

White Scars Space Marine Army List

Space Marine Army Champion: Not Jimmy Zimms ☺

Rational:

Known and feared throughout the Imperium for their high mobility, the Space Marines of the White Scars are the masters of the lightning strike method of attack, able to tear into their foes and vanish before they can respond. Fierce warriors, bearing the ritual scars of bravery, they fight with all the tribal savagery of their homeworld and brings swift death all enemies of the Imperium.

Special Rule: White Scars Transport

The Space Marines are a highly mobile army. Because of this the points cost of a detachment usually includes enough transport vehicles to transport it and any upgrades that have been taken. The number of vehicles will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! The transport vehicles will be Land Raiders if the detachment is Terminators, Rhinos for any other form of detachment.

Note that many formations don't receive transports, usually because they can't fit into them. Detachments that come with vehicles will be noted as having plus transport in the Units section of the detachment list below. White Scars detachments must take the transport vehicles for a detachment—you cannot leave them behind in order to use the unit as a garrison. You can only choose to ignore this if the detachment is instead to be deployed from a Thunderhawk gunship.

In addition, you may choose to replace a detachment's vehicles with drop pods before each game, after the opposing army is known but before objectives are placed. If you choose to do this, all transported detachments in the army must deploy from drop pods—you can't have some in transport vehicles and some deploying from drop pods. If you do choose to use drop pods, then the affected detachments will enter play in drop pods using the rules for Planetfall (see section Planetfall). Note that you will require at least one Space Marine strike cruiser or battle barge to deploy the drop pods from.

Whit Scars Space Marine armies have a Strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

White Scars Detachments (a White Scars army may contain any number of detachments)			
Formation	Core Units	Upgrades	Cost
Assault	4 Assault units	Commander, Vindicators	175 points
Bike	Any eight of the following units: Attack Bike, White Scars Bike	Commander	375 points
Land Speeders	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators	250 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Hunter, Razorbacks, Vindicators	275 points
Terminator	Four White Scars Terminator units plus transport	Commander, Hunter, Vindicators	650 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points each

White Scars Upgrades (Each upgrade may be taken once per detachment.)		
Upgrade	Units	Cost
Battle Barge	Replace Strike Cruiser with Battle Barge	+150 points
Commander	Add 1 space marine commander to 1 unit in the formation. The commander may be a captain, librarian or chaplain.	+50 points
	1 Space Marine Commander in the army may be a Supreme Commander	+100 points
Hunter	Add one Hunter	+75 points
Razorback	Add any number of razorbacks, up to the number required to transport the formation	+25 points each
Sniper	Give up to two Scout units <i>Sniper</i>	+25 points
	Give up to four Scout units <i>Sniper</i>	+50 points
Typhoons	Replace up to two Land Speeders with an equal number of Land Speeder Typhoons	+25 points
	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons	+50 points
Vindicators	Add up to two White Scars Vindicators	+50 points each

Imperial Ally Formations

(Up to a third of the points available may be spent on these formations.)

Formation	Units	Upgrades	Cost
Thunderbolt Squadron	2 Thunderbolt Fighter-Bombers	None	175 points
Marauder Squadron	2 Marauder Bombers	None	250 points
Warhound Pack	2 Warhound Titans	None	500 points
Warhound Titan	1 Warhound Titan	None	275 points

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Captain	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Leader, Commander
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapons Smite	(base contact) (15cm)	(Assault weapons), MW, EA+1 (small arms), MW, EA +1	Invulnerable Save, Leader
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Supreme Commander
Chaplain	CH	n/a	n/a	n/a	n/a	Power weapon	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Leader, Inspiring
White Scars Terminators	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters 2x Assault Cannon	(base contact) (15cm) 30cm	(Assault weapons), MW, EA+1 (small arms) AP+5/AT+5	Reinforced Armour, Thick Rear Armour,
Tactical	INF	15cm	4+	4+	4+	Bolter Missile Launcher	(15cm) 45cm	(Small Arms) AP5+/AT6+	
Scout	INF	15cm	5+	4+	5+	Bolter Heavy Bolter	(15cm) 30cm	(Small Arms) AP5+	Scout, Infiltrator
Assault	INF	30cm	4+	3+	5+	Chainswords Bolt pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Jump Packs
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta Multi-melta	(15cm) 15cm	(Small Arms), MW MW5+	Skimmer, Scout
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Skimmer, Scout
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	Skimmer, Scout
White Scars Bike	INF	35cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapon) (Small Arms)	Mounted, Walker
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT6+	
Predator Destructor	AV	30cm	4+	6+	3+	2x Heavy Bolter Autocannon	30cm 45cm	AP5+ AP5+/AT6+	
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	Transport (may carry 1 of the following units: Tactical) A Razorback is armed with either a Twin Heavy Bolter OR a Twin Lascannon, not both - select one option before the game.
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	Transport: (May carry 2 of the following units: Tactical, Recon Tactical, Iron Hands Devastator & Aspirant)
White Scars Vindicator	AV	30cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Indirect Fire	
Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	Reinforced Armour Thick Rear Armour Transport May transport one Terminator unit or two infantry units without Jump Packs or Mounted.

Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	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. Critical Hit Effect: Move it D6cm in a random direction. If this move takes the Warhound 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).
Landing Craft	AC/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+/AA5+ AT4+	DC4, Planetfall, Fearless, Reinforced Armour, Transport: (May carry 12 Space Marine infantry units, Attack Bikes. Terminators take up 2 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) Critical Hit Effect: 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.
Thunderhawk Gunship	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	DC 2 Planetfall Reinforced Armour Transport May transport eight infantry units, Attack Bikes; Terminator units count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.

Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Transport: (May carry 60 of the following units: Space Marine Tactical, Assault, Scout, Bike, or 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.
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport: (May carry 20 of the following units: Space Marine Tactical, Assault, Scout, Bike, or Terminator 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)