolves • Karl Kopinski





Comech Dreadnought • Iron Hands • Andrea Uderzo

Abrihorton Assault Squad • Word Bearers • John Wigley





The Fury of Ferrus II

The battle for the dropsite raged on. Ferrus of the Iron Hands had led three Legions of Space Marines in an audacious assault against the traitor Legions of Horus on the fifth planet of the Isstvan system. Thousands of Space Marines had died in the bloody battle that ensued; thousands more were dying still as the fighting continued.

The loyalists had driven a wedge deep into the enemy position, at the fore was the awesome figure of Ferrus; cleaving, hacking, shooting the traitors before him, all the while barking out orders to his troops. For Ferrus this was not only a battle, this was vengeance, revenge for perfidy most foul. This was his time to punish the miscreant followers of Horus and especially to mete out justice to the despicable Fulgrim. Ferrus looked for a sign that he could set aside his duty of command and seek a duel with Fulgrim. He yearned to confront the viperous Primarch and settle once and for all the enmity that they now had between them.

Ferrus did not have to wait long for his sign. In the distance behind them, the loyalists could see the first landing craft of the Night Lords Legion breaking through the cloud cover above the dropsite of the Urgall Depression. Four more loyal Legions were about to enter the battle, they thought. Within minutes, craft from the other Legions had been identified. The Iron Warriors, the Alpha Legion and the Word Bearers had joined the Night Lords. The dropsite has been secured, thought Ferrus, now, at last, I can exact my revenge upon Fulgrim.



Halmech Swift Assault Squad • Iron Hands • Torstein Nordstrand

Chaos Screamers • Daemons • JD Smith



The Fallen • Daemons • Pat Oliff



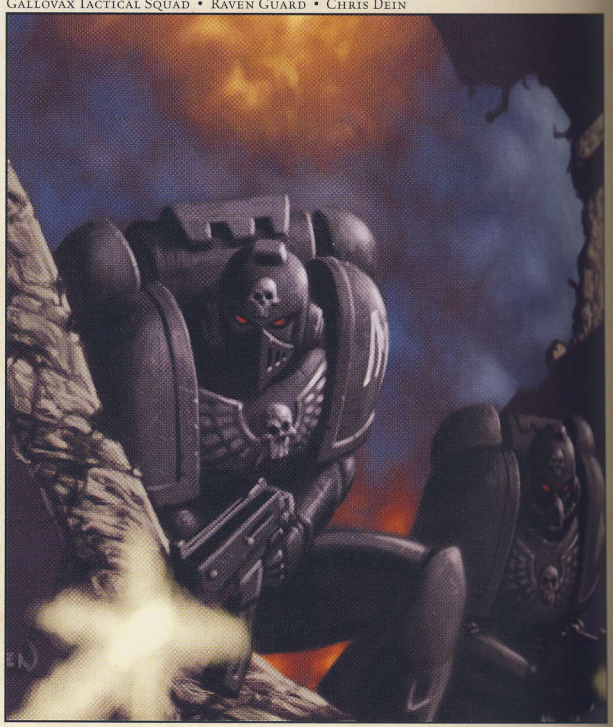


Olodar Support Squad • Word Bearers • Steve Boulter

Agapito Talons • Raven Guard • John Cadice



Gallovax Tactical Squad • Raven Guard • Chris Dein







Dorboral Assault Squad • Word Bearers • Steve Boulter



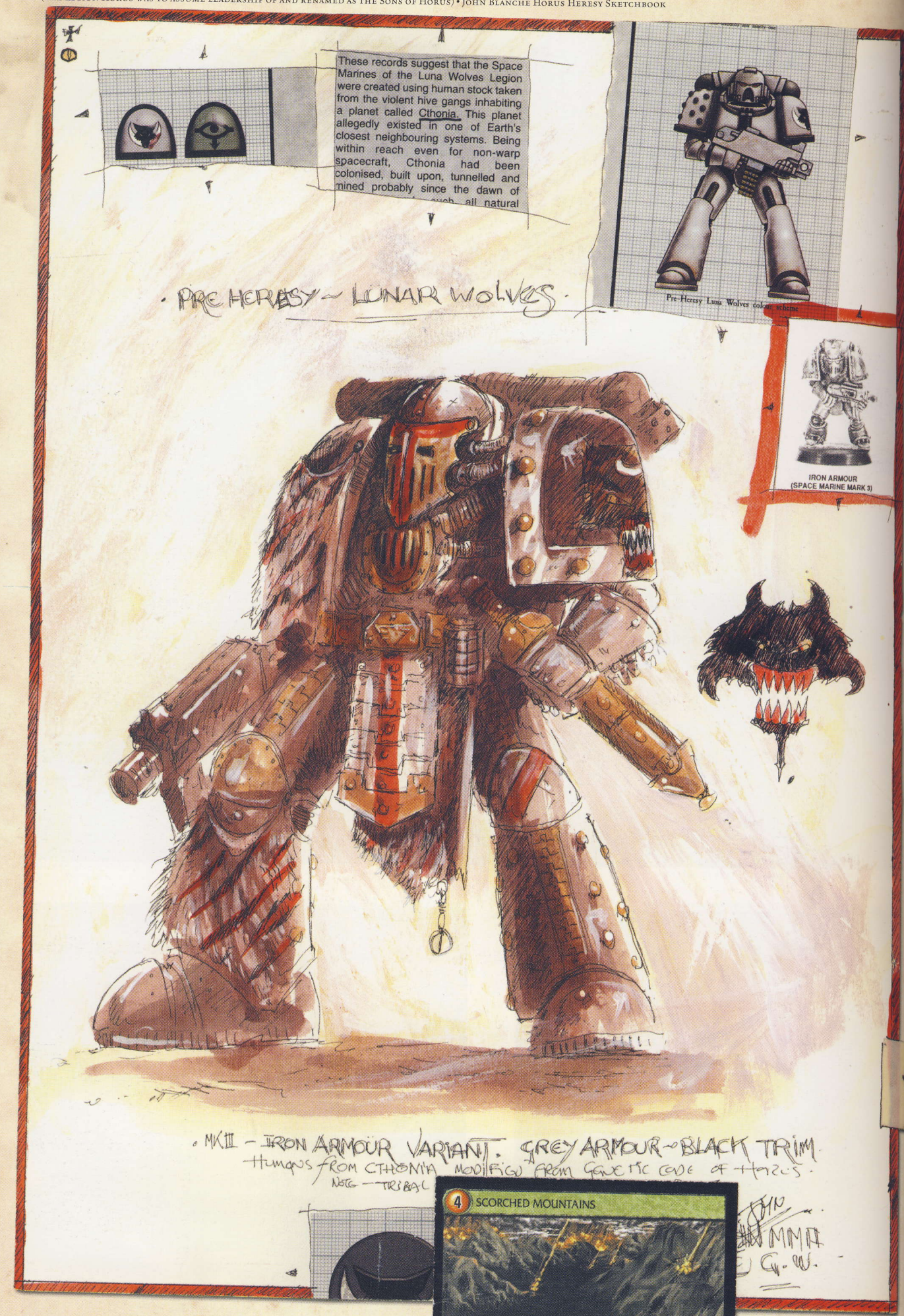
Fohrste Ogryns • Imperial Army • Tiernen Trevallion



Ardask Chieftain Squad • Sons of Horus • Kenson Low



Concept for Space Marine of the Lunar Wolves Legion
(the Legion Horus was to assume leadership of and renamed as the Sons of Horus) • John Blanche Horus Heresy Sketchbook



These records suggest that the Space Marines of the Luna Wolves Legion were created using human stock taken from the violent hive gangs inhabiting a planet called Cthonia. This planet allegedly existed in one of Earth's closest neighbouring systems. Being within reach even for non-warp spacecraft, Cthonia had been colonised, built upon, tunnelled and mined probably since the dawn of ... such all natural

Pre-Heresy Luna Wolves colour scheme

· PRE HERESY ~ LUNAR WOLVES ·

IRON ARMOUR
(SPACE MARINE MARK 3)

· MK III – IRON ARMOUR VARIANT. GREY ARMOUR ~ BLACK TRIM.
HUMANS FROM CTHONIA MODIFIED FROM GENETIC CODE OF HORUS.
NOTE – TRIBAL

MMA
G.W.

4 SCORCHED MOUNTAINS

Istvaan III

All deployments made to this sector are made face up.



Concept for traitor Space Marine of the Sons of Horus Legion
• John Blanche Horus Heresy Sketchbook

The Fury of Ferrus III

As the dropships and landing craft of the Night Lords, Iron Warriors, Alpha Legion and Word Bearers set down on the planet surface, the traitor forces seemed to lose heart for the fight. They began to pull back from their emplacements and bunkers. The traitor Primarchs Angron, Fulgrim and Mortarion could clearly be seen ordering their troops to abandon the hills. For Ferrus and his fellow loyalists, Corax and Vulkan, this was a clear sign that they were winning and that the end was near.

Ferrus voxed a message to his compatriots.

'The enemy is beaten. Look how they run from us. Now we push on! Let none escape our vengeance!'

Corax and Vulkan were hesitant. Their Legions had fought tenaciously and well. But their casualties were not light. Both Primarchs thought it better to consolidate their current positions and let the other unblooded Legions continue the fight whilst they regrouped.

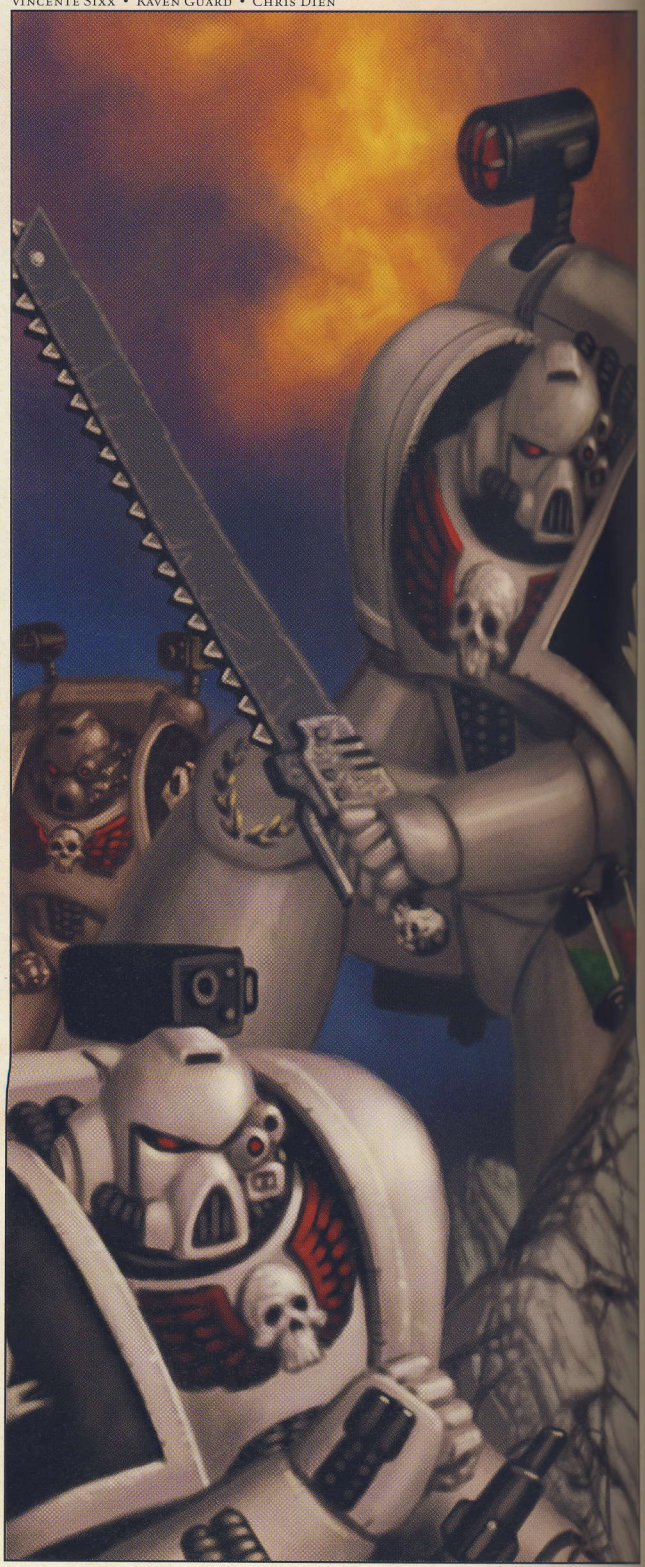
'Lord Manus. Let our fine allies earn some honours in this battle. We have fared well but are nonetheless bloodied and battered. None could say we have not acquitted ourselves with glory this day. Let us take a moment to catch our breath and bind our wounds afore we once again dive headlong into such a terrible battle.'

But Ferrus was not to be dissuaded from his fury. He gathered about him his Iron Hands warriors and thrust deep into the mass of enemies before him, his eyes fixed only upon the gloriously garbed figure of Fulgrim. Let the others rest and lick their wounds, he thought, I will not let any other have the satisfaction of settling affairs with that fiend.

Artulon Veteran Squad • Legio Custodes • Andrea Uderzo

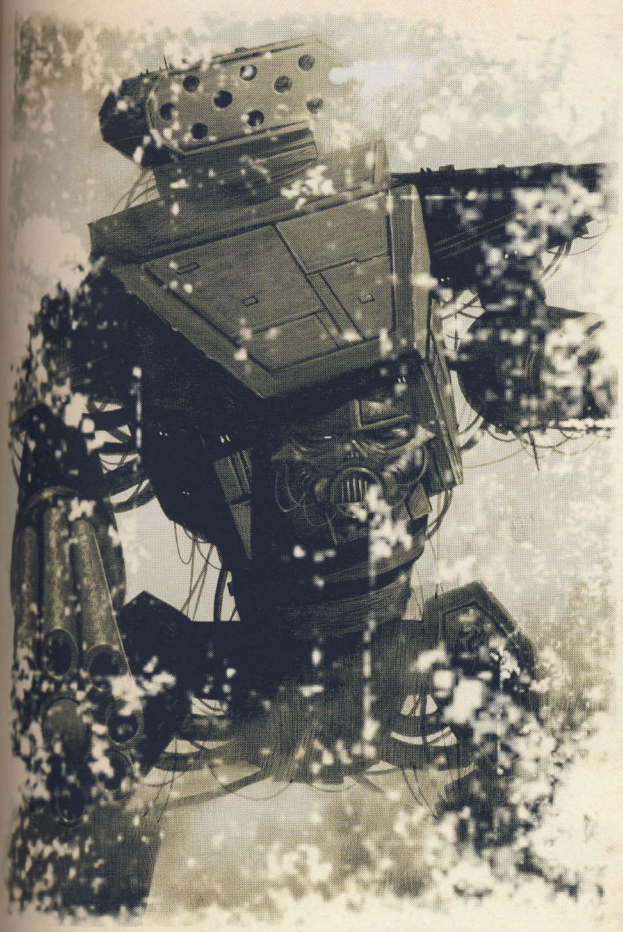


Vincente Sixx • Raven Guard • Chris Dien





Decimus Tactical Squad • Alpha Legion • James Brady





Kohlek Support Squad • Word Bearers • Kenson Low

Ferrus Confronts Fulgrim I

Amidst the carnage of the Urgall Hills, two great Primarchs faced each other. The gore-splattered Ferrus Manus of the Iron Hands Legion and the fantastically bedecked lord of the Emperor's Children, Fulgrim.

'At last we meet again, foulheart. Long months have I waited for this. You, who I once called friend, have betrayed our Emperor and you have betrayed me. This is the moment of reckoning. I will deal bloody vengeance upon your head Fulgrim, even as your traitorous cohorts are put to the sword by the Emperor's loyal sons.'

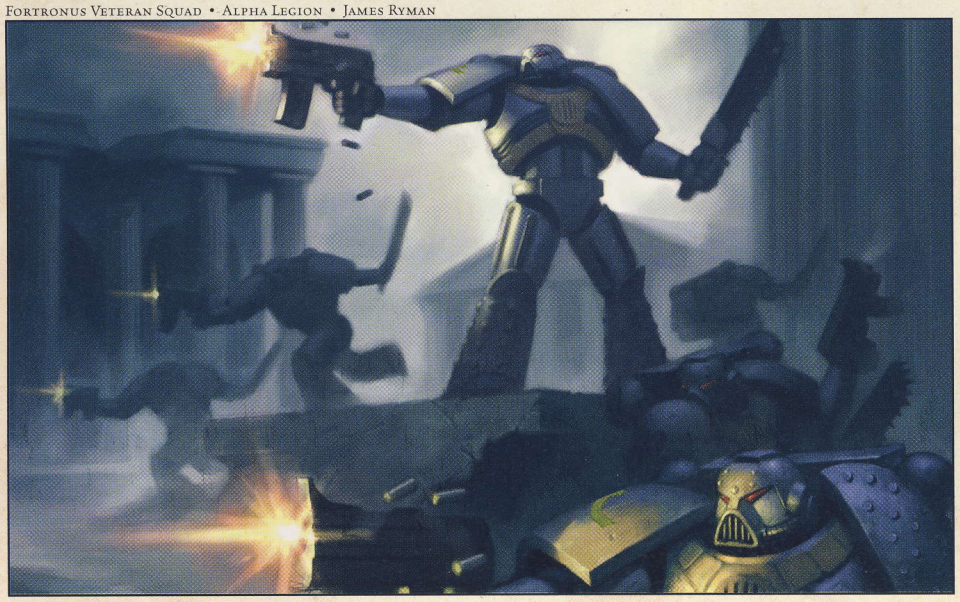
'You are a fool Ferrus. I came to you because of our friendship, not despite it. The Universe is changing, the old order upset and a new dawn approaching. I offered you the chance to be part of the new order and you threw it back at me. I cannot give you a second opportunity to join us. The Emperor is a spent force. Even now he whittles away on some trivia while his kingdom is in flames. Horus is his rightful heir. It is the Emperor who has betrayed us all.'

'I expected no less from you than these treasonous lies. How can you not see the truth? Horus is mad. Mad for power. Look at the death all around us. This cannot be justified. I am the Emperor's loyal servant and through me his will and his vengeance will be done. You shall all hang from the Gate of Traitors for your acts of sedition!'

'No, Ferrus, it is you who is undone. Look you now to the north. See there the strength we have to counter your piffling attack. And look you now to the south. The Legions you see there are not loyal to the Emperor, they are all of them to Horus sworn!'



Cyriarus Tactical Squad • Alpha Legion • James Ryman



Fortronus Veteran Squad • Alpha Legion • James Ryman



Ferrus Confronts Fulgrim II

'You have stumbled into a trap, my old friend,' said Fulgrim spitefully. 'The allies you expected to be at your back are instead sworn to Horus. Instead of glorious victory you have earned only dismal defeat and certain death. I give you one last chance to throw down your arms. Submit to me here. For the sake of friendship past I shall plead your case with Horus, though he commands your death.'

Ferrus was stunned by the revelation that the four Legions supposedly supporting his attack against the traitors were themselves aligned with the heretic Horus. With mounting horror he realised that there could be no escape for him or for the other loyalists.

'You have long since lost the right to call me friend, viper! I shall not submit to you or any of your kith. Death holds no fear for me, only dishonour! The Emperor's loyal warriors will not surrender now or ever. You will have to kill every one of us to claim victory.'

'Then so be it. I am sorry it has come to this.'

At this the two Primarchs leapt at each other. This was a fight from which only one of them would walk away.

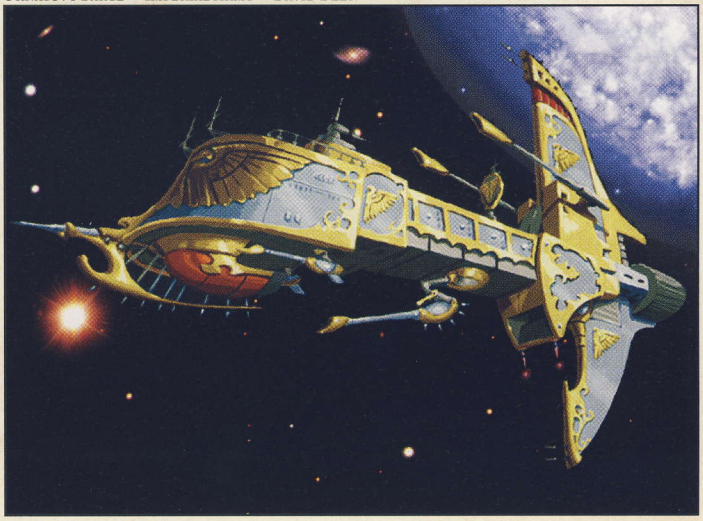


Tau-Delta 82 • Cult Mechanicus • Pat Oliff

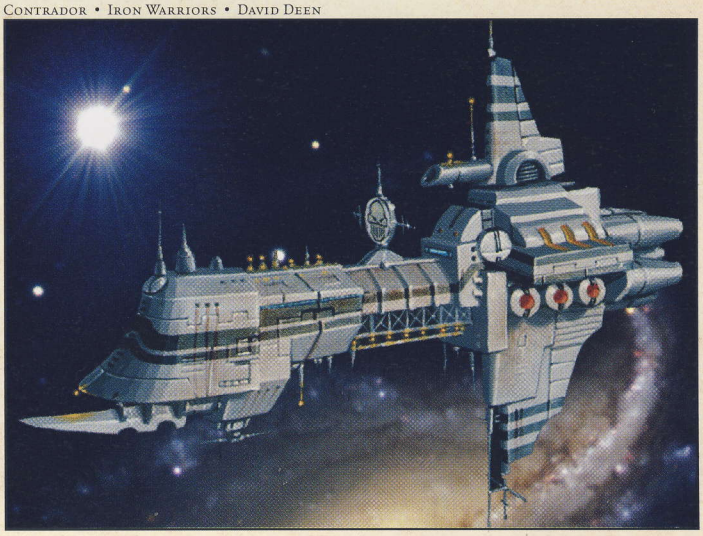
The Pride of Mars • Cult Mechanicus • David Deen



Ornatov's Barge • Imperial Army • David Deen



Contrador • Iron Warriors • David Deen





In the wake of such deceit and destruction shall we despair, or is faith and honour the spur to action?

The Horus Heresy

Vol. IV: Visions of Death



Iconic images of the Imperium, betrayal and war.

The crisis facing Humanity nears its climax. The Imperium is wracked with war – it writhes in pain beneath the bitter struggle between brothers. The glories of two centuries of victorious triumphs are tarnished as the heroes of the Great Crusade turn against each other in vicious civil war. Who now the heroes and who the villains? The victor will decide – will it be the Emperor or the Warmaster Horus who will pass judgement on these days?

On Terra, ancient seat of Humanity's power, the Emperor attempts to win a lasting victory for mankind. His goal is to free the Imperium from the menace of the warp for all eternity. The dark forces of Chaos gather, determined to stop him and dash his dreams of everlasting security for Humanity.

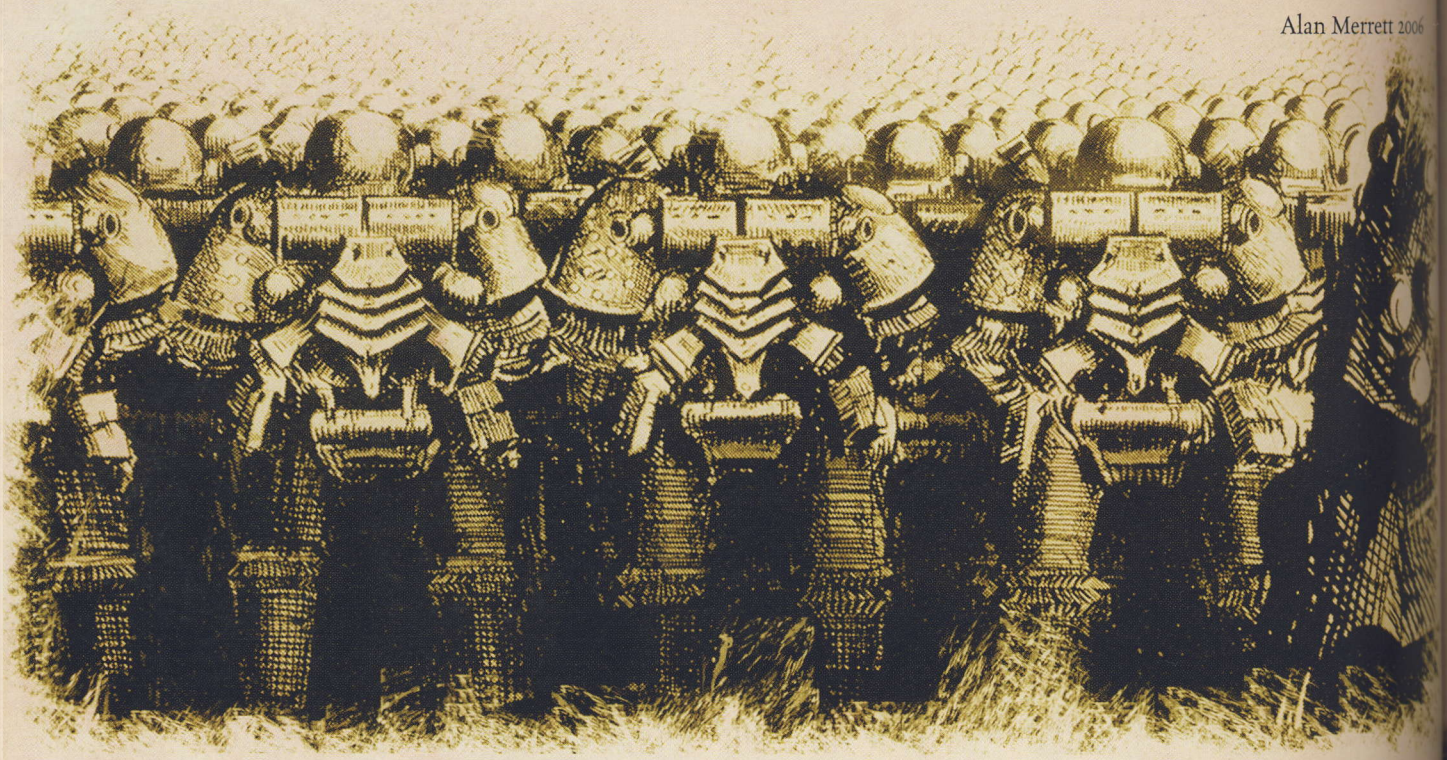
At the war-torn system of Isstvan, the arch-traitor Horus is preparing his vast army of betrayers for an attack against the very heart of the Imperium. The Warmaster will settle for nothing less than the absolute defeat of all who oppose him. He yearns to confront the Emperor in person, deliver him to the Ruinous Powers and ascend to the Imperial Throne as the true emperor of the galaxy.

Preface

This fourth volume of the Horus Heresy series of artbooks concludes the famous story. I can only hope that the readers of this epic derive as much entertainment and enjoyment from it as I have had from writing it. Of course, such a work is in no way the result of one person's labours and the success of the books is due to the enthusiasm and contributions of many people. The artwork and illustration are a particular joy to me, especially as I know how much effort and creativity was poured into these pieces by the individual artists and by those who co-ordinated their endeavours, and without whom these volumes would not have been possible. Special mention must be made of Sabertooth Games since it was their collectible card game of the same name that was the well-spring of the project and the source of all of the illustrations. And much thanks to all of those at Games Workshop, past and present, who over the years have added their own pieces to the Horus Heresy puzzle. In particular I owe a debt to Jervis Johnson, William King and Rick Priestley for the seminal work they did on the storyline in the early years of its conception and whose work I have unapologetically plundered to be represented here.

This series may have finished but the events of the Horus Heresy continue to provide inspiration for fans of the Warhammer 40,000 mythos. As I write, the Black Library is busy preparing a series of novelisations from such luminaries as Dan Abnett, Graham McNeill and Ben Counter. I have also seen many a tabletop miniatures army based upon the images presented in these artbooks. It seems that the Heresy of Horus will continue to plague the Imperium for some time to come.

Alan Merrett 2006



Timeline

Millennia	Age	Notes
1-15	Age of Terra	Humanity dominates Earth. Civilisations come and go. The Solar system is colonised. Mankind lives on Mars and the moons of Jupiter, Saturn and Neptune.
15-18	Age of Technology	Mankind begins to colonise the stars using sub-light spacecraft. At first only nearby systems can be reached and the colonies established on them must survive as independent states since they are separated from Earth by up to ten generations of travel.
18-22	Age of Technology	Invention of the warp-drive accelerates the colonising of the galaxy. Federations and empires are founded. First aliens encountered and first Alien Wars are fought. First human psykers scientifically proved to exist. Psykers begin to appear throughout human worlds.
22-25	Age of Technology	First Navigators are born allowing human spaceships to make even longer, quicker warp-jumps. Mankind enters a golden age of enlightenment as scientific and technological progress accelerates. Human worlds unite and non-aggression pacts are secured with dozens of alien races.
25-26	Age of Strife	Terrible warp-storms interrupt interstellar travel. Sporadic at first, the storms eventually prevent any warp-jumps being made. The incidence of human mutation increases rapidly. Mankind enters a dark period of anarchy and despair.
26-30	Age of Strife	Human worlds ripped apart by civil wars, revolts, alien predation and invasion. Human psykers and other mutants dominate some worlds and these rapidly fall prey to warp-creatures. Humanity is on the brink of destruction.
30-present	Age of Imperium	Earth is conquered by the Emperor and enters an alliance with the Mechanicum of Mars. Finally the warp-storms abate and interstellar travel is possible again. The Emperor builds the Astronomican and creates the Space Marine Legions. Human worlds reunited by the Emperor in a Great Crusade that lasts for two hundred years.





The Golden Throne

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The two men looked up at the Emperor from bended knee. He was seated upon a huge chair fully ten metres above them. The chair was bulky and machine-like, a mass of twisted cables, wires and conduits linking it to the enormous portal over which it hung. Arcs of power crackled about the Emperor's head, his eyes were shut tight and he did not move. The air was thick with the smell of ozone and machine. The entire construct was fabricated of metal, gold in colour, and gigantic mechanised doors of the same golden metal blocked the portal shut. The huge machine-throne and the doorway beneath it filled one end of a vast, cavernous hall. This was the Emperor's main laboratory, the centre of his underground complex, his Imperial Dungeon. Within this secret vault the Emperor had worked his science and tested his theories. Great machines and storage crates littered the hall and hundreds of red-robed technicians and labourers were occupying themselves with a myriad of tasks.

Rogal Dorn was amazed and confused. He had seen much in his time as a Space Marine Primarch but he had never imagined such a place existed here on Earth, let alone beneath the Imperial Palace. The hall itself was large enough to accommodate five or six fully equipped companies of Space Marines and he was sure even a Warhound Titan of the Mechanicum of Mars would be able to walk through the portal unbowed. But he could not fathom the purpose of it. Was there another chamber beyond the portal? A still larger hall filled with more technological wonders? What was the function of the machine to which the Emperor was bound? As these and a thousand other questions filled his mind, he stared intently at the Emperor as if seeking answers.

The Emperor slowly opened his eyes and looked down at the two figures kneeling before him. As he did this, the lightning dancing on his brow abated and the machine's roaring quietened to a dull bass throbbing.

'You are here. There is much to do and time is against us so I shall be brief.

'Beyond these golden doors lies a vast network of tunnels. These are no ordinary passageways. They were constructed eons ago by a race more ancient than our sun. The tunnels do not pass through the rock upon which my Palace is built but instead pass through the fabric of the warp itself. The web of tunnels is so unimaginably large and complex it is difficult to map. However, it is possible to travel to the other side of the Imperium in the blink of an eye through its arcane passageways if one can access the necessary warp-gates. The location of these doorways and the layout of the web are the greatest secrets of the aliens who built it..

Emperor's Lament • John Gravato



Auito Bike Squad





Legio Custodes • Michael phillippi

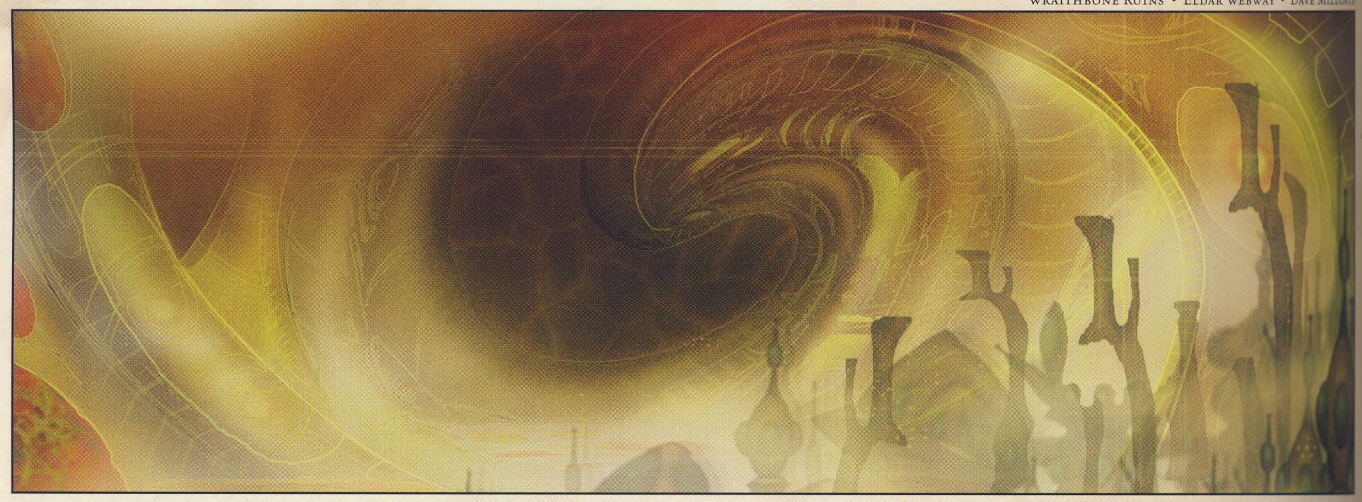
RAVATO



Auto Bike Squad • Legio Custodes • Eric Ren



Wraithbone Ruins • Eldar Webway • Dave Millgate



'How I came to know of this lattice need not concern us now. Suffice to say, I did learn of it and having done so I resolved to construct my own means of egress. The warp-gate before you is the fruit of many decades of labour – work I set in motion when first I set my Palace on this mount. Its construction was to have been the first stage in a bold mission to conquer the web of the warp and thus free Humanity from reliance on warp-ships and astrotelepathy. Unfortunately events have conspired to disrupt my schemes and we now face a time of crisis.

'The warpgate I have constructed and the short section of passage beyond require constant maintenance lest they fall into ruin. At first this demanded only a small portion of my psychic might – and so I was able to command my armies and do all that was expected of me as Emperor. But the hideous monstrosities that rule the warp – the self-proclaimed gods of Chaos – have ever been my foes and they conspired to subvert my goals. To this end they tempted the naïve Magnus to warn me of the very plot they had incepted – the betrayal of Horus. Magnus sent his warning by means of powerful sorcery and this wreaked havoc on the protective psychic shielding around my construct. The spell of Magnus not only allowed the foul denizens of the warp entry to the section of the web my secret army had by then conquered, it destroyed the delicate controls I had set in place. Now this warp-gate requires virtually all of my power and concentration lest it rips open a permanent doorway between our world and the warp!

'Even as I speak to you, a secret war is raging in the web – a bitter struggle between my own Custodian bodyguards and the hellish daemons of Chaos that have surged into the damaged sections. There remains a slim chance of victory. If I can repair the damage caused by Magnus and my troops within can best the daemons then mayhap my plan can yet be accomplished.

'Yet soon I must leave this place. Horus has gathered his army of traitors and is planning to attack Terra. He seeks my crown and will not rest until he has bested me in combat. I must confront Horus in person if he is to be stopped. Someone else will have to take my place on this throne whilst I deal with the Traitor – this person will have to be one who is a powerful psyker in their own right but even so it will be a sacrificial duty, they will most likely not survive the ordeal. My first choice was to have been Magnus but I sense that this is no longer possible. He has been duped into siding against us, and despite the consequences of his actions he acted faithfully. Are you fit for this task Malcador?'

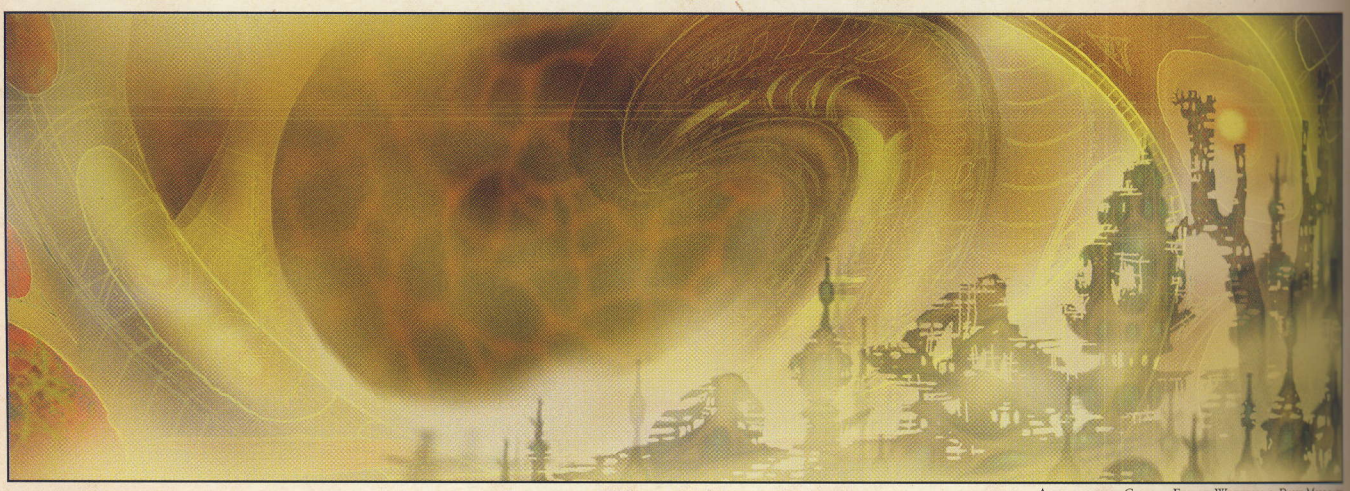
Malcador was taken aback but did not doubt that this was his destiny.

'Of course I will do it sire! You have always known that I would lay down my life for you.'

'Thank you. There is much work to do beforehand. Dorn, you are to assume full and absolute command of all of the remaining loyal troops of the Imperium. You must make immediate preparation for the coming assault on Terra by the Warmaster. You will need all the forces you can muster. The Imperial Palace must stand firm against the traitor army. You have to stop them gaining access to my Dungeon and this warp-gate or it will spell the end of times for all Humanity. And I need time; time to do my best to fix the damage caused by Magnus and time to frustrate the Warmaster into rashness. If Horus can be stalled he will drop his guard and offer me a moment to strike him down.

'However, I fear that in itself will not end this trouble. The actions of Horus and his cronies will have consequences far into the future – far beyond the point where my clairvoyance is clear. The Warmaster has opened up possibilities for treachery that will bedevil Humanity for centuries to come. Malcador, you must draw about you men of character, skill and determination. These men are to be rigorously tested and trained to ensure that they are of the highest calibre and that their loyalty to me is unshakeable. These men will be the cadre of an elite group of investigators whose role is to root out heresy and treachery wherever it may hide. You must also prepare yourself for the dreadful sacrifice you will be called upon to make.

'Go now! Both of you know what needs to be done and I must give my full attention to this machine. I will summon you when the time is upon us.'



Abandoned City • Eldar Webway • Dave Millgate



Riders of Tz

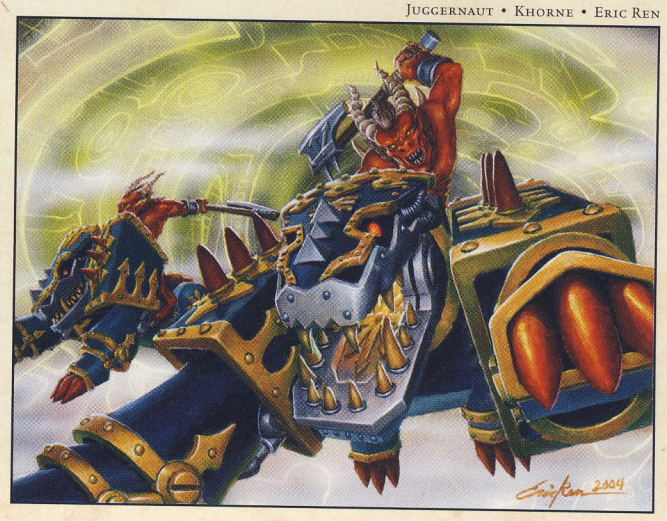


Abyssa Daemon Prince • Slaanesh • Wayne England

Riders of Tzeentch • Thousand Sons • Wayne England



Juggernaut • Khorne • Eric Ren





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Emperor's Lament • John Gravato





Legio Custodes • Michael Phillippi

Jetbike Squad • Legio Custodes • Eric Ren



The War Within the Web

The warp-gate in the Imperial Dungeon led to a short section of human-built warp-tunnel. Beyond this lay the vast interlocking maze of tunnels, passageways and conduits that was the alien webway. Many of the passageways were small, intimate walkways just big enough for a human to walk along. Some were so large it was possible to drive a large vehicle along them. In places there were enormous tunnels, easily big enough to facilitate the passage of large ships. At the junctions of the largest tunnels sat ancient cities; long-abandoned by their former occupants, these places had fallen into disrepair and ruin.

The Emperor's army within the web had first secured the tunnels nearest to the warp-gate of the Golden Throne. Teams of technicians and tithed labourers of the Mechanicum were given this task and they set about constructing huge armoured seals at strategic points in the immediate vicinity of the Imperial conduit. Although the web appeared to be deserted there was much evidence that someone or something lurked within its twisting weave. The agents of the Mechanicum were loath to work in the webway undefended. To this end the Custodian Guard had been sent into the web to protect the workers as they completed their labours.

The consequences of Magnus the Red's warning spell to the Emperor were devastating. The Golden Throne gateway, the Imperial conduit and the alien-built web-tunnels were all both physical and psychic in nature. Wrapped around the physical component was a psychic sheath or shield. The very substance of the alien tunnels appeared to generate this shielding naturally – the Imperial engineers and technicians found no mechanisms or engines that were responsible for it. For the human-built gateway and conduit, the Emperor himself generated the protective psychic sheath. This psy-shield sealed the web from the warp and its denizens in some inexplicably arcane fashion. Magnus's spell disrupted this shield causing great rifts to appear in it.

It was through these rifts that the creatures of the warp were able to gain egress to the tunnels. Thousands of hideous daemons poured into the webway and immediately set about attacking the Imperial forces within. The workers of the Mechanicum were slaughtered in their thousands and the Custodian Guard were hard-pressed to hold back the tide of daemonic fury that had been unleashed upon them.



Denola Possessed Titan • Chaos Undivided • John Zeleznick



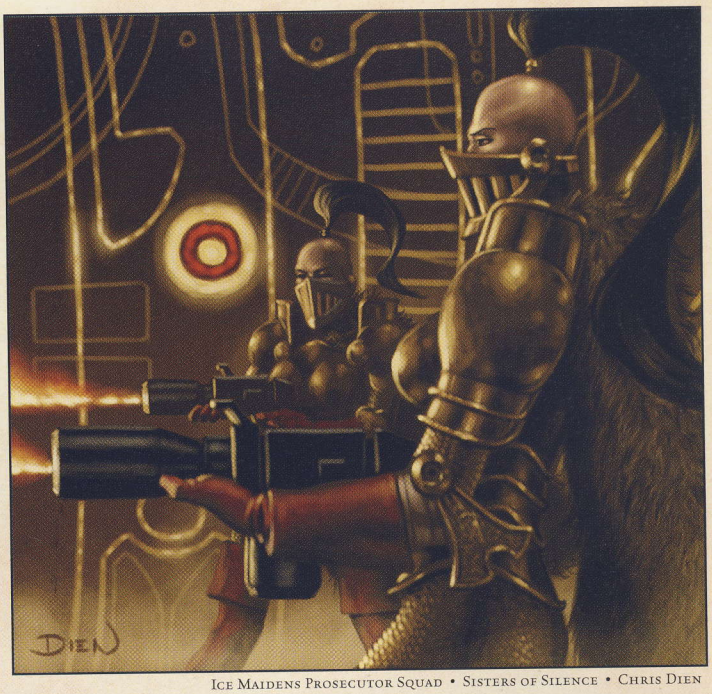
Lambda-zeta 01 • Cult Mechanicus • Kari Christensen



The Emperor's Gift • Legio Custodes • Pat Olliff



Steel Foxes Vigilator Squad • Sisters of Silence • Chris Dien



Ice Maidens Prosecutor Squad • Sisters of Silence • Chris Dien



Frost Wolves Prosecutor Squad • Sisters of Silence • Andrea Uderzo



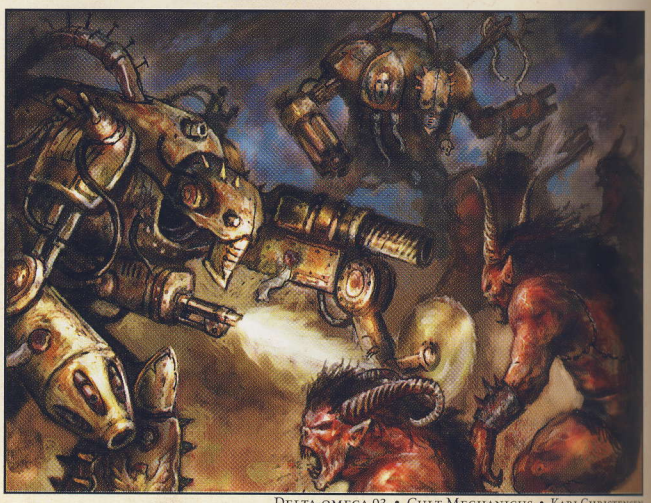
Yria the Seducer • Slaanesh • John Gravato

As the Imperial forces within the webway were being attacked, the Emperor mustered the remainder of his Custodian bodyguard and ordered them into the tunnels. Alongside the Custodians was a contingent of the Sisters of Silence, the Emperor figuring that their unique nature would make them especially effective against creatures of the warp. This soon proved to be true as the Sisters cut a swathe through the invading horde of daemons who shrieked as if in great pain whenever they were close to them.

The reinforcements stemmed the onrush of daemons and the battle within the webway fell into a pattern. The Custodians established a series of blockades across the tunnels. Behind these defended areas the Mechanicum workers were repairing the damaged sections of tunnel and sealing the rifts to prevent more daemons from getting inside the webway. In front of the blockades, the Custodians and Sisters launched lightning-fast counter-attacks to keep the daemonic horde off-balance and prevent them massing in strength.

Slowly, but surely, the Imperial forces were pushing the blockades forward as the pressure from the daemons' attacks waned. Nevertheless, some daemon assaults did manage to break through the Imperial defences and on those rare occasions the attackers wreaked havoc on the Imperial workers. More than once the daemonic insurgents were able to fight their way to the warp-gate of the Golden Throne. Desperate combats ensued as the Custodians and Sisters doubled their efforts to throw back the daemons and prevent them surging through the warp-gate and into the Imperial Dungeon beyond.

As the war raged on new troops appeared amongst the hordes of daemons attacking the Imperial forces. The powers of Chaos sent foully corrupted Space Marines, Titans and other war machines into the webway to try and force a victory. The sanctity of the Imperial Palace, the fate of the Imperium and the very life of the Emperor depended on the Custodian Guard and the Sisters of Silence. If they couldn't defeat the daemonic horde and its corrupted allies then Humanity was surely doomed.



Delta-omega 03 • Cult Mechanicus • Kari Christensen

Delvarus Possessed Marines • World Eaters • Tiernan Trevallion





ESH • JOHN GRAVATO



KARI CHRISTENSEN





LLANDO SCREAMERS • TZEENTCH • JD SMITH



BATTLE FLIES • NURGLE • STEVE BOULTER

WARP BREACH • STEVE BOULTER



The Siege of Terra
In the wake of the Dropsite Massacre

The forces of the rebel Warmaster Horus had won a great victory on the bloodstained plains of Isstvan V. Almost the entirety of three loyal Legions of Space Marines had been annihilated by Horus's traitorous army. The Primarch Ferrus Manus was dead – killed at the hands of his former brother Primarch Fulgrim of the Emperor's Children Legion. The Primarchs Corax and Vulkan were missing, also presumed dead by the victors, though their bodies had not been recovered from the corpse-strewn battlefield.

Horus convened a summit of his most senior officers to outline his plans for the forthcoming assault on Terra. With him were the Primarchs Mortarion, Fulgrim, Angron, Night Haunter, Perturabo, Alpharius, the rebellious Fabricator-General Kelbor-Hal, Dark Apostle Erebus of the Word Bearers Legion and various high-ranking Sons of Horus officers.

'We have achieved much, but there is still more for us to do. Our victory here will count for little if we do not press onwards. Now is the time for us to take the war to the Emperor himself. We are to make immediate preparation for an invasion of Terra and an assault on the Imperial Palace. This will be no easy task.'

'Despite all we have achieved so far, the Emperor and his followers will fight hard. Doubtless much blood has yet to be spilled, theirs and our own. But the prize is the galaxy. Are you with me?'

The assembled warriors cheered as one. 'Aye! Victory for Horus! Death to the Emperor! Death to the Emperor!'





Perturabo • Primarch of the Iron Warriors • Alex Boyd



Fulgrim, Prince of Pleasure • Emperor's Children • Wayne England

Fulgrim and the Warmaster

The Warmaster met with Fulgrim in his command bunker.

'You requested a private audience with me, Fulgrim. What have you to report?'

'My esteemed lord and master of Isstvan, I have brought you a trophy.'

At this, the Primarch held up the severed head of Ferrus Manus. He casually tossed the grisly object at the feet of Horus.

'So you have fulfilled your oath to me. Good. But I fail to see why this presentation required so private a meeting. All of my captains should share in this triumph.'

'With the greatest respect, mighty Horus, I am afraid that Fulgrim did not entirely fulfil his oath to you. He did strike down his old friend and comrade but he could not find the strength within himself to complete the task. I did it for him!'

'You... you are not Fulgrim? Who are you? Are you some kind of spy or assassin? Should I call my guard or do you think you can best me? Do not think me weak like Ferrus... I can break you like a straw!'

'Perhaps this is true, but I have no desire to test either you or myself in such a wasteful and fruitless trial of combat. Nor do you have need to call your guardsmen. I am here to pledge myself to your cause. Who am I? It should be clear to one so powerful as you that I am a creature of the warp – a humble servant of the great power that is Slaanesh. I have claimed this mortal shell as my own – and I must say how pleasing it is to me. The sensations are quite unique, though; I shall no doubt have to make some adjustments to it in time.'

'What has happened to Fulgrim?' Horus asked of the daemon now inhabiting the body of his Primarch underling.

'Fear not; he is safe, quite safe. He and I have a long history and I wouldn't wish him any lasting ill. You see, I have been his conscience for many years – quietly talking to him through the long nights: advising him, comforting him, cajoling him, pleading with him, steering his course of actions. I was the voice that persuaded him to take your side in this conflict of mortals – yes, you have me to thank for his dutiful obedience. But at the end he was weak, too weak to deal the deathblow to his old friend. In his pain he cried out to me for help. I could not but help him; after all we have been so close for so long he is like a brother to me. Of course I could not help him as a voice so we made a little pact. I would have his body, do that which he could not and he would have eternal peace. A shame but there you have it.'

'Is he dead? Answer me, damn you! Answer me!'

'No, he is not dead. He is here inside me, utterly aware of all that transpires. His cries of anguish are a great comfort to me. He and I have much to talk about. He is not really happy, I suppose, but I am unwilling to let him fade away. I enjoy our discussions too much. I don't suppose I will ever tire of them.'

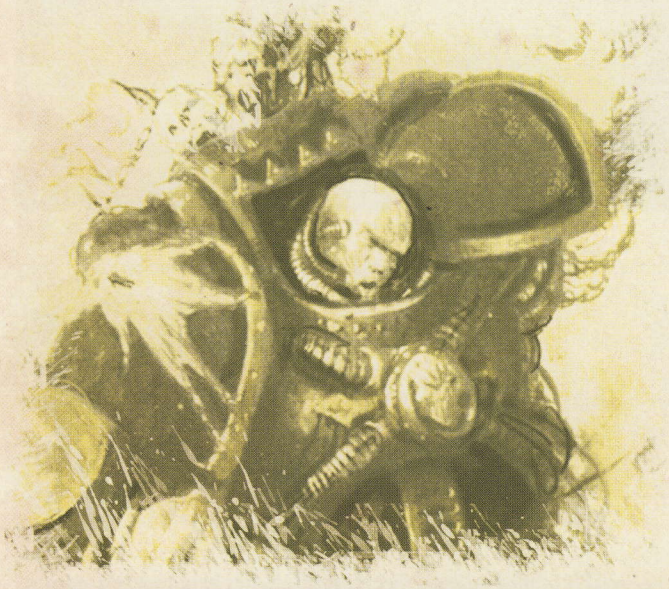
Horus was appalled at this. But he said nothing. The daemon-Fulgrim had pledged its allegiance to him and it was patently a powerful entity. Best to keep it as an ally, he thought; and he certainly could not do without the Emperor's Children Legion at this juncture. However, Horus resolved to destroy the daemon and rescue Fulgrim from his torment when the time was apt. Horus and the daemon-Fulgrim agreed to keep its true nature to themselves. The daemon had no particular desire to reveal itself and Horus was convinced that such a revelation would create many problems for him at this time.

Horus Plans the Invasion

Horus was preparing his forces for the invasion of Terra and the attack against the Imperial Palace. The Primarch Lorgar had joined him and assumed command of the Word Bearers who took part in the Dropsite Massacre. The rest of Lorgar's Legion was still fighting the Ultramarines at Calth in Ultramar.

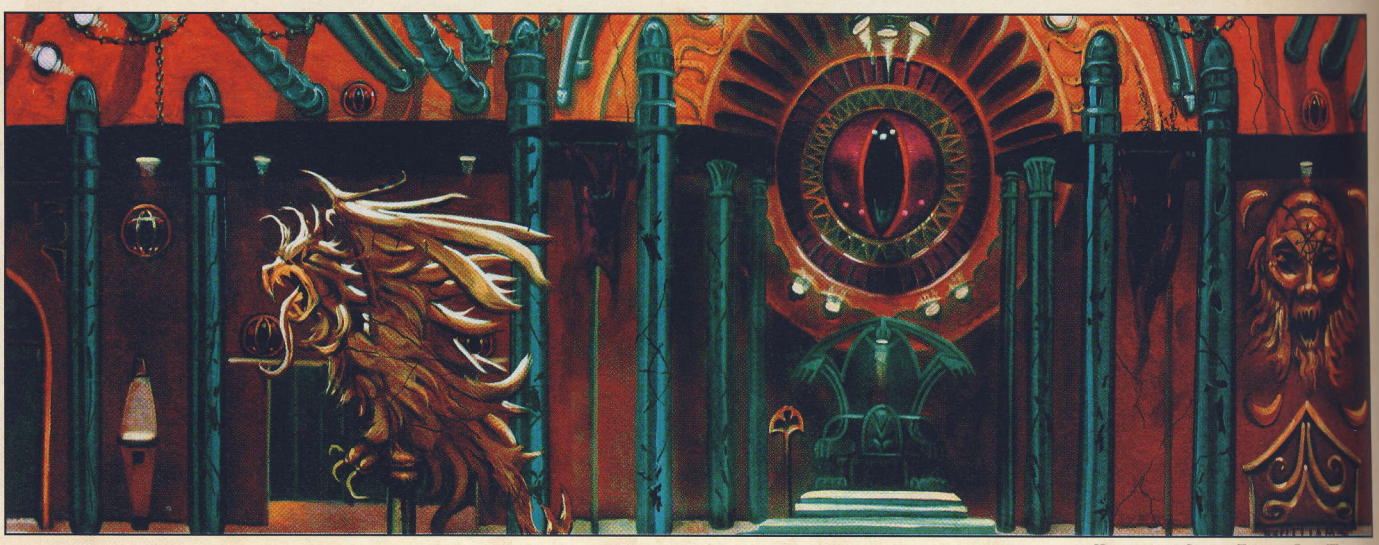
'We are to make immediate departure for the Solar system. My agents inform me that Mars has at last fallen to us. Our allies within the Mechanicum have been successful in their struggle to free the manufacturing facilities there from the thrall of the Imperials. As I speak, they are repairing the systems damaged in the fighting and those deliberately sabotaged by our enemies and are reactivating the munitions and armaments factories. The Legions of Mortarion, Fulgrim, Angron, Lorgar and my own Sons of Horus will rendezvous at Mars. Our allies on Mars have been instructed to make available to us supplies of any and all newly fabricated armours and weapons for our Space Marines. As soon as our Legions have been re-supplied we shall launch our invasion of Terra. I shall personally command the operation from aboard the *Vengeful Spirit*.

'Night Haunter is to take his Legion to the planet of Tsagualsa within the Eastern Fringes. From this base he is to strike at the Imperial strongholds of Heroldar and Thramas. These two systems present a clear danger to our operation. If not dealt with they could provide the enemy with an opportunity to outflank us. Thramas, in particular, needs to be neutralised as the system contains a number of forgeworlds who remain loyal to the Emperor. I have also received reports that the Dark Angels have been sighted in the sector. If these reports are true you will have more than enough to worry about, Curze.'





Shadows Fall • Torstein Nordstrand



Hall of the Gods • Terra • Brad Williams



Phosis Terminator Squad • Thousand Sons • Abrar Ajmal

Khontackht Dreadnought • Thousand Sons • Abrar Ajmal



Vaddark Rampager Squad • Sons of Horus • Abrar Ajmal



Night Haunter winced at Horus's use of his near-forgotten former name but nodded his understanding of the duty he had been given.

Horus addressed the traitor Primarch Alpharius of the Alpha Legion.

'Alpharius. You have a vital duty to perform for me. Despite our glorious victory on the plains of Isstvan V our enemy can yet call upon the services of a number of powerful Legions. I am sure that Lorgar's Word Bearers can keep Guilliman and his Ultramarines busy at Ultramar for some time to come but I am concerned about those Legions rather closer to Terra. The White Scars Legion has been operating in the Chondax systems close to Prospero where we know the Space Wolves have been active.

'The White Scars are almost at full strength and so represent a danger to us. We do not know what condition the Space Wolves are in after their attack on Prospero but we must assume that they also could prove to be somewhat of a problem for us. Certainly, the two Legions together would be a grave threat.

'You must seek out and engage the White Scars Legion of Jaghatai Khan and the Space Wolves Legion of Leman Russ, and prevent them from joining forces. If it is at all possible, you must annihilate them or at the very least damage them such that their threat is removed.'

Horus turned his attention to the Primarch Perturabo of the Iron Warriors.

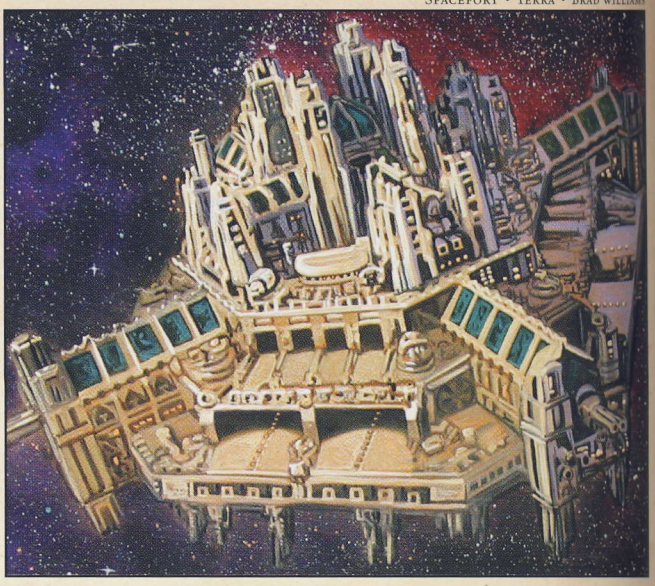
'Master of Olympia, there is a large force of Imperial Fists making headway for the Isstvan system. Rogal Dorn despatched these troops to reinforce the Imperials on the third planet. Our allies within the warp have been able to delay their transit for many months – long enough that they can never complete their original mission, nor have they been able to participate in the battle here on Isstvan V. Now they must be dealt with. We cannot allow such a strong complement of Space Marines to infiltrate our space. They could seriously disrupt preparations for the attack on Terra.

'You must take your Legion to the Phall System where Dorn's loyalists are regrouping and smash them! Do not seek to fight a protracted battle against them. Cripple their fleet and eliminate their ability to manoeuvre! As soon as you have achieved this, move immediately to the Solar system and report to me at Terra. In the aftermath of our victory there, I will have need of your special skills – the Palace fortifications will need to be repaired and bolstered lest any remaining Imperials try to win back what they will surely soon lose. In any case it is imperative that you do not let either Legion reinforce the defenders of Terra.'



Hydra's Eyes • Alpha Legion • John Wigley

Spaceport • Terra • Brad Williams



Syrius Rhino • Emperor's Children • Adam Denton





Magnus the Red contacts Horus

As the Warmaster was preparing his forces for the coming attack against Terra he received an unexpected communication. It was from Magnus the Red, Primarch of the Thousand Sons Legion. Horus knew that eventually Magnus would join him – his allies within the warp had foretold as much – but he was nevertheless surprised that he had made contact now. This was a good omen, thought Horus, as he scanned the transcript of the message.

'Hail Warmaster! I offer you grim tidings of events that have destroyed fair Prospero and I offer you my services in the coming invasion of Terra. Though you and I have never been close it now appears that we share common cause. The Emperor, who I had ever admired and loved, has spurned me and set his dogs on me as if I were but a petty criminal. The barbarians of Russ have destroyed my precious Prospero and foully murdered many of my dearest kith and kin. Only through the grace of a mutual ally was I able to escape the carnage and mine own death at the hands of the Wolf Primarch.

'I never sought to become embroiled in your disagreement but they have driven me to your side. I vow to make them regret that they should have treated me so. I am much changed, our mutual ally has bequeathed me power beyond any mortal means to measure. You will find me a most useful and loyal servant.

'Even as you receive this communiqué the remnant of my Legion and I are marshalling at the moons of Fasdahn-Oryx in preparation for transit to the Solar system. We await your orders to move on Terra.'

Magnus the Red, Prince of Change • Thousand Sons • Wayne England





Epsilon-alpha 63 • Cult Mechanicus • John Gravato

The Fall of Mars

Rogal Dorn had ordered his four companies of Imperial Fists veterans to Mars to aid the loyalist faction of the Mechanicum and secure the munitions factories from falling into the hands of the traitors. The Imperial Fists led a large force drawn from various Imperial Army garrisons scattered across the Solar system. Captain Camba-Diaz of the Second Company was in command.

The initial phase of the action had gone well for the loyalists and they successfully secured a swathe of territory across the northern hemisphere of the planet. Within this arc of loyalist control lay the important munitions factories of Mondus Gamma and Mondus Occullum. Within these two vast industrial complexes the Mechanicum fabricated the weaponry and power armour for the Space Marines.

It was a temporary victory. The loyalist Mechanicum faction was much smaller than had been guessed at by those on Terra. The loyalist forces on Mars found themselves to be massively outnumbered. In addition to the greater portion of tech-priests, the traitors could also call upon the services of seven Titan Legions. Within hours of securing the munitions factories the loyalists were being pressed back. It was clear that they could not win this battle.

Camba-Diaz ordered an emergency evacuation. Barely a thousand loyal warriors were able to escape from the planet's surface before the factories fell into the hands of the traitors. The desperate rearguard action of the loyalists and the sacrifice of many thousands of lives at least secured the shipment off-world of many tens of thousands of newly fabricated Mk5 and Mk6 Space Marine armour suits.

Rogal Dorn Assumes Command of the Loyalists

The Primarch of the Imperial Fists Legion had been charged with commanding the defence of Terra. The Emperor had warned Dorn of the impending invasion of the Earth by the traitor Horus and his army of rebels. This information had caused much despair amongst the loyalist High Command for it implied that the attack against Horus at Isstvan V had failed. Dorn and his confidants feared the worse regarding the fate of the seven Legions they had sent against the Warmaster. These fears were more than realised when the first of the Isstvan V survivors arrived back at Terra and told of what had happened there.

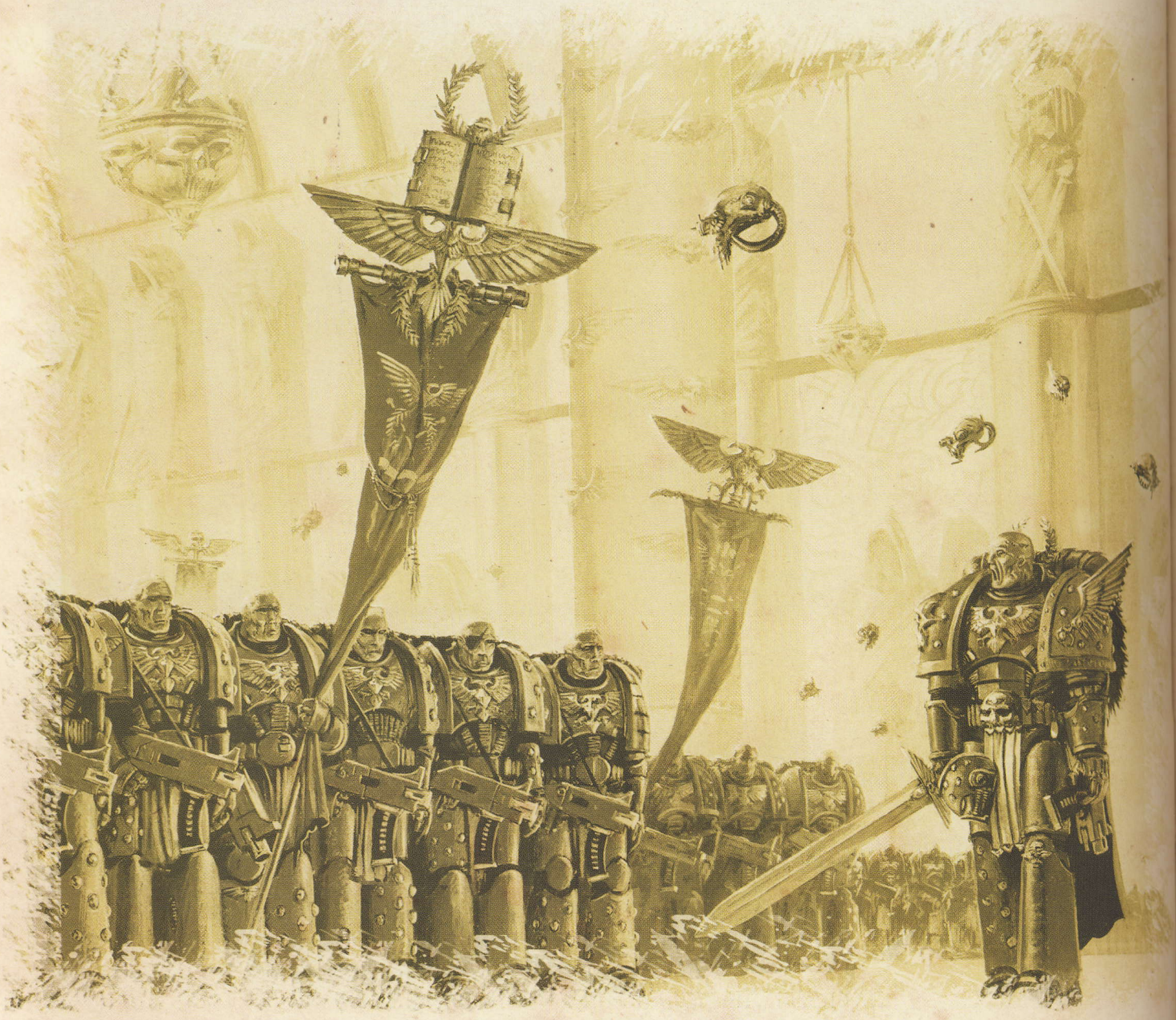
The survivors numbered but a few dozen battle-scarred Salamanders, Raven Guard and Iron Hands Space Marines. These warriors had barely escaped from the carnage with their lives. Only through acts of supreme courage and with their innate strong will had they been able to fight their way off-planet and make the perilous journey back to the Solar system. They reported the betrayal of the Iron Warriors, Alpha Legion, Word Bearers and Night Lords Legions. They also reported the death of Ferrus Manus – struck down and beheaded by the treacherous Fulgrim.

Corax of the Raven Guard was alive, barely, having been critically wounded in the fighting. His damaged body had been rescued as the few survivors of the massacre fled the battlefield, and was brought henceforth to Terra entombed within a stasis tube. Of the Primarch Vulkan the dropsite survivors had no news at all and all feared that he too had been killed.

In the wake of the Dropsite Massacre on Isstvan V, as the full horror of what had transpired there became clear to him; Rogal Dorn realised he had to do everything he possibly could to bolster the Earth's defences. The traitors had won control of Mars, from where the enemy force could easily strike at the very heart of the Imperium. Worse still, the battle to try and wrest control of Mars from the rebels had all but exhausted Dorn's available Space Marine units. Ancient Terra, capital world of the Imperium and seat of the Emperor's Palace was dangerously exposed.

Dorn had no choice but to assume that the Legions not involved in the massacre at Isstvan V remained loyal to the Emperor. Of these the White Scars of Jaghatai Khan were the closest Legion and had already been ordered to return to Terra prior to the launch of the ill-fated Isstvan mission. The Imperial Fists Primarch sent Jaghatai an urgent message impressing upon him the need to not let anything prevent him from getting his Legion to Earth. Similar communications were despatched to Leman Russ, Sanguinius, Roboute Guilliman and Lion El'Jonson, ordering them to move to Terra with some urgency. There was no way Dorn could know if any of them received these orders.

Dorn also tried to recall the rest of his own Legion, which had been attempting to reinforce the loyalists on Isstvan III. He had no information of their progress there or of their current status. The Primarch pleaded with Malcador to do everything he could to make contact with his warriors.





Garro, Hero of Isstvan • Death Guard • John Gravato

The Angel Sanguinius

Signus Prime was a charnel house. The occupying daemonic horde had enslaved or murdered the indigenous population and had made no effort to clear away the millions of corpses that littered the streets of its once-thriving cities and townships. Added to this unspeakable carnage were the broken bodies of hundreds of dead Space Marines – Blood Angels who had been drawn into a trap of Horus's devising.

Even worse for the Blood Angels was the fall of Sanguinius, their angelic Primarch. The winged Primarch had fought a bloody aerial duel with a mighty daemonic lord of Khorne as his warriors battled a daemon army on the field below. Sanguinius had dealt the creature a terrible wound and in response the greater daemon had crushed his legs, cast him to the ground and with a howl had slaughtered near five companies of the Blood Angels as it fled the scene. The trauma of this act of malevolence had stunned the Primarch into unconsciousness.

An army of ordinary men faced with such events would have surely been swiftly defeated. However, Space Marines are by no means normal men and the Blood Angels did not falter. Rather, they redoubled their efforts to banish the daemon horde. Filled with vengeful fury, the Legion fought as it had never fought before. The Blood Angels went berserk and in their mania they smashed the daemons asunder.

The Blood Angels Legion had all but annihilated the daemonic horde of Signus Prime. In a berserk fury, unmindful of any personal injury, the Space Marines had swept across the planet destroying any daemon, mutant or cultist they could find. The brutal violence of the daemon Ka'bandha had unleashed something dark within the psyche of the Space Marines, a thirst for blood that would not be slaked until every taint of Chaos had been erased from the planet. The Blood Angels were unstoppable, the hordes of Chaos could not resist them and they crumbled before them.

As the planet was cleansed the rage of the Blood Angels subsided. Their fury ebbed and they slowly began to realise that they had won a great victory. The daemonic horde and its cultist allies had been utterly destroyed – those daemons they had not killed had fled back into the Immaterium. Even the mighty Kyriss of Slaanesh, self-proclaimed master of Signus, had been banished.

The Blood Angels freed Signus from its thrall – but they had little stomach for celebrating. The cost of victory was far higher than any could have wished. Hundreds upon hundreds of Blood Angels had been killed in the fighting, their Primarch lay broken upon the ground and the berserker rage they experienced had left a brooding shadow on their souls.

Sanguinius Bane of Daemons • Blood Angels • Tiernan Trevallion



The Angel Sanguinius was a Space Marine Primarch and as such he had powers and abilities beyond even those of his Blood Angels Space Marine warriors. Created ages ago in the furnace of the Emperor's laboratories, fashioned from the Emperor's own genetic material and forged through myriad trials of battle, he and his fellow Primarchs bestrode the galaxy like gods. Even as Sanguinius regained consciousness his crushed legs were beginning to heal. The pain was excruciating but was as nothing compared to the searing anguish he felt as he remembered the heinous slaughter of his troops at the hands of the fell daemon Ka'bandha.

Within a few days the Angel was able to walk, though not without discomfort. The physical pain was nothing to him but the agony in his heart would not abate. As his legs grew stronger and the pain from them slowly subsided, he noticed a change in his Blood Angels. When he had first woken from his comatose state a dark mood was on the Legion. The Space Marines were sullen and despairing. Now, despite the trauma they had only recently suffered, they had regained their composure and optimism. Sanguinius thought that his Blood Angels must be affecting this brighter mood to help him, since his own thoughts were dark and torrid, his mood grim. Whatever befell him in the future, he vowed to himself that he would have his vengeance on the daemon Ka'bandha.

The call from Rogal Dorn to return to Terra was cheered by the Blood Angels. They fully understood the gravity of the situation facing the Imperium. That the coming defence of the Earth and the Imperial Palace would decide the fate of the galaxy was in no doubt to them. That the fighting would be hard and that yet more of the Legion's precious blood would be spilled was also clear. But Sanguinius and his warriors wanted to be rid of Signus – the place held only dark memories for them and they yearned for vengeance against those who had set the trap into which they had fallen.

For Sanguinius, the return to Terra could not happen soon enough and he immediately gave orders to his commanders to prepare for the evacuation of Signus. The last of the Blood Angels' corpses had been stowed aboard the fleet



Ka' Bandha • Khorne • Wayne England

– they would receive honourable burial on the slopes of Mount Seraph on Baal Secundus. Sanguinius ordered that nothing of the Legion remain on Signus, or any of the other planets and moons of the system. There would be no memorial, no mausoleum, no gravestone and no inscription there to tell of what had happened to the Legion. The scarce few surviving indigenous people of the system were arranged passage to nearby human systems. Warning beacons were stationed at the warp-jump points to ward off any future unwary visitors from setting foot on any of the planets or moons. Signus would be left lifeless and rotting.

And so Sanguinius and the Blood Angels returned to Terra.

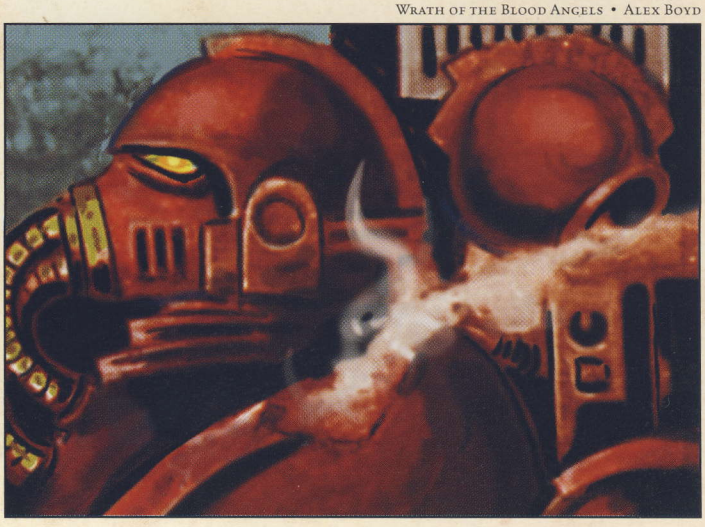


Malleus Assault Squad • Blood Angels • Tiernan Trevallion



Vintronus Assault Squad • Blood Angels • Des Hanley

Wrath of the Blood Angels • Alex Boyd



The Warfleet of the Imperial Fists

When Rogal Dorn of the Imperial Fists had chanced upon the becalmed frigate *Eisenstein*, and met with the loyal Captain Garro of the Death Guard, he had ordered his warfleet to Isstvan. His troops had been tasked with reinforcing the loyalist effort upon the third planet. Dorn had personally escorted the loyal Garro to Terra, taking with him only his elite veteran companies. The rest of Dorn's Legion had made for Isstvan. It was a significant force of arms – over thirty thousand Space Marines aboard a fleet of seventeen battle-barges and assorted cruisers, with a host of smaller supporting craft.

The Imperial Fists warfleet could deal a hammer-blow to the traitors gathered at the Isstvan system. But Horus had powerful allies in the warp and the fleet's Navigators could not penetrate the warp-storms that plagued the Immaterium at their behest. The days turned to weeks and the weeks to months as they tried again and again to plot a course through the maelstrom of swirling energies. Each attempt to move the fleet through the warp seemingly placed it even further away from Isstvan. Furthermore, they were unable to navigate a course back to Terra.

The violent storms also crippled their astropaths' abilities and they could not send nor receive any communication from either Terra or their Primarch. But it was not in the nature of Space Marines to give up and so the Imperial Fists stubbornly kept trying to penetrate the storms.

The Imperial Fists' warfleet established a base of operations at the Phall system. The two habitable planets of Phall were unremarkable agrarian worlds, lightly populated and of no great strategic importance. In the normal course of events there would be no reason for a backwater system like this to host such a mighty force of Space Marines and their battleships. However, for reasons they could not ascertain, the warp was calm in this region and the Imperial Fists found that they could navigate to and from the system with some surety. The Legion's commanders decided therefore to use Phall as a base for the fleet whilst they sent ships to scout the surrounding space and probe the warp for routes to either Isstvan or Terra.

The Legion quickly established a routine. Whilst regular scouting missions were launched into the warp, the Legion's astropaths busied themselves with trying to break through the warp-storms and make contact with the rest of the Imperium, in particular the loyalists at Isstvan and their own Primarch on Terra. The fleet was kept at full battle-stations and the Space Marines were ready to move into action as soon as communications could be re-established.





Verklosh Whirlwind • Imperial Fists • John Gravato

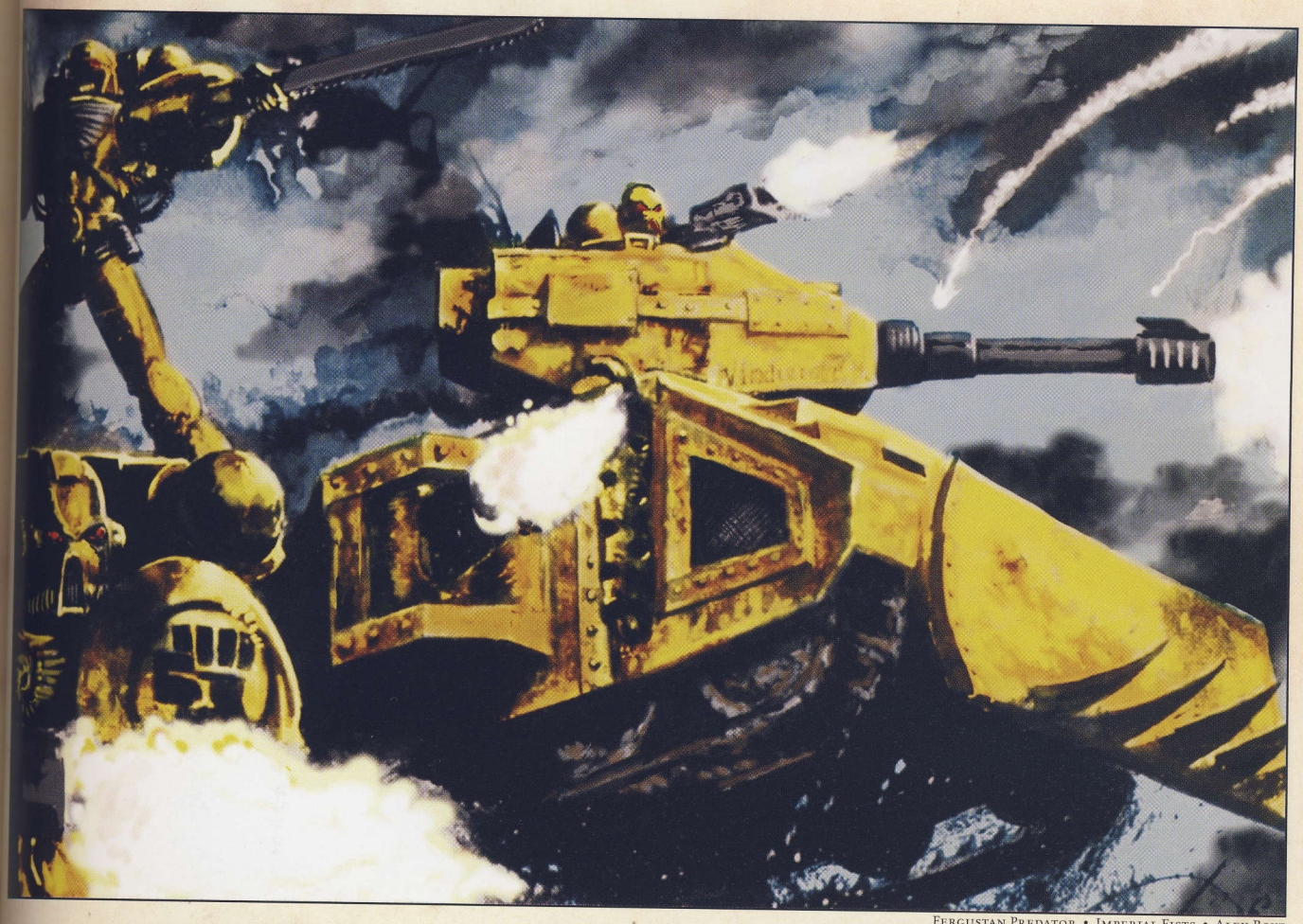
With their astropaths blind and as time wore on, the Legion's commanders had grown increasingly frustrated. They knew that something terrible had happened at the Isstvan System and that loyal Space Marines were in grave danger. They were also aware that their own Primarch carried news of the betrayal of Horus to the Emperor on Terra.

The attack by Perturabo was sudden and devastating. The Iron Warriors Primarch commanded a fleet of over twenty large warships. Before the Imperial Fists' astropaths could relay news of the rebel fleet's appearance at the warp jump points, it was firing upon the loyalist ships orbiting the second planet. Within minutes, three Imperial Fists battle barges had been crippled, the *Hammer of Terra* exploding as a salvo of torpedoes smashed into its aft section, setting off a chain reaction in the plasma engines. A dozen smaller craft were simply ripped apart by the hail of fire from the traitor vessels.

The traitors pushed onwards, driving into the heart of the loyalist fleet, reaping death and destruction all around them. Their attack threatened to overwhelm the Imperial Fists before they could even fire back.

Perturabo's strategy was to plunge his fleet into the midst of the loyal fleet, scattering its formation and then to destroy it piecemeal. His plan was dependent upon the loyal ships not being able to fight back quickly enough to break the momentum of his thrust.

However, as they recovered from the shock and suddenness of Perturabo's attack, the Imperial Fists fought back. Despite their long sojourn at Phall, the loyal fleet had been kept in a state of constant battle-readiness and this policy now paid off for the Imperial Fists. The loyal ships began firing at the traitors as soon as they broke into their formation. The Imperial Fists concentrated their fire at the leading ships of Perturabo's fleet. The impact of this was devastating to the traitors as their lead ships were torn apart in the firestorm. As the lead ships were battered the following ships of Perturabo's fleet broke off their attack to regroup.



Fergustan Predator • Imperial Fists • Alex Boyd

This gave the loyalists the chance to go on the offensive but before they did so, the fleet's astropaths relayed a critical message to the loyal commanders. Finally, they had succeeded in making contact with Terra and the Imperial Fists had urgent orders to return to there. These orders had the highest priority. They must not let anything delay them.

After many long months of being isolated from any communication with the rest of the Imperium, the Imperial Fists had finally made contact with Terra.

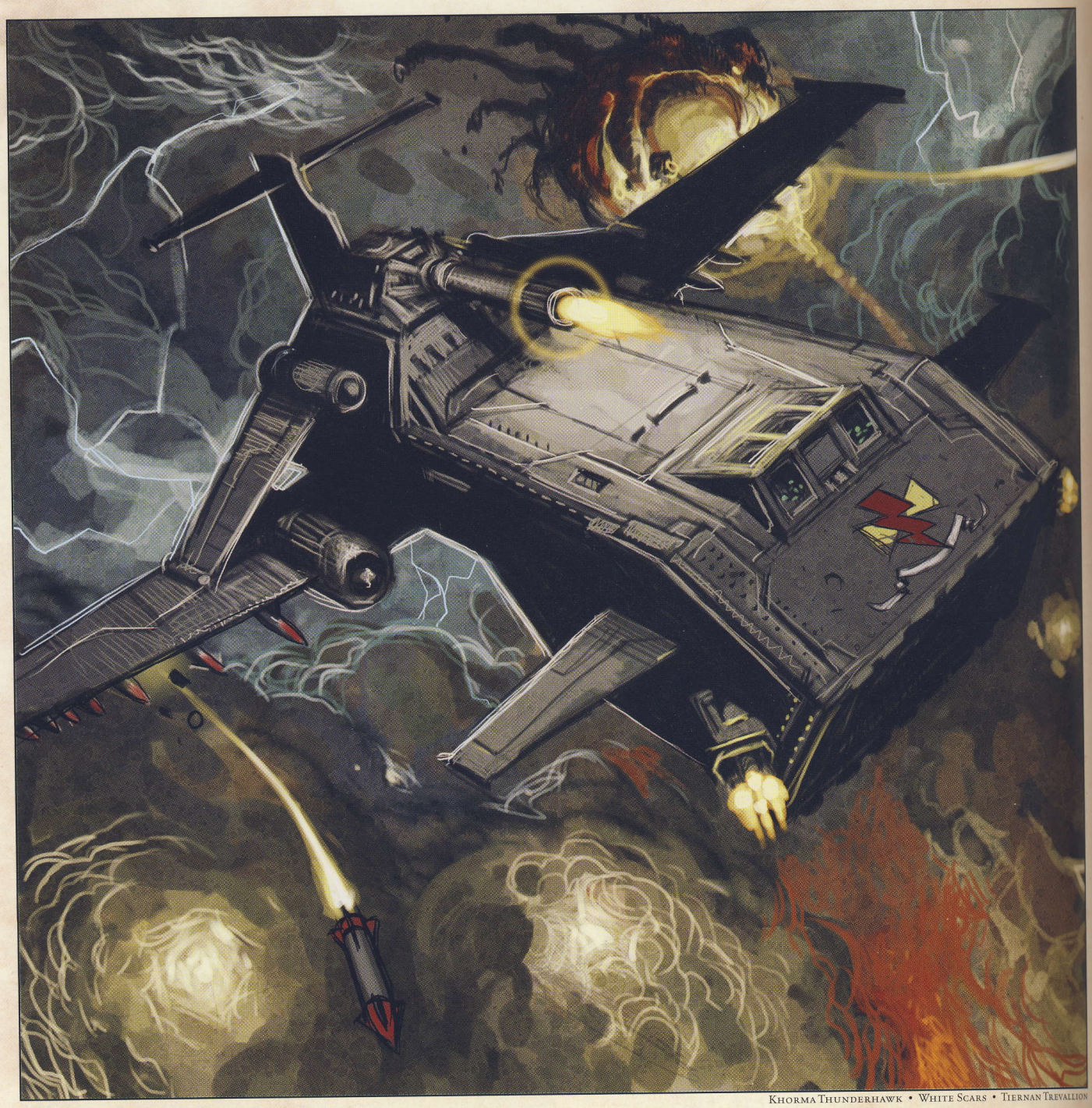
Unfortunately, the loyal Legion was embattled against the traitors of Perturabo of the Iron Warriors Legion as it received its orders to quit the Phall system and head for Earth.

The Imperial Fists had gained the initiative in the battle and managed to repel the traitors' surprise attack, despite severe losses at the start of the engagement. The loyalists had an opportunity to force the issue and launch a counterattack against Perturabo's fleet. The Imperial Fists demonstrated remarkable discipline as they resisted the urge to chase down the scattering rebels and instead set course for Terra.

As the loyalist ships broke orbit and manoeuvred to their jump points, the traitor ships turned back towards them and began a new assault. A number of Imperial Fists light cruisers moved to intercept the fresh attack. These few ships were no match for the battle-barges of Perturabo and were cut apart by laser fire from the prows of the heavier ships. Their sacrifice was well judged and delayed the traitors long enough for the rest of the loyal Legion to make the jump points, enter the warp and head for Terra.

Halbrecht Assault Squad • Imperial Fists • Tiernan Trevallion





Khorma Thunderhawk • White Scars • Tiernan Trevallion

The Wolf and The Khan

Jaghatai Khan and his White Scars Legion had spent the last few years campaigning in the Chondax System. The Space Marines had been battling against a large army of ork raiders originating from the moons of Throll-Henderson. After defeating the main ork force the Legion had spent the last few months hunting down and destroying the scattered remnants of the alien army.

The Legion was in good shape, having had plenty of time to replace the losses it had suffered in the early weeks of the campaign. That it had been unable to contact Terra or make any long warp-trips because of the warp-storms had not been a particular concern to the Khan. These kinds of disturbances were quite commonplace in this region of space and he had no reason to see anything significant about it.

His attitude changed when he was finally contacted by Rogal Dorn and told of the events at Isstvan V. The Khan's immediate reaction was to request that his Legion be sent to Isstvan to participate in the attack on Horus. Dorn however was adamant that he return to Terra as soon as possible. The Imperial Fists Primarch had been appointed commander-in-chief of all the loyal forces of the Imperium and so reluctantly, the White Scars Primarch agreed to the order and instructed his fleet to make ready for transit to Earth.

As the Khan's fleet was making final preparation for the warp-jumps they received urgent astropathic signals from an unexpected quarter. It was the Primarch of the Space Wolves, Leman Russ. The Wolf Primarch told of his mission to Prospero, which was relatively close to the Chondax System, and of the rebellion of Magnus the Red. The Khan had been unaware of Russ's attack on Prospero and hearing of the treachery of the Thousand Sons added to his growing sense of unease. Worse still, was the news that the Space Wolves had intercepted a traitor fleet bound for Chondax. Russ told Jaghatai that his fleet was now battling the rebel ships and warned him that some elements of their armada had broken away and were heading his way.

The two loyal Primarchs exchanged communications and discussed the options open to them. They agreed that combined their two fleets could easily defeat the traitors, who Russ identified as the Alpha Legion. However either of the loyal fleets would be at grave risk of defeat if they tried to fight alone. Russ told the Kahn that he was only able to avoid being overwhelmed by adopting hit and run tactics. This was stopping Alpharius from being able to bring his greater number of ships to bear but it was doing little to slow the advance of the traitor fleet.

The Khan's decision

Jaghatai Khan had a hard decision to make. He had been sent very specific orders to return to Terra and deploy his Legion in defence of the Imperial Palace. These orders came directly from Rogal Dorn who spoke with the authority of the Emperor and was therefore not lightly dismissed. On the other hand his fellow loyal Primarch Leman Russ had requested his aid in combatting a traitor fleet that was bound for his current position. Russ was a great friend of the Khan and the rebel ships heavily outnumbered his fleet. If the Khan did not aid him it was likely that the traitors would not be stopped or worse, the Space Wolves' fleet would be destroyed.

It was a difficult choice for the Khan to make. He sent urgent communications to Terra, requesting that Dorn amend his orders in the light of this latest revelation and allow him to support his old friend. While he was waiting for a response from Dorn, the White Scars Primarch ordered his fleet to make ready to support the Space Wolves. Even as the great battle-barges swung into position, leading elements of the traitor fleet of Alpharius appeared on their scanners. Within moments the traitor ships were upon them. The battle had come to the Khan!

The leading ships of Alpharius's fleet were small, fast cruisers and escorts. It did not appear to the White Scars that these would present too much of a threat to them and so it proved. The massed gunnery of the White Scars battle-barges ripped the smaller ships to pieces. The Khan and his officers were confused. They could not understand what the traitors were trying to achieve. As long as they attacked piecemeal and with their smallest ships, the loyal fleet was virtually invulnerable. It did not make any sense.

It made even less sense to the Khan when the larger Alpha Legion warships started to appear. These vessels did not attack but held station at the edge of the system whilst their smaller comrades continued to commit suicide. As the Khan pored over the tactical charts and scanners aboard his flagship, trying to glean the intent of his foe, his officers pleaded with him to give the order to attack. The Primarch resisted their calls – he did not want to commit himself to a full-scale battle with the traitors unless it was absolutely necessary.

As this was happening the Space Wolves Legion was fighting a losing battle against the rest of the Alpha Legion fleet. Even though the ships of Russ were trying to evade the much larger traitor fleet, they were taking terrible punishment from their gunnery. Again, Russ sent furious communications to Jaghatai Khan requesting his urgent assistance.

Jaghatai Khan's reluctance to fully engage the traitor fleet of Alpharius was vindicated when he received a reply to the signal he had sent to Rogal Dorn on Terra. Dorn's new communiqué was clear and unequivocal – the Khan was instructed to move his Legion to Terra without delay, regardless of any and all other considerations. Dorn's orders also told the Khan to relay this order to Leman Russ of the Space Wolves with the added codicil that the Space Wolves Legion was to draw the enemy fleet as far from Terra as possible and that if, and only if, he was able to break contact with the rebels should he attempt to warp-jump to Terra.

The Khan relayed the orders to Russ as commanded and added his own personal message of apology to his old friend that he was unable to offer him any further help. With that, his fleet broke off from the harassing traitor escorts and jumped into the warp, bound for Terra.

The Space Wolves were on their own, facing an enemy that outnumbered and outgunned them and that was intent on destroying them. Russ simply shrugged his shoulders when he received the Khan's communication. The fate of his Legion he could not foretell but he was quite sure that his warriors and ship crews would fight as hard as they had ever fought before. The traitor Alpharius would soon remember that an injured wolf was the most dangerous foe of all.



Jubal Khan Captain of the First Company • White Scars • Tiernan Trevallion



Horus Orders his Armada to Terra

The Warmaster had ordered the Legions of Night Haunter, Perturabo and Alpharius to carry out certain missions in preparation for the attack against Terra. The rest of his forces were commanded to travel to the Solar system and rendezvous at Mars. When his invasion armada was in place, Horus intended to launch an attack on the weakened Terra and lay siege to the Emperor's Palace.

As soon as the Night Lords, Iron Warriors and Alpha Legion had been despatched on their various missions the traitor armada set course for the Solar system. Even with the help of Horus's allies within the warp, the journey would take some time to complete. Horus instructed that this time would be well-spent by his Primarchs and commanders preparing for the coming battles. Plans for the attack were scrutinised and finessed, troops drilled and trained.

Horus was pleased with the turn of events. In a short time he would confront the Emperor, defeat him, and claim lordship over all human space. It would be the dawn of a new age for mankind.

Pax Chaotica • David Deen



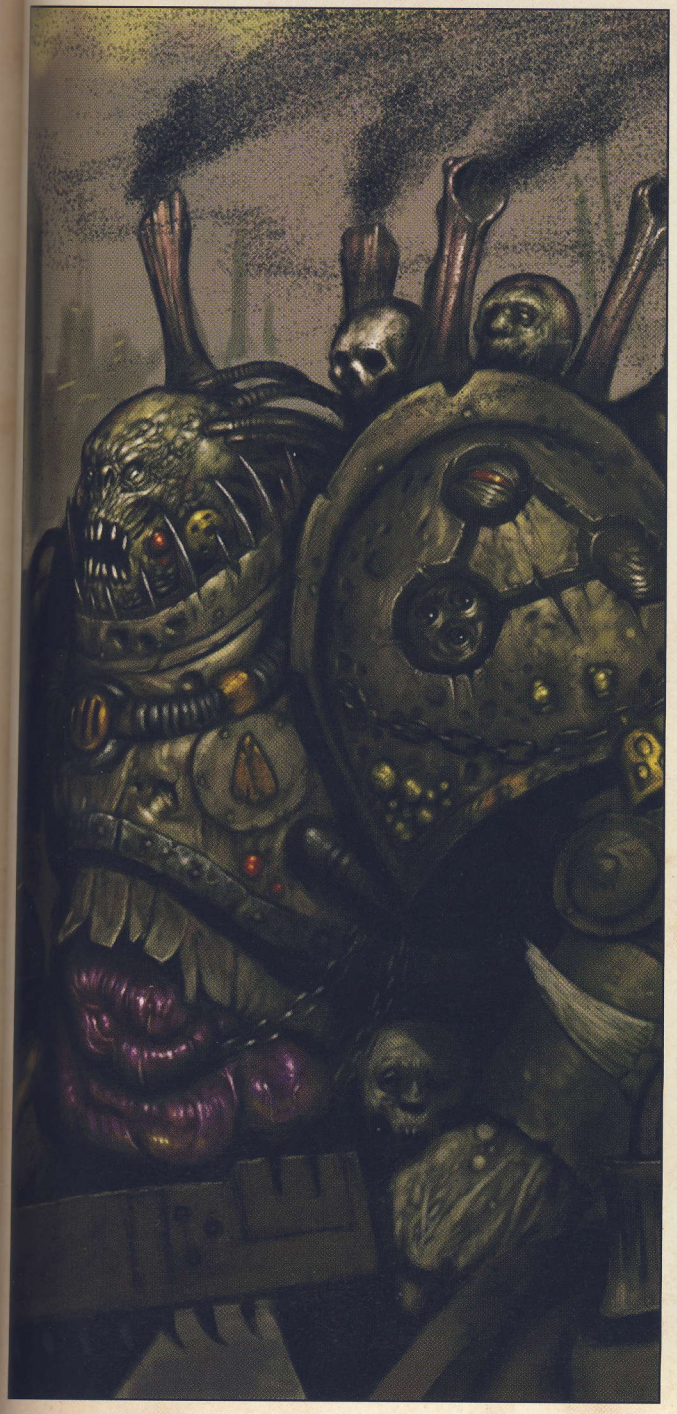
The Doom of the Death Guard

Mortarion was typically silent on receiving his orders from Horus detailing the role his Legion would take in the coming battle for Terra. The grim Primarch passed on the orders to his command staff with the minimum of ceremony. He delivered a short speech to his troops, explaining that this battle would decide the fate of the Imperium and that they had proved themselves worthy of the chance to be a part of the inevitable triumph it would be for Horus. If he had any doubts at all about their mission he kept such thoughts to himself.

With his entire fleet, Mortarion crossed into the warp and straight into a nightmare. The Death Guard fleet was sucked into a warp-storm, a deadly vortex that battered the ships to and fro and made navigation impossible. Frantic efforts by the fleet's Navigators and helmsmen to stabilise the ships were for naught and they could do nothing save ride out the storm and hope that the fleet was not scattered within the warp.

In time the storm abated and the fleet lay becalmed, its ships slowly drifting through the Immaterium, unable to find its bearings. And then the Destroyer came upon them and they were changed for all time.

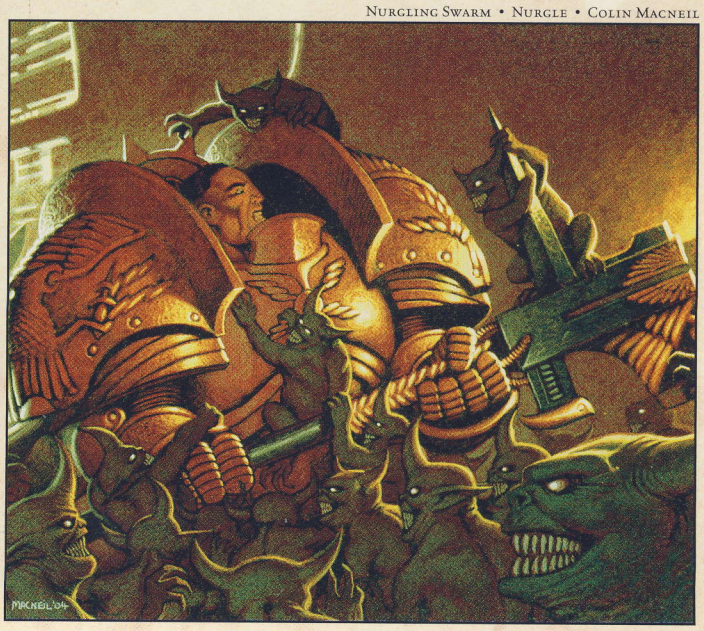
Karggat Recon Squad • Death Guard • John Wigley





Mortarion Prince of Decay • Death Guard • Alex Boyd

Nurgling Swarm • Nurgle • Colin Macneil



For Mortarion and the Space Marines of the Death Guard there was nothing so terrifying as the plague that rendered their legendary resilience meaningless. These were warriors who were immune to the diseases, contagions, toxins and pollutions that bedevilled normal men. The pestilence raced through the entire fleet, roiling in their guts, bloating and distending their superhuman bodies, transforming them into horrible, pustulent grotesques. They were made corrupt within and sickening to behold without. They grew sicker by the minute; their incredible constitution became their worst enemy as their bodies refused to die and they were wracked with the agony of their macabre transformation.

What the Death Guard endured was unimaginable, yet none suffered more than Mortarion himself. For the Primarch it was as though he were upon the mountaintop of Barbarus once more, surrendering to the poison, without the mercy of unconsciousness to claim him or the Emperor to come to his salvation as he had done all those years ago.

Whether he perceived, in those terrible hours, the loss of what he had once stood for, the damnation he had wrought upon himself and his Legion, the final sundering of any vestigial loyalty to the Emperor or to mankind, only Mortarion would ever know. Unable to endure the suffering any longer, the Primarch offered himself and his Legion to the warp in exchange for deliverance from their torment. His call was answered by a presence in the Immaterium, as though it had been waiting all along. From the stygian depths of the warp the great entity that was Nurgle, Lord of Decay, Father of Disease, opened his arms and embraced Mortarion and the Death Guard, drawing them to his breast and making them his own.

The Undying • Death Guard • David Deen





Father's Chosen • Nurgle • Torstein Nordstrand

Running on Empty • Steve Boulter



What emerged from the warp when the Death Guard fleet broke out bore little resemblance to that which had entered. The gleaming white armour heraldry of the once-Imperial champions was no more, in its stead was a sickly pall of greenish hue. Bloated corpulence replaced the sleek proud form of the Space Marine and every warrior was pock-marked with boils, scabs and putrescent sores. Maggots writhed in their unhealing wounds and the air about them was clouded with swarming flies. They bore the stink of corruption.

Even their weapons and war machines had been mutated and were now powered by the sickly sorcery of Chaos, glowing with lambent green energy and oozing gangrenous pus. The Death Guard had become creatures of Nurgle, walking pestilence carriers; they had become the Plague Marines.

Mortarion himself was also changed. He had grown taller and more gaunt, as if stretched on a rack. His power-glaive now bore the hallmarks of the reaper's scythe. In return for rescue from the torments of the plague Nurgle had set him on the path to daemonhood and transformed him into the very image of death.



Warp Conduit • Imperial Webway • Dave Millgate

Beyond the Golden Throne

The war within the webway was going badly for the Emperor. Even though at first the army of the Custodian Guard and their supporters, the Silent Sisterhood, had managed to push back the daemonic invaders they had taken many casualties. The Imperial forces had never had the advantage of numbers and each death weakened them, whereas the daemons appeared to have a numberless horde at their disposal. Despite thousands of daemons and their allies having been destroyed or banished back into the warp there were thousands more to take their place.

As the battle within wore on the daemons began to gain the advantage. Their assaults regularly reached deep into the Imperial defences – more than once approaching dangerously close to the human-built conduit that led to the warp-gate of the Golden Throne. On one occasion a mighty Bloodthirster, greatest of the daemons of Khorne, fought its way through the Imperial defenders to the gate itself – only the last-minute intervention of Sister Celia Harroda of the Sisters of Silence was able to stop the beast from crashing through the gate and into the Imperial Palace dungeons. Sister Celia confronted the huge daemon, her presence chilling the air around it and stifling its otherworldly power, and silently she dispatched the monster with swift strokes from her blade of frost. The effort utterly exhausted her and with the final, banishing stroke of her sword she collapsed upon the threshold between the warp and real space never to breathe again.



Golden Throne • Imperial Webway • Dave Millgate

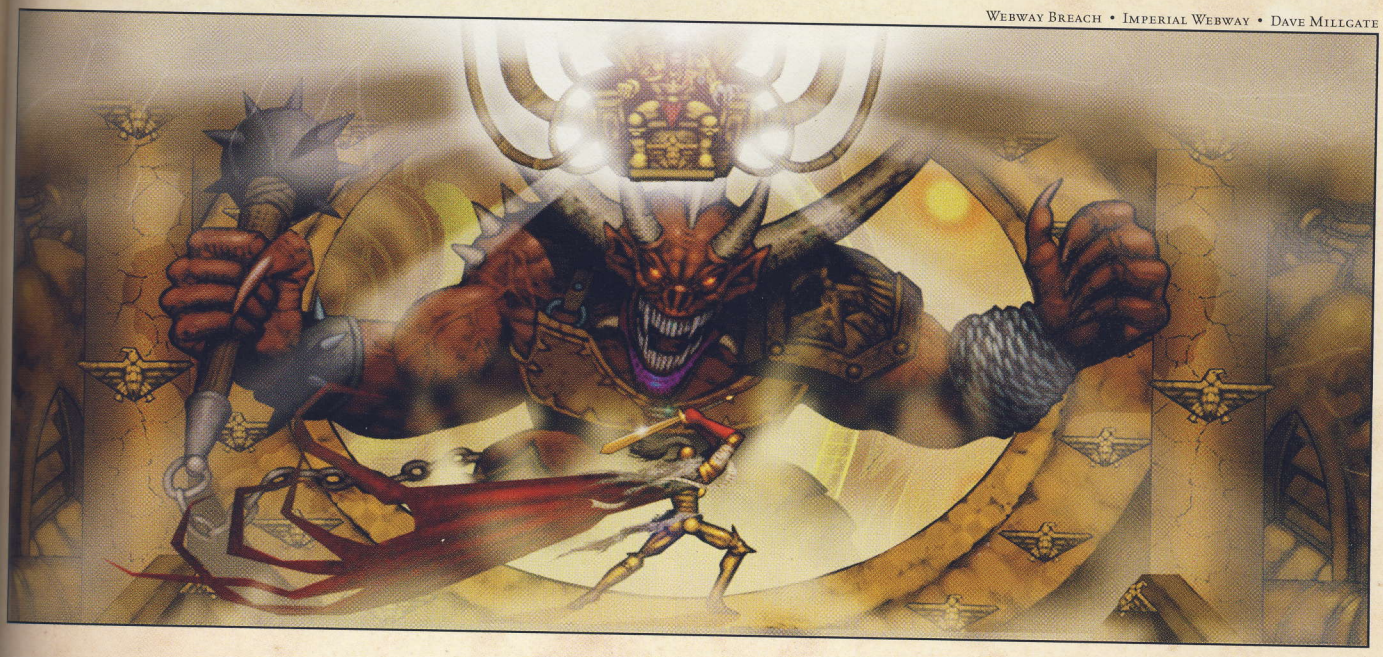


Slayer of Worlds, Greater Daemon • Khorne • Colin Macneil

The death of Sister Celia was but one of many acts of brave sacrifice by the loyal warriors of the webway. Eventually, after many long days of bloody battle, these deaths took their toll and the defenders were forced to draw back to within sight of the Golden Throne. Here they were bolstered by the presence of the Emperor who appeared as a brightly burning star to those within the alien conduits. The Emperor drew on his reserves of power and his star burned ever brighter; the daemons, unwilling to approach the shining nimbus, were held back.

The star of the Emperor gave the defenders respite enough that many were able to cross through the portal and retreat into the Imperial Palace. At first all of the tech-priests and workers were evacuated and then, reluctantly, the Silent Sisterhood and the Custodian Guard withdrew from the battle and into the Palace dungeons.

The gate would remain closed to the daemons for as long as the Emperor was able to power it from his throne atop the golden portal. Only the mightiest of psykers had power enough to do this and even then most would be exhausted and fail in a short time. Only the Emperor had the might to keep the gate closed permanently and for him the effort got harder as the daemonic forces gathered about him. For as long as the daemon horde threatened to breach the portal, the Golden Throne would be his prison.



Webway Breach • Imperial Webway • Dave Millgate

Terra is Reinforced

Rogal Dorn was concerned. He had recalled all remaining known loyal Legions to Terra to face the impending threat of invasion by Horus and his traitor army. Early responses to his signals suggested that the traitors had anticipated this move and were actively trying to prevent these Legions from reinforcing the defences of Terra.

The Space Wolves Legion had been attacked and thus prevented from travelling to the Solar system. The loyal defenders of Terra would miss the strong arm of Russ and his Legion. However, their actions at least allowed the White Scars Legion of Jaghatai Khan to make headway for Earth. Even allowing for the vagaries of warp travel, Dorn expected the Kahn and his fleet to arrive within days. He pressed Malcador to maintain the highest Astronomican beacon at peak efficiency to give them as much aid as possible and reduce their chance of mis-navigation.

The Blood Angels had sent communications to Dorn but warp disturbances had garbled the content and it was unclear to Dorn if, and when, they would be able to get back to Terra. The Legion of Sanguinius was one of the strongest and their presence would be a tremendous boost to the loyalists. Dorn fervently prayed that they would arrive soon.

Rogal Dorn's own Legion had been split earlier in the war. His veteran companies had accompanied Dorn to Terra to break news of Horus's treachery to the Emperor. These companies had been severely mauled during the Mars battles and were down to less than half strength. The greater part of Dorn's Legion had been despatched on a futile mission to the Isstvan system. It was clear from what communications had been received from them that this mission had failed. The Imperial Fists Primarch was deeply concerned about the state of his Legion.

Dorn's anxiety about the Imperial Fists increased when more news was received from the Legion. They had been becalmed for some months, unable to communicate or navigate through the warp. Suddenly they had been able to make contact with Terra but were being subjected to an attack by a traitor fleet led by Perturabo of the Iron Warriors. Frantic signals from their fleet indicated that the Imperial Fists were attempting to break off from their attackers and make the warp-jump back to Terra. These were the last messages received from the fleet and so Dorn could do nothing but wait in hope for them to arrive.

Of the Ultramarines and the Dark Angels, Rogal Dorn had received no information. If these Legions were heading for Terra or intended to do so he couldn't know. Dorn again impressed upon Malcador the importance of making contact with these Legions but the Sigillite could offer him no answers. Dorn resolved to plan the defence of Terra without those two mighty Legions.

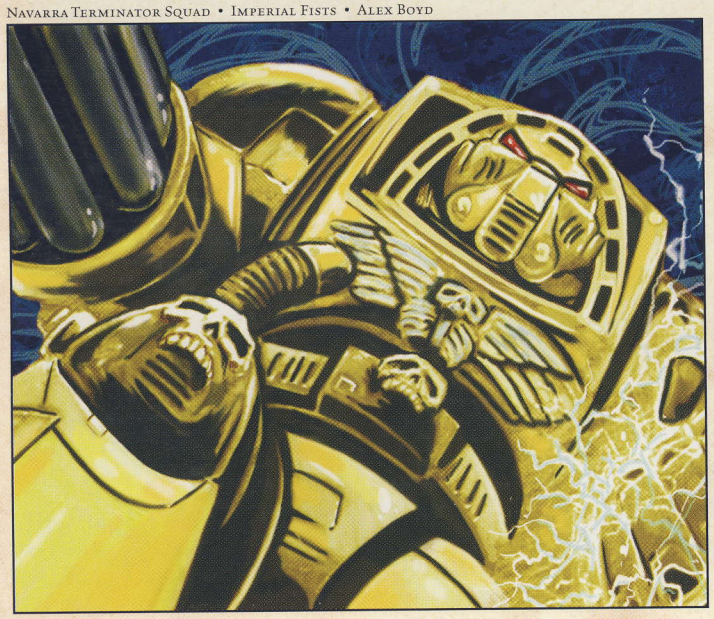


Tangahi Attack Bike Squad • White Scars • Tiernan Trevallion

Perseverance • Andrea Uderzo



Navarra Terminator Squad • Imperial Fists • Alex Boyd





Kumblai Bike Squad • White Scars • John Gravato

At long last Dorn's wait was over as first, the Imperial Fists fleet broke warp near the Uranus jump point and then the White Scars and the Blood Angels fleets appeared on long-range scanners. It was with some relief that signals were sent to the fleet commanders detailing their deployment patterns around Terra. Dorn requested that Sanguinius and Jaghatai Khan transport directly to the Imperial Palace for an immediate summit. Even as the loyal ships moved into Earth orbit, reports were received of traitor ships assembling near the space-docks of Mars. It appeared that Horus had begun mustering his forces for the invasion of Terra.

The loyal Primarchs quickly assessed their forces. In addition to their three Legions of Space Marines, the loyalist defenders included nearly one and a half million troops of the Imperial Army and three entire Titan Legions of the Mechanicum. All of these would be deployed in defence of the Imperial Palace complex on Terra. The loyal fleets were stationed as a first line of defence in orbit above the Earth. A string of Mechanicum orbital gun platforms, missile stations and clouds of space mines reinforced this ring of battleships. The Traitor would not find Terra a weak target.

News from within the Imperial Palace gave Dorn and his command staff some additional solace. The Custodian Guard had been redeployed in the upper levels of the Palace, apparently under the direct orders of the Emperor. If the Emperor himself were able to lead them then Horus would indeed have cause to regret his actions, thought Dorn.

The Siege of Terra

On the thirteenth day of Secundus, the bombardment began. From orbit, the Warmaster's ships laid down an unrelenting barrage of missiles and deadly energy beams. Horus's aim was to cripple the defences around the Emperor's Palace and make possible a massive invasion of the Earth. Striking from Mars the traitor ships had destroyed the lunar bases, smashed Terra's orbiting defences and scattered the protecting loyal fleets.

Horus's attack was a call to arms to all of his followers and on countless worlds across the galaxy forces loyal to the Warmaster rose up and attacked those still sworn to the Emperor. The Emperor's realm was in turmoil and some of the greatest battles Humanity had ever known were being fought. The Imperium was bathed in flames as the bitter civil war enveloped the stars but it was on Earth, Holy Terra, that the fate of the galaxy and of Humanity would be decided.

The skies of Earth were black with dust and ash thrown up by the barrage. The land was split with gigantic fissures and the tectonic plates groaned with stress. Mountain chains shivered and seas evaporated to become barren deserts. Rains of blood and ash dripped from the darkening sky. Astropathic choirs sang of evil portents and men went mad with fear. The fleet of Horus hung in orbit over the ravaged world. Shielded by the cunningly wrought defences of the tech-priests, the pitiful few defenders of Terra stood ready to repel the invaders.

The loyal defenders of the Imperium gathered their thoughts and prepared to meet the onslaught. Within the Imperial Palace itself the Emperor's personal bodyguard, the Custodians, stood ready to fight. At their side was the Blood Angels Legion with their primarch, the Angel Sanguinius. Beyond the Palace walls, the White Scars Legion of Jaghatai Khan was arrayed and beneath the ruins of the Imperial Basilica the Imperial Fists Legion of Rogal Dorn made final preparations for the coming battle.

As the earth shuddered under the bombardment, tank divisions roared across the tortured landscape to take up positions against the coming invasion. Brave men checked their weapons and offered up last prayers to the gods of battle. Defence lasers swivelled to face the turbulent, threatening sky. Suddenly the night was streaked by the plasma contrails of drop-pods.

The pods touched the ground and from them erupted a mass of traitor Space Marines who charged at the Imperial defenders, guns ablaze with fire, roaring the name of Horus. At head of the invading army were the Primarchs Angron, Mortarion and Lorgar.

Mighty Angron bellowed orders to his blood-crazed followers, the World Eaters, driven insane by the buzzing of the neural implants surgically grafted to their brains. Brandishing his great runesword, crackling with newly acquired arcane power, Angron led his troops against the defenders of the Eternity Wall spaceport. Around his red-armoured warriors bolter shells whined. Unflinchingly they advanced, determined to take the fortified construct and put its defenders to the sword.

At Mortarion's rasping command, the Death Guard emerged silently from the festering cocoons of their warped drop-pods and advanced upon their terror-stricken foes. The dread runes on Mortarion's scythe glowed eerily in the night as he gestured for the Plague Marines to move forward.

The giant figure of Magnus the Red glared triumphantly about him with his one watchful eye before ordering the mage-warriors of the Thousand Sons to hurl their spells of death and destruction at the enemy.

A hail of deadly bolter fire cut down dozens of the Emperor's Children Legion. Undeterred, they ploughed forward singing the praises of their Primarch Fulgrim. The traitor Legion surged onwards carving a path of devastation through their foes.

As the battle raged perhaps some defenders went mad with fear. Perhaps the corruption of Chaos that Horus had unleashed ran deeper than any might have suspected. Perhaps some were foolish enough to think that they could negotiate with the enemy. Whatever the reason, one last vile treachery was to take place. Many units of the Imperial Army that had pledged loyalty to the Emperor now turned against him, even as the traitor Space Marines made



Appollus Assault Squad • Legio Custodes • Tony Parker



Ballatoron Tactical Squad • Legio Custodes • Andrea Uderzo



Castason Recon Squad • Legio Custodes • Tiernan Trevallion

their landfall. It was almost as if it were a pre-arranged signal for them to act as they turned their weapons against their fellow warriors and cut them down with withering fire. This was surely one of the basest acts of treachery in the history of humanity. The Lions Gate spaceport fell to the invaders. As the traitors chanted the name of Horus and mad prayers were howled out, the air shimmered and a host of slavering daemons emerged from the warp to spread terror and dismay.

If there was ever doubt as to which masters Horus served then the appearance of the daemonic horde dispelled them. For the defenders it seemed as if this truly was the end of all that had been – that they were witnessing the last days of mankind.

The Warmaster ordered the rest of his army to the battle and at his signal the troop transports of his fleet began to make planetfall. A veritable host of great ships drifted down through the atmosphere of Earth, hoping to overwhelm the defenders by sheer weight of numbers. Unlike the drop-pods that had carried the traitor Space Marines, these vast bloated ships presented fine targets for the weapons of the defenders. Thus the battle for Terra began in earnest.

Defence lasers blasted many renegade ships from the sky, sending thousands of tons of fused metal death raining down onto the ground below. Crippled vessels crashed into buildings or were vaporised in flight by the lancing energy beams of the huge Terra guns. As quickly as the surviving ships landed they disgorged their cargoes and tens of thousands of traitor troops surged forth to attack the bastions of the defenders. The traitors' first objective was to silence the defence lasers that were still firing at the descending fleet and causing such havoc amongst the attackers.

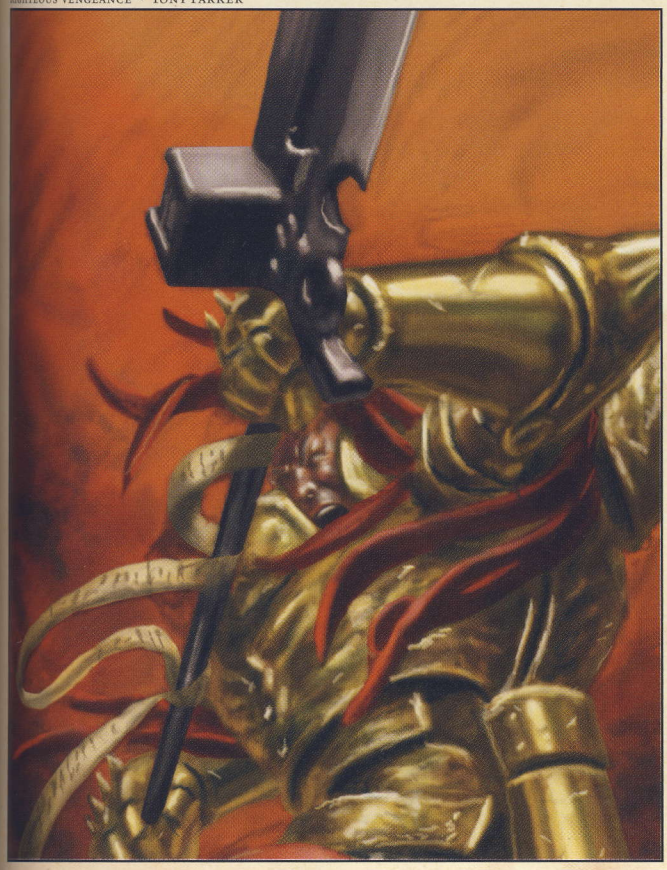
The loyal defenders of Terra fought back tenaciously. Across the wide swathe of the Imperial plateau a hundred or more battles were being waged as the traitors repeatedly assaulted the strongholds that comprised the Palace complex and the loyalists doggedly repulsed them.

The defenders of Eternity Wall spaceport couldn't resist their attackers and were swept aside by the merciless assault. The hordes of the Warmaster were in total possession of the space field. More and more drop-ships descended from orbit, towering above the landing ground like nightmarish skyscrapers, dark runes on their hulls glowing evilly in the gloom.



Passing the Mantle • John Hodgson

Righteous Vengeance • Tony Parker



Primarus Dreadnought • Legio Custodes • Andrea Uderzo



Hundred-metre high doors opened along the flanks of the monstrous ships and from within their stygian holds the Titans of Chaos emerged. They were warped giants; the armour of their carapaces fused and moulded into new macabre designs by the power of Chaos. Some of the Titans had been equipped with strange and potent weapons, others had become a bizarre hybrid of the organic and the machine. Metal tentacles lashed, spiked tails whipped back and forth. Engines roared like the bellowing of ancient beasts. Banners unfurled bearing the foul runes of Chaos and the Titans of the Storm Lords and the Flaming Skulls Legions marched to war.

At Lions Gate spaceport the traitors heralded the arrival of the towering black engines of the Khornate host. Monsters, mutants and cultists seethed like angry ants around the bases of the mighty war machines.

The traitors swept onwards. Reinforced by the arrival of the Chaos Titans and death-dealing war machines of Khorne, they pushed through the demoralised and exhausted loyal troops until they faced the walls of the Emperor's Palace itself.

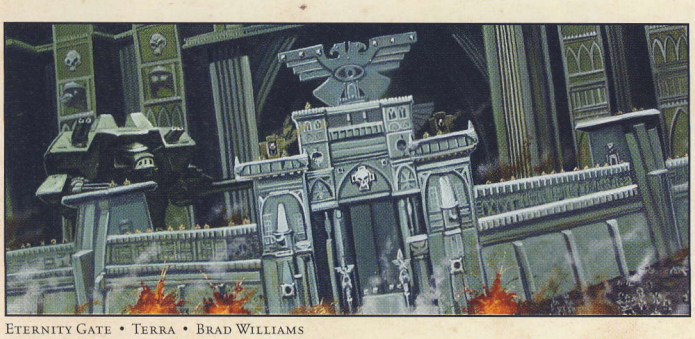
The raging World Eaters raced towards the marble and steel outer ring of the Palace façade. Hordes of unstoppable Thousand Sons marched relentlessly forward, their bolter fire raking the defenders. The Emperor's Children Legion swept aside the Imperial Army divisions facing them and approached the Saturnine Gate. All round the walls bitter fighting ensued as the Imperial defenders sallied forth, trying to drive back their attackers before the traitors could bring their main force to bear.

From their pillbox emplacements along the Palace walls, loyal gun crews rained death down on the relentless attackers. Again and again, the plazas and walkways outside the Palace were cleared of traitors. Again and again, new foes stepped forward to take their place.

Within a few scant hours the forces of Horus had seized control of the Palace complex's spaceports, destroying thousands of Imperial war machines and killing many tens of thousands of loyal warriors. Now the hordes of the Warmaster pressed forward against the Palace walls. Even as his army laid siege to the Emperor's Palace, Horus ordered even more of his waiting fleet to land and disembark their troops.



Khalophis Titan • Thousand Sons • James Brady



Eternity Gate • Terra • Brad Williams

Subjugator Titan • Emperor's Children • Steve Boulter



The number of traitor soldiers was so great that huge columns stretched from the Lions Gate and Eternity Wall spaceports to the Emperor's Palace. As well as Space Marines the great army of Horus included many Titans, traitor Imperial Army units, cultists, mutants and daemons. Thunderhawk gunships flew overhead and the massed tank brigades that drove on towards the Palace threw up great clouds of dust.

The Palace was surrounded by the Warmaster's army and around its entire circumference they attacked, driven on by the urgent commands of the traitor primarchs and by Horus's own mad ambition.

Meanwhile in the depths of the Imperial Palace, the Emperor sat on his Golden Throne and brooded on the events occurring far above him. The great edifice of machinery upon which he sat had become his prison. His psychic might was needed to keep the warp-portal tightly shut against the hordes of Chaos that pounded at the doorway from within the webway beyond. If he relented and let slip his focus then the daemonic forces of Chaos would be able to pile through the gateway and into his Palace.

But the Emperor knew he must soon relinquish his hold on the Throne and confront Horus in person. The Warmaster could only win the victory he sought by vanquishing the Emperor – everything he had done and was doing was intended to bring about that goal. The battle above was merely a sideshow – a deliberate act of provocation whereby Horus was attempting to goad the Emperor into dropping his guard and facing him.

The Emperor was patient. He would meet Horus soon enough. For now he waited and bided his time. Horus would become impatient and act rashly – then, and only then, would the Emperor face him.

Day by day the siege of the Palace wore on, casualties rising from the thousands to tens of thousands to hundreds of thousands. Chaos Titans blazed at the walls, specially constructed missiles ripping great chunks from the masonry. The Titans of the Fire Wasps answered with their volcano cannons. The smell of burning flesh filled the air as the corpses of the dead were incinerated in funeral pyres a hundred feet high. Obscene ash parched the throats of the defenders. The World Eaters, now driven irrevocably insane, built a pyramid of scorched skulls many metres high in Temple Square. By night the chants of degenerate cultists echoed through the darkness and daemonic entities flitted among the ruins of Earth.

Slowly, foot by torturous foot, the defenders were forced back. The great Palace walls were riddled with endless corridors and bulkheads, and within this maze there was constant skirmishing and bitter hand-to-hand fighting. The passages were becoming blocked with bloated corpses as the fighting intensified.



Press the Advantage • John Wigley

Horus ordered his army to push on. They must take the wall, he commanded. The Death's Head Titan Legion was commanded to break the walls. The fell Titans began to demolish entire sections of the bastion. The defenders inflicted dreadful carnage upon them – three, four then five massive Titans were destroyed in as many minutes. The Chaos Titans would not relent and they kept hammering away at the walls.

The Siege of the Emperor's Palace had gone on for many days. Days of countless assaults, counter-attacks, sallies, shelling and death. The battle raged on and on. Slowly, very slowly, the walls were beginning to crumble and the defenders' fire was waning.

The daemon that was Fulgrim was bored by it. His plots and schemes had not been designed so that he could simply spend time waiting around for petty mortals to break down a wall. He craved action, he yearned for something to happen. Yet still the defenders of the Palace repulsed their attackers. No matter how many troops were thrown at the walls, the daemon thought, still they stand. The daemon decided he could bear it no longer and that there must be easier prey on the planet.

With this, the daemon-Fulgrim gathered his Legion about him and set off on an orgy of destruction across the Earth. With so much of the loyal efforts directed towards defending the Emperor the traitor Legion of the daemon-Fulgrim found the rest of Earth largely unprotected and weak. The carnage they inflicted upon the population of the Earth was immense – the violence completed the Emperor's Children Legion's descent into Chaos.



Defence Satellites • Tiernan Trevallion

While the traitor army had been battering at the Palace walls Jaghatai Khan and his White Scars Legion had been harassing their flanks in a series of hit and run attacks. Now the Khan changed his plans and rather than continue futile attempts to draw the traitors away from the Palace, he launched a lightning raid against Lions Gate spaceport. The attack was launched during the night hours, under cover of darkness. The Khan's force included his own White Scars Space Marines, the remnants of the 1st Terran Tank Division and a large number of surviving loyal Imperial Infantry regiments. The loyalists easily defeated the traitor garrison and reclaimed the spaceport in the name of the Emperor. The Khan threw a defensive perimeter around the space field and, despite furious attempts by the Warmaster's army to counter-attack, was able to hold the position. The Khan ordered the defence lasers to be re-manned and they soon fired at the rebel drop-ships that were still attempting to land. The Khan's actions stemmed the flow of warriors and war machines from the spaceport to the Palace.

Buoyed by this success, other loyalists began to attack the Eternity Wall spaceport, but here the forces of the Warmaster were better prepared. Traitor Space Marines ambushed the loyalist attackers; thousands of loyal warriors were killed and they were driven back in confusion. The spaceport remained in the hands of the Warmaster. Their lines of communication secured, the traitors once more turned their full attention towards the Palace.

The Walls of the Palace Break

The walls of the Emperor's Palace finally broke under the onslaught by the Death's Head Titan Legion – the huge Warlord Titans of the Legion smashed their way through the last few metres of the bastion and unleashed a flood of traitors into the inner courtyard of the Palace.

The invading traitors were met by the loyalist troops defending the Palace and battle raged across what was once the Emperor's private garden. The fine statues and ornaments of the inner gardens were wrecked as the fighting intensified. The smell of burning mingled with the acrid stench of weapon fire and the foul pestilent exhaust fumes of the giant Titans, as the traitors attempted to put the Palace to the torch.

The defending warriors dug in and soon the entire parkland was a maze of trenches and earthworks. There was little space in the inner gardens for the Chaos Titans to operate efficiently and they became easy targets for the heavy weapons of the Emperor's troops.

Both sides fought with unimaginable ferocity. Loyalist and traitor alike sensed that the end was drawing close and so they attacked each other in desperate attempts to win the day.

Even as the battle raged, within the Palace the commanders of the Emperor's besieged army met to plan their final strategies of the war. Sanguinius was the most senior commander present; Dorn and the Khan were waging their own battles beyond the Palace wall. With the Blood Angels Primarch were a number of high-ranking Custodians and Malcador the Sigillite.

Sanguinius instructed the Custodians to counter-attack the invaders in the inner gardens. They were tasked with occupying the traitors long enough for the defence of the Palace to be reinforced by the Legions of the Khan and Rogal Dorn. He and his Legion would take up position around the key entrances to the Palace building itself – they were the last line of defence should the traitors resist the Custodians. He asked Malcador to signal the Khan and Dorn and get their Legions to the Palace.

Malcador left the assemblage to organise the signals and to attend the Emperor – he had finally received the order he had been dreading. The Emperor was preparing to leave the Golden Throne and confront Horus and Malcador knew his own life was now forfeit to victory.

Sanguinius took up his position above the Ultimate Gate – the main entrance to the Imperial Palace. Below him wounded troops were ushered through the great portal by his Blood Angels. From his vantage point, the primarch could see the huge mass of traitors pressing forward through the breaches in the bastion wall. Through sheer weight of numbers, they were overwhelming the defenders.

He watched as the Custodians launched their counterattacks. The Emperor's bodyguard fought with brutal efficiency and none of the traitorous horde could stand against them – but they were too few in number and their attacks only slowed the tide. The Custodians did not relent and attacked again and again. But each attack was less effective than the last and they were inched back towards the Palace.

A huge shape rose up from amongst the army of Horus. The creature was tall, taller than any around it and as it rose up it unfolded its great leathern wings and took to the air. It was a Bloodthirster, greater daemon of Khorne, the most fearsome and dangerous of the Bloody God's entourage. The daemon flew towards Sanguinius and he recognised it instantly – its name was Ka'bandha and he had fought the creature before.

Atop the Ultimate Gate two mighty figures clashed in aerial combat. Both were winged – the Angel's wings were pure white and shone brightly through the smoke and smog of war about, the other was a creature of nightmare, its daemonic wings leathery and dark. As they wheeled about each other in the air, the warring troops below seemed to pause to watch the unfolding drama.

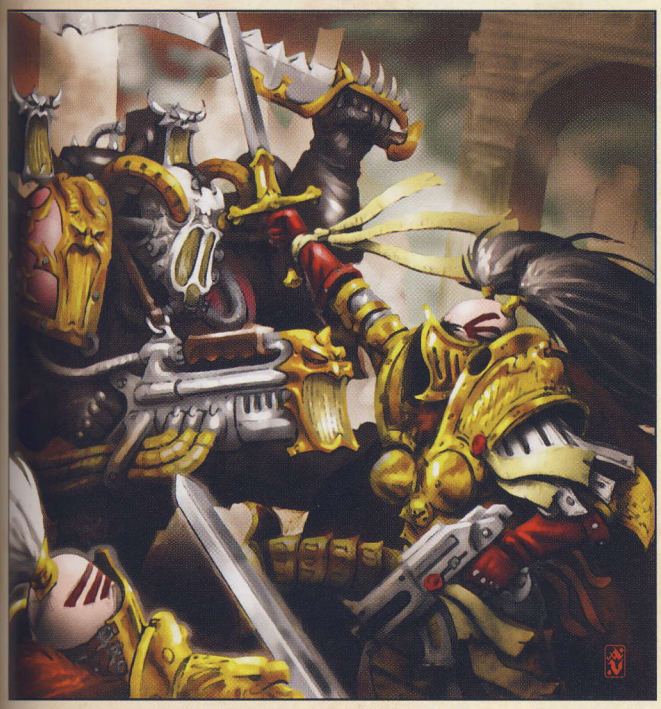
'Know this, creature of darkness, I will take my revenge on you for past evil,' the Angel said as he plunged his sword into the daemon's face, spearing one of its eyes. The daemon shrieked as if in pain but wheeled about lashing at the Primarch with its whip and chopping at him with its great axe. The daemon's whip stung the Primarch's wing and he faltered in the air slightly. As he did so the Bloodthirster grabbed him by the throat with its massive taloned fist. Sanguinius cut with his sword against the daemon's flank – the beast flinched but did not release its hold.

'Now you are finished pathetic little bird,' rumbled the daemon and threw the Primarch down onto the gate below. The granite stonework splintered as



Imperial Palace • John Blanche

Ice Dragons Vigilator Squad • Sisters of Silence • Andrea Uderzo



the Primarch's body smashed into it. The traitor horde watching roared their approval. The Primarch lay still upon the broken stone as the daemon landed next to him and prepared to deal the deathblow. The monstrous creature threw back its head and let loose a howl of exultation.

'Blood for the Blood God! A Skull for Skull Throne!'

As the daemon howled in triumph over him, Sanguinius drew on his last reserves of strength and power. With a massive effort, he painfully rose to face Ka'bandha for the last time.

'Your cry of victory is mistimed daemon. I am not finished. My vengeance has yet to be taken. I shall not fall at this hour, nor to your bloodied hand.' At this, Sanguinius leapt at the daemon and seizing it by the wrist and ankle he raised the beast up high and smashed it down across his knee. The crack of its back breaking shook the masonry upon which they stood and echoed across the Palace grounds, the hordes below watching in silence.

Sanguinius, now terrible in aspect, lifted the carcass of the daemon above his head. An arc of power danced on his brow as he swung the body around and hurled the broken behemoth into the midst of the daemon's followers. The traitors beat their chests and wailed in dismay. The Blood Angels cheered and the Ultimate Gate was shut tight against the ravening hordes.



Snow Condors Prosecutor Squad • Sisters of Silence • Andrea Uderzo

Even as Sanguinius defeated the daemon atop the Ultimate Gate, the Imperial Fists and their primarch Rogal Dorn returned to the Palace. They rode in aboard the great Sky Fortress – a massive fortified gunship. Dorn had received the signal from Malcador and was determined to stand, and if necessary, die side by side with the Emperor in the final hour. The Imperial Fists disembarked quickly and the Sky Fortress raced away from the Palace to reach the Khan and bring him and his White Scars to the Emperor's side.

The traitor Titans of the Death's Head Legion spied the great ship and with a hail of fire from their mammoth weapons they shot it down. As the ship fell from the sky the loyal command crew bravely struggled to crash the crippled vehicle amongst Horus's attacking army.

To those watching from the Palace towers it seemed as if a new sun had been born on Earth as the Sky Fortress's plasma reactor exploded. The glare from the orb of plasma fire seared their eyes and the shockwave in its wake knocked them from their feet. The explosion ripped a huge crater in the land fully three kilometres across. Despite this huge blow to the army of Horus, the defenders now realised that they were completely cut off from the rest of the loyalists on Earth. Only a miracle could save them.

Malcador faced the Emperor. He had received the call and now prepared to perform his final duty to the man he had followed for the greater part of his life.

'Malcador, the time is upon us. Horus thinks me blinded by his psychics but I am more powerful than he can possibly imagine. The Space Wolves have had help from an unexpected quarter and, having turned the tables on their pursuers, are now bound for Earth. The Ultramarines have likewise triumphed and also head this way, as does the fleet of the Dark Angels. Horus knows that these Legions are coming and will want to finish affairs here before they arrive. He can only do this by confronting me in person. This will force him to act rashly, against the counsel of his closest advisors. I must be ready to take advantage of his mistake. Are you prepared to take the Throne?'

'Of course, my lord. I have always been ready to repay the debt I owe you. Since first we met my life has been yours.'

'Thank you old friend. You will be remembered for your sacrifice.'

Before Malcador the Sigillite ascended to the Golden Throne he had one last duty to perform. As he stood before the Emperor he was accompanied by a group of twelve hooded attendants. Malcador looked up at the Emperor and at the machine to which he was bound.

'Sire, when last we met you commanded me to gather together a group of people whose loyalty to you and to the Imperium was unquestioning. This I have done. I have worked long and hard to find those I thought would suit. I have personally overseen every aspect of the exhaustive tests to which they have been subjected and can vouch for their character, loyalty and strength of mind. They have many skills and will serve you well.'

Malcador gestured to the hooded figures behind him, as he did so four of them stepped forward and knelt before the Emperor. The Emperor nodded an acknowledgement of their show of fealty to him.

'Sire, these others are known to you. Each of them is a Space Marine. They have cast aside their allegiance to Primarch and Legion who have sided with Horus and pledged themselves anew to you, their Emperor and father. I have chosen these eight since allied to their unflinching loyalty they each are blessed with paranormal skills, kept dormant in respect of your previous commands. However these skills are most apt in combating the horrors that have recently emerged from the warp and I know they will be needed in the coming years.'

'Malcador you have judged well, these eight Space Marines do indeed have a vital role to play in the future of the Imperium, though veiled in secrecy will they be.'

The final besieging of the Emperor's Palace had begun. The traitors piled reinforcements through the great breaches in the outer walls and into the expansive courtyards that surrounded the Palace building. Giant Chaos Titans and other war machines of the Dark Mechanicum pounded at the towering edifice with their massive array of cannons, guns, missiles and bombs.



Throne Room • John Gravato

The hordes of Horus swarmed around the building, firing up at the battlements and smashing at the gates and doorways through which they would enter. Overhead, gunships swooped down on the Palace from the darkening skies and unleashed their deadly payloads upon its roofs.

The Palace walls were thick, its defences well-designed. The relatively small numbers of loyal troops within were able to maintain a stout and brave defence. They dealt a terrible toll of death on the attackers. They did not surrender, would not submit to either Horus or despair; they just kept fighting, though they knew they had only days remaining.

Horus felt that he was so close to victory he could taste it. He began to make ready to teleport down onto the surface from the *Vengeful Spirit* to personally supervise the last days of the siege and to finally confront his former lord and master, the Emperor.

As Horus was about to make his teleport he was approached by Erebus, the Dark Apostle of the Word Bearers. Erebus told the Warmaster that important information had just been received that he must hear.

Erebus of the Word Bearers reported to Horus that their warp-based allies had espied a number of loyal fleets heading for Terra. The Space Wolves fleet of Leman Russ had somehow evaded the Alpha Legion of Alpharius and had set course for Earth. Likewise, a huge loyal fleet had departed from Ultramar carrying the apparently victorious Ultramarines Legion. Horus's daemonic allies said that they were but scant hours from reaching the Solar system. Furthermore, the Dark Angels of Lion El'Jonson were also Earth-bound, though the daemons couldn't say when they would arrive.

Horus was furious at this news. The Space Wolves on their own would pose no great threat to his impending triumph, though their presence would be an irritating distraction. However, the news of the Ultramarines and Dark Angels heading for Terra was a disaster for the Warmaster. Despite their war against the Word Bearers at Calth the Warmaster assumed that Roboute's Legion was still the biggest and most powerful Legion and he had no reason to doubt the fighting strength of the Dark Angels. These three Legions together would at best delay his victory; at worst they would deny it him altogether.

Horus had gambled everything on being able to defeat the forces of Terra before the Emperor could muster help from all of his still-loyal Legions. With time seemingly against him it now appeared as if this gamble had failed.

Horus was the first among the fallen, with the power of a god and the cunning of a daemon. He resolved to try one final gambit. He could still kill the Emperor. He immediately ordered all comm-net communications to be blocked so that the defenders on Terra could receive no word from their rescuers. He concentrated on his own psychic powers to cloud the Emperor's psy-senses and prevent him knowing of the approaching fleets. He turned to his waiting minions, his head ablaze with psychic fire, and gave his fateful command.

'Maloghurst, if I cannot get to the Emperor through the walls of his Palace-fortress then I shall tempt him to come to me. Shut down all the shields!'

'But, sire, with the shields lowered, the *Vengeful Spirit* will be unprotected. Our foes will be able to blast this ship to oblivion,' Maloghurst replied.

Erebus also spoke. 'My lord, this is folly. You must teleport to the surface and lead the final assault against the Palace. Without shields we are easy prey. With respect, you must rescind this order.'

'No. The order stands! The Emperor will not let this ship be fired upon. He will see this action as an invitation and a personal challenge. I am offering him the chance to finally confront me and finish this one way or the other. He will not be able to resist this opportunity. We must prepare for his attack!'

Malcador's Sacrifice

Malcador the Sigillite ascended to the Golden Throne, replacing the Emperor who now stood before the edifice with his loyal captains Rogal Dorn and Sanguinius. The great confusing mass of machinery around the Throne throbbed with power. Arcs of static energy leapt across the cables and conduits and the air was thick with the smell of ozone. Malcador could not speak such was the concentration he had to bring to bear in order to control the tempestuous forces at his call.

'Behold the greatest sacrifice of our age!' the Emperor directed the two mighty Primarchs. 'Malcador is Sigillite no more. Henceforth he shall always and only ever be Malcador the Hero!' At this the three figures retired from the Palace vault and make ready to teleport onto the battle-barge of Horus.

The Warmaster had lowered his battle-barge's shields. It was a clear invitation to the Emperor and was the mistake that the Master of Mankind had been waiting for.

Punishers • Sons of Horus • Torstein Nordstrand



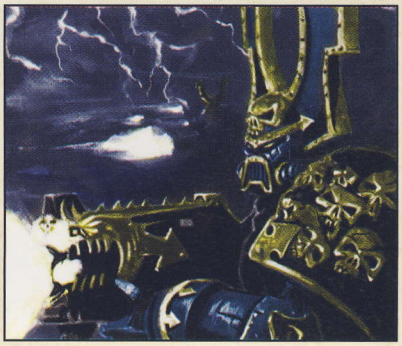
Fabius Bile's Enhanced Warriors • Dan Wheaton



Malcador's Chosen • Dave Millgate



Tolkhata • Thousand Sons • Alex Boyd



'I must accept the Warmaster's challenge and beam aboard his ship. There I will face him and this business be ended,' the Emperor said to his cohorts. 'You must remain here and prepare for the aftermath of my confrontation – whatever its outcome I must be returned to the Throne. Malcador buys us only time and we have precious little of that commodity left to us.'

The Emperor instructed his loyal Primarchs to wait in the Palace for his return from the battle-barge of Horus. Dorn and Sanguinius would not countenance this. For possibly the first and only time they refused to obey the command of their liege lord.

It was Sanguinius who spoke first. 'My lord, I will not idle here whilst you risk all aboard the fell ship of Horus. Weakened though I am by my battle with the great daemon, I still have power enough to aid you. You will have my sword at your side.'

Dorn was equally adamant. 'Whatever we can achieve here will count for naught if you fail. I simply will not let you do this thing alone. The traitor is sly and you must have every protection we can offer in case he has some tricks yet to play.'

'Very well, you shall both accompany me!' said the Emperor. 'But know you both that my prescience fails me and I cannot fathom how this will resolve. I believe that this is the one chance I have to meet Horus and end his madness. Death stalks the *Vengeful Spirit*, this much I do know. Mayhap it will claim the Warmaster but its hunger is great and I doubt we shall all return.'

The Emperor's comments did not deter the Primarchs and so the three, together with a detachment of the Emperor's own Custodian bodyguard, teleported up to the battle-barge of Horus.







The Emperor vs Horus • Adrian Smith

The Final Battle

Vengeful Spirit – the battle-barge of Horus

A flash of light and a feeling of coldness enveloped the Emperor and his two loyal Primarchs, Rogal Dorn and Sanguinius. They had teleported into the Warmaster's flagship. The Emperor took an instant to re-orientate himself and realised that something had gone wrong. He stood in a vast, warped chamber with only a handful of his Custodian Guard in attendance. The other Custodians and the Primarchs were not present. How was this possible, he wondered? Could Horus have disrupted the teleport beam? Had he become so powerful?

Insane voices gibbered madly inside his mind. There were figures trapped within the stone walls of the vast room. Inhuman hands reached out for him, grasped at him with rock-like strength. He shrugged them off easily. His comrades were not so lucky. Bolters chattered and flashed as the Custodians attempted to fight off their daemonic assailants.

One screamed as he was drawn into the dark and slimy walls. As he vanished, ripples spread out from his point of disappearance. The other Custodians were grabbed and struggled to avoid the fate of their comrade. The Emperor's sword lashed out, severing limbs, freeing those trapped. He summoned his psychic energies. A nimbus flickered around his head as he unleashed but a fraction of his power. A tidal wave of destruction ripped through the daemons, destroying them utterly, yet left his own men unscathed.

The Emperor scanned about him, seeking the primarchs, but the walls of the Warmaster's battle-barge were resistant to his mindsight. He gestured for the surviving Custodians to follow him as he made his way to the command centre of the ship.

They wandered through a vessel hideously distorted beyond all recognition by the warping power of Chaos. Great sphincter-doors distended from walls of flesh-like stone. Transparent veins bore rivers of blood along conduits in the floor. Carpets of mucus covered a road of tongues. Winged and distorted things that might once have been human flitted through archways of bone and perched on ledges of rib. The Custodians gasped in horror. The Emperor exerted himself to calm them, psychically soothing their fear of the dreadful place. All the while he scanned the area looking for the spoor of Horus. He knew the nature of the pact the Warmaster had made with the Ruinous Powers and the dreadful consequences should he win his victory.

They passed pits that gaped like glistening gullets in the floor and echoed the beat of a distant giant heart. They were showered by waterfalls of stinking yellowish liquid that cascaded down cliffs of carved cartilage. Sometimes they heard weapons fire but when they arrived at the source they found nothing. Mists of fetid vapour drifted across their field of vision, obscuring corridors of carnivorous stone. Clouds of insects swarmed over their faceplates and choked the external ports of their armour.

Scuttling skull-faced things garbed in the armour of Space Marines ambushed them. They fought hordes of mutated beasts. The Emperor's bodyguard fought well but one by one the Custodians died. In the end the Emperor stood alone. Then and only then was he allowed to enter the presence of Horus.

The Emperor entered the command deck of the *Vengeful Spirit* and beheld Horus. The Warmaster bestrode the body of a broken angel. Behind him the tortured planet filled the viewport, a bauble for Horus to seize with one clawed hand. Corpses of massacred Custodians lay everywhere.

Face glowing with internal bloodlight, Horus turned to the Emperor and spoke. 'Poor Sanguinius. I offered him a position of power in the new order. He could have sat at the right hand of a god. Alas he chose to align himself with the losing side. He gave me little alternative but to kill him. With my bare hands I throttled the life from him.'

The Emperor stood transfixed by the grim tableau, one son dead, the other his hideously transformed murderer. He tried to force words from his frozen tongue. In the end he could only whisper, 'Why?'



The Emperor versus Horus • Michael Phillippi

Mad laughter rang out. 'Why? You ask me why? Have all those millennia taught you nothing? Weak fool, your timidity prevented you from binding the forces of Chaos. Rather than tame your enemy you merely antagonised them. You meekly refused to take ultimate power. I have done that which you would not do. I have bound the Ruinous Powers to my will and I shall lead humanity into a new age of galactic supremacy. I have done this, I, Horus, Master of Chaos, Lord of Mankind, True Emperor of Humanity.'

The Emperor looked at his former favourite and shook his head. He knew well the trap that had ensnared Horus. 'No man who ever lived can master Chaos,' he said quietly. 'You believe me weak to have not followed this course. You have deluded yourself. You are the servant of Chaos, not its master.'

A look of rage transfigured the Warmaster. He stretched out a hand and a bolt of psychic force leapt forth. The Emperor screamed as agony wracked his body. 'Feel the true nature of my power then tell me I am deluded,' roared Horus, his voice that of an angry god.

Beads of sweat stood out on the Emperor's forehead, he steeled himself against the pain. He could sense the taint of Chaos infused through the power that Horus wielded. He recognised the touch of the four great Ruinous Powers. 'You are deluded,' he said.

Once again Horus gestured and lances of pure poison seared through the Emperor's veins. 'I let you come here, father, so you could witness my triumph. Kneel before me and I will spare you. Acknowledge the new Master of Mankind.'

Desperately the Emperor summoned his strength and power and lashed out at his miscreant son. Lightning flickered between the combatants. The stench of ozone filled the air. The Emperor leapt forward, sword raised. Weapons clashed as battle was joined on every level, physical, spiritual and psychic.

Bolts of force flashed back and forth as the demi-gods clashed, balancing the fate of the galaxy on every blow. Runesword and lightning claw rang against each other with a sound like thunder. Energies potent enough to level planets were unleashed. The chamber was filled with fire and brimstone and the *Vengeful Spirit* shook from prow to stern.

A backhand swipe from Horus knocked the Emperor through a stone bulkhead. His counterstroke tore a supporting column out of the ceiling as the Warmaster ducked.

The Emperor could sense the Chaos powers in the warp. They howled in glee and rage as they fed their pawn more power. They had waited long for this chance to strike at their most ardent foe. The Lord of Humanity stood alone against their massed might and knew that he was losing. Somehow he could not make himself bring his full force to bear on Horus; the Warmaster might be traitor but deep within him was still the favoured son, the finest of the Primarchs, the beloved scion.

Horus showed no such restraint. A lightning claw cut the Emperor's armour as if it were cloth, sheered through flesh and bone. The Emperor riposted with a psychic stroke intended to disrupt the Warmaster's nervous system. Horus laughed as he deflected it easily. His claws raked the Emperor across the throat, crushing windpipe and severing jugular. The Emperor gasped for breath as his blood spurted forth. He staggered, clutching desperately at his neck. Another blow severed the tendons of his wrist, causing his sword to drop from nerveless fingers.

Insane laughter echoed around the chamber. Horus broke several ribs with an almost playful punch. A surge of energy seared the Emperor's face, melting flesh till it ran, burst an eyeball, set the hair alight. The Emperor stifled a moan and wondered how he could be losing. Blackness threatened to engulf him.

Horus grabbed his wrist, splintering bones. Blood pumped from the Emperor's throat. Horus lifted his foe above his head and brought him down across his knee, breaking his spine. For a second the Emperor knew only darkness then a flare of agony brought him back to consciousness as Horus ripped his arm from its socket. The Warmaster howled with bestial triumph.

Suddenly the battering stopped. Through his good eye, the Emperor saw a solitary Custodian had entered the room. Without hesitation, the loyal Custodian charged towards the Warmaster, guardian spear blazing. Horus looked at him and laughed. For a moment he stood triumphant, allowing the bodyguard to see what he had done to his Emperor.

The Emperor instantly realised what was going to happen next, saw the gloating triumph on Horus's face, knew that his loyal servant was about to die. There was no trace of his beloved son left in Horus. Whatever humanity he once possessed had all but been eradicated, now there was only a daemon driven by insane destructive fury.

The Warmaster turned his burning gaze on the Custodian and his armour was blasted apart. His flesh flaked away to reveal his skeleton then even that was gone, reduced to dust. It was over in moments.

The Emperor was stung by the death. The bodyguard had served him for two centuries or more. This was not a fitting reward for such duty and loyalty. That Horus should so callously and casually kill him, without ceremony, without mercy, jolted the Emperor. It finally showed him that the Horus he had known and loved had gone, irrevocably destroyed by the madness of Chaos and power that he had embraced. He had hoped that he could somehow rescue the Warmaster from the thrall of the Ruinous Powers, cleanse him of the sickness of ambition, bring him back into the fold and end the conflict forever. Now he knew that there was only one way he could end this. The grip of the Chaos gods was too strong, their claws sunk too deeply into Horus's soul. The Emperor must kill his favoured son to break their hold on him. He must strike one deadly blow. He knew he would get no other chance.

The Emperor used the brief respite won for him by the death of his bodyguard to gather his wits. Mustering every iota of his concentration, he focused his psychic might into a bolt of pure force, more coherent than a laser, more destructive than an exploding sun. He hurled the bolt at Horus, a lance of power destined for the madman's heart. Horus sensed the upsurge of energy and turned to face the Emperor, his look of surprise turning to one of horror as he realised the strength of the attack and the doom it brought.



Fallen Leader • Wayne England

The Emperor's psychic bolt struck the Warmaster. Horus screamed as destruction rained down on him, he twisted and writhed in titanic agony. He strove frantically to counter the Emperor's deathblow but his struggles became ever more feeble as the lethal energies played over him. Driven by all the force of his rage and pain and hatred the Emperor willed Horus's death. He sensed the forces of Chaos retreat, disengaging themselves from their pawn. As they did so, sanity returned to the Warmaster. The Emperor saw the realisation of the atrocities he had committed flicker across Horus's face. Tears glistened there.

Through the torrent of the Emperor's psychic assault, Horus howled in pain and remorse. He painfully uttered his last words: 'I have been… a fool. I was so wrong… everything is ruined. I have betrayed you… my father. I do not ask for forgiveness… end my torment… kill me now! I am too weak to resist them… they call to me… please end this.'

Horus was free but the Emperor knew he himself was dying and that the powers of Chaos might once again possess the Warmaster – and that he would not be able to stop them a second time. It was too great a risk. Horus must die. Yet for a brief moment, looking into his old friend's face, he hesitated, unable to do the deed. Then he thought of the slaughter that still went on outside, that might go on forever. Resolve hardened within him. He forced all mercy and all compassion from his mind, emptied it of all knowledge of friendship and camaraderie and love. His eyes locked with Horus and saw understanding there. Then with full cold knowledge of what he was doing the Emperor destroyed the Warmaster.

The Final Battle

Acts of Fealty – the Emperor victorious

Rogal Dorn knew something was wrong. He had materialised on one of the lower decks of the great battle-barge that was the flagship of Horus. The Emperor was not with him. Nor was the Angel Sanguinius. The Custodian Guard, the Emperor's sworn bodyguard, surrounded him and instantly adopted a defensive posture.

'What has happened?' one of them asked Dorn. 'Where is the Emperor?'

'It seems we have been tricked. Horus has worked some fell magic to separate us,' the primarch replied. 'We must locate the Emperor at all costs, and do it quickly,' he added.

As the words left his mouth the small band was attacked. From within the labyrinthine passageways of the *Vengeful Spirit's* corridors and chambers a vast horde charged at the loyal warriors. Dorn and the Custodians had never seen their like before. Mutants, monsters and hideously transformed Space Marines shot and clawed and spat and lashed at them. The air was filled with flame and noise, shots ripped at their armour; blood-flecked talons tore at their flesh.

The attackers would easily overwhelm and destroy normal opponents, but even though some Custodians died the rest fought back. With the Primarch Dorn leading them the band of loyal Custodians were indefatigable. They scythed down their attackers with bolter shell, power blade and willpower. Hundreds were killed in the ensuing firestorm. The Chaos horde was not only stopped by the ferocity and bravery of their defence, it was routed.

As the horde retreated, Dorn ordered the Custodians forward. They had no time to waste; they must find the Emperor. And so on they went tracking their way through the bowels of the great fetid vessel. At every turn they were attacked by fresh enemies and every time they fought them back. Occasionally the ship itself seemed to attack them – foully corrupted tentacles extruded from the walls to grasp at them, spines burst forth from scabrous pores to spear at them, gaseous clouds of evil vapours were vented from weeping sores to choke them. Some of them died but Dorn and the Guard fought on, and through all and everything that was placed between them and their goal.

Eventually, after what seemed like an age of fighting, the attacks ceased and the ship was still. Rogal Dorn and the last few remaining Custodians rushed to the command centre of the *Vengeful Spirit*, the great chamber within which the Emperor and Horus had fought, and despair overcame them.

Dorn entered the chamber, saw the mutilated form of the Emperor and the shrivelled husk inside the Warmaster's armour and horror gripped his soul. He cursed himself for taking so long to fight through the Chaos hordes. He knew now why their attacks had ceased and why the ship was quiescent. Horus was dead, he thought, he hoped, he knew, he must be dead; he couldn't bring himself to even think of the alternative. But the Emperor – what of him?

'Does he live? Our liege lord, does he live?' cried the Custodians as they rushed towards the stricken form of the Emperor.

Dorn hesitated for a moment. He was not sure what he would do if his beloved master and father were dead. That was a world he couldn't conceive of, a place only of darkness and despair. The Custodians were silent, they encircled their fallen master, wept openly tears of sadness and anger.

'Our lord yet lives!' one said. 'Though his breath is shallow and his heartbeat faint.'

Dorn gathered himself and went to the Emperor's side.

'My lord,' he asked quietly. 'What orders are we to follow?'

The Emperor's voice was frail and pained. 'The Throne… Golden Throne… take me there now!'

Dorn activated his teleport homing signal, two of the Custodians gently lifted the Emperor, the transport beam washed over them and they were back in the Imperial Palace.



Rally! • Jim Pavalec



Torgaddon Horus's Bodyguard • Sons of Horus • John Hodgson

Jaghatai Khan was waiting for them. He was caked in blood and gore, and his armour was pitted and torn. Faint sounds of battle could be heard from outside the Palace, slowly receding into the distance. The Khan and Dorn exchanged cursory greetings. Dorn was grim, the Khan more cheerful until he saw the Emperor's unmoving body.

'Rogal, the Palace is saved, mayhap all of Terra now victorious. The traitors retreat in haste before the ravening Blood Angels. Even now they are fleeing to their ships and their fleets scattering. What of the Emperor?' The Khan feared the answer.

'Friend Khan, the Emperor is in peril still. Alone against the arch-traitor Horus did he battle and though he triumphed o'er him, now lies close to death. We must get him to the Golden Throne – 'tis the only device that can save him.'

'Then let us tarry not here. To the Throne at once!'

At that they went straight to the Golden Throne, where Malcador sat tortured and wasted. Plumes of energy lashed about the shrivelled body of the former Sigillite, arcs of power scythed across the cables and conduits of the great machine to which he was bound. Malcador was all but dead, only the slimmest vestige of life still lingered within him, only the supremest effort of will stopped him relinquishing it.

'How can such a device save the Emperor? It will more likely finish him. It is madness to bind him to it. This cannot be the thing to do!' the Khan exclaimed.

'The Emperor's word is law. His order is to bind him once more to the machine that is his Throne of Gold. We know not the full mysteries of this fabulous artefact, built as it was by the Emperor's own hand. We must trust him as we have ever trusted him and bind him to it, forthwith!' Dorn insisted.

The waiting tech-priests were directed to make the exchange. Malcador's husk was carefully disengaged from the complexities of the machine and the Emperor ascended to his Golden Throne once again, this time for eternity. As Malcador was removed the last flicker of life left him. He died and the dust of his corpse blew across the stone floor. At the instant of Malcador's death the Emperor awakened, as if somehow he had been boosted with a powerful salve or medicine.

The Emperor, still frail and weak, spoke, 'Poor, brave Malcador the Hero. He reserved a fragment of his strength for me. It gives me a little time to pass final orders to you all. If you do as I ask then I shall not wholly die, my spirit at least will survive. My injuries are severe, more so than I had hoped but less so than I had feared. My psychic powers will return to me in time but my body will never heal. I shall never walk amongst you again. I am now bound to this machine for all time. My faithful bodyguard and attendants know what is required. You must do as they request!

'Dorn and Jaghatai, you have much work to do. Though the head of the serpent has been destroyed its coils still choke the safety of mankind. You and your loyal brothers must fight on. Cleanse the taint of treachery from our stars. Never again must we allow the Ruinous Powers of Chaos to have such a chance.

'Now all of you go! You know your duties. Execute them well. The universe has many horrors yet to throw at us. This is not the end of our struggle. This is just the beginning of our crusade to save Humanity. Be faithful! Be strong! Be vigilant!'

The Emperor spoke no more.



Forrix Captain of the First Grand Company • Iron Warriors • Alex Boyd



Ula, Doom of Heroes • Slaanesh • John Gravato

The Final Battle

Rout of Traitors – the end of Heresy

The commanders of the Blood Angels Legion knew that their beloved Primarch Sanguinius had teleported with the Emperor to confront Horus. They had pleaded to go with him but the Angel had refused. He asked instead that they do their duty and defend the Imperial Palace. This they had done and with bravery and honour, fighting alongside the Custodian Guard and the Imperial Fists, they had kept the hordes of Chaos at bay.

Suddenly, without warning, each and every Space Marine of the Blood Angels Legion was struck with a searing vision – a nightmare scenario in which they were Sanguinius, and Horus, the arch-traitor, was throttling them to death with his bare hands. As they experienced the last moments of death they knew the vision to be truth. A deep rage grew within their breasts, the darkness that had touched their souls on Signus revisited them and they went berserk. Casting aside all thoughts of danger and duty they hurled themselves at the horde beyond the walls. Utterly consumed by anger they smashed into the surrounding forces, killing and killing again. Awash with blood, the Angels of Sanguinius vented their fury on the Warmaster's army.

The Blood Angels' actions were as much of a surprise to their loyal allies as they were to the traitors. Even though the ferocity and speed of their assault pushed back the encircling hordes, the other defenders could see no possibility that it alone could win the battle and lift the siege. The other loyalists tried to call them back to the safety of the Palace but their cries were in vain as the Blood Angels heedlessly continued their rampage.

The Custodians and Imperial Fists despaired – if the forces of Horus regrouped and attacked the Palace again they doubted they would be able to hold them back without the Blood Angels at their side. Was this some evil plan of the Warmaster? Some kind of foul spell to draw out the defenders one by one and defeat them piecemeal? Suddenly it was clear that this was no plan of Horus.

The Warmaster was dead. The psychic shock wave of his passing surged across the warp and enveloped the Earth. The great powers of Chaos retreated from their mortal pawn and as they did so the daemon horde on Terra was vanquished. Chaos daemons screamed in anger and frustration as they were reabsorbed into the fabric of the Immaterium and vanished without trace. The traitor primarchs were dumbfounded and confused. With their leader dead and their cause turned to dust the Warmaster's army disintegrated. The besieging horde lost all sense of cohesion as each Primarch



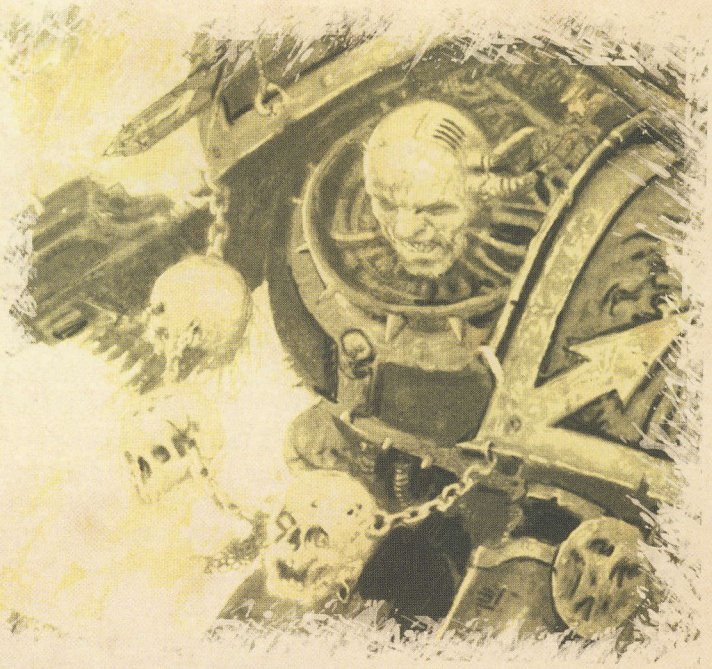
Lorgar, Primarch of the Word Bearers • Michael Phillippi

looked only to the needs of his own Legion. The traitors retreated in disarray before the berserkers of the Blood Angels Legion who were quickly joined by the warriors of Rogal Dorn and Jaghatai Khan.

The resurgent loyalists slaughtered thousands as they pushed back the fleeing traitors. Even the mighty war machines of the Chaos Titan Legions could not stand against them and one by one the massive walking mechanical monsters were felled and destroyed. The retreat quickly turned into a rout and the demoralised forces of the rebellion fled the Earth in utter defeat.

The Traitor Legions took to their ships. As he was about to board his vessel Angron, now daemon-primarch of the World Eaters, looked back at the glittering dome of the Imperial Palace that he had come so close to conquering and shook his fist. He growled angrily then shrugged his shoulders and left. He and his fellow rebels had an eternity to seek revenge.

The fleets of the Traitor Legions left the Solar system and scattered across the galaxy. The *Vengeful Spirit* and its tragic cargo, the ashen remains of Horus, disappeared into the void of the warp. The Siege of Terra was over. The Horus Heresy was ended.



Angron Prince of Blood • World Eaters • Alex Boyd



Sor Talgron Lord Commander • Word Bearers • Alex Boyd



Aftermath

In the decades that followed the Horus Heresy the Imperium faced many challenges. Rebellion, inspired by Horus's actions and by the machinations of the Dark Gods of Chaos, was rife across the worlds of Humanity. Horus had unleashed a tide of treachery and betrayal; many would attempt to follow in his path. The Traitor Legions and their twisted Primarchs continued to fight – no longer for the Imperium but for their own survival. War was so incessant that at times the threat to the safety and sanctity of the Imperium was almost as great as during the Heresy.

The loyal forces of the Emperor dedicated themselves to ridding the galaxy of the traitors and their allies. The wars of The Scouring lasted many years and the effort nearly exhausted the forces of Terra. They fought and fought and eventually hounded the traitors into the Eye of Terror – the strange area of space where the warp and realspace commingled. It became the prison and the stronghold of the traitors. Guardian fleets patrolled its borders and nearby planets became garrison worlds – ever ready to combat raiding forces from the Eye.

As if the traitors were not enough for the badly mauled Imperium to deal with, this time also marked the rise of the aliens. With so much of its strength siphoned off to fight the civil war, humanity found itself at the mercy of a new wave of aggressive xenos races. Sensing that the Imperium was weak, a plethora of alien races appeared or returned to plague the worlds of mankind. Orks were on the move as vast hordes of the greenskin menace established powerful empires close to the heartlands of the Imperium – it would take centuries of war to contain them. The Dark Confederation of Hykos, the cannibalistic Thrual, the mechanically enhanced warriors of Jorgall, the shape-shifting Lacrymoles, the savage hordes of the Kalardun, the enigmatic Eldar, the fearsome raiders of Grundbaj to name but a few; all now preyed upon a shattered mankind. Humanity become ever more strident in its xenophobia as tales of the horrors these aliens inflicted upon mankind percolated around the Imperium.

The Emperor was trapped on his Golden Throne, its arcane engineering barely able to keep his physical being from simply rotting away, communicating only through psychic mysteries, a thousand psykers a day sacrificed to keep his spirit charged.

During this period the hierarchy of the Imperium underwent fundamental changes. Through the mystic light of the great Astronomican beacon was the Emperor now known to this new Imperium. The peoples of the worlds of Humanity worshipped him still, not as their leader and king but as their god. Lorgar of the Word Bearers would no doubt be greatly angered by the irony of this particular turn of events.

The Council of Terra was reformed and became the 'High Lords of Terra', who spoke for the Emperor and whose word was law. New Imperial organisations were created to govern the Imperium and combat the ever-present threat of Chaos. The Space Marine Legions under the guidance of Roboute Guilliman were restructured into smaller, more flexible 'Chapters' to better combat the myriad threats to the Imperium – the legendary 'Second Founding' of the Space Marines. Though potent enough, these new Chapters were not as powerful as the Legions had been. The Space Marines were recast as an elite strike-force. No longer would a single man wield the awesome power of one hundred thousand Space Marines. Fettered by the petty dreams of lesser men, never again would the Space Marines conquer the galaxy.



The Saga of the
HORUS HERESY

The comprehensive collection of the Horus Heresy Collectible Card Game

In 2002, Sabertooth Games proposed an idea to Games Workshop about doing a special mega battle box that focused on the final battle of the Horus Heresy for our *Warhammer 40,000 Collectible Card Game*. But rather than just the final battle, Alan Merrett suggested we tell the entire story of the Horus Heresy, from the moment Horus betrayed the Emperor until the end of the Heresy.

The Horus Heresy is the Holy Grail of the Warhammer 40,000 universe, and a massive amount of research was done initially to catalog every piece of information ever written about it. I had several meetings with Alan Merrett and John Blanche to review everything. Just to think, ten years ago I was debating what happened during the Horus Heresy with my friends and now I was with two of the most talented guys in the industry getting to decide what really did happen!

Three years and several expansions later and the rest, as they say, is history. I can guarantee that everyone who worked so hard on this will never forget the experience. I must give special thanks to Alan Merrett, without whom none of this would be possible.

Steve Horvath
CEO, Sabertooth Games


























ASGEIR
FENRIS HUNTERS
0 6 3 2
Space Wolves • Infantry
T (5+): This unit may make one additional sweeping advance this BA. Only playable while this unit is assaulting.
BA (3+): Rally one of your infantry units. Only playable if you have two or more ready units.
BJORN
WOLFGUARD CHAMPION
0 9 2 3
Space Wolves • Infantry • Unique
T (3+): This unit may make one additional sweeping advance this BA. Only playable while this unit is assaulting.
T (5+): This unit gets counterattack.
T: One of your infantry units gets +6 armor. Lock that unit.
BRYNJOLF
LONG FANG SQUAD
4 1 1 2
Space Wolves • Infantry
T (4+): Any of your other cards gets +1 armor. If you fail this test, lock that card.
R (3+): After your enemy draws a card, draw 2 cards.
DIOCLETON
CUSTODIAN COMMAND SQUAD
2 3 2 2
Legio Custodes • Infantry
M: +1 to any roll. Only playable while this unit is locked.
R (4+): After your enemy destroys one of your units, rally any unit.
EIDOLON
HEAVY SUPPORT SQUAD
4 0 1 3
Emperor's Children • Infantry
R (5+): After this unit destroys a blocking unit, draw 2 cards.
T (2+): Any unit gets +1 firepower for each of your locked units.
ELDGRIM
LONG FANG SQUAD
3 1 2 2
Space Wolves • Infantry
T (3+): Any other card gets +1 armor. Only playable while this unit is charging.
BA: Destroy one of your ready units. Illustrate this card and change it.
GARAN
FENRIS BLOODS
0 6 2 3
Space Wolves • Infantry
BA: Look one of your assets. Illustrate one of your face-up units from any other sector.
GAUSTE
TERMINATOR SQUAD
1 6 1 3
World Eaters • Infantry
T: Any unit blocking an attack on this unit gets +3 firepower and counterattack.
R (4+): After you destroy a unit by assaulting, draw 2 cards and then discard 1 card.
GREYFELL
LONG FANG SQUAD
4 0 1 2
Space Wolves • Infantry
T (4+): Any other infantry unit gets +2 firepower.
T (3+): Any card gets +1 armor.
GROLKAR
VETERAN SQUAD
3 4 2 3
Death Guard • Infantry
Your enemy cannot shoot at your charging units unless they discard 1 card.
R (4+): After you lock a unit to assault with it, that assault cannot be blocked.
HERCULANUS
CUSTODIAN GUARD SQUAD
3 1 2 3
Legio Custodes • Infantry
R (4+): After your enemy locks a unit to shoot with it, this unit gets +3 speed.
T (6+): One of your units gets +3 assault.
ICE LEOPARDS
WITCHSEEKER SQUAD
1 2 2 1
Sisters of Silence • Infantry
A: Add one enemy unit to its owner's hand.
T (2+): Name a card. Then look at your enemy's hand. If they are holding the named card, charge one of your ready units.
JORLUND
HUNTER SUPPORT SQUAD
3 1 2 3
Space Wolves • Infantry
R (3+): After your enemy locks a unit to shoot with it, one of your other units gets +1 speed.
T (4+): Any shooting unit gets +1 firepower. Draw 1 card.
JUSTARIUS
DREADNOUGHT
1 4 1 4
Ultramarines • Vehicle
R (2+): When you are choosing blockers, you may choose any of your ready units.
KOLBYR
HUNTER SUPPORT SQUAD
3 1 2 3
Space Wolves • Infantry
T Discard 1 card with a die number of 3 or less: Any other unit gets +1 armor.
R (5+): After your enemy assaults, illustrate this card.
LOCASTOR
VETERAN SQUAD
1 1 2 1
Death Guard • Infantry
While this unit is ready, your infantry units do not lock when blocking.
R After your enemy locks a unit to shoot with it, one of your units gets +1 speed.
ODIN
COMMAND SQUAD
2 3 2 2
Space Wolves • Infantry
T (4+): Any other card gets +1 armor. If you fail this test, lock this unit.
T (5+): Draw 2 cards. Only playable while this is the only card in your hand.
PRAETORON
CUSTODIAN GUARD SQUAD
3 1 3 1
Legio Custodes • Infantry
T (5+): This unit gets +3 armor. Only playable while this unit is blocking.
R (4+): After you destroy a unit by assaulting, rally your assaulting unit.
SAGITTARUS
CUSTODIAN DREADNOUGHT
1 4 1 3
Legio Custodes • Vehicle
A: Deal 10 damage, divided any way you choose, among any number of ready or charging enemy units.
R Discard 1 card, (4+): After this unit charges, rally this unit. Only your enemy may play this ability.
T: Any unit gets +1 firepower.
SIGVARD
CLAW ASSAULT SQUAD
0 4 2 3
Space Wolves • Infantry
T (4+): This unit gets +3 assault.
T: Any blocking unit gets +2 armor.


SKANE
HEAVY SUPPORT SQUAD
4 0 1 3
World Eaters • Infantry
T [4+]: This unit gets counterattack and +4 assault. Only playable during an enemy assault.


THODORION
DREADNOUGHT
4 3 1 3
Emperor's Children • Vehicle
While this unit is charging, your shooting attacks cannot be blocked.


THORLIEF
WOLFGUARD SQUAD
2 6 1 4
Space Wolves • Infantry
BA Rally, discard 1 card: Destroy one enemy unit with a die number equal to the card discarded. Only playable while this unit is charging.


VESPASON
CUSTODIAN COMMAND SQUAD
2 2 2 2
Legio Custodes • Infantry
BA Destroy this unit: Infiltrate an infantry unit from your hand.


WHITE FALCONS
WELLATOR SQUAD
3 1 2 1
Sisters of Silence • Infantry
A Destroy this unit: Infiltrate a unit from your hand.


WINTER HAWKS
PROSECUTOR SQUAD
2 3 2 1
Sisters of Silence • Infantry
A: Lock up to two enemy units.


ABADDON
LODGE CAPTAIN OF THE SONS OF HORUS
BA Lock: Deal 3 damage to one enemy loyalist unit unless your enemy destroys one of their units. If they do, rally this asset.
Sons of Horus • Character • Unique
3


AHRIMAN
EXILED LIBRARIAN OF THE THOUSAND SONS
BA Lock, destroy one of your units, {X+}: Discard the top X cards of your deck. Infiltrate one unit discarded this way.
Thousand Sons • Character • Unique
2


BROTHER AMSU
THOUSAND SONS STANDARD BEARER
BA Lock, {X+}: Assault with one of your charging units. That attack cannot be blocked. X = that unit's assault.
R Rally: After one of your units is destroyed in an assault, your enemy may not make a sweeping advance.
Thousand Sons • Character
3
M: +3 to any roll on an asset or ship card.


GLORY TO HORUS!
R: After you shoot or assault with a traitor unit, discard 1 card with the same die number as that unit. Rally that unit.
Strategy • Unique
3
M: +1 to any roll for each of your assets.


HORUS'S ANGER
R {3+}: After your enemy plays a card from their hand, discard 1 card with the same die number as the card they played. Your enemy discards 2 cards.
Influence • Unique
2


HORUS'S PACT
BA Lock one of your charging units: Deal X damage to one ready enemy unit, X=the firepower of the unit you locked.
Influence • Unique
4


HORUS'S VENGEANCE
R Lock, {4+}: After one of your units is destroyed by shooting, deal 3 damage to the attacking unit. Your enemy draws 2 cards.
BA Rally: Your enemy discards 2 cards.
Influence • Unique
3


MAGNUS THE RED
PRIMARCH OF THE THOUSAND SONS
BA Lock: Destroy one enemy unit with the same die number as one of your charging units.
R: After your enemy destroys one of your units, rally this asset.
Thousand Sons • Character • Unique
4


SERGHAR TARGORST
LODGE MASTER OF THE SONS OF HORUS
R Discard 1 card: Before any roll, use the die number on the card you discarded (no roll needed).
Sons of Horus • Character
2


THE VENGEFUL SPIRIT
FLAGSHIP
Sons of Horus • Unique
BA Lock: Move one of your units to any other sector.
BA Lock: Infiltrate one of your face-up units from any other sector.
BA Lock: Destroy one enemy ship.


ABAKHOL
WARRIOR SQUAD
3 0 2 3
Sons of Horus • Infantry
T [4+]: This unit gets counterattack.


ABADDON
AND RETINUE
4 8 2 3
Sons of Horus • Infantry • Unique
BA Discard 1 card: Move one enemy unit to any other sector. Only playable while this unit is charging.


AHRIMAN
AND HONOUGUARD
3 7 2 3
Thousand Sons • Infantry • Unique
T: Any counterattack unit loses all of its counterattack abilities. Only playable while this unit is charging. Unlimited.


APOPHIS
COMMAND SQUAD
2 2 2 1
Thousand Sons • Infantry
M: +1 to any roll on one of your units.


BAKHART
DREADNOUGHT
1 5 1 3
Sons of Horus • Vehicle
BA Discard 1 random card: Rally one of your units that has the same die number as the card you discarded. Only playable while this unit is charging.
T [3+]: Any unit blocking an assault gets +2 armor.


CHONDON
DESPOILER SQUAD
3 1 1 2
Sons of Horus • Infantry
R (3+): After this unit destroys a blocking unit, your enemy discards 1 random card.
R [4+]: After you lock a unit to attack with it, that unit gets -1 speed and +2 firepower.


DHAUSKE
VETERAN SQUAD
3 1 2 3
World Eaters • Infantry
R (3+): After an enemy unit moves out of this sector, rally one of your units.
R [4+]: After you damage a unit during a BA, that unit doesn't destroy it, move that unit to any other sector.


DASTURKH
DESTROYER SQUAD
2 2 2 2
Sons of Horus • Infantry
While this unit is ready, your charging units get "M: +1 to any roll."
R [4+]: After you damage a unit, your enemy discards 1 card for each of your charging units.


DHEKARST
DREADNOUGHT
1 1 1 3
Sons of Horus • Vehicle
BA (3+): Shoot with this unit. This unit gets +3 firepower and +2 speed. Only playable while this unit is charging.
T [4+]: Double any unit's firepower.


DURKHALL
REAVER SQUAD
2 4 2 2
Sons of Horus • Infantry
T: Any counterattack unit gets +1 armor.
BA [4+]: Shoot with one of your ready units. That unit does not lock. X = that unit's firepower.


FULGERION
VETERAN SQUAD
2 3 2 3
Emperor's Children • Infantry
While this unit is charging, your ready infantry units get counterattack.
R [4+]: After setup, reveal your hand to your enemy. He chooses one ship. Deploy that ship to your fleet area.


HASANI
HEAVY SUPPORT SQUAD
4 0 1 3
Thousand Sons • Infantry
R: After setup, your enemy discards 1 random card.
M: +1 to any roll.


JAFARI
TACTICAL SUPPORT SQUAD
2 2 2 2
Thousand Sons • Infantry
R (X+): Before you play an ability, change the die number on any card to X.
T: Any card gets +3 armor. Only playable while your enemy has no cards in their hand.


KARGORI
DREADNOUGHT
2 5 1 3
Thousand Sons • Vehicle
R: After an enemy unit moves out of this sector, destroy it. Only playable while this unit is charging.
BA [3+]: Move one enemy unit to any other sector.


KARGUL
DREADNOUGHT
0 4 1 3
Death Guard • Vehicle
A: Destroy one enemy unit.
R (4+): After this unit destroys a loyalist unit, rally this unit.
R [3+]: After you rally a unit, charge it.


KELLOROL
BIKE SQUAD
2 3 3 1
Emperor's Children • Vehicle
M Discard 1 card: +1 to any roll.
E [4+]: You may put any card from your hand on top of your deck.


KHABANT
REAVER SQUAD
0 6 2 2
Sons of Horus • Infantry
M: +1 to any roll. Only playable while this unit is charging.
M: +1 to any roll for each of your charging units.


KHADDARK
DESPOILER SQUAD
4 0 1 3
Sons of Horus • Infantry
R: After this unit destroys a card, choose a number. Look at your enemy's hand. Your enemy discards all cards with a die number equal to the chosen number.
T: No more tactics may be played during this BA.


KHALID
HEAVY SUPPORT SQUAD
4 0 1 3
Thousand Sons • Infantry
R Lock: After you play a card from your hand, pass any test on that card (no roll needed).
T [4+]: Your enemy discards 1 random card.


KHALMEKT
TACTICAL SQUAD
3 3 2 3
Thousand Sons • Infantry
T: This unit gets +3 assault. Only playable while your enemy has no charging units.
R [4+]: After one of your units is destroyed, rally any copy of that unit.


LACHOST
CHIEFTAIN SQUAD
2 4 2 2
Sons of Horus • Infantry
T (3+): Any other locked unit gets counterattack.
T [5+]: Your enemy discards 3 cards.


MACADHON
RAMPAGER SQUAD
3 3 1 3
Sons of Horus • Infantry
R Destroy this unit: After this unit destroys an enemy unit, your enemy destroys one of their flag units.
R [4+]: After one of your units is destroyed, rally any copy of that unit.


MENKAURA
ASSAULT SQUAD
0 4 2 2
Thousand Sons • Infantry
A: Move up to two enemy infantry units to any other sector.
R [4+]: After an enemy unit moves out of this sector, destroy it.


SEKHMET
TERMINATOR SQUAD
4 3 1 3
Thousand Sons • Infantry
T [4+]: Any defending unit gets +2 assault and counterattack.


SOBEK
HEAVY SUPPORT SQUAD
1 1 2 1
Thousand Sons • Infantry
T Lock: Any other unit gets +3 firepower.


SORRAK
BIKE SQUAD
1 2 4 2
Death Guard • Vehicle
A: Your enemy discards 3 cards.


VADDON
CHIEFTAIN SQUAD
1 1 2 1
Sons of Horus • Infantry
M Lock: No more modifiers may be played for this roll.


WRONDE
VETERAN SQUAD
2 2 2 1
World Eaters • Infantry
BA Rally: Your enemy discards 2 random cards. Only playable while this unit is charging.


ARGUS BROND
CAPTAIN OF THE WORLD EATERS
T Discard 1 random card: Your assaulting unit can make one additional sweeping advance this BA.
T Discard 1 random card: Your assaulting unit gets +2 assault.
World Eaters • Character • Unique
4


BUNKER
T Lock: One of your infantry units gets +2 armor.
Fortification
3


CHIEF-ADEPT KELBOR-HAL
FABRICATOR-GENERAL OF MARS
R Lock, (3+): After you play a tactic ability printed on one of your units, play that ability again, paying all costs.
R Rally, (3+): After you play a reaction ability printed on one of your units, play that ability again, paying all costs.
Cult Mechanicus • Character • Unique
3


CLEANSE AND BURN
R (4+): After you lock a unit to shoot with it, that unit gets +1 speed.
Strategy
2


COMMAND BUNKER
T (4+): Any unit gets +1 firepower.
E: This asset gets +1 flag for each of your infantry units.
Fortification
3


COMMAND POST
T Lock: Any unit gets +3 firepower.
Fortification
3


DUKE MORTECHER
IMPERIAL EMISSARY TO ISSTVAN
BA Lock, (3+): Add one enemy unit to its owner's hand.
R: After a card is put into your enemy's discard pile, destroy all copies of that card. Only playable while this asset is locked.
Character • Unique
1


FRONTAL ASSAULT
T (4+): Reduce any charging unit's armor to 1. Only playable during an assault.
Strategy
3


HOLD AT ALL COSTS
BA Discard 1 random card: Shoot with one of your locked units. Destroy that unit at the end of this BA.
Strategy
3


HOLGOARG
CAPTAIN OF THE DEATH GUARD
R Lock: After you destroy an enemy unit, rally one of your units with the same die number as the destroyed card.
R (4+): After your enemy destroys one of your units, rally this asset.
Death Guard • Character • Unique
2


IGNATIUS GRULGOR
COMMANDER OF THE DEATH GUARD
T: Your enemy discards 1 random card. If the die number on the card was: 2 or less: Destroy this asset. 3: Any card gets +1 armor. 4-5: Any card gets +2 armor. 6: Any card gets +3 armor.
Only useable during an attack.
Death Guard • Character
3


LANDING ZONE
R (2+): After you lock a charging infantry unit to shoot with it, that unit gets +3 firepower and this attack cannot be blocked.
Fortification
3


LEAVE NO SURVIVORS
T (4+): Any infantry unit gets counterattack. Reduce that unit's armor to 1.
Strategy
3


MISSILE BATTERY
BA Discard 1 card, (2+): Discard one face up enemy unit at any other sector.
BA Discard 1 card, (2+): Your enemy destroys one of their ship cards.
Fortification
3


OUTFLANK
While you have at least as many charging units as your enemy, your assaults cannot be blocked.
Strategy
2


RUINED SETTLEMENT
M: +1 to any roll.
Fortification
2


SEEK AND DESTROY
R: After you lock a charging unit to shoot with it, that attack cannot be blocked.
Strategy
3


SKELETAL FOREST
T (4+): Any charging enemy unit gets -2 armor, to a minimum of 1.
Terrain
4


SPACEPORT
BA Lock: Discard the top 5 cards of your deck. Add any ship cards discarded this way to your fleet.
Fortification
2


STEALTH APPROACH
Your charging units cannot shoot or block.
T (4+): Any charging unit gets +2 armor.
Strategy
2


SUBVERSIVE TACTICS
BA: Move one of your units to any other sector.
Strategy
3


TRENCH SYSTEM
T (4+): Any infantry unit gets +1 armor.
Fortification
3


BARBAROS' STING
STRIKE CRAFT
Death Guard
T Lock, (X+): Destroy any unit being blocked. X = the blocked unit's armor + speed.


GLADIATOR
CAPITAL SHIP
World Eaters
BA Lock: Move up to two of your ready units to any other sector.


PRIDE OF THE EMPEROR
BATTLESHIP
Emperor's Children
R Lock: After setup, your enemy looks at your hand and chooses 3 cards. Infiltrate one card and discard the rest.
R (3+): After your enemy takes a sector, rally this ship.


THE INDOMITABLE WILL
CAPITAL SHIP
Death Guard
T (4+): Any unit gets +1 firepower. Only playable while this ship is ready. If you fail this test, lock this ship.


ALPHA-RHO 25
MECHANICUM PROTECTORS
3 4 2 2
Cult Mechanicus • Infantry
T (4+): This unit gets +3 assault vs. vehicles.


ALPHA-ZETA 54
MECHANICUM PROTECTORS
2 3 2 3
Cult Mechanicus • Infantry
T: Look at the top card of your deck. You may discard that card.


ARES' FURY
RHINO
1 0 2 3
World Eaters • Vehicle
R: After any infantry unit gets a firepower or assault bonus, double that bonus.


ASCETON
HEAVY SUPPORT SQUAD
3 1 1 2
Emperor's Children • Infantry
M: +1 to any roll on a card from your command hand. Only playable while this unit is ready.


BARSK
TACTICAL SQUAD
3 0 2 2
World Eaters • Infantry
Counterattack


BATTLE'S GLORY
COMMAND LAND RAIDER TRANSPORT
3 2 1 3
World Eaters • Vehicle
BA Move this unit to any other sector. Move up to two of your infantry units to the sector you moved this unit to. Only playable while this unit is charging.


BELVOLCHUS
TACTICAL SQUAD
3 1 2 1
Emperor's Children • Infantry


BLADE OF FURY
LAND RAIDER TRANSPORT
3 0 1 4
World Eaters • Vehicle
BA Rally: Lock one ready enemy unit. Only playable while this unit is charging.


CHAROSION
VETERANS
1 1 2 1
Emperor's Children • Infantry
A: Roll.
3 or less: Draw 1 card.
4-5: Destroy one enemy asset.
6: Infiltrate a unit from your hand.
7+: Destroy up to two enemy units.


CHEMOSCION
HEAVY SUPPORT SQUAD
1 1 2 1
Emperor's Children • Infantry
T (3+): Any other unit gets +1 firepower.


CHERMONDIAL
ASSAULT SQUAD
0 5 2 3
Emperor's Children • Infantry
T (5+): This unit gets counterattack.


DAROSIN
ATTACK BIKE SQUAD
1 2 3 3
Emperor's Children • Vehicle
A: Shoot with one of your locked units.


DAWN'S FIRE
PREDATOR TANK
3 5 1 3
Emperor's Children • Vehicle
BA (X+): Lock one charging enemy unit. X=the charging unit's assault. Only playable while this unit is charging.


DEATH BRINGER
RHINO TRANSPORT
1 0 2 3
Death Guard • Vehicle
T: Any charging unit gets counterattack.


DEATH'S TALON
COMMAND PREDATOR
3 3 1 3
Death Guard • Vehicle
R (5+): After you shoot with this unit, rally one of your infantry units. If you try to rally a traitor unit, you get +2 to this roll.


DELTA-OMEGA 42
MECHANICUM PROTECTORS
2 2 2 2
Cult Mechanicus • Infantry
T (4+): This unit gets +2 armor.


EITHOLCHIN
HEAVY SUPPORT SQUAD
2 2 2 2
Emperor's Children • Infantry
BA Lock one of your other units, (4+): Deal 3 damage to one enemy unit.


EPSILON-RHO 32
MECHANICUM PROTECTORS
4 2 1 2
Cult Mechanicus • Infantry
R (3+): After you lock this unit to shoot with it, this attack cannot be blocked. The target of the attack gets +2 firepower and counterattack.


EPSILON-SIGMA 05
MECHANICUM PROTECTORS
3 3 3 3
Cult Mechanicus • Infantry
After setup, discard one random card.


FLEISTE
ASSAULT SQUAD
0 6 2 3
World Eaters • Infantry
This unit may choose an asset as the target of its sweeping advance.


GHARTE
ASSAULT SQUAD
0 6 2 3
World Eaters • Infantry
T: Any unit loses all of its counterattack abilities. Only playable while this unit is attacking. Unlimited.


GLADIATOR GROUP 27
PLANETARY ASSAULT TRANSPORT VEHICLES
0 0 0 4
World Eaters • Vehicle
BA Destroy this unit: Infiltrate an infantry unit from your hand.


GOLDOARA
HEAVY SUPPORT SQUAD
3 0 1 2
Emperor's Children • Infantry
M Lock: +3 to any roll.


GURTUR-FOL
TERMINATOR SQUAD
2 3 1 3
Death Guard • Infantry
T (4+): This unit gets +1 armor.
A Discard 1 card: Charge one of your other locked units.


HAMMER OF JUSTICE
PREDATOR TANK
4 5 1 3
Emperor's Children • Vehicle
R Discard 1 card: After you destroy a unit by counterattack, rally the counterattacking unit.
While this unit is charging, your blocking units get counterattack.


HIDDEN STRENGTH
COMMAND RHINO TRANSPORT
1 0 2 3
World Eaters • Vehicle
T Rally: Any infantry unit gets +2 assault. Only playable while this unit is charging.
R (5+): After you charge this unit, charge one of your ready infantry units.


INDOMITABLE WILL GROUP 05
PLANETARY TRANSPORT VEHICLES
3 0 0 3
Death Guard • Vehicle
This unit gets +3 speed vs. charging units.


JUSTAERIN
TERMINATOR SQUAD
2 4 1 4
Emperor's Children • Infantry
BA Discard a card with a die number of 1: Deal 4 damage to one ready enemy unit. Only playable while this unit is charging.


JUSTICAR'S SWORD
COMMAND RHINO TRANSPORT
1 0 2 2
Emperor's Children • Vehicle
BA Lock: Infiltrate a face-up infantry unit from any other sector and charge it.


KAITHERON
TACTICAL SUPPORT SQUAD
2 1 1 2
Emperor's Children • Infantry
M: +1 to any roll printed on an infantry unit.


KETH
ATTACK BIKE SQUAD
2 1 3 2
World Eaters • Vehicle
R (3+): After your enemy charges or locks one of their units, draw 1 card. Only playable while this unit is charging.
HH ·· 133/152 Illus. Bleu Turrell ©2003 GW Ltd.
R: After an enemy unit moves out of this sector, add that unit to its owner's hand.


KHORST
ASSAULT SUPPORT SQUAD
0 2 2 1
World Eaters • Infantry
T: Any other infantry unit gets +1 assault.


KRAST
BIKE SQUAD
2 2 3 2
World Eaters • Vehicle
A Destroy this unit: Draw 3 cards.


LETHARTON
SUPPORT JET BIKE SQUAD
1 2 4 2
Emperor's Children • Vehicle
M: +1 to any roll for a tactic card or ability.


LORG
DREADNOUGHT
0 2 1 4
World Eaters • Vehicle
A: Destroy all enemy units that have the same die number as one of your charging units.


MORTAG
HEAVY SUPPORT SQUAD
4 0 1 2
Death Guard • Infantry
T (X+): Lock the target of a shooting attack. X = the target's speed.


MOTURG
TACTICAL SQUAD
2 2 2 1
Death Guard • Infantry
T Destroy this unit: Destroy any unit being blocked.


PERFECTION'S FLIGHT
THUNDERBOLT GUNSHIP
0 3 5 4
Emperor's Children • Vehicle • Flyer
BA Rally: Deal 3 damage to one ready enemy unit. Only playable while this unit is charging.


RAELICHUS
JET BIKE SQUAD
0 0 4 1
Emperor's Children • Vehicle
T (4+): This unit gets +2 firepower and counterattack.


RETHAERIN
EMPEROR'S CHILDREN PLATOON
5 3 1 5
Emperor's Children • Infantry


RORRORG
SUPPORT BIKE SQUAD
1 3 3 3
Death Guard • Vehicle
T (3+): This unit gets +2 firepower and counterattack. Only playable while this unit is blocking.


RYLANOR
DREADNOUGHT
0 2 1 3
Emperor's Children • Vehicle
A: Infiltrate a unit from your hand, then assault with it. Destroy that unit at the end of this BA.


SAEVERIN
TACTICAL SQUAD
2 2 2 2
Emperor's Children • Infantry
M: +1 to any roll. Your enemy draws 1 card.


SARDAERON
TERMINATOR SQUAD
3 4 1 3
Emperor's Children • Infantry
M: +1 to any roll unless your enemy discards 1 card.


SYLVANOR
HEAVY SUPPORT SQUAD
4 0 1 2
Emperor's Children • Infantry


TISAMENOS
SUPPORT JET BIKE SQUAD
1 1 4 1
Emperor's Children • Vehicle
T (5+): Any infantry unit gets +3 assault. +2 to this roll if this unit is charging.


TORVINAL
TACTICAL SUPPORT SQUAD
1 1 2 2
Emperor's Children • Infantry
T Lock: Any unit gets counterattack.


TYCHE
ATTACK BIKE SQUAD
2 1 3 3
World Eaters • Vehicle
T Rally: Any unit gets counterattack. Only playable while this unit is charging.
R (5+): After your enemy plays a card from their hand, draw 1 card. Only playable while this unit is charging.


VAIROSEIN
VETERANS
3 3 2 3
Emperor's Children • Infantry
R (4+): After your enemy infiltrates a unit, rally this unit.
HH - 151/152 Illus. Paul Carrick ©2003 GW Ltd.
T: Any unit gets counterattack.


WROATH
LAND SPEEDER SQUAD
1 2 4 2
World Eaters • Vehicle
R (5+): After your enemy plays a card from their hand, draw 1 card. Only playable while this unit is charging.


3 GREAT FOREST
Prospero
All shooting units get -1 speed, to a minimum of 1.


6 HUSK CITY
Istvaan III
E: All non-flag cards get +1 flag.


5 MASS GRAVES
Istvaan III
E: Each player destroys one of their cards at this sector.


5 PORTAL MAZE
Prospero
After setup, each player infiltrates the top card of their deck. No player may react to this ability.


4 SCORCHED MOUNTAINS
Istvaan III
All deployments made to this sector are made face up.


7 THE SILVER SPIRES
Prospero
The player who takes this sector immediately deploys the top card of their deck to each remaining sector.


FEINT
BA Lock one of your charging units: Assault with one of your ready units.
Strategy
3
BA Destroy one of your units: Infiltrate one unit from your hand.


HELL'S FURY
ARTILLERY BATTERY
BA Lock [4+/4+]: Lock up to one ready enemy unit for each test you passed when you played this ability. Not playable if this is your first BA.
Fortification
4
T [5+]: Destroy any blocking unit.


MELAENA VERDTH
SILENT FORCE
T Lock [5+/5+/5+/5+]: Any card gets +1 armor for each test you passed when you played this ability.
Sisters of Silence • Character
1
T [3+]: Rally any asset.


MIKAELOR COBERNUS
CUSTODIAN SHIELD CAPTAIN
T Lock: Any Loyalist unit gets +1 armor.
R (4+): After one of your units is destroyed, rally this asset.
Legio Custodes • Character
3
T: Any asset gets +2 armor


THE EMPEROR'S LIGHT
BA Lock one of your charging units: Your enemy reveals their hand. Destroy all copies of cards revealed this way.
Influence
2
R [3+]: After your enemy rallies a unit, lock it.


THE SIGIL OF MALCADOR
BA Destroy this asset: Discard X cards. Draw X cards.
Influence • Unique
3
T: Any unit gets +1 firepower and +1 assault.


TOBIAS HEIMDALL
WOLFPRIEST
T Lock: Any Space Wolves unit gets +3 assault.
R Rally [5+]: After you destroy an enemy unit by assaulting, destroy all copies of that unit.
Space Wolves • Character
3
R [3+]: After your enemy infiltrates a unit, destroy that unit.


VENGEANCE
T Lock: Destroy any blocking unit.
Strategy
2
BA Lock one of your units: Infiltrate this asset.


ARATAN
CAPITOL SHIP
T Discard 1 card: Any unit gets +2 assault.


MALCADOR'S OBSERVER
R Lock: After one of your assets is destroyed, add that card to your hand.
BA Rally: Deploy an asset card from your hand face-up to another sector.


13TH CO. RECON SQUAD
Space Wolves • Infantry
R Lock: After you lock a unit to assault, that assault cannot be blocked.


ALDRIM
FENRIS HUNTERS
Space Wolves • Infantry
This unit gets +2 speed while charging.


ARGONUS
TERMINATOR SQUAD
Legio Custodes • Infantry
T (3+/3+/3+): This unit gets +1 armor for each test you passed when you played this ability.


BLOOD OF FENRIS
PREDATOR TANK
Space Wolves • Vehicle
T (3+): This unit gets +3 firepower vs. infantry.
T (5+): This unit gets +5 firepower vs. vehicle units.


CENTURON
CUSTODIAN TACTICAL SQUAD
Legio Custodes • Infantry
T Discard 1 card: Any other card gets +1 armor. Only playable while this unit is charging. Unlimited.


CYRIUS
HEAVY SUPPORT SQUAD
Emperor's Children • Infantry
R (5+): After this unit destroys an enemy unit, infiltrate a non-flag card from your hand.


FREYR
LONG FANG SQUAD
Space Wolves • Infantry
R Lock (3+): After your enemy infiltrates a unit, destroy that unit.


FROST LYNX
SEEKER SQUAD
Sisters of Silence • Infantry
A: Draw 3 cards.


CUNTOR
FENRIS BLOODS
Space Wolves • Infantry
T (3+): This unit gets +3 assault.


HORGUN
FENRIS BLOODS
Space Wolves • Infantry
T (3+): This unit gets counterattack. Only playable vs. Traitor units.


ICE SERPENTS
INTERCEPTOR SQUAD
Sisters of Silence • Infantry
T Lock one of your ships: Any other unit gets +2 armor.


JORTAN
STALKER SQUAD
Space Wolves • Infantry
R: After your enemy plays a BA card from hand, draw 1 card.


KAARC
ASSAULT SQUAD
World Eaters • Infantry
T (4+): Destroy the attacking unit. Only playable while this unit is blocking a World Eaters unit.


KOLLANUS
ASSAULT SQUAD
Emperor's Children • Infantry
T: This unit gets +4 assault and +4 armor. Only playable while your enemy has more cards in their hand than you.


LEMAN RUSS AND BODYGUARD
Space Wolves • Infantry • Unique
A: Deal 4 damage to any enemy card. Rally this unit.


LEMAN'S THUNDER
HERO
Space Wolves • Vehicle • Unique
R (5+): After setup, if your enemy chose this battle, charge one of your infantry units.
T (3+): Any unit gets +1 assault.


MJOLLNIR
WOLFGUARD SQUAD
Space Wolves • Infantry
R (5+): After your enemy infiltrates a unit, charge this unit.


RAGVARD
CLAW ASSAULT SQUAD
Space Wolves • Infantry
T (2+/3+/4+/5+): This unit gets +2 assault for each test you passed when you played this ability.


RUGGOTH-KAL
TACTICAL SQUAD
2 1 2 3
Death Guard • Infantry
T Lock (4+): Reduce the firepower of any unit to 0.
SG • 29/120 Illus. John Wigley © 2004 GW Ltd.
BA (5+): Charge one of your locked units.


SHIELD OF THE IMPERIUM
CUSTODIAN LAND RAIDER
2 2 1 3
Legio Custodes • Vehicle
While this unit is charging, your ready units may block assaults.
SG • 30/120 Illus. Adrian Smith © 2004 GW Ltd.
R: After your enemy makes you discard 1 or more cards, draw 2 cards.


SILVER OSPREY
VIGILATOR SQUAD
2 2 2 1
Sisters of Silence • Infantry
A: Deal 5 damage, divided any way you choose, among any number of enemy Traitor units.
SG • 31/120 Illus. Sam Wood © 2004 GW Ltd.
T (6+): Any blocking unit gets +3 armor.


SKYRNIR
WOLFGUARD SQUAD
3 4 1 3
Space Wolves • Infantry
T (4+): This unit gets +2 armor.
SG • 32/120 Illus. Franz Vohwinkel © 2004 GW Ltd.
BA: Infiltrate this card. Only playable if your enemy has no cards in their hand.


THE IMPERIAL REAPER
STORMSWORD TANK
5 1 1 5
Death Guard • Vehicle
T (5+): Any unit gets +2 firepower.
SG • 33/120 Illus. Dan Scott © 2004 GW Ltd.
T (2+): Any unit gets -2 armor, to a minimum of 1.


TRAJANAR
CUSTODIAN FIRE SQUAD
1 2 4 2
Legio Custodes • Vehicle
This unit may block assaults while ready.
SG • 34/120 Illus. Hugh Jamieson © 2004 GW Ltd.
BA (4+): Draw 2 cards.


VUSCODII
HEAVY SUPPORT SQUAD
2 0 1 3
Emperor's Children • Infantry
T Lock one of your units: Any unit gets -2 armor, to a minimum 1. Unlimited.
SG • 35/120 Illus. Chris Trevas © 2004 GW Ltd.
T (4+): Any unit gets +1 firepower for each card in your hand in excess of 3.


WHITE TIGERS
PROSECUTER SQUAD
1 1 2 3
Sisters of Silence • Infantry
T Discard 1 card: This unit gets +1 firepower. Unlimited.
BA (4+): Rally this unit. If you fail this test, destroy this unit.
SG • 36/120 Illus. Dan Wheaton © 2004 GW Ltd.
T (2+): Any unit gets +1 armor.


YMIR
DREADNOUGHT
0 2 1 3
Space Wolves • Vehicle
T Lock one of your assets: This unit gets +3 assault. Unlimited.
T Destroy one of your assets: This unit may make one additional sweeping advance.
SG • 37/120 Illus. Peter Sakievich © 2004 GW Ltd.
T: Any blocking unit gets +2 armor.


ANGRON
PRIMARCH OF THE WORLD EATERS
T Lock (3+) Any unit gets +3 assault.
R Rally: After you destroy an enemy unit by assaulting, deal 3 damage to one enemy unit.
E: Destroy one enemy infantry unit.
World Eaters • Character • Unique
4
SG • 38/120 Illus. Wayne England © 2004 GW Ltd.
M: +2 to any roll printed on an asset.


FABIUS BILE
CAPTAIN OF THE EMPEROR'S CHILDREN
T: Choose one of your units. Roll.
1 or less: That unit gets counterattack.
2: That unit gets +1 armor.
3-4: That unit gets +1 assault.
5+: That unit gets +1 firepower.
Emperor's Children • Character • Unique
2
SG • 39/120 Illus. Sam Wood © 2004 GW Ltd.
BA: Destroy any asset.


MORTARION
PRIMARCH OF THE DEATH GUARD
BA Lock: Rally any Traitor unit.
R (3+): After your enemy discards a card, draw 1 card. Only playable while this asset is locked.
Death Guard • Character • Unique
3
SG • 40/120 Illus. Adrian Smith © 2004 GW Ltd.
BA: Your enemy discards 2 cards.


PHOSIS T'KAR
EXHUMED SONS LIBRARIAN-SORCEROR
M Lock: +1 to any roll.
M Rally: -1 to any roll. Your enemy may draw 1 card.
Thousand Sons • Psyker • Character
2
SG • 41/120 Illus. Michael Phillippi © 2004 GW Ltd.
M: +2 to any non-test roll.


TECH-ADEPT LUKAZ CHROM
REPLICATOR CAPTAIN
BA Lock: Draw 1 card.
R (3+): After your enemy discards a card, lock a unit with the same name as the discarded card. Only playable while this asset is locked.
Cult Mechanicus • Character
3
SG • 42/120 Illus. John Blanche © 2004 GW Ltd.
BA (5+): Rally all units. Take another BA.


THE TRAP
Unaligned units may not attack this asset.
E: Destroy all cards at this sector.
Fortification • Unique
2
SG • 43/120 Illus. Jon Paul © 2004 GW Ltd.
E: Destroy one of your units.


TSI REKH
DAVINITE LODGE PRIEST
T Lock (3+): Rally one of your character assets.
R: After your enemy assaults, rally this asset.
Chaos Cultists • Character
3
SG • 44/120 Illus. Steve Belledin © 2004 GW Ltd.
M: +2 to any roll unless your enemy locks one of their units.


UZTHIZARR
EXHUMED SONS LIBRARIAN-SORCEROR
T (6+): Any Traitor unit gets +2 assault and counterattack. Only playable during an assault.
Thousand Sons • Psyker • Character
2
SG • 45/120 Illus. Sam Wood © 2004 GW Ltd.
T: Any unit loses counterattack.


THE CONQUEROR
ANGRON'S BATTLE BARGE
World Eaters • Unique
BA Lock (4+): Rally one of your Traitor units.
BA Lock: Destroy one enemy ship.
SG • 48/120 Illus. Justin Norman © 2004 GW Ltd.
R: After you rally a unit, your enemy discards 2 cards.


THE SPECTRE OF DEATH
Death Guard
M Rally one of your charging units: +2 to any roll. Unlimited.
SG • 47/120 Illus. Justin Norman © 2004 GW Ltd.
BA Rally one of your charging units. Deal 3 damage to one enemy unit.


AMENSOS
HEAVY SUPPORT SQUAD
4 0 1 3
Thousand Sons • Infantry
T Lock: Any other unit gets +4 firepower and counterattack. Reduce that unit's armor to 1.
SG • 46/120 Illus. Dave Gallagher © 2004 GW Ltd.
R (4+): After you rally a unit, charge it. Your enemy may draw 1 card.


ANKHET
UTHIZARR'S SECT
3 1 2 2
Thousand Sons • Psyker • Infantry
T (4+): This unit gets counterattack.
Only playable while this unit is locked.
SG •• 49/120 Illus. Sam Wood © 2004 GW Ltd.
T: Any Traitor unit gets +d6 firepower.


CHAGGRAT
DESPOILER SQUAD
3 0 1 2
Sons of Horus • Infantry
R (2+): After this unit destroys a blocking unit, charge one of your other units.
SG • 98/120 Illus. Dan Wheaton © 2004 GW Ltd.


CHASTAGUR
DESPOILER SQUAD
1 1 1 3
Sons of Horus • Infantry
Counterattack
T (5+): Any counterattack unit gets +3 firepower.
SG ••• 51/120 Illus. Alex Torrell © 2004 GW Ltd.


DEATHSHROUD
MORTARION'S GUARD
3 2 2 4
Death Guard • Infantry • Unique
R (4+): After your enemy discards a card, rally this unit.
SG ••• 97/120 Illus. Adrian Smith © 2004 GW Ltd.


DEVOURERS
ANGRON'S BODYGUARD
2 9 2 4
World Eaters • Infantry • Unique
T (5+): This unit may make one additional sweeping advance.
BA Lock one of your units: Rally this unit.
E: Destroy one of your other units.
SG ••• 53/120 Illus. Wayne England © 2004 GW Ltd.


CUORZLAT
HEAVY SUPPORT SQUAD
4 0 1 2
Death Guard • Infantry
BA (5+): Destroy one enemy vehicle unit. Only playable while charging. If you fail this test, rally this unit.
SG • 54/120 Illus. Paul (Prof) Herbert © 2004 GW Ltd.


IYIEN
DAVINITE CULTISTS
2 2 2 2
Chaos Cultists • Infantry
BA Destroy this unit: Add one unit to its owner's hand.
SG • 55/120 Illus. Chuck Lukacs © 2004 GW Ltd.


JORADAN
LAND RAIDER
2 2 1 3
Sons of Horus • Vehicle
T (3+): Any unit gets +1 firepower.
SG • 56/120 Illus. Rush Jamieson © 2004 GW Ltd.


KENRICH
DAVINITE PRIESTS
2 0 2 2
Chaos Cultists • Infantry
T: Reveal the top card of your deck. You may choose to discard it.
SG •• 57/120 Illus. Karl Christensen © 2004 GW Ltd.


KHAGGORT
REAVER SQUAD
1 3 2 2
Sons of Horus • Infantry
A Discard 1 random card: Shoot with one of your locked units. Rally this unit.
SG ••• 58/120 Illus. John Wigley © 2004 GW Ltd.


KHARN
CAPTAIN OF THE WORLD EATERS
0 8 2 4
World Eaters • Infantry • Unique
R: After this unit destroys an asset with a sweeping advance, deal 4 damage to any enemy unit.
SG ••• 59/120 Illus. Wayne England © 2004 GW Ltd.


KHATEK
FELLBLADE TANK
5 3 1 5
Sons of Horus • Vehicle
R (X+): After your enemy discards a card, deal X damage to one enemy unit. X = the die number on the discarded card. Only playable while this unit is charging.
SG •• 60/120 Illus. Dan Scott © 2004 GW Ltd.


LEKMETH
TACTICAL SQUAD
3 0 2 3
Thousand Sons • Infantry
BA Lock: Your enemy discards 1 random card. If the die number of the discarded card was 3 or more, rally this unit.
SG • 61/120 Illus. Mark Poole © 2004 GW Ltd.


MERAHTA
ASSAULT SQUAD
0 4 3 2
Thousand Sons • Infantry
R (3+): After this unit locks to assault, your enemy discards 1 card.
SG • 62/120 Illus. Chuck Lukacs © 2004 GW Ltd.


MEKETRE
T'KAR'S CABAL
2 0 2 3
Thousand Sons • Psyker • Infantry
M Lock: Change the roll to a 4.
SG •• 63/120 Illus. Michael Phillippi © 2004 GW Ltd.


MHERDASK
WARRIOR SQUAD
3 2 2 2
Sons of Horus • Infantry
R (6+): After your enemy destroys this unit, rally one of your units.
SG • 64/120 Illus. Ed Cox © 2004 GW Ltd.


MUERNAN
DAVINITE CULTISTS
0 2 2 2
Chaos Cultists • Infantry
T Destroy this unit: Your enemy discards 3 cards. Only playable while one of your units is assaulting.
SG •• 65/120 Illus. Eric Fortune © 2004 GW Ltd.


REHAHTI
MAGNUS COVEN
3 5 2 4
Thousand Sons • Psyker • Infantry • Unique
M Discard 1 card: +3 to any roll.
M Discard 1 random card: -3 to any roll.


RELDRED
DAVINITE CULTISTS
2 1 2 1
Chaos Cultists • Infantry
M Destroy this unit: +3 to any roll.


SIGMA-PHI 19
PLASMA PROJECTOR
1 1 1 1
Cult Mechanicus • Infantry
T: Any unit gets counterattack. Only playable while this unit is charging.
SG • 68/120 Illus. Kari Christensen © 2004 GW Ltd.
T (7+): Rally any shooting unit.


THETA-MU 24
PHOTON TURRETS
1 1 1 1
Cult Mechanicus • Infantry
E: Destroy up to three enemy units. Only playable while this unit is charging.


TOLBEK
TACTICAL SQUAD
3 1 2 3
Thousand Sons • Infantry
T: This unit gets counterattack. Reduce this unit's armor to 1.


TYPHON
CAPTAIN OF THE DEATH GUARD
4 5 2 4
Death Guard • Infantry • Unique
While this unit is charging, all other units have their armor reduced to 1.


VALOC
PREDATOR TANK
3 2 1 3
Sons of Horus • Vehicle
T Rally: Destroy any counterattacking unit. Only playable while this unit is charging.


WRATHE
BERZERKERS
0 8 2 2
World Eaters • Infantry
T (4+): This unit may make one additional sweeping advance this BA.


ZETA-PI 7
EVISCERATOR ENGINE
1 1 1 1
Cult Mechanicus • Vehicle
R (X+): After your enemy discards a card, destroy all copies of that card in play. Only playable while this unit is charging. X = the number of cards in your enemy's hand.


CHARMOSIAN
EMPEROR'S CHILDREN CHAPLAIN
M Lock: Change any roll to 6. Only playable on a test printed on one of your infantry units.
BA (3+): Rally this asset.
Emperor's Children • Character
1


ODOVOCAR
CAPTAIN OF THE EMPEROR'S CHILDREN
BA Lock: Shoot with one of your locked units.
While this asset is locked, your enemy may not draw cards.
Emperor's Children • Character
1


ORBITAL BOMBARDMENT
BA Destroy this asset: Deal damage to one unit equal to that unit's die. Only playable while you have one or more ships.
Strategy
3


STRIKE AND FADE
T (5+): Move your blocking or attacking unit to any other sector.
Strategy
3


SURPRISE ATTACK
BA: Infiltrate a unit from your hand and shoot with it. Destroy that unit at the end of this BA.
Strategy
1


SWEEPING ADVANCE
T Discard 1 random card: Any unit gets +2 firepower, +2 assault and +2 armor. Only playable while you have at least as many charging units as your enemy.
Strategy
3


THE EMPEROR'S BLESSING
BA Lock (4+/4+): Destroy up to one locked enemy unit for each test you passed when you played this ability.
Fortification
3


TIZCA
CAPITAL CITY OF PROSPERO
T Discard 1 card: Any unit gets or loses counterattack. Both players may play this ability. Unlimited.
Vehicle units cannot charge.
E (5+): You get +1 flag.
Terrain
5


UJIO
CAPTAIN OF THE DEATH GUARD
T Lock: Any infantry unit gets +X armor, to a minimum of 1. X = that unit's speed.
While this asset is locked, your Traitor infantry unit's shooting attacks cannot be blocked.
Death Guard • Character
2


UNDERHIVE TUNNELS
T (4+): One of your charging units gets counterattack. If you fail this test, lock that unit.
Fortification
3


BLOOD SHRIKE
STRIKE CRAFT
World Eaters
R Lock: After setup, your enemy discards 1 card.


ENDURANCE
CAPITAL SHIP
Death Guard
T Lock (3+): Any unit may make one additional sweeping advance.


EREWHON
BATTLESHIP
Emperor's Children
BA Lock: Destroy one enemy ship.


FULGRIM'S VIRTUE
ESCORT
Emperor's Children
T Lock: Draw 1 card. Only playable during an assault.


GATTS' CHARGE
SHIP
World Eaters
R Lock (3+): After your enemy destroys one of your cards, add that card to your hand.
R (4+): After you charge a unit, rally this ship.


LONGINUS
CAPITAL SHIP
Emperor's Children
M Lock: Change the roll to a 6 unless your enemy locks one of their ships.


MERCILESS
BATTLESHIP
World Eaters
R Destroy this ship: After setup, lock all enemy ships.


REAPER'S SCYTHE
BATTLEBARGE
Death Guard
BA Lock: Draw 1 card for each of your enemy's ships, then discard 2 cards.


SILENT FURY
STRIKE CRAFT
World Eaters
BA Lock: Rally up to one unit for each enemy ship.


STALWART
BATTLEBARGE
Death Guard
T Lock: Your enemy discards 1 random card. Any shooting unit gets +X firepower. X = the die number on the discarded card.


BORVINAS
LAND SPEEDER SQUAD
1 2 4 2
Emperor's Children • Vehicle
T: Look at your enemy's hand. Only playable while this unit is charging.


DARKT
TACTICAL SQUAD
3 1 3 2
World Eaters • Infantry
BA: Move this unit to any other sector.


DELTA-PSI 02
MECHANICUM PROTECTORS
2 3 2 3
Cult Mechanicus • Infantry
M: +1 to any roll. Only playable while you have a character asset.


GAMMA-PSI 24
CASTELLAN-CLASS ROBOT
2 3 1 1
Cult Mechanicus • Robot • Vehicle • Unique
R (3+): After you lock a ship, charge this unit.


GAMMA-THETA 11
CASTELLAN-CLASS ROBOT
3 2 1 1
Cult Mechanicus • Robot • Vehicle • Unique
BA Lock one of your assets: Charge this unit.


GARAUZ
SUPPORT BIKE SQUAD
1 4 3 2
Death Guard • Vehicle
E (5+): Destroy one enemy unit.


GOLIATH
LAND RAIDER TRANSPORT
2 0 1 4
World Eaters • Vehicle
BA Rally: Move one ready enemy unit to any other sector. Only playable while this unit is charging.


HARLE
ASSAULT SQUAD
0 6 3 3
World Eaters • Infantry
R: After this unit destroys a unit with a sweeping advance, draw 2 cards.


HONOR'S RETRIBUTION
COMMAND PREDATOR TANK
4 6 1 3
World Eaters • Vehicle
T Discard a card with a die number of 4 or more: Any charging unit gets +1 armor.
SS ---100/120 Illus. Andrew Hepworth © 2004 GW Ltd.
BA: Reveal the top 5 cards of your deck. Add any assets revealed to your hand, then place the remaining cards into your discard pile.


KALTON-GUL
TACTICAL SQUAD
2 1 3 1
Death Guard • Infantry
T (3+): This unit gets +2 firepower.
SS ---104/120 Illus. Rob Cox © 2004 GW Ltd.
T (2+): Any unit gets +2 firepower.


KARHKUL
HEAVY SUPPORT SQUAD
4 0 1 2
Death Guard • Infantry
BA Discard 3 cards: Shoot with this unit.
SS ---105/120 Illus. Eric Polak © 2004 GW Ltd.
R (3+): After your enemy rallies a unit, rally one of your units.


KARST
ASSAULT SQUAD
0 7 2 3
World Eaters • Infantry
SS ---106/120 Illus. Wayne England © 2004 GW Ltd.
T (4+): Any unit gets +2 assault.


KORTURG
ATTACK BIKE SQUAD
2 1 3 1
Death Guard • Vehicle
T Discard 1 card: This unit gets +d6 armor. Only playable while blocking.
SS ---107/120 Illus. Michael Phillippi © 2004 GW Ltd.
R (4+): After destroying a unit by assaulting, if you could make a sweeping advance, rally one of your units instead.


LAERTES
TACTICAL SQUAD
3 1 2 2
Emperor's Children • Infantry
Counterattack
SS ---108/120 Illus. David Millgate © 2004 GW Ltd.
T (4+): One of your shooting units gets +3 if its power matches the target of the attack.


MORDANT
MAMMOTH HEAVY TANK
10 0 1 4
Death Guard • Vehicle
Infantry units cannot block this unit.
SS ---109/120 Illus. David Rudman © 2004 GW Ltd.
T: Any unit gets +1 firepower.


MORGHT
TERMINATOR SQUAD
2 2 1 3
World Eaters • Infantry
T (3+): This unit gets +4 firepower.
SS ---110/120 Illus. Des Hanley © 2004 GW Ltd.
T: Your enemy discards 1 random card.


PHORDAL
ASSAULT SQUAD
0 4 3 2
Death Guard • Infantry
A: Destroy one enemy infantry unit.
SS ---111/120 Illus. Mark Gibbons © 2004 GW Ltd.
R (5+): After your enemy destroys one of your units, they discard 1 card.


POARTH
DREADNOUGHT
0 2 1 3
World Eaters • Vehicle
T Discard 1 card (X+): Any unit gets +X assault. Only playable while this unit is locked.
SS ---112/120 Illus. Dan Wheaton © 2004 GW Ltd.
T: Look at the top card of your deck. You may draw that card.


PURITY OF WILL
MEDICAL RHINO TRANSPORT
0 0 2 3
Death Guard • Vehicle
T (2+): Any locked infantry unit gets +2 armor.
SS ---113/120 Illus. Eric Nash © 2004 GW Ltd.
T (4+): Any unit blocking an assault gets +2 armor.


QUEMONDI
ASSAULT SQUAD
0 4 2 2
Emperor's Children • Infantry
R (5+): After you assault with this unit, take another BA.
SS ---114/120 Illus. Cole Eastburn © 2004 GW Ltd.
R: After your enemy plays a tactic card from their hand, one of your units gets counterattack.


SAIRKH
LAND SPEEDER SQUAD
1 2 4 1
World Eaters • Vehicle
R (4+): After you lock one of your assets, charge this unit.
SS ---115/120 Illus. Andrew Hepworth © 2004 GW Ltd.
T (4+): Any unit may make one additional sweeping advance.


SARGH
ASSAULT SUPPORT SQUAD
0 3 2 2
World Eaters • Infantry
A: Destroy one enemy unit with a die number of 4 or more.
SS ---116/120 Illus. Des Hanley © 2004 GW Ltd.
T (3+): Any unit gets +1 armor.


STOLLE
ASSAULT SQUAD
1 4 2 3
World Eaters • Infantry
A: Destroy all enemy assets.
SS ---117/120 Illus. Dan Wheaton © 2004 GW Ltd.
R: You may move any number of your assets to any other sector or sectors.


TANTEARON
LAND SPEEDER SQUAD
2 2 4 2
Emperor's Children • Vehicle
T (3+): This unit gets +1 firepower.
SS ---118/120 Illus. David Rudman © 2004 GW Ltd.
BA Discard an asset. Draw 2 cards.


ZAGART
VETERAN SQUAD
3 1 3 1
Death Guard • Infantry
SS ---119/120 Illus. Des Hanley © 2004 GW Ltd.
T (3+): Look one ready enemy unit. Only playable while one of your units is blocking.


ZURGRAT
TACTICAL SQUAD
2 1 2 3
Death Guard • Infantry
T (4+): This unit gets +3 firepower.
SS ---120/120 Illus. Michael Wm. Kaluta © 2004 GW Ltd.
T (5+): Your enemy discards 3 cards. Only playable during your enemy's BA.


ROBOUTE GUILLIMAN
PRIMARCH OF THE ULTRAMARINES
T Discard 1 card: One of your Loyalist units or assets with a die equal to the card you discarded gets +1 armor.
E (3+): Rally any ship.
Ultramarine • Character • Unique
3
TG ---1/120 Illus. Adrian Smith © 2004 GW Ltd.
T (3+): Any Ultramarine unit gets +1 firepower or any asset gets +1 armor.


AMBASSADOR MELGATOR
FORGE MASTER
R Discard 1 card: After you lock a vehicle unit to attack, that unit may not be blocked.
BA Lock: Infiltrate a vehicle unit from your hand.
Cult Mechanicus • Character
2
TG - 2/120 Illus. Karl Christensen © 2004 GW Ltd.
E (4+): Destroy one of your infantry units.


AMENDERA KENDEL
OBLIVION KNIGHT
R Lock: After your opponent plays a "T" card or ability, they discard 1 random card.
R Rally: After your opponent plays an "R" card or ability, they discard 1 random card.
Sisters of Silence • Character • Unique
2


BENEDICTION OF THE EMPEROR
BA Destroy this asset. Each player rallies all of their cards at this sector.
Influence • Honored • Unique
3


BERUS
CHAPLAIN OF THE BLOOD ANGELS
E: +1 flag if you have more units at this sector than your enemy.
Blood Angels • Character
4


MARIUS GAGE
CHAPTER MASTER OF THE ULTRAMARINES
R (2+): After a BA in which one of your units becomes locked, you may destroy that unit. If you do, infiltrate a card from your hand and lock it.
Ultramarine • Character • Unique
3


SANGUINIUS
PRIMARCH OF THE BLOOD ANGELS
R Discard 1 card: After your enemy locks a unit to attack, block with any of your ready or charging units that has the same die number as the card you discarded. Only playable while ready.
T Lock: Draw 2 cards.
Blood Angels • Character • Honored • Unique
3


GAUNTLET OF POWER
BATTLE BARGE
Ultramarines • Unique
R Lock: After setup, charge one of your Honored units. If you chose this battle, your enemy takes the first BA.


HERMIA
COMMUNICATIONS CRAFT
Blood Angels
R Lock: After setup, infiltrate a unit from your hand. Only playable while you have another copy of that unit at this sector.
R (3+): Before one of your units is destroyed, destroy one of your other copies of that unit instead.


MLATUS
STRIKE CRAFT
Ultramarines
BA Destroy this ship: Reveal your hand to your enemy. Rally one unit for each card in your hand. Only playable while you have no duplicate die numbers in your hand.


SANGUINIUS AND BODYGUARD
0 0 4 1
Blood Angels • Infantry • Honored • Unique
T Discard 1 card: Reveal your hand. This unit gets +1 assault, +1 firepower, and +1 armor for each different die in your hand.


BAAL'S FIRE
CHARIOT SQUAD
1 4 3 1
Blood Angels • Vehicle • Honored
R Lock one of your other units: After you charge this unit, assault with it. You may only assault locked units this BA.


BARABAS
REINO
2 2 3 4
Blood Angels • Vehicle
R (5+): After one of your charging units is destroyed, charge one of your ready units.


BERRANUS
TACTICAL SQUAD
3 1 1 1
Ultramarines • Infantry
R: After this unit is destroyed, draw 2 cards


BLOOD'S WAKE
PREDATOR
2 3 1 3
Blood Angels • Vehicle
A: Roll. Destroy all enemy units with a die numer equal to the roll.
TG • 15/120 Illus. Ed Cox © 2004 GW Ltd.
T (3+): Any charging unit gets +1 armor.


CONJECTUS
MAELSTROM CANNON
6 0 1 1
Ultramarines • Vehicle
While this unit is shooting, you may not play "T" abilities.


COSSOS
TACTICAL SQUAD
3 2 2 3
Ultramarines • Infantry
R Lock: After you destroy an enemy unit, charge one of your ready units with a die number equal to the destroyed unit's die number.


CRASSUS
BIKE SQUADRON
1 4 3 2
Ultramarines • Vehicle
E (2+): You get +1 flag if you have a non-flag unit at this sector.


EMIROR
VETERAN TACTICAL SQUAD
2 5 3 3
Blood Angels • Infantry • Honored
R (3+): After one of your charging units is destroyed, rally up to 2 enemy units. Draw 1 card for each enemy unit rallied this way.


EPATHUS
SCOUT SQUAD
2 2 3 3
Ultramarines • Infantry
R (4+): After you charge this unit, rally one enemy unit.
TG • 20/120 Illus. Ed Cox © 2004 GW Ltd.
T (3+): Any unit gets +1 firepower.


FERVEUS
TACTICAL SQUAD
3 1 2 3
Blood Angels • Infantry • Honored
T (2+): This unit gets +2 armor and counterattack vs. assaulting units.
TG • 21/120 Illus. Kenson Low © 2004 GW Ltd.
R (3+): After your enemy locks a unit to perform a special assault, you may block that assault with any unit.


FIRE HAWKS
PROSECUTER SQUAD
5 5 2 2
Sisters of Silence • Infantry
T Discard 1 card: This unit gets -1 firepower and -1 assault. Any player may play this ability. Unlimited.
TG • 22/120 Illus. Steve Bellegia © 2004 GW Ltd.
R: After your enemy discards a card as a cost for a "T" or "BA" ability, they discard 2 cards. Draw 1 card.


GOLDSTONE'S HUNTERS
FELLESIAN 23RD AIRBORNE
1 3 3 1
Imperial Army • Infantry
R: After you deploy this unit to a sector, your enemy destroys one of their face-up units at the same sector. Only playable during the First Wave phase.
TG • 23/120 Illus. Ben Rainey © 2004 GW Ltd.
T (4+): Infiltrate and lock this card. One of your assaulting units gets +2 assault.


HELIXUS
TACTICAL SQUAD
3 2 2 2
Ultramarines • Infantry • Honored
E: Play any other "E" card or ability that has already been played, paying all costs.
TG • 24/120 Illus. Kari Richardson © 2004 GW Ltd.
E: You may put one of your units on top of your deck.


INCENIUS
COMMAND SQUAD
1 2 2 3
Ultramarines • Infantry
R: After you destroy an enemy unit, draw 1 card. Only playable while you have an asset.
TG • 25/120 Illus. Michael Phillippi © 2004 GW Ltd.
M: -1 to any base roll for a "T" card or ability.


INVICTUS
TERMINATOR SQUAD
1 1 1 4
Ultramarines • Infantry • Honored
T (3+/3+/3+): This unit gets +1 firepower for each test you passed when you played this ability.
TG • 26/120 Illus. Franz Vohwinkel © 2004 GW Ltd.
T: Any unit gets +2 firepower and +2 assault vs. blocking units.


IUBAC STARSIGHT
CALTH 5TH INFANTRY
2 4 2 1
Imperial Army • Psyker • Infantry • Honored
While this card is face-up, you may deploy ships directly into your fleet area instead of to a sector.
T Discard a ship or asset card (2+): Rally any ship.
TG • 27/120 Illus. Karl Christensen © 2004 GW Ltd.
BA Lock one of your ships: Lock any enemy unit.


LORATOR
ASSAULT SQUAD
1 2 3 3
Blood Angels • Infantry
A: Deal 1 damage to all copies of any enemy unit.
T Discard 1 random card: Any unit gets -1 armor, to a minimum of 1.
TG • 28/120 Illus. Ed Cox © 2004 GW Ltd.
R (2+): After your enemy your enemy charges a unit, you and your enemy may each charge a ready unit.


MADIDUS
TACTICAL SQUAD
3 3 2 3
Blood Angels • Infantry
This unit may not block or get counterattack.
M: -1 to any roll. Only playable while charging.
TG • 29/120 Illus. Michael Phillippi © 2004 GW Ltd.
R (3+): After your enemy locks a unit to shoot or assault one of your charging units, block with any of your ready units.


NUMITOR
ASSAULT SQUAD
0 3 2 3
Ultramarines • Infantry • Honored
R: After setup, if you have more than 2 copies of any card at this sector, charge this unit.
TG • 30/120 Illus. Al Ergmio © 2004 GW Ltd.
T (2+): Draw cards until you have as many cards as your enemy. Only playable when you have less cards in your hand than your enemy.


OREXIS
VETERAN ASSAULT SQUAD
1 4 3 3
Blood Angels • Infantry • Honored • Unique
BA Lock: Choose an enemy flag unit with armor less than the number of your Blood Angel units. Destroy that unit.
TG • 31/120 Illus. Carl Frank © 2004 GW Ltd.
R (4+): After you charge a unit, lock that unit. Charge one of your units.


PERADA
ASSAULT SQUAD
0 4 3 3
Blood Angels • Infantry
T (2+): Rally one of your units that is the target of a shooting attack. Only playable if you did not block this attack.
TG • 32/120 Illus. John Wigley © 2004 GW Ltd.
T (4+): Your enemy chooses one of your locked units. Rally that unit. Lock one of your ready cards.


PREATOR
VETERAN TACTICAL SQUAD
X X 2 X
Ultramarines • Infantry • Honored • Unique
X = the number of your different Loyalist units at this sector.
TG • 33/120 Illus. John Wigley © 2004 GW Ltd.
E (3+): Your enemy chooses one of your Loyalist units. Destroy all copies of that unit.


SAEVIN
TERMINATOR SQUAD
0 6 1 4
Blood Angels • Infantry
R (3+): After you destroy a unit, your enemy discards 1 card. Only playable while charging.
TG • 34/120 Illus. Wayne England © 2004 GW Ltd.
R Destroy one of your ships: After setup, initiate a card from your hand.


SCIPIO
BIKE SQUADRON
0 2 3 2
Ultramarines • Vehicle
T (4+): This unit gets +5 firepower vs. assets and vehicle units.
TG • 35/120 Illus. Chris Rice © 2004 GW Ltd.


SENTINELS OF CALTH
GUILLIMAN'S VETERANS
4 5 2 3
Ultramarines • Veteran • Infantry • Honored • Unique
T Discard 1 card: Any other copy of the discarded card gets +2 armor.
TG • 36/120 Illus. Franz Vohwinkel © 2004 GW Ltd.
T (2+): Any Unique card gets +1 or -1 armor, to a minimum of 1.

STILLUS
VETERAN TACTICAL SQUAD



2 1 2 2

Ultramarines • Infantry

T (2+): Any unit gets +1 firepower vs. vehicle units.

T (3+): This unit gets +3 armor vs. shooting attacks. Only playable while charging.

TG • 37/120 Illus. John Gravato © 2004 GW Ltd.

R: After your enemy rallies a unit, infiltrate this card.

SUBITOS
LAND RAIDER



1 3 1 3

Blood Angels • Vehicle • Honored

T: Any unit with a die number of 2 or less gets +1 firepower, +1 assault and +1 armor. Only playable while charging.

TG • 38/120 Illus. Peter Sablevich © 2004 GW Ltd.

T: Change any unit's firepower, speed, or armor to its printed value.

TELCION
SCOUT SQUAD



1 1 3 1

Ultramarines • Infantry • Honored

R (6+): After this unit destroys an enemy unit, rally this unit.

T (2+): This unit gets +3 armor. Only playable while blocking an assault or charging.

TG • 39/120 Illus. Kensen Lee © 2004 GW Ltd.

T (2+): Any unit gets +3 armor. Only playable during a sweeping advance.

THE LADY'S GRACE
RHINO



1 4 2 3

Sisters of Silence • Vehicle • Unique

No **"M"** cards or abilities may be played while this unit is ready.

M: -1 to any roll. Only playable while charging.

TG • 40/120 Illus. Chris Dien © 2004 GW Ltd.

T (5+): Any asset gets +1 armor.

TRAIAN
ASSAULT SQUAD



0 5 3 3

Ultramarines • Infantry

This unit may not block.

T (3+): This unit gets +1 armor. Only playable while charging.

TG • 41/120 Illus. Wayne England © 2004 GW Ltd.

T (3+): Any unit gets +2 assault. Only playable during a sweeping advance.

VALLIS' BRIGADE
PHRYGIAN 2ND AUXILIARY



3 0 2 2

Imperial Army • Infantry

R Lock: After setup, infiltrate a unit from your hand. Only playable if there is a copy of that unit at this sector.

TG • 42/120 Illus. Thomas Manning © 2004 GW Ltd.

R (4+): After a unit is destroyed, lock all other copies of this unit.

VARUS
LAND SPEEDER SQUADRON



1 1 4 3

Ultramarines • Vehicle

R (2+): After this unit destroys an enemy unit, destroy all enemy copies of that unit.

TG • 43/120 Illus. David Millgate © 2004 GW Ltd.

T (2+): The unit with the highest assault has its assault reduced to 0.

VINEAM
VETERAN ASSAULT SQUAD



2 5 3 4

Blood Angels • Infantry • Unique

You may not play **"T"** cards or abilities while this unit is attacking, defending, or charging.

TG • 44/120 Illus. Dan Scott © 2004 GW Ltd.

T (3+): Any unit gets +2 firepower and +2 assault vs. blocking units.

WHITE ASPS
HEAVY SUPPORT SQUAD



4 0 1 3

Sisters of Silence • Infantry • Honored

R Choose a number: After this unit destroys a locked unit, your enemy reveals their hand and discards all cards with the chosen die number.

TG • 45/120 Illus. Ralph Horsley © 2004 GW Ltd.

T: Any unit gets +2 firepower vs. blocking units.

LORGAR
PRIMARCH OF THE WORD BEARERS



BA (2+): Infiltrate an unaligned unit or asset from your hand. Only playable if you have no locked or charging units.

E: You get -1 flag for each of your locked units.

Word Bearers • Character • Unique

4

TG • 46/120 Illus. Michael Phillippi © 2004 GW Ltd.

T: One of your assets gets **"Unstable"** keyword.

KORIEL ZETH
TRUST OF MARS



T (3+): One of your units gets +1 armor. Not playable on a blocking unit.

T (5+): Any Traitor unit gets or loses the **"Unstable"** keyword.

Cult Mechanicus • Character

3

TG • 47/120 Illus. John Blanche © 2004 GW Ltd.

BA (6+): Rally any Unstable unit. +1 to this roll for each Chaos Cultist card in the sector.

MALOGHURST THE TWISTED



BA Lock: Destroy any asset.

R: After your enemy charges a unit, rally that unit unless your enemy rolls higher than that unit's armor. Only playable while locked.

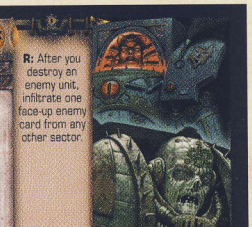
Sons of Horus • Daemon • Character • Unstable

3

TG • 48/120 Illus. Sam Wood © 2004 GW Ltd.

T (5+): Any Traitor unit gets -1 armor and counterattack.

SEDUCTION OF CHAOS



R: After you destroy an enemy unit, infiltrate one face-up enemy card from any other sector.

Influence

3

TG • 49/120 Illus. Franz Vohwinkel © 2004 GW Ltd.

T: Any unit with a printed firepower of 0 gets +2 firepower.

TORGADDON
CHIEFTAIN OF THE SONS OF HORUS



BA Lock (2+): Lock all copies of one enemy unit.

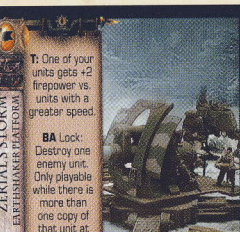
Sons of Horus • Character

2

TG • 90/120 Illus. Adrian Smith © 2004 GW Ltd.

R: After an enemy unit rallies, lock that unit.

ZERIAL'S STORM
EARTHSHAKER PLATFORM



T: One of your units gets +2 firepower vs. units with a greater speed.

BA Lock: Destroy one enemy unit. Only playable while there is more than one copy of that unit at this sector.

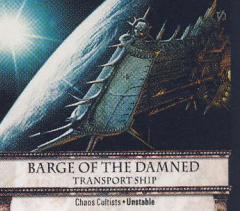
Imperial Army • Fortification

3

TG • 51/120 Illus. Fargo Wong © 2004 GW Ltd.

T: Lock one of your ships. One of your infantry units gets counterattack.

BARGE OF THE DAMNED
TRANSPORT SHIP



Chaos Cultists • Unstable

BA Lock: Deploy any Unstable unit from your hand face-up to any other sector.

TG • 52/120 Illus. Justin Norman © 2004 GW Ltd.

T: Your ready and locked units may play abilities as though they were changing.

FAITH'S SPEED
TRANSPORT SHIP



Word Bearers

BA Lock (3+): Charge up to two of your ready units. Only playable if your enemy has at least one charging unit.

TG • 53/120 Illus. Justin Norman © 2004 GW Ltd.

R: Before any test roll, change it to a (5+) test.

LORGAR'S SPITE
BATTLESHIP



Word Bearers

R Lock: After you charge an Unstable unit, charge another copy of that unit.

TG • 84/120 Illus. Justin Norman © 2004 GW Ltd.

T (4+): Any Unstable unit gets +1 firepower or +1 armor.

SHAWASHAN
DAYSNITE CULTISTS



2 2 2 2

Chaos Cultists • Infantry

BA Destroy this unit: Infiltrate a Daemon unit from your hand.

TG • 55/120 Illus. Kori Christensen © 2004 GW Ltd.

R (4+): Lock one of your Daemon units. Destroy one of your other units instead.

BROTHERHOOD OF THE KNIFE



2 2 2 2

Chaos Cultists • Infantry

BA Destroy this unit: Rally any Unstable unit.

R: After setup, lock any Honored unit.

TG • 58/120 Illus. Paul Prof Herbert © 2004 GW Ltd.

T (4+): Any unit gets +1 firepower. If that unit is infantry, it gets an additional +1 firepower.


DAGOTAL
BIKE SQUADRON
2 3 3 2
Word Bearer • Psyker • Vehicle • Unique
R: Before you destroy a unit as part of a cost for a card or ability, move that unit to any other sector instead.
TG • 57/120 Illus. Paul (Prof.) Herbert © 2004 GW Ltd.


DELIAL
DAEMONETTES
1 4 3 2
Slaanesh • Daemon • Infantry • Unstable
BA Destroy one of your Chaos Cultist units: Rally any unit. Only playable while ready or charging.
TG • 58/120 Illus. Dan Wheeler © 2004 GW Ltd.


DERIUZ
CAPTURED RHINO
2 1 1 3
Chaos Cultists • Vehicle • Unstable
While this unit is ready, your enemy may not use any abilities that can only be used while charging.
TG • 59/120 Illus. Dan Scott © 2004 GW Ltd.


ELITEL
MIGHTY FURY
2 4 2 3
Chaos Undivided • Daemon • Flyer • Infantry • Unstable • Unique
R (2+): After you take a BA, each player may charge one of their ready units.
TG • 60/120 Illus. John Wigley © 2004 GW Ltd.


FELL REAVERS
KHORNE BLOODLETTERS
0 4 3 3
Khorne • Daemon • Infantry • Unstable
Before any player blocks an attack, they must discard 2 random cards first.
TG • 61/120 Illus. Karl Richardson © 2004 GW Ltd.


FIRE CULTISTS OF THARN
2 3 2 2
Chaos Cultists • Infantry
R (4+): After one of your other units is destroyed, rally all charging enemy units.
TG • 62/120 Illus. David Millgate © 2004 GW Ltd.


FIRESTORM
WHIRLWIND
2 1 1 3
Word Bearer • Vehicle
T (6+): Lock an enemy unit. Only playable if your enemy has more than one ready copy of that unit.
TG • 63/120 Illus. Al Fremin © 2004 GW Ltd.


GIDATJAL
SPAWN OF CHAOS
X X X X
Slaanesh • Daemon • Infantry • Unstable • Unique
X = the number of your different dice at this sector.
TG • 64/120 Illus. Michael Phillippi © 2004 GW Ltd.


GOLOBAR
TACTICAL SQUAD
2 2 2 2
Word Bearer • Infantry
T (3+): This unit gets +2 firepower vs. Loyalist units.
T (5+): This unit gets +2 armor while defending vs. Loyalist units.
TG • 65/120 Illus. Dan Wheeler © 2004 GW Ltd.


GROGOR
ASSAULT SQUAD
1 5 2 3
Sons of Horus • Infantry
R (4+): After you destroy an enemy unit, lock an enemy ship.
TG • 66/120 Illus. Steve Bauter © 2004 GW Ltd.


HARBINGERS OF DEATH
ERLRUS BODYGUARD
2 4 1 3
Word Bearer • Infantry • Unique
R: After you lock a character asset, charge this unit. Only playable while ready.
TG • 67/120 Illus. Franz Vohwinkel © 2004 GW Ltd.


ICHIRON
WITCH CULT
0 0 3 1
Chaos Cultists • Psyker • Infantry • Unique
T (3+): This unit gets +4 assault vs. Unaligned cards.
T (4+): This unit gets +4 firepower vs. Unaligned cards.
T (5+): This unit gets counterattack vs. Unaligned cards.
TG • 68/120 Illus. John Gravato © 2004 GW Ltd.


JAROLEK
HEAVY SUPPORT SQUAD
4 1 1 3
Word Bearer • Infantry
T (3+): This unit gets +3 firepower.
TG • 69/120 Illus. John Wigley © 2004 GW Ltd.


KOHBAN
LAND RAIDER
4 1 1 4
Word Bearer • Vehicle
TG • 70/120 Illus. Jon Nedeson © 2004 GW Ltd.


KYRIS THE PERVERSE
GREATER DAEMON
2 2 4 3
Slaanesh • Daemon • Psyker • Infantry • Unstable • Unique
T: Any unit gets the "Unstable" keyword. Only playable while charging.
A: Destroy all enemy assets at this sector.
TG • 71/120 Illus. Adrian Smith © 2004 GW Ltd.


LAS'TAOL
MECHANICUM DEFILER
0 0 1 1
Cult Mechanicus • Infantry
T Discard 1 random card: This unit gets +X firepower, +X assault, or +X armor. X = the die number on the discarded card.
TG • 72/120 Illus. John Blanche © 2004 GW Ltd.


MADAIL
DAEMONIC DARK PRIEST
1 4 4 1
Chaos Cultists • Daemon • Infantry • Unstable • Unique
Ready or charging Chaos Cultist units may block any attack vs. this unit.
TG • 73/120 Illus. John Gravato © 2004 GW Ltd.


MALNOR
TACTICAL SQUAD
3 1 2 3
Word Bearer • Infantry
R: After setup, if your enemy has more units than you at this sector, your enemy discards X random cards. X = the difference in the number of units.
TG • 74/120 Illus. Karl Kopinski © 2004 GW Ltd.


MERHYLL
BEAST OF PETRUA
0 2 4 1
Chaos Cultists • Infantry
A: Destroy all locked enemy units with armor 2 or less.
T (6+): This unit gets +3 armor.
TG • 75/120 Illus. Paul (Prof.) Herbert © 2004 GW Ltd.


NOGAHIEL
POSSESSED BASILISK
4 0 0 3
Imperial Army • Vehicle • Unstable
BA Destroy one of your Chaos Cultist units: Lock any enemy unit. Draw 1 card.
TG • 76/120 Illus. John Wigley © 2004 GW Ltd.


PHRAETUS
TACTICAL SQUAD
3 2 2 3
Word Bearers • Infantry
R Discard 1 random card: After your enemy charges a unit, lock all other copies of that unit.
TG • 77/120 Illus. Ben Peck ©2004 GW Ltd.
T (3+): Any unit with armor 1 gets +3 armor.


QUOR GALLEK
DARK APOSTLE OF THE WORD BEARERS
2 3 1 3
Word Bearer • Psyker • Infantry • Unique
T: Any unit being blocked gets +X firepower. X = the defending unit's speed.
TG ••• 78/120 Illus. Michael Phillippi ©2004 GW Ltd.
M: -2 to any roll.


REIGHNER'S SQUAD
SALLANTHI INFANTRY
5 0 0 2
Imperial Army • Infantry
This unit may not be blocked while shooting at vehicle units.
While this unit is shooting at an infantry unit, your enemy must block the attack, if possible.
TG ••• 79/120 Illus. James Bradley ©2004 GW Ltd.
T (2+): Exchange any unit's firepower with its assault.


REMIARE
TECH-PRIEST ASSASSIN
0 5 2 2
Cult Mechanicus • Infantry • Unique
R (3+): After an enemy card is infiltrated, add that card to your enemy's hand.
TG ••• 80/120 Illus. John Blanche ©2004 GW Ltd.
T: Any Unique card gets +1 firepower or +1 armor.


RIDERS OF WOD
CHARIOT OF THE WARP
0 5 3 2
Chaos Cultists • Vehicle • Unstable
R Discard 1 card: After you charge this unit, rally one enemy unit with a die number higher than the die number on the card you discarded.
TG ••• 81/120 Illus. John Wigley ©2004 GW Ltd.
M: -1 to any roll.


RONGAR
ASSAULT SQUAD
1 2 3 3
Word Bearer • Infantry
A: Your enemy chooses and destroys one of their ready units. Your enemy discards X cards. X = equals the destroyed unit's die number.
TG ••• 87/120 Illus. Carl Frank ©2004 GW Ltd.
T (3+): Charge any unit with a die number equal to your enemy's assaulting unit's die number.


SARPATTI
POSSESSED SPACE MARINES
0 4 2 3
Sons of Horus • Daemon • Infantry • Unstable
Before any player blocks an attack, they must discard 1 card.
R (5+): After an enemy unit blocks, your enemy discards 1 random card.
TG ••• 83/120 Illus. John Wigley ©2004 GW Ltd.
T (2+): Lock any enemy ship.


SOLVIEL
FURIES
0 0 5 2
Chaos Undivided • Daemon • Flyer • Infantry • Unstable
T (3+): This unit gets +1 firepower and +1 assault for each keyword on the defending enemy unit.
TG ••• 84/120 Illus. Wayne England ©2004 GW Ltd.
M: Before the roll, make this roll from your deck. Only playable when your enemy must roll.


TELEMOHT
ABOMINATION OF TZEENTCH
1 5 3 1
Cult Mechanicus • Daemon • Infantry • Unstable
R: After your enemy plays a card from their hand, your enemy discards 1 card. Only playable while locked or charging.
TG ••• 85/120 Illus. John Blanche ©2004 GW Ltd.
T: No more "T" cards or abilities may be played.


THE GAL VORBAK
LORGAR'S VETERANS
1 4 2 3
Word Bearer • Psyker • Veteran • Infantry • Unique
R Discard 1 card (3+): After an enemy unit rallies, lock that unit.
T: Your unit gets +2 assault. Only playable during a sweeping advance.
TG ••• 88/120 Illus. Franz Vohwinkel ©2004 GW Ltd.
R (3+): After an enemy unit charges, rally that unit, then charge an enemy unit.


THE PUNISHER
BASILISK
0 1 3 1
Sons of Horus • Vehicle
T (3+): This unit gets +X firepower. X = the enemy unit's firepower.
TG ••• 87/120 Illus. Eric Ren ©2004 GW Ltd.
T: Any defending unit gets counterattack. Only playable when the defending unit has less speed than the assaulting unit.


THUNDER OF HORUS
MAULER
0 4 1 3
Sons of Horus • Vehicle
A: Destroy up to 3 enemy assets or non-flag units.
TG ••• 89/120 Illus. Peter Sakievich ©2004 GW Ltd.
T: Any of your charging units gets +1 armor. Lock that unit.


TORGAL
ASSAULT SQUAD
1 3 3 3
Word Bearer • Infantry • Unique
R Discard 1 card: After an enemy unit rallies, charge this unit.
TG ••• 89/120 Illus. John Wigley ©2004 GW Ltd.
T (2+): Any defending unit gets counterattack or any unit loses counterattack.


VAN KORDAL
HEAVY SUPPORT SQUAD
4 1 1 3
Word Bearer • Infantry
T (2+): This unit gets +3 armor vs. counterattack units.
TG ••• 90/120 Illus. Ed Cox ©2004 GW Ltd.
R (2+): After your enemy makes a sweeping advance, rally one of your units.


CITY FIGHT
All units start this battle charged.
No unit may make a sweeping advance or use a special assault ability.
Strategy
5
TG ••• 91/120 Illus. John Wigley ©2004 GW Ltd.
T (3+): Any unit loses counterattack or any unit gets -2 armor, minimum 1.


DOOMBRINGER
R Lock: When your enemy plays a "T" card or ability, cancel it.
R Rally: After one of your units is destroyed, draw 1 card.
Cult Mechanicus • Unique
3
TG ••• 92/120 Illus. Nele Diel ©2004 GW Ltd.
E: Your enemy chooses one of their face-up cards at any other sector. Infiltrate that card.


RIGHTEOUS ZEAL
UNDISCIPLINED ASSET SUBTITLE HERE
M: Change the roll to 7 minus the current roll. You may not play further "M" cards or abilities this roll.
Influence • Honored • Unique
2
TG ••• 93/120 Illus. Aaron Hardley ©2004 GW Ltd.
T (4+): One of your defending units gets +3 armor. Draw 2 cards. Only playable during a sweeping advance.


THE BASTION WALL
If you chose this battle, your enemy takes the first BA.
T: Any locked unit gets +1 armor.
T: Lock one of your ready units.
Fortification
3
TG ••• 94/120 Illus. John Gravato ©2004 GW Ltd.
BA Destroy one of your assets: Infiltrate a unit from your hand.


THE KABAN PROJECT
R (2+): After your enemy performs a BA that is not attacking or charging, lock any enemy unit.
Cult Mechanicus • Unique
3


THE PORTAL TO THE STARS
T (2+): This asset gets +5 armor vs. shooting attacks.
E: You may move one of your units to any other sector. If you do, you get +1 flag.
Fortification • Unique
1


ANDRONIUS
STRIKE CRAFT
Emperor's Children
BA Lock one of your units (2+): Destroy an enemy card with armor 4 or greater.


THE SPIRIT OF MARS
Cult Mechanicus
R Lock (4+): After you charge a unit, rally one enemy unit.


BARNALD'S SAPPERS
SIEGE ENGINEERS
4 1 1 1
Imperial Army • Infantry
R: After your enemy plays an "R" ability, they discard 1 random card.


EUDICIUS
ASSAULT SQUAD
1 4 3 2
Emperor's Children • Infantry
M Discard 1 random card: Before you roll, the roll is equal to the die number on the discarded card. No roll necessary.


FERON'S MILITIA
3 3 1 3
Conscripts • Infantry
This unit gets +1 speed for each asset you have in play.
This unit gets -1 firepower and -1 armor, to a minimum of 1, for each charging enemy unit.


FULION
TACTICAL SQUAD
1 2 2 1
Emperor's Children • Infantry
T (3+): This unit gets +1 firepower for each of your Traitor units.
T (4+): This unit gets +1 armor for each of your Loyalist units.


GROPP'S RIDERS
CALETH 3RD INFANTRY
3 0 4 1
Imperial Army • Infantry
This unit may not block.
R: After setup, if you have more ships then your enemy, infiltrate a face-up unit from any other sector or move any face-up unit to any other sector.


HANUN'S MORTARS
2 2 1 2
Imperial Army • Infantry
T (4+): Any unit gets +1 firepower.
T (2+): Any unit gets +1 firepower. Only playable while charging.


HELIOS
MORTAR CARRIER
0 1 2 3
Imperial Army • Vehicle
BA Lock (4+): Destroy any infantry unit.
R: After this unit destroys an enemy unit, rally this unit if your enemy has any copies of the destroyed unit.


HURGAN'S SCRAPPERS
FELLESIAN 5TH AIRBORNE AUXILIARY
1 1 2 3
Imperial Army • Vehicle
T (2+): This unit gets +1 firepower for each of your other vehicle units.
T (2+): This unit gets +1 assault for each of your infantry units.


ICARIUS
BIKE SQUADRON
2 1 3 2
Emperor's Children • Vehicle
T: This unit gets +d6 firepower and assault vs. locked units.


LERNAIA
HYDRA PLATFORM
3 0 1 2
Imperial Army • Vehicle
R (2+): After a ship is deployed from this sector, destroy that ship.
R Lock: After setup, lock an enemy ship.


MANIPLE TAU-MU
2 1 2 3
Cult Mechanicus • Robot • Vehicle • Unique
T Lock: Any unit gets +1 armor.


MARKOV'S RANGERS
STRIN 11TH REGIMENT
2 1 2 2
Imperial Army • Infantry
M Discard 1 random card: +1 to any roll.


MCCORMICK'S REAPERS
CALITH 2ND IRREGULARS
1 3 2 2
Imperial Army • Infantry
R Lock, Destroy this unit: After this unit is chosen as the target for an attack, infiltrate a unit from your hand. That unit is the new target of the attack.


MERRETT'S MERCENARIES
3 0 3 2
Conscripts • Infantry
R (3+): After setup, rally one of your ships.


RHO'TAU 17
SURVEILLE CLASS ROBOT
1 2 3 2
Cult Mechanicus • Robot • Vehicle • Unique
T (3+): This unit gets +1 firepower for each charging unit.
R (2+): After you destroy an enemy unit, lock one enemy ship.


SIBLANS
MACHINATOR SQUAD
0 1 2 2
Cult Mechanicus • Infantry
R Destroy this unit: After setup, infiltrate an asset from your hand.
T (2+): This unit gets +6 assault vs. vehicles and assets.


TALIOS
VALKYRIE
2 0 5 2
Death Guard • Flyer • Vehicle
This unit can only block vehicle units.
T Lock: Any charging unit gets counterattack.


TELCANTAR
HEAVY SUPPORT SQUAD
4 1 1 3
Emperor's Children • Infantry
T Lock (2+): Destroy any counterattacking unit.


THE IRON COLUMN
LAND RAIDER SQUADRON
1 3 1 4
Emperor's Children • Vehicle
BA Lock (3+): Destroy any enemy unit with armor 4 or greater.


THELONIUS
TACTICAL SQUAD
3 3 2 3
Emperor's Children • Infantry
M Discard 1 random card: -1 to any roll.


UNSETTLED POPULACE
1 1 2 3
Conscripts • Infantry
T Destroy this unit: Your enemy may not make a sweeping advance.


VENDRACON GREY PROPHETS
3 1 2 3
Conscripts • Psykar • Infantry
When one of your cards goes to the discard pile from your hand or from play, you may change the die number on that card to any number from 0 to 7.


3
CATHEDERAL OF THE MARK
Signus Prime
During setup, players draw 2 less cards for their command hands.
After setup, players may not draw cards.


6
MOUNTAINS OF TWILIGHT
Calth
After a player deploys a ship from this sector, they infiltrate the top card of their deck. If that card is also a ship, it is discarded with no effect.


4
PALACE OF LEPTIUS NUMINUS
Calth
All shooting units get +1 speed.


5
PLAINS OF THE DAMNED
Signus Prime
After setup, each player destroys one enemy unit. Each player infiltrates the top card of their deck.


5
PROVING GROUNDS
Calth
N: -2 to any roll. Any player may play this ability.


6
UNSPOILED LAND
Signus Prime
"R" cards and abilities may not be played until the first BA.
"E" cards and abilities may not be played.


LENTUM
CUSTODIAN FOOT KNIGHTS
4 3 2 3
Legio Custodes • Infantry
T (3+): This unit gets +2 armor.


FULMEN
CUSTODIAN GUARD CAVALRY
1 5 4 3
Legio Custodes • Vehicle
T (4+): This unit gets +1 armor. Only playable during an assault.


AQUILA
TERMINATOR ASSAULT SQUAD
3 7 1 4
Legio Custodes • Infantry
T (4+): This unit gets +2 assault or firepower. Only playable as the attacker.


CONSTANTIN VALDOR AND ARES GUARD
CUSTODIAN COMMAND SQUAD
4 7 2 3
Legio Custodes • Infantry • Honored • Unique
After setup you may choose firepower, assault, or speed. While this unit is ready all other Legio Custodes units get +1 to the chosen statistic.


THE HANDS OF THE EMPEROR
E: If your opponent has more units than you at this sector your Legio Custodes cards get +1 flag.
E: If you are unopposed for every two Sisters of Silence units you have at this sector you may discard 1 face up enemy unit at another sector.
Influence•Honored•Unique
3
HE•••5/0 Illus. Sam Wood ©2004 GW Ltd.
T: Your Legio Custodes or Sisters of Silence units gets +1 armor.


JENETHA KROLE AND RAPTOR GUARD
SISTERS OF SILENCE COMMAND SQUAD
3 6 3 3
Sisters of Silence•Infantry•Honored•Unique
T: Discard a card: Your opponent may not play tactics or reactions from their hand for the rest of this combat.
HE•••6/0 Illus. Sam Wood ©2004 GW Ltd.
BA (3+): Return a tractor card to its owner's hand.


MELAENA VERDTH AND EXCRUTIATUS
EXTRACTION SQUAD
2 4 2 2
Sisters of Silence•Infantry•Unique
T (4+): Lock an enemy infantry unit with speed of 3 or less. Only playable while this unit is attacking.
HE•••7/9 Illus. Sam Wood ©2004 GW Ltd.
BA (2+): Your opponent reveals their hand. Choose a card. Your opponent discards all copies of that card in their hand.


IRON LYNX
PROSECUTOR SQUAD
3 2 2 2
Sisters of Silence•Infantry
R (4+): When this unit declares a shooting attack, it may not be blocked. If the target of this attack is a psyker, this roll gets +2.
HE•••8/9 Illus. Sam Wood ©2004 GW Ltd.
R (3+): When you win a sector, move one of your infantry units from that sector to another sector where you have a base up infantry unit.


RAVEN'S CLAW
ASSAULT SQUAD
1 6 1 2
Sisters of Silence•Infantry
R: After a 5+ is rolled for a test, charge this unit. At the end of the battle, destroy this unit.
HE•••9/9 Illus. Sam Wood ©2004 GW Ltd.
R: After you destroy an opposing unit, draw a card.


AMICUS
ASSAULT SQUAD
0 7 2 3
Blood Angels • Infantry
BF • 1 / 80 Illus. Ed Cox ©2004 GW Ltd.
T (4+/4+): Any unit gets +1 assault and counterstrike for each base you passed when you played this card.


ANDREI ORNATOV
URSLAVIR COLONEL
R (5+): After one of your charging units is destroyed, charge any infantry unit.
Imperial Army • Character
2
BF • • • 2 / 80 Illus. John Wigley ©2004 GW Ltd.
BA (3+): Change one of your locked units.


ANNELIUS
CHAPLAIN OF THE BLOOD ANGELS
R Lock: After you charge a unit, draw 1 card.
T Rally: Any blocking unit gets +1 armor.
Blood Angels • Character
3
BF • 3 / 80 Illus. Colin MacNeil ©2004 GW Ltd.
M: +1 to any roll.


BLOOD REIGN
ANNELIUS'S ROTHCLAD
2 3 2 2
Blood Angels • Infantry
A: Destroy two enemy infantry units.
BF • • 4 / 80 Illus. Colin MacNeil ©2004 GW Ltd.
T: Any unit gets +2 assault.


BLOOD'S SPEED
RHINO
1 1 3 3
Blood Angels • Vehicle
While charging, this unit may block any shooting attack, regardless of speed.
R (3+): After you charge this unit, charge any ready infantry unit.
BF • • • 5 / 80 Illus. Justin Norman ©2004 GW Ltd.
T (3+): Any unit gets +2 assault.


BORIS'S TRACKERS
DESLAVIR 12TH INFANTRY
1 1 2 1
Imperial Army • Infantry
T (3+): Any Loyalist unit gets +1 firepower.
BF • 6 / 80 Illus. Cos Koniotis ©2004 GW Ltd.
BA(4+): Infiltrate all copies of this card in your hand.


BROTHER VENTANUS
CAPTAIN OF THE ULTRAMARINES
T (3+): Any charging unit gets +1 armor.
T Lock: Rally any shooting unit.
Ultramarines • Character • Honored • Unique
3
BF • • • • 7 / 80 Illus. Sam Wood ©2004 GW Ltd.
E: Destroy one Daemon unit.


CLONATUS
TACTICAL SQUAD
3 4 2 2
Blood Angels • Infantry
R (5+): After this unit destroys an asset by shooting, charge one of your ready infantry units.
BF • • • 8 / 80 Illus. Jon Hodgson ©2004 GW Ltd.
M: +1 to any roll. Only playable while you have a charging unit.


CLOTEN
DREADNOUGHT
0 6 1 3
Blood Angels • Vehicle
While this unit is charging, your enemy must discard 1 card to block assaults.
BF • • 9 / 80 Illus. Eric Ren ©2004 GW Ltd.
R (5+): After you charge a unit, rally any charging unit.


DARKHOGAT
HEAVY SUPPORT SQUAD
3 0 1 2
Death Guard • Infantry
T Discard 1 card: Any unit gets -1 armor, to a minimum of 1.
BF • • 10 / 80 Illus. David Millgate ©2004 GW Ltd.
T (3+): Any unit gets -1 armor, to a minimum of 1.


ELIUS
LAND SPEEDER SQUADRON
1 1 4 2
Ultramarines • Vehicle
T: This unit gets +2 firepower and counterattack. Only playable while blocking.
BF • 11 / 80 Illus. John Wigley ©2004 GW Ltd.
BA (4+): Lock one enemy unit.


FENNIAS
TACTICAL SQUAD
3 3 2 2
Ultramarines • Infantry
Counterattack
BF • • 12 / 80 Illus. Colin MacNeil ©2004 GW Ltd.
T: Any Ultramarine unit gets +1 armor.


FURION
ASSAULT SQUAD
0 6 2 3
Blood Angels • Infantry • Unique
After you charge this unit, rally all other charging units.
BF • • • 13 / 80 Illus. David Millgate ©2004 GW Ltd.
T (5+): Your enemy discards 3 cards. Only playable during your assault.


ICE SERPENTS
WITCHSEEKER SQUAD
4 3 1 2
Sisters of Silence • Infantry
R (3+): After this unit destroys a blocking unit, draw 3 cards.
BF • • • 14 / 80 Illus. Chris Dien ©2004 GW Ltd.
R (3+): After one of your units is blocked, rally it.


MACRAGGE'S HONOUR
GUILLIMAN'S FLAG SHIP
Ultramarines • Unique
BA Lock: Rally all of your units. Only playable if you have at least 1 infantry unit, 1 vehicle unit, and 1 character asset.
BF • • • 15 / 80 Illus. Rick Sardinha ©2004 GW Ltd.
T (3+): Your enemy discards 2 cards.


MANFEUS
RECON SQUAD
Ultramarines • Infantry
T: Look at your enemy's hand. Only playable while this unit is charging.


MYCAELIS
JETBIKE SQUAD
Emperor's Children • Vehicle
While charging, this unit does not need to lock to block attacks.


NERON
CUSTODES GUARD
Legio Custodes • Infantry
While ready, this unit may block any attack against your Unique cards.
T: This unit gets +d6 armor. Only playable while blocking.


RALDORON
CHAPTER MASTER OF THE BLOOD ANGELS
T Lock: Rally any assaulting unit.
Blood Angels • Character


SENITORUS
CUSTODES DRAE KNIGHTS
Legio Custodes • Vehicle
BA Rally: Destroy one locked enemy unit. Only playable if this unit is charging and the enemy has at least one ready or charging unit.


SINON
TACTICAL SQUAD
Ultramarines • Infantry
This unit gets +2 speed vs. charging units.
DF • 21 / 80 Illus. Al Eremin © 2004 GW Ltd.
T: Any vehicle unit gets +2 firepower vs. infantry units.


SMERNOV'S WARRIORS
UNSLAVIL 12TH INFANTRY
Imperial Army • Infantry
R (4+): After one of your vehicle units is locked, rally this unit.


TECHMARINE ARIUS
While this character is ready, your vehicle units get +1 speed.
T Lock: Charge any blocking vehicle unit.
Ultramarines • Character • Unique


THE CRIMSON SPECTRE
BATTLE BARGE
Blood Angels • Unique
BA Destroy this ship: Charge up to 2 of your ready infantry units. Only playable if your enemy chose this battle.


WARDENS OF THE GATE
GUILLIMAN'S BODYGUARD
Ultramarines • Infantry • Unique
T (3+/3+/3+): This unit gets +1 firepower for each test it passed when you played this ability.
E: Move one enemy asset to any other sector.


WINTER CROWS
VIGILATOR SQUAD
Sisters of Silence • Infantry
A: Deal 5 damage divided any way you choose to up to 2 Psyker units.


ABRIHORTON
ASSAULT SQUAD
Word Bearers • Infantry
R Discard 1 card: After this unit destroys an asset by assaulting, rally this unit.


ARCADIAS
MECHANICUM ASPEX
While this asset is ready, your vehicle units get +1 speed.
T Lock: Any vehicle unit gets +3 firepower.
Cult Mechanicus • Character


ARGEL TAL
LORGAR'S BODYGUARD
Word Bearers • Infantry • Unstable • Unique
R (2+): After you infiltrate a unit, rally this unit.


BORADOL
TACTICAL SQUAD
Word Bearers • Infantry
T (6+): This unit gets +2 firepower and counterattack.


COHORS NASICAE
IACULUS'S BODYGUARD
Emperor's Children • Infantry • Unique
E: Deploy the top card of your deck face up to any other sector.


DARK HEART
DISCIPLES OF KOR PHAERON
Word Bearers • Infantry • Unstable • Unique
T: Roll.
2 or less: Destroy this unit.
3-5: Lock one charging enemy unit.
6+: Destroy one charging enemy unit.
Only playable while this unit is attacking.


DESTINY'S HAND
EREBUS'S BATTLE BARGE
Word Bearers • Unique
BA Lock: Draw 3 cards.
E (3+): You get +1 flag.
DF •• 33 / 80 Illus. Rick Sardinha © 2004 GW Ltd.
R (6+): After one of your units locks to shoot, relay one of your other units.


FATE'S DEATH
BASILISK
0 0 0 3
Imperial Army • Vehicle
BA: Destroy a fortification asset.
T Lock: Destroy any blocking unit.
DF • 34/80 Illus. Andrew Repworth © 2004 GW Ltd.
T (4+): Relay any asset.


HARRIERS OF SIGNUS PRIME
BLOODLETTERS
0 8 2 2
Khorne • Daemon • Infantry
R (6+): After you charge this unit, charge any ready infantry unit.
DF •• 35/80 Illus. John Gravato © 2004 GW Ltd.
T: Any unit gets -1 armor, to a minimum of 1.


HENGIST
CABALIST
BA Lock: Infiltrate any number of Chaos Cultist units from your hand.
Chaos Cultists • Character
1
DF ••• 36 / 80 Illus. Mark Poole © 2004 GW Ltd.
T (3+): Any Traitor unit gets +1 firepower.


HORSA
DAVINITE CULTISTS
1 1 2 2
Chaos Cultists • Infantry
M Destroy this unit: +3 to any roll.
DF • 37/80 Illus. David Millgate © 2004 GW Ltd.
R: After you fail a test, relay any unit with a die number equal to the roll.


IMALDHORN
DEMENTOR SQUAD
3 3 1 4
Sons of Horus • Psyker • Infantry • Unstable • Unique
BA Lock (4+/5+/6+): Lock one enemy unit for each test you passed when you played this ability.
DF ••• 38/80 Illus. Justin Norman © 2004 GW Ltd.
R: After setup, if your enemy chose this battle, charge any unit.


JARUTEK
DREADNOUGHT
4 4 1 3
Word Bearers • Vehicle
T: Roll.
2 or less: This unit gets -4 firepower and +4 assault.
3-4: This unit gets +1 firepower and +1 assault.
5+: This unit gets +4 firepower and -4 assault.
DF •• 39/80 Illus. James Ryman © 2004 GW Ltd.
R (6+): After you destroy a unit with a sweeping advance, relay the assaulting unit.


KAMIEL
BATTLE SHIP
Word Bearers
M: +1 to any roll. Only playable while you have more ships than your enemy.
Dr • 40 / 80 Illus. Rick Sardinha © 2004 GW Ltd.
T: Intrigue this card.


KERBASI
SLAANESH SPAWN
0 0 1 1
Slaanesh • Daemon • Infantry • Unique
T Discard 1 unit card: This unit gets +X assault. X = the discarded unit's assault. Unlimited.
T Discard 1 asset card: This unit gets +X armor. X = the discarded asset's armor.
DF •• 41/80 Illus. Justin Norman © 2004 GW Ltd.
T: Any Traitor unit gets the "Unstable" keyword.


KOR PHAERON
BLACK CARDINAL OF THE WORD BEARERS
M Destroy one of your units: +2 or -1 to any roll.
T (3+): Any Traitor unit gets +1 firepower.
Word Bearers • Character • Unique
2
DF ••• 42 / 80 Illus. John Gravato © 2004 GW Ltd.
M: -1 to any roll.


LORGAR'S CATHEDRAL
BA Lock: Reveal the top 5 cards of your deck. Infiltrate one Daemon unit revealed this way. Place the remaining cards in your discard pile.
Fortification
2
DF •• 43 / 80 Illus. Val Mayerik © 2004 GW Ltd.
BA (5+): Relay any Traitor unit.


LUCIUS
CRAFTER MASTER OF THE EMPEROR'S CHILDREN
BA Lock: Infiltrate a unit card from your hand face up to any other sector.
E: Destroy one enemy asset.
Emperor's Children • Character • Unique
2
DF ••• 44 / 80 Illus. Sam Wood © 2004 GW Ltd.
T (2+): Any unit gets -1 armor, to a minimum of 1.


LUTGARDIS
DAVINITE CULTISTS
0 2 2 1
Chaos Cultists • Infantry
T Lock: Any unit gets +3 assault.
DF • 40 / 80 Illus. Steve Boultor © 2004 GW Ltd.
T Discard 1 card: Any unit may make an additional sweeping advance.


MELDUN
TACTICAL SQUAD
0 2 2 3
Death Guard • Infantry
T (3+): This unit gets +1 firepower for each of your ready Unaligned units.
DF • 46/80 Illus. Kenson Lew © 2004 GW Ltd.
R (5+): After one of your units is destroyed, draw X cards. X = the destroyed unit's armor.


PUBLORON
HEAVY SUPPORT SQUAD
0 2 1 3
Emperor's Children • Infantry
T Discard 1 card: This unit gets +X firepower. X = the die number on the discarded card.
DF •• 47 / 80 Illus. Ed Cox © 2004 GW Ltd.
M: +1 or -1 to any roll.


ROBAL
TACTICAL SQUAD
3 3 2 3
Word Bearers • Infantry
While ready, your enemy may not play cards or abilities that force you to discard.
DF •• 48 / 80 Illus. Dan Wheeler © 2004 GW Ltd.
R: After your enemy plays a card or ability that forces you to discard, look at copies of one enemy unit.


SCRODHA
IMMOLATION SQUAD
0 2 1 2
Sons of Horus • Infantry
T: This unit gets +d6 firepower.
DF •• 49 / 80 Illus. John Gravato © 2004 GW Ltd.
T (5+): Any defending unit gets +2 armor.


SEDUCERS
DAEMONETTES
0 5 3 2
Slaanesh • Daemon • Infantry • Unstable
R: After setup, charge this unit unless your enemy discards 1 random card.


TANCRED
DAVINITE PRIESTS
2 2 2 2
Chaos Cultists • Infantry
T Destroy this unit:
Lock the target of a shooting attack.


XETSA
POSSESSED SPACE MARINES
3 3 3 2
Sons of Horus • Daemon • Infantry • Unstable
After this unit locks to shoot, discard 1 card or reduce this unit's firepower to 0.


A PROPHECY REVEALED
BA Lock:
Draw 2 cards.
R: After a unit is infiltrated, rally any unit.
Influence • Honored • Unstable • Unique
1


AGNOMEN
HUNTER TANK
0 2 1 3
Emperor's Children • Vehicle
A: Your enemy discards their hand.


ALPHA-THETA 11
ANNIHILATOR TEAM
4 2 1 3
Cult Mechanicus • Infantry
T: Both players roll. Your enemy may not play cards with a die number equal to the rolled numbers. Only playable while locked.


ASAD
CHIMERA
3 0 1 2
Imperial Army • Vehicle
T: Any unit gets +3 assault.
Only playable while this unit is charging.
T (3+): This unit gets
+4 assault vs. Traitor units.


CALLIDORA
BATTLE BARGE
Emperor's Children
BA Lock: Destroy any asset.


CARDOC
TRANSPORT SHIP
World Eaters
R Lock: After setup, charge one of your ready units. Only playable if your enemy chose this battle.


EHREN GAK
WORLD EATERS CAPTAIN
3 3 2 3
World Eaters • Infantry • Unique
BA (5+) Reveal your hand:
Infiltrate all units from your hand to any sector.
Only playable while charging.


FIRE WALKERS
SENTINEL SQUAD
2 3 3 2
Imperial Army • Vehicle
R (4+): After your enemy charges a unit with assault 4 or more, destroy that unit.


GELDURK
TACTICAL SQUAD
0 0 2 3
Death Guard • Infantry
T Discard 1 asset card:
This unit gets +X firepower.
X = the die number on the discarded card.


GHAZAL'S DEFENDERS
FASADIAN 45TH INFANTRY
1 2 3 2
Imperial Army • Vehicle
R (3+): After one of your other units destroys an enemy Traitor unit, rally this unit.


GIESOLK
TERMINATOR SQUAD
3 4 1 3
Death Guard • Infantry • Unique
R: After setup, if your enemy chose this battle you take the first BA.


GRAGIN
TACTICAL SQUAD
2 3 2 2
Death Guard • Infantry
R (5+): After one of your units uses its special assault ability, charge this unit.


GRAST
JETBIKE SQUAD
2 2 3 2
World Eaters • Vehicle
T: Charge one of your units.
Only playable while blocking.


HALGROP
HEAVY SUPPORT SQUAD
4 0 1 2
Death Guard • Infantry
BA Lock (3+): Lock any enemy unit.


KAESORON
COMMAND SQUAD
3 5 2 3
Emperor's Children • Infantry • Unique
R Discard 1 card: After you lock a unit to attack, that unit may not be blocked.


LHORKE
ASSAULT SQUAD
0 6 2 2
World Eaters • Infantry
T (3+): This unit may make an additional sweeping advance. Only playable while you have at least one ship.


LIGHT HAMMER
RAIDER CARRIER
3 0 0 1
Emperor's Children • Infantry
This unit gets +3 speed vs. charging units.
R (3+): After you destroy a charging unit, rally this unit.


METELLIS
TERMINATOR SQUAD
X X 1 4
Emperor's Children • Infantry • Unique
This unit has firepower and assault equal to the number of other Emperor's Children units you have at this sector.
BF • 78 / 80 Illus. John Wigley © 2004 GW Ltd.
E: Destroy one of your locked units.


NISR'S SCOUTS
FASADIAN 45TH INFANTRY
1 0 2 1
Imperial Army • Infantry
T: This unit gets +d6 assault.
BF • 71 / 80 Illus. Bradley Williams © 2004 GW Ltd.
T: Any unit gets +1 firepower.


OSGARG
ASSAULT SQUAD
0 6 2 2
Death Guard • Infantry
T: This unit gets counterattack. Only playable while blocking.
BF • 72 / 80 Illus. Ed Cox © 2004 GW Ltd.
E (4+): Move one of your units to any other sector.


PHALANX
While this asset is locked, your Unaligned units get +1 firepower, +1 assault, and +1 armor.
T Lock: Any unit gets +1 armor.
Strategy
2
BF • 73 / 80 Illus. Eric Polak © 2004 GW Ltd.
E: You get +1 flag for each of your Unaligned units and -1 flag for each of your Traitor or Loyalist units.


PHI-ALPHA 2
NEUTRINO IRRADIATORS
2 2 2 2
Cult Mechanicus • Infantry
T: This unit gets +4 firepower and +4 assault vs. units with lower die number than this unit.
BF • 74 / 80 Illus. Karl Christensen © 2004 GW Ltd.
BA (2+): Lock any enemy unit with armor 4 or more.


RHO-MU 31
MECHANICUM PROTECTORS
2 1 1 2
Cult Mechanicus • Infantry • Unstable
E: Move 2 enemy units to any other sector.
BF • 75 / 80 Illus. Paul (Prof) Herbert © 2004 GW Ltd.
T: Rally any ship.


RUINED PALACE
BA Lock one of your units (4+): Destroy any enemy unit with armor 3 or more.
Fortification
3
BF • 76 / 80 Illus. Val Mayerik © 2004 GW Ltd.
T (4+): Any blocking unit gets +2 armor.


SADEK'S FIGHTERS
FASADIAN 45TH INFANTRY
2 3 2 3
Imperial Army • Infantry
R (5+): After your enemy charges a unit, charge this unit.
BF • 77 / 80 Illus. Bradley Williams © 2004 GW Ltd.
T: Draw 1 card.


TIBERILON
ASSAULT BIKE SQUADRON
1 1 3 2
Emperor's Children • Vehicle
T: This unit gets +d6 assault vs. vehicle units.
BF • 78 / 80 Illus. Michael Phillippi © 2004 GW Ltd.
T: Any vehicle unit gets +3 firepower vs. infantry units.


TORGE
RHINO
0 0 3 3
World Eaters • Vehicle
T Discard 1 card: Any charging unit gets +1 armor. Unlimited.
BF • 79 / 80 Illus. John Wigley © 2004 GW Ltd.
T (3+): Any unit may make one additional sweeping advance.


WRACK
ASSAULT SQUAD
0 4 2 2
World Eaters • Infantry
A: Choose a die number. Destroy all units and assets with a die number equal to the chosen number.
BF • 80 / 80 Illus. Malcolm McClinton © 2004 GW Ltd.
R (6+): After your enemy locks a unit to shoot, you choose the target of that attack. You must choose a legal target, but you may choose an enemy card.


ANSVARR
FENRIS BLOODS
0 7 2 2
Space Wolves • Infantry
This unit gets -1 assault for each locked enemy unit.
BP • 1/35 Illus. Adrian Smith © 2004 GW Ltd.
M: +1 to any roll for each of your charging units.


DÓMARR GUNNARRSSON
13TH COMPANY WOLFPRIEST
R Lock (2+): After you play a tactic card, play that tactic again, paying all costs.
BA Rally: Charge one of your ready units.
Space Wolves • Character
2
BP • 2/35 Illus. Adrian Smith © 2004 GW Ltd.
T: Any charging unit gets +1 armor.


GARAN
FENRIS BLOODS
0 6 2 3
Space Wolves • Infantry
BP • 3/35 Illus. Paul Leacock © 2003 GW Ltd.
BA Lock one of your assets: Infiltrate one of your face-up units from any other sector.


KÁRSSON-TÓLK
13TH COMPANY WOLFGUARD
2 5 1 3
Space Wolves • Infantry
While this unit is charging, all of your other units get +1 armor.
BP • 4/35 Illus. Torstein Nordstrand © 2004 GW Ltd.
R: After your enemy moves a unit to any other sector, destroy one of their units.


LEIKNIR
WULFEN PACK
0 4 3 2
Space Wolves • Infantry
T (4+): This unit gets +4 assault. Only playable while you have at least as many charging units as your enemy.
BP • 5/35 Illus. Adrian Smith © 2004 GW Ltd.
R (6+): After your enemy assaults, charge one of your locked units.


LEMAN RUSS
THE GREAT WOLF
2 7 2 4
Space Wolves • Infantry • Unique
T (2+): This unit gets counterattack vs. assaulting units.
R (4+): After this unit assaults, destroy one enemy asset.
BP • 6/35 Illus. Franz Vohwinkel © 2004 GW Ltd.
E: Deploy the top card of your deck face up to any other sector.


MYSKIA
FENRIS HUNTERS
2 2 2 3
Space Wolves • Infantry
A: Destroy up to three enemy infantry units.
BP • 7/35 Illus. Adrian Smith © 2004 GW Ltd.
T (6+): Draw 3 cards.


ÓLFUN
LONG FANGS SQUAD
4 3 1 3
Space Wolves • Infantry
R (3+): After this unit is blocked, charge one of your ready units.
BP • 8/35 Illus. Adrian Smith © 2004 GW Ltd.
T (3+): Any unit gets +2 firepower vs. Traitor units.


ORNULFR
HUNTER SQUAD
3 3 2 3
Space Wolves • Infantry
T (3+): This unit gets +3 assault and counterattack vs. assaulting units.
BP • 9/35 Illus. Adrian Smith © 2004 GW Ltd.
T: Any unit gets +2 armor vs. shooting units.


PATREKR THE GREAT-FANGED
DREADNOUGHT
0 0 1 3
Space Wolves • Vehicle
T: This unit gets +d6 assault.
BP • 10/35 Illus. Hugh Jamieson © 2004 GW Ltd.
R (5+): After you charge a unit, assault with that unit. Your enemy chooses the target of the attack. You may not make a sweeping advance.


SAEMUNDR
RHINO
0 0 3 3
Space Wolves • Vehicle
R: After one of your charging units is destroyed, draw 1 card.
BP • 11/35 Illus. Torstein Nordstrand © 2004 GW Ltd.
T (4+): Any unit gets +3 assault.


SIGFAST
SEEKER SQUAD
1 1 2 1
Space Wolves • Infantry
T Lock: Any unit may make an additional sweeping advance.
BP • 12/35 Illus. Adrian Smith © 2004 GW Ltd.
R: After your enemy rolls, rally one unit with a die number equal to the roll.


SKYRNIR
WOLFGUARD SQUAD
3 4 1 3
Space Wolves • Infantry
T (4+): This unit gets +2 armor.
BP • 13/35 Illus. Franz Vohwinkel © 2004 GW Ltd.
BA: Infiltrate this card. Only playable if your enemy has no cards in their hand.


TAMMIKK
WULFEN PACK
0 3 3 2
Space Wolves • Infantry
T: Any unit gets +2 assault.
Only playable while this unit is charging.
BP • 14/35 Illus. Adrian Smith © 2004 GW Ltd.
BA (5+): Shoot with one of your locked units.


THE VARANGI
RUSS'S VETERANS
2 6 3 3
Space Wolves • Infantry • Veteran • Unique
While this unit is charging, your enemy must discard 1 card to shoot at one of your units.
BP •• 15/35 Illus. Adrian Smith © 2004 GW Ltd.
T (3+): Any blocking unit gets +2 armor.


WOLF-SPIRIT
13TH COMPANY BATTLE BARGE
Space Wolves • Unique
BA Lock: Charge one of your units.
While locked, your units get +1 assault.
E: Rally this ship.
BP •• 18/35 Illus. Rick Sardinha © 2004 GW Ltd.
T (5+): Any assaulting unit gets +2 assault.
At the end of the BA: deploy this card to your fleet.


ANKHET
UTHZARR'S SECT
3 1 2 2
Thousand Sons • Psyker • Infantry
T (4+): This unit gets counterattack.
Only playable while this unit is locked.
BP • 17/35 Illus. Sam Wood © 2004 GW Ltd.
T: Any Traitor unit gets +d6 firepower.


ANKHTOWÉ
STRIKE CRAFT
Thousand Sons • Unique
T Discard 1 Psyker card:
Rally any copy of the discarded card.
BP •• 18/35 Illus. Rick Sardinha © 2004 GW Ltd.
BA (5+): Reveal the top 5 cards of your deck. Retrieve one unit revealed this way. Place the remaining cards in your discard pile.


ANKHU'ANEN
GUARDIANS OF THE GREAT LIBRARY
3 3 2 3
Thousand Sons • Psyker • Infantry
During setup, draw 1 extra card.
T Discard 1 Psyker unit:
Any unit gets +1 armor. Unlimited.
BP • 19/35 Illus. John Wigley © 2004 GW Ltd.
T (3+/4+/5+): Any unit gets +1 firepower for each card you passed when you played this ability.


BESENMUT
ASSAULT SQUAD
0 1 2 3
Thousand Sons • Psyker • Infantry
T (2+): This unit gets +1 assault for each of your other Psyker units or assets.
BP • 20/35 Illus. Torstein Nordstrand © 2004 GW Ltd.
BA Destroy one of your units: Infiltrate a Psyker unit from your hand.


HATHOR MAAT
THOUSAND SONS LIBRARIAN-SORCERER
T Lock:
Any unit gets +2 firepower.
While locked, your units get +1 speed.
Thousand Sons • Psyker • Character
2
BP •• 21/35 Illus. Carl Frank © 2004 GW Ltd.
T (5+): Any Psyker unit gets +3 firepower.


HESYRE
TACTICAL SQUAD
3 3 2 3
Thousand Sons • Psyker • Infantry
BA: Move this unit to any other sector.
BP • 22/35 Illus. Chris Trevas © 2004 GW Ltd.
T (5+): Each player discards their hand.


IU'AMUN
RHINO
1 1 3 3
Thousand Sons • Vehicle
R Lock: After you shoot with one of your units, charge one of your other ready units.
BP • 23/35 Illus. Al Eremita © 2004 GW Ltd.
R: After one of your units kicks to shoot, that unit gets +2 speed.


KHNUM
DREADNOUGHT
0 0 1 3
Thousand Sons • Vehicle
T (2+): This unit gets +4 firepower.
Only playable if you have a Psyker unit or asset.
BP • 24/35 Illus. Hugh Jamieson © 2004 GW Ltd.
R (4+): After one of your assets is destroyed, rally one of your units.


MAGNUS THE RED
THE LORD OF MAGES
5 3 2 4
Thousand Sons • Psyker • Infantry • Unique
BA Discard 1 card: Destroy any unit with a die number equal to the discarded card's die number. Only playable while charging.
BP •• 25/35 Illus. Franz Vohwinkel © 2004 GW Ltd.
T (4+): Any Psyker unit gets +2 armor.


NEBMAETRE
HEAVY SUPPORT SQUAD
2 0 1 3
Thousand Sons • Psyker • Infantry
R (5+): After one of your units is blocked, lock the original defending unit.
BP • 26/35 Illus. Justin Norman © 2004 GW Ltd.
T (5+): Look at the top 5 cards of your enemy's deck. Replace them in any order. You may shuffle the deck.


PA-SIAMUN
TACTICAL SQUAD
3 3 2 3
Thousand Sons • Psyker • Infantry
BA Destroy this unit: Reveal the top 5 cards of your deck. Infiltrate one unit card revealed this way. Place the remaining cards in your discard pile.


PRAHOTPE
RECON SQUAD
1 1 2 1
Thousand Sons • Psyker • Infantry
T: Look at the top card of your enemy's deck. You may discard that card.


QAA
LAND SPEEDER SQUADRON
1 1 4 2
Thousand Sons • Vehicle
This unit gets +3 armor while blocking.


SAINHERET
HEAVY SUPPORT SQUAD
4 3 1 3
Thousand Sons • Psyker • Infantry
R (3+): After this unit is blocked, rally one of your other Psyker units.


SEKHMET
TERMINATOR SQUAD
4 3 1 3
Thousand Sons • Infantry


SOBEK
HEAVY SUPPORT SQUAD
1 1 2 1
Thousand Sons • Infantry
T Lock: Any other unit gets +3 firepower.


THE SCARAB OCCULT
MAGNUS'S VETERANS
3 5 2 3
Thousand Sons • Psyker • Infantry • Veteran • Unique
BA (4+): Infiltrate a unit from your hand. Destroy one of your ready units.


UZTHZARR
THOUSAND SONS LIBRARIAN-SORCEROR
T (6+): Any Traitor unit gets +2 assault and counterattack. Only playable during an assault.
Thousand Sons • Psyker • Character 2


TZEENTCH'S BENEDICTION
BA: Move one of your units to any other sector. Turn that card face down.
Fortification 2


4 CATACOMBS OF TIZCA
Prospero
Units may not move out of this sector. Each player plays with the top card of their deck revealed.


3 THE ASHEN FOREST
Prospero
After setup, the player with the fewest units takes the first BA.


6 THE ATHENAEUM OF PROSPERO
Prospero
During setup, each player draws 2 extra cards. Ready units may block shooting attacks regardless of speed.


EREBUS
DARKAPOSTLE
6 5 2 3
Word Bearers • Infantry • Unique
R: After the enemy plays an "R" card or ability, they discard 1 card. Only playable while ready.
BT•••1/9 Illus. Sam Wood ©2004 GW Ltd.
BA: Destroy one ship.


FABRICATOR GENERAL OF MARS
X X 5 X
Cult Mechanicus • Infantry • Veteran • Unique
X= The number of ready Cult Mechanicus cards in play.


MALOGHURST
WITH POSSESSED RETINUE
3 3 2 4
Sons of Horus • Daemon • Infantry • Unstable • Unique
T: Discard 1 card. Reduce the enemy units armor by the die on the discarded card. Only playable while this unit is in combat vs. a loyalist unit.


ABADDON
AND CHOSEN TERMINATORS
4 6 3 3
Sons of Horus • Infantry • Unique
A: Destroy 2 loyalist cards.
R: After this unit destroys a unit, rally this unit unless your enemy discards 1 card.


BLADES OF THE TRAITOR
While this asset is ready, all your traitor units get +1 firepower. While this asset is locked, all your traitor units get +1 armor.
T: Lock this asset. This asset may not be rallied until after each battle.
Influence • Unique • Unstable 3


THE RED ANGEL
VOICE OF DISCORD
1 1 1 4
Chaos Undivided • Daemon • Infantry • Unstable • Unique
BA(3+): Discard a random card. If it is a Daemon unit, infiltrate it face up to any other sector. If it is a Sons of Horus unit, you may place it on top of your deck.
BT•••6/8 Illus. Sam Wood ©2004 GW Ltd.
T(4+): Your Daemon or Sons of Horus unit gets +1 to any number.


AHRIMAN
AND VETERAN BODYGUARD
4 6 2 3
Thousand Sons • Psyker • Infantry • Veteran • Unique
R(4+): After you play a "T" card or ability with a test, play that card or ability again. If you fail this test, lock this unit.
BT•••7/8 Illus. Sam Wood ©2004 GW Ltd.
T: Any loyalist unit loses counterattack.


INGETHEL THE ASCENDED
2 6 3 4
Chaos Cultists • Daemon • Infantry • Unstable • Unique
A Destroy this unit:
Your enemy discards their hand.
A Destroy this unit:
Infiltrate an Unstable unit from your hand.
BT•••8/8 Illus. Sam Wood ©2004 GW Ltd.
R: After your daemon unit destroys a loyalist unit, draw 1 card.


FULGRIM
AND BODYGUARD
4 7 3 3
Emperor's Children • Infantry • Unique
While this unit is charging, your enemy may not infiltrate units or move their units to or from other sectors.
BT•••9/8 Illus. Sam Wood ©2004 GW Ltd.
T: Any traitor unit gets +1 assault.


DEVOTION
Your Loyalist units get +1 speed.
T(4+): Any loyalist unit gets +1 armor and +1 assault.
Strategy • Unique
2
BM•••1/80 Illus. Michael Phillippi ©2004 GW Ltd.
BA(X+): Infiltrate a loyalist unit from your hand. X = Twice the number of locked enemy units. Only playable while your enemy has at least 2 locked units.


FERRUS MANUS
PRIMARCH OF THE IRON HANDS
While locked, your Iron Hands and vehicle cards get: "Invulnerable: 5+".
BA: Lock
T Rally: Raise the firepower or assault value of one of your units to equal the enemy unit's armor.
Iron Hands • Character • Unique • Honored
3
BM•••2/80 Illus. John Blanche ©2004 GW Ltd.
T: Your Iron Hands card gets "Invulnerable: 6+".


RETURN FIRE
T(4+): Any blocking unit gets +2 firepower and counterattack.
Strategy
1
BM•5/80 Illus. John Cadice ©2004 GW Ltd.
T: Any unit loses counterattack.


THE EMPEROR'S BENEVOLENCE
T Discard 1 card: Reveal the top card of your deck. You may discard that card.
Influence
1
BM•4/80 Illus. Michael Phillippi ©2004 GW Ltd.
BA Look one of your ships' Rally any unit.


XAVIER
CHAPLAIN OF THE SALAMANDERS
R: After a test is failed, lock this asset. That test is passed.
Salamanders • Character • Unique
4
BM•••5/80 Illus. James Byman ©2004 GW Ltd.
M: +2 to any roll unless your enemy discards 2 cards.


AGAPITO
KRIEGER
2 2 1 3
Raven Guard • Infanterie
T (4+): Diese Einheit erhält +4 Feuerkraft.
BM•6/80 Illus. John Cadice ©2004 GW Ltd.
M: +2 auf einen Nicht-Tiber-Wurf.


ALCORAX
STURMTRUPP
2 5 3 2
Raven Guard • Infanterie
KA (4+): Greife mit dieser Einheit im Nahkampf an. Nur spielbar, wenn dies deine letzte abrufbare Einheit ist.
BM•••7/80 Illus. Torstein Nordstrand ©2004 GW Ltd.
M: -2 auf einen Wurf, es sei denn, den Gegner wirft 1 Karte ab.


ALONI
FALKEN
1 2 2 2
Raven Guard • Infanterie
T (3+/3+): Diese Einheit erhält +2 Nahkampf für jeden Test, der dir beim Spielen dieser Eigenschaft gelungen ist.
BM•8/80 Illus. John Cadice ©2004 GW Ltd.
R (5+): Nachdem du im Vorkommen eine Einheit zerstört hast, stirnne mit einer deiner anderen aktiv/deren Einheiten ein.


ARENDI
LEIBWACHE
2 2 3 3
Raven Guard • Infanterie • Einzigartig
T (3+): Diese Einheit erhält +4 Feuerkraft und +4 Nahkampf. Nur während des Verteidigens spielbar.
BM•••9/80 Illus. John Gravato ©2004 GW Ltd.
T (2+): Eine einzigartige Karte erhält +2 Rüstung.


ARKAN
LAND RAIDER
3 2 1 4
Salamander • Fahrzeug • Einzigartig
T (X+): Sperre die verteidigende Einheit. X = die Rüstung der verteidigenden Einheit. Nur spielbar, solange diese Einheit schießt.
BM•••10/80 Illus. David Millgate ©2004 GW Ltd.
T (3+): Eine Einheit erhält +2 Feuerkraft.


ARTULON
VETERANENTRUPP
2 5 2 4
Legio Custodes • Infanterie • Geehrt
T: Diese Einheit erhält +3 Nahkampf gegen Dämonen-Einheiten.
BM•••11/80 Illus. Andrea Uderzo ©2004 GW Ltd.
T: Eine Einheit erhält +1 Rüstung gegen Dämonen-Einheiten.


BRANTAR
CYBOT
7 2 2 2
Iron Hands • Fahrzeug • Einzigartig
T (5+): Diese Einheit darf einmal zusätzlich einen Schussangriff durchführen, wenn sie die gegnerische Einheit zerstört.
BM•••12/80 Illus. Chris Dien ©2004 GW Ltd.
T: Eine Einheit erhält Gegenangriff.


CISTAR
ASTROPATH
1 1 1 2
Iron Hands • Psioniker • Infanterie • Einzigartig
T (2+/3+/4+/5+): Diese Einheit erhält +2 Nahkampf und +2 Feuerkraft für jeden Test, der dir beim Spielen dieser Eigenschaft gelungen ist.
BM•••13/80 Illus. Andrea Uderzo ©2004 GW Ltd.
KA Sperre einen deiner Vorteile: Infiltriere eine feindliche Einheit aus deiner Hand.


COMECH
CYBOT
2 5 2 3
Iron Hands • Fahrzeug
Diese Einheit darf nicht blocken oder geblockt werden.
BM•••14/80 Illus. Andrea Uderzo ©2004 GW Ltd.
T: Eine Fahrzeug-Einheit erhält +1 Rüstung.


CORTAN
STURMTRUPP
2 4 2 2
Salamander • Infanterie
N: Gib einer gegnerischen Infanterie-Einheit 7 Schaden, und gib danach einer anderen gegnerischen Infanterie-Einheit ebenfalls 7 Schaden.
BM•••15/80 Illus. Torstein Nordstrand ©2004 GW Ltd.
R (4+): Nachdem dein Gegner eine Einheit gesperrt hat, um mit ihr zu spielen oder im Nahkampf anzugreifen, sammle die Einheit.


DARRAS
TAKTISCHER TRUPP
2 2 3 1
Iron Hands • Infanterie • Einzigartig
R: Nachdem dein Gegner einen Schussangriff angekündigt hat, erhält eine deiner Einheiten +1 Schnelligkeit.
R: Nachdem dein Gegner einen Schussangriff angekündigt hat, um mit ihr zu spielen oder im Nahkampf anzugreifen, sammle die Einheit.
BM•••16/80 Illus. Torstein Nordstrand ©2004 GW Ltd.


ETA-KAPPA 00
1 1 2 1
Kult Mechanicus • Roboter • Infanterie • Einzigartig
Solange diese Einheit stürmt, muss dein Gegner 1 Karte abwerfen, um mit einer Einheit zu stürmen.
BM···17/80 Illus. Kari Christensen ©2004 GW Ltd.
T (3+): Eine Einheit erhält +2 Rüstung gegen Schusswaffe.


CALLOVAX
TAKTISCHER TRUPP
3 1 2 2
Raven Guard • Infanterie
T Sperren: Die gegnerische Einheit erhält -2 Nahkampf oder -1 Feuerkraft. Nur spielbar, wenn sich diese Einheit im Kampf befindet.
BM···18/80 Illus. Chris Bies ©2004 GW Ltd.
T: Eine Einheit erhält +1 Nahkampf.


HALMECH
LEICHTER STURMTRUPP
3 1 4 3
Iron Hands • Infanterie
T: Diese Einheit erhält +2 Nahkampf.
BM···19/80 Illus. Torstein Nordstrand ©2004 GW Ltd.
T: Eine Einheit erhält +1 Rüstung.


HARMOKAN
UNTERSTÜTZUNGSTRUPP
1 1 1 1
Salamander • Infanterie • Geehrt • Einzigartig
Wenn diese Einheit zerstört worden ist, nimm sie auf deine Hand.
BM···20/80 Illus. Torstein Nordstrand ©2004 GW Ltd.
E: Ein Ork eines Nahkampf- oder Schusswaffen-Mob verliert 1 Lebenspunkt. Wenn der Nahkampf oder die Feuerstärke des Angreifers so hoch ist wie die Rüstung des Verteidigers.


MARLOCK
TERMINATORTRUPP
2 4 1 4
Iron Hands • Infanterie
T: Eine Einheit darf einmal zusätzlich vorstürmen. Dein Gegner darf 2 Karten ziehen.
BM-21/80 Illus. Andrea Uderzo ©2004 GW Ltd.
T (4+): Eine blockende Einheit erhält +3 Rüstung.


MULGAN
TERMINATORTRUPP
3 3 1 4
Salamander • Infanterie
M: +2 auf einen Wurf. Dein Gegner darf eine Karte aus seiner Hand infiltrieren.
BM-22/80 Illus. Kari Christensen ©2004 GW Ltd.
KA (5+): Ziehe 2 Karten.


PI-ALPHA 52
0 0 1 1
Kult Mechanicus • Infanterie
T Wirf eine Einheiten-Karte ab: Diese Einheit erhält einen Feuerkraft- oder Nahkampfbonus in Höhe der Feuerkraft oder des Nahkampfs der abgeworfenen Einheit. Wenn du einen Roboter abgeworfen hast, verdopple diesen Bonus.
BM···23/80 Illus. Kari Christensen ©2004 GW Ltd.
T: Verdopple die Feuerkraft einer Einheit. Zerstöre die Einheit am Ende dieser KA.


SANTAR
GEFOLGE DES FERRUS MANUS
2 3 3 3
Iron Hands • Infanterie • Einzigartig
T: Diese Einheit erhält +W6 Nahkampf.
R (3+): Nachdem diese Einheit im Nahkampf angegriffen hat, sammle diese Einheit.
BM···24/80 Illus. John Gravato ©2004 GW Ltd.
E: Zerstöre eine deiner Einheiten.


SOLARO
BIKESCHWADRON
2 3 3 2
Raven Guard • Fahrzeug
Gegenangriff
BM-25/80 Illus. John Gravato ©2004 GW Ltd.
E: Bewege eine deiner Einheiten in einen anderen Sektor.


SORKAR
KULTTRUPP
5 2 2 2
Salamander • Infanterie
Diese Einheit erhält -1 Feuerkraft für jede deiner gesperrten Einheiten.
BM···26/80 Illus. Dave Milligate ©2004 GW Ltd.
T (3+) Eine Einheit erhält -2 Feuerkraft.


VULKAR
UNTERSTÜTZUNGSTRUPP
2 3 2 3
Salamander • Infanterie
T Sperren: Spiele eine Karte, auf der ein Test steht, aus deiner Hand. Der Test gelingt (kein Wurf nötig).
BM···27/80 Illus. Chris Bies ©2004 GW Ltd.
KA: Beide Spieler werfen ihre Handkarten ab und ziehen 4 Karten. Nur spielbar, wenn du mehr Karten hast als dein Gegner.


XI-NY 73
3 2 2 2
Kult Mechanicus • Infanterie
T: Eine Fahrzeug-Einheit erhält +2 Nahkampf gegen Infanterie Einheiten.
BM···28/80 Illus. Chris Bies ©2004 GW Ltd.
T: Eine Infanterie-Einheit erhält +2 Feuerkraft gegen Fahrzeug-Einheiten.


ALPHARIUS
PRIMARCH OF THE ALPHA LEGION
BA Lock: Destroy one of your Chaos Cultist units. Infiltrate an Alpha Legion unit.
R: After one of your Alpha Legion units is destroyed, rally this asset.
Alpha Legion • Character • Unique
3
BM···29/80 Illus. John Blanche ©2004 GW Ltd.
R: Your unit may make an additional sweeping advance. Only playable if your unit has an assault value of 1.


FULGRIM
PRIMARCH OF THE EMPEROR'S CHILDREN
Your Emperor's Children units get +1 speed.
R: After your enemy passes a test, your enemy re-rolls.
Emperor's Children • Unstable • Unique
3
BM···30/80 Illus. John Blanche ©2004 GW Ltd.
M: -3 to any roll.


HORUS'S PRIDE
BA Lock one of your Traitor units. Lock one enemy unit.
Influence
1
BM···31/80 Illus. Dave Milligate ©2004 GW Ltd.
T (3+): Any assaulting unit may not make a sweeping advance. Only playable if you blocked this assault.


SOR BAKPAHL
CHAPLAIN
T Discard 1 card: Any unit gets +X assault. X = the die number on the discarded card.
Word Bearers • Character
2
BM···32/80 Illus. Dan Wheaton ©2004 GW Ltd.
BA Destroy one of your ships. Charge up to 2 of your ready infantry units.


TAU-DELTA 82
T Lock: One of your units gets +5 firepower. Only playable while your unit's firepower is lower than the enemy unit's armor.
Cult Mechanicus • Titan • Unique
3
BM···33/80 Illus. Pat Olliff, ©2004 GW Ltd.
T: One of your O/A Mechanicus units gets +1 armor.


VOLUNTARY SACRIFICE
BA Destroy 1 of your units: Charge up to 2 of your ready infantry units.
Strategy
1
BM···34/80 Illus. John Gravato ©2004 GW Ltd.
E: Destroy one of your units.


STEALTH
FULGRIM'S CRUISER
Unique
While this ship is ready, your enemy may not play abilities printed on their ships.
BA(6+): Lock this ship. Only playable by your enemy.
BM···35/80 Illus. Wayne Osgood ©2004 GW Ltd.
BA: Lock one enemy ship.


ABISHA
2 0 2 2
Chaos Cultist • Infantry
BA Destroy this unit: Assault with one of your ready Daemon units. Only playable while your enemy has at least one charging unit.
BM···36/80 Illus. Eric Polak ©2004 GW Ltd.
E: Move one of your infantry units to any other sector.


ALPHA-OMEGA 05
0 3 2 1
Cult Mechanicus • Robot • Vehicle • Unique
T: This unit may make an additional sweeping advance. Unlimited.
DM ••37/80 Illus. Dave Millgate ©2004 GW Ltd.
E: Destroy one of your units.


BARGOTAL
HEAVY SUPPORT SQUAD
0 0 1 2
Word Bearers • Infantry
BA: Lock one of your units (4+): Destroy an enemy unit with an armor value equal to or less than the locked unit's speed.
DM ••38/80 Illus. Franz Vohwinkel ©2004 GW Ltd.
M: +1 to any roll.


CAMILLARUS
TERMINATOR SQUAD
3 4 2 2
Alpha Legion • Infantry
T: Any locked unit gets counterattack.
DM •39/80 Illus. Andrea Uderzo ©2004 GW Ltd.
T(3+): Any unit gets +1 assault or +1 firepower. (3+): Any unit gets counterattack. You may not roll the second toss if you failed the first.


CHI-UPSILON 64
4 2 2 1
Cult Mechanicus • Infantry
While you have a ready robot unit, this unit may not be blocked.
T: Any unit loses counterattack. Only playable while this unit is shooting.
DM ••40/80 Illus. Dave Millgate ©2004 GW Ltd.
BA(3+): Rally any robot unit.


CU'ANDO
SCREAMERS
X X 3 2
Tzeentch • Daemon • Infantry • Unstable
X = the number of keywords on the enemy unit with the highest total armor plus speed.
DM •41/80 Illus. JD Smith ©2004 GW Ltd.
T(5+): Any unit with a value of X has that value changed to 0.


CYRIARUS
TACTICAL SQUAD
3 2 2 2
Alpha Legion • Infantry
Each player draws 1 less card for their command hand.
DM ••42/80 Illus. James Ryman ©2004 GW Ltd.
R(4+): After setup, each player discards their hand and draws 5 new cards.


DECIMIUS
TACTICAL SQUAD
3 1 3 3
Alpha Legion • Infantry
R: After your enemy rallies a unit, draw 1 card. Only playable while ready.
DM ••43/80 Illus. James Brady ©2004 GW Ltd.
BA(5+): Rally any robot unit.


DORBORAL
ASSAULT SQUAD
2 4 2 2
Word Bearers • Infantry
A Lock: Shoot with one of your locked units.
DM ••44/80 Illus. Steve Roulter ©2004 GW Ltd.
R: After setup, you may discard 2 cards. If you do, draw 2 cards. Your enemy may do the same.


DRADENOR
VETERAN SQUAD
6 2 2 2
Iron Warriors • Infantry
BA(5+): Rally any vehicle unit.
DM ••45/80 Illus. Tiernan Trevallion ©2004 GW Ltd.
T: Any vehicle unit gets +2 firepower.


DRASK
SCOUT SQUAD
1 2 2 1
World Eaters • Infantry
A: Assault with one of your ready or locked infantry units.
DM •46/80 Illus. Eric Polak ©2004 GW Ltd.
T(3+): Any unit gets +2 firepower vs. infantry units.


FORTRONUS
VETERAN SQUAD
2 2 2 2
Alpha Legion • Infantry • Unique
T: This unit gets +X firepower or +X assault. X = the number of cultist units you have in play.
DM •••47/80 Illus. James Ryman ©2004 GW Ltd.
R: Any unit gets +1 firepower.


HONORIUS
RHINO
0 0 3 3
Alpha Legion • Vehicle
BA Rally: Assault with one of your ready infantry units. Only playable while this unit is charging.
DM •••48/80 Illus. Dave Millgate ©2004 GW Ltd.
T: Any charging unit gets counterattack.


KA-PERMODE
BATTLE SQUAD
4 1 2 2
Night Lords • Infantry
R: After this unit destroys a unit with a shooting attack and this unit is not destroyed, lock one enemy unit with speed less than the difference between the damage dealt and the armor of the destroyed unit.
DM ••49/80 Illus. Scott Szczesiak ©2004 GW Ltd.
T(4+): Any unit gets +2 firepower.


KOHLEK
SUPPORT SQUAD
2 1 2 2
Word Bearers • Infantry
T Lock: Lock an enemy unit unless your enemy rolls less than or equal to the unit's speed.
DM ••50/80 Illus. Kenson Low ©2004 GW Ltd.
T: Any card gets +1 to its firepower, assault, speed, armor, or die number.


KON-DRAYUR
TACTICAL SQUAD
3 1 2 1
Night Lords • Infantry
T: This unit gets +2 firepower or +2 armor. Only playable while you have a Psyker unit.
DM •51/80 Illus. Franz Vohwinkel ©2004 GW Ltd.
T(4+): Rally any Psyker unit.


MALBON
SUPPORT SQUAD
4 0 1 3
Iron Warriors • Infantry
T: This unit gets +4 assault and counterattack. Only playable while this unit is being assaulted.
DM ••52/80 Illus. Franz Vohwinkel ©2004 GW Ltd.
BA: Your enemy discards 2 cards.


OLODAR
SUPPORT SQUAD
2 3 1 2
Word Bearers • Infantry
T Lock: You may play tactics and abilities that would normally require you to lock without locking. If you do not destroy the opposing card, destroy this unit.
DM ••••53/80 Illus. Steve Bonitter ©2004 GW Ltd.
M: +2 to any roll. Your enemy may rally any unit.


PA-URROD
LAND RAIDER
2 4 2 1
Night Lords • Vehicle
R: After your enemy passes a test printed on a card in their command hand, draw 1 card. Only playable while ready.
DM-•54/80 Illus. Ed Cox ©2004 GW Ltd.
E: Destroy an enemy unit at this sector. Your enemy destroys one of your units at this sector.


PHAEL RABOR
2 1 3 2
Word Bearers • Infantry
T Destroy this unit: Destroy one character asset.
DM-•55/80 Illus. Justin Norman ©2004 GW Ltd.
T(4+): Any unit gets +1 firepower for each of your locked units.


PHAEL TORON
CORRUPT LEGION
2 2 2 3
Word Bearers • Infantry
R: After your enemy locks a unit to shoot with it, your enemy rolls. On a roll of 1 or less, that unit's firepower is reduced to 0.
DM-•56/80 Illus. Tiernan Trevallion ©2004 GW Ltd.
BA(3+): Draw 3 cards.


PROMODON
DREADNOUGHT
0 7 2 3
Iron Warriors • Vehicle
This unit may not get counterattack.
After this unit charges, your enemy may change one of their units.
DM-•57/80 Illus. Justin Norman ©2004 GW Ltd.
BA(X+): Lock one enemy unit with speed equal to or less than X. If you fail this test, lock one of your units.


QUOR VONDAR
LIBRARIAN
3 3 1 2
Word Bearers • Psyker • Infantry • Shock Troop
DR: Reveal the top card of your enemy's deck. You may discard that card.
DM-•58/80 Illus. Jim Pavelec ©2004 GW Ltd.
E (5+/5+/5+/5+): Look at the top X cards of your enemy's deck. You may discard any of those cards. X = the number of tests passed.


RACHARUS
TACTICAL SQUAD
6 2 2 3
Alpha Legion • Infantry
If this unit is locked reduce its firepower to 2.
T Lock: Any other unit gets +2 firepower or +1 armor.
DM-•59/80 Illus. Chris Bien ©2004 GW Ltd.
T: Any unit loses counterattack.


RAD-URZON
VETERANS
3 3 3 3
Night Lords • Infantry • Unique
T: This unit gets +1 firepower or +1 assault for each of your other Night Lord units. Only playable while blocking.
DM-•60/80 Illus. Torstein Nordstrand ©2004 GW Ltd.
T: Any unit gets +1 armor.


RANOGAL
SUPPORT SQUAD
2 2 2 2
Word Bearers • Infantry
T: This unit gets +1 armor and counterattack.
DM-•61/80 Illus. Chris Bien ©2004 GW Ltd.
T: Any defending unit gets +1 firepower or +1 assault.


SKHRAN
ASSAULT SQUAD
0 2 3 2
World Eaters • Infantry
T(4+/4+): This unit gets +3 assault for each test you passed when you play this ability.
DM-•62/80 Illus. Dave Millgate ©2004 GW Ltd.
R: After a unit rallies, lock that unit.


SPIRODON
RHINO
2 2 1 3
Iron Warriors • Vehicle
T: Destroy this unit. Replace it with an infantry unit from your hand. That unit gets counterattack. Only playable while this unit is in combat.
DM-•63/80 Illus. Jim Pavelec ©2004 GW Ltd.
BA: Discard 1 random card. Assault with a ready unit with a die number equal to die the number on the discarded card.


THE FALLEN
4 6 2 3
Khorne • Daemon • Infantry • Unique • Unstable • Shock Troop
DR Discard 1 card: Search your deck for any non-flag card and add it to your hand.
DM-•64/80 Illus. Pat Olliff ©2004 GW Ltd.
E: Destroy one of your Shock Troop units.


TOURBADON
HEAVY FIRE SQUAD
0 2 2 3
Iron Warriors • Infantry
T: This unit gets +d6 firepower vs. vehicle units.
DM-•65/80 Illus. Ed Cox ©2004 GW Ltd.
T(5+) Any card gets +2 armor.


UR-CURLON
VETERANS
4 4 1 2
Night Lords • Infantry
M: Destroy this unit: +3 or -3 to any roll.
DM-•66/80 Illus. Chris Bien ©2004 GW Ltd.
R: After your enemy destroys one of your assets in an assault, rally one of your units.


ANTONIN COLEMAN
T Lock: Any unit gets counterattack.
Character
2
DM-•67/80 Illus. James Ryman ©2004 GW Ltd.
R: Any unengaged unit gets +1 armor.


DIPLOMACY
T Lock: This BA ends. Rally both units.
R: After both units in a BA are destroyed, rally this asset.
Strategy • Unique
2
DM-•68/80 Illus. Joel Biske ©2004 GW Ltd.
BA: Change two units. Your enemy may discard 2 cards to negate this effect.


REINFORCEMENTS
BA: Lock up to 2 enemy units unless your enemy rolls less than or equal to each unit's armor. Not playable in the first turn and may not be your first BA this turn.
Fortification • Unique
2
DM-•69/80 Illus. Ransom Low ©2004 GW Ltd.
R: Any card gets +1 armor.


VINCENTE SUXX
R Lock one of your other units. After one of your units destroys an enemy unit by assaulting, rally that unit.
Iron Hands • Infantry
1
DM-•70/80 Illus. Chris Bien ©2004 GW Ltd.
E: Destroy one of your assets.


CONTRADOR
Iron Warriors
R: After setup, look at your enemy's hand.


ORNATOV'S BARGE
Imperial Army
T: Any unit gets +6 firepower. Only playable while you have an infantry unit, a vehicle unit, and a character asset in play.


THE PRIDE OF MARS
Cult Mechanicus
E: Move one of your units to any other sector.


CHI-MU 25
1 1 3 X
Cult Mechanicus • Vehicle • Unique
X is equal to the number of other unique cards you have at this sector.
R(3+): After this unit is destroyed during an assault, charge one of your ready unique units.


DARMOSIAN
SCOUT SQUAD
1 1 2 1
Emperor's Children • Infantry
T: Look at the top card of your enemy's deck. Only playable during an assault.


DHORT
DREADNOUGHT
0 8 1 3
World Eaters • Vehicle
T(3+): This unit gets counterattack. Only playable while blocking.


FOHRSTE
ORNIS
0 6 2 2
Imperial Army • Infantry
R(3+): After you charge this unit, charge one of your vehicle units.


FULGRIM'S BODYGUARD
3 3 2 3
Emperor's Children • Infantry • Unique
M: -1 to any roll unless your enemy discards 1 card.


MAHRKE
SPEEDER SQUAD
4 0 4 2
World Eaters • Vehicle
R(3+): After this unit blocks an attack, charge it.


TRADOR
LAND RAIDER
2 1 1 5
Iron Warriors • Vehicle
A: Charge up to 2 of your other units.


3 GREAT FOREST
Prospero
All shooting units get -1 speed, to a minimum of 1.


6 HUSK CITY
Istvaan III
E: All non-flag cards get +1 flag.


5 MASS GRAVES
Istvaan III
E: Each player destroys one of their cards at this sector.


5 PORTAL MAZE
Prospero
After setup, each player infiltrates the top card of their deck. No player may react to this ability.


4 SCORCHED MOUNTAINS
Istvaan III
All deployments made to this sector are made face up.


7 THE SILVER SPIRES
Prospero
The player who takes this sector immediately deploys the top card of their deck to each remaining sector.


CARRO
HERO OF ISTVAAN
T: This asset gets +d6 armor.
BA Discard 2 random cards: Infiltrate 2 face-up cards from any other sector. Move this card to that sector.
Death Guard • Character • Honored • Unique
1


WEBWAY BUILDERS
BA Lock (3+): Infiltrate a unit from your hand face-up to this sector. Only playable if this is your first BA.
Cult Mechanicus
1


FROZEN HEART
Sisters of Silence
While there are less than 10 cards at a sector, your units get +1 speed.
T Lock (3+): One of your units with armor 2 or less gets +3 armor.


THE EMPEROR'S GIFT
Legio Custodes • Unique
R: After you destroy an enemy unit, roll. If the roll is lower than the die on the destroyed unit, draw 1 card.


ADSULTON
HEAVY ASSAULT SQUAD
0 7 2 4
Legio Custodes • Infantry • Unique
R (4+): After this unit destroys a daemon unit by assaulting, draw a number of cards equal to the destroyed unit's armor.
GT--5/38 Illus: Michael Phillippi ©2005 GW Ltd.
T Your enemy may not play 'T' cards or abilities. Only playable during an assault by a daemon unit.


AVITO
BIKE SQUAD
3 0 4 2
Legio Custodes • Vehicle
While this unit is charging, your enemy may not block your shooting attacks.
GT--6/38 Illus: Eric Sen ©2005 GW Ltd.
T (4+): Rally any charging units. Only playable if your enemy has 6 or more charging units.


DELTA-OMEGA 03
RECON SCOUT
1 2 1 3
Cult Mechanicus • Robot • Vehicle
If this unit is destroyed, place all cards under this unit into the discard pile.
R (4+): After you play a 'T' card, place that card under this unit. At the end of the BA, add all cards under this unit to your hand. Only playable while ready.
GT--7/38 Illus: Karl Christensen ©2005 GW Ltd.
T (4+): One of your units gets +1 firepower.


DIOCLETON
CUSTODIA COMMAND SQUAD
2 3 2 2
Legio Custodes • Infantry
M: +1 to any roll.
Only playable while this unit is locked.
GT--8/38 Illus: Adrian Smith ©2005 GW Ltd.
R (4+): After your enemy destroys one of your units, rally any unit.


EPSILON-ALPHA 43
ENGINEER SQUAD
3 0 2 3
Cult Mechanicus • Infantry
While you have more Shock Troop units than your enemy, this unit may not be blocked.
T (5+): Your enemy may not play 'T' cards or abilities. Only playable while locked.
GT--9/38 Illus: John Gravato ©2005 GW Ltd.
T (5+): Any infantry unit gets +1 armor or any vehicle unit gets +2 armor.


ERATIN
TACTICAL SQUAD
3 1 2 3
Legio Custodes • Infantry
R Rally one of your charging units (2+): After one of your units is destroyed, charge one of your units.
GT--10/38 Illus: Michael Phillippi ©2005 GW Ltd.
R (4+): After one of your units is destroyed, embark a unit with the same number from your hand.


FROST WOLVES
PROSECUTOR SQUAD
1 3 2 2
Sisters of Silence • Infantry • Shock Troop
DR: Deploy a ship to your fleet from your discard pile.
T (3+): Any Sisters of Silence or Legio Custodes unit gets +1 armor.
GT--11/38 Illus: Andrea Uderzo ©2005 GW Ltd.
R (3+): After you destroy an enemy unit, lock any unit with the same name as the destroyed unit.


GROLKAR
VETERAN SQUAD
3 4 2 3
Death Guard • Infantry
Your enemy cannot shoot at your charging units unless they discard 1 card.
GT--12/38 Illus: Paul Carrick ©2005 GW Ltd.
R (4+): After you lock a unit to assault with it, that assault cannot be blocked.


HERCULANUS
CUSTODIAN GUARD SQUAD
3 1 2 3
Legio Custodes • Infantry
R (4+): After your enemy locks a unit to shoot with it, this unit gets +3 speed.
GT--13/38 Illus: Adrian Smith ©2005
T (5+): One of your units gets +5 assault.


ICE MAIDENS
PROSECUTOR SQUAD
0 0 2 3
Sisters of Silence • Infantry
T: This unit gets +X firepower and +X assault. X= the number of keywords on the enemy card. Only playable vs. daemon units.
GT--14/38 Illus: Chris Dien ©2005 GW Ltd.
T (3+): Any unit gets +1 firepower, +1 assault, +1 speed or +1 armor.


LAMBDA-ZETA 01
SEEKER CLASS
0 3 2 2
Cult Mechanicus • Robot • Vehicle
A Discard 1 random card. Destroy all locked enemy units with a die equal to the die on the discarded card. Then lock all enemy units with a die equal to the discarded die. If no units are affected, destroy this card.
GT--15/38 Illus: Karl Christensen ©2005 GW Ltd.
R After one of your units is destroyed by a sweeping advance, embark this unit.


PRAETORON
CUSTODIAN GUARD SQUAD
3 1 3 1
Legio Custodes • Infantry
T (5+): This unit gets +3 armor.
Only playable while this unit is blocking.
GT--16/38 Illus: Adrian Smith ©2005 GW Ltd.
R (4+): After you destroy a unit by assaulting, rally your assaulting unit.


STEEL FOXES
VIGILATOR SQUAD
2 3 2 2
Sisters of Silence • Infantry
R: After this unit destroys an enemy card, move it to any other sector. Infiltrate one of your face up cards from that sector.
GT--17/38 Illus: Chris Dien ©2005 GW Ltd.
T: Any unit gets +1 firepower.


TURMALIS
SUPPORT SQUAD
1 2 3 1
Legio Custodes • Infantry • Honored • Shock Troop
DR (5+): Reveal the top card of your deck. If it is a Shock Troop unit, deploy that unit face up to this sector.
GT--18/38 Illus: Michael Phillippi ©2005 GW Ltd.
T (4+): All infantry units during this BA get +1.


WHITE PYTHONS
HUNTERS
1 4 2 2
Sisters of Silence • Infantry • Shock Troop
DR: Infiltrate one of your face-up units from any other sector.
T (4+): This unit gets +3 firepower vs. units with a higher speed.
GT--19/38 Illus: Andrea Uderzo ©2005 GW Ltd.
T (5+): Until the end of the BA, your unit gets +2 M. Any not gets -2.


ABYSSA
DAEMON PRINCE
R: After one of your daemon units is destroyed, lock this card.
BA (4+): Rally. Choose one enemy unit. Deal X damage to any other enemy unit. X= the chosen unit's firepower.
Slaanesh • Daemon • Unique
2
GT--20/38 Illus: Wayne England ©2005 GW Ltd.
BA Destroy one of your ready units. Infiltrate this card locked.


BATTLE FLIES
T Discard 1 random card: Any infantry unit loses counterattack or gets -1 armor to a minimum of 1.
E Destroy this asset: 1 of your locked daemon units gets +1 flag.
Nurgle • Daemon • Unique
4
GT--21/38 Illus: Steve Boulter ©2005 GW Ltd.
T (5+): Rally any unit.


TT'LATH
DAEMON PRINCE
While this asset is locked, all of your rolls are made from your opponent's deck.
BA Lock: Move one ready enemy unit to another sector.
Tzeentch • Daemon • Unique
2
GT--22/38 Illus: Tiernan Trevallion ©2005 GW Ltd.
BA Discard any number of cards. Draw 1 card for each card discarded this way.


LORGAR'S SPITE
BATTLESHIP
Word Bearers
R Lock: After you charge an Unstable unit, charge another copy of that unit.
GT--23/38 Illus: Justin Norman ©2005 GW Ltd.
T (4+): Any Unstable unit gets +1 firepower or +1 armor.


WARP BREACH
Unstable
R Lock (2+): After setup, your enemy discards one random card.
E: One of your non-flag units gets +1 flag.
GT--24/38 Illus: Steve Boulter ©2005 GW Ltd.
T (5+): Any unit gets +2 firepower.


BILE
HELL CANNON
3 1 1 4
Nurgle • Daemon • Vehicle
R: After you destroy an enemy unit, your enemy reveals the top card of their deck. Destroy all enemy copies of the revealed card at this sector.
GT-25/38 Illus. Karl Richardson ©2005 GW Ltd.
T (4+): Any daemon unit gets -1 armor and counterattack.


CHAGRAT
DESTROYER SQUAD
3 0 1 2
Sons of Horus • Infantry
R (2+): After this unit destroys a blocking unit, charge one of your other units.
GT-26/38 Illus. Dan Weatherall ©2005 GW Ltd.
T (2+): Look the target of a shooting attack. Take card bases all of its counterattack abilities.


DELVARUS
POSSESSED MARINES
1 2 2 2
Word Bearer • Psyker • Infantry • Shock Troop
This unit may not be blocked.
While this unit is face up, your enemy may not deploy or infiltrate cards face up(does not affect First Wave).
GT-27/38 Illus. Tiernan Trevallion ©2005 GW Ltd.
R Your enemy must discard 1 card as an additional cost to play T or R cards or abilities.


DEMOLA
POSSESSED TITAN
3 1 1 4
Chaos Undivided • Daemon • Vehicle • Unstable
T (3+): Any unit shooting at a charging or blocking unit gets +2 firepower.
GT-28/38 Illus. John Zeleznik ©2005 GW Ltd.
T (4+): All units have their firepower, assault, and armor reset to their printed values. Only playable during an attack.


FEAR SENSORS
JUGGERNAUT
2 4 3 3
Khorne • Daemon • Vehicle • Unique • Shock Troop
DR: Destroy one face up enemy unit at this sector. Your enemy draws 1 card.
R: After your enemy withdraws, move this card to any other sector.
GT-29/38 Illus. Eric Ren ©2005 GW Ltd.
T (3+): Any unit with firepower 1 or less gets +3 firepower.


JORADAN
LAND RAIDER
2 2 1 3
Sons of Horus • Vehicle
T (3+): Any unit gets +1 firepower.
GT-30/38 Illus. Hugh Jamieson ©2005 GW Ltd.
T (3+): Any infantry unit gets counterattack.


KARGUL
DREADNOUGHT
0 4 1 3
Death Guard • Vehicle
A: Destroy one enemy unit.
R (4+): After this unit destroys a loyalist unit, rally this unit.
GT-31/38 Illus. Wayne England ©2005 GW Ltd.
R (3+): After you rally a unit, charge it.


NURGLING SWARM
1 4 3 2
Nurgle • Daemon • Infantry
While this card is ready, this sector's ability text is considered blank.
GT-32/38 Illus. Colin Mackell ©2005 GW Ltd.
T (4+): Rally any unit which you have more than one copy of at this sector.


QINDI
SCREAMERS
4 2 5 2
Tzeentch • Daemon • Infantry • Unstable • Shock Troop
This unit may not block.
DR: Destroy one enemy ship.
GT-33/38 Illus. JD Smith ©2005 GW Ltd.
T (4+): Any daemon unit gets +1 firepower.


SLAYER OF WORLDS
GREATER DEAMON
1 6 1 3
Khorne • Daemon • Infantry • Unstable • Unique
While this unit is face up at a sector, your enemy must deploy all cards to that sector face up.
A: Your opponent reveals their hand. Choose one card and discard all copies of that card in their hand.
GT-34/38 Colin Mackell ©2005 GW Ltd.
R Look one of your units. After your opponent plays a T card or ability, cancel its effects.


TERROR HOUNDS
BEASTS OF KHORNE
1 4 2 1
Khorne • Daemon • Infantry • Shock Troop
DR (3+): Move one face up enemy unit from this sector to any other sector.
T (4+): This unit gets +2 armor vs. units with less speed.
GT-35/38 Dean White ©2005 GW Ltd.
R After one of your unusable units is destroyed, put that unit into your discard pile. Add any card from your discard pile to your hand.


TTLATH'S CHANGERS
HORRORS
2 4 3 1
Tzeentch • Daemon • Infantry • Shock Troop
DR Discard 1 card: Draw 1 card.
T: This unit gets +4 firepower. Only playable while this unit is charging.
GT-36/38 Illus. Mark Poole ©2005 GW Ltd.
T: Any unit that has an armor of 1 gets +3 armor.


ELA: THE DOOM OF HEROES
1 4 3 3
Slaanesh • Daemon • Infantry • Unstable • Unique • Shock Troop
DR Destroy one of your face down units at any other sector: Draw 1 card.
BA Discard 1 card: Assault any enemy asset with this unit.
GT-37/38 Illus. John Gravato ©2005 GW Ltd.
R (5+): After one of your Shock Troop units is destroyed, retrieve a Shock Troop unit from your hand.


YRIA THE SEDUCER
5 1 3 4
Slaanesh • Daemon • Infantry • Unstable • Unique
R (2+): After this unit destroys an enemy unit with a shooting attack, shoot with it again. Reduce this unit's firepower by the destroyed unit's armor.
GT-38/38 Illus. John Gravato ©2005 GW Ltd.
T (2+): Any daemon unit gets +1 armor.


4
GOLDEN THRONE
Imperial Webway
At the start of the game, place 3 warp tokens on this sector.
At the end of each turn, remove one warp token from this sector.
During setup, each player draws 1 additional card for each warp token on this sector.
GT Illus. Dave Millward ©2005 GW Ltd.


6
WARP CONDUIT
Imperial Webway
At the end of each turn, place a warp token on this sector.
During setup, each player chooses a number of enemy units equal to the number of warp tokens on this sector. Charge those units.
GT Illus. Dave Millward ©2005 GW Ltd.


5
WEBWAY BREACH
Imperial Webway
During setup, place a warp token on this sector. Raise the number of flags required to take this sector by the number of warp tokens on this sector.
GT Illus. Dave Millward ©2005 GW Ltd.


6
ABANDONED CITY
Elder Webway
After any other sector is taken, place a warp token on this sector. Reduce the number of flags required to take this sector by the number of warp tokens on this sector.
©Illus. Dave Williams ©2005 GW Ltd.


4
FALSE EXIT
Elder Webway
At the start of this game, place 3 warp tokens on this sector. At the end of each turn, remove one token from this sector. Rolls may not be modified by more than the number of warp tokens on this sector.
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5
WRAITHBONE RUINS
Elder Webway
After a unit is destroyed at this sector, place a warp token on this sector.
BA: Roll. Remove a number of tokens from this sector equal to the roll. If you do, rally one of your flag units. Either player may play this ability.
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DEFENSE SATELLITES
R Destroy this asset: After your enemy deploys a card face-up, destroy that card.
Fortification • Unique
3
ST•••1/80 Illus. Tiernan Trevallion ©2005 GW Ltd.
R (6+): After a "T" card or ability is played, cancel it's effects. Draw a card.


IMPERIAL PALACE
After setup, you may not draw cards except from the ability printed on this card.
R: After you destroy a unit, draw 1 card.
Fortification
3
ST•2/80 Illus. John Blanche ©2005 GW Ltd.
E: Move one or two of your units to any other sector.


JUBAL KHAN
CAPTAIN OF THE FIRST COMPANY
R (4+): After you destroy an enemy unit, lock this card.
E: If this card is locked you get +1 flag for each of your ready units.
White Scars • Character • Unique
3
ST•3/80 Illus. Tiernan Trevallion ©2005 GW Ltd.
T: Play any "T" ability printed on a command line from your discard pile.


PERSEVERANCE
R Destroy this asset: After both players pass on taking BAs, roll.
2 or less: This sector requires 1 more flag to capture.
3-4: This sector requires 2 more flags to capture.
5+: This sector requires 3 more flags to capture.
Strategy
3
ST•4/80 Illus. Andrea Uderzo ©2005 GW Ltd.
T: Your Imperial Fists unit gets +1 assault.


RALLY!
BA Discard 1 card: Reveal the top card of your deck. If it is a Loyalist unit, infiltrate it to this sector. Only playable while you have less flags than your enemy.
Strategy • Unique
2
ST•••5/80 Illus. Jim Pavelec ©2005 GW Ltd.
BA (5+): Infiltrate this card.


RIGHTEOUS VENGEANCE
DR: Destroy one enemy card at this sector. Only playable while your enemy has more than one copy of that card at this sector.
T (4+): Any unit gets counterattack and either +1 firepower or +1 assault.
Strategy • Shock Troop
3
ST•••6/80 Illus. Tony Parker ©2005 GW Ltd.
R (5+): After one of your units is destroyed, add it to your hand. Draw 2 cards.


ROGAL DORN
PRIMARCH OF THE IMPERIAL FISTS
R Lock: After setup, each player rolls for each of their cards. On a 4+, lock that card.
BA Discard 1 card: Rally any unit. Either player may play this ability.
Imperial Fists • Character • Unique
4
ST•••7/80 Illus. John Blanche ©2005 GW Ltd.
E: Attach this card to this sector. While attached, this sector requires 1 more flag to capture and this is victory points increased permanently.


SIGISMUND
EMPEROR'S CHAMPION
R Lock: After an enemy unit gets a bonus, negate that bonus.
R (5+): After one of your units is destroyed, rally this asset.
Imperial Fists • Character • Honored • Unique
3
ST•••8/80 Illus. John Wigley ©2005 GW Ltd.
T: Any unit gets or loses counterattack.


EMPEROR'S LAMENT
E: You get +5 flegs.
R (3+): After one of your units is destroyed, you may draw 1 card and infiltrate the top card of your deck. Only your enemy may play this ability.
Strategy
4
ST•••9/80 Illus. John Gravato ©2005 GW Ltd.
E: You get -1 flag.


THRONE ROOM
R Lock (4+): After you infiltrate a card, draw 1 card.
R Rally (3+): After your enemy infiltrates a card, lock that card.
Influence
4
ST•••10/80 Illus. John Gravato ©2005 GW Ltd.
R: After your enemy destroys one of your units by dealing damage equal to or greater than your unit's armor value (plus three), infiltrate this card.


WRATH OF THE BLOOD ANGELS
R Lock: After your enemy locks a unit to attack, choose one of your ready units to block.
T (X+): Any Blood Angels unit gets +X armor and counterattack. Only playable while locked.
R (5+): After one of your units is destroyed, rally this asset.
Blood Angels • Unique
3
ST•••11/80 Illus. Alex Boyd ©2005 GW Ltd.
BA (6+): Rally any unit.


APPOLLUS
ASSAULT SQUAD
4 6 2 3
Legio Custodes • Infantry • Honored • Unique
Invulnerable: 4+. Only playable while ready.
BA Lock: Destroy one Traitor card.
ST•••12/80 Illus. Tony Parker ©2005 GW Ltd.
M: Any invulnerable roll gets +1.


BALLATORON
TACTICAL SQUAD
4 4 1 2
Legio Custodes • Infantry
R Discard 1 random card: After your enemy plays a card from their hand, cancel the card's effects if the card discarded has the same die number as the played card. Draw 1 card. Only playable while charging.
ST•13/80 Illus. Andrea Uderzo ©2005 GW Ltd.
E (5+): Move one of your enemy's flag units to another sector.


CASTASON
RECON SQUAD
2 2 4 1
Legio Custodes • Infantry • Honored • Shock Troop
DR: Your enemy turns all of their cards at this sector face up.
ST•14/80 Illus. Tiernan Trevallion ©2005 GW Ltd.
E: Rally any ship.


DRAKEUS
ASSAULT SQUAD
2 2 3 2
Blood Angels • Infantry
E: You get +2 flags if you have more assets than your enemy.
ST•••15/80 Illus. Alex Boyd ©2005 GW Ltd.
R: After your enemy draws a card, look one enemy unit.


FERGUSTAN
PREDATOR
4 0 1 1
Imperial Fists • Vehicle
R: After you pass a test, one of your units gets +1 armor.
ST•••16/80 Illus. Alex Boyd ©2005 GW Ltd.
R (5+): After a unit locks to shoot, one of your units gets +2 speed.


FURIOSO
ASSAULT SQUAD
1 6 2 2
Blood Angels • Infantry
T: This unit gets +1 armor for each of your ready units or any unit gets -1 armor, to a minimum of 1, for each of your locked or charging units. Only playable while ready.
ST•••17/80 Illus. Alex Boyd ©2005 GW Ltd.
R (6+): After one of your units is destroyed, infiltrate and charge this unit.


GRENSTEIN
TACTICAL SQUAD
2 2 1 2
Imperial Fists • Infantry
T: This unit gets +2 firepower. Only playable at a sector worth more than 5 victory points.
ST•••18/80 Illus. John Wigley ©2005 GW Ltd.
E (5+): You get +1 flag for each of your units with armor 2 or less.


GROSSRAT
TACTICAL SQUAD
3 2 2 2
Imperial Fists • Infantry
A: Both players discard their hand and draw 4 cards.
ST•••19/80 Illus. Alex Boyd ©2005 GW Ltd.
T (4+): Your enemy discards 1 random card. Draw 1 card.


HALBRECHT
ASSAULT SQUAD
6 2 2 2
Imperial Fists • Infantry
R (6+): After this unit is infiltrated, destroy one enemy unit.
ST•20/80 Illus. Tiernan Trevallion ©2005 GW Ltd.
M: Discard X cards. Any not gets +X. Only playable while testing to infiltrate a card.


ICE DRAGONS
VIGILATOR SQUAD
1 4 2 3
Sisters Of Silence • Infantry
T: This unit gets +3 assault vs. Psykers.
ST•21/80 Illus. Andrea Uderzo ©2005 GW Ltd.
E: Destroy one Psyker unit.


JAGAHTAI KHAN
PRIMARCH OF THE WHITE SCARS
4 8 3 3
White Scars • Vehicle • Shock Troop • Unique
While this unit is face up, all enemy deployments to this sector must be made face-up.
ST••••27/80 Illus. John Blanche ©2005 GW Ltd.
BA: Destroy one of your flag units. Infiltrate this card.


KHORMA
THUNDERHAWK
4 1 5 3
White Scars • Vehicle
This unit may not block.
R (2+): After you lock a unit to block or attack, draw 1 card. At the end of this BA, discard 1 card.
ST•23/80 Illus. Tiernan Trevallion ©2005 GW Ltd.
T (4+): Discard 1 random card. All your rolls this BA get +2.


KONDHALI
SCOUT SQUAD
0 0 3 1
White Scars • Vehicle
T: This unit gets +X firepower and +X assault. X = the number of locked enemy cards.
ST•24/80 Illus. Tiernan Trevallion ©2005 GW Ltd.
T: Any unit gets +1 armor.


KUMBLAH
BIKE SQUAD
5 2 3 3
White Scars • Vehicle • Shock Troop
DR: Your enemy immediately deploys 1 card.
R (4+): After you charge this unit, charge one Shock Troop unit.
ST•••25/80 Illus. John Gravato ©2005 GW Ltd.
T (return one of your flag units to your hand): Infiltrate this unit. Only playable during your BA.


LANDAMER
LAND RAIDER
3 1 3 3
Imperial Fists • Vehicle
BA (5+): Infiltrate a unit from your hand. Only playable while ready. If you fail this test, lock this unit.
ST••26/80 Illus. John Gravato ©2005 GW Ltd.
T: The enemy unit may only play one more "T" card or ability this BA. You may not play any more "T" cards or abilities this BA.


LATHAM
TACTICAL SQUAD
1 1 3 1
Imperial Fists • Infantry • Shock Troop
DR: Lock one face-up enemy unit. Your enemy may allow you to draw 1 card to cancel this ability.
ST•27/80 Illus. Alex Boyd ©2005 GW Ltd.
R: After setup, if you and your enemy have an equal number of units, increase the number of flags required to take this sector and its victory points by 1.


MECALLUS
TERMINATOR SQUAD
4 6 2 3
Blood Angels • Infantry • Honored • Unique
A: Lock up to two enemy units. Your enemy discards their hand.
ST•••28/80 Illus. Alex Boyd ©2005 GW Ltd.
R: After your enemy fails a test, rally any Shock Trooper unit.


MELLERUS
ASSAULT SQUAD
3 2 1 3
Blood Angels • Infantry • Shock Trooper
DR: Lock or rally any ship.
ST•29/80 Illus. Tiernan Trevallion ©2005 GW Ltd.
R: After setup, if you deployed a ship from this sector, infiltrate this card.


MOGHITAI
ASSAULT SQUAD
2 2 1 3
White Scars • Infantry
T (2+): This unit gets +3 firepower and +5 assault. Only playable while you have more charging units than your enemy.
ST•30/80 Illus. Dave Millgate ©2005 GW Ltd.
R (4+): After you block an assault, lock any enemy unit.


NAVARRA
TERMINATOR SQUAD
3 5 2 3
Imperial Fists • Infantry
Invulnerable: 6+
BA Lock one of your ships: Move this unit to any other sector.
ST•31/80 Illus. Alex Boyd ©2005 GW Ltd.
T: Any unit gets +1 armor.


RANGTAI
LAND SPEEDERS
1 1 6 2
White Scars • Vehicle • Shock Troop
DR Lock: Roll. Lock an enemy unit with a die number equal to this unit's speed minus the roll.
ST•32/80 Illus. Paul Dainton ©2005 GW Ltd.
M: +1 or -1 to any roll.


SANGUINIUS
RANE OF DAEMONS
3 8 2 4
Blood Angels • Infantry • Unique
Counterattack
While this unit is ready, your other units may not make shooting attacks or charge.
BA Lock: Destroy any Daemon unit then rally any Blood Angels unit.
ST••••33/80 Illus. Tiernan Trevallion ©2005 GW Ltd.
R: After you charge a Unique unit, your enemy chooses another one of your units to charge.


SNOW CONDORS
PROSECUTOR SQUAD
3 1 3 2
Sisters Of Silence • Infantry • Honored
T: Any unit gets -1 firepower and -1 assault. Only playable while ready or charging.
ST••34/80 Illus. Andrea Uderzo ©2005 GW Ltd.
BA (4+): Rally one of your Honored units. If you fail this test, destroy one of your Honored units.


TANGAHI
ATTACK BIKE SQUAD
3 3 3 2
White Scars • Vehicle
R: After your enemy plays a "T" card or ability, they discard 1 card. Only playable while charging.
ST-35/80 Illus: Tiernan Trevallion ©2005 GW Ltd.
R (5+): After your enemy changes a unit, rally that unit. Change one of your enemy's other units.


VALDIMIR
ASSAULT SQUAD
4 2 2 4
Imperial Fists • Infantry
R: After this unit is infiltrated, attach the top card of your deck to this unit. This unit gets +X assault. X = the die number of the attached card.
ST-36/80 Illus: Tiernan Trevallion ©2005 GW Ltd.
T: Any unit with a firepower, assault, speed, or armor of 4 or more gets +1 or +1 to that statistic.


VERKLOSH
WHIRLWIND
7 0 2 2
Imperial Fists • Vehicle
T (3+): Any infantry unit gets +3 armor. If one of your units is destroyed this BA, destroy this unit.
ST-37/80 Illus: John Gravato ©2005 GW Ltd.
R (3+): After setup, infiltrate one infantry unit from your hand. Only playable while you have fewer units than your enemy at the sector.


VINDHALU
BIKE SQUAD
4 1 3 2
White Scars • Vehicle
T (5+): This unit gets +3 armor. Only playable while ready.
R: After you destroy an enemy unit, reveal the top card of your deck. You may draw that card.
ST-38/80 Illus: Paul Bonner ©2005 GW Ltd.
T (4+): Any unit with a speed of 1 or less gets +1 armor.


VINTRONUS
ASSAULT SQUAD
2 5 1 3
Blood Angels • Infantry
R (3+): After you charge this unit, your enemy discards 1 card for each of your other charging units. This reaction may not be played until after the first BA.
ST-39/80 Illus: Des Hanley ©2005 GW Ltd.
E: If your enemy has 3 or more copies of a card in play, your enemy gets -2 flags.


BLOOD FRENZY
R Discard 2 random cards: After one of your counterattacking units destroys an assaulting unit and is not destroyed, it may make a sweeping advance.
World Eaters • Strategy
2
ST-40/80 Illus: Alex Boyd ©2005 GW Ltd.
R: Destroy one of your units. After you discard 1 or more cards at random, draw 2 cards.


FALLEN LEADER
E: You get +2 flags. Only playable while your enemy has one or more locked units.
T (4+): This asset gets +3 armor.
Strategy
2
ST-41/80 Illus: Wayne England ©2005 GW Ltd.
M: -1 to any roll. If the roll is for a test, pretend it passed.


PASSING THE MANTLE
T Destroy this asset: Your unit gets counterattack. Infiltrate 1 random card from your hand.
Strategy
3
ST-42/80 Illus: Jon Hodgson ©2005 GW Ltd.
T (6+): One of your units gets the "Unstable" keyword.


PERTURABO
PRIMARCH OF THE IRON WARRIORS
M Lock: When your enemy would roll to pass a test, that test is failed (no roll needed).
M Rally: When you would roll to pass a test, that test is passed (no roll needed).
Iron Warriors • Character • Unique
3
ST-43/80 Illus: Alex Boyd ©2005 GW Ltd.
R (5+): After your enemy plays a card or ability, negate its effects.


PRESS THE ADVANTAGE
R Lock: After setup, if you have more Shock Troop cards than your enemy, you may either take the first BA or charge one unit.
Strategy
1
ST-44/80 Illus: John Wigley ©2005 GW Ltd.
BA (3+): Rally a Shock Troop card.


RUNNING ON EMPTY
T Discard 1 card (3+): Any unit gets +X firepower or +X assault. X = the number of your locked cards.
Strategy
3
ST-45/80 Illus: Steve Bentley ©2005 GW Ltd.
M: -1 to any roll.


SHADOWS FALL
When this asset is destroyed, lock all of your charging units.
T: One of your charging units gets +1 armor and counterattack.
Strategy
3
ST-46/80 Illus: Torstein Nordstrand ©2005 GW Ltd.
T (6+): Any charging unit gets counterattack.


SOR TALGRON
LORD COMMANDER OF THE WORD BEARERS
R: After setup, destroy one enemy card. Only playable while your enemy has more than one copy of that card at this sector. Unlimited.
Word Bearers • Character • Unique
2
ST-47/80 Illus: Alex Boyd ©2005 GW Ltd.
M: +1 to any roll.


THRONE OF SKULLS
BA: Charge all of your Khorne units. Discard 1 card for each unit you charge.
World Eaters • Influence
3
ST-48/80 Illus: Pat Bliff ©2005 GW Ltd.
T (4+): Any unit gets +1 armor and counterattack.


CHARIOT OF THE GODS
Sons Of Horos • Unique
BA Discard 1 card: Destroy one enemy ship.
ST-49/80 Illus: John Blanche ©2005 GW Ltd.
M: When you are making a roll, discard 1 card. The roll is equal to the die number on the discarded card (no roll needed).


PAX CHAOTICA
Unique
While this ship is in play, Loyalist armies need one extra flag to take a sector.
ST-50/80 Illus: David Deen ©2005 GW Ltd.
E: Your enemy gets -1 flag.


THE AGONY AND THE ECSTASY
Emperor's Children • Unique
Deployment Reactions may not be played.
ST-51/80 Illus: David Deen ©2005 GW Ltd.
T: Any unit gets +1 firepower for each of your ships.


THE UNDYING
Death Guard • Unique
T Lock (3+): Reduce any cards firepower, assault, speed, or armor back to its printed value.
E: Rally this card.
ST-52/80 Illus: David Deen ©2005 GW Ltd.
R: After setup, if you have more than one copy of a card in play, put one copy in your hand and discard a card from your hand. Draw 1 card.


ANGRON
PRINCE OF BLOOD
0 8 3 4
World Eaters • Infantry • Daemon • Khorne • Unstable • Unique
A: Destroy up to 3 enemy cards.
ST-53/80 Illus: Alex Boyd ©2005 GW Ltd.
T (5+): Any unit gets +2 or +2 assault.


SYRIUS
RHINO
0 0 1 1
Emperor's Children • Vehicle
T (3+): Any unit gets -1 armor, to a minimum of 0. If you fail this test, lock this unit. Only playable while ready.
ST-54/80 Illus: Adam Benton ©2005 GW Ltd.
BA: Draw 1 card.


DECERIUS
NOISE MARINES
2 2 2 2
Emperor's Children • Infantry
T (4+): The enemy unit gets -1 armor for each of your locked units.
ST--55/80 Illus. Adrian Smith ©2005 GW Ltd.
T: Any card with a die number of 2 or less gets -1 armor.


DISCIPLES OF THE WORD
2 3 2 2
Word Bearers • Infantry
BA (2+): Charge all copies of this unit. Only playable while ready.
ST--56/80 Illus. Jim Pavelec ©2005 GW Ltd.
T: Discard X cards. Any unit gets +X firepower, +X assault, or +X armor.


DURRK
DEFENDERS
X X X X
World Eaters • Infantry • Shock Troop
X = the number of Shock Troop cards you have at this sector.
DR: Destroy any number of your face-up cards at this sector. For each card you destroyed, deploy the top card of your deck face-up to any sector.
ST--57/80 Illus. David Beck ©2005 GW Ltd.
T (2+): Any Shock Troop card gets +1 firepower and +1 armor.


ETOCHIN
HEAVY WEAPONS SQUAD
4 2 2 2
Emperor's Children • Infantry
R Lock: After you destroy a unit through shooting, roll. If the roll is less than this unit's speed, lock one enemy unit. Only playable while ready.
ST--58/80 Illus. Paul Dainton ©2005 GW Ltd.
BA: If all of your units are locked, this battle ends.


FATHER'S CHOSEN
2 2 1 7
Death Guard • Daemon • Nurgle • Infantry
While shooting at this unit, enemy units get +X firepower. X = the attacking unit's speed.
T Discard 1 card: Any unit's armor becomes 3.
ST--59/80 Illus. Torsten Reidstrand ©2005 GW Ltd.
R: Destroy one of your assets. After setup, discard a card from your hand.


FORRIX
CAPTAIN OF THE FIRST GRAND COMPANY
4 4 2 4
Iron Warriors • Infantry • Unique
R Lock one of your ships: After setup, charge this unit.
ST--60/80 Illus. Alex Boyd ©2005 GW Ltd.
T: You may play "T" abilities on ready cards. Units that normally require them to be charged.


FULGRIM
PRINCE OF PLEASURE
4 4 4 4
Emperor's Children • Infantry • Slaanesh • Daemon • Unique
BA (5+): Choose one enemy unit. Your enemy must either move it to another sector or immediately declare a shooting attack (if it can legally do so) with it on one of its own units. No "T" cards or abilities may be played this BA.
ST---61/80 Illus. Wayne England ©2005 GW Ltd.
T: Reduce any unit's armor to 1. You may not play any other tactics this BA.


HYDRA'S EYES
2 2 2 1
Alpha Legion • Infantry
BA Lock one of your ships: Rally this unit.
ST--62/80 Illus. John Wigley ©2005 GW Ltd.
R: After your enemy plays a reaction before their first BA: Infiltrate this unit.


HYDRA'S HEADS
1 1 5 3
Alpha Legion • Vehicle
This unit may not block.
T (3+): This unit gets +5 firepower vs. vehicle units.
ST--63/80 Illus. Jim Pavelec ©2005 GW Ltd.
M: -1 to any roll.


KA'BANDHA
0 8 3 3
Daemon • Khorne • Infantry • Unique
BA Discard 1 card (3+): Your enemy destroys one of their units. Only playable while charging.
ST---64/80 Illus. John Wigley ©2005 GW Ltd.
BA: Both players infiltrate the top card of their deck.


KARGGAT
RECON SQUAD
2 2 1 5
Death Guard • Infantry • Shock Troop
DR: Destroy one face-up enemy unit with less armor than the number of ships you have in play.
E Remove this unit from the game: You get +1 flag.
ST---65/80 Illus. John Wigley ©2005 GW Ltd.
BA (2+): Deploy a ship card to your fleet from your hand.


KHADASK
RAVAGER SQUAD
3 3 1 4
Sons of Horus • Infantry
R: After a unit is infiltrated to this sector, destroy it.
ST---66/80 Illus. Dave Gallagher ©2005 GW Ltd.
R: After your enemy infiltrates a unit, rally one of your units.


KHALOPHIS
TITAN
1 0 2 3
Thousand Sons • Vehicle
R: After this unit destroys a unit during a shooting attack, it may declare another shooting attack.
ST--67/80 Illus. James Brady ©2005 GW Ltd.
M: After your enemy rolls, they re-roll.


KHONTACKHT
DREADNOUGHT
4 3 2 1
Thousand Sons • Vehicle
R: After one of your characters is destroyed, attach that card to this unit. While attached, this unit gets the ability "T Remove 1 attached card from this unit: This unit gets +d6 armor.
ST---68/80 Illus. Abrar Ajmal ©2005 GW Ltd.
T (X+): Any unit gets +X armor.


KRAAG
ASSAULT SQUAD
1 5 2 3
World Eaters • Infantry
T (3+): This unit gets +5 assault and may make an additional sweeping advance this BA. Destroy this unit at the end of the BA.
ST-69/80 Illus. Paul Dainton ©2005 GW Ltd.
T (5+): Any unit may make an additional sweeping advance this BA.


LORGAR
PRIMARCH OF THE WORDBEARERS
3 6 3 4
Word Bearers • Infantry • Unique
Invulnerable: 6+
While ready, this unit may block any attack and does not lock to block.
ST---70/80 Illus. Michael Phillippi ©2005 GW Ltd.
R: After each unit you control destroys an enemy unit, that unit must charge or attack as your enemies first BA.


MAGNUS THE RED
PRINCE OF CHANGE
4 4 2 5
Thousand Sons • Daemon • Tzeentch • Psyker • Infantry • Unique
E Remove all of your cards at every sector from the game as well as removing all copies of Magnus the Red from your deck, hand, and discard pile from the game (2+): You take this sector.
ST---71/80 Illus. Wayne England ©2005 GW Ltd.
BA (4+) Lock any unit.


MORTARION
PRINCE OF DECAY
3 5 1 3
Death Guard • Infantry • Daemon • Nurgle • Unstable • Unique
R Lock: When an enemy cards gets an armor bonus from a tactic, cancel that bonus.
R Rally, discard 2 cards: When an enemy card gets a firepower bonus from a tactic, cancel that bonus.
ST---72/80 Illus. Alex Boyd ©2005 GW Ltd.
R (4+) After you destroy a blocking unit, lock the original target of the attack.


PHORRGAL
PLAGUE MARINES
2 1 2 1
Death Guard • Infantry
T (3+): This unit gets +1 firepower, +1 assault, and +1 armor for each of your ready ships and ready assets.
ST--73/80 Illus. John Wigley ©2005 GW Ltd.
T (2+): Each player may infiltrate a non-flag unit from their hand. This roll gets -1 for each sector that has been taken.


PHOSIS
TERMINATOR SQUAD
2 2 3 1
Thousand Sons • Infantry
This unit gets +1 firepower, +1 assault, +1 speed, and +1 armor for each of your Psyker cards.
ST---74/80 Illus. Abrar Ajmal ©2005 GW Ltd.
E: Move one of your units to any other sector.


PUNISHERS
2 4 2 3
Sons of Horus • Infantry
T: This unit gets +3 armor.
Only playable while locked.

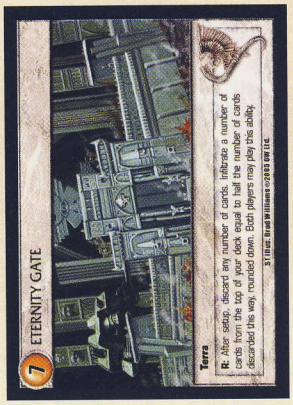

RIDERS OF TZEENTCH
3 1 3 2
Thousand Sons • Vehicle
T: This unit gets +1 firepower and +1 armor. Only playable while you have a Psyker unit in play.


SUBJUGATOR TITAN
4 3 3 2
Emperor's Children • Vehicle
Counterattack
T: This unit gets +d6 firepower vs. charging units.
T: This unit gets +d6 firepower. Only playable while charging.


TOLKHATA
SUPPORT SQUAD
1 1 2 2
Thousand Sons • Psyker • Infantry
R (4+): After this unit is destroyed or destroys an enemy unit, destroy one enemy unit.


TORGADDON
HORUS'S BODYGUARD
5 5 2 3
Sons of Horus • Infantry • Unique
T Discard 1 card: If the discarded card has an even die number, any unit gets +1 armor. If the discarded card has an odd die number, any unit gets +1 firepower. Unlimited.


VADDARK
RAMPAGE SQUAD
3 6 3 3
Sons of Horus • Infantry • Unique
A Destroy this unit: Rally all of your non-flag units.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ETERNITY GATE
Terra
R: After setup, discard any number of cards. Infiltrate a number of cards from the top of your deck equal to half the number of cards discarded this way, rounded down. Both players may play this ability.


4
SPACEPORT
Terra
BA: Lock one of your ships. Roll. Destroy one ready unit with a die number equal to the roll. Only playable while you have a ship in play. Either player may play this ability.


5
HALL OF THE GODS
Terra
R (4+): After you have locked a unit as part of the cost of an ability, rally that unit. Neither player may react to the effects of this ability. Either player may play this ability.


JENETTA KROLE
COMMANDER OF THE SILENT SISTERHOOD
T Discard 1 random card: Your enemy can only play one more tactic during this BA.
Sisters of Silence • Character • Unique
2


AGRICOLUS
CUSTODIAN GUARD SQUAD
1 1 2 1
Legio Custodes • Infantry
T Rally: Any card gets +3 armor.
Only playable while this unit is charging.


BELLARIUS
TACTICAL SQUAD
3 1 2 3
Ultramarines • Infantry
E: This unit gets +1 flag while your enemy has more units at this sector than you.


DAVYN
HUNTER FIRE TEAM
1 1 2 1
Space Wolves • Infantry
This unit cannot be the target of a shooting attack.
A: Lock one enemy unit.


THORBRAND
HUNTER SQUAD
2 5 2 3
Space Wolves • Infantry
While you have at least one asset or ship card, this unit cannot be blocked.


VALGYR
SEEKER TEAM
1 2 2 2
Space Wolves • Infantry
BA: Infiltrate one of your face-up units from any other sector. Only playable while this unit is charging.


VALLERUS
TACTICAL SQUAD
2 4 2 3
Blood Angels • Infantry
A Destroy this unit: Deal 7 damage, divided any way you choose, among up to two enemy traitor units.


SERAPHIS
DREADNOUGHT
0 4 1 3
Thousand Sons • Vehicle
R: After you lock this unit to assault with it, this unit gets the special assault ability of any other unit.
T: This unit gets the tactic ability of any other unit.


AMUNIS
ASSAULT SQUAD
0 4 2 3
Thousand Sons • Infantry
T Rally: Any other defending unit gets +2 firepower, +2 assault and counterattack. Only playable while this unit is charging.


SLEARNE
RECON SQUAD
1 1 2 1
World Eaters • Infantry
While this unit is charging, your assaults cannot be blocked.


TARGORST'S DELIVERERS
SONS OF HORUS PLATOON
3 4 2 4
Sons of Horus • Infantry
E (4+): This unit gets +2 flags.


HALDON-TAL
DREADNOUGHT
1 3 1 2
Death Guard • Vehicle
While this unit is charging, your enemy may not assault unless they rally one of your locked units.


SEDITION'S GATE
T (3+): Any Traitor unit gets +4 firepower and counterattack. Only playable vs. a Loyalist unit.
T (3+): Any Loyalist unit gets +4 assault and counterattack. Only playable vs. a Traitor unit.
Fortification • Unique
4


GIGNERE
TRAITOR TITAN
BA Lock (3+): Deal 5 damage to any ready enemy unit.
R: After your enemy places a card with a die of 6 in their discard pile, rally this asset.
Cult Mechanicus • Titan • Unique
5


KULLAR-HAL
DEATH GUARD CAPTAIN
T Lock (2+): Any unit gets +2 armor.
BA: Rally this asset.
Death Guard • Character
3


TRAITOR'S GAMBIT
R Destroy this asset: After setup, infiltrate any number of your face-up units from other sectors. Your enemy may do the same. No player may react to these infiltrations.
Influence • Honored • Unstable • Unique
3


JUSTINIAN ARCADIUS
CUSTODIAN SENTINEL
T (4+): One of your units gets +3 firepower vs. blocking units.
Legio Custodes • Character • Unique
4


KINMOURN
WARHOUND TITAN
T (3+): Any unit gets +1 firepower.
T (4+): Any unit loses counterattack.
Cult Mechanicus • Titan • Unique
3


EREBUS
DARK CHAPLAIN
Your enemy cannot play "M" cards or abilities.
E: Destroy all enemy ships.
Word Bearers • Character • Unique
3


BALTHAMIR'S SWORD
Word Bearers • Unique
E Destroy this ship: You get +1 flag.


PRIESTS OF THOROS
3 0 2 3
Chaos Cultists • Infantry
T: Destroy one of your other units. The assaulting unit may not make a sweeping advance.


MANIPLE GAMMA-RHO
1 4 2 3
Cult Mechanicus • Robot • Vehicle • Unique
R (6+): After one of your other units is destroyed, rally it instead. Destroy this unit.


LEONATUS
DREADNOUGHT
0 5 1 3
Blood Angels • Vehicle • Honored • Unique
R: After this unit destroys a unit by assaulting, destroy any asset.
T Discard 1 card: This unit gets +3 assault and counterattack.


KA'BANDHA
BLOODTHIRSTER OF KHORNE
0 8 1 3
Khorne • Daemon • Infantry • Unstable • Unique
R: After you charge this unit, rally all charging enemy units.


DAEMON'S FIRE
T (3+): Any assaulting unit gets +4 assault. If that unit is not a Traitor unit, destroy it at the end of the assault.
R (4+): After any unit assaults, rally it. If that unit is not a Loyalist unit, destroy this asset.
Influence • Unique
2


LUCIUS MYSANDER
CAPTAIN OF THE ULTRAMARINES
T (2+): Any unit gets +3 firepower vs. Word Bearer cards.
Your Honored units get +1 speed.
BA Discard 1 unit card: Rally any copy of the unit discarded.
Ultramarines • Character • Honored • Unique
3


RAVAGERS OF KHORNE
BLOODLETTERS OF KHORNE
0 6 2 3
Khorne • Daemon • Infantry • Unstable • Unique
R (5+): After this unit assaults, charge one of your other units.


SOR TORON
COMMAND SQUAD
3 5 2 3
Word Bearer • Psyker • Infantry • Unique
A: Destroy all enemy units with armor 3 or more.


KLATTE
ASSAULT SQUAD
0 4 2 3
World Eaters • Infantry
A: Destroy up to 3 Loyalist units.


URTZI MALEVOLUS
DESPOILER OF MARS
T (5+): One of your Cult Mechanicus units gets +2 firepower, +2 assault, and +1 armor.
E: You get +1 flag for each of your Robot cards at this sector.
Cult Mechanicus • Character • Unique
2


SABOTAGE
BA Lock one of your units. Destroy one enemy asset.
Influence
3


ONOURIS NEITH
THOUSAND SONS SORCERER
2 3 2 3
Thousand Sons • Psyker • Infantry
T (2+): This unit gets +1 firepower for each of your other Psyker units or assets.


SOLVARR FIOLTSON
WOLFLORD OF THE 13TH COMPANY
1 6 2 3
Space Wolves • Infantry • Honored • Unique
T (5+): Any charging unit gets counterattack.
This unit may not be blocked.
A: Destroy all copies of one enemy unit.


BETRAYAL
R (4+): After you destroy an enemy unit, infiltrate a unit from your hand.
Influence • Unique
1


REDEMPTION
E: You get +1 flag for each of your Honored units.
R (4+): After one of your units is destroyed, rally one of your units.
Dark Angels • Influence • Honored • Unique
1


ASTELAN
CHAPTER MASTER OF THE DARK ANGELS
3 3 2 3
Dark Angels • Infantry • Honored • Unique
R (5+): After this unit locks to shoot, rally this unit. Only playable while your enemy has more ready units than you.


AQUILLON
LEGIO CUSTODES CAPTAIN
3 3 2 2
Legio Custodes • Infanteria • Geehrt • Einzigartig
T (3+): Diese Einheit erhält +3 Rüstung. Nur während des Blockens spielbar.


ARDASK
CHIEFTAIN SQUAD
4 5 2 4
Sons of Horus • Infantry • Unique
During setup, draw 1 less card for your command hand.


HADWYN
TACTICAL SQUAD
3 0 2 3
Dark Angels • Infantry
Your enemy may not make a sweeping advance after assaulting this unit.
T Discard 1 card: Your enemy discards 1 random card.


ALAJOS
ASSAULT SQUAD
0 9 2 2
Dark Angels • Infantry
This unit gets -1 assault for each of your locked units.


MANTLE OF THE CHAMPION
During setup, draw 2 extra cards.
All of your units get +1 speed.
E: Deploy the top card of your deck face-up to any other sector.
Artifact • Unique
1


SOH'EPOK
LORD OF CHANGE
6 6 3 3
Daemon • Tzeentch • Infantry • Unique
R: After one of your Unique units is destroyed in an assault, search your deck for a copy of this unit and infiltrate it. Shuffle your deck. This ability may be played from your deck. Only playable once per turn.


FABIUS BILE'S ENHANCED WARRIORS
0 0 3 3
Emperors Children • Infantry • Unstable • Unique
T: This unit gets +X firepower or +X assault. X = the number of cards in your hand.
E: Move this unit to any other sector.


SIEGE OF TERRA
E: If this sector is not taken, place a flag token on this card.
Reduce the number flags required to take this sector by the number of flag tokens on this card.
Unique
2


FATHER DECAY
2 6 1 9
Daemon • Nurgle • Infantry • Unique
This unit gets -3 armor for each attached card.
R: After this unit is damaged but not destroyed, attach the top card of your deck to it.
E: This unit gets +1 flag for each attached card.


HORUS
WARMASTER
11 11 3 11
Chaos Undivided • Infantry • Psyker • Honored • Unstable • Unique
R: After your opponent deploys a card, roll. If the roll is 2 or higher, move that card to any other sector. You may play this reaction during the deployment phase.
E: Produce an intact rulessheet for any game published by Sabertooth Games with your name in the credits ("Playtester" does not count). Tear it in half. You win the sector.
This card is not legal in tournament play.


THE EMPEROR
THE LIGHT OF MAN
12 12 4 12
Infantry • Psyker • Honored • Unique
This card is not legal in tournament play.
T: Lock any unit with a die number less than this card's die number.
T: Destroy any unit with a die number of 1.
BA: Discard 2 cards: Trade hands with your opponent until the end of the battle.
BA: Discard your hand. Rally this unit.


MALCADOR'S CIRCLE
3 2 3 1
Infantry
R: After setup, infiltrate one face-up enemy unit at any other sector. If you do, move any enemy unit to any other sector.
T (6+): This unit gets +3 armor.


PRIMARUS
DREADNOUGHT
0 5 1 4
Legio Custodes • Vehicle • Unique
BA Discard a card (2+): Destroy one ready enemy unit with a lower die number than the die number of the discarded card. Only playable while charging.


TENACITY
Unless this asset is the target of an attack, your units may not block.
R (3+): After one of your units is destroyed, place it under this card.
BA: Deploy one unit under this card face-up to any other sector.
Strategy • Unique
3


COMENTORON
RECON SQUAD
4 2 1 3
Legio Custodes • Infantry • Shock Troop
DR Lock this unit: Draw 1 card.



In the Grim Darkness of the Far Future there is only War



As I stand shoulder to shoulder with my battle brothers, I am forced to wonder: who can I trust? I am being asked to fight men who I once called comrade. I ask myself: what manner of ruin will befall us next?

Alan Merrett is one of Games Workshop's longest serving employees and has held many important posts over the years. He currently oversees the development of Games Workshop's wealth of intellectual property. He has written the popular *Insignium Astartes* background book, and the Horus Heresy series of background books.

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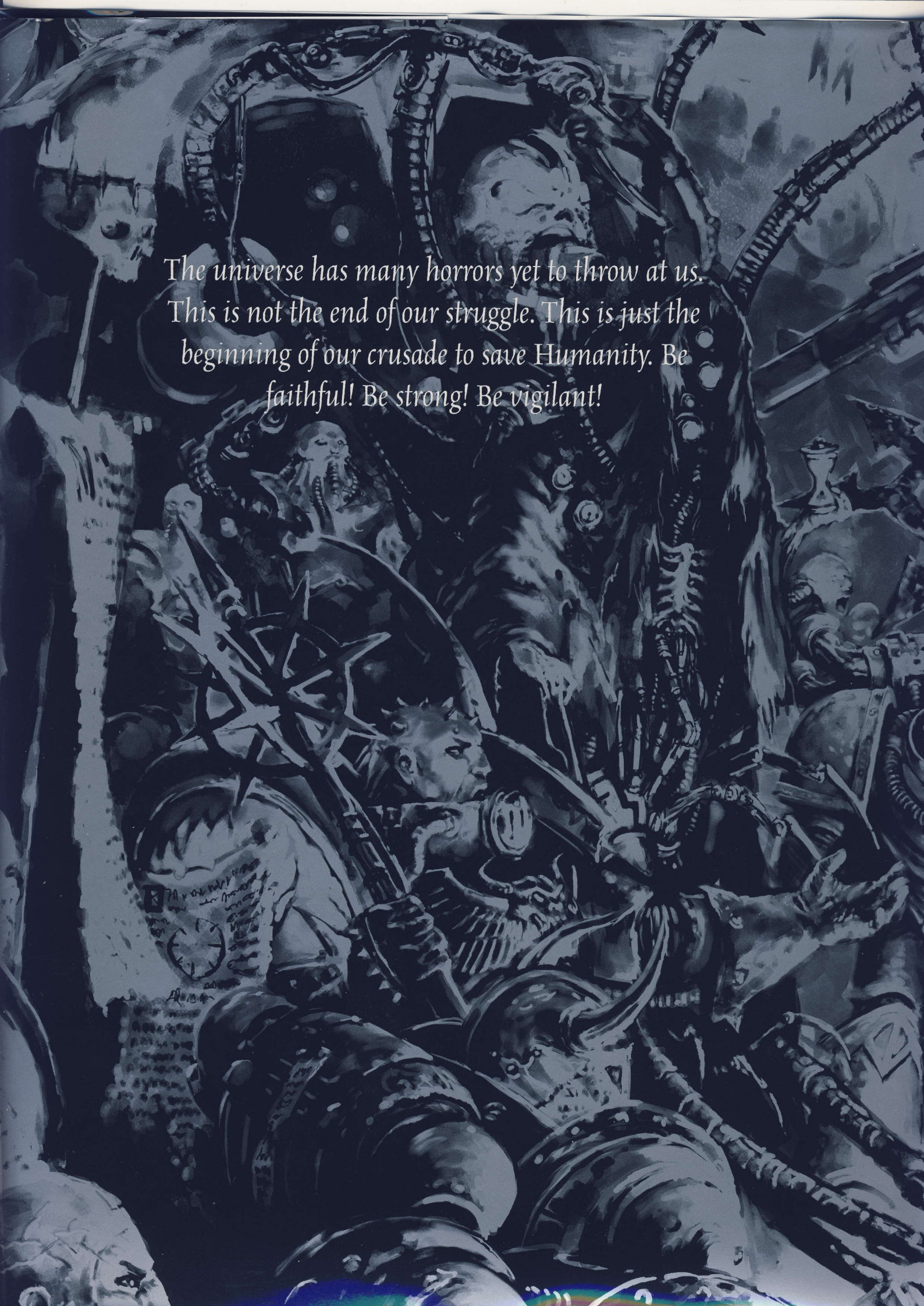
The universe has many horrors yet to throw at us. This is not the end of our struggle. This is just the beginning of our crusade to save Humanity. Be faithful! Be strong! Be vigilant!