



IMPERIUS DOMINATUS

WHITE SCARS

WHITE SCARS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

The Ebon Keshig – Cannot hold objectives (no VP for claiming objective).

The Falcon's Claws – These recon elements possess Cameleoline and shroud bombs.

The Golden Keshig – Elite Jetbike formation that may use Melta Bombs.

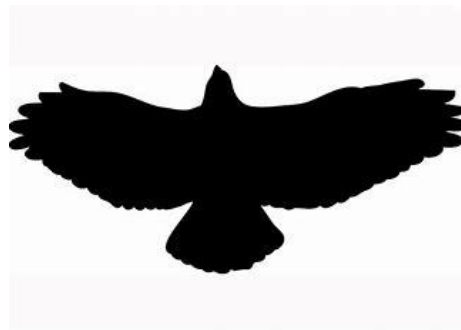
Kyzagan Assault Speeder – Heavily armed speeder.

WHITE SCARS

The White Scars Legion has the following characteristics:

- White scar infantry cannot be pinned by opposing infantry.
- White scar infantry and cavalry gain move through cover.
- White Scar forces must contain more cavalry formations than any other formations.
- White Scar Cavalry (bikes and jetbikes) gain reroll 1's in close combat and re-roll failed armor saves (second result stands) and cannot be pinned by opposing cavalry type elements.
- White Scar Cavalry elements gain +5cms to charge move.
- White Scar player gains +2 to initiative rolls.
- White Scar player gains +1 to reserve rolls.
- White Scar army leader must be on cavalry element.
- **Librarius.** Jaghatai Khan was in favour of the use of the Librarius. White Scars legion may use Librarius sections.

UPGRADE CYBER HAWK



May be attached to the army commander. Once per turn one formation may re-roll die results of 1.



Point Value 50/100
+1 VP



UPGRADE POWER GLAIVE



One Infantry formation gains +1 to close combat to hit rolls.

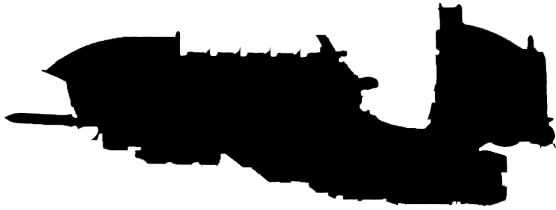


Point Value 50/100
+1 VP



UPGRADE SHAMSHIR JETBIKE

One Jetbike formation gains +1 to armour save

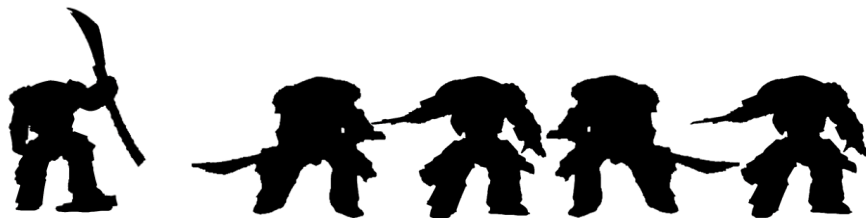


Point Value 50/100
+1 VP



THE EBON KESHIG DETACHMENT

The Ebon Keshig Detachment consists of 1 Ebon Keshig Decurion Stand and 4 Ebon Keshig Stands



Point Value 300



THE EBON KESHIG DETACHMENT

Break Point 4: The Ebon Keshig Detachment is broken if it has lost 4 stands either the Decurion or Ebon Keshig stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Ebon Keshig have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-4	Combi bolters	25	2	-2	[HQ1], [V], [SU]
The Ebon Keshig	10[T]	3[5]+	4/-4	Combi bolters	25	2	-2	[SU], Special*
				Power Glaives	-	-	-	

* Cannot Claim Objectives

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

EBON KESHIG GRAND DETACHMENT

The Ebon Keshig Grand Detachment consists of 1 Ebon Keshig Decurion Stand and 8 Ebon Keshig Stands



Point Value 600



EBON KESHIG GRAND DETACHMENT

Break Point 6: The Ebon Keshig Detachment is broken if it has lost 6 stands either the Decurion or Ebon Keshig stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Ebon Keshig have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-4	Combi bolters	25	2	-2	[HQ1], [V], [SU]
The Ebon Keshig	10[T]	3[5]+	4/-4	Combi bolters	25	2	-2	[SU], Special*
				Power Glaives	-	-	-	

* Cannot Claim Objectives

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

THE FALCON'S CLAWS DETACHMENT

The Falcon's Claws Detachment consists of 1 Falcon's Claw Decurion Stand and 5 Falcon's Claws Stands



Point Value 250



THE FALCON'S CLAWS DETACHMENT

Break Point 4: Falcon's Claws are broken if it has lost 4 stands either the Decurion or Falcon's Claws stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: The Falcon's Claws have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	7[9]+	3/-3	Lighting claws	-	-	-	[HQ1], [V], [CE], [AG], [R], [IF], [MB], Special
The Falcon's Claws	10	7+	3/-3	Lighting claws	-	-	-	[CE], [AG], [R], [IF], [MB], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

THE FALCON'S CLAWS GRAND DETACHMENT

The Falcon's Claws Grand Detachment consists of 1 Falcon's Claw Decurion Stand and 10 Falcon's Claws Stands



Point Value 450



THE FALCON'S CLAWS GRAND DETACHMENT

Break Point 8: Falcon's Claws are broken if it has lost 8 stands either the Decurion or Falcon's Claws stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: The Falcon's Claws have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

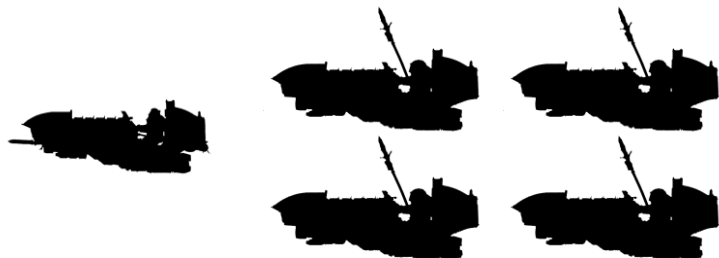
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	7[9]+	3/-3	Lighting claws	-	-	-	[HQ1], [V], [CE], [AG], [R], [IF], [MB], Special
The Falcon's Claws	10	7+	3/-3	Lighting claws	-	-	-	[CE], [AG], [R], [IF], [MB], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

THE GOLDEN KESHIG DETACHMENT

The Golden Keshig Detachment consists of 1 Golden Keshig Commander and 4 Golden Keshig Stands



Point Value 200



THE GOLDEN KESHIG DETACHMENT

Break Point 4: Golden Keshig are broken if it has lost 4 stands. Either the Decurion or the Golden Keshig . Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Golden Keshig have a Morale value of 4+ and must roll 4 or more. on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[K]	4[6]+	2/-2	Antipersonnel	25	1	-1	[HQ1], [V], [R], [MB]
The Golden Keshig	35[K]	4+	2/-2	Antipersonnel	25	1	-1	[R], [MB], Shamshir Upgrade

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

THE GOLDEN KESHIG GRAND DETACHMENT

The Golden Keshig Grand Detachment consists of 1 Golden Keshig Commander and 8 Golden Keshig Stands



Point Value 350



THE GOLDEN KESHIG GRAND DETACHMENT

Break Point 6: Golden Keshig are broken if it has lost 6 stands. Either the Decurion or the Golden Keshig . Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Golden Keshig have a Morale value of 4+ and must roll 4 or more. on a D10 to pass their Morale check.

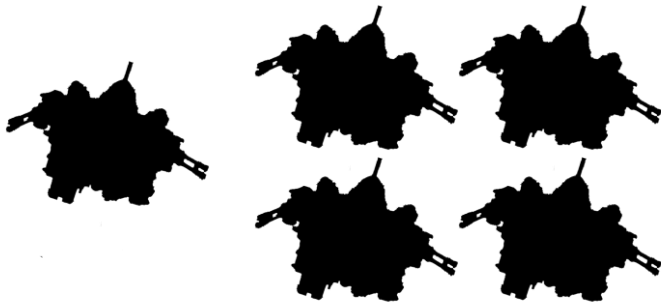
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[K]	4[6]+	2/-2	Antipersonnel	25	1	-1	[HQ1], [V], [R], [MB]
The Golden Keshig	35[K]	4+	2/-2	Antipersonnel	25	1	-1	[R], [MB], Shamshir Upgrade

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

KYZAGAN ASSAULT SPEEDER DETACHMENT

The Kyzagan Assault Speeder Detachment consists of 1 Kyzagan Assault Speeder Commander and 4 Kyzagan Assault Speeders



Point Value 350



KYZAGAN ASSAULT SPEEDER DETACHMENT

Break Point 4: Kyzagan Assault Speeders are broken if it has lost 4 stands. Either the Commander of any Kyzagan Assault Speeder Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Kyzagan Assault Speeders have a Morale value of 4+ and must roll 4 or more. on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25[TK]	4[6]+	2/-1	Kheres Assault Cannon [A]	25	3	-1	[HQ1], [V], [MB], Shamshir Upgrade
				2 x Reaper autocannons	15/35	4	-2	
				Hunter killer missile	25/50	1	-2	
Kyzagan Assault speeder	25[TK]	4+	2/-1	Kheres Assault Cannon [A]	25	3	-1	Shamshir Upgrade
				2 x Reaper autocannons	15/35	4	-2	
				Hunter killer missile	25/50	1	-2	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

KYZAGAN ASSAULT SPEEDER GRAND DETACHMENT

The Kyzagan Assault Speeder Grand Detachment consists of 1 Kyzagan Assault Speeder Commander and 9 Kyzagan Assault Speeders



Point Value 700



KYZAGAN ASSAULT SPEEDER GRAND DETACHMENT

Break Point 7: Kyzagan Assault Speeders are broken if it has lost 7 stands. Either the Commander of any Kyzagan Assault Speeder Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Kyzagan Assault Speeders have a Morale value of 4+ and must roll 4 or more. on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25[TK]	4[6]+	2/-1	Kheres Assault Cannon [A]	25	3	-1	[HQ1], [V], [MB], Shamshir Upgrade
				2 x Reaper autocannons	15/35	4	-2	
				Hunter killer missile	25/50	1	-2	
Kyzagan Assault speeder	25[TK]	4+	2/-1	Kheres Assault Cannon [A]	25	3	-1	Shamshir Upgrade
				2 x Reaper autocannons	15/35	4	-2	
				Hunter killer missile	25/50	1	-2	

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

SPECIAL FORMATION

QIN XA

Qin Xa consists of 1 Qin Xa Stand.



Point Value 100



QIN XA

Break Point +1: Qin Xa adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Qin Xa has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Qin Xa Master of the Keshig	10	3[5]+	5/-4	Tails of the Dragon blades	-	-	-	[HQ3], [CA]

Qin Xa –

- Confers +2 bonus to reserve rolls.
- Formations within command distance gain +1 die bonus to their close combat dice.

Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

TSOLMON KHAN

Tsolmon Khan consists of 1 Tsolmon Khan Stand.



Point Value 100



TSOLMON KHAN

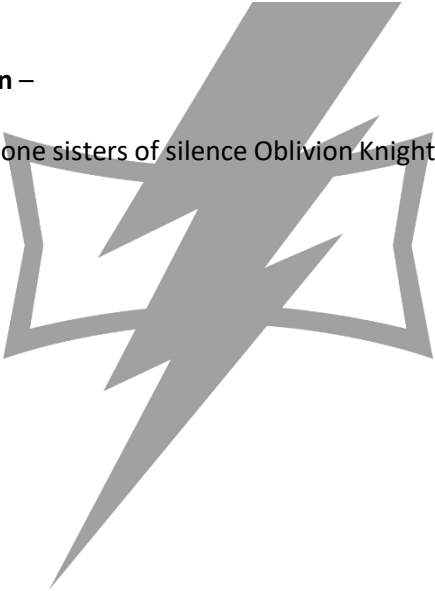
Break Point +1: Tsolmon Khan adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Tsolmon Khan has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tsolmon Khan	10	4[6]+	6/-4	Combi melta	10	2	-2	[HQ3]
				Thunder Hammer [Dmg+1]	-	-	-	

Tsolomon Khan –

- May attach one sisters of silence Oblivion Knight Centura formation.



Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

JAGHATAI KHAN PRIMARCH OF THE WHITE SCARS

Jaghatai Khan, Primarch of the White Scars consists of one Jaghatai Khan.



Point Value 250



JAGHATAI KHAN PRIMARCH OF THE WHITE SCARS

Break Point 1: Jaghatai Khan is only broken when Jaghatai Khan , Primarch of the White Scars is Destroyed.

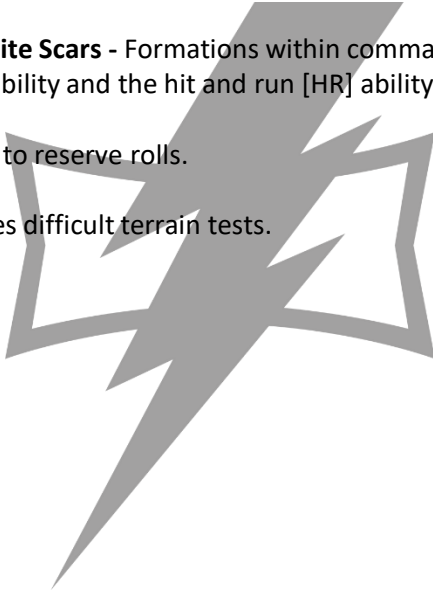
Morale Value 4+: Jaghatai Khan has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Jaghatai Khan [2]	15[T]	3[4]+	7/-5	Antipersonnel	25	4	-1	[DR2], [DU], Primarch
On Bike [3]	40[TK]	3[4]+	5/-4					

Sire of the White Scars - Formations within command radius gain the recon [R] ability and the hit and run [HR] ability.

Gain +3 bonus to reserve rolls.

Jaghatai ignores difficult terrain tests.



Victory Points 3

Your opponent gains 3 VP when this model is destroyed.