

WHITE DWARF™

THE HORUS HERESY
PART ONE OF YOUR GUIDE
TO THE WHOLE STORY!

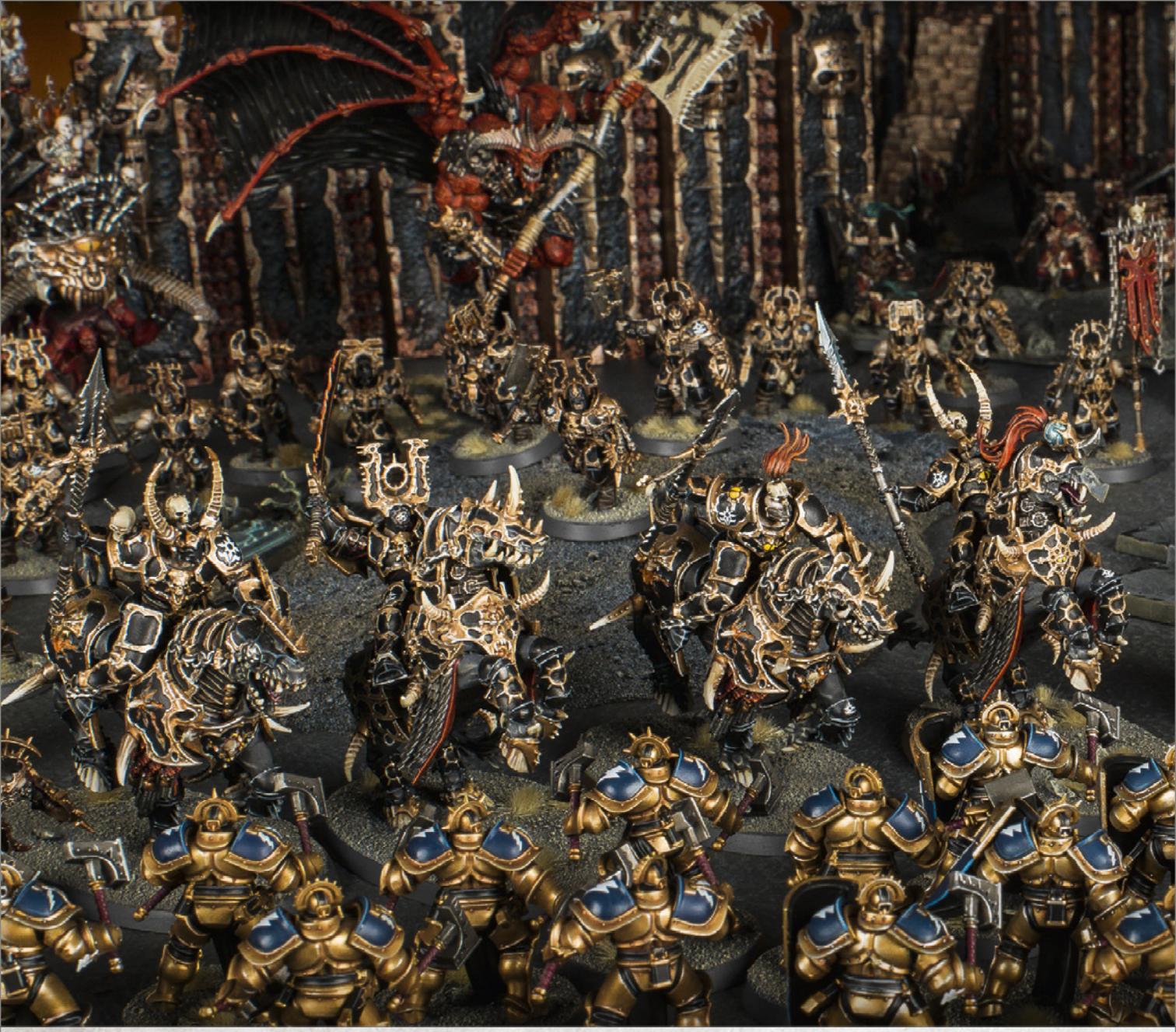
GAMES WORKSHOP'S
WEEKLY MAGAZINE
CITADEL MINIATURES
WARHAMMER 40,000
WARHAMMER AGE OF SIGMAR
ISSUE 97
05 DECEMBER 2015



HERALDS OF CHAOS

THE CHOSEN OF ARCHAON

FROM THE VARANSPIRE THEY COME – BEHOLD THE VARANGUARD, KNIGHTS OF RUIN!



WHITE DWARF

ISSUE 97
05 DECEMBER 2015

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ARMY OF THE MONTH

Roland Underwood's Knights and Titans take centre stage as we speak to the man himself about his staggering Army of the Month.

THE KNIGHTS OF RUIN

The Varanguard have trodden paths to damnation many and varied, but all seek the favour of Archaon and a place within the Eight Circles. We take a look and present their warscroll.

THE HORUS HERESY

The greatest saga in the history of the Imperium and Black Library's greatest ever series. But where to begin and where does it all lead?

THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings.



KNIGHTS OF RUIN

Across the Mortal Realms death and horror take a million dreadful forms, as the bizarre and hateful servants of the Dark Gods sunder the lands and slaughter their peoples. And yet none, be they Wrathmonger, Putrid Blightking or Mighty Skullcrusher, are as feared as the Varanguard.

These Knights of Ruin are Archaon's greatest servants, and they are charged with executing his will. Possessed of unholy power, none can stand before

them and live. Arriving in our own earthly realm next week as a jaw-dropping boxed set, these epic new miniatures are imposing enough to lead entire armies by themselves. You can bask in their dark glory just over the page. We've also got a painting guide for them and their warscroll later in the issue, too – and be sure to check out the new Chaos Battletome: Everchosen as well, a new book for Warhammer Age of Sigmar which is bursting with incredible background, art and rules for Archaon and his legions. ☀

NEW
RELEASES

VARANGUARD, KNIGHTS OF RUIN



The greatest warriors in the numberless legions of the Everchosen, the Varanguard are Archaon's sword in the Mortal Realms, an army of cold-hearted killers who owe loyalty to none but the Everchosen and will gladly set whole worlds ablaze in his name.

The Mortal Realms are vast beyond measure or reason, impossible lands that would take a warlord a thousand lifetimes to subjugate, and still much might go undone. For that reason Archaon, Exalted Grand Marshal of the Apocalypse, has gathered the deadliest warriors among the hosts of Chaos to be the sword of his judgement, the hammer with which he crushes the weak, his lance to the heart of his foes. They are the Varanguard, the Knights of Ruin.

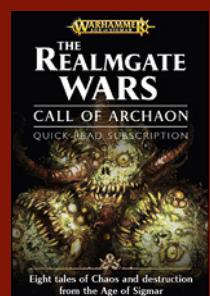
Each Varanguard is monstrously powerful, a brutal warrior who has cast off all former allegiances and sworn himself wholly to the service of the Everchosen. They are Archaon's heralds of war and they can bring even recalcitrant Chaos Lords to heel with little more than a threat, ensuring all who honour the Dark Gods do the bidding of their Everchosen master. In this duty the Varanguard are utterly relentless. Many

are the tribes and warbands whose leaders have been slaughtered by the Varanguard for daring to question Archaon's orders. More still have followed the Varanguard to war, knowing that death in battle is preferable to the fate that awaits them should they refuse.

In battle the Varanguard sweep ahead of the Chaos hosts, leading with the same fervour they demand from those following in their wake. On massive mutated steeds they crash into the ranks of the foe, an avalanche of Daemonforged steel that leaves only broken bodies and shattered shieldwalls in its murderous wake.

The Varanguard are a brand new multi-part plastic kit that contains three peerless warriors to lead the Everchosen's armies into battle. As the champions of Archaon's hosts, the Varanguard are massive warriors, more heavily armoured and

THE CALL OF ARCHAON



Eight tales of Chaos and destruction from the Age of Sigmar

Black Library have released a series of quick reads all about the deadly quest to become one of Archaon's chosen warriors. Entitled The Realmgate Wars: Call of Archaon, this series of short stories recounts the sagas of several Chaos champions as they aspire to join the ranks of Archaon's Varanguard.

If you want to learn more about what it takes to become one of Archaon's elite inner circle of warriors, and the hellish trials they undergo to prove themselves, these stories really are the best place to begin. Written by Black Library stalwarts such as Guy Haley, Rob Sanders and David Guymer, this series tracks a trio of aspirants.

'Beneath the Black Thum' follows Cospsy Bule, a Nurgle Rotbringer who must answer the call in spite of fighting a crushing battle against the Seraphon, while 'Eye of the Storm' sees a wily Tzeentchian champion navigate the Blasted Plain, an area overrun by the Khorne Bloodbound. There's no better way to get a firsthand look at what it takes (and what the champions of Chaos are willing to do) to join the ranks of the Varanguard. For more information and to get these stories (you can even subscribe) visit: www.blacklibrary.com



1 The Varanguard often sport mutations, favours from their dark patrons.



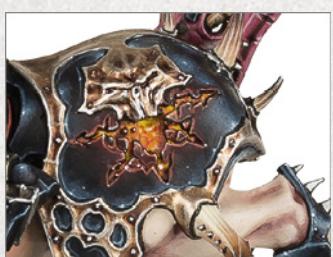
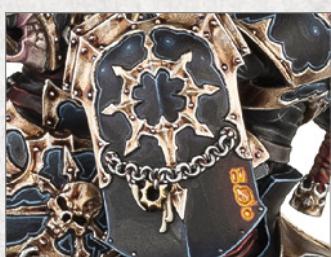
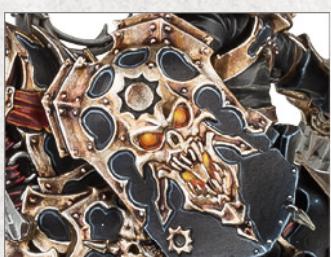
2 The Varanguard kit contains six different heads, which can be put on any of the bodies.



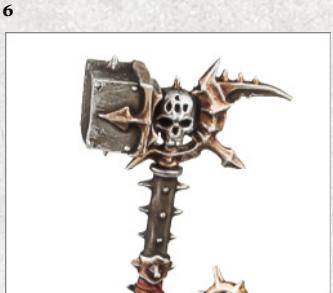
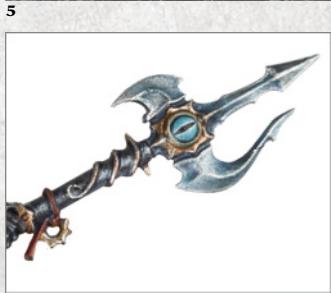
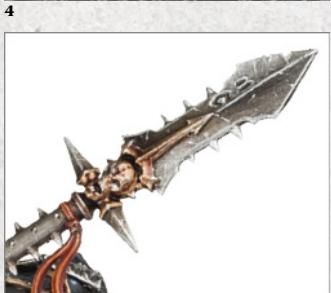
3 The lack of eye-slits on this helm suggests an otherworldly sight.



4-5 Each of the three warpsteel shields matches the barding of a different Chaos Steed.



6 The steed's barding looks cracked, like magma – there's a matching shield in the kit, too.



7 A fellspear, a deadly lance in the hands of a charging Varanguard.



8 The kit contains three Daemonforged blades – including this Tzeentchian one.



9 Ensorcelled weapons are brutal implements of death, just like this hefty warhammer.





11

► muscled than even Chaos Knights or the Blood Warriors of Khorne. The kit contains a total of six heads for the three models, ranging from a helm that embodies the wrath of Khorne to a horned helm akin to those worn by the scions of Nurgle, and more – each head fits any of the bodies.

The Varanguard possess some of the deadliest weaponry of all the legions of Chaos and the new kit has no shortage of options here either: the three fellspears are wicked thrusting weapons, equally suited to spearing a foe on the charge or simply stabbing the enemy up close. The three ensorcelled weapons are brutal, short-ranged implements, from the axe that resembles a gigantic butcher's cleaver to the terrible skull-hammer, a nightmare mirror of the weapons of Chaos's most hated foes. A trio of Daemonforged blades rounds out the arsenal and resonate with the past history of the Varanguard as champions of the Dark Gods – the hellblade is an obvious sign of Khorne's favour, suggesting the Varanguard who wields it once fought in a Bloodbound

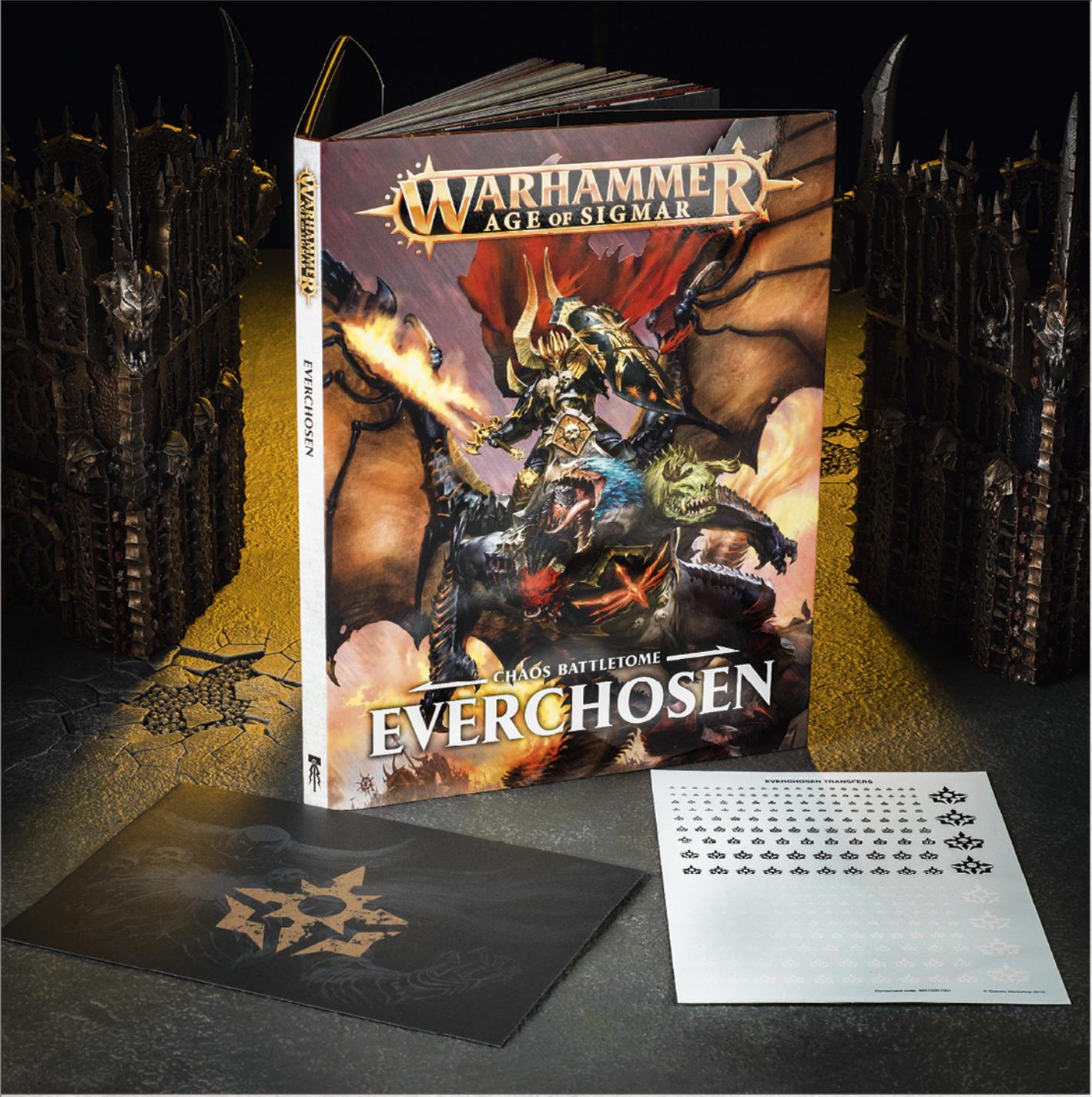
warband. Likewise, the Varanguard are protected by warpsteel shields, rune-encrusted creations which are as capable of nullifying the spells of a Slann Starmaster as they are deflecting hammer blows or shots from a skybolt bow.

Each Varanguard rides to war upon a heavily mutated Steed of Chaos, a flesh-eating horror twice as large as the horses ridden by lesser warriors. Barded in jagged plates of Chaos-forged armour, these steeds are utterly corrupted from whatever beast they once were – fanged maws exist only to consume flesh, while barbed tails, talons and claws replace smooth equine hooves. They are a nightmare vision of what a steed can become through the warping power of Chaos. The heads, chest plates and armour spikes that decorate these monstrosities are all interchangeable, further broadening the variety of Chaos Steeds you can make. Another nice feature of the bardings on these steeds is that the flank plates match the Varanguard's warpsteel shields, so you can coordinate them with their riders.

10 The Stormcast Eternals feel firsthand the power of the Varanguard. Even the greatest heroes of Sigmar's Stormhosts will find the Varanguard a deadly menace, able to cleave through sigmarite armour plates with ease.

11 With their mighty lord behind them the Varanguard spur their steeds into battle, an unstoppable tide of spiked armour and deadly Chaos-wrought weapons.

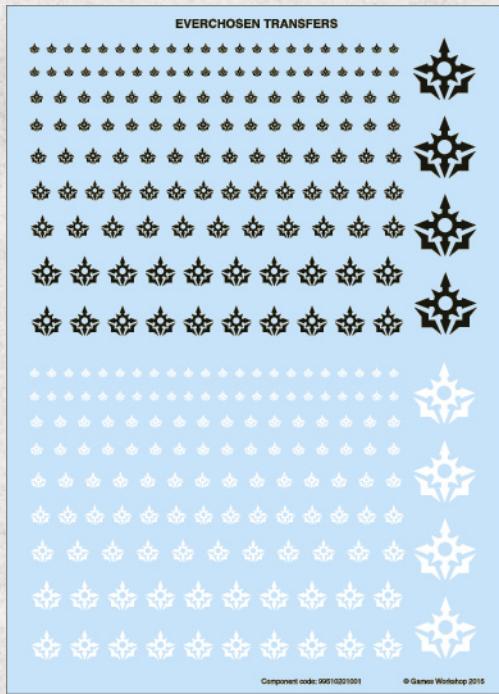
There is plenty more about the Varanguard in this issue. See [here](#) for Paint Splatter article and [here](#) for more on these Knights of Ruin, including their full warscroll.



NEW RELEASES

CHAOS BATTLETOME: EVERCHOSEN

Chaos Battletome: Everchosen is the most impressive battletome to date, a gift from the Chaos Gods worthy of Archaon, their greatest mortal champion. Steel your soul, for the contents of this book are the gateway to madness, your first steps on the road to Chaos.



1

Battletome: Everchosen is the definitive guide to the armies of the Everchosen, Archaon himself, a 112-page tome of bloodshed, madness, decay and depravity. Inside you'll find everything you need to know about Archaon the Everchosen and his realm-shattering Chaos legions.

Even before you open it, this battletome promises great things. It's the first battletome to come with a dust jacket, a glossy outer cover featuring artwork of Archaon, and the dust jacket also conceals a black, rune-stamped envelope which contains an exclusive transfer sheet featuring 278 black and white decals of the Everchosen's sigil – the perfect addition to your Chaos miniatures.

Inside the battletome you're introduced to Archaon by a stunning storyboard in an atmospheric red and black style that might well be the scribblings of a madman tainted by Chaos. This is followed by Archaon's tale, from the end of the world that-was to his invasion of the Mortal Realms. You'll learn about his bitter hatred of Sigmar, his fortress of Varanspire deep within the Realm of Chaos, and the trials and challenges he overcame to become Exalted Grand Marshal of the Apocalypse.



2



3

We meet Archaon's favoured warriors, the Varanguard, and the little-trusted but incredibly powerful Gaunt Summoners. These new miniatures are shown throughout the book in epic battle shots and larger-than-lifesize galleries, and their full rules are presented in warscrolls so you can use them in battle. The book also includes four warscroll battalions that enable you to field an army of the Everchosen, be it dedicated to one of the Gods of Chaos or a Grand Host that includes followers of the entire pantheon. Add to this three new battleplans based on Archaon's greatest wars in the Mortal Realms and you've got a tome worthy of a true champion of Chaos. 

Excited? We certainly are! See [here](#) for a sneak peek at the stunning introductory artwork and a closer look at the new transfers.

1 The transfer sheet which you'll find in this standard edition of Battletome: Everchosen. That's a lot of icons for the Exalted Grand Marshal of the Apocalypse to award to his favoured servants.

2 The Plaguetouched of Nurgle march to war at Archaon's behest, just one of the inspiring armies shown throughout the battletome.

3 The Cage of Bones, just one of Archaon's battles in the Mortal Realms. The story is followed by a unique battleplan so you can re-enact the battle using the miniatures in your collection.

NEW RELEASES

CHAOS BATTLETOME: EVERCHOSEN LIMITED EDITION

Show your **devotion** to the Grand Marshal of the Apocalypse with this limited edition of Battletome: Everchosen. Featuring the same great content as the standard edition, it also includes a host of extra-special features blessed by the Dark Gods themselves.



WARHAMMER DIGITAL
Battletome: Everchosen is also available as a digital edition for iPad and eBook. These ePub and iPad editions (as well as other Games Workshop Digital Editions) are available from www.blacklibrary.com/games-workshop-digital-editions.

Chaos Battletome: Everchosen is an incredible book, so our scriveners and artisans had their work cut out for them when creating this limited edition. Fortunately, the Dark Gods were on their side, enabling them to produce this impressive tome, of which only 1000 are available worldwide.

This limited edition includes Battletome: Everchosen, a gilt-edged hardback book featuring an exclusive image of the Slayer of Kings, Archaon's Daemon sword, on the front cover. Unlike the regular edition, the introductory artwork that tells Archaon's

story during the Age of Chaos is not presented in the book, but rather in its own fold-out wallet embossed with the sigil of the Everchosen – an exceptional storyboard to be coveted like the dark artefact it is.

The book is presented in a hefty card display box, which also contains five gloss art prints, a huge double-sided poster featuring Archaon, and 10 dark metal gaming counters that bear the mark of the Everchosen. Will you use them as wound counters, objective markers, or for some other, darker purpose...? 

FORGE WORLD

SOLAR AUXILIA VELETARIS STORM SECTION WITH POWER AXES

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week we look at some of the latest reinforcements to the Imperial Army: the Solar Auxilia Veletaris Storm Section with Power Axes.



As the most skilled warriors within the ranks of the Solar Auxilia, the Veletarii are entrusted with the most dangerous missions and arduous duties, often serving as a cohort-level reserve so they can deploy to wherever the fighting is hardest. They also have the prestigious duty of serving the Legate Commander as his guard of honour, in which case they will exchange their volkite chargers for power axes – a weapon that is not entirely decorative. The Solar Auxilia have learned from bitter experience that having a courageous core of warriors armed with weapons that are able to tear through power armour is a valuable asset. This new kit contains 10 resin Veletarii armed with power axes, including a Prime (the unit leader) and a vox operator.



1 The Veletaris Storm Section is led by a Prime, a sturdy veteran of many gruelling campaigns. Like his men, the Prime wears reinforced void armour, complete with a compact and fully-integrated life support unit. He is also armed with a power axe.

The Solar Auxilia Storm Section with Power Axes (along with the rest of the Forge World range, of course) is available to order online at www.forgeworld.co.uk.

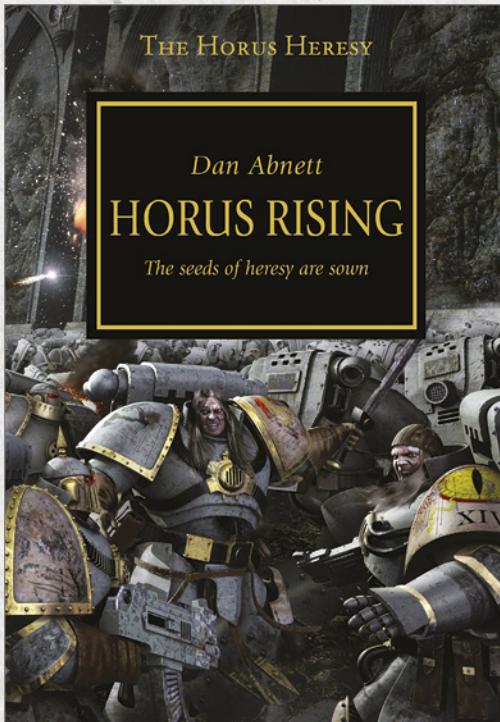
NEW RELEASES

THE HORUS HERESY

The Horus Heresy series from Black Library is also available in eBook and audiobook formats. For more information visit: www.blacklibrary.com

FOLLOW THE HERESY

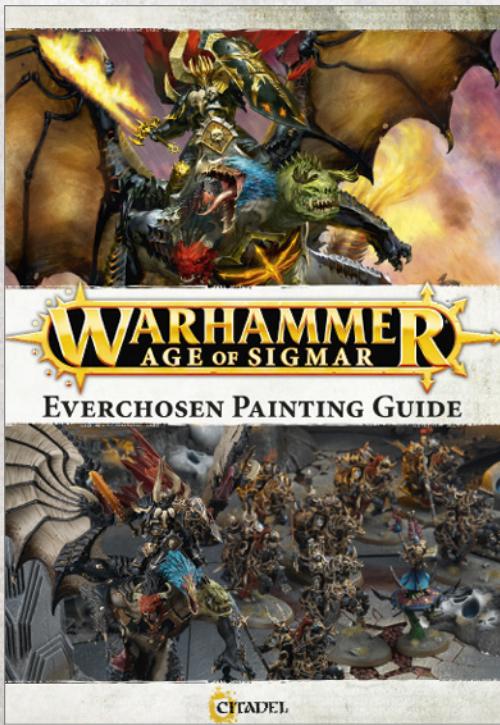
The Horus Heresy is a massive, galaxy-spanning series with multiple story arcs to follow. Once you've read this opening trilogy, where do you go next? We've cooked up the definitive guide [here](#). Check it out.



NEW RELEASES

EVERCHOSEN PAINTING GUIDE

The Everchosen Painting Guide is also available in a digital edition. You can even purchase each guide individually. For more information visit: www.blacklibrary.com/games-workshop-digital-editions



This week Black Library are proud to relaunch the first three titles in the acclaimed Horus Heresy series in great hardback editions.

A decade ago Black Library unleashed the first title in the blockbuster Horus Heresy series, *Horus Rising*. This week the Black Library relaunch the first three titles from this epic series: *Horus Rising*, *False Gods* and *Galaxy in Flames*. This trilogy tracks the opening phase of the Heresy, from the hope and enlightenment of the Great Crusade in *Horus Rising* to the dread act of calumny that lit the fires of rebellion in *Galaxy in Flames*. This opening trilogy set a new bar for the Black Library, and now thousands more can enjoy them.

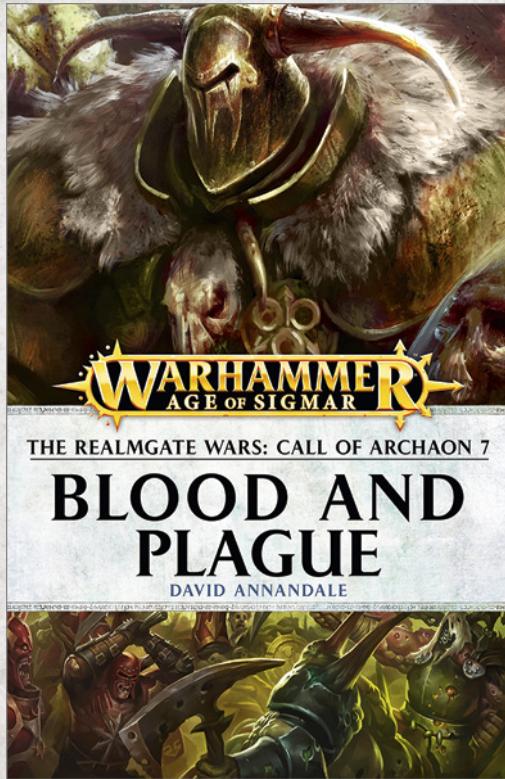
You'll find these titles online at blacklibrary.com and in your nearest Games Workshop store. 

Want to paint Archaon and his Varanguard to the very highest standard? Look no further than this exceptional painting guide.

If you're picking up Archaon this weekend, make sure you pre-order yourself a copy of the Everchosen Painting Guide, too. Inside you'll find our most comprehensive stage-by-stage painting guide to date, showing you how to paint Archaon from basecoat to final highlight. This 64-page book also includes stage-by-stage painting guides for the mighty Varanguard – Archaon's chosen champions – and one of his other, less-savoury servants, the mysterious Gaunt Summoner (more on him next week). You can even use the techniques and colour schemes in this book on other models in your collection, such as other Warriors of Chaos models or even Chaos Space Marines. 

NEW RELEASES

BLACK LIBRARY DIGITAL SHORTS



Have you got a hankering for Warhammer fiction? Black Library have the answer: a new digital short story every week.

Every Monday the mysterious masters of the Black Library unleash a new digital short story set in the worlds of Warhammer. Each short story makes for a great quick read, be it on the bus on the way to work, or a bedtime tale of bloodshed and destruction. What you may not know is that all of these short stories are part of larger story arcs, four of which are currently running. There are two for Warhammer 40,000 (Deathwatch and Space Wolves) and two for Warhammer Age of Sigmar (The Black Rift of Klaxus and The Realmgate Wars: Call of Archaon). All the short stories released so far are available from the Warhammer Digital and Black Library website and you can even subscribe to some of them so you never miss out on an episode. ↗

DEATHWATCH

Many Chapters fighting as one... and many stories making up one epic saga.

SPACE WOLVES

The Space Wolves search for their missing Chapter Master across eight linked short stories.

CALL OF ARCHAON

Three champions of Chaos seek power and glory in Archaon's army in eight short stories.

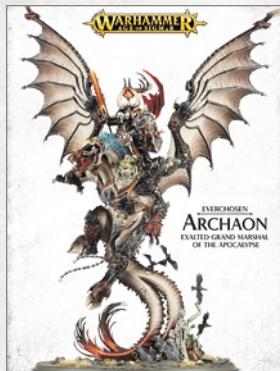
THE BLACK RIFT OF KLAXUS

The Stormcast battle across the Mortal Realms in seven tales.

AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now!

Go to your local store or visit www.games-workshop.com for prices and details.



ALSO AVAILABLE NOW

[Khorne Bloodbound Expansion Set](#)

[Stormcast Eternals Expansion Set](#)

[Archaon Painting Guide](#)

[The Beast Arises: I Am Slaughter](#)

[Warhammer Visions Issue 23](#)

FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM

blacklibrary.com | forgeworld.co.uk

Tap on the images above to visit the Games Workshop website for more information on this products.

PAINT SPLATTER



Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we examine the new Varanguard models.

MORE EXPERT ADVICE

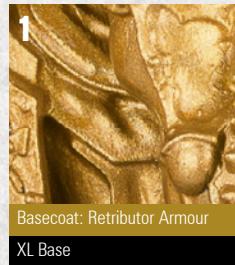
Want to take your Varanguard models to the next level? Check out the new Everchosen Painting Guide, the definitive resource for painting Archaon, Exalted Grand Marshal of the Apocalypse and his most deadly servants.

Within the book you'll find 64 pages of detailed stage-by-stage instructions and clear photography to help you get the best from your models. If you prefer your books digitally, this guide is also available as an optimised eBook for tablets and phones.

The Varanguard are extraordinarily detailed models, with complex banded armour plates, spikes and cloth. The Studio army painters who painted these models offered a few choice tips to help you get great results on your own models.

First of all, although it might seem counter-intuitive at first glance, it's a good idea to paint the Retributor Armour basecoat first. In fact, it's not a bad idea to speed things up by using a Citadel spray if you have it. What you'll find is that you can then paint the recessed armour plates and cloth with ease once all the gold is complete. The key to this is to dilute the basecoats of Abaddon Black and Khorne Red so they flow from your brush more easily into the recesses. Take care not to make the paint

Brassy Trim



Basecoat: Retributor Armour
XL Base



Wash: Agrax Earthshade
M Shade



Layer: Retributor Armour
S Base

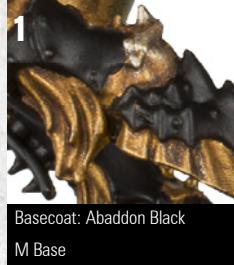


Drybrush: Sigmarite
M Dry



Drybrush: Necron Compound
M Dry

Black Armour



Basecoat: Abaddon Black
M Base



Layer: Dark Reaper
M Layer



Layer: Administratum Grey
XS Artificer Layer

too runny – you’re looking for something between the consistency of single and double cream so the paint retains its opacity but is still thin enough to flow nicely from the bristles. Apply a couple of coats in this fashion and you’ll get neat, even coverage in no time.

Another piece of advice centres around the mutated flesh of the Varanguard – Rakarth Flesh and Reikland Fleshshade provide a disturbing flesh tone on this model, but you can vary the colours for your Varanguard with Ratskin Flesh and Bugman’s Glow if you want. ↗

Next week: The summoning begins.

Red Cloth



1 Basecoat: Khorne Red

M Base



2 Wash: Nuln Oil

M Shade



3 Layer: Khorne Red

M Base



4 Layer: Evil Sunz Scarlet

M Layer



5 Layer: Fire Dragon Bright

XS Artificer Layer

Mutated Flesh



1 Basecoat: Rakarth Flesh

S Base



2 Wash: Reikland Fleshshade

M Shade



3 Layer: Rakarth Flesh

M Layer



4 Layer: Pallid Wych Flesh

S Layer



5 Basecoat: Rhinox Hide (mouth only)

XS Artificer Layer

Leather



1 Basecoat: Rhinox Hide

M Base



2 Wash: Nuln Oil

M Shade



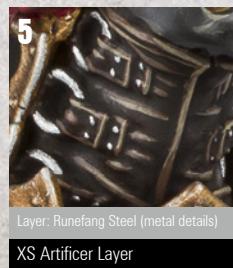
3 Layer: Gorthor Brown

S Layer



4 Layer: Karak Stone

XS Artificer Layer



5 Layer: Runefang Steel (metal details)

XS Artificer Layer

Crown of Horns



1 Basecoat: Zandri Dust

M Base



2 Layer: Ushabti Bone

M Layer



3 Wash: Reikland Fleshshade

M Shade



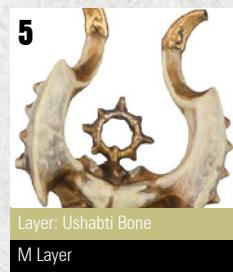
4 Layer: Pallid Wych Flesh

S Layer



5 Wash: Agrax Earthshade

M Shade



6 Layer: Ushabti Bone

M Layer



7 Layer: Pallid Wych Flesh

S Layer



8 Layer: Yriel Yellow

S Layer

THE EYES HAVE IT!

While not all the Varanguard have eyes you can see, painting them on the ones that do is straightforward. Using an XS Artificer Layer brush, paint the pupil with Mephiston Red (1), then add a layer of Evil Sunz Scarlet over the centre (2). Finally, add a small dot of Yriel Yellow (3) for a suitably evil result.



SCIIONS OF HOUSE THIEL

Our Army of the Month in Warhammer Visions 23 is a huge force of Ultramarines, Titans and Imperial Knights painted by scion of Ultramar Roland Underwood. Here we chat to him about his army, in particular his impressive collection of God-Machines and Knights.

It's not often that the White Dwarf photographers are left speechless by the size of an Army of the Month, but Roland's collection certainly caused a few jaws to drop when he brought it up to Warhammer World. Roland's Ultramarines, which you can see in all their glory in [Warhammer Visions 23](#), are an impressive sight in their own right, but it's his collection of Titans and Imperial Knights that really caught our attention. We clearly needed to find out more about them...

"I've been collecting for about eight years now," says Roland. "It all started with the Ultramarines but, as you can see, I got a bit carried away...". Like many fans of the Ultramarines, Roland's collection was inspired by the Black Library novels featuring Uriel Ventris and Sergeant Pasanius. "They are forward-thinkers in a Chapter renowned for its straightforward approach to warfare," says Roland, "and they're described in a way that I like to fight my own games, always adapting their

tactics to overcome new threats. Codex: Space Marines cemented that love of the Ultramarines and I quickly set about creating an army of them. Then Forge World started their Horus Heresy range and I was hooked. The whole feel of the Horus Heresy really appeals to me – the scale, the destruction, the desperation of it all – and that encouraged me to get my first Titan (the turquoise Reaver) so I could participate in larger games."

But one Titan wasn't enough, and soon Roland had several to his name. "I wanted a Titan Maniple," he laughs. "First up were the two Warhounds, *Remus* and *Shadowforge*, followed by a second Reaver to lead them, known as *Deus Mannus*. In battle he uses the Warhounds to hunt down and corner the enemy before going in for the kill with his powerfist." Roland painted the three Titans red and yellow, the colours of Legio Atarus, to contrast with the blue Ultramarines in his force.

1 Princeps Vesparix of Legio Atarus pilots the Warhound Titan *Sorrowforge* into battle. His maternal brother, Kayden, pilots Roland's second Warhound, *Remus*. Between them they have fought in 15 battles with an engine kill tally of 11 (plus countless smaller kills). Like all of Roland's miniatures, *Sorrowforge* has been painted to look battered and beaten up, as though it's fought through hundreds of wars. The effect was achieved by stippling dark patches onto the model with a sponge to simulate scratches, scuffs and peeling paint. It's an effect that lends itself especially well to large models such as Knights and Titans. You can find out more about this technique in the Imperial Armour Model Masterclass books from Forge World.







3

► The release of the Imperial Knights also had a profound effect on Roland, who added both the Citadel and Forge World models to his army. "Their name, House Thiel, was inspired by the character Aeonid Thiel from the Horus Heresy audio drama *Censure*," explains Roland. "I thought it was a nice tie-in to my Ultramarines collection and I imagine the Knights have a similar attitude to warfare as the censured sergeant." The house heraldry – a white bar and yellow rings on a red background – is part of Roland's own family crest, while each Knight also bears its own personal heraldry. The turquoise-coloured Reaver, *Aeturnus Rex*, shares the same colour scheme as the Knights, showing that its princeps once came from their household.

"Building and painting large models like Knights and Titans was a real challenge for me," adds Roland. "I didn't really get into painting until about two years ago and they seemed so daunting at the time. Luckily the world's full of people who love painting so there's more than enough

advice out there if you look for it. I tried a lot of new techniques and different styles on my models including airbrushing, weathering, non-metallic metals, you name it. The encouragement from members of my wargaming group has been fantastic and has pushed me to try and improve with every model." This is most evident in Roland's latest creation, the Warlord Titan *Ember's Journey*, which Roland finished just prior to us borrowing his army. "I'm really looking forward to seeing it in action at my local gaming club," says Roland eagerly.

"I'm not one for competitive gaming," laughs Roland when quizzed further on the sorts of games he plays. "I tend to fight battles with a narrative to them, such as a strike force outnumbered by a horde of Orks, or a last stand against Tyranids. It's fun games like that, with a cool story behind them, that really add to the character of your collection and make it *your* army, not just *an* army. Collecting and painting are definitely my main passions, but I can't imagine it'll be long before my army takes to the field of battle again." ■

2 The Warlord Titan *Ember's Journey*, honoured of Legio Atarus, Firebrand of Phaeton. Its princeps, Felix Galien, was one of the few survivors of the War in the Shedrim Drifts, which saw much of the Legio destroyed. Now, as commander of one of the Legio's greatest God-Machines, Galien has allied himself to the XIII Legion to fight against Horus, who so callously sacrificed many of the Legio's Titans.

3 Baron Voralis of House Thiel pilots his Cerastus Knight-Castigator *Iron Rain* into battle alongside the Knight-Acheron *The Divine Flame*.

You can see more of Roland's collection, including his vast army of Ultramarines, in [Warhammer Visions](#) 23, out on Saturday 2 January.



THE KNIGHTS OF RUIN

Foremost among the legions of Chaos are Archaon's Varanguard, the Knights of Ruin. Numbering in their thousands, they form eight circles of warriors, dark brotherhoods each with their own monstrous reputation across the Mortal Realms.

THE FIRST CIRCLE

The Swords of Chaos, the First Circle, wear the same jet black Chaos armour with gold banding as their liege. They are utterly fearless killers, who would each lay down their life for their lord. While they are willing to die for Archaon, they are far more willing to kill, and countless millions have fallen to their blades as they have laid waste to the Mortal Realms in the name of the Everchosen.

The Varanguard are chosen from among the billions of Chaos warriors across the Mortal Realms, summoned to Archaon's cause by a sign of Chaos, be it a burning brand in the skies, a vision in a spray of arterial blood or a dark whisper from the flames of a campfire. Such omens are unmistakable, and for those devoted to the Dark Gods they herald the start of a perilous quest to join the Knights of Ruin. Gruelling trials await those who seek out Archaon, and most find nought but death on their journey. Those who win Archaon's favour are granted a place among one of the Eight Circles of the Varanguard, the

deadliest bands of warriors to be found in the legions of Chaos – perhaps the most dangerous anywhere in the Mortal Realms.

Each of the Eight Circles has its own fell reputation, whether it is the vile cannibalistic rituals that follow the endless victories of the Bane Sons or the horrific acts of desecration used by the Souls of Torment to break the will of their foes. Most feared of all, however, are the Swords of Chaos, an ancient order of warriors who are ever found at Archaon's side, and have been, some say, since even before the Mortal Realms were born. ☠



THE VARANGUARD

FIRST CIRCLE

The Swords of Chaos, First Circle of the Varanguard, ride into battle at the side of the Everchosen himself as his dark champions and brutal executors of his will.

SECOND CIRCLE

Torture and fear are the meat and drink of the Souls of Torment, Second Circle of the Varanguard. They are the slayers of hope and the bringers of despair.

THIRD CIRCLE

Shadows disgorge the Scions of Darkness, the dreaded Third Circle. Their black-souled riders are as the night given form and deadly purpose.

FOURTH CIRCLE

Burning nations and tortured peoples are reflected in the cruel helms of the Reavers of Chaos, Fourth Circle of the Varanguard and merciless pillagers of the realms.

FIFTH CIRCLE

The heads of kings and emperors hang from the saddles of the Scourges of Fate, Fifth Circle of the Varanguard, for none can escape their vengeful blades.

SIXTH CIRCLE

Fortresses crumble and armies scatter before the charge of the Blades of Desolation, Archaon's hell-forged hammer which he wields to break the realms asunder.

SEVENTH CIRCLE

The Bane Sons, Seventh Circle of the Varanguard, hold that Chaos grows stronger as it feasts upon itself, and so consume the flesh of enemies and allies alike.

EIGHTH CIRCLE

Archaon alone knows the name of the Eighth Circle of the Varanguard, and no man, monster or civilisation to have felt their wrath has ever lived to tell the tale.

LEGIONS OF CHAOS

The armies of the Everchosen are vast beyond mortal comprehension. Uncounted hordes of war-scarred tribesmen; legions of hulking, armour-clad murderers; blood-hungry beasts of claw and tentacle; multihued horrors and gore-drenched daemons; lumbering war-gargants with mutated flesh; thundering hosts of hell-forged knights – all are counted among the servants of Archaon.

WARSCROLL



VARANGUARD

Like an avalanche of Chaos-forged steel, the Varanguard smash into their foes, scattering bodies before their charge. Under the hell-shod hooves of their steeds, and the barbed blades of their weapons, enemies are reduced to red ruin. They are the wrath of the Dark Gods united, and before them all men are but meat ready for the slaughter.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Weapon	1"	6	3+	3+	-1	1
Fellspear	1"	3	3+	4+	-1	2
Daemonforged Blade	1"	4	3+	4+	-1	1
Steed's Jagged Fangs	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Varanguard has any number of models. Each member of the Varanguard wields either an Ensorcelled Weapon, a Fellspear, or a Daemonforged Blade. Each warrior also carries a Warpsteel Shield and rides a mutated Steed of Chaos, which tears into the enemy with its Jagged Fangs.

ABILITIES

Relentless Killers: Varanguard have slaughtered foes beyond counting, butchering their way across the battlefields of the Mortal Realms without mercy. Once per battle, this unit can be chosen to pile in and attack for a second time during the same combat phase.

Impaling Charge: Warriors armed with Fellspears are utterly deadly on the charge, their weapons lowered to skewer the enemy upon their vicious points. A Fellspear has a To Wound characteristic of 3+ and a Rend characteristic of -2 if the wielder made a charge move in the same turn.

Daemonforged Blades: When a Varanguard attacks with a Daemonforged Blade and the hit roll is 6 or more, the daemon bound inside the blade awakens; roll a dice to see what happens instead of making a wound roll. On a 2 or more, that attack inflicts a mortal wound on the target as the daemonic weapon feeds upon its victim's soul, but on a 1, the attacking unit suffers a mortal wound instead as the daemon blade turns upon its wielder!

Warpsteel Shields: The great shields carried by the Varanguard are defence against even the most potent magical attacks. Roll a dice if this unit is affected by a spell cast by an enemy **WIZARD**. If the result is 4 or higher, the spell has no effect on the unit (although it will still affect other units as normal).

Favoured of the Everchosen: You can add 1 to all hit rolls made for Varanguard if Archaon is on the battlefield. In addition, if Archaon uses his Warlord Without Equal command ability, all Varanguard are inspired by their dark master's presence: you can re-roll the dice in the subsequent charge phase to see how far they can charge.

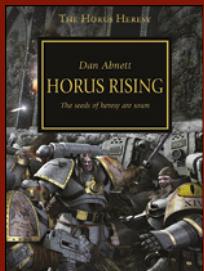
Archaon's Command: If Archaon is on the battlefield in your hero phase, he can bestow this unit of Varanguard with one of the following keywords: **KHORNE**, **NURGLE**, **TZEENTCH** or **SLAANESH**. This unit then has that keyword for the remainder of the battle, or until Archaon bestows a different one upon them during any of your following hero phases (at which point the new keyword replaces the previous one). Archaon can bestow each unit of Varanguard under his command with a different keyword if he so wishes.

THE HORUS HERESY

The tale of the Horus Heresy is being told over a huge range of Black Library novels and anthologies – but where do you begin? We ventured to the Black Library itself to find out, and here's our essential, all-you-need-to-know guide...

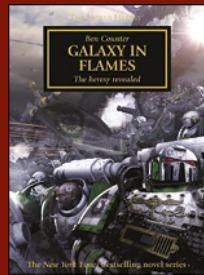
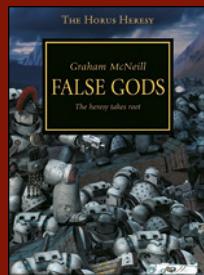
WHATEVER YOU DO, START HERE!

Whichever story thread you choose to follow, whichever books you want to read, the opening trilogy of the Horus Heresy series – *Horus Rising*, *False Gods* and *Galaxy in Flames* – is always where you should start. Handily, they're being re-released in our stores in new hardback editions next week! See [here](#) for more details.



The Horus Heresy is many things. Aside from the most devastating and destructive civil war in the history of the galaxy, it is also the greatest of all Humanity's many tragedies. It is the ancient history of a distant future, the beginnings of the dark universe of Warhammer 40,000 and the fundamental truth upon which the Imperium of Man is built. So too, then, is it a tale of a million betrayals and a thousand redemptions, of demigods and unspeakable monsters, of raw ambition and pure, human jealousy. And everything you have been told before now is a lie...

On what should have been the eve of the Emperor's righteous victory in his Great Crusade to reunite the galaxy, the treachery of the Warmaster Horus saw fully half of the Space Marine Legions turn upon their battle-brothers in open rebellion. The traitors set their sights upon Holy Terra and the Throne itself, and in the years that followed even the Emperor himself would eventually fall. The insidious forces of Chaos had sunk their claws into Mankind's brightest and best,



THE RISE AND FALL OF THE WARMASTER

First published over 10 years ago, the novels *Horus Rising*, *False Gods* and *Galaxy in Flames* set the stage for the war to come. Horus was the most favoured of the Emperor's Primarch sons, and as Warmaster he commanded all the armies of the Imperium on the Great Crusade. But it was not long before the whispered promises of greater power led him astray, and with the destruction of Isstvan III he chose a new and darker path for himself and all who dared follow him.

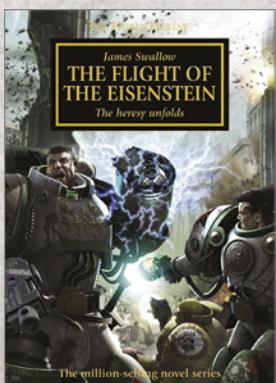
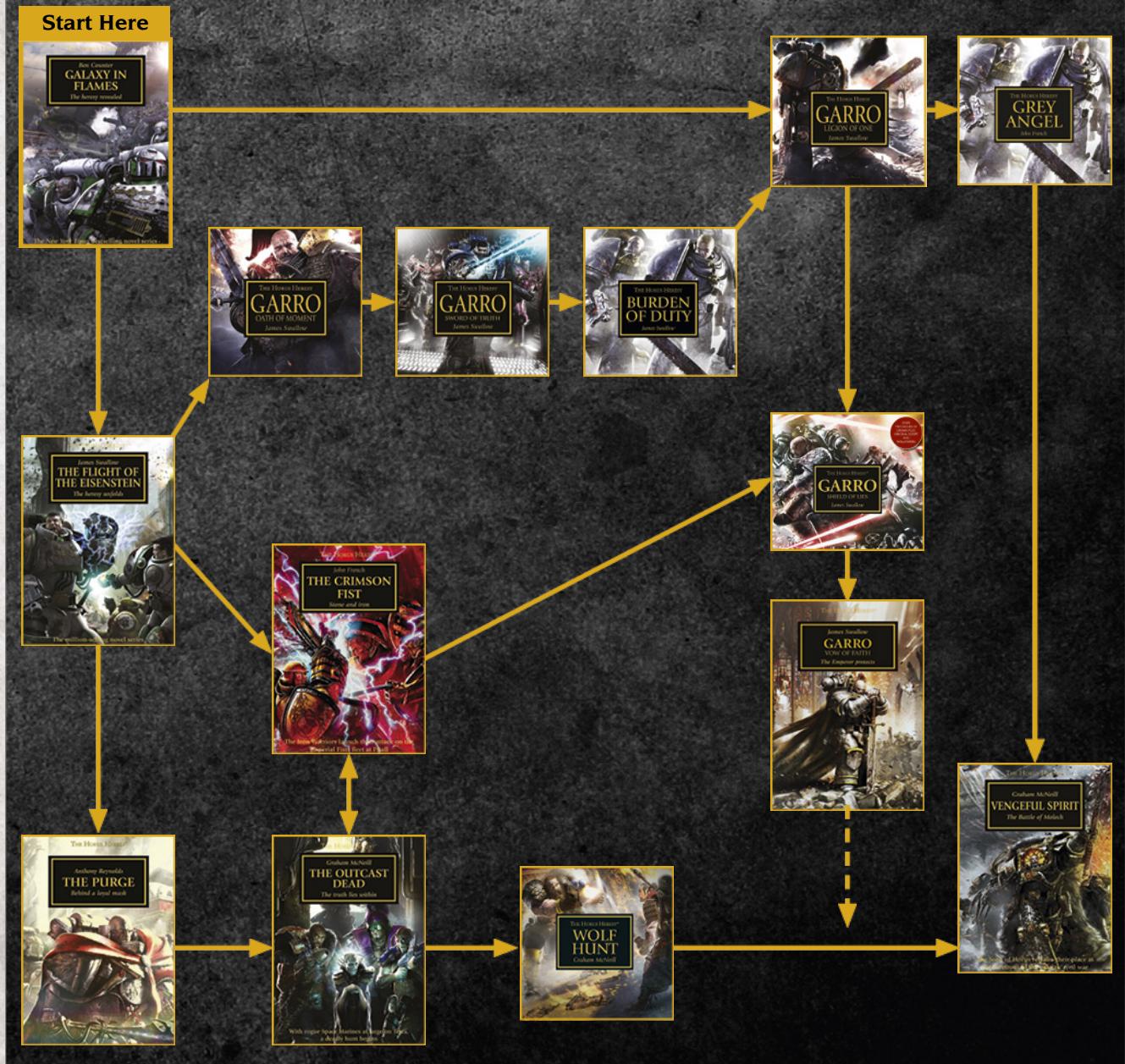
and so doomed the Imperium to 10,000 years of unending conflict where the alien, the mutant and the heretic could flourish once more.

Black Library's *New York Times* best-selling series explores those dark days, following the actions of the superhuman Primarchs and their Legions, not to mention hundreds of other characters – from the lowliest Imperial Army trooper to the peerless First Lords of Terra. But with well over 30 full-length novels, not to mention short stories, anthologies, novellas and audio dramas, catching up on the Horus Heresy can seem a little daunting! Many of the books follow particular narrative threads or characters, and often connect with other stories in unexpected and exciting ways. The following overview details the key story threads and books therein, and will guide you all the way from the glorious days of the Great Crusade to the grim Siege of Terra, and beyond. Over the following pages you'll find part one of this feature, with the second instalment to follow next week!

Seen through the eyes of the XVI Legion Captain Garviel Loken, these books are essential reading for any fan of Warhammer 40,000. They blur the lines between the notions of hero and villain, and give voice to individuals later forgotten by history – those Sons of Horus who dared to oppose their commander from the outset. The cast list is impressive, featuring legendary Primarchs and several familiar faces from the 41st millennium.

NATHANIEL GARRO, KNIGHT ERRANT

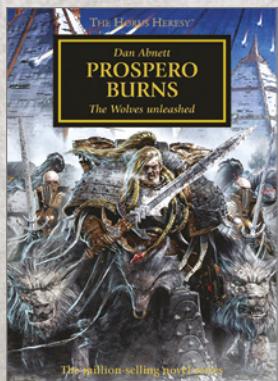
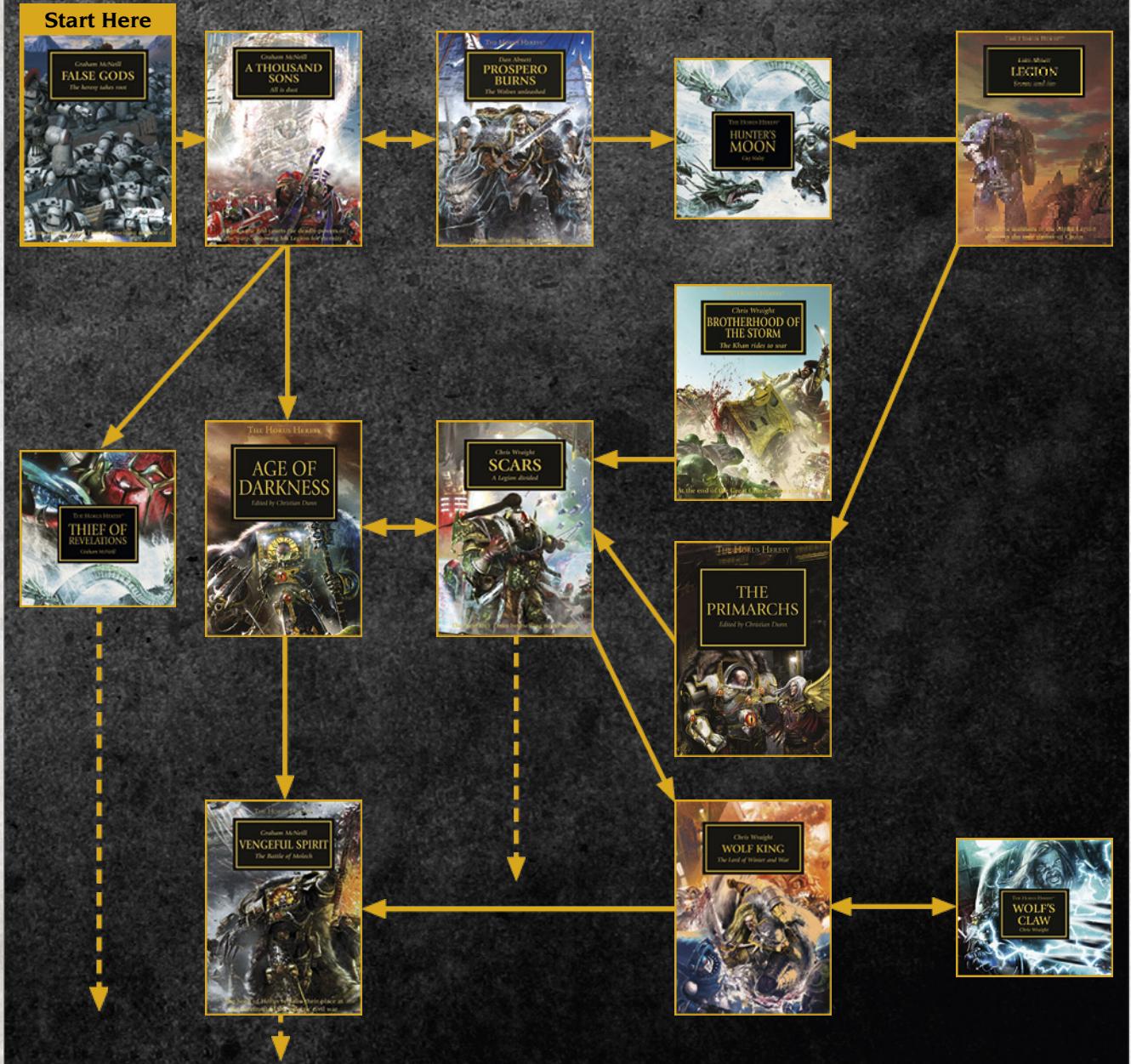
Follow the lines from one title to another to see where stories begin and continue, and the dotted lines to tales not yet told...



Fleeing the Warmaster's fleet at Isstvan III, Captain Garro of the Death Guard took his ship, the *Eisenstein*, and returned to Terra to warn of Horus's betrayal. At first treated with cruel distrust, Garro was taken aside by Malcador the Sigillite, the Imperial Regent, and tasked with a secret mission. Wearing no Legion colours, he would seek out exceptional individuals from the Space Marine Legions for a new force in the Imperium: the mysterious Knights Errant.

Garro's story began in the opening trilogy, but soon spread into further books and even a mini-series of exciting audio dramas following his exploits. Malcador had long seen the need for Space Marines who could combat the forces of Chaos directly, and his various schemes will eventually lead to the foundation of both the Grey Knights and the Inquisition. But in a secular Imperium, Garro suspects that the power of faith has been overlooked...

THE RAZING OF PROSPERO



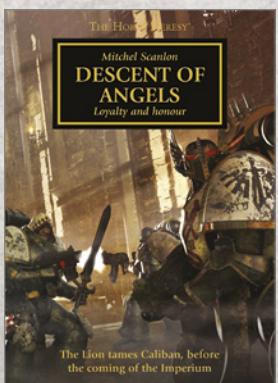
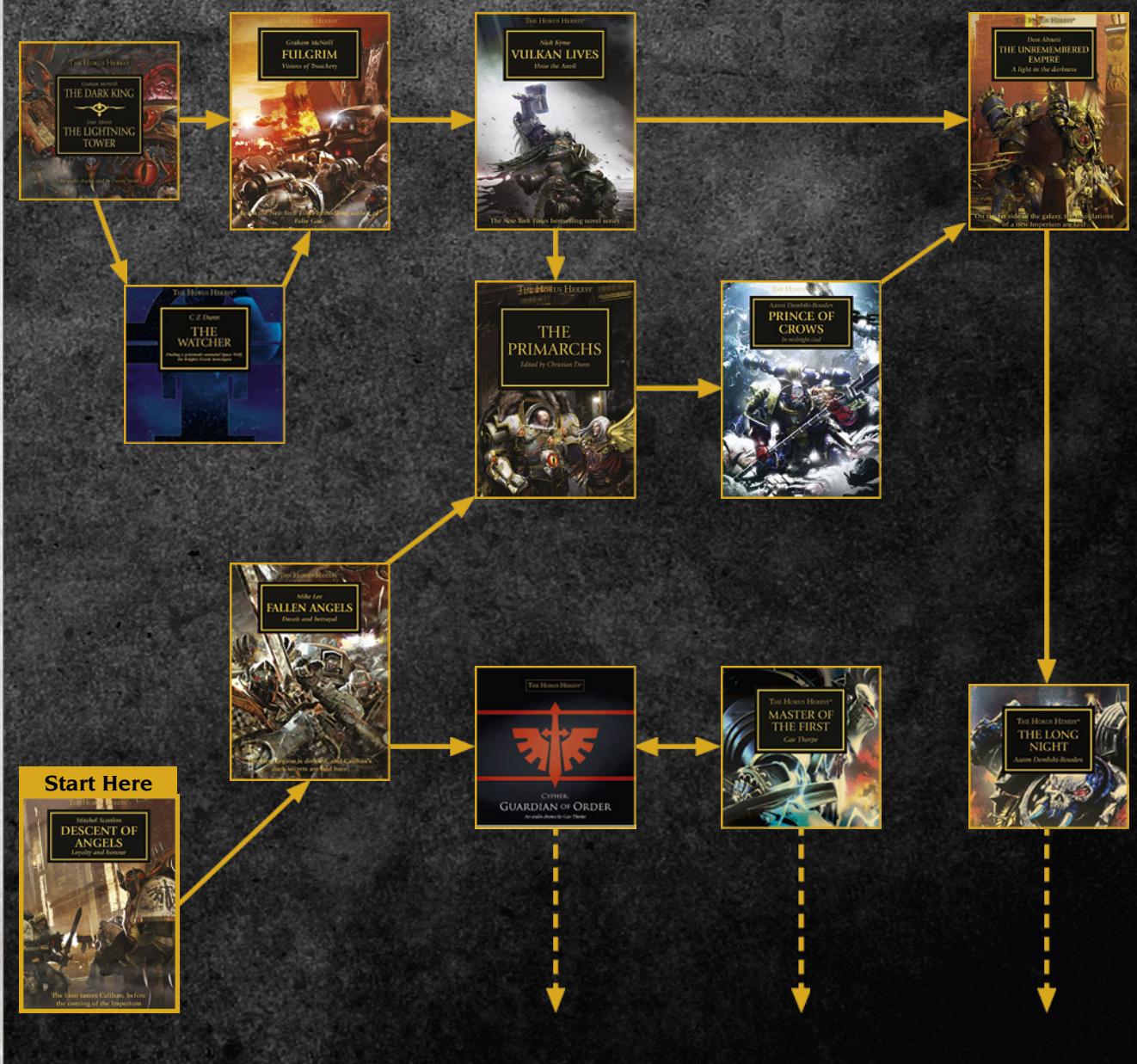
Garro was not the only loyal son who tried to warn the Emperor. Although the Council of Nikaea had forbidden the use of psychic powers within the Space Marine Legions, Magnus the Red and the Thousand Sons continued to practice their arts in secret. When Magnus saw the powers of Chaos reaching out to Horus, he cast his mind out through the Warp and pushed through the protective wards that surrounded the Imperial Palace. But instead of being praised as a

hero, Magnus faced the wrath of his brother Leman Russ.

Although the Space Wolves' attack on Prospero is often considered to be the perfect example of a loyal Legion punishing their traitorous kin, the truth is actually much more disturbing. After this, the fealty of other Legions such as the White Scars was called into question, and everyone began to question just what the Alpha Legion were really up to.

CALIBAN AND THE DARK ANGELS

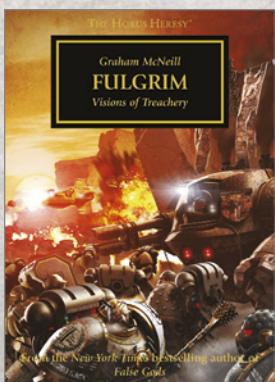
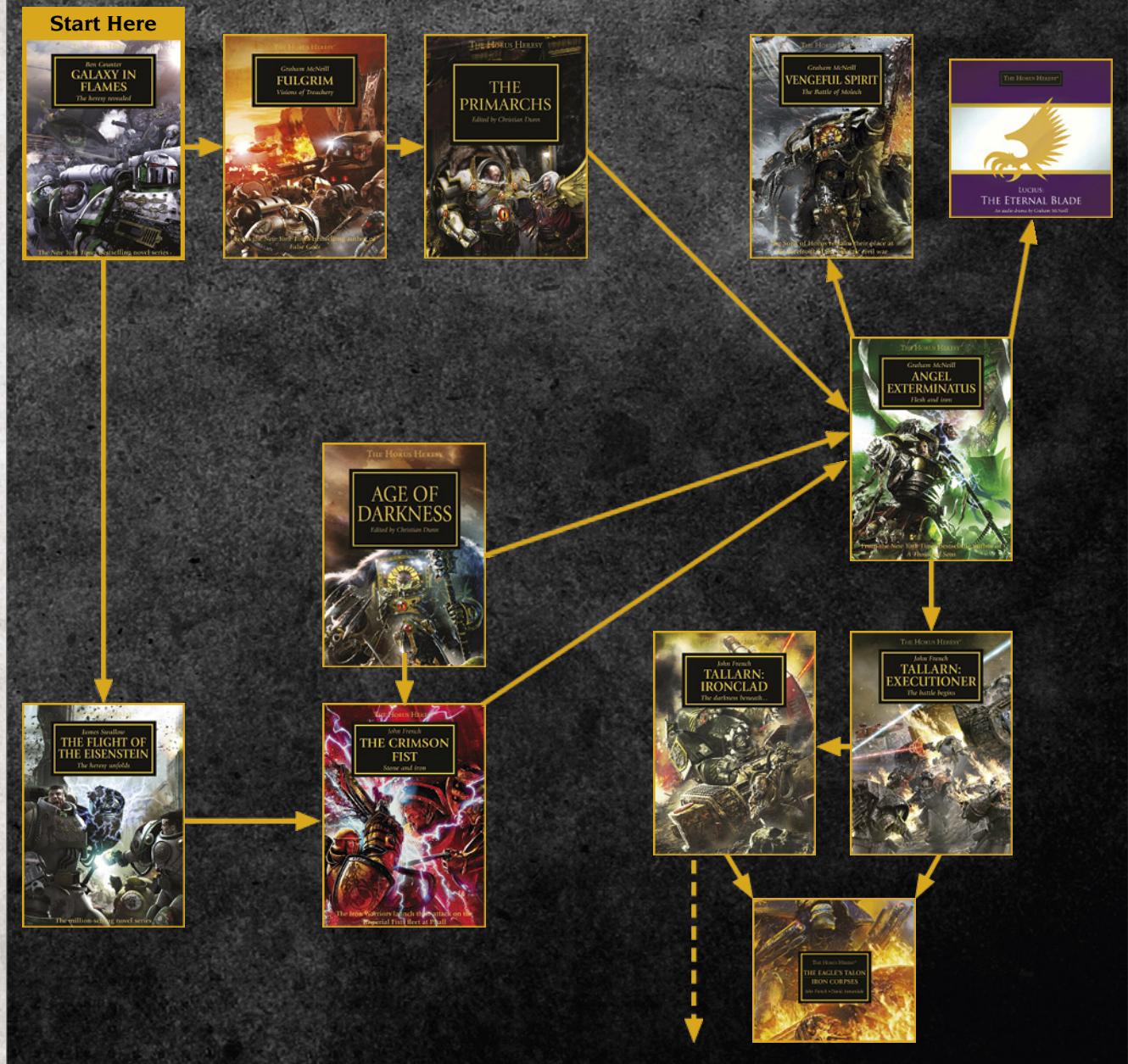
Follow the lines from one title to another to see where stories begin and continue, and the dotted lines to tales not yet told...



For ten millennia, the Dark Angels Chapter have dedicated themselves utterly to burying the disturbing secrets of their past – secrets that, of course, have their roots in the Horus Heresy. In fact, the truth lies in the history of the knightly orders of Caliban that predated the coming of the Imperium, and the young Primarch Lion El'Jonson who rose to become their leader. But will anyone ever discover the real reasons behind Caliban's complete destruction?

From the very beginning, the First Legion were shrouded in secrecy. These stories peek behind the curtain, following their sometimes dubious loyalty to the Throne of Terra. From the earliest days on Caliban to the bitter enmity between the Lion and Konrad Curze of the Night Lords, and right into the mystery of Imperium Secundus, it has never been entirely clear which version of the truth really serves the Dark Angels best...

FULGRIM'S CORRUPTION, AND THE BATTLE OF TALLARN

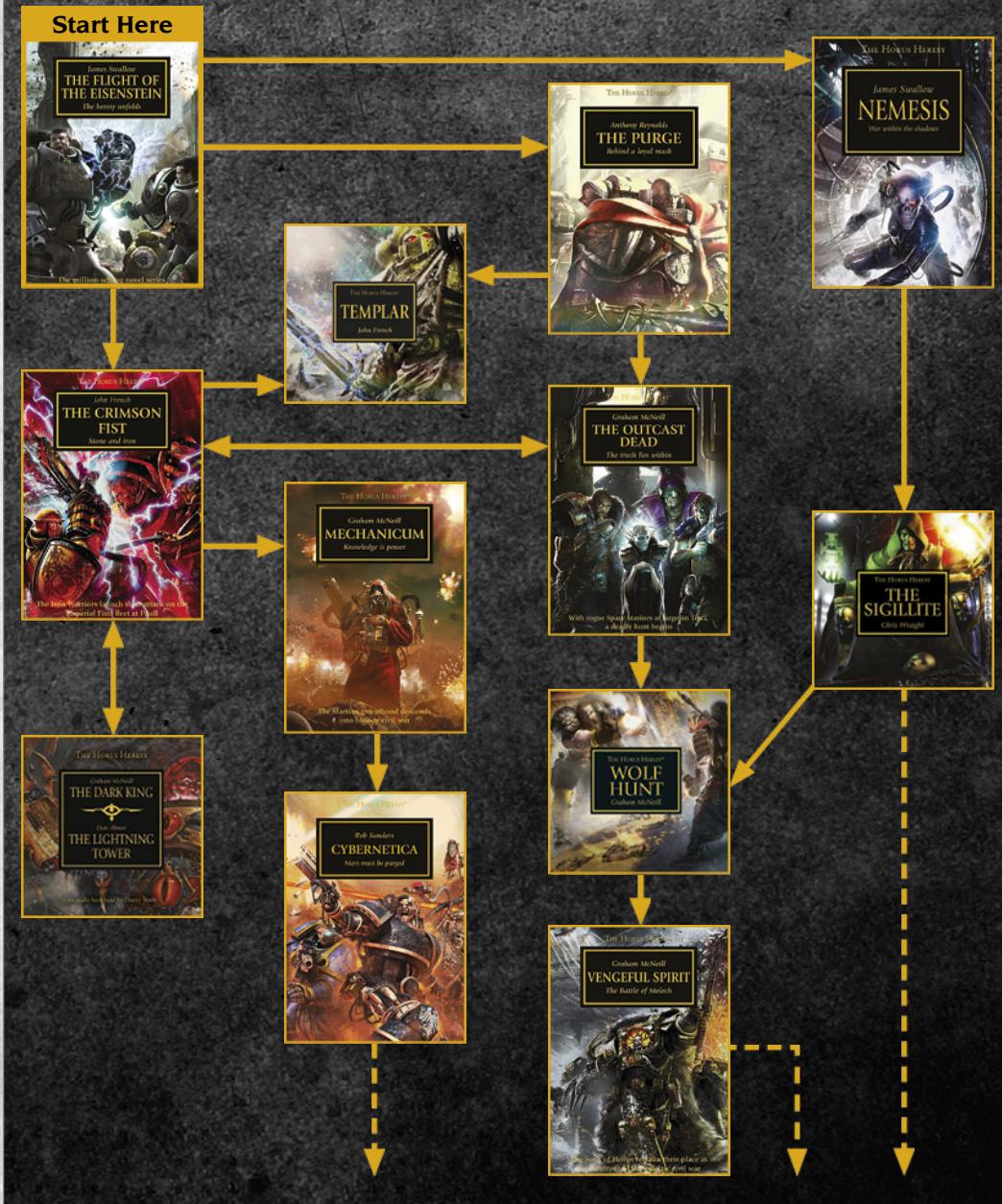


With the Emperor's Children at Isstvan III, Horus sent their Primarch, Fulgrim, to turn their brother Ferrus Manus to the cause. In his arrogance Fulgrim failed, and it was Ferrus's Iron Hands who led the catastrophic loyalist counter-attack on Isstvan V later known as the Dropsite Massacre. Fulgrim, now also under the influence of Chaos, slew Ferrus in cold blood, and thus began the Age of Darkness, a horrifying new epoch in the history of Mankind.

Fulgrim and his Legion would become synonymous with cruelty and excess, and in service to the god Slaanesh he would betray yet more of his brother Primarchs in order to pursue his own daemonic destiny. In fact, it was just such an incident that led Perturabo to lay waste to the verdant world of Tallarn with his Iron Warriors in search of vengeance – one of many unnecessary battles that Horus was forced to resolve in order to win the war.

WAR IN THE SOLAR SYSTEM

Follow the lines from one title to another to see where stories begin and continue, and the dotted lines to tales not yet told...



From the moment that word of Horus's treachery reached Terra, the Throneworld was put on a war footing. Rogal Dorn, already appointed as the Emperor's Praetorian, set his Legion to fortifying the Palace while Malcador the Sigillite developed his networks of spies and assassins to combat threats unseen. But nothing could have prepared them for the sudden rebellion of Mars, home of the Mechanicum priesthood and always Terra's most valuable ally...

The Horus Heresy was not a war fought only on the battlefield, between loyalist and traitor – at times both sides fell prey to internal conflict, whether deliberate or not, and even Lord Dorn's own Imperial Fists would clash with other agents of the Emperor. Many of Malcador's secretive schemes – not least the activities of Garro and the Knights Errant – would perhaps have been seen as heresy in themselves were it not for the greater threat posed by the Warmaster Horus... 

ESSENTIAL READING

If you really just want the potted history of the Horus Heresy so far, hitting all of the key battles and events that have become so legendary and infamous by the 41st millennium, then after the opening trilogy you can skip ahead to each of these novels. Simple!

Fulgrim gives a comprehensive account of the Dropsite Massacre on Isstvan V.

A Thousand Sons shows all that was lost when the Space Wolves attacked Prospero.

The First Heretic examines Lorgar's motivations in embracing Chaos once more.

Know No Fear gathers all archive material relating to the Battle of Calth.

Fear to Tread follows the Blood Angels to the Daemon-infested world of Signus Prime.

Angel Exterminatus and *Betrayer* tell of the daemonic ascension of Fulgrim and Angron.

The Unremembered Empire delves into the secret history of Imperium Secundus.

Vengeful Spirit returns to the Warmaster's side to witness the final years of the war.

The Horus Heresy series is far too big for us to cover in just one issue, so check back next week for the second part of our amazing feature! And be sure to head to www.blacklibrary.com to see the whole Horus Heresy range.

THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week we delve into Battletome: Everchosen and rejoice in the majesty of the Varanguard.

THE LEGEND OF THE EVERCHOSEN

THE ENEMIES OF ARCHAON

SIGMAR

Archaon's greatest adversary, Sigmar, tasted defeat in the world-that-was, and again at the dawn of the Age of Chaos. It was that final crushing defeat when Sigmar withdrew to the Realm of Azyr and assumed his throne as the God-King. As Sigmar unleashes his Stormcast Eternals, the Everchosen thirsts for the chance to finish off the God-King once and for all.

NAGASH

When Archaon fought Sigmar's alliance of the gods, he manipulated Nagash into abandoning the defence of the Allpoints for the promise of sovereignty in the Realm of Death. This was a hollow promise, however and the forces of Chaos soon invaded Shyish too. Since then Archaon has humbled the Great Necromancer several times.

GORKAMORKA

Driven by the will to fight and win, Gorkamorka takes his past defeats against Archaon badly. As Sigmar's storm breaks across the realms, he hungers for revenge.

THE VARANSPIRE, THE EMPTY THRONE IN A SPRAWLING DOMAIN

Archaon's conquests are beyond number, an empire of misery that blankets seven of the Mortal Realms like a barbed net. This vast domain is controlled from the Varanspire, a titanic fortress within the Realm of Chaos that juts from the horrific landscape of the Dark Gods like a serrated blade from a corpse's back. It is here that vast baggage trains heave the spoils of war, endless processions of triumphant Chaos Lords dragging slaves beyond number and treasures without end.

This Daemon-haunted fortress is lorded over by Archaon's lieutenants, for he has not entered its walls in an age. There, his

sorcerers observe the obeisance of mortal and Daemon lord alike as they pay homage to his throne of flowing darkness. Armies without number throng this fortress, exulting in the name of the Everchosen, forging wargear for his endless wars and duelling to the death in vast arenas to win his approbation. It is a nightmare vision in a hellish realm.

Worse still, it is all but unassailable. To reach it one must traverse the Eightpoints, a magical anomaly that was once the jewel of the Mortal Realms. Now it lies in the hands of Archaon's legions, a ragged tear through which his armies invade reality.



WHITE DWARF

GLORY OF THE THREE-EYED KING

The opening pages of Battletome: Everchosen contain a gorgeous sequence depicting Archaon's rise to even greater power following his victory in the world-that-was. It's a stylish illustrated story which evokes the madness of the Dark Gods' patronage. From the illustration of Dorghar's flesh being twisted into his monstrous form to the clash between Archaon and Sigmar as the Gods of Chaos watch on – it's as if the raw stuff of Chaos has spilled out onto the page.

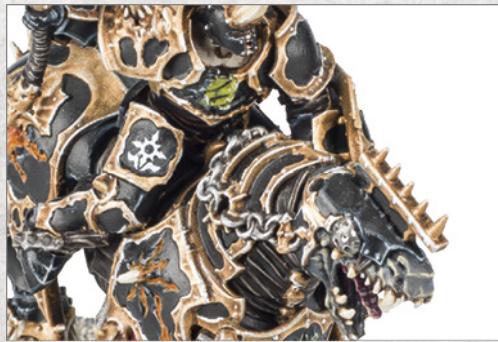
Our favourite bit? It has to be the portentous image of Archaon reaching for the hilt of Ghal Maraz!



THE ICON OF THE EVERCHOSEN

Every warrior of Chaos in the Mortal Realms owes allegiance to the Everchosen – the moment that he or his Varanguard arrive, all are expected to bend the knee and lend their blades to his cause. Legends abound of those arrogant lords who decline this honour, and such are the grim tales that none who have heard them would dare repeat the error.

Those who Archaon deems worthy are permitted to wear the mark of the Everchosen, an iconic sigil that resembles the hilt of the Slayer of Kings, Archaon's daemonic blade. While enthusiastic (and skilled) painters may wish to replicate this symbol on their models in paint, Battletome: Everchosen contains a transfer sheet with 278 transfers in a variety of sizes (from very small ones, perfect for pauldrons and armour plates, to massive icons for banners and battle standards). Here are some examples of them in use.



1 This Varanguard wears the mark of the Everchosen on the tassels of his leg armour. As Archaon's favoured warriors, the Swords of Chaos of the First Circle frequently bear his icon.

2 This Putrid Blightking has the mark upon his shoulder plate. Because Archaon is the champion of the Chaos Gods, it is no contradiction that a Blightking, sworn to Nurgle, wears his icon alongside the triple bubo of the Plague God.

3 This Blood Warrior of Khorne has the mark on the belly plate of his armour. The smallest transfers on the sheet will fit into some of the tiniest spots on a model – perfect for use on miniatures as detailed as the Blood Warriors.

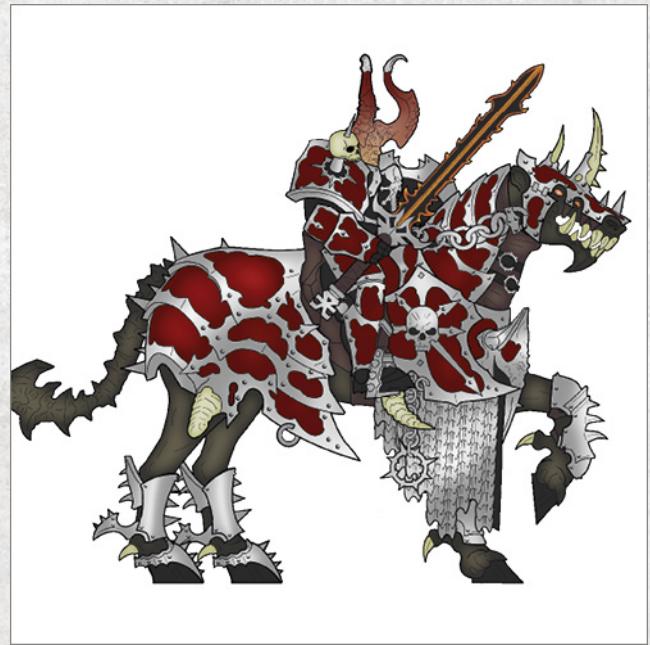
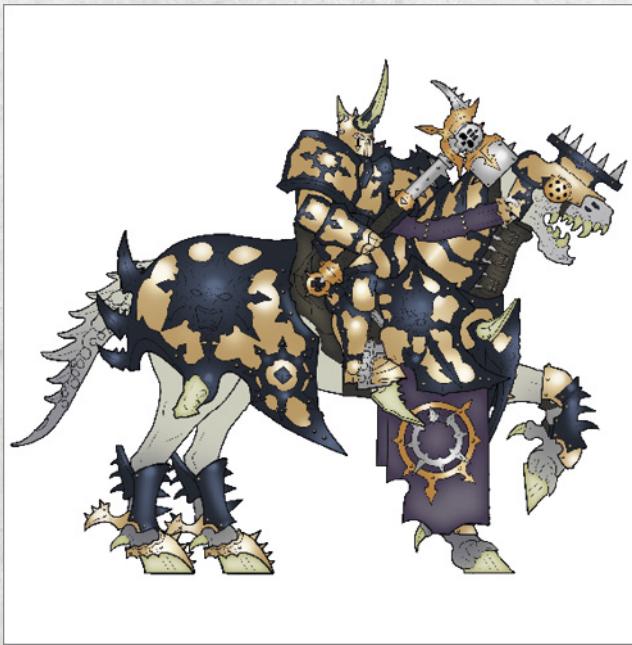
CIRCLES OF THE VARANGUARD

- 1 Laelshy the Depraved rides in the Second Circle, the Souls of Torment. This circle is known for the unspeakable acts of terror they cause.
- 2 Rorgor Blooddrinker bears a daemonic hellblade into the fight, a nod to the Blood God, even as he rides with the knights of the Sixth Circle, the Blades of Desolation.

On page 18 we delved into the organisation of Archaon's Varanguard, and the Eight Circles that form them. As we studied the information written about the almighty Knights of Ruin in Battletome: Archaon, we discovered the appearance of the Varanguard can differ greatly dependent on what circle a Varanguard is from. Most iconic of all are knights of the First Circle, the Swords of Chaos, who ride in the same brass and black as their Everchosen master. Every other host has

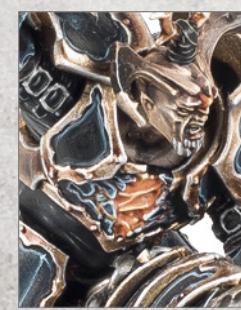
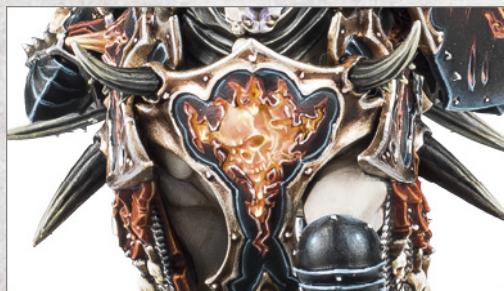
its own subtle variation, from the black-souled warriors of the Third Circle who wear dyed green plumes and reins on their Chaos steeds, to the Scourges of Fate whose drab steel and black plate is only brightened by the fell magic that pulses around them.

The illustrations in the new battletome can serve as inspiration for the Varanguard in your army. Collecting Bloodbound? Why not add Varanguard of the Sixth Circle?



FROM THE DAEMON-FORGES

As befits the inner circle of Archaon's vast legions, the Varanguard have the most impressive and ornate armour seen among the myriad warriors of Chaos, and indeed they are some of the most impressively detailed models we've ever beheld. As we pored over them here in the White Dwarf bunker, there were a few special details that really impressed us. We all loved the Daemonforged blades, a Khorne hellblade, a plague sword and a weird, hook-bladed Tzeentchian war axe. The bonkers combinations of mutated heads also caused much delight. Our favourite detail, though? That's the barding on one of the Chaos Steeds – it's splitting and cracking apart like super-heated stone and skulls are literally bursting through it...



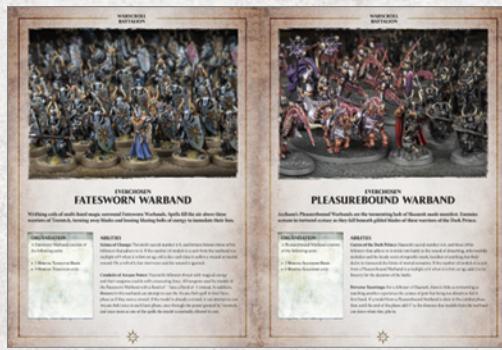
1 Here you can see the front plate on one of the Chaos Steeds – check out the skull pushing its way through the cracking metal of the armour plate. What's especially mind-bending about this little detail is that the armour plates are only so thick... where can the skull be coming from?

2 This Varanguard actually has cracks in his horns, like those on the bardings above – a perfect match for when you're building your Varanguard kit.

3 There's even a breastplate splitting apart under the Chaos magic – that really can't be comfortable to wear.

ARCHAON'S GRAND HOST

Along with swathes of background and history about Archaon and the triumphs of his armies, Battletome: Everchosen is also loaded with gaming material too, with a trio of battleplans detailing some of the Everchosen's most famous battles, and a swathe of warscroll battalions designed to recreate Archaon's Grand Host. These warscroll battalions are themed after the followers of the Dark Gods, with Bloodmarked, Plaguetouched, Fatesworn and Pleasurebound Warbands. Each of these taps into the nature of the servants who worship that god – the Bloodmarked Warband is made of Khorne followers and favours units who pay homage to his sacred number and makes them more powerful the more foes they kill. Each of these is exciting, but their greatest appeal is when you combine these four warbands with the Everchosen's Overlords of Chaos to create Archaon's Grand Host – an unstoppable army to which the Daemons of Chaos flock like moths to a candle.



ASK GROMBRINDAL



The White Dwarf is a font of knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer Age of Sigmar, need a bit of painting advice or you're after a few tactical tips, drop us a line: team@whitedwarf.co.uk

PAINT IT BLACK

Hi there, White Dwarf! I have decided, after lots of thought, to collect a Chaos Space Marines army (in particular the Black Legion). I can't seem to find a good list of the paints I will need to paint Black Legion really well though. Any help would be greatly appreciated.

- J 'Not the Painter' Turner

GROMBRINDAL SAYS

Hello, young bearding... no need to use the formal title. Grombrindal will do! As for your question, I do believe I can help, yes. The painting guide in this very issue of White Dwarf (flip back to [here](#)) might detail the Varanguard, but it would serve exceptionally well for the scions of the Warmaster from the Black Legion too! After all, both the Swords of Chaos (Archaon's First Circle of Varanguard) and the remnants of the XVI Legion wear jet black armour with gold trim. All you need to do is apply the same techniques and colours to the Chaos Space Marines and voila – perfect colours for your models!

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: great deaths.

WARBOSS UGULHARD

It's hard to imagine more bloodshed in a single duel than that of Commissar Yarrick and the Snakebite Warboss Ugulhard. During their fight, Yarrick had his arm severed by the towering Ork who snipped it off with his power klaw. Fighting through pain and copious blood loss, Yarrick managed to behead the mighty Ork with a sweep of his chainsword (and a shower of churned flesh and gore). Yarrick then paused to hack off the Warboss's power klaw and hold it aloft.

VERMALANX

The rat-daemon Vermalax was a bane of the free peoples fighting in the Realm of Life throughout the events of Quest for Ghal Maraz, wreaking havoc among Sylvaneth and Stormcast Eternals alike. At the height of the fighting for the Athelwyrd it seemed as though Vermalax might be unstoppable, as he advanced on Alarielle. An act of heroism from Tegrus of the Hallowed Knights saved the goddess from certain doom, and his fate roused her ire. In a gesture she hurled a single acorn into his maw. In an instant it sprouted into branches and roots that tore the Verminlord apart.

FERRUS MANUS

Another beheading, what makes the death of the Iron Hands Primarch so interesting is the tragedy of it. Once he and Fulgrim were the firmest of friends. By the time they clashed on the soil of Istvan V, Fulgrim had dabbled too closely in the stuff of Chaos. As they fought, Fulgrim wished to stay his hand and spare Ferrus, but he had fallen too far. The Daemon in the Laeran blade took control and slew Ferrus – leaving Fulgrim to realise what he had become.

WHITE DWARF'S REGIMENTS OF RENOWN

Lord Kroak is one of the most famous heroes in the history of Warhammer, notorious for his immense magical power and the strength of will that enabled him to fight on even after the Daemons of Chaos had slaughtered his mortal frame. When the Slann sounded the great exodus from the world-that-was, Kroak was among the Slann Starmasters who made their escape and now he continues to fight on, leading the Seraphon in their crusade against the scions of the Dark Gods.

This Lord Kroak model was basecoated with Zandri Dust, then layered with Ushabti Bone, before being shaded with Seraphim Sepia diluted 50/50 with Lahmian Medium. He was then drybrushed with Praxeti White. The bandages wrapped around his withered frame were layered with White Scar. The glistening leaves on the model are tiny pieces of etched brass taken from an old Citadel Basing Kit, which have been painted red and orange and then varnished with 'Ardcoat. ♦



NEXT ISSUE: GOLDEN DEMON, 'EAVY METAL AND A HIGH-FLYING SORCERER...

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