White Scars

“And we shall know no fear!”

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What are the Space Marines? The Space Marines are the Emperor’s Angels of Death. They are genetically, biologically, and mechanically augmented to be the most elite warriors capable of delivering the Emperor’s wrath to the enemies of mankind. They are few in number compared to the untold trillions that make up the Imperium, but their legends are known by all. Space Marines go to war with heavy power armour and a variety of weapons for to handle any foe.
Army Difficulty 1-5: 1. Space Marines are incredibly durable. They can specialize to focus on one aspect of warfare, or bring versatile units that can handle nearly any situation. The only difficulty is for a new player to decide which units to use out of the enormous quantity added to their roster throughout the many years of 40k!
Strengths: This army is incredibly durable and versatile. Your Firstborn Marines can swap weapons during deployment, allowing for maximum flexibility and most can score any objective, even when outnumbered and surrounded on all sides! The Primaris are more durable, resisting Ld debuffs, being overwhelmed in combat, and can shrug off the worse of injuries thanks to their Transhuman Physiology!
Weaknesses: The army does not have any sacrificial units or cannon fodder to draw the enemy into traps. Using the many specialty units and the overall flexibility of this army will allow you to hold the enemy in position until you are ready to strike, or to pull back and fight on your own terms.
Army Abilities: The Space Marines have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.
Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its upgrade(s) for legal upgrade options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.
Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.
Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.
They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack then remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.
Transhuman Physiology – This model has a 5+ Feel No Pain.

Common Wargear
In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade – Reroll Dangerous Terrain Tests and failed Moved through Cover.
- Extra Armour – You may treat all Crew Stun Results as Weapon Disabled.
- Iron Halo – This model has a 4+ Invulnerability Save.
- Recovery Gear – Roll a d6, on 5+ repair Immobilized or Crew Stun result.
- Refractor Field – This model has a 5+ Invulnerability Save.
- Rosarius – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
    - 6" Aura, this model and target unit may reroll failed Ld Tests.
    - 6" Aura, this model and target unit gain A+1.
- Stormshield – This model gains Sv-1 (Improves by 1) and a 4+ Invulnerability Save.
- Terminator Honours – This model gains a 5+ Invulnerability Save.

Chapters
Space Marines form Chapters, each with their own traditions and combat doctrines that dictate how they conduct war in the 40k universe. Each Chapter has specialty rules that make the army more immersive to their lore and specialize their abilities on the battlefield. Your entire army MUST be from the same Chapter. Unique models will have the key word for which Chapter they must belong to if any.

White Scars:

- Speed Tactics: All models in your army gain Hit and Run.
- Rapid Deployment: All models in your army gain Scout.

HQ 1-2 Slots

Subdoden Khan Subdoden	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 4 4 7 **7** 5 10 3+	**Points: 286** **Composition:** **1 Subdoden**
Wargear Subdoden: Onslaught Gatling Cannon Stormtooth Iron Halo	**Options**	**Rules** Subdoden: Independent Character White Scars Infantry Unique Know No Fear Transhuman Physiology Hit and Run Scout Shock Assault Steady Stubborn Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Thunder – This model is considered to be a Monster for the purposes of Moving and Firing or Firing while in Melee. In addition, this model gains A+1 when considered Charging.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Onslaught Gatling Cannon	24	5	-	Heavy 12
M	Stormtooth	Melee	X2	2+	Slow, Monsterbane, Counterattack, Furious Charge, I+3, Lance

Advisors 0-3/Troop Choice Purchased

Kor'sarro Khan Khan	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 7 5 9 3+	**Points: 203** **Composition:** **1 Kor'sarro**
Wargear Kor'sarro: Bolt Pistol Moonfang Frag Grenades Krak Grenades Refractor Field	**Options** May take one F May take one B	**Rules** Kor'sarro: Independent Character White Scars Infantry Unique Chapter Champion Know No Fear Bodyguard Counterattack Hit and Run Objective Secured Scout Shock Assault Chapter Champion – This model may reroll all failed To Hit and To Wound rolls. Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge.
Special Wargear:	**Special Wargear Upgrades:** B Rubicon Primaris +17 points	A+1. Gain Transhuman Physiology, Bulky, Stubborn. Lose Objective Secured, Grenades.

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Moonfang	Melee	+3	2+	Extra Attack 1
F +1 point	Anzuq	Melee	User	3+	Extra Attack 1, Auxiliary
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast