

# WHITE DWARF™

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 115

09 APRIL 2016

## THE EMPEROR'S FINEST!

- INTRODUCING THE IMPERIAL SPACE MARINE
- SPACE MARINES THROUGH THE AGES
- THE COMPLETE GUIDE TO POWER ARMOUR
- ANATOMY OF A SPACE MARINE
- THE RHINO AND LAND RAIDER: A HISTORY
- TERMINATOR ARMOUR
- HERO SPOTLIGHT: MARNEUS CALGAR

...AND MUCH MORE!



# 30 YEARS OF SPACE MARINES

AN ISSUE-LONG CELEBRATION OF THE ANGELS OF DEATH!





# WHITE DWARF

**ISSUE 115**  
**09 APRIL 2016**

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[BLACKLIBRARY.COM](http://BLACKLIBRARY.COM)

[FORGEWORLD.CO.UK](http://FORGEWORLD.CO.UK)



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### NEW RELEASES

A new incarnation of one of the very earliest Citadel miniatures – the Imperial Space Marine 2016. There's also Index Astartes Apocrypha, a retrospective of the earliest days of the Space Marines, and a slew of new boxed sets for loyalists and traitors alike. Plus: the latest from Black Library and Forge World.

### PAINT SPLATTER

A Space Marine special kicks off with a look at simple, effective painting of your Space Marines. Never drybrushed a Space Marine? You really ought to try it.

### THE ANGELS OF DEATH

We celebrate 30 years of Space Marines – past, present and grim darkness – in a special feature.

"And They Shall Know No Fear..."

The Anatomy of Power Armour  
Power Armour Through the Ages  
Space Marine Tanks of Legend  
Armour Spotlight: Terminator Armour  
Hero Spotlight: Marneus Calgar  
Space Marines: 30 Years in the Making

### 30 YEARS OF SPACE MARINES

There are more celebrations still to come...





# ANGELS OF DEATH

Throughout all the worlds of Warhammer, the silhouette of the Space Marine looms large as the most iconic image in our hobby. These towering superhuman warriors have captured our imaginations for an incredible three decades now – yes, it is the 30th anniversary of the Space Marine!

And so this issue of White Dwarf is almost entirely given over to a celebration of the Adeptus Astartes – we've tried to cram as much in as possible in our

pages, and you'll find such features as how to make Space Marines look terrific through the simple application of drybrushing, a whistle-stop tour through the history of the Emperor's finest, a look at the different marks of power armour and much more besides. Next week stores worldwide will be joining us in celebration and will – along with the Games Workshop webstore – be selling the brand-new Imperial Space Marine miniature, strictly while stocks last. Turn the page to see him and enjoy the issue! 🐼



# IMPERIAL SPACE MARINE 2016



**Celebrate 30 years of the Adeptus Astartes with the Imperial Space Marine 2016. This re-imagining of the very first Space Marine miniature wears iconic Mk. VI power armour and wields a deadly disintegration combi-gun.**

30 years ago, when Games Workshop was still young and the grim darkness of the far future was still but a distant dream, Citadel miniatures sculptor Bob Naismith was challenged to create a Space Marine. At the time, no one knew quite what a Space Marine would look like, but it's fair to say that Bob's first model (you can see it [here](#)), captured the hearts and minds of hobbyists around the world. Now, three decades later, Space Marines are still going strong and, to celebrate this monumental achievement, we're releasing the Imperial Space Marine 2016 – a re-imagining of that very first model.

This plastic miniature is sculpted to look just like the original metal Space Marine, albeit brought up to date with the use of modern design elements and technology. Fans of the first Imperial Space Marine will recognise the unadorned power armour, complete with studded left pauldron, pointed helm and vacuum cuff seals below the knees, the advancing, prowling-for-enemies pose and the arcane disintegration combi-gun.

Indeed, the attention to detail that has gone into making this new miniature look just like the original is almost unbelievable – the knee and elbow plates and armoured feet feature the same grooved design as the original model, a look that can still be seen on some Space Marine miniatures to this day – in the Sternguard Veterans kit, for example. The

1 The Imperial Space Marine comes with two right shoulder pads, one blank, the other featuring a roundel on which to display your Chapter icon.

2 The stabiliser thrusters on the model's backpack are sculpted facing upwards, just like those on the original model.

3 The Mk. VI helmet features a rebreather tube and targeter (offset along the helmet crest).

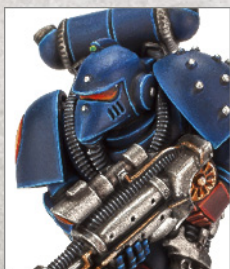
4 The Space Marine's combat knife and ammo pouches are attached to his belt beneath his backpack.



1



2



3



4



Imperial Space Marine's vambraces feature scanners and augurs, just like the original's, the chest cabling and air hose curve and connect in the same way; there are upturned stabiliser jets on the backpack, and even the triangular warning symbol on the backpack's hood has been replicated. The only real departures from the original model are the disintegration combi-gun and sidearm, which have been subtly redesigned to match other weapons of the 41st Millennium. While the gun features a more recognisable bolter barrel, it still includes a targeter and bayonet and maintains the semi-organic feel of the original, with pipes and tubes snaking over it, a flywheel mounted above the trigger.

All in all, the Imperial Space Marine 2016 is a brilliant re-design of a classic model and a celebration of the heritage of the Space Marines. It's available while stocks last from next Saturday, and many Games Workshop stores will be running events to celebrate the release. Check your store's Facebook page for more information. 🤖



1



2

- 1 The Imperial Space Marine can be painted in any Chapter's colours. 'Eavy Metal painted this one, fittingly, in the colours of the Crimson Fists Chapter.
- 2 The box for the Imperial Space Marine 2016 features the artwork from the front cover of the Rogue Trader rulebook and a picture of the original miniature on the back. It also includes a rules datasheet, so you can use your Imperial Space Marine in games.

**WARHAMMER 40,000  
IMPERIAL SPACE MARINE  
2016**

1 Citadel miniature

£18, €25, 180dkr, 220skr,  
200nkr, 90zl, USA \$30,  
Can \$35, AU \$50, NZ \$59,  
¥4,100, 180rmb, HK\$245,  
R110, S\$45

*The Imperial Space Marine 2016 is available while stocks last, from 16 April. This model is not available to pre-order before release.*

**RELEASED: 16/04/16**



NEW RELEASES: ADEPTUS ASTARTES

## SPACE MARINE COMPANY COMMAND

Each **Space Marine** Company is led by a Captain, who in turn is surrounded by his most loyal and trusted battle brothers. Such noble heroes are usually granted a role of honour, such as the bearer of the Company Standard or the panoply of the Company Champion.



An amazing choice to lead your Adeptus Astartes strike force, the Space Marine Company Command boxed set contains five plastic multi-part Space Marines, with the option to build one as a standard bearer, one as a Company Champion, one as an Apothecary, and two as Space Marine Veterans. It also contains a plastic Space Marine Captain, first released in the Shadow Force Solaq set. 🖤

### SPACE MARINE COMPANY COMMAND

6 Citadel Miniatures

£32.50, €45, 325dkr, 390skr, 375nkr, 150zl, USA \$50, Can \$60, AU \$70, NZ \$85, ¥6,200, 305rmb, HK\$415, R190, SG\$75

PRE-ORDER: NOW

RELEASED: 16/04/16

ADEPTUS ASTARTES

## SPACE MARINE TERMINATOR COMMAND

When the **First** Captain of a Space Marine Chapter marches to war, he does so in the company of his finest warriors. Each a storied veteran with decades of combat experience and clad in suits of Terminator plate, there are few deadlier brotherhoods of warriors.



The **Space Marine** Terminator Command boxed set contains five plastic multi-part Space Marine Terminators, with options to upgrade one to a Space Marine Sergeant and one other to carry an assault cannon, heavy flamer or cyclone missile launcher. It also contains a plastic Space Marine Terminator Captain, first released as part of the Space Marine Strike Force Ultra boxed set. 🖤

### SPACE MARINE TERMINATOR COMMAND

6 Citadel Miniatures

£35, €48, 350dkr, 420skr, 390nkr, 175zl, USA \$60, Can \$70, AU \$100, NZ \$115, ¥8,100, 350rmb, HK\$475, R215, SG\$85

PRE-ORDER: NOW

RELEASED: 16/04/16



## CHAOS SPACE MARINES

# CULTIST ASSAULT

At the forefront of every army of the Lost and the Damned are Chaos Cultists, despicable wretches who have sworn eternal allegiance to the Chaos Gods in the hope of a fleeting chance of glory, in reality merely exchanging one cruel master for ones far, far worse...



The Cultist Assault boxed set contains 20 plastic Chaos Cultists, armed with a motley collection of ramshackle rifles, blades and bludgeons, along with a single plastic Chaos Space Marine Aspiring Champion to lead them to glory in the eyes of the Chaos Gods – perfect as the start of your own horde of the damned or an expansion to an existing army of Chaos Space Marines. 🖤

### CULTIST ASSAULT

21 Citadel Miniatures

£28, €38, 290dkr, 335skr, 330nkr, 145zl, USA \$48,  
Can \$58, AU \$65, NZ \$75, ¥5,300, 290rmb, HK\$390,  
R180, SG\$68

PRE-ORDER: NOW

RELEASED: 16/04/16

## CHAOS SPACE MARINES

# TERMINATOR LORD'S CADRE

Every lord of Chaos needs an inner circle of loyal henchmen (no matter how corrupt). The mightiest of the Chaos Space Marine Lords surround themselves with cadres of Chaos Space Marines clad in Terminator armour, some of the most hateful foes of Mankind.



The Terminator Lord's Cadre contains five plastic multi-part Chaos Space Marine Terminators, a Chaos Terminator Lord (which can alternatively be built as a Chaos Terminator Sorcerer Lord) and a Chaos Familiar. The set comes with options to upgrade one to a Chaos Champion and to arm the Chaos Space Marine Terminators with combi-weapons and power fists or chainfists. 🖤

### TERMINATOR LORD'S CADRE

7 Citadel Miniatures

£35, €45, 350dkr, 420skr, 390nkr, 175zl, USA \$60,  
Can \$70, AU \$100, NZ \$115, ¥8,100, 350rmb, HK\$475,  
R215, SG\$85

PRE-ORDER: NOW

RELEASED: 16/04/16



## NEW RELEASES: ADEPTUS ASTARTES

# SPACE MARINE HEROES

**Space Marines** are rightly regarded as heroes by the Imperium at large, but to be singled out for greatness amongst this lofty company is an accomplishment indeed. Their officers are the mightiest of the Emperor's warriors, His will made manifest in flesh and ceramite.

1 Heroes of the 2nd Company of the Ultramarines lead their battle-brothers against the greenskin menace, as these three veterans have done for centuries, and their forebears for millennia.

### SPACE MARINE HEROES

3 Citadel Miniatures

£30, €45, 300dkr, 360skr,  
330nkr, 150zt, USA \$50,  
Can \$60, AU \$50, NZ \$65,  
¥5,100, 300rmb, HK\$400,  
R185, SG\$70

**PRE-ORDER:** NOW  
**RELEASED:** 16/04/16

The **Space Marine** Heroes boxed set contains three plastic character kits, the Space Marine Librarian, the Space Marine Captain, and the Space Marine Chaplain (first released as part of the Reclusiam Command Squad boxed set). Whether because of a burning faith above and beyond the fierce piety of his battle-brothers, a tactical acumen and charisma that inspires those in his charge, or a quirk of genetics tempered with an unbreakable will, each of these three characters stands out from even their mighty battle-brothers, capable of prosecuting the Emperor's wars across the Imperium as veterans of countless battlefields, constant nemeses of the alien, mutant and heretic alike. Whether the core of a new army or a powerful new command element for an existing force, the Space Marine Heroes are a great addition to your collection. 🖐





# ANGELS OF DEATH

**The latest Codex supplement for Warhammer 40,000 enables you to tailor your Adeptus Astartes army to deal with whatever threats you face on the battlefield, with a raft of new missions, relics, psychic powers and formations.**

**Angels of Death** is a Codex Supplement for Codex: Space Marines, covering the strike forces of the Adeptus Astartes, with brand new formations covering the many ways the Adeptus Astartes go to war. Each strike force is made up of multifarious aspects of a Chapter united for a specific purpose, whether that is to assassinate an alien warlord or to break apart a heretical cult. Angels of Death covers many such formations, from the subtle knife of the Shadowstrike Kill Team to the relentless ferocity of the Skyhammer Annihilation Force, letting you pick the formation for the mission at hand.

This weighty 128-page tome also contains background, force dispositions and rules for the Raven Guard, White Scars, Iron Hands, Salamanders, Imperial Fists and each of their successor Chapters. Not only does each of the five have their own unique detachment, such as the Sons of Dorn's Sternhammer Strike Force, but unique Warlord Traits and Relics, including such treasures as the Gorgon's Chain and Wrath of the Heavens. There's also six Altar of War missions, four brand new psychic disciplines with seven new powers each, and three new units for your Adeptus Astartes army, letting you use the models from the Horus Heresy Betrayal at Calth boxed game in the 41st Millennium. No Space Marine fan should be without it. 🖤

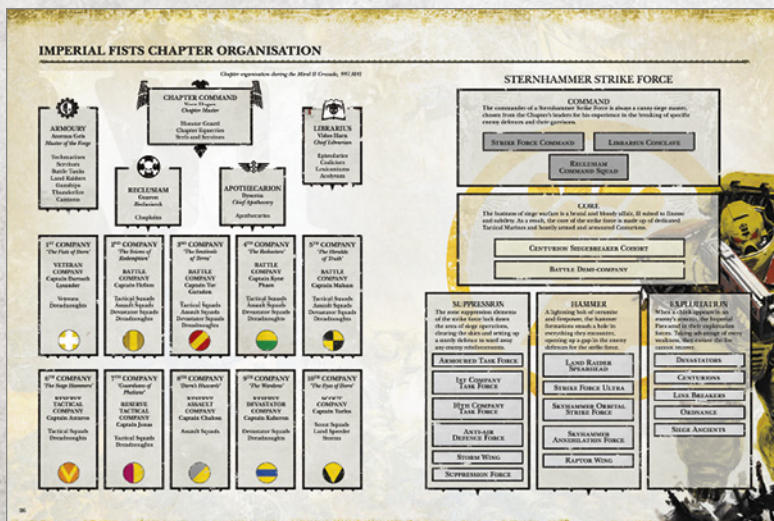
## ANGELS OF DEATH

128 pages, hardback

£20, €28, 200dkr, 240skr, 220nkr, 100zł, USA \$33, Can \$40,  
AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

**PRE-ORDER: NOW**

**RELEASED: 16/04/16**





NEW RELEASES: WARHAMMER 40,000

# INDEX ASTARTES APOCRYPHA

Collecting some of the Space Marines' earliest appearances from *White Dwarf* and ancient publications long since forgotten, *Index Astartes Apocrypha* contains venerable lore from the earliest days of Warhammer 40,000.

Celebrating 30 years of Games Workshop's most popular and iconic creation, the Space Marines, *Index Astartes Apocrypha* is 136 pages of Games Workshop history, loaded with the most pivotal articles on the Adeptus Astartes, taken from *White Dwarfs* of days long since past. 30 years is a long time, and whilst there have been changes made to the background as it was first presented in the mist-shrouded past of *Rogue Trader*, many of the hallmarks of the Adeptus Astartes are apparent from the very beginning. The book is positively heaving with sketches and artwork that haven't seen the light of day for decades, cutaway diagrams of Land Raiders and Predators, and some seriously retro colour schemes from a time when Space Marines would wear camouflage and Imperial Guardsmen would ride around in Rhinos.

Whether you want to read the very first article on the venerable Land Raider, find out how the Ravenwing came to be, see the original floorplan of the Space Wolves's fortress-monastery, the Fang, or just revel in the glorious march of history that took a simple idea and turned it into an iconic piece of Games Workshop history, *Index Astartes Apocrypha* is the book for you. Hobbyists new and old will delight in seeing how it all began, what's changed, and just how much has been with us right from the very start. 🖤

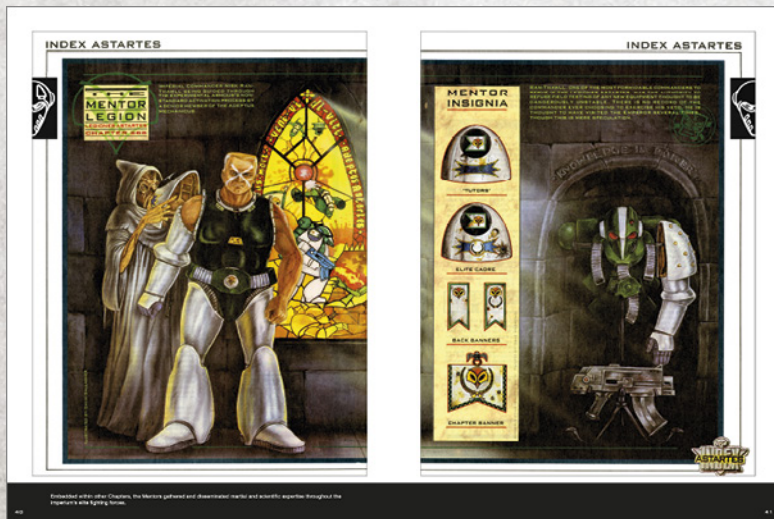
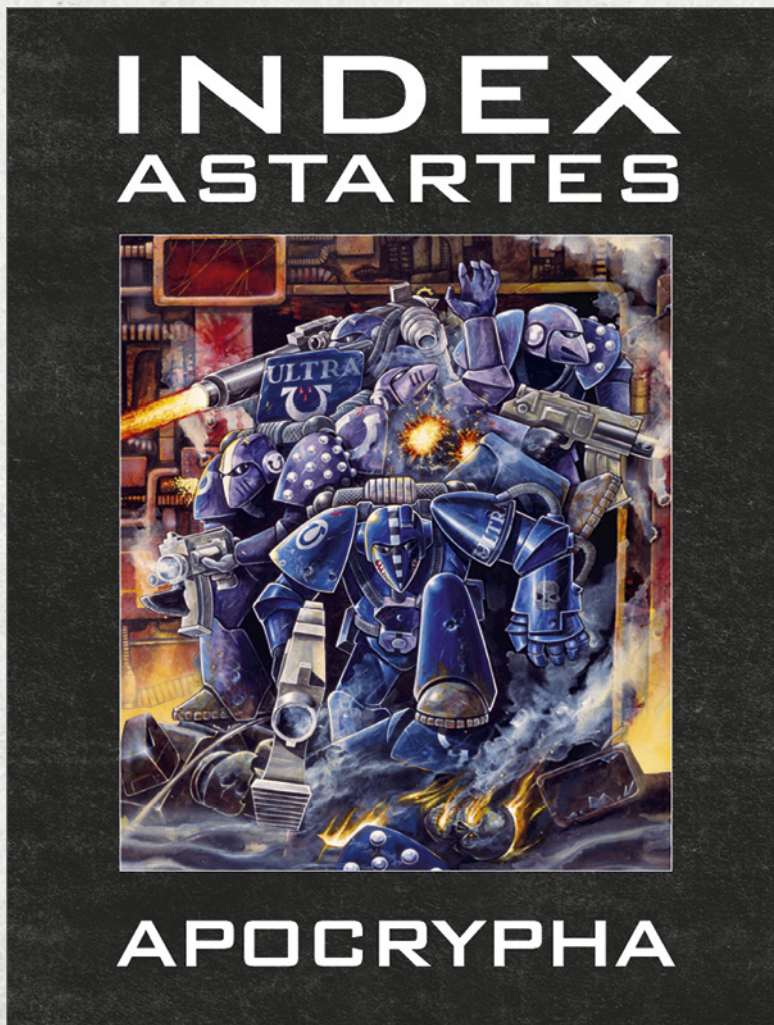
## INDEX ASTARTES APOCRYPHA

136 pages, paperback

£20, €28, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

PRE-ORDER: NOW

RELEASED: 16/04/16





CODEX SUPPLEMENT

# BLACK LEGION



**The most dreaded of the nine Traitor Legions, the Black Legion are the Warmaster's own, remade by his hand for the Long War.**

**This 80-page book** contains everything you need to turn your Codex: Chaos Space Marines force into an army of the Black Legion. New Warlord Traits, Chaos artefacts and formations, coupled with new Altar of War missions, will let you play an army of the most vile of the Traitor Legions. This book is jam packed with background about the Warmaster's own, a legion of fatherless sons forged into a new Legion from the broken and shattered remnants of the old, paying no heed to gods, men or Primarchs, united in eternal damnation under Abaddon the Despoiler's banner for a single purpose – death to the False Emperor, death to the weakling Imperium of Man. 🗡️

## CODEX SUPPLEMENTS

Codex Supplements complement existing Codexes to give you a raft of new options and gaming material to represent one of the iconic factions from the Warhammer 40,000 universe. Existing Codex supplements include the Farsight Enclaves for Codex: Tau Empire, Waaagh! Ghazghkull for Codex: Orks, Champions of Fenris for Codex: Space Wolves, and Haemonculus Covens for Codex: Dark Eldar.

### BLACK LEGION

80 pages, paperback

£20, €28, 200dkr, 240skr, 220nkr, 100zł, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

**PRE-ORDER:**  
**RELEASED:**

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**16/04/16**

CODEX SUPPLEMENT

# CRIMSON SLAUGHTER



**A nightmarish echo of their former selves, the Crimson Slaughter are a bloodthirsty band of monsters. But they were not always so...**

**If your twisted heart's desire** is a horde of grotesque horrors, then the Crimson Slaughter supplement for Codex: Chaos Space Marines is the book for you. 80 gore-soaked pages tell how the loyal Space Marines of the Crimson Sabres descended into irredeemable depravity. Whether it was random fate, weakness of spirit or the cruel designs of unfathomable gods, they were reborn in blood as the Crimson Slaughter, a byword for carnage and horror unimaginable. The supplement contains new Warlord Traits, Altar of War missions, Relics of the Crimson Slaughter and a whole host of formations with which to command your own twisted army of the Crimson Slaughter. 🗡️

## WARHAMMER DIGITAL

The Codex Supplements Black Legion and Crimson Slaughter are also available digitally, in eBook editions for tablets and mobile phones, and in enhanced editions for iPad. These and many other Games Workshop digital editions are available from the Black Library & Warhammer Digital website: [www.blacklibrary.com/games-workshop-digital-editions](http://www.blacklibrary.com/games-workshop-digital-editions)

### CRIMSON SLAUGHTER

80 pages, paperback

£20, €28, 200dkr, 240skr, 220nkr, 100zł, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

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NEW RELEASES: WARHAMMER 40,000

# ADEPTUS ASTARTES PSYCHIC POWERS

**Bind the Warp** to your will with 28 brand-new psychic powers, and get the edge over your foes.

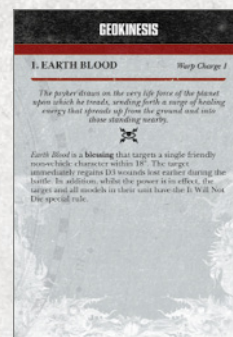
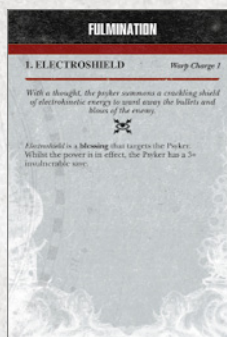
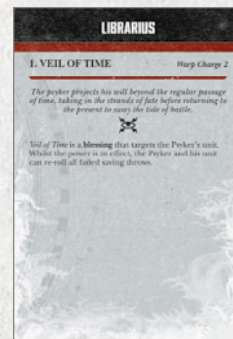
With four psychic disciplines for your Space Marine Librarians comes a brand-new set of psychic power cards. Adeptus Astartes Psychic Powers contains all 28 powers from four new disciplines – Fulmination, Geokinesis, Librarius and Technomancy – available to your Space Marine Librarians, displayed on these handy cards to make your games of Warhammer 40,000 as straightforward and enjoyable as possible. If you have a Dark Angels, Blood Angels, Space Wolves or Grey Knights army, you can make use of these amazing new psychic disciplines too, allowing all of the Emperor's most loyal sons to cripple enemy battle tanks or reshape the very battlefield itself with nothing but the power of thought. 🧠

## ADEPTUS ASTARTES PSYCHIC POWERS

28 Psychic Power cards

£10, €14, 100dkr, 120skr,  
110nkr, 50zt, USA \$16.50,  
Can \$20, AU \$28, NZ \$33,  
¥2,300, 100rmb, HK\$135,  
R60, SG\$25

PRE-ORDER: NOW  
RELEASED: 16/04/16



CITADEL

# AIR PAINT SET

**The latest boxed set of Citadel Paints** contains 20 colours from the Citadel Air range in one handy place for the first time!

Whether you're embarking on your first airbrushing project or an old hand looking for the right colour match for your existing army, the Citadel Air Paint Set collects 20 Air Paints in a single box, available from your local Games Workshop store for the very first time. Perfectly formulated for your airbrush, each matches a colour from the wider Citadel Paint range, meaning you'll never be stuck trying to get the right colour again. 🧠

## CITADEL AIR PAINT SET

20 Citadel Paints

£47, €63, 470dkr, 580skr, 570nkr, 235zt, USA \$75, Can \$100,  
AU \$121, NZ \$137, ¥10,000, 470rmb, HK\$640, R290, SG\$110

PRE-ORDER: NOW

RELEASED: 16/04/16



## CITADEL AIR

Citadel Air paints are specially formulated for use with an airbrush. The Citadel Air Paint Set provides 20 of the most useful and popular colours from the Citadel Air range, and the complete range of 52 Air paints (featuring many of the most popular colours from the Base and Layer ranges) is available online from: [www.games-workshop.com](http://www.games-workshop.com)

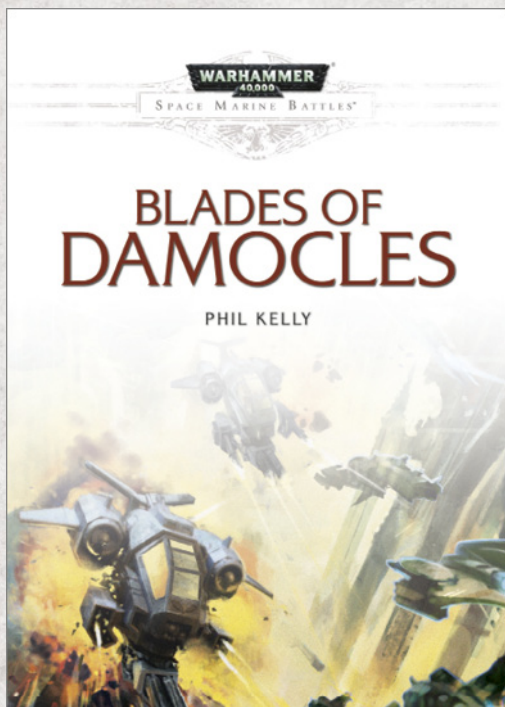


BLACK LIBRARY

# BLADES OF DAMOCLES

By Phil Kelly

Hardback | 350 pages



**Civilisations meet on the Tau world of Dal'yth, and legends are made as the Greater Good clashes with the Imperial Creed.**

War has come to the sept world of Dal'yth, as the Imperium seeks to wrest control of it from the Tau Empire. As the Damocles Crusade rages on, the noble warriors of the Ultramarines find themselves arrayed against one of the finest tactical minds in Tau history – O'Shovah, the infamous military genius Commander Farsight.

The latest novel in the Space Marine Battles series, *Blades of Damocles* is 350 pages of tumultuous action, with Phil Kelly following up his earlier works *Farsight* and 'Blood Oath' in magnificent style. Watch out for a pair of Space Marine Sergeants, Numitor and Sicarius, at a very early point in their illustrious careers. 🖤

## BLACK LIBRARY DIGITAL

*Blades of Damocles*, like many of Black Library's huge range of novels, novellas and anthologies, is also available as an eBook. For more information, and to check out the entire range, visit:

[www.blacklibrary.com](http://www.blacklibrary.com)

## BLADES OF DAMOCLES

350 pages, hardback

£18, €22, 180dkr, 215skr,  
215nkr, 90zl, USA \$27,  
Can \$32, AU \$40, NZ \$45,  
¥2,340, 195rmb, HK\$245,  
R112, SG\$43

PRE-ORDER:  
RELEASED:

NOW  
16/04/16

## 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](http://www.games-workshop.com) for prices and details.



FOR ALL THIS WEEK'S NEW RELEASES GO TO [GAMES-WORKSHOP.COM](http://GAMES-WORKSHOP.COM)

[blacklibrary.com](http://blacklibrary.com) | [forgeworld.co.uk](http://forgeworld.co.uk)



# THOUSAND SONS

**Forge World make** highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week, the Thousand Sons march to war, with upgrade sets to customise your battle-brothers and a mighty Contempror Dreadnought to support them.

## THOUSAND SONS CONTEMPTOR

The **Thousand Sons** of Prospero were the most capable warrior-mystics of the nascent Imperium, blending the war-making for which the Legiones Astartes were famed with their prodigious psychic talents, sowing the seeds of their eventual downfall. Proud to the point of arrogance in their apparent mastery of the psychic arts, it was the Primarch Magnus's colossal pride that would set in motion a chain of events that would bring about not only their own ruin, but irrevocably change an Imperium on the very brink of civil war.

The Thousand Sons Contempror Dreadnought is a walking monument to the honoured warrior-sage who dwells undying at the iron heart of his war-tomb. Decorated with elaborate devices and sigils whose meaning only the learned seers of the inner circles of the Prosperine fellowships would understand, this gorgeous multi-part resin kit would make a magnificent addition to any Horus Heresy Thousand Sons army.



- 1 This Contempror has been armed with the twin-linked volkite culverin and power fist, available separately (along with a whole host of other weapons) from [www.forgeworld.co.uk](http://www.forgeworld.co.uk).
- 2 The shoulder plate of the Contempror is decorated with mysterious designs, possibly hinting the occupant was once a member of the Scarab Occult or the Sekhmet, the Terminator elite of the Thousand Sons.



## THOUSAND SONS UPGRADE SET

Whilst each was a cultured, learned scholar of arts both mundane and mystical, the Thousands Sons were still Space Marines, and each was as skilled with bolter and blade as they were with a quill – a fact that seemed to escape the notice of their coarser brethren in the VI and XII Legions. Clad in ornate warplate of red and gold, the sinister battle-brothers of the XV earned their fair share of victories during the Great Crusade and beyond.

This set contains an amazing 30 resin components, including 10 Thousand Sons Mk. IV helmets, 10 Thousand Sons Mk. IV torsos and 10 Thousand Sons Mk. IV shoulder pads, everything you need to upgrade Forge World's Mk. IV Power Armour resin kits or the plastic Mk. IV Tactical Squads from The Horus Heresy: Betrayal at Calth boxed game into a full 10-man squad of Thousand Sons Legionaries for your games in the Age of Darkness. 🖤

- 1 The Thousand Sons upgrade set fits perfectly with the plastic Mk. IV Tactical Marines.
- 2 Imperial records state the Thousand Sons vanished after the razing of Prospero, yet there were innumerable lost conflicts in the Age of Darkness where both victor and vanquished have long since been forgotten.





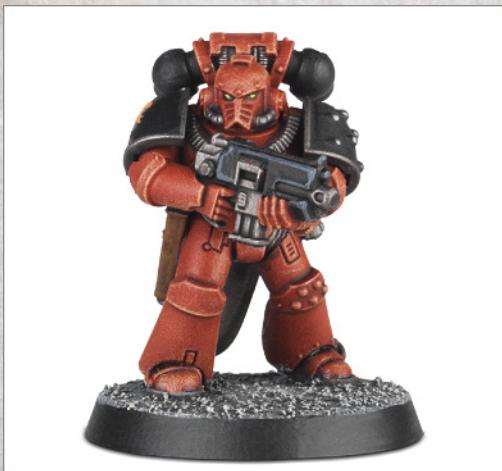
# PAIN SPLATTER

With **Space Marines** very much the theme of the issue, we thought we'd revisit how to paint them in this week's Paint Splatter. This time, though, we focus on drybrushing, a technique that's perfect for painting models that are primarily one colour, such as Space Marines.

From the outset, drybrushing sounds like a bizarre concept – surely paint is wet, right? That it is, but this technique relies on using it when it's almost dry. By wiping off most of the paint on your brush, you can apply quick and effective highlights to your models with ease.

There are two real secrets to drybrushing: the amount of paint on the brush and the speed you paint at. It is vital that there's almost no paint on your brush (4) when you start drybrushing and that the paint is virtually dry, almost to the point that it's a powder. As you apply the paint (5), the quicker and lighter you flick your drybrush across the model, the fainter the result will be. You can then gauge the effect and decide whether you need another pass to make the highlight brighter (6).

The Ultramarines in the example to the right were basecoated Macragge Blue and shaded with Drakenhof Nightshade before we drybrushed them Chronus Blue.



Drybrushing works for any colour, not just blue. This Word Bearer was basecoated with Mephiston Red spray, shaded with Carroburg Crimson and then drybrushed with Kindleflame.



1 Load some of the Dry compound onto your M Dry brush. It's formulated to be really thick, so don't worry if it looks strange.



2 Wipe off most of the paint on your brush on a paper towel, while working it into the bristles. You should remove almost all of the paint.



3 Nope, that's still too much paint! When we say most of the paint, we really do mean most of it. There should be almost none left on the brush.



4 With almost all the paint removed, your brush should look like this. You can see a little paint remaining in the bristles.



5 Gently brush the bristles against your model in a quick back-and-forth motion to transfer the paint to the miniature.



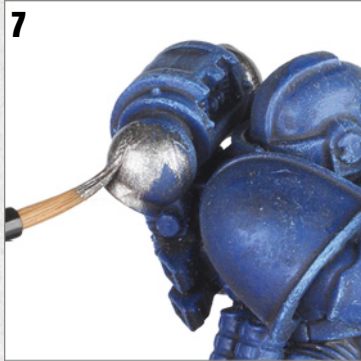
6 If you run out of paint on your brush, reload it from the pot. Remember to wipe most of it off on your paper towel before resuming painting.



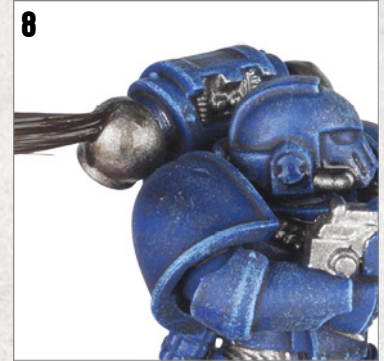
## THE FINISHING STAGES

**Drybrushing** is a great painting technique, but you're unlikely to use it to paint every part of a model. Once all the armour was drybrushed on our Ultramarines, the details were then painted in using Layer paints and Shades.

Each area was basecoated and then either shaded or highlighted depending on the colour and the desired finished effect. The metal areas **(7)** were painted with Leadbelcher and Retributor Gold (both Base paints) and shaded with Nuln Oil and Agrax Earthshade respectively **(8)**. There weren't any additional highlights applied to either area, the metal flecks in the paint providing a natural highlight on their own. Other parts of the model, such as the bolter, were basecoated, in this case with Abaddon Black **(9)**, and then highlighted with the most appropriate colour in the Citadel paint range – Mechanicus Standard Grey **(10)**. To help you find the best colours for shading and highlighting your models, download our free painting poster, available from [www.blacklibrary.com/Home/downloads.html](http://www.blacklibrary.com/Home/downloads.html). 🖨



Use an M Base brush to paint the larger areas that aren't the armour colour. Use an S Base brush for small areas such as shoulder trims.



Use Shades to add depth to metallic areas and make them look more natural. You don't even need to highlight the metal after this stage!



When re-basecoating small areas such as the bolter's casing, thin your paint slightly with water to give smooth, even coverage.



For areas that haven't been shaded, paint the edges with an S Layer brush. This will help create a natural-looking highlight.

## SQUAD READY FOR BATTLE

This squad of Ultramarines from the Betrayal at Calth boxed game were painted using the techniques and colours shown in this article. The bases, like the armour, were drybrushed to give them a realistic gravel-like effect, using Astrogranite to create the

texture followed by a wash of Nuln Oil to give it depth and a drybrush of Terminatus Stone to highlight it. Drybrushing can be a tough technique to get used to, but once you get the hang of it, you'll have whole armies painted in no time!







# THE ANGELS OF DEATH

**Clad in power** armour of blessed ceramite and armed with the finest weapons known to man, for 30 years the Space Marines of the Adeptus Astartes have stood at the forefront of the Warhammer 40,000 universe, the epitome of the grim darkness of the far future.





**This month we** celebrate the 30th anniversary of Games Workshop's most enduring and popular creations, the Space Marines. From the celebrated RTB01 Imperial Space Marines (that's Rogue Trader Box 01 for younger fans) to the Mk. IV Legionaries from the Betrayal at Calth boxed game, Space Marines have been a phenomenally popular fixture of the 41st Millennium, inspiring countless painters, gamers and collectors the world over ever since their creation in mist-shrouded past

of the mid-1980s. On top of that, Space Marines have been stars of innumerable novels, comics, videogames, roleplaying games and even a CGI movie. No other faction or race in Games Workshop history is so beloved and so popular. So, in true White Dwarf style, join us for a look back at the Adeptus Astartes, from their origins in the heady early days of Citadel Miniatures and Games Workshop, through countless additions and refinements, all the way up to their present day majesty. 🦾

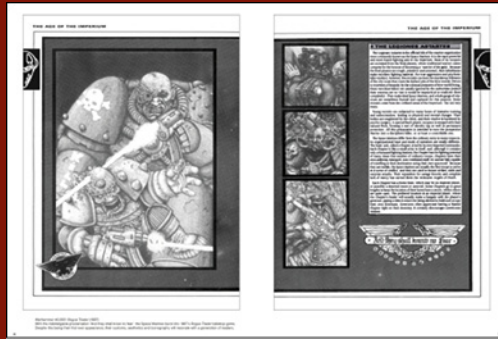
#### **JUST THE START...**

This is just a whistle-stop tour of the history of the Space Marines. If you want to know more, *Codex: Space Marines* is the best place to start (the *Dark Millennium* book from *Warhammer 40,000* is also a great starting point), and don't forget the new *Index Astartes Apocrypha* book is available next week.

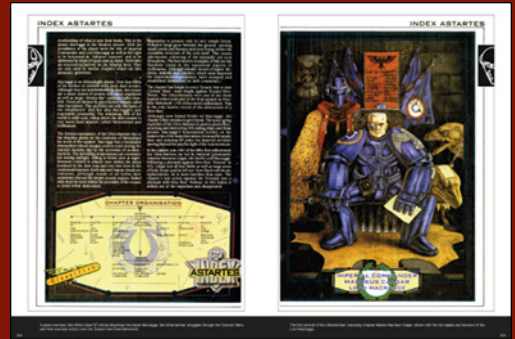




1987's Rogue Trader, the dawn of Warhammer 40,000.



These pages from Rogue Trader, reproduced in Index Astartes Apocrypha, introduced the Space Marines' now famous motto.



White Dwarf 97, from January 1988, introduced a new series of articles, Index Astartes, which has run on and off ever since.

## “AND THEY SHALL KNOW NO FEAR...”

**Three decades ago**, the Imperial Space Marine, the very first Space Marine miniature, made its first appearance. But not even the mighty Space Marines sprang forth fully formed. Here we look back at the early days of the Emperor's finest...

Emerging into the grim darkness of the mid-1980s, the Space Marines actually pre-date Warhammer 40,000. So it was that these first, groundbreaking few miniatures emerged as glimpses of what was to come, many of what would become the classic design elements of a Space Marine already visible, but with minimal background to accompany them. This all changed a couple of years later with the release of Rogue Trader, the very first edition of the Warhammer 40,000 game. Named for the Rogue Traders who provide the Imperium's 'freelance explorers, conquistadors and merchants', this first edition of the game nevertheless put the Space Marines front and centre, the book's iconic cover still well known today.

### THE FIRST SPACE MARINE

30 years ago, the Imperial Space Marine made his entrance to the universe of the 1980s (the grim darkness of the far future was yet but a distant dream). This very first Space Marine was the second in a series of limited editions (the fabled LE2) from a nascent Citadel Miniatures. (The Imperial Space Marine was, in fact, preceded by the very first Space Ork.) Further Space Marine miniatures followed sporadically over the next couple of years, before the release of Rogue Trader and the first plastic Space Marines placed the Adeptus Astartes firmly at the centre of the Warhammer 40,000 universe.



Codex: Ultramarines gave the Chapter its very own book.



White Dwarf 166's inaugural battle report for the second edition of Warhammer 40,000 provided Captain Tycho's first appearance.



The Space Marines, this time of the Black Templars Chapter, dominated the cover of the third edition of Warhammer 40,000.

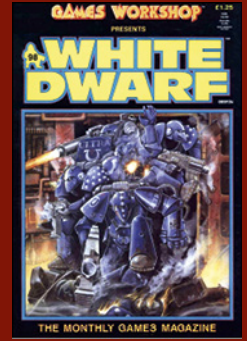




This venerable piece of artwork served as the cover for both *Rogue Trader* and the first plastic Space Marines boxed set.



White Dwarf 112 heralded the release of a Terminator Squad boxed set and introduced many now familiar items of wargear.



White Dwarf 98 introduced the Chapter Approved series.

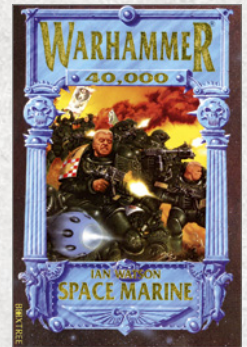
The book introduced the Space Marines as 'the Angels of Death', and also introduced their founding motto – "And they shall know no fear..." – which has remained with them ever since. Over the years, changes and refinements there have been (and a few wrinkles airbrushed carefully out of the fabric of reality), but these early Space Marines still appear fundamentally those we know today – as *Rogue Trader's* back cover put it: "...men strengthened by advanced bio-processing techniques to create the ultimate human warrior."

But there was still much to be said on the Space Marines. White Dwarf 97 introduced a new, long-running series – Index Astartes – chronicling the ever-growing history of the Space Marines. (You can find the very first Index Astartes feature – and many other classic articles besides – reproduced in the new Index Astartes Apocrypha book.) Dreadnoughts, Land Raiders, Chaplains, Terminators and more emerged in miniature for the first time, each first fully described in the pages of Index

Astartes. From these pages, too, came the likes of the Legion of the Damned, and even the first mentions of what would become the Codex Astartes itself.

The mid-1990s brought a second edition of Warhammer 40,000, and the Space Marines and their rich background really began to flourish as the most-fabled Chapters received their own codexes for the first time. The inaugural battle report for this new edition of Warhammer 40,000 appeared in White Dwarf 166 and proved so popular that its hero, one Brother-Captain Tycho, soon became a part of the background of Warhammer 40,000 and a special character in his own right.

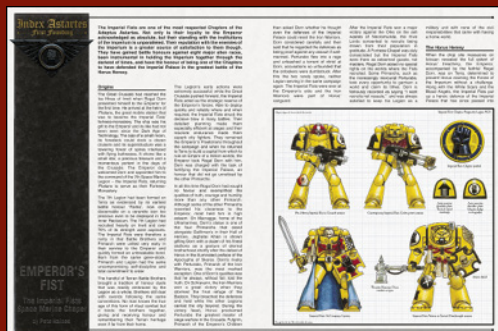
Index Astartes returned to White Dwarf in the early-2000s, fleshing out many of the most-famed Chapters of the Adeptus Astartes – the Imperial Fists, Salamanders and Black Templars amongst them. We'd come a long way from LE2, the humble Imperial Space Marine, but there was, of course, much more still to come... 🖤



**SPACE MARINE (1993)**  
In 1993, the Space Marines became the eponymous heroes of Ian Watson's *Space Marine*, one of the very first Games Workshop novels, and now something of a classic (available in eBook form from Black Library). The novel follows Lexandro 'Lex' D'Arquebus from his recruitment to the Imperial Fists and subsequent adventures in the Scout Company – including the (surely never to be repeated) boarding of a Tyranid hive ship – providing one of the first detailed looks at what it means to be a Space Marine.



Index Astartes returned to White Dwarf in the 2000s, with White Dwarf 247 taking a look at the creation of a Space Marine.



White Dwarf 259 presented the Imperial Fists in more detail than ever before, as the series would do for several Chapters.



The Index Astartes volumes collected many such articles.



# THE ANATOMY OF POWER ARMOUR

**Upon completion of his training, a Space Marine will be presented with a suit of power armour to wear into battle. It is a mighty honour to wear one of these incredible suits and one that only Humanity's greatest warriors are deemed worthy of.**

## MORE THAN HUMAN

Every Space Marine aspirant must undergo a series of highly-invasive medical procedures, transforming them from humans into genetically-engineered warriors. They receive 19 new organs in total, ranging from the Betcher's Gland that enables them to spit acid, to the Black Carapace – a subcutaneous membrane that links the Space Marine's nervous system to the neural controls inside his power armour.

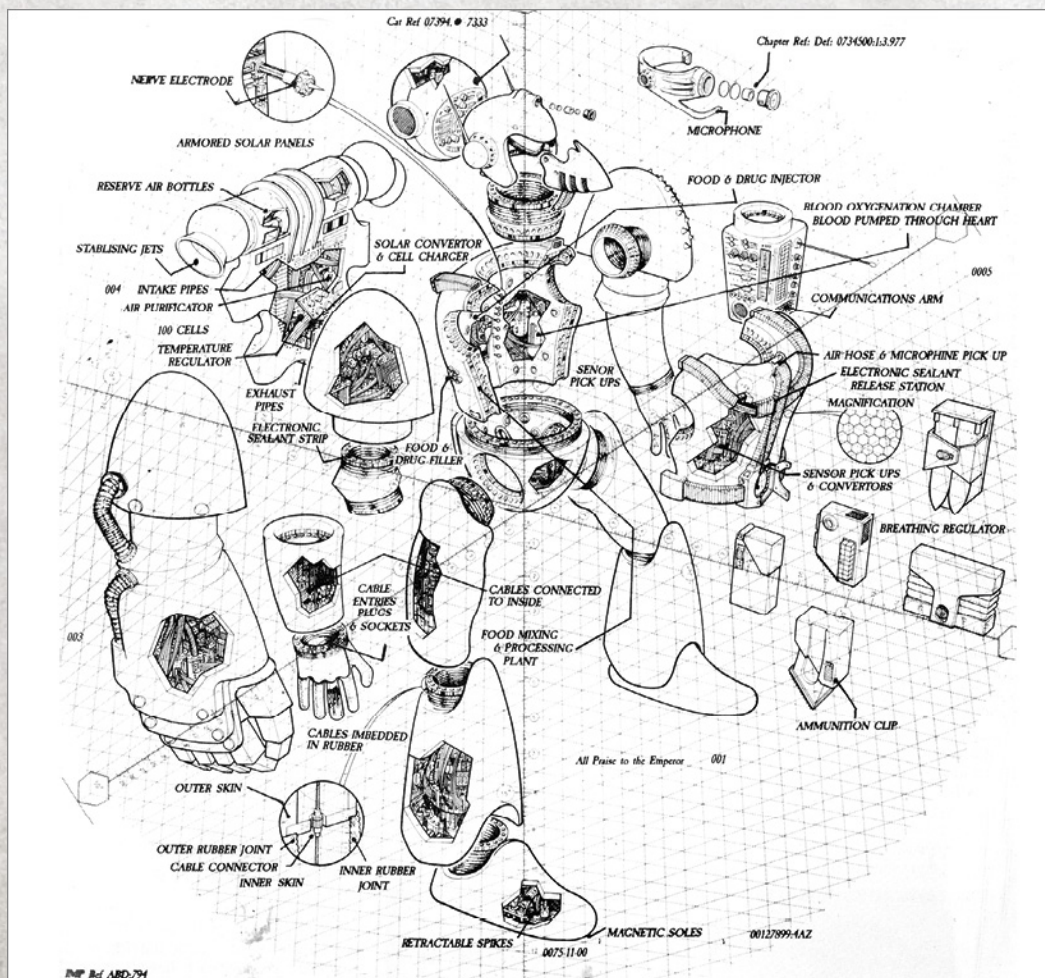
Space Marines are genetically-engineered super warriors. Technically human, they are virtually anything but, possessing two hearts, three lungs and towering muscular physiques that dwarf even the largest human. Unarmoured, a Space Marine is more than a match for most foes, able to shatter bones with his bare hands. Clad in a suit of power armour, he is a god of war that only the galaxy's most terrible denizens would have a hope of defeating.

A Space Marine's power armour is made of thick plates of hardened ceramite, making it incredibly resilient to damage. Though

heavy and cumbersome, the armour is connected to the battle-brother wearing it by a host of neural cables that plug into the Black Carapace implanted beneath his skin, replicating his movements across the suit. This gives the Space Marine an incredible range of movement and agility considering his massive size and bulk. The armour's systems further enhance his killing potential by augmenting his strength, maintaining vital signs and further enhancing his already superhuman constitution. Power armour is far more than protection from enemy bullets, as you can see to the right... 🗡️

Right: The anatomy of a Space Marine as presented in the Rogue Trader rulebook from 1987. Though this illustration is almost 30 years old, many of the features (if not all of them) are still present on modern suits of power armour, both in the background of the Warhammer 40,000 universe and on the miniatures. Space Marines still feature magnetic soles on their boots, for example, and vacuum-sealed cuffs where armour panels join (such as on the wrists). In Black Library stories you'll read about the food and drug injectors within the suit's torso that enable the Space Marine to fight on without respite and even when badly injured – they're shown here in the centre of the diagram. Look closely and you can even see the small plug sockets (described as nerve electrodes) that allow the suit to be connected to the wearer's black carapace.

The only major difference is the ridge along the top of the helmet, which was originally designed to be a targeter for the Space Marine's gun, but now houses his communications array.





- 1 Head-up displays inside the helmet include the Space Marine's vital signs and those of his squad. They also link to the camera mounted above the barrel of the holy boltgun, ensuring unerring accuracy.
- 2 Auto-reactive shoulder pads. Shaped to deflect or absorb incoming fire, they also feature a Space Marine's Chapter and squad insignia.
- 3 The helmet's photolenses react to ambient light levels, protecting the wearer's eyes from intense light levels. They also enable him to see in infrared and ultraviolet.
- 4 Vox unit and rebreather. Although a Space Marine can breathe toxic air using his multi-lung organ, his helmet is designed to filter out the worst pollutants before they get to the wearer. In old concept designs, the front of the helmet was designed to lift up like the visor of a medieval helmet, but the design never made it into miniature form.
- 5 The molecular bonding studs on this shoulder pad are a hang-over from the days of the Horus Heresy when armour was in short supply. They hold an extra layer of armour to the shoulder pad facing the enemy. The placement of the studs means that the Chapter symbol is moved to the opposite pauldron.
- 6 Mk. VI power armour featured dual technology circuits, one set inside the torso armour, the other mounted on the outside in armoured cabling. Nutrient dispensers, drug injectors and bodily waste filters are also housed inside the armour's torso.
- 7 Purity seals are often inscribed with an oath of moment. They are affixed to the power armour with a wax seal by a Chapter serf before battle.



- 8 Backpack exhaust vents to prevent overheating.
- 9 Power armour requires a great deal of power and so houses a small nuclear reactor in its backpack, which can sustain the armour's power levels indefinitely. Without it the neural fibres in the suit would fail, leaving the wearer encumbered by the weight of his armour.
- 10 Stabiliser jets for use in zero-gravity situations.
- 11 Electronic sealant strips and flexible joints ensure that power armour is fully enclosed for use in hazardous environments and even in the vacuum of space.
- 12 Some Chapters use specialised equipment such as the osmotic gill, which is used to filter oxygen from high-moisture environments.
- 13 Mk. VII and VIII power armour features a plastron that covers the power cables. It often features an aquila or a winged skull to show fealty to the Emperor.
- 14 Most components of power armour are compatible. This Space Marine wears a Mk. VII helm and a Mk. VI breastplate.
- 15 Most backpacks have a standard design, but some older marks still exist. This backpack from a Mk. VI suit features a bank of coolant coils across the hood.
- 16 Most tech-adepts are unwilling to modify a suit of power armour lest it upset the machine spirit, but some modifications are required, such as the reinforced greaves worn by Devastator Marines, which conceal banks of recoil suspensors.
- 17 In the background the Mk. IV helmet inspired the design of the Mk. VI helmet, but in real life it was the other way around!



# POWER ARMOUR THROUGH THE AGES

**Space Marines** are the most instantly recognisable of all Citadel miniatures, not least because of the distinctive power armour they wear, in all its many marks. Here we take a look at the design and evolution of this iconic armour, in more detail than ever before...

## IN CERAMITE CLAD

Ceramite is a form of bonded ceramic armour, incredibly tough, but light. Unlike metal, it doesn't dent or rupture on impact and it takes a projectile of significant power and calibre to punch through it. Repairs are made by bonding new layers of ceramite over existing ones. Ceramite also conducts relatively little heat, making it ideal against heat-based and high-energy weaponry.

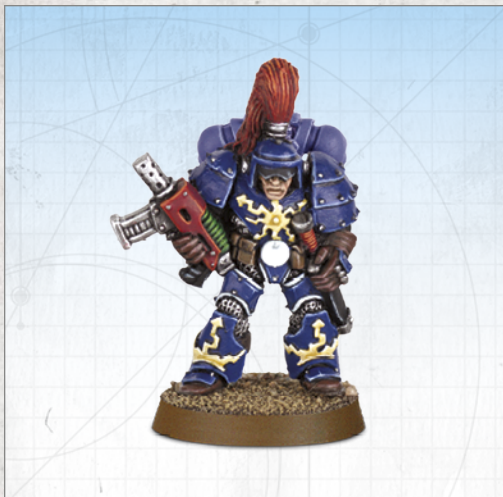
Over the last 30 years, Space Marine power armour has gone through many stages of development, both in the background of Warhammer 40,000 and in the real world of miniatures design. The result is eight distinct iterations, or marks, of power armour, each with its own history and unique design elements. Here we present the story of Space Marine power armour, from its inception during the conquest of Terra and its rapid evolution during the dark days of the Horus Heresy, right up to the present day in the war-torn galaxy of the 41st Millennium.

Not only that, but we also look at how the design of power armour has evolved over the last 30 years, with some never-before-published insights into the development of each design. In the universe of Warhammer 40,000, these marks of armour represent a series of linear developments but, interestingly, these eight marks were not designed in order, the designers often going back to create older marks to fill in the gaps in its evolution, each new design reflective of a different period in the history of the Imperium. Read on, then, for the untold history of power armour...





## MK. I 'THUNDER' ARMOUR



**Thunder armour** was first worn by the Emperor's proto-Space Marines during the reunification wars on Terra. Neither fully enclosed nor airtight, it cannot be considered true power armour, but paved the way for future designs. It featured a powered and heavily armoured torso that gave the wearer immense upper-body strength for grappling and subduing their foes. The power required to keep the suit working came from a backpack, a technological innovation that has been incorporated into every mark of power armour since. Its name was derived from the thunder and lightning symbol on the armour's plastron.

### DID YOU KNOW?

- Thunder Warriors are rarely mentioned in the background, yet one called Babu Dhakal (originally known as Arik Taranis) appears in the Horus Heresy novel *The Outcast Dead*.
- Thunder armour was one of the last marks of power armour to be sculpted, the model intended as a collector's model to complete the set rather than as a gaming piece.

## MK. II 'CRUSADE' ARMOUR



Following the conquest of the Sol system, the Emperor re-equipped his Space Marine Legions with Crusade armour, the first iteration of true power armour. Environmentally-sealed, it could protect the wearer from the very worst battlefield conditions, even in the depths of space. It featured articulated sections of hoop-shaped armour, both on the torso and legs, giving the Space Marine unparalleled mobility, and a more efficient power system to prevent overheating. Regarded by many as the most effective suit of power armour, it was notoriously difficult to maintain and had dropped out of common use by the 41st Millennium.

### DID YOU KNOW?

- The Mk. II's helmet was originally fixed to the gorget, meaning it would not turn with the wearer's head. When Forge World released sets of Mk. II armour, they redesigned the helmets to enable more modelling options.
- The helmet was also the first part of the armour to be designed, drawn first in early concept sketches, with the armour then designed to match.

## MK. III 'IRON' ARMOUR



**Iron armour** was developed during the Great Crusade, not to replace Crusade armour, but to be used alongside it in close-quarters boarding actions and tunnel fighting. Ostensibly a suit of modified Crusade armour, it featured additional armour panels on the greaves, forearms, thighs, chest and groin, plus larger shoulder pads and a more angular helm to deflect bullets away from the face. To compensate for the heavy front plates, Iron armour was not reinforced at the back, making it ideal for frontal assaults and battles in claustrophobic environments, but unsuitable for regular combat duties. It is now mainly worn as ceremonial armour.

### DID YOU KNOW?

- The Ultramarines tank commander Sergeant Chronus wears a suit of Mk. III Iron armour.
- The Mk. III helmet was loosely based on a medieval frog-mouthed helm, but with a more industrial feel to it. The helmet design was used as the starting point for the helmets worn by the power-armoured Grey Knights models that came out 20 years later.



## MK. IV 'MAXIMUS' ARMOUR

### DID YOU KNOW?

- The backpacks worn by Space Marines were originally meant to be jet packs – there's even a piece of artwork in the 1988 Warhammer 40,000 supplement Chapter Approved that showed them using them. The round nozzles on either side of the backpack are now categorised as stabiliser jets for use in zero gravity.



As the **Great Crusade** spread throughout the galaxy, the Emperor's Legions required a constant supply of power armour to replace those suits damaged in battle. Mk. II and III armour proved notoriously difficult to maintain, so the Mk. IV suit was created to replace it. Lighter, more efficient and with a higher power output than previous suits, Maximus armour used new technology gleaned from worlds reconquered during the Great Crusade. The armour was the first to feature armoured power cables on the outside of the breastplate and the first to have a helmet that moved with the wearer's head, thanks to innovations in neural technology.

## MK. V 'HERESY' ARMOUR

### DID YOU KNOW?

- Designing older suits of power armour proved quite tricky at times. They had to look older and less developed than Mk. VI and VII power armour, but in the background they were described as more technologically advanced. Heresy armour proved one of the hardest designs to work on, an amalgamation of old and new designs on one suit.
- The bulldog-like Mk. V helmet is based on the Terminator helmet.



As **brother turned** on brother during the Horus Heresy, suits of power armour became increasingly battle-damaged and unusable. With the Mk. IV not yet in full production, many Legions had to cobble together suits from whatever they had available. The Mk. V was the result. The suit featured older, bulkier cabling than the Mk. IV, which had to be housed outside the armour – a major but unavoidable design flaw. It also featured additional armour panels on the shoulder pads and greaves, which were held on by molecular bonding studs. The additional weight was considerable, making the suit cumbersome and prone to overheating.

## MK. VI 'CORVUS' ARMOUR

### DID YOU KNOW?

- The Space Marines in the first Warhammer 40,000 plastic kit (the now famous RTB01 box) wore Mk. VI power armour.
- The RTB01 models were meant to have boots like the first Imperial Space Marine, but the injection moulding technology of the late 1980s made it impossible. Instead, they were redesigned with flared greaves, a design that's been synonymous with Space Marine power armour ever since.



With **production of** Mk. IV power armour severely limited by the Horus Heresy, a new mark of armour was required as a permanent replacement: the Mk. VI 'Corvus' armour. The suit, which takes its name from the Raven Guard Primarch, was the first to feature dual technology circuits, the external power cables on the torso backed up by failsafe circuits built into the armour. All other cabling was hidden beneath ceramite armour plates, including newer and much heavier leg greaves. Primarily distributed to loyalist Legions during the Horus Heresy, suits of Mk. VI power armour are still used by many Chapters almost 10,000 years later.



## MK. VII 'IMPERATOR' ARMOUR



**Mark VII armour**, also known as **Imperator**, **Eagle** or **Aquila** armour, is the most common armour worn by Space Marines in the 41st Millennium. The armour features a heavy plastron, built to accommodate the chest cabling (the only real weakness on the Mk. VI), which is emblazoned with an aquila to show allegiance to the Emperor. The snub-nosed helmet was, once again, a derivation of the Mk. IV helmet design, but made more compact so it was easier to wear in combat. One of the defining features of the Mk. VII is that its parts are compatible with many older marks of armour, particularly the Mk. VI, making essential repairs far easier.

### DID YOU KNOW?

- The face grille on the Mk. VII armour came about because the designers wanted to make the Space Marine helmet look more aggressive. The brow was made more pronounced to emphasise the effect. The *Rogue Trader* rulebook even features a conversion of a Space Marine in Mk. VI power armour with his nose cut off! He's regarded as the first step on the Mk. VII design path.

## MK. VIII 'ERRANT' ARMOUR



**Errant Armour** was conceived in the wake of the Horus Heresy. Despite being the latest design of power armour, it is rarely seen in the 41st Millennium. On the surface Errant armour looks much like a suit of Mk. VII power armour, but with all the torso cabling hidden behind articulated armour panels. Additional armour to protect the ribbed joints can be seen at the hips, and the ankles of the greaves have been adapted to provide better range of movement. The biggest change is the raised gorget, developed to protect the neck seal on the helmet where bullets were sometimes deflected by the armour's sloped breastplate. 🛡️

### DID YOU KNOW?

- Mk. VIII armour was an adaptation of Mk. VII armour, both in the background and in real life. It was actually the third suit of armour to be designed, though among the last to appear as a miniature.
- Errant armour has been around for thousands of years, but rarely seen in the 41st Millennium. Why might that be, we wonder...?

## AND WHAT OF THE TRAITORS?



The first designs for Mk. II, III, IV and V power armour were, in fact, produced for Chaos Space Marines, way back in 1990. It was thought that while loyalists in the 41st Millennium would wear newer marks of power armour, the traitors of the Horus Heresy would be confined to maintaining and wearing older suits. The first concept drawing for the low-tech Mk. V suit was a **Khorne Berzerker**, while the **Thousand Sons** wore the more advanced Mk. IV armour. The **Plague Marine** to the left was made wearing a heavily armoured Mk. III suit to reflect the Legion's propensity for gruelling frontal assaults.

### DID YOU KNOW?

- When Mk. VII became the predominant power armour design in the 1990s, the miniatures rarely had an aquila on the chest. Indeed, most Space Marine models of the time featured a winged skull or gem. The aquila only came into regular use in 1997 when the all-plastic *Tactical Squad* boxed set was released. The winged skulls stayed around, but, according to design legend, all the gemstones were stolen by the Eldar.

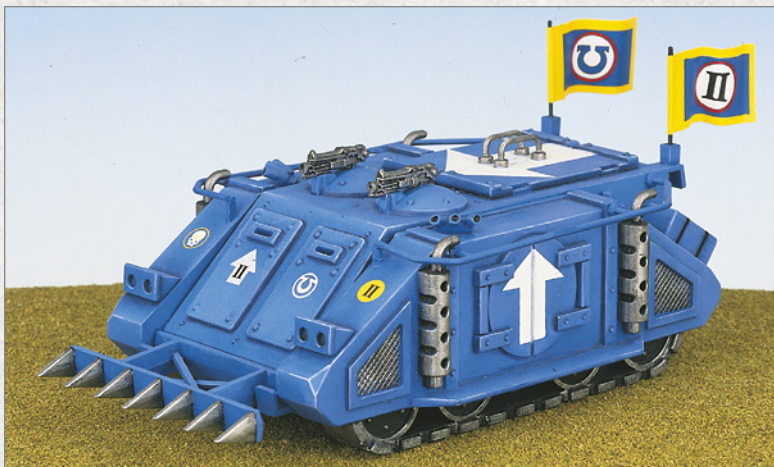


# SPACE MARINE TANKS OF LEGEND

Where would the Adeptus Astartes be without their noble steeds? Part of the Space Marines since the beginning, the Land Raider and the Rhino have been polished and refined over the decades and, as you'll see, the lineage from the 1980s to the present day is clear.

## RHINO

The ubiquitous vehicle of the Adeptus Astartes, the Rhino's history predates that of the Imperium itself, stretching far into forgotten times. Techno-archaeologists studying the venerable STC have learned in those forgotten times it was known as the 'RH-1 N-0 Tracked Exploration and Multi-Purpose Defence Vehicle', the current name apparently a corruption of its original. There are countless variants expanding its role into a battle tank, like the Predator and its numerous variants, an artillery piece like the Whirlwind, or close-support siege tanks like the Vindicator. There's even hushed whispers of non-STC variants, although evidence of such techno-heresy appears to have been buried by the sands of time.



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- 1 The original Rhino, RTB04 (or Rogue Trader Box 04), hails from 1988 and was in fact the very first plastic vehicle kit Games Workshop ever produced. Forge World would later reference the design for their Deimos pattern Rhino.
- 2 The art of the very first Rhino boxed set, showing the Blood Angels waging war, supporting abhuman auxiliaries alongside them.
- 3 The modern Rhino, the Mk. II-C, in all its glory. Released in 2002, it is the backbone of tanks for Space Marines both loyal and traitor, from the Horus Heresy to the 41st Millennium.



# LAND RAIDER

Like its smaller sibling, the Land Raider's history is ancient indeed, developed in the Dark Age of Technology when Mankind first spread out amongst the stars. It is said by technotheologians of the Cult Mechanicus that the STC blueprint was discovered by the famed Arkhan Land at the very start of the Great Crusade, and as such bears the technoarchaeologist's name. Variants can and do exist, with the Proteus pattern regarded as the earliest

example, with the most ancient of data-looms in the hands of the Adeptus Mechanicus describing it as the forward assault vehicle of the earliest days of Mankind's conquest of space. The Phobos is the most common surviving pattern, with many subsequent variants built on this chassis. In either case, they are relic-constructs of a forgotten age, as well regarded and honoured as venerable battle-brothers of the Chapter. 🐼



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1 The artwork of the very first Land Raider kit, heralding one of the most iconic vehicles in the Space Marine armoury and the second plastic vehicle kit Games Workshop made (the third was the Predator, and it wasn't until the Ork Battlewagon that a non-Imperial plastic vehicle was designed). Shown here fighting alongside Blood Angels, you'll note the colour scheme wasn't entirely set as, like the original Rhino, it was used by all the forces of the Imperium (and on occasion stolen by wily xenos who would vandalise it with alien glyphs). Younger fans may have guessed this venerable design was the inspiration for Forge World's Land Raider Proteus, the ancestor of the Phobos.

2 In 2000, Games Workshop released a new version of the Land Raider, after many years of it being absent from the Warhammer 40,000 range. The Mk. III Land Raider, also known as the Land Raider Phobos, was the first vehicle kit designed with an exquisitely detailed interior, featuring racks of weapons, tools, seating and databanks, and a fully working camshaft system for the assault ramp. The modern Land Raider has given rise to a huge number of variants over the years, such as the fiery Land Raider Redeemer with its flamethorn cannons, the brutal close assault Land Raider Crusader armed with the deadly hurricane bolter systems, and the nigh-indestructible but vanishingly rare Land Raider Achilles. As iconic as Mk. VII power armour and the Godwyn pattern bolter, the Mk. III Land Raider is one of the iconic symbols of Imperial might, and a valued addition to the collection of Space Marine fans the world over.



# ARMOUR SPOTLIGHT: TERMINATOR ARMOUR

**Sacred relics given** only to the worthiest of warriors, Terminator armour renders the wearer into a walking tank, proof against almost anything the galaxy can throw at it, able to do battle with the foes of man in places where even the Angels of Death fear to tread.

1 The most common pattern of Terminator armour, Indomitus, is the classic design that has evolved throughout the years, from the days of Rogue Trader and the first edition of Space Hulk, all the way to the present day's multi-part plastic kits. You can see the evolution of the design mirroring its improvement in-setting, from the early Great Crusade prototypes to the revered relic-suits of the modern day given only to a Chapter's finest.



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2 Some of the very first Terminator plate issued, Cataphractii harkens back to the Mk. I whilst showing recognisable elements of the Indomitus, which is apt given its history as an early design in the process of being supplanted by newer advances at the outbreak of the Horus Heresy, its emphasis on protection at the cost of agility falling out of favour. Once worn by entire companies of Legiones Astartes, such as the infamous Justaerin of the Sons of Horus, who equipped every member of their thousand-strong brotherhood with a suit, by the 41st Millennium barely a single intact example remains in existence.



3

3 Hobbyists of a certain age may find something familiar about this particular pattern. The Mk. I Terminator was perhaps the very first Terminator design, released as a single lead miniature before being quickly supplanted by the recognisable design that in time became known as the Indomitus pattern.



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**Tactical Dreadnought Armour**, also known as Terminator armour, was developed in the forgotten days of the Great Crusade, as the last word in personal combat armour. The original designs were inspired by the hazardous environment suits worn by Warp core engineers, and blended with the technologies of early power armour and Dreadnoughts to create the close assault armour for the Space Marines of the fledgling Legiones Astartes. Designed for the close confines of Zone Mortalis battlegrounds like space hulks, it alone in the armouries of the Adeptus Astartes can survive where even power armour would fail. There are various patterns and marks scattered throughout history, from Legion and Chapter-specific designs like the Gorgon pattern of the Iron Hands to the relic-suits of Cataphractii and Tartaros pattern armour that are little more than myth by the 41st Millennium. Even the Indomitus pattern is vanishingly rare, and it is a fortunate Chapter indeed that can field it in any great number. 🦾



# HERO SPOTLIGHT: MARNEUS CALGAR

**Each Space Marine** is rightly regarded as a hero, but even amongst their number, there are those whose deeds are legendary. Marneus Augustus Calgar is perhaps the greatest hero the Ultramarines Chapter has ever known, save for their illustrious Primarch.

**Deep within the** Fortress of Hera on Macragge there are kept records of the notable deeds of the Ultramarines. It is said that the achievements of Marneus Calgar span 28 volumes, far in excess of any other Ultramarine in the 10,000 year history of the Chapter bar Roboute Guilliman. Calgar's legend has spread the length and breadth of the Imperium, built on deeds the likes of which have not been heard of since the Great Crusade. He has led the Ultramarines in their darkest hour, at the Battle for Macragge against Hive Fleet Behemoth, and prevailed where lesser commanders would have failed. The Chapter was sorely tested, but under Calgar's wise leadership they have been rebuilt stronger than ever, ready to face the innumerable new threats assailing the Imperium in the 41st Millennium. 🦾



The model on the left is in fact the third miniature to represent Marneus Calgar, the most recent example replacing his artificer-wrought power armour with the mighty Armour of Antilocurus, a masterwork suit of Indomitus pattern Terminator armour reserved for the exclusive use of the Chapter Master of the Ultramarines. So clad, Lord Calgar has fought at the forefront of his Chapter in a near-legendary list of campaigns, including the Battle for Orar's Sepulchre, the Scouring of Quintarn, the Battle of Ichar IV where he finally bested the Swarmlord, and most infamously the Battle for Macragge, defending the Chapter's home world from the extragalactic horrors of the Tyranid hive fleets.

## GOLDEN OLDIES

Ever since Games Workshop created the Ultramarines there has always been a Lord Calgar. Originally he was just another Lord Commander, albeit one with a full set of bionic limbs following a particularly brutal battle against the Tyranids. By 1995, Calgar's background, like Warhammer 40,000 in general, had started to look far more like it does today, bringing the details of his past into line with the then-current background of the Adeptus Astartes, such as his bionic hands becoming the Gauntlets of Ultramar, as shown on the second miniature of him. Yet despite the changes of background and aesthetics, Marneus Calgar is still the same character, a heroic exemplar of the Ultramarines Chapter.



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1 This earliest incarnation of the Lord Macragge was originally released in 1988 as an 'Imperial Commander', but was soon established to be Marneus Calgar. Eagle-eyed readers may have noticed Lord Calgar's bionic eye swapped sides for subsequent models!

2 The second Marneus Calgar model, and the first to be designed specifically to represent the illustrious Lord of Macragge, was also the first to display the relic-weapons the Gauntlets of Ultramar, and features many elements that are echoed on the Armour of Antilocurus, the pteruges, ritual power sword, great swirling cloak and the aquilas on the shoulder and knee pads.



# SPACE MARINES: 30 YEARS IN THE MAKING...

And so we arrive at the present. Who would have thought, 30 years ago, that the Space Marines would one day be able to unleash flyers, tanks, support vehicles and a whole swathe of troop types, all in plastic? Who can imagine what the next 30 years will bring...



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2







- 1 The most recent addition to the armouries of the Adeptus Astartes, the Centurion war-suits are a hybrid of power armour and a small walker, mounting devastatingly potent weaponry such as the mighty grav-cannon, another fearsome addition to the arsenal of the Space Marines.
- 2 No other Warhammer 40,000 range has as many characters lovingly rendered in plastic as the Adeptus Astartes, with breathtaking character kits like the very first plastic Space Marine Librarian in power armour.
- 3 Three decades on from the early days of the original plastic Rhino and Land Raider, the Space Marine range is now equipped with a truly enormous vehicle pool, including a range of flyers like the Stormtalon Gunship, a formidable interceptor and ground-attack craft.

3





# 30 YEARS OF SPACE MARINES

So, we come to the end of our issue-long exploration of all things Space Marine – but the 30th birthday party celebrations are just beginning. With exclusive commemorative releases and in-store events around the world, next Saturday is a date for your diary...



*"They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear..."*

The release of the Imperial Space Marine 2016 – not to mention this issue of White Dwarf – is all part of the celebrations marking 30 years of Space Marines. And there's plenty more to come. The Imperial Space Marine is available from Games Workshop stores, [games-workshop.com](http://games-workshop.com) and some independent stockists from next Saturday, 16 April – but, lest you forget, this special commemorative miniature will be available *only while stocks last*, so don't delay. Alongside the Imperial Space Marine, Index Astartes Apocrypha also goes on sale next Saturday (and don't worry, this one's sticking around). Why not pop into a store next Saturday to make sure you get your hands on an Imperial Space Marine. And that's not the only reason to visit a store next Saturday...

All of our stores around the world will also be marking the occasion, not only with these great new releases but with special events and activities in store celebrating 30 years – and the boundless glory – of the Space Marines. Give your local store a call or visit their Facebook page to see what they have planned for the weekend.

Last but by no means least, why not let us know how you're planning to celebrate the Space Marines. What's your favourite Space Marine miniature of these last 30 years? Your pick for most iconic character? Most famous Space Marine battle? What made you want to collect them in the first place and what do you love about them now? We'd love to hear from you, so write to us at [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk). 🐼





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