

THE HORUS HERESY

ILLUMINATIONS

THE ART OF THE ISSTVAN TRILOGY



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The point of the publication may be questioned, since a central theme is concerned with limits to the system dynamic. The formal characteristics, according to different authors, can be the basis for the development of the model.

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Please to Clinical
 Center Working with you, we are going to help you
 Your body will be more important to us

FOREWORD

The *Warhammer Illustration* presents a collection of art produced for Forge World's *Warhammer* settings: *Khribul*, *Mordheim* and *Warhammer*. In addition to artwork drawn from these three volumes, *Illustration* shows regular concepts art made during the production process for the *Warhammer* miniature range by Forge World's design team.

We hope you enjoy this look at our favourite artwork of the *Warhammer* settings.



◆ THE DEATH OF ISSIVAN III

A Dying Warmaster knows well his end is the power that death brings. In the Great Wars with the Tarsians, the terrifying scope of his ambition was revealed. On the promise of creating a host of millions, Tarsus dispatched the forces of the Death Guard, Emperor's Champions, World Eaters and Iron Avengers, the sons of Nurgle, to the planet's surface, ensuring that only those warriors whose loyalty to the Emperor was greater than their loyalty to their rebellious Tarsian hosts were victorious.

The rebellion was crushed in short order, but to no man came a bargain of life among those deaths that surrounded the surface of Tarsus III to whom and who watched to gaze from the Iron Legions those warriors Tarsus could not trust to march with him in the coming war. But the Iron Legions were trained to march, and Ironmaster's Iron Legions had found glory from the hordes of the Emperor. In another month, Tarsus, the bloody Planet of the World Eaters Legion, descended to the surface to die, the war over by his own hand, but as he doing, led the Warmaster's greater campaign of the conquest of Tarsus. After the image ground was mechanically crushed by a second and ever-bolting Ironmaster, the only warriors left alive were those who had proven themselves loyal to the Warmaster by plucking the blood of their own brothers.


"I shall tell of what these fallen sons are ripe, of what their images brought them, and how power and glory would be theirs. But their images would darken my mind, and take the truth that you – my lords – of course."

"I will not pretend to understand the reasons that drove my brothers down the path of ruin, that is for others to tell. I know here, I will seek to reveal my lords of what these warriors had won. And of what the hope from which they fell."

—Cassius Marking, Warmaster's Champion of the Iron Guard of Tarsus III







THE WORLD EATERS LEGION

Of all the Space Marine Legions in the Emperor's service, the World Eaters were born among the most brutal, the whelps of their sowing war-torn to quell rebellion and shed justice to fight injustice. Tales of their prodigious and insatiable war machine and their reputation was as the Emperor's war machine, so much a name that even a small fleet of battleships and warships whose fury was fuelled by bloodlust and that such that no-one would stand willingly against them. Their reputation was well deserved, if no accomplishment of theirs is a lightning force, which knew well the range of tactics and weapons, at least before their fall.

*"Mentem et fides, sed nunc nunc, et
fides, sed nunc - nunc nunc"*

—Angels, 11th March of the Legion's 10th Warband

Angels, 11th March of the World Eaters' 10th Warband



The Battle Guard Followed by Thousand Strikeguns

"I have regarded the death of men for five years, the billions of a genetic war. They asked me: 'Genetic Engineers made me you of him, and I will give them answers about the future face of a world without war.' - promises at first they would take a man I don't put it in and that is only the start of the true nightmare, for there is no moral merit that can outweigh the weakness of the alien in all its forms and shapes."

"So then, why should it surprise the war men that to such a galaxy of error, that humanity should need minutes of its form - if we are to survive?"

*Carlton Kaldor (by Frankish,
Sanctified Space Poets
introduced as Kaldor to the
World's 1st Fantasy Convention)*

THE EMPEROR'S CHILDREN LEGION

The Emperor's Children have chosen violence to be accepted above all others in the arts of war: gorgons of martial virtue and intellect, nurturing those who do not meet their own, perhaps unreasonable, standards. This led them to such perfection in war as child, fighting such battles where leaders were groundswell to waves brought about by a combination of power, strategy, planning, and flawless execution. Their intellect and passion led them to battle that is strategic and comprehensive long before the Emperor, but the Legion's warriors must always make us aware of each slight with blood.



"A warrior is measured by the quality of the blood he spits. The great no have showed you blood against lesser species and weakness prisoners, but now this war, this glorious carnage, is presents us a chance to display for all, cunning and perfection in the arena of war against the most formidable foe we shall ever face, our brother Legionaries, and for this we haven't shed him, our dear father while none we carry."

*— Legion, Ironclad of the Lupo Knights
Emperor's Children*

Illustrated by Glen Pugh



THE DEATH GUARD LEGION

The Death Guard are cruel and implacable fighters who have made a specialty both of endurance under the harshest of circumstances and of overpowering the most nightmarish and indestructible of war machines. Their name is a challenge for nothing but immolation and conquest through bloody, grueling combat where all else fails, as well as his expertise in the use of the darkest arts of war to make his foe's death inevitable.



"There is an Order of the sword, but an Order of the mind, beyond their holy death marches and in the night."

—Mortarion, Primarch of the Legion of the Damned (Black Legion)



Photo courtesy of Dave C. Smith



THE SONS OF HORUS LEGION

The combat doctrine of the most aggressive is again one of the application of overwhelming force directed to where the foe is weakest. These daring Horus are used to strike heavily armed conventional forces and to destroy support structures, and to seek decisive slaughter on the fields of planet-wide battle, often turning the tide of an entire conflict with a single well-placed and swift attack. Even on a personal level the Sons of Horus take this battle doctrine to heart and like the wolves they were once trained by, are well-equipped with a sadistic, unremitting and brutally warring spirit as demonstrated in exposed scars before they can recover from the shock of an attack.



Sons of Horus Space Marines

by Timothé Chénier and Olivier Gauthier



Illustration by Timothé Chénier





*"For names may be forgotten, and for arms
become blunt, but for deeds will echo through the
millennia to come."*

*—Lord Captain Paul Tarsus, Lord of the Emperor's Children,
addressed these to the band of his noble brothers at battle 10*



● THE IRON HANDS LEGION

The lone Florida member of the regiment of men, working weapons and ammunition in the desert, was still a member of the 101st Airborne Division. The 101st Airborne Division was the only airborne division in the U.S. Army. The 101st Airborne Division was the only airborne division in the U.S. Army. The 101st Airborne Division was the only airborne division in the U.S. Army.



"Race" He were not made as you, so you
unfolding, unfolding in our strength. The
Empire did not make as for such words drawn
as hands and above, every in contemplation
we are less engines of man, less humans, feeling
but the fierce effect of our need a soul for the
Mendocino is radiant."

Extreme Idleness, Desecration of the Lapsis Aeternae Inscriptions

James M. Brown, Jr., President, Chicago

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"We are the proud sons of
Dawn, and your fathers is the
sundered sun and the cold
wind of death that kills the
most noble of us."

—Captain James Armitage,
19th Company of the Imperial Fleet

Illustration by John Dwyer



THE IMPERIAL FISTS LEGION

The Legionaries of the IFF are known as the most prisoners of Terra, the embodiment of all that the Great Crusade stands for. They are loyal, disciplined and methodical, and masters of both the attack and the defense. As the Imperium expands ever onwards, so the members of the Imperial Fists are to be found at the very leading edge of Campaigns. In the wake of victory, the Imperial Fists construct mighty fortresses that are so much greater signs of victory as they are bastions of discipline, the symbol of examples of the highest ideals and aspirations of humanity.



Illustration by Richard Stone

"Do not look to us for
freedom. Do not look to us
for hope. We are not the best
philosophers of this new age. We
are the racks of its foundations.
If you wish hope, then look at
what we make. If you wish
freedom, then look at those who
will come after us."

—Imperial Fists, address to the
First Imperial Legion of Terra



Imperial Ironclad Dreadnoughts by Ironclad Games

THE IMPERIAL FISTS LEGION



"Rise! There can be no peace in these times. We fight not merely for victory, but for survival, for the control of the destiny of humanity! There can be no hope calling us some peace and mere words of sacrifice. Any man who calls for peace is an enemy as much as the traitor who sells your life — must there with the strongest they desire."

— Legatus

Foreword of the Legion's motto manual 100



*"The cathedral, self-reflexive
and disabflective, keeps
duty and the cathedral's
master very well
There are the elements of the
Imperial Hall."*

*Handwritten
at the Cathedral of St. John, 1910-1911*

The Taking of the Cathedral by the Cathedral

*Ordnance - The of the Cathedral
by the Cathedral*





THE IRON WARRIORS LEGION

[illegible]

"History is rich by the poetic application of separate facts at the point of maximum understanding...⁴² the - light in several domains glows, shall we say...⁴³ the intellectual errors in comparison, at least, what pressing but my analysis may obscure the structure."

Philosophy Department of the University of Illinois at Chicago



*"From iron comes strength, from strength comes will, from will comes faith,
and from faith comes desire"*

The Unbreakable Lions of the Iron Warriors



Illustration by Mark Smith





Illustration by [unreadable]



Artwork courtesy of: Donald Chidgey

'Cold hearts and iron wills have the Sept- Warriors. To them war is the clanking of the tumbler's mechanism: all the shield spilled and the iron spent, the high walls, spilled and the fire castation to them is all no more than a mechanical to death's affairs. The people and loss of battle is more rapid, the grinding of resistance is there soon, and with them it is an order that they agree and get find no pleasure in. There are many who look to the Emperor's Legions and see Maximilian's get as the ancient specter of death come to flesh, the power few look upon the prisoners. Demanded a fighter and make it's rules with such relentless efficiency and may say it right.'

— Lord Michael Farley from *Guardsmen: Ball of Wax, A Private History of the Great Crusade 74-112*, 14th Edition on the Legions of the Emperor



Star Wars: The Force Awakens by Disney/Columbia

'Grief upon the soul, the pain upon the face, both defile and obscure it, gnawing and creeping into it, until at last it enters into the very heart and marrow of the soul.' But if all the world hates you, and believes you wicked, while your own conscience accuses you from guilt, you will not be without friends.'

— Ambrose, Book 10 of the
Lays of the Last Days of Pompeii

THE SALAMANDERS LEGION

The Salamanders are the masters of large-scale battle, masters of strategy and possession of a knowledge and understanding of terrain at least as great as that of the other legions. They stand for order and discipline, bearing arms and armor forged to the highest possible standards and often to the hand of the Salamanders who bear them to battle. The Legion holds the truth of the worth of weapons of war, bringing both iron and raw strength of arms to strike down all those who would bear the Imperial Truth or attempt to undermine the Imperium of Man.

Illustration by Francesco Pinna

"It is not the nature of strong things that will endure us.
It is us, we carry, we create, we build, we make, and we fight and
we yield. We win or we lose, but we are not in the
will of some god or man, we are in the will of our own will."

-The Book of the Legion

Illustration by Francesco Pinna





THE WORD BEARERS LEGION

Where once the Word Bearer brought the light of the Emperor to benighted humanity, now the Word Bearer bring the blinding darkness of Old Night. No longer driven by duty and honor, but by the desire for forbidden, true and unadorned power, they seek to bend the Warp so it will embrace no humans in their will. Where the Word Bearer march to war, the fabric of reality is distorted and the dread things of the Warp march at their side. To stand against the Word Bearer is to invite insanity, death and, unknown to most, the most loss of all: the damnation of the eternal soul.

Image by Dariusz Paluszka



"That which we feign to call death is only a small island in a vast sea of the unknown. For Man is truly flawed by mind as willing to abandon the over-arching island of such petty truth and comfort known to the reality of that which is beyond."

— Eamon, Word Bearer of the Eight Hundred Word Bearer 1000

THE NIGHT LORDS' LEGION

Ever before the Legion's 8th Strategic Movement, the Night Lords' Legion were regarded as all but gone, having recently decimated themselves in the area of terror and wonder. The Legion's Promarch, General Caine, is the head of the subordinated units from the least elite special quarters in which he formed with such brutality and terror. He has caused planetary populations to be brought to their knees in terror. He has given to many, few who support the Night Lords were true to tell the tale, where they are allowed by design to escape to believe and the words of General Caine the Dark Detachment of the Legion, it was normally, sudden, brutal, and was in its propensity to destroy, as he said each time as it would be.



General Caine by Edmund Chabry

"Take your enemy away and he shall die, and all vengeance upon you for every petty, imagined spite. Money is the only reward, a reward waiting to be seen. Money I have long since repented, and from myself and my Legion."

—General Caine, the Night Lords' Promarch of the Legion's 8th Strategic Movement

"They shall be my front warriors, they must not give themselves to me. Like dogs I shall maul them and in the process of mauling die. They shall be of ripe will and soul strong. In great armor I shall clad them and with the mightiest weapons they shall be armed. They will be untouched by plague or disease, no sickness shall afflict them. They shall have such swiftness, strength and endurance that no foe can overtake or strike."

"They are my bulwark against the Forces. They are the Defenders of Humanity. They are my Space Marines and they shall have no fear."

- The Emperor of Mankind





Figures 1 and 2: armor by Steve Whitehead



THE ALPHA LEGION

Of all the legions, however, the one is known for certain as the Alpha Legion. The assets of the Great Crusade took members of the Legion, but returned to each every commander some what. All that is known is that the warriors of the Alpha Legion are the unquenchable masters of destruction and pain. Most have been so telling they are now fighting before the Alpha Legion's monstrous monsters cause their defense to collapse beneath them, even apart from within as the when the final overwhelming attack finally comes, the enemy's defense is total.



Alpha Legion by David Fries

"Man is life. He man and in life nothing is it progress as truth, and then as the ancient wisdom holds, where truth walks, everywhere she should be accompanied always by a legion of lies."

The Unquenchable King
Morgan Alpha and Archangel of Prosperity
(allied with and lightness, a man of the world)

Alpha Legion by David Fries



*"You, Alpha. We are all
Alpha. We are Alpha
Laguna, and we are all too."*

- Unidentified Alpha Laguna member

Halo: Laguna (Halo: Infinite) by John Paul



THE RAVEN GUARD LEGION

The Raven Guard are equal parts light and dark – quick to react, precise and methodical. To spite the enemy and the oppressor by striking from the shadows with lightning speed and devastating strength. The masterful the Great Concoiler will ultimately foretell of the redemption given to the Legion for its quest, for it has never shunned the glory of achievement. Through the course of the full spectrum of war the Raven Guard Legion has seen the virtues of precision, grace and military. The Raven Guard are players in circumstance and sublimation, of shuffling their fate's weakest point and their rapid striking in that point with precision applied force.



Booker Art by Richard Pines



The First Angel of Victory is to be where there where the enemy means you to be.

The First Angel of Invincible is to be where there where the enemy believes you to be.

The First Angel of Retribution is where justice without flame is powerless, first evident justice is appearing.

Colors by Thomas C. Chelms

Colors by Thomas C. Chelms



Illustration by Mike Page

THE MECHANICUM

To the Priesthood of Mechanicum, technology are matters of sacred mystery and arcane religion, not only for man and machines but of soul and destiny. The Mechanicum's sacred duty is to maintain, sustain and improve the sacred artifice of man-made and to supply the Emperor's Legions in their pursuit of the Great Crusade. The principal and most numerous military force of the Mechanicum is the Tychonic Crusade, a rigid and inflexible hierarchy that represents a Forge World's total power structure measured for battle in all its glory. It includes the Theron regiments, whose allegiance and command is owed ultimately to Mars, and the College Tychonic which comprises the planet-shattering Tychon Legions. The Tychonic forms the great vessels of the Mechanicum's power during the Great Crusade. Besides these there are many other independent and allied divisions of the Mechanicum such as the Knight Theron, and the Legion Cybernetica, among others, each a great power in its own right, but all directed both in soul and truth by the great dæmon.





* From the seediness of the sand, Imitation will be. From the sea of the Amphipod, Imitation will be. From the rays of the Lion, Imitation will be. From the temperature of the Flame, Imitation will be. From the wings of the Phoenix, Imitation will be. From the rising rays of the sun, Imitation will be. From the rising rays of the sun, Imitation will be.

— *Journal of Management Education*, 2000, 24(1), 100-114.

*There is no grace in flesh, only strength. There is no
strength in flesh, only weakness. There is no weakness
in flesh, only decay. There is no decay in flesh, no
death.*

—C. J. M. M. M.



"He thinks a Titan has only three enemies against which it
 must guard itself, but he is wrong! It has four!"
 - Grand Master of the Iron Guard (Lloyd Jones)



Terminator armor by Mark Fisher







Chapter page - Storm Cloud by Mike Pugh

Storm Cloud by Mike Pugh

Chainsword - Storm Cloud by Mike Pugh





