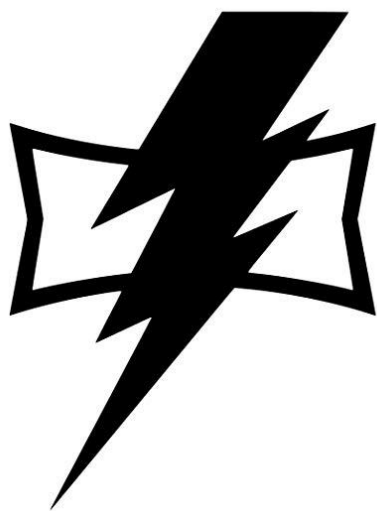


EPIC 40,000
Horus Heresy



WHITE
SCARS

White Scars in Epic 40,000

The Great Crusade

The Legion fought many bloody battles during the Great Crusade and under Jaghatai Khan they became infamous for their fast attacks and hit-and-run assaults. Of the 80,000 warriors under the Khan's command, 1 in 10 would perish over the next five years fighting in a region of space known as the Kolarne Circle. These campaigns were waged against foes such as the Orks of Sengr Mar and the Vorgheist. The Khan reshaped the Legion into utilizing the same hit-and-run and fast manoeuvre tactics he had mastered on Chogoris, outmatching every foe they came across. The Khan always fought at the forefront of every attacking, earning the respect of his Legion. In the final battle of the Kolarne Circle on desolate Kolarne itself, the Khan emerged victorious and the entire region fell into his hands. The battle was more than an impressive victory, it served to bind the legion together and blend the recruits from Terra with those from Chogoris. Later during the war against the Nephilim on Hoadh in 884.M30 the Legion became known as the White Scars, a term derived from a fused corruption of a Chogorian tribe name and a reference to their new ivory livery. Other sources state that they took on the title of White Scars during their assembly by the Khan on Chogoris.

The White Scars earned much glory and victory during this period, but were still largely neglected by the historians of the Imperium. Others considered them savages akin to the warriors of Angron or Leman Russ. Yet in truth they were learned warriors skilled in craftsmanship, art, and philosophy. The warriors of the Legion were far more disciplined and professional than those of the World Eaters or Space Wolves. They found no joy in slaughter and were only merciless when necessary or against a worthy foe they could test their full ability against. The Scars made no effort to show the greater Imperium their true selves and showed no indignation at their false labels.

This document is made to complement the Legio Astartes Army list.

White Scars forces can make use of the following Detachments from the Legio Astartes list.

White Scars Hunt Infantry Detachment(Page 2)

White Scars Supreme Commander (Page 3)

Space Marine Infantry Detachment (LA)

Space Marine Armoured Detachment (LA)

Space Marine Super Heavy Detachment (LA)

Space Marine Air Detachment (LA)

(LA) = Legio Astartes

WHITE SCARS GREAT HUNT DETACHMENT

Commanders

You must choose a Commander

1 Detachment HQ+25pts

Up to one Space Marine Captain25pts

Consists of 1 Space Marine unit (Hero)

Extra Cost to (Must choose one) :

Mount in a Rhino*+7pts

Mount in a Land Raider*+45pts

Upgrade to Jump Packs*

(Hero, Commander, Jump Packs) Free

Upgrade to Bike Unit (Hero, Commander)Free

Upgrade to Landspeeder*

(hero, Commander)Free

Upgrade to Terminator (Cannot use Rhino)

Hero, Commander, Save)+5pts

Upgrade to Jetbike*

(Hero, Skimmer)+5pts

Upgrade Space Marine Captain to Consul15pts

May select one option below:

Chaplain Add +1 to Leadership rolls.

Master of Signals

His detachment can re-roll one shooting dice, additionally in lieu of this, once per battle he can place 1d3 artillery templates on any detachment that he can see.

Legion Champion (Hero, Rampage, Assault).

Main Force

Choose up to **10** from the following list.

Legion Terminator Squad19pts

Consists of 1 Space Marine Unit (Save).

Extra cost to: (Must choose one) :

Mount in a Land Raider+45pts

Mount in Spartan Assault Tank.....+50pts

Legion Marine Squad30pts

Consists of 2 Space Marine units.

(*Must choose transport) (**May choose one)

Mount in a Rhino*+7pts

Upgrade both units to Assault troops**

(Assault, Jump Packs) +4pts

Upgrade both units to Devastators**

(Heavy Weapons) +10pts

Legion Bike Squad10pts per unit

Consists of 1 to 3 Space Marine Bike Units.

Legion Jetbike Squad14 pts per unit

Consists of 1 to 3 Jetbike Units.

Legion Land Speeder

Squadron21pts per unit

Consists of 1 to 3 Land Speeders.

Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

Legion Attack

Bike Squad10pts per unit

Consists of 1 to 3 Attack Bikes.

Legion Predator27pts per unit

Legion Whirlwind26pts per unit

Spartan Assault Tank50 Pts per unit

Sicaran Battle Tank28 pts per unit

Chain of Command: Captain > Consul > Terminators > Jetbikes > Any other unit.

WHITE SCARS SUPREME COMMANDER

Commanders

You may include up to 1 Supreme Commander.

Up to one Legion

Chapter Master50pts

Consists of 1 Space Marine unit (Hero, Commander)

Extra Cost to (*Must Choose one):

Mount in a Rhino*+7pts

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Upgrade to Jetbike* (Skimmer, Hero, Commander)

Upgrade to Terminator (cannot use Rhino)

(Hero, Commander, Save)+5pts

Up to one Jaghatai Khan150pts

Consists of 1 Jaghatai Khan unit (Primarch, Skimmer).

Bodyguard

You may include up to 1 Space Marine Bodyguard Squad. Roboute may select up to 3.

Golden Keshig Squad22pts

Consists of 1 Space Marine Unit (Skimmer, Assault).
Extra cost to:

Ebon Keshig

Terminator Squad22pts

Consists of 1 Space Marine unit (Assault, Save).

Extra cost to: (*Must choose one).

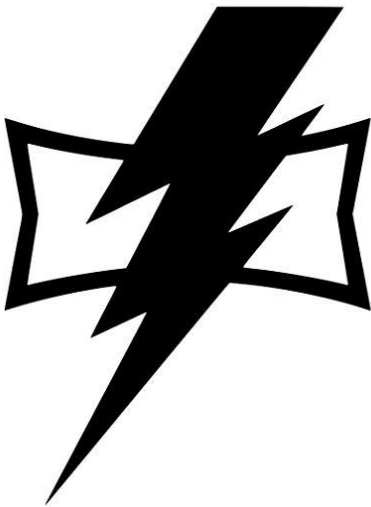
Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Chain of Command: Commander > Bodyguard.

Special Rules:

Primarch: Hero, Commander, Stubborn, Damage Capacity 3.



LEGIO ASTARTES SPACE MARINE SUMMARY

INFANTRY

	Speed	Range	Firepower	Assault	Armour	Special
Jaghatai Khan	15cm	30cm	1	6	6	Primarch, Skimmer
Space Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
Chapter Master	10cm	30cm	1	3	5+	+ Hero, Commander
Captain	10cm	30cm	1	3	5+	+ Hero
Devastator	10cm	45cm	1	2	5+	+Heavy Weapons, No Rapid Fire
Assault	10cm	30cm	1	3	5+	+ Assault, Jump Packs
Terminators	10cm	30cm	1	3	5+	+ Save
Reconnaissance	10cm	30cm	1	3	5+	+Infiltrators
Tactical Support	10cm	30cm	2	3	5+	No Rapid Fire
Breacher	10cm	30cm	1	3	-	Breacher
Destroyers	10cm	15cm	2	3	5+	+ Assault No Rapid Fire
Support Weapons	10cm	45cm	Anti Tank	0	4+	
Ebon Keshig	10cm	-	1	3	6+	Assault, Save

ARMOUR

	Speed	Range	Firepower	Assault	Armour	Special
Land Raider	20cm	45cm	2 x Anti Tank	2	6+	Transport (2)
Rhino	30cm	n/a	0	0	5+	Transport (1)
Whirlwind	30cm	45cm	Barrage	0	5+	Artillery
Predator	30cm	45cm	2	1	6+	
Bike Squadron	30cm	15cm	1	2	4+	
Attack Bike	30cm	30cm	2	1	4+	
Jetbike Squadron	40cm	15cm	1	2	4+	Skimmer
Land Speeder	40cm	30cm	2	1	4+	Skimmer
Spartan	20cm	45cm	4 x Anti Tank	2	6+	Transport (4)
Sicaran	30cm	45cm	4	1	5+	
Golden Keshig	40cm	15cm	1	2	4+	Assault, Skimmer

DETACHMENT NAME
DETACHMENT TYPE
PSYKER
COMMANDER
COMMANDER
COMMANDER

POINT COST

RESERVE SPEED
HALF STRENGTH
MORALE VALUE
TOTAL POINT COST

DETACHMENT MAIN FORCE

POINT COST

1 2 3 4 5 6 7 8 9 10

DETACHMENT SUPPORT

POINT COST

1 2 3 4 5 6 7 8 9 10

UNIT SPEED RANGE FIRE POWER ASSAULT ARMOUR NOTES

UNIT SPEED RANGE FIRE POWER ASSAULT ARMOUR NOTES