

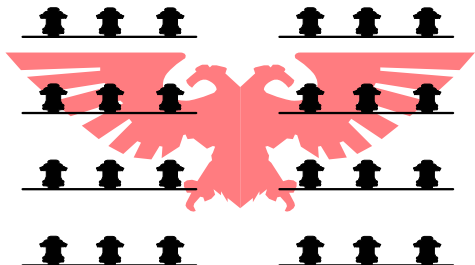


**Bike:** Mounted, Walker (They aren't really walkers – the White Scars don't get walking bikes – but they do benefit from the rules for walkers to represent their incredible riding skills and ability to negotiate difficult terrain with ease).

Type: Inf	Speed: 35cm	Armor: 4+	Firepower: 4	Range: 15cm	Weapon: Small Arms	Notes: Assault Weapons
<b>WHITE SCAR BIKE</b>						
FF: 4+	CC: 3+					

## WHITE SCAR BIKE FORMATION

A White Scar Bike Formation consists of 8 White Scar Bike Units.



Upgrades Allowed: Commander, Attack Bike



250 Points



**Land Speeder:** Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefright value.

Type: LV	Speed: 35cm	Armor: 4+	Firepower: 4	Range: 15cm	Weapon: MW5+ and Small Arms	Notes: MW
<b>SPACE MARINE LAND SPEEDER</b>						
FF: 5+	CC: 6+					

## SPACE MARINE LAND SPEEDER FORMATION

A Space Marine Land Speeder Formation consists of 5 Space Marine Land Speeders.



Upgrades Allowed: Commander, Tornado/Typhoon



200 Points

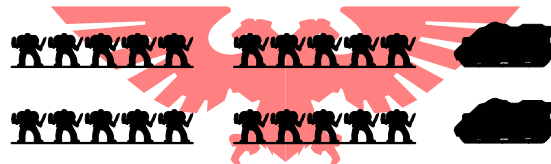


**Scout:** Scouts, Infiltrator

Type: Inf	Speed: 15cm	Armor: 5+	Firepower: 5+	Range: 15cm	Weapon: Small Arms	Notes: AP5+
<b>SPACE MARINE SCOUT</b>						
FF: 5+	CC: 4+					

## SPACE MARINE SCOUT

A Space Marine Scout Formation consists of 4 Space Marine Scout units and Transport.



Upgrades Allowed: Commander, Razorbacks, Sniper



150 Points



Type: AV	Speed: 30cm	Armor: 5+	Firepower: 6+	Range: 15cm	Weapon: Storm Bolter	Notes: Small Arms
<b>SPACE MARINE RHINO</b>						
FF: 6+	CC: 6+					

**Rhino:** Transport (May carry 2 Space Marine Tactical, Devastator, or Scout units)