

WHITE SCARS SPACE MARINE ARMY LIST v2

DETACHMENTS

A detachment must take transports unless they are being transported in a Thunderhawk or the whole army is taking Drop Pods

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS
Assault	Four Assault units	Commander	175
Bike	Eight White Scars Bike units	Commander, Attack Bike	400
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150
Tactical	Six Tactical units plus transport	Commander, Razorbacks	300
Terminator	Four Terminator units plus transport	Commander	675
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Vindicator, Hunter	300
Whirlwind	Four Whirlwinds	Commander, Vindicator, Hunter	300
Landing Craft	One Landing Craft	None	350
Thunderhawk	One Thunderhawk Gunship	None	200
Strike Cruiser	One Strike Cruiser	Battle Barge	200

UPGRADES

UPGRADE	UNITS	POINTS
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 (+50 points if Supreme Commander)
Hunter	Add one or two Hunters	75 each
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	25 per Razorback
Sniper	One Scout unit may be given the Sniper ability	25
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	25 per Typhoon, 10 per Tornado
Vindicator	Add one Vindicator	75

IMPERIAL NAVY AIRCRAFT

FORMATION	POINTS
Two Thunderbolt Fighters	150
Two Marauder Bombers	300

TITAN LEGION BATTLEGROUPS

FORMATION	POINTS
One to Two Warhound Titans	250 each

WHITE SCARS SPACE MARINE REFERENCE SHEET v2

STRATEGY RATING 5		INITIATIVE 1+		WEAPONS		RANGE		FIREPOWER		NOTES	
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPON	RANGE	FIREPOWER	NOTES		
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	base contact	Assault wpn, MW, +1A	Invulnerable Save, Leader, Supreme Commander		
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	base contact	Assault wpn, MW, +1A	Invulnerable Save, Leader, Commander		
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	base contact	Assault wpn, MW, +1A	Invulnerable Save, Leader, Inspiring		
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapon	base contact	Assault wpn, MW, +1A	Invulnerable Save, Leader		
Assault	INF	30cm	4+	3+	5+	Bolt Pistol	15cm	Small Arms	Jump Packs		
White Scars Bike	INF	35cm	4+	3+	4+	Chainsword	base contact	Assault wpn	Mounted, Walker		
Scout	INF	15cm	5+	4+	5+	Shotgun	15cm	Small Arms	Scouts, Infiltrators		
Tactical	INF	15cm	4+	4+	4+	Heavy Bolter	30cm	AP5+			
Terminator	INF	15cm	4+	3+	3+	Bolter	15cm	Small Arms			
Attack Bike	LV	30cm	4+	5+	4+	Missile Launcher	45cm	AP5+/AT6+			
Land Speeder	LV	35cm	4+	6+	5+	Storm Bolter	15cm	Small Arms	Reinforced Armour, Teleport, Thick Real Armour		
Land Speeder Tomado	LV	35cm	4+	6+	5+	2 x Assault Cannon	30cm	AP5+/AT5+			
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Power Weapon	base contact	Assault wpn, MW, +1A			
Hunter	AV	30cm	5+	6+	6+	Heavy Bolter	30cm	AP5+	Skimmer, Scout		
Land Raider	AV	25cm	4+	6+	5+	Multi-melta	15cm	MW5+ or Small Arms, MW	Skimmer, Scout		
Predator Annihilator	AV	30cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	Skimmer, Scout		
Predator Destructor	AV	30cm	4+	6+	5+	Heavy Bolter	30cm	AP5+	Skimmer, Scout		
Razorback	AV	30cm	5+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	Skimmer, Scout		
Rhino	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT14+/AA4+			
Vindicator	AV	20cm	4+	6+	4+	2 x Twin Lascannon	45cm	AT4+	Reinforced Armour, Thick Rear Armour, Transport (2*)		
Whirlwind	AV	30cm	4+	6+	5+	Twin Heavy Bolter	30cm	AP4+			
Landing Craft	WE/AC	Bomber	4+	5+	3+	Twin Lascannon	45cm	AT4+			
Thunderhawk	WE/AC	Bomber	4+	6+	4+	2 x Lascannon	45cm	AT5+	Transport (1)		
Battle Barge	SC	n/a	n/a	n/a	n/a	Autocannon	45cm	AP5+/AT6+	Transport (2)		
Strike Cruiser	SC	n/a	n/a	n/a	n/a	2 x Heavy Bolter	30cm	AP4+			
Drop Pod	AV	Immobile	5+	n/a	n/a	Twin Heavy Bolter	45cm	AT4+	Transport (1)		
						Q&R Twin Lascannon	30cm	AP3+/AT4+, Ignore Cover			
						Storm Bolter	15cm	Small Arms	Transport (2)		
						Demolisher	30cm	AP3+/AT4+, Ignore Cover			
						Whirlwind	45cm	1BP, Indirect Fire	Planefall, Reinforced Armour, Fearless, Transport (12* + 4/6), DC 4, Crit = See datasheet		
						2 x Twin Lascannon	45cm	AT4+			
						3 x Twin Heavy Bolter	15cm	AP4+/AA5+			
						Storm Bolter	15cm	Small Arms			
						Battle Cannon	75cm	AP4+/AT4+, FxP	Planefall, Reinforced Armour, Transport (8*), DC 2, Crit = See datasheet		
						2 x Twin Heavy Bolter	30cm	AP4+/AA5+, FxP			
						Twin Heavy Bolter	15cm	AP4+/AA5+, Right Arc			
						Twin Heavy Bolter	15cm	AP4+/AA5+, Left Arc			
						Orbital Bombardment	n/a	14BP	Transport (Three Companies)		
						Orbital Bombardment	n/a	5BP	Transport (One Company)		
						Deathwind	15cm	AP5+/AT5+, One Shot	See datasheet		