

## WHITE SCARS SPACE MARINE ARMY LIST

Final version 2012. Army Champion: Matt Dobbs

White Scars Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion Battlegroups have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine formations.

<b>WHITE SCARS DETACHMENTS</b>			
<i>(A White Scars army may contain any number of White Scars Detachments)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
<b>Assault</b>	4 Assault units	Commander	175 points
<b>Bike</b>	8 White Scar Bike units	Commander, Attack Bike	200 points
<b>Land Speeder</b>	5 Land Speeders	Commander, Tornado/Typhoon	200 points
<b>Landing Craft</b>	1 White Scars Landing Craft	None	350 points
<b>Predator</b>	4 Predators (Annihilator and/or Destructor in any combination)	Commander, Vindicator, Hunter	250 points
<b>Scout</b>	4 Scout units plus transport	Commander, Razorback, Sniper	150 points
<b>Strike Cruiser</b>	1 White Scars Strike Cruiser	Battle Barge	200 points
<b>Tactical</b>	6 Tactical units plus transport	Commander, Razorback	275 points
<b>Terminator</b>	4 Terminator units and 4 White Scars Land Raiders	Commander	650 points
<b>Thunderhawk</b>	1 White Scars Thunderhawk Gunship	None	200 points
<b>Whirlwind</b>	4 Whirlwinds	Commander, Hunter, Vindicator	300 points

<b>WHITE SCARS UPGRADES</b>		
<i>(Each allowed upgrade may be taken once by each detachment.)</i>		
UPGRADE	UNITS	COST
<b>Attack Bike</b>	Replace any number of White Scars Bike units with 1 Attack Bike each	Free
<b>Battle Barge</b>	Replace a White Scars Strike Cruiser with a White Scars Battle Barge	+150 points
<b>Commander</b>	Add 1 Space Marine Commander character to a unit in the formation: The Commander may be a Captain, Librarian or Chaplain <u>OR</u> 1 Space Marine Commander in the army may be a Supreme Commander	+50 points <u>OR</u> +100 points
<b>Hunter</b>	Add 1 Hunter	+75 point each
<b>Razorback</b>	Add any number of White Scars Razorbacks, up to the number required to transport the formation	+25 points each
<b>Sniper</b>	1 Scout unit gains the Sniper ability	+25 points
<b>Tornado/Typhoon</b>	Replace any number of Land Speeders, on a 1 per 1 basis, with: 1 Land Speeder Tornado <u>OR</u> 1 Land Speeder Typhoon	Free +25 points each
<b>Vindicator</b>	Add 1 or 2 Vindicators	+50 points each

### IMPERIAL ALLIES FORMATIONS

*(Up to 1/3 of an army's points may be spent on Imperial Allies formations.)*

<b>TITAN LEGION BATTLEGROUPS</b>		
FORMATION	UNITS	COST
<b>Warhound Titan</b>	1 Warhound Titan	275 points
<b>Warhound Titan Pack</b>	2 Warhound Titan	500 points

<b>IMPERIAL NAVY AIRCRAFT</b>		
FORMATION	UNITS	COST
<b>Fighter Bombers</b>	2 Thunderbolt Fighter-Bombers	175 points
<b>Bombers</b>	2 Marauder Bombers	250 points

## WHITE SCARS SPACE MARINE ARMY REFERENCE 1

### STRATEGY 5

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Captain</b>	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	<i>Invulnerable Save, Leader, Commander</i>
<b>Chaplain</b>	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	<i>Invulnerable Save, Leader, Inspiring</i>
<b>Librarian</b>	CH	n/a	n/a	n/a	n/a	Power Weapon Smite	(base contact) (15cm)	(Assault Weapons), EA(+1), MW (Small Arms), EA(+1), MW	<i>Invulnerable Save, Leader</i>
<b>Supreme Commander</b>	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	<i>Invulnerable Save, Supreme Commander</i>
<b>Assault</b>	INF	30cm	4+	3+	5+	Chainswords Bolt pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Jump Packs</i>
<b>Scout</b>	INF	15cm	5+	4+	5+	Heavy Bolter Shotguns	30cm (15cm)	AP5+ (Small Arms)	<i>Scout, Infiltrator</i>
<b>Tactical</b>	INF	15cm	4+	4+	4+	Bolters Missile Launcher	(15cm) 45cm	(Small Arms) AP5+/AT6+	
<b>Terminator</b>	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters 2x Assault Cannon	(base contact) (15cm) 30cm	(Assault Weapons), EA(+1), MW (Small Arms) AP5+/AT5+	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>
<b>White Scars Bike</b>	INF	35cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Mounted, Walker</i>
<b>Attack Bike</b>	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
<b>Land Speeder</b>	LV	35cm	4+	6+	5+	Multi-melta	(15cm)	(Small Arms), MW MW5+	<i>Skimmer, Scout</i>
<b>Land Speeder Tornado</b>	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	<i>Skimmer, Scout</i>
<b>Land Speeder Typhoon</b>	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	<i>Skimmer, Scout</i>
<b>Drop Pod</b>	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+/AT5+	<i>Planetfall, Transport: (may carry 1 formation that includes only Tactical units). <u>Deathwind:</u> After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim crossfire.</i>
<b>Hunter</b>	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
<b>White Scars Land Raider</b>	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Terminator unit)</i>
<b>Predator Annihilator</b>	AV	30cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT4+	
<b>Predator Destructor</b>	AV	30cm	4+	6+	3+	2x Heavy Bolter Autocannon	30cm 45cm	AP5+ AP5+/AT6+	
<b>White Scars Razorback</b>	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Transport (may carry 1 of the following units: Tactical and Scout) A Razorback is armed with either a Twin Heavy Bolter OR a Twin Lascannon, not both – select one option before the game.</i>
<b>White Scars Rhino</b>	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	<i>Transport: (May carry 2 of the following units: Tactical and Scout)</i>
<b>Vindicator</b>	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	<i>Walker</i>
<b>Whirlwind</b>	AV	30cm	5+	6+	5+	Whirlwind	45cm	1 BP, Indirect Fire	
<b>White Scars Landing Craft</b>	AC/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+/AA5+ AT4+	<i>DC4, Planetfall, Fearless, Reinforced Armour, Transport: (May carry 12 Space Marine infantry units and Attack Bikes. Terminators take up two spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos) <u>Critical Hit Effect:</u> The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.</i>

## WHITE SCARS SPACE MARINE ARMY REFERENCE 2

### STRATEGY 5

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>White Scars Thunderhawk</b>	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 30cm 75cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF	DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 of the following units: Tactical, Assault, Scout and Bike) <u>Critical Hit Effect:</u> The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
<b>White Scars Battle Barge</b>	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14 BP, MW	Transport: (May carry 60 of the following units: Tactical, Assault, Scout, Bike, Terminator units; plus 60 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board) Slow and steady: may not be used on the first two turns of a battle unless the scenario specifically says otherwise.
<b>White Scars Strike Cruiser</b>	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5 BP, MW	Transport: (May carry 20 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 20 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 6 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board)
<b>Warhound Titan</b>	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45c m 45 cm	4x AP3+/AT5+, Fwd 2x MW2+, Slow-Firing, Fwd	DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> Move it D6cm in a random direction. If this move takes the Warbound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).
<b>Thunderbolt Fighter-Bomber</b>	AC	Fighter-Bomber	6+	n/a	n/a	Stormbolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF	
<b>Marauder Bomber</b>	AC	Bomber	4+	n/a	n/a	2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15cm 15cm 45cm	AA5+ 3 BP, FxF AT4+/AA4+, FxF	