



WHITE SCARS SPACE MARINES

By Matt Keefe

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.

When the Emperor was finally reunited with Jaghatai Khan, he found the young Primarch ruler of an alliance of powerful tribes of horsemen on the steppe covered world of Mundus Planus. Khan had lived amongst the tribesmen since boyhood and he had, in every way, become like them. Khan's life had been spent in the saddle, riding for more hours each day than where spent on his own two feet, living and warring, even, at times, eating and sleeping atop his steed.

By the time of the Great Crusade, Khan had virtually conquered his entire homeworld, uniting dozens of tribes and tens of thousands of warriors under his banner. Jaghatai was persuaded to join the Emperor, and from these warriors, the first recruits to Khan's legion were drawn. With them they brought all the traits of their tribal existence – the love of the great open places, a simplistic, straightforward sense of honour, respect and authority and, most crucially, unrivalled skills in the saddle.

With horses hardly sufficient to act as the steeds of the Emperor's finest warriors, the White Scars instead adopted the bike as their chosen mount, an association which has come to be the Chapter's defining feature.

Bands of bike-mounted White Scars make up the bulk of all their armies, scouring the battlefield in fleeting but relentless hit-and-run attacks, making forays straight at the enemy before fading away seemingly into nothing, only to return, as the wind does, all the more furiously from another side.

The White Scars on Armageddon

During the Third Armageddon War, several Brotherhoods of the White Scars deployed to the freezing wastes of Armageddon known as the Deadlands. Here, their highly mobile style of warfare proved perfect for lightning fast responses to attacks launched by the Ork Speed Kults. The Orks' plan to cut off the water and oil supplies to Armageddon by destroying the processing plants and drilling stations posed a considerable threat to Armageddon's defenders, and the White Scars were charged with preventing this at all costs.


WS 1.1 WHITE SCARS UNITS

The White Scars are allowed to use the following new units. All other units that may be used in a White Scars army are covered in section 5.1.2 of the Epic: Armageddon book and on the White Scars Army Reference Sheet at the end of this article.

WHITE SCARS BIKE SQUADRON

The White Scars hail from the world of Mundus Planus, where much of the population lives a nomadic, horseback existence on the great barren steppes which cover much of the planet. In his youth, the White Scars' Primarch, Jaghatai Khan, lived amongst these horsemen and soon became the greatest amongst them. The first recruits to the White Scars were drawn from Khan's own adopted tribe, and the White Scars continue to draw new members from amongst the horsemen of Mundus Planus. Once recruited, the White Scars retain many of their horse-riding traditions, and the mounted style of warfare is greatly favoured

by the Chapter, leading to a surfeit of bike mounted troops. The tribesmen of Mundus Planus are virtually born in the saddle, able to ride before they can walk, and these skills make White Scars the most able bikers in the Imperium. Years of combat fought from horseback allow the White Scars to make use of weapons which would normally prove impossible to wield whilst retaining control of a bike. In particular, the White Scars specialise in the use of multiple close combat weapons, even while mounted, maintaining control of their bikes with their unparalleled sense of balance and riding skills.

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms	-	
Sabres	(base contact)	Assault Weapon	-	

Notes: Mounted, Walker (they aren't really walkers – the White Scars don't get walking bikes – but they do benefit from the rules for walkers to represent their incredible riding skills and ability to negotiate difficult terrain with ease).





WS 1.2 WHITE SCARS SPACE MARINE ARMY LIST

The White Scars are a non-Codex Chapter, eschewing both the organisational constraints and ascribed fighting techniques handed down in Guilliman's tome. The White Scars retain a heavy emphasis on mounted troops and so the Chapter possesses vastly more bike squads than most others. Cumbersome or heavy equipment which would hinder this lightning attack is discarded, and as such the White Scars possess no Devastator squads at all. Neither do they make use of any Dreadnoughts, not just because of the slow and ponderous nature of these vehicles, but also because the very notion of confining a valiant White Scars warrior to the eternal containment of a steel sarcophagus is nothing short of an outrage. As great as a warrior may be, the White Scars will not maintain a brother past the point where his wounds should rightfully take him. Such a hero will instead fall gracefully, with honour, his body cremated and his ashes cast to the wind. Those White Scars squads not mounted on bikes are always accompanied by transport vehicles – no White Scar would ever take to the field of battle on foot alone. Like all Space Marines, the White Scars are a versatile

force, capable of reacting to most situations. If need be, they are capable of fighting almost any kind of engagement. They can, if forced, adopt a defensive position, surrounding their positions with barriers of the normally unfavoured heavy armour while dismounted bikers fight from the barricades, waiting for the right moment to take to the saddle, launch a lightning fast counter-attack against the drive the enemy away completely. Likewise, the White Scars by and large possess most of the units needed to function in a manner similar to Codex Chapters, deploying from drop pods or providing garrison troops if absolutely essential. If at all possible, however, the White Scars will avoid this, and always seek to fight on their own favoured terms. The following army list represents this – not just a White Scars army, but a White Scars army fighting on its own terms, in the style which has come to epitomise the Chapter as lightning-fast masters of hit-and-run attacks.

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. 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 4.4). Note that you will require at least one Space Marine strike cruiser or battle barge to deploy the drop pods from.



DESIGN CONCEPT Born in the Saddle

It's worth reiterating the fact that White Scars detachments must take any available transports, and can only eschew them if they are instead transported in Thunderhawks, or if the entire army chooses to use drop pods. It may seem to be harsh to make the entire army deploy from drop pods, but using a mixture of drop pods and transports would run the risk of spreading the army across the battlefield, and this goes very much against the White Scars' combat doctrine, which dictates that they must deliver their forces in a single, swift blow against the enemy. This really is the case in game terms too, since the White Scars are immensely powerful in assaults, but lack some of the heavier 'back-up' options such as Devastators and Dreadnoughts, and have access to relatively few armoured vehicles, meaning White Scars detachments will prove rather less forgiving, and rather more fragile, if used at an inopportune moment.






Using The Army List

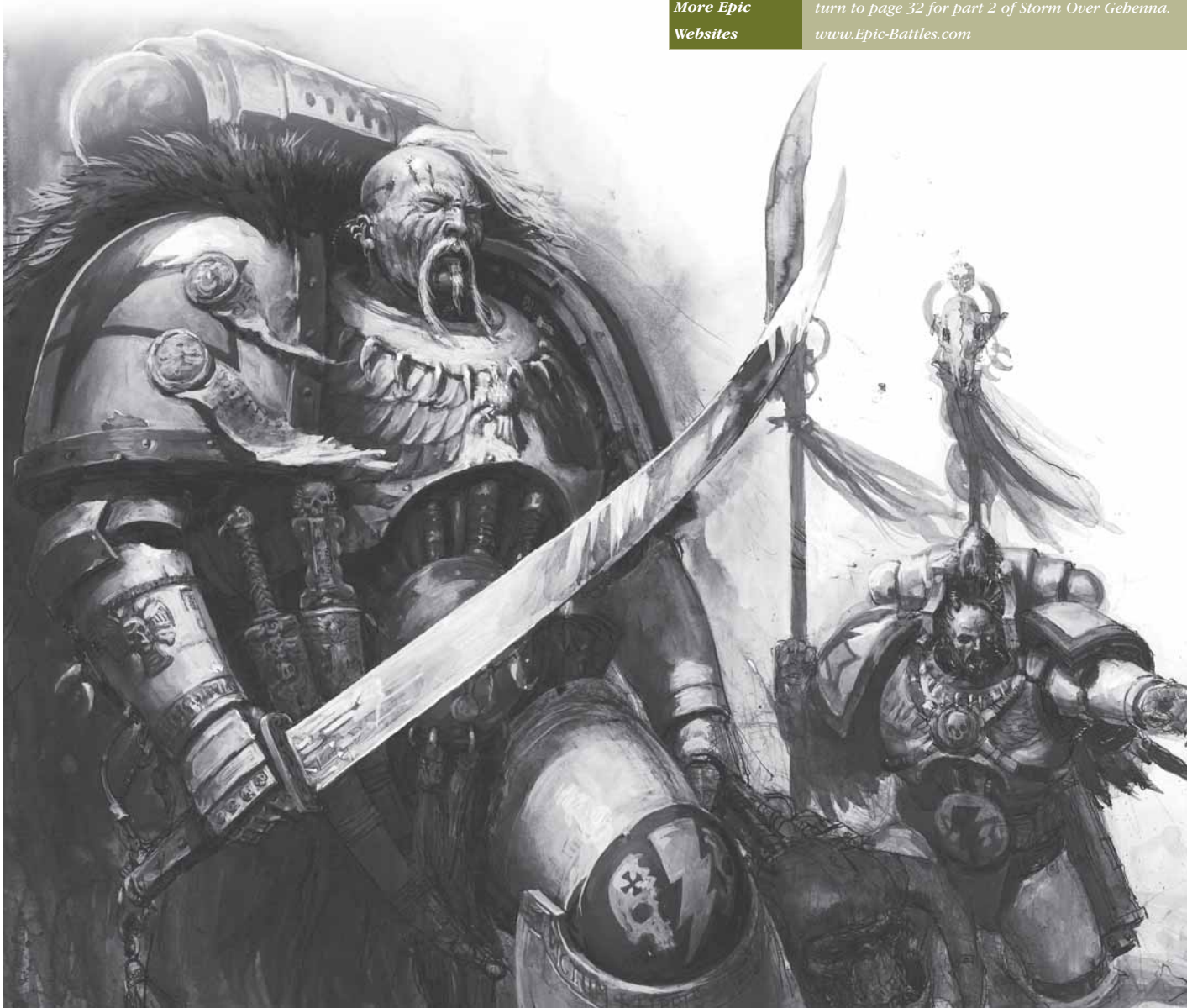
The following army list allows you to field an army based on a White Scars Space Marine army. It can also be used as a 'stand in' army list for any of the White Scars' successor chapters. The White Scars are organised into small formations called detachments. Each detachment is made up of several units, and may also include a number of extra units called upgrades. The detachments that may be taken are shown on the chart below. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander upgrade at an additional cost in points. Each upgrade that is taken adds to the cost of the detachment, as shown on the Upgrade chart. The Upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking, and

sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

White Scars Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

The White Scars Army Reference Sheet can be found on the back cover of this issue.

Authors	As well as being the head of system for Epic, Matt also looks after Battlefleet Gotbic and Warmaster. He is currently working on a second edition of the Battlefleet Gotbic rules.	
Further Information	The Epic Space Marine range is widely available. Contact your nearest Games Workshop or visit the website for details. (See the How to Order pages on page 94).	
More Epic Websites	turn to page 32 for part 2 of Storm Over Gebenna. www.Epic-Battles.com	





WHITE SCARS ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations 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 (see 5.1.1).

WHITE SCARS DETACHMENTS

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

WHITE SCARS UPGRADES

UPGRADE	UNITS	POINTS COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
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 points (+50 points if Supreme Commander)
Hunter	Add one Hunter	75 points
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	+25 points per Razorback
Sniper	One Scout unit may be given the Sniper ability	+25 points
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado
Vindicator	Add one or two Vindicators	75 points each

IMPERIAL NAVY AIRCRAFT

FORMATION	POINTS COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLE GROUPS

FORMATION	POINTS COST
One or Two Warhound Titans	150 points

