WARHAMMER 40,000



CODEX SUPPLEMENT

WHITE SCARS



WHITE SCARS

SONS OF THE GREAT KHAN

CONTENTS

Introduction 3

The Star Hunt 6
Chogoris 8
Chapter Organisation 10
The 1st Company 12
The 2nd Company 13
The 3rd Company 14
The 4th Company 15
The 5th Company 16
The 6th Company 17
The 7th Company 18
The 8th Company 19
The 9th Company 20
The 10th Company 21
Chapter Command 22
Armoury 23
Annals of the White Scars 24
The Disappearance of the Khagan 26
Huntsmen of the Stars 28
The Third War for Armageddon 30
From the Maelstrom's Depths 32
Victories of the Khans 34
Kor'sarro Khan 36

Brotherhoods of Chogoris 38
The Spear Strikes 49
The Sons of the Khan Gather 50

Lords of Chogoris 52
Kor'sarro Khan 53
Khan on Bike 53

Lightning Assault 56
Warlord Traits 57
Relics of Chogoris 58
Special-issue Wargear 59
Stratagems 60
Stormspeaking Discipline 62
Tactical Objectives 63

White Scars Name Generator 64



PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to the Mournival and the Infinity Circuit for their additional playtesting services

Codex Supplement: White Scars © Copyright Games Workshop Limited 2019. Codex Supplement: White Scars, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

ISBN: 978-1-78826-540-9

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS
games-workshop.com

INTRODUCTION

Greetings, proud scion of Chogoris. The tome you hold in your hands is a repository of lore concerning the White Scars Chapter of the Adeptus Astartes. Peerless huntsmen, riders of the plains and bearers of the storm's fury, these swift and fierce Space Marines will give chase to your foes and put them to rout in the name of the Emperor and the Great Khan!

The White Scars are masters of hit-and-run warfare. They strike fast and hard, their warriors speeding into battle in the saddles of powerful bikes, riding in the troop compartments of armoured transports or descending from the storm-ravaged skies using grav-chutes and jump packs. There are those who might look at the White Scars' tribal scarring, their barbarous warrior finery and the ferocious joy they take in battle, and think them little better than power-armoured savages. Yet to view them as such is to underestimate them by a deadly margin; following the teachings of their Primarch, Jaghatai Khan, these sons of the planet Chogoris temper ferocity with wisdom. They stalk their enemies like the plains huntsman, circling patiently and probing their prey until they know their every weakness by heart. Only then do the White Scars attack, blending speed, strength, the might of the elements and the lethal bite of potent Adeptus Astartes weaponry to utterly devastate their foes.

In gaming terms, the White Scars are a Chapter well suited to players who revel in identifying and quickly exploiting weaknesses in the enemy line, continually advancing and withdrawing their forces in a series of rapid strikes and swift defences. For the veteran collector and first time hobbyist both, the sons of the Great Khan make for a striking miniatures collection and an engaging painting challenge, the stark white of their armour contrasting against the bright colours of their iconography. The wide range of Space Marines Citadel Miniatures available and varied company compositions also ensure no two White Scars armies need look exactly alike.

The information within this book, alongside that found in *Codex: Space Marines*, provides all you need to collect a White Scars army and field it upon the tabletop.

THE STAR HUNT: Here you will find the history of the White Scars, including an overview of its unforgiving home world and an examination of the Chapter's most notable campaigns and leaders.

BROTHERHOODS OF CHOGORIS: Here you will find a showcase of beautifully painted Citadel Miniatures that display the tribal warrior finery of the White Scars and their successor Chapters, as well as example armies to inspire your own collection.

LORDS OF CHOGORIS: This section contains datasheets and points values for the unique units available to the White Scars.

LIGHTNING ASSAULT: This section provides additional rules for armies drawn from the White Scars and their successor Chapters – Warlord Traits, Stratagems, Relics, psychic powers and Tactical Objectives – that allow you to transform your collection of Citadel Miniatures into a swift and powerful army of the Warhawk's sons.

To play games with your army, you will need a copy of the Warhammer 40,000 rules and Codex: Space Marines. *To find out more about Warhammer 40,000 or download the free core rules, visit* warhammer40000.com.







As a hateful alliance of Commorragh attempts to slide between Mor-Dhastrum City's weakened ribs, Kor'sarro Khan, Captain of the White Scars 3rd Company, leads a squad of Reivers in an assault against the Drukhari's exposed flanks. Meanwhile, the full fury of the brotherhood is unleashed in the city streets, the Chapter's renowned mounted warriors racing to meet the xenos threat with war cries upon their lips.



THE STAR HUNT

The White Scars strike as a storm of blades, falling upon their foes with unmatched speed and ferocity. Like a spear hurled from a hunter's hand, they punch through the enemy's defences to pierce their heart and bring them crashing to the ground. Those Space Marines who hail from Chogoris are no mere savages, however; despite the trappings of their tribal heritage, the sons of the Great Khan are amongst the most naturally skilled warriors fighting to defend the Imperium.

The enemy's first sight of the White Scars is often also their last. The sons of the Khan hunt their prey patiently before launching a furious attack intended to annihilate their victims. Masters of blade and armoured steed, the White Scars are able to bring killing force to bear against an enemy's weak points with masterful precision. Their devastating approach to warfare owes much to the wild nature of their home world, and is perhaps the greatest legacy of their Primarch, Jaghatai Khan – the legendary Warhawk.

The White Scars hail from Chogoris, a world of windswept plains and steppes, and the lessons of their tribal heritage run in every battle-brother's veins. The Chogorian peoples are nomads who thunder across the flatlands of the Altak on horseback, and war with one another near-constantly. Though these conflicts are brutal, they ensure that only the strong and resourceful survive. Each native of Chogoris must be a supreme hunter. They are taught to ride before they can walk, master the methods of tracking every kind of prey, and learn how to bring down even the largest of creatures with a single, precisely targeted blow.

Because of their tribal traditions, the White Scars are not always afforded the same respect as their brother Chapters by the wider Imperium. Some think them to be savages, seeing only the ritual scarification of their faces, the Chogorian trinkets that adorn their armour and the elaborately worked furs they wear. This impression is only reinforced by initial communication with the Chapter; when a White Scars leader converses with his assigned allies ahead of a combined Imperial assault, his accent is harsh, his Imperial Gothic clipped and hesitant. A tacticae adjutant, cowering before the massive figure, would be forgiven for thinking the warrior lacks the discipline and strategic acumen that typically characterise the Adeptus Astartes, instead seeing only a brutish tribesman carrying the severed heads of his victims at his belt. This impression is soon dispelled when the White Scars take to the field.

Despite their barbaric outward appearance, the White Scars are, in truth, supremely controlled in their methods of warfare. They consider every angle and approach, gauge the lie of the land and observe their foe closely before entering into the conflict. They call upon the wisdom of their oldest leaders and the enlightenment of their Librarians, the Stormseers, to assess their enemies' strengths and weaknesses that they might strike the perfect blow. Only when the White Scars are entirely prepared do they move. The roar of engines combines with the guttural battle-cries of riders and passengers as the Chapter's vehicles close with the foe, and by the time the enemy know they are under attack, it is already far too late – however they react, whatever counter-ploys they might consider, the sons of the Great Khan have accounted for them. The tactics of the White Scars are exceptionally fluid; a feinting assault can become the tip of the spear in a moment, or a staged retreat become a flanking attack. Every battle-brother of the Chapter knows that fate turns upon a blade's edge, and they wield that blade with the intuition and expertise of a warrior culture that stretches back to the birth of the Imperium.

RIDING THE STORM

Crucial to the White Scars' unique method of waging war is speed. Their forces are thus typified by their focus upon extreme mobility, consisting of a great many bikes, Land Speeders and armoured transports. Every one of the Chapter's battle-brothers is an expert in the use of such mechanised assets, and often entire strike forces will be deployed in vehicles. The infantry rush to the assault in Rhino, Impulsor and Repulsor transports. Bike Squads and Attack Bikes form the vanguard, while ground-attack aircraft scream overhead. At the fore of such assaults are the khans, the masters of the brotherhoods. Many ride to battle astride powerful bikes, wielding long power lances – known in their tongue as *guan dao* – tipped with disruptor-edged blades. The khans exemplify the skills of their warriors in battle, each a masterful duellist, expert tactician and supreme huntsman.

Many enemies will flee before such a storm, seeing their vulnerabilities utterly exposed

'Warriors of Chogoris! Brothers of the Great Tribe! The star hunt calls you, do you not hear it? The battle's red edge is your home, the respect of your kinsmen your hearth. Plunge into the enemy's breast like a blade, cut out his heart, and you will know fulfillment. The Emperor has given us strength. In return we give him victory!'

- Jaghatai Khan, the Last Charge of Galathamar

and capitalised upon by the White Scars' onslaught. The sons of the Great Khan know a broken foe is not always a defeated foe, however, and while their coordinated attacks cut down all before them, reserve forces lie in wait to run down those who would seek to escape death. So do the White Scars destroy their victims utterly, winning victory after victory for the Imperium.

LEGACY OF CHOGORIS

The genetic inheritance of Jaghatai Khan is a proud one, and the White Scars have sired many successor Chapters. Renowned warrior brotherhoods like the Storm Lords and Destroyers have fought the Imperium's wars for ten millennia, while relative newcomers such as the Storm Reapers and Astral Bears have already won many great victories that bring honour to Jaghatai's memory. Most of these Chapters recruit from hunting tribes on feral worlds, prizing the mentality this breeds in their initiates. All display the bold, aggressive strategies that typify the White Scars' approach to war, though each favour certain aspects of their Primarch's teachings. The Solar Hawks, for example, field many airborne elements in their strike forces, while the Dark Hunters favour stealth over speed when ambushing their prey. Some of the Chapters created from Jaghatai Khan's gene-seed have chosen to isolate themselves from the other descendants of the V Legion, but most maintain contact with Chogoris so that they may coordinate their efforts against the Imperium's many foes. Indeed, it is common for company-strength White Scars forces to boast support from one or more of their successor Chapters. Such a gathering of martial strength is enough to halt a rampaging Ork Waaagh!, or blunt a Tyranid splinter fleet.

The ruthlessness of the White Scars, and of their noble successor Chapters, is needed more than ever. The Imperium faces war on every front. With each passing day, new foes assail the realm of Mankind, and old enemies strengthen their stranglehold upon great swathes of the galaxy. Chogoris, and the sector in which it lies, is under constant attack from forces pouring out of the Maelstrom. Since the yawning rift of the Cicatrix Maledictum opened, the White Scars have been tasked with overcoming some of the worst horrors the galaxy can offer. To date, they have not been found wanting.

STORMSEERS

The psykers of the White Scars are known as Stormseers. They form the Chapter's Librarius, or the *Zadyin Arga,* and wield greater influence than Librarians in other Chapters by overseeing many ceremonies and acting as advisers to the khans. The Stormseers are warrior-mystics; they claim their powers are connected to the spirits of the land and the air, and the greatest of them master what they call the Arts of Heaven to guide the White Scars along the path that leads to victory. The Stormseers have always been aware of the great risks in their practice, and all members of their order follow the Path of Heaven. It is taught that should any stray from this, they will be consumed by the warp.

In battle, Stormseers call upon the elemental fury of the tempest, summoning winds that speed their battle-brothers to their destination and calling down blasts of lightning upon the foe.



No lair of foulness is beyond the reach of the White Scars. Bikers from Strike Force Stormcloud weave through the industrial maze of the lower levels of Hive Oozun III, supporting the Chapter's vicious surface campaign by purging the xenos lurking beneath.

CHOGORIS

The home world of the White Scars is Chogoris, known in Imperial records as Mundus Planus. It is a fertile world with lush greenery, soaring mountains and azure seas, yet for the tribesmen from which the Chapter draw their recruits, it is no paradise; even before the coming of Chaos, Chogoris offered a harsh, unforgiving existence to its steppe tribes.

In comparison to many worlds within the Imperium, Chogoris is relatively undeveloped. While there are cities and spaceports scattered across the planet's surface, its society is semi-feudal, with much of its population inhabiting the wilderness of the Empty Quarter. This is a steppe environment, characterised by vast plains stretching as far as the eye can see and bounded by towering mountain peaks and windswept deserts. Nomadic horse-tribes roam across this landscape, driven by the planet's extreme climatic shifts, and these warrior societies provide the new blood for the White Scars' recruitment. The tribes have little contact with the technology of the wider Imperium; they hunt using bows and the great raptors they call *berkuts*, and war against each other using their hunting implements and swords. Much of the equipment they require to survive on the steppe is made by processing elements of the hardy *aduu* and *yat* beasts they raise. Nonetheless, they are far from being primitive – they create singularly beautiful weapons and treasures of great artifice, and amongst their number are masters of calligraphy and poetry.



Some of Chogoris' tribes are populous, and bear dynastic names that can be traced back across the centuries; others are offshoots of the great tribes, or the progeny of outcasts. Many are bound to each other by blood or honour pacts, and yet for as long as the seers of the Empty Quarter can remember, the tribes have existed in a constant state of warfare amongst themselves. Only the histories held by the White Scars tell of a time when the tribes were unified, when the Primarch Jaghatai Khan arrived on Chogoris. The Khagan, as he became known, led them to war against the cruel empire that ruled much of the planet, at the head of which was the mysterious figure called the Palatine. With the Palatine's fall, Jaghatai created a unified culture amongst the plains people, but it was not to last. After the Khagan passed out of the lives and living memories of his people, the tribes soon returned to their warring ways. Some claim that Jaghatai knew that this would happen, and was unconcerned; certainly, the intertribal warfare has kept Chogoris' peoples strong enough to provide recruits for his sons.

Chogoris lies close to the vast warp rift of the Maelstrom, hanging amidst the worlds of the Yasan Sector, and has faced predation from renegade warbands and xenos raiders alike. Since the Great Rift split the galaxy in two, the planet's situation has only become worse. The Maelstrom has grown in size and power, and its malign influence has begun to affect Chogoris itself. The piratical Chaos Space Marine warlord known as Huron Blackheart led a vast invasion of the Yasan Sector, and actually succeeded in invading Chogoris itself; though subsequently driven off, his twisted hordes scarred the home world of the Warhawk's descendants. The marks of Chaos can be seen everywhere, despite the White Scars' efforts to scour away the taint and truly reclaim their world. Ancient grasslands burn with multicoloured flame, and many of the beasts of the mountains have turned into monstrous, deformed things. The shells of traitor drop-ships litter the plains, inhabited by packs of flesh-eating cultists and rogue Daemon Engines. Worse still, the White Scars have not been able to protect the world's population from the baleful curse of the warp. The hardy tribespeople are quick to destroy any of their number who show signs of corruption or mutation, but no threat is more insidious. The tribes' seers continue to administer ritual facial scars to those who are proved to be worthy warriors, and yet more and more often, those scars seem to reflect the shape of the Cicatrix Maledictum, which splits the skies at night. What this means for the future of the White Scars is unclear, but the Stormseers scrutinise each of the Chapter's new initiates even more closely than they have in the past.

The White Scars' efforts to purge the servants of Chaos from Chogoris' surface have met with much success, but this is only the first step on a long road. The entire Yasan Sector has felt the wrath of the Red Corsairs. While some planets were battered and bloodied but remain in Imperial hands,

Gartuli and Thaxis fell to the traitors' assault. From these strongholds, and from the Maelstrom itself, Heretic Astartes craft continue to attack Chogoris. Emboldened by the continued conflict, packs of mutants gather in the mountains, and insurrection is rife amongst the cities' multitudes. Even daemonic incursions are still commonplace, so thin has the veil around Chogoris become. From his fastness in Quan Zhou, Chapter Master Jubal Khan sees some fiendish intelligence at work in the pattern of the ongoing attacks. He is determined to stamp it out and reclaim the sub-sector in the Khagan's name, but even with a Chapter at his disposal his task is monumental.

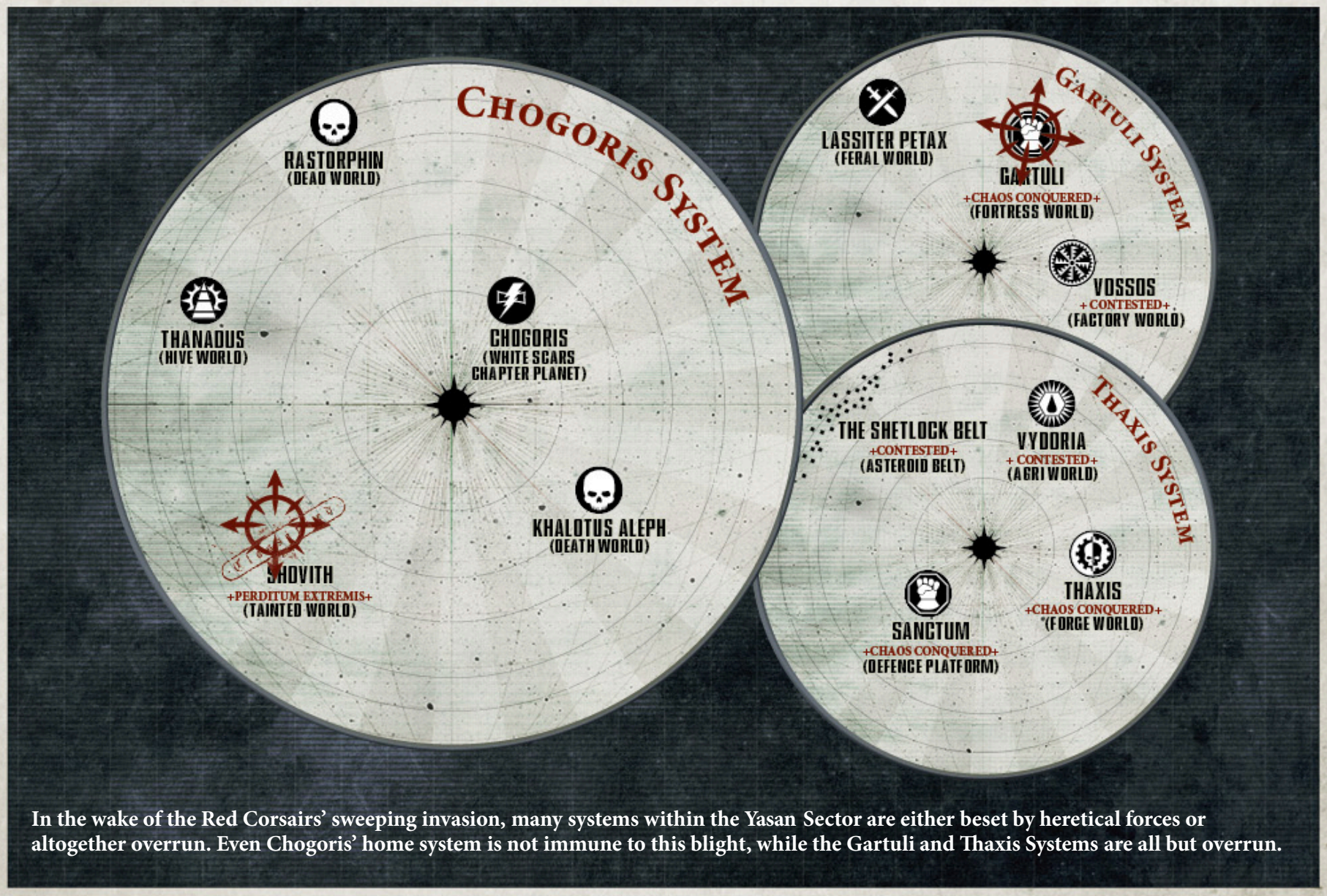
Only the Stormseers understand just how important Jubal's efforts are. They know that Chogoris has shaped its sons in every aspect of their minds and souls. By its harshness, beauty and simplicity, the planet of their birth moulds each White Scars initiate before they even know of the Chapter's existence. Even the vast emptiness of the heavens grants the maturing warrior a perspective denied to those raised on a hive world or a fume-smogged factory planet. Should Chogoris be changed forever by the mark of Chaos, so will the White Scars too be changed, and not for the better.

QUAN ZHOU

The fortress monastery of Quan Zhou sits atop the most inaccessible peak in the Khum Karta mountain range. This city-sized palace is a magnificent sight, but few outsiders have ever glimpsed its interior. It is said that within its walls are forests running with game for the hunt, and that sparkling streams flow through its galleries. The winding pass that leads up to its copper-clad gates is lined with the severed heads of countless defeated foes, and the chambers within its marbled walls are heavily hung with a great wealth of trophies taken from innumerable battlefields. Beneath its elaborate ornamentation, Quan Zhou boasts thick armour and layered void shields to equal any Space Marine fortress. Its every approach is protected by batteries of gilded defence guns, and on its highest pinnacle stands the immense macro-laser Khan's Fury. This weapon is forever raised to the skies, ready to slay any spacecraft that invades Chogoris' orbit.

The slopes around Quan Zhou play host to training facilities and important ritual sites. On the sides of Mount Kardunn, for example, stand row upon row of pyre shrines. When a White Scars warrior falls in battle, his Chapter will make every effort to return his body to Chogoris, and to Kardunn. Here the Chaplains perform the rites of *kal damarg* over their slain brothers, granting their souls passage to the Eternal Heaven as their bodies burn.





In the wake of the Red Corsairs' sweeping invasion, many systems within the Yasan Sector are either beset by heretical forces or altogether overrun. Even Chogoris' home system is not immune to this blight, while the Gartuli and Thaxis Systems are all but overrun.

CHAPTER ORGANISATION

Despite their savage appearance and their penchant for specialised hunting tactics, the White Scars organise themselves according to the tenets of the Codex Astartes. It is by the word of that sacred text that their warriors are arrayed into companies and strike forces, and take to the stars to hunt down the enemies of Mankind.

Despite their proud adherence to their unique cultural heritage, the White Scars are a Codex-compliant Chapter, and so are formed into ten companies. These brotherhoods are each led by a Captain, who bears the ceremonial title of khan. The Chapter is led by the Great Khan, who can call upon the specialist warriors of the Apothecarion, Reclusiam and Librarius at need. Armoured support is provided by the Armoury, and by the mighty warships of the Chapter's battlefleet.

The 1st Company of the White Scars, the Spearpoint Brotherhood, is formed entirely of the Chapter's Veterans. Each has been promoted from their former company in recognition of acts of valour, bravery or skill that mark them out as a true champion of the Warhawk's sons. When deployed in force, the Spearpoint Brotherhood are a devastating formation, reaping any who stand against them like a whirlwind of blades. More often, squads of these Veterans are attached to White Scars strike forces drawn from the Battle Companies, where their wealth of experience – and their consummate combat prowess – can be employed to the greatest effect. Fighting alongside such paragons of the Chapter lends strength to the arms of their brothers, enabling the 1st Company to guide the sons of Jaghatai to victory in a dozen war zones at once.

The 2nd through 5th Companies are the Chapter's Battle Companies. These warriors are the cutting edge of the White Scars' many offensives, and it is from their ranks that strike forces typically draw their warriors. Mobility is all-important to the commanders of these forces. Every squad has a dedicated transport vehicle of some kind, and many in the White Scars' Battle Companies ride to war on assault bikes. While not unheard of, it is rare for more than one company to be deployed to a single conflict – the combined might of one hundred Space Marines is more than enough to destroy most enemies of the Imperium. Those war zones where greater strength has been required have entered the legends of the Imperium, names such as Armageddon, Vigilus and Damocles.

At the time when the Indomitus Crusade reached Chogoris, the numbers of the White Scars' Battle Companies in particular had been depleted by the rapacious attack of the Red Corsairs. Much of the Chapter's strength had been recalled to their home world when the size of Huron Blackheart's invading army was made clear, though some – such as Kor'sarro Khan's Eagle Brotherhood – did not arrive until the assault was already underway.



Other White Scars contingents, including a strike force made up of elements of the 5th Company, were unable to return to the Yasan Sub-sector because of the roiling warp storms that spilled from the Great Rift. As well as being denied the opportunity to protect their home world, these detachments were unable to receive reinforcements – in some cases, for years.

The 6th to 9th Companies of any Codex-adherent Chapter are its Reserve Companies. It is their duty to reinforce the Battle Companies as casualties are suffered. In practical terms, this typically means that the warriors of the Reserve Companies must be attached to White Scars strike forces when they are first despatched to their ascribed war zones – the difficulties of warp travel mean that any hope of requesting reinforcement from companies stationed on Chogoris, or at war in another theatre, would be an uncertain one. By deploying alongside main Battle Company contingents, the battle-brothers of the reserves can plug gaps as soon as they appear, or lend direct support to an overwhelming attack. The khans must be able to respond rapidly to the threats they face, and the Reserve Companies have a key part to play in this.

The 6th and 7th Companies of Reserve both consist of ten squads of battleline Space Marines, providing the White Scars with a body of mainstay warriors ready to bolster forces of every kind. While serving in the 7th Company – the Plainstalker Brotherhood – each battle-brother learns to pilot support craft such as Land Speeders. In the 6th Company, the Hawkseye Brotherhood, they will train as a crew member in a mainstay battle tank, such as a Predator or Repulsor Executioner. All of these vehicles lend a fearsome punch to a strike force, without compromising its crucial manoeuvrability.

The 8th and 9th Companies consist respectively of ten squads of close support battle-brothers and ten squads of fire support battle-brothers. Every warrior is trained to fight in a variety of combat roles while serving in each of these companies. During his time in the 9th, the Stormbolt Brotherhood, an initiate may serve as, for example, an Eliminator or Hellblaster. In the 8th Company, the Bloodrider Brotherhood, they will hone their skills in close-quarters combat and be trained to fight from the saddle of a bike. They swiftly become proficient enough to earn the honour of serving alongside a Battle Company, where they gain a wealth of combat experience. There is a robust rivalry between the White Scars brotherhoods, so new recruits must fight well to earn the respect of their more seasoned kin.

The Chapter's 10th Company is made up of neophyte battle-brothers and Vanguard Space Marines. The neophytes are trained in the crucible of battle, and all the warriors of the 10th specialise in stealth rather than frontal assaults. They reconnoitre terrain ahead of White Scars strike forces, and assault outlying enemy positions. They train under the watchful tutelage of experienced sergeants, led by the brotherhood's Master of Recruits.

Strategic disposition of the White Scars Chapter after the Indomitus Crusade reached Chogoris

ARMOURY
Master of the Forge
Khamkar

Techmarines
Servitors
Transport Vehicles
Battle Tanks
Gunships
Light Attack Vehicles
Warsuits

RECLUSIAM
Voice of the Storm
Jaghorin

Chaplains

CHAPTER COMMAND
Great Khan
Jubal Khan

Honour Guard
Chapter Equerries
Serfs and Servitors



APOTHECARION
Chief Apothecary
Ogholei

Apothecaries

LIBRARIUS
Chief Stormseer
Saghari

Epistolaries
Codiciers
Lexicaniums
Acolytum

1ST COMPANY
Veteran Company
'The Spearpoint Brotherhood'

Master of the War Council
Suboden Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Veteran Squads

Dreadnoughts
Transport Vehicles
Land Raiders

2ND COMPANY
Battle Company
'The Firefist Brotherhood'

Master of Lore
Barutai Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads

Bikes
Land Speeders
Dreadnoughts
Transport Vehicles

3RD COMPANY
Battle Company
'The Eagle Brotherhood'

Master of the Hunt
Kor'sarro Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads

Bikes
Land Speeders
Dreadnoughts
Transport Vehicles

4TH COMPANY
Battle Company
'The Tulwar Brotherhood'

Master of Blades
Joghaten Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads

Bikes
Land Speeders
Dreadnoughts
Transport Vehicles

5TH COMPANY
Battle Company
'The Stormwrath Brotherhood'

Master of Spirits
Hibogen Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads

Bikes
Land Speeders
Dreadnoughts
Transport Vehicles

6TH COMPANY
Reserve
Battleline Company
'The Hawkseye Brotherhood'

Master of Shields
Ochir Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Battleline Squads

Battle Tanks
Dreadnoughts
Transport Vehicles

7TH COMPANY
Reserve
Battleline Company
'The Plainstalker Brotherhood'

Master of the Watch
Olujin Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Battleline Squads

Land Speeders
Dreadnoughts
Transport Vehicles
Gunships

8TH COMPANY
Reserve Close
Support Company
'The Bloodrider Brotherhood'

Master of Steeds
Vorgha Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Close Support Squads

Bikes
Dreadnoughts
Transport Vehicles

9TH COMPANY
Reserve Fire
Support Company
'The Stormbolt Brotherhood'

Master of Bows
Khadajei Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Fire Support Squads

Dreadnoughts
Transport Vehicles

10TH COMPANY
Scout Company
'The Windspeaker Brotherhood'

Master of Recruits
and Master of
Reconnaissance
Jodagha Khan

2 Lieutenants
Company Ancient
Company Champion
Company Veterans

10 Vanguard Squads
Scouts

Bikes
Land Speeders
Transport Vehicles

THE 1ST COMPANY

SPEARPOINT BROTHERHOOD

Containing a hundred of the most experienced, skilled and hard-bitten warriors of the White Scars, the Spearpoint Brotherhood are trained to fight in unusual or ancient marks of armour, and are masters of wielding all manner of specialist weaponry.

As is true of the 1st Company of most Space Marine Chapters, the Spearpoint Brotherhood are allowed to fight in whatever manner best suits their abilities and preferences. To aid them in their task, they are given the finest weapons Quan Zhou's artificers can provide. In accordance with the Codex Astartes, the majority of these warriors serve in Terminator Squads, or in Vanguard or Sternguard Veteran Squads. Since the arrival of the Indomitus Crusade to Chogoris, many Primaris battle-brothers have also joined the august ranks of the Spearpoint Brotherhood.

The company counts amongst its number several Dreadnoughts, honoured ancients who have made the ultimate sacrifice for their Chapter. The most recent addition to the cohort of the 1st Company's Dreadnoughts is Jurga, the brotherhood's former khan. This mighty warrior served as one of Jubal's greatest champions for centuries, before he was felled by a Lord Discordant of the Red Corsairs during the War for Chogoris. He serves still, taking out his wrath upon the enemies of the Spearpoint Brotherhood with the furious firepower his new form affords him.

For transportation, the brotherhood have their pick of the Armoury's fleet; they ride to war in Land Raiders or Repulsors, or attack from the skies in screaming gunships. Those Veterans who fight in Terminator armour can even teleport into battle from orbiting spacecraft – this allows them to strike at the heart of an enemy's position in concert with a rapid assault by ground forces, delivering a murderous blow no army can recover from. The Spearpoint Brotherhood were named for this type of decisive strike, and however the 1st Company's warriors are deployed, they always form the piercing tip of the White Scars' attack.



The 1st Company is rarely fielded as a single, glorious formation; instead, squads of Veterans are attached to White Scars forces fighting all over the galaxy. Bringing wargear suited to any battlefield situation, these secondments can last years, or even decades, if necessary. Any khan who is granted such a powerful asset owes a great debt to the Spearpoint Brotherhood's commander. When a Veteran squad enters the fray alongside other sons of the Warhawk, there is none of the rivalry that normally marks two brotherhoods fighting together. The 1st Company are afforded great honour, and they never fail to repay their brothers' respect.

The Spearpoint Brotherhood are led by the renowned Suboden Khan, who serves as the Great Khan's strong right hand. Since Jubal's return from the assault on Seethnar, Suboden has been tasked with front-line command in his Chapter Master's stead in several war zones. There are none amongst the White Scars better equipped for this responsibility; before his selection, Suboden commanded the 5th Company for more than two centuries. He achieved many notable victories in that time, and played a pivotal role in the War for Chogoris. He now bears the title of Master of the War Council, as he is responsible for calling his fellow khans to *kurultai* before major assaults are launched. His opinion carries great weight at such gatherings, for his understanding of strategy on a sector-wide scale has been proven time and time again.





The White Scars lightning strike Chapter symbol is typically displayed on the left pauldron.



The crux is a noble device borne by the Veterans of each Space Marine Chapter upon the right pauldron.

Veteran battle-brother Kanjubal Stormblade. His blood-red helm, the matching edging on his pauldrons and the crux design on his right pauldron mark Kanjubal out as a Veteran. The design on his left knee plate shows he belongs to 6th Squad.

THE 2ND COMPANY

FIREFIST BROTHERHOOD

A Battle Company of the White Scars, the Firefist Brotherhood have a long and glorious history of service to the Imperium. Their commander is Barutai Khan, Master of Lore, and the warriors he leads are true scholars of the art of battle.

Following Khajog Khan's death in an ambush during the Thirteenth Black Crusade, command of the 2nd Company fell to Barutai, the Brotherhood's Champion. Rushing to his fallen lord's body lest it be claimed by the shambling mutant hordes the White Scars fought against, Barutai rallied the battered remnants of the devastated strike force and led them through throngs of the enemy to their extraction point. Khajog's loss was a grievous one to the Chapter. He had served for centuries, was said to have read every book in Quan Zhou's vast library and was a favoured advisor of the Great Khan Jubal. Though Barutai is a renowned warrior-scholar in his own right, assuming the mantle held by such a khan is no easy task, but one at which he has so far excelled.

The brotherhood take their name from an agonising initiation ritual that all battle-brothers must undergo, in which they trek across the Chogorian wilderness to the Mouth of Flame, a great, constantly burning pit many days' march from Quan Zhou. They must climb down into the pit, picking their way between flaming crevasses, and steal from its heart a pearl of molten crystal. These gemstones form naturally in that strange environment, and when cooled are worn as charms by the Firefist Brotherhood – seizing them from the pit's burning chemical centre is a test of a battle-brother's determination and courage, and leaves a permanent scar by which each may recognise a fellow Firefist.

Barutai's brotherhood go to war with speed and surety, their assaults made all the more telling thanks to their mastery of both the theory and the blood-soaked practice of Chogorian battle strategy. They are regularly reinforced by seconded squads from the 6th, 7th and 8th Companies, who are honoured to learn alongside such a renowned formation. Although the brotherhood are often formed into separate spearheads under the leadership of *tuslakh* lieutenants, Barutai likes to lead the company to war personally as often as possible, determined to live up to the legacy of his predecessor and lead his warriors to even greater glory.

ADDAH, THE UNREAD

The Firefists' Company Champion is Addah. He claims to rely only upon his affinity with the blade to defeat his opponents, and even affects to disdain Barutai's pre-battle briefings. The Master of Lore tolerates his champion's flippancy, for Addah's intuition has saved his life on several occasions.



Beneath the roiling skies of Ghorvalax, the White Scars faced the twisted warriors of the Emperor's Children in battle. Many were the brave battle-brothers who fell that day, yet in the end it was the fierce huntsmen of Chogoris who prevailed.

THE 3RD COMPANY

EAGLE BROTHERHOOD

The 3rd Company are led by the Chapter's Master of the Hunt, Kor'sarro Khan. They have claimed the heads of enemy warlords on countless planets across the Imperium, for they know that a foe severed of its leadership is a foe soon defeated.

When warriors are selected to join the ranks of the 3rd Company, they are expected to refine their skills as huntsmen. Some take every opportunity to operate in small, swift-moving hunting bands, tracking their foe across any distance before striking a killing blow. Others are deployed in kill team formations, going deep behind enemy lines to attack from an angle where they are least expected. Others don Phobos-pattern armour and serve as Vanguard squads, so as to perfect the art of stalking their foes from the shadows. Every warrior in the Eagle Brotherhood seeks to perfect the arts of the hunter. They hope that by doing so they may earn the consideration of their khan when he next embarks upon a Great Hunt to slay one of the Chapter's adversaries.

Warriors from the brotherhood have played a crucial role in their khan's efforts over the centuries, and the greatest of them are celebrated in the painstakingly maintained texts of Quan Zhou's great library. Others have fallen in the pursuit of one of these dangerous nemeses, and their names, too, are recorded in legend. The Eagle Brotherhood's duty is a heavy burden, yet it is one they delight in. They know there is no sensation to match the thrill of the chase – the instinctive desire to bring one's prey to bay and best it in final battle.

Their dedication to the craft of the hunt makes the White Scars 3rd Company uniquely dangerous in battle. Once they have identified a foe, nothing will stop these huntsmen from laying them low. The leaders of opposing armies make particularly choice targets, and squads from the brotherhood will display considerable initiative to close with their victims and strike them down. Often, fierce rivalries spring up between elements of the brotherhood as each strives to make the greatest kill in a particular war zone. It is little wonder the trophy poles they bear boast the heads of Ork Warbosses, Chaos Lords and Tyranid leader-beasts. In an extended conflict, their unique talent for decapitation can even have a detrimental effect on the morale of their enemies' commanders. This is a reaction the Eagle Brotherhood are quick to take advantage of, for they know that when an army's leaders fear to take to the field, the force they lead can be swiftly broken by a decisive strike.





CHAPLAIN JAIKHOS

When Kor'sarro is called to a Great Hunt, his brotherhood fight under the leadership of their Chaplain, Jaikhos. While he is normally sparing with his words, the Chaplain becomes a bellowing terror in battle, an inspirational firebrand who many amongst the brotherhood claim is possessed by the spirits of war. He swings his crozius arcanum with bludgeoning force, shattering ribcages and crushing skulls. His violent rages could appear to be at odds with the company's exacting hunting methods. However, once the Eagle Brotherhood have fallen upon their prey, the towering ire of their Chaplain is prized. By then, the time of patience and precaution has passed – this is the moment of red fury, of blades plunged to the hilt. So has Jaikhos earned the respect of the 3rd Company's warriors; they hold dear the spiritual favour that his presence brings in battle, and recognise the impact of his merciless onslaught on the enemy's morale.

THE 4TH COMPANY

TULWAR BROTHERHOOD

The Tulwar Brotherhood are well named, for the company's warriors are dedicated to the arts of the blade. Each battle-brother is a seasoned adept in close combat, though few could hope to match the skill of their commander, Joghaten Khan.

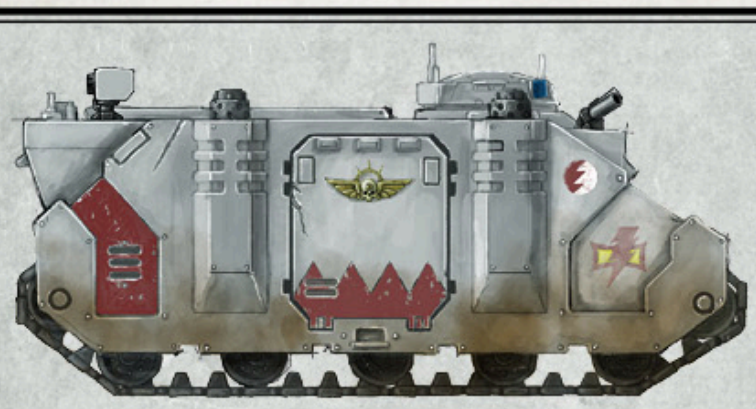
The 4th Company are a Battle Company, able to engage any opposing army at a variety of ranges. Typically, a strike force drawn from the Tulwar Brotherhood will include a core of battleline and close support troops mounted in swift-moving transports, supported by bikers or Assault Squads. Like other Space Marine formations, they are capable of laying down a punishing hail of firepower as they advance upon the foe. However, the 4th Company are always ready – even eager – to engage their opponents in melee, where they can demonstrate their combat prowess.

They utilise their Chapter's famed mobility to close rapidly with the enemy, striking before their victims can hope to prepare a defensive line. Those at the head of the brotherhood's assault draw *kindjal* daggers and curved chainswords modelled after the tulwar blades wielded by the aduu tribes of Chogoris. They fight with a practised economy of motion, parrying incoming blows and landing killing strokes in return.

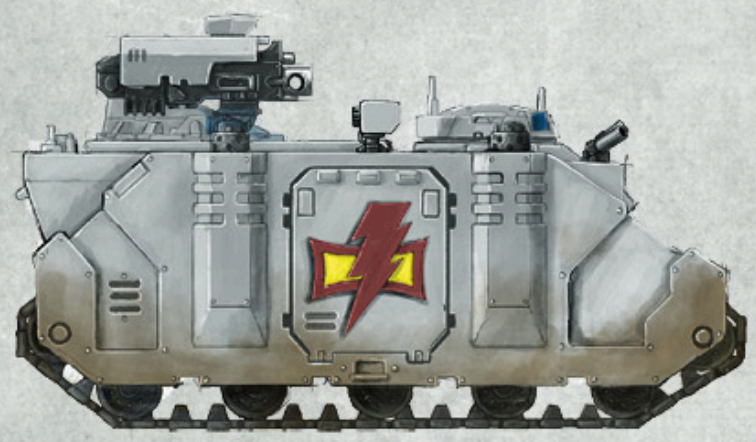
Against a numerically superior force, the Tulwar Brotherhood's brutal assaults quickly even the odds. On Darkand, the might of the 4th Company was pitched against a voracious Tyranid splinter fleet designated Cicatrix. Whilst Devastator Squads engaged the encircling swarms at range, Joghaten Khan led a flanking spearhead of bikers and mounted infantry into the heart of the alien force to destroy the Hive Tyrant that led them. The flashing blades of the khan's warriors cut a red swathe through the swarm, clearing a path for their commander to reach his target. The Hive Tyrant was as swift as any of its foul race, and bio-engineered to defeat the greatest threats the hive fleet might face in battle, yet the Tulwar Brotherhood's Master of Blades charged towards it with bellicose joy. Had the creature landed a solid blow with its enormous talons, the khan would surely have been slain, but Joghaten side-stepped and deflected each strike until he was inside its reach. Blood running from his cracked armour, the khan rammed his masterwork tulwars into the creature's eyes, ending it and breaking the swarm's will.

The aggression of the Tulwar Brotherhood has proven effective against countless enemies of the Imperium. On the barren world of Cardrim, Joghaten led a strike force against Waaagh! Skullkrumpa, only to end up facing the awakening Necron forces of the Nihilakh Dynasty. After several ferocious skirmishes, Joghaten Khan slew the Ork Warboss thanks to the timely intervention of Terminator Squad Moghitai. When Nihilakh legions began to converge on the airfield, the remaining White Scars were extracted by Thunderhawk, and their supporting strike cruiser obliterated the Necrons from orbit. Joghaten and his warriors have triumphed against these xenos threats and many more. Each time they face a new foe, they refine their skills further, learning how to best every opponent at blade's length. Few forces can withstand such a murderous whirlwind.

Of all the White Scars companies, the Tulwar Brotherhood find the periods of transit between war zones the hardest. They chafe at the enforced inaction of shipboard life, engaging in gruelling training regimes in their vessels' exercise bays. Duelling circles are marked out, and the company's battle-brothers will practice their bladework in ritual combat, taking up blunted tulwars and guan daos to avoid injuring one another. Still, tempers run hot as the wait stretches on, and by the time the brotherhood are deployed to war once more, they are hungry to test their blades in battle.



The Rhino Thunder of the Plains *has borne Tulwar Brotherhood warriors into battle for untold centuries. Its hull displays the roundel of the 4th Company, while the jagged tribal design on its hatch is an honour marking.*



This Razorback, Steed of the Khans*, was present on Armageddon during the closing stages of the third war. During the fighting in the Deadlands, the vehicle acted as the 4th Company's mobile command centre.*



This Drop Pod, Stormscion*, dates back almost six thousand years. It has been deployed in many notable battles, and is treated with reverence by those it bears to war.*

THE 5TH COMPANY

STORMWRATH BROTHERHOOD

The Stormwrath Brotherhood break their enemies with a single, devastating blow. They go to war aided by the Chapter's Stormseers, using their Librarians' weather-magic to conceal and empower their assaulting force.

When the 5th Company go to battle, they attack amidst a furious storm-front. Hurricane winds whip around the flanks of racing grav-transports, as bikers ride ahead of the encroaching tempest. Bolts of lightning stab down into the enemy's positions, leaving actinic after-images. Aircraft scream from the tortured skies, the drumming of their guns outmatched by great peals of thunder. Amidst the tumult, Vanguard Marines appear seemingly from nowhere to wreak havoc upon the cowering foe.

This combined arms strategy typifies the Stormwrath Brotherhood's approach to war – wherever they can, they attack with overwhelming power, rarely deploying at less than demi-company strength. They regularly employ assets from the wider Chapter, using Whirlwinds from the Armoury to subdue an enemy before their assault or requesting support from the Reserve Companies. They also benefit considerably from the aid of another, more esoteric Chapter asset – the Librarius.

At any time, several Librarians will serve alongside the brotherhood, practising the arts of stormspeaking and obscuration. They are led by the ancient Stormseer Ogutai, an honoured veteran who mentored the present Chief Stormseer Saghari. Though rarely spoken of, there is a good reason the Chapter's Librarius favours the 5th over other companies. When a battle-brother progresses to the Stormwrath Brotherhood, he is no longer in a Reserve Company, but a part of the White Scars' core fighting force; the Stormseers' close cooperation with the brotherhoods allows them a chance to gauge each new inductee's mettle at this critical point in their development.

The brotherhood's khan is Hibogen, a storied champion of the Chapter who was promoted to the position early on in the War for Chogoris. The khan of the 5th traditionally bears the title Master of Spirits, and this may be more than an honorific in Hibogen's case. It is whispered amongst the ranks that Ogutai himself asked the Great Khan Jubal to advance the audacious young officer. Only the closest of Hibogen's comrades know that he is sometimes called to the Lightning Tower to join in the Stormseers' rites, though he does not speak of what transpires there. Each time, he returns to his men drawn and weary, but with conviction burning in his eyes. Whatever secret burden he bears, it does not trouble the khan when his company march to war – since his elevation, Hibogen has proven himself a more than capable commander, leading the brotherhood to victory after victory.



THE 6TH COMPANY

HAWKSEYE BROTHERHOOD

The 6th Company of the White Scars boasts one hundred battleline warriors. They are led by Ochir Khan, the Chapter's Master of Shields, and take to battle as an iron phalanx of battle tanks, transports and unshakeable warriors.

As a Reserve Company, at any given time several squads from the Hawkseye Brotherhood will be seconded to other companies or attached to strike forces to provide martial strength. As such, when Ochir Khan goes to war, he rarely leads the strength of his entire company. This matters little – even a handful of his warriors can unleash apocalyptic devastation.

Before they join the Hawkseye Brotherhood, each battle-brother will already have served amongst the 10th, the 9th, the 8th and the 7th Companies. They are experienced in many of the White Scars' methods of war, drawing close to attaining a permanent position in one of the Battle Companies. Whilst amongst the ranks of the 6th, they continue their training by learning to pilot the Chapter's many armoured vehicles. Most recruits have already mastered the use of Space Marine Bike by this point – in the 6th Company they will train in Rhinos, Whirlwinds and Repulsors.

When elements of the Hawkseye Brotherhood are led to war by their khan, they form potent armoured phalanxes. Squads of Intercessors and Tactical Marines ride to the battlefront in snarling, white-painted transports. Behind them come the battle tanks; hunting squadrons of Predators pull around the flanks as Repulsor Executioners and Vindicators rumble forwards, forming the anvil upon which the 6th Company will break their foes.

To a Space Marine commander, his battle tanks are more than simply a battery of big guns – the Codex Astartes advises that such a grouping of ceramite and adamantine armour should be wielded as a mobile offensive force. Ochir Khan takes this principle even further; the Hawkseye Brotherhood treat their vehicles like hunting steeds, pushing their engines to capacity as they surge around the flanks of opposing forces. From the moment their attack is launched, their gunners keep up a near-constant stream of fire, even as the tanks' drivers swerve through close terrain, limiting their foes' return fire.

The 6th Company drive their transports deep into enemy lines in a great wedge, cutting off a portion of the opposing army. This severed force is corralled by the speeding vehicles, pinned down by heavy weapons fire and forced out of cohesion. Only then does the true strike land – Intercessors leap from transports to decimate the panicked foe, and Tactical Squads unleash withering fire as they debark from Rhinos and Razorbacks. In this way, even the largest enemy army can be split up and annihilated by the Hawkseye Brotherhood's firepower.

Ochir Khan was elevated to lead the 6th by Great Khan Jubal after the brotherhood's former commander, Seglei, fell in battle during the War for Chogoris. Despite being the most recently promoted of the Chapter's khans, Ochir has already won many battles for the Emperor and the Khagan. As khan of the 6th Company, he bears the title of Master of Shields, and the honour of marshalling Quan Zhou's defences when the White Scars fortress monastery is threatened. After taking up this post during perhaps Chogoris' darkest hour, Ochir has proven himself worthy of such a weighty responsibility. His masterful use of Quan Zhou's defences has earned him the respect of the Chapter's Techmarines, and they readily allow him to call upon the full wrath of the Armoury.



THE 7TH COMPANY

PLAINSTALKER BROTHERHOOD

The Plainstalker Brotherhood are masters of the skies. These outriders surge into battle supported by lightning-fast attack aircraft. Their khan, Olujin, trains them to strike with the intensity of a hunting raptor falling upon its prey.

When a battle-brother joins the Plainstalker Brotherhood, it is an occasion accompanied by great ceremony. The Master of Sanctity, known by the honorific of the Voice of the Storm, conducts an ancient ritual in Quan Zhou's Square of Ascension. He paints a lightning bolt upon the initiate's face in aduu blood, tracing the design of the ritual scar the warrior received upon his acceptance into the Chapter. At this point, the battle-brother has proven himself a true son of the Khagan. Having undergone diverse training in the Scout, Fire Support and Close Support Companies, he has shown he possesses the strategic dexterity and perception required of a battleline Space Marine, and earned the right to serve in a Battleline Company. This is a proud moment for the inductee, as he takes one more step upon the warrior's path.

During their time in the 7th Company, newly inducted battleline brothers train in flying the various patterns of combat skimmer held in the Chapter's Armoury. They race across the Chogorian plains and into the Khum Karta range, following routes set out centuries ago. Each hopes to better the times set by the others who have passed through the 7th Company's ranks. Those who prove to be the most natural pilots are called *takalar*, or plainstalkers. These gifted few get the chance to take to the skies in one of the Chapter's aircraft, under the careful supervision of seasoned Techmarines. They learn to pilot Stormtalon Gunships, Stormhawk Interceptors and other attack craft. Thus when the Plainstalker Brotherhood go to war, white-painted flyers streak overhead. The pilots of these supersonic craft pride themselves on being first to the fray, disrupting the enemies' lines with strafing fire before the ground-based battleline warriors launch their assault. As the fighting intensifies, the attack craft hover above or swoop over the battlefield like Chogorian hunting raptors, cutting down exposed enemies or pinning dug-in troops to protect their brothers' advance.

Unlike the 6th Company, the Plainstalker Brotherhood often deploy en masse. Strike forces of 7th Company warriors are tasked with securing and defending strategic locations, garrisoning captured fortifications and acting as a reserve army. As the White Scars strike in a war zone, the Plainstalker Brotherhood may be called upon to seize key structures in the main force's wake, or join the assault should enemy resistance prove insurmountable. While these duties are vital, they are hardly the stuff of legend. As such, every warrior in the 7th is keen to prove their worth, and will take any opportunity to win glory for the White Scars; if they are to progress further in the Chapter, however, they must prove they can overcome this instinct, and develop the discipline and selflessness required of true sons of the Warhawk.

OLUJIN KHAN

The commander of the Plainstalker Brotherhood is Olujin Khan. A protege of the Master of the Hunt, Kor'sarro, Olujin has risen quickly through the Chapter's ranks. He has earned the respect of his fellow khans through his ability to get the most from the forces around him, and often includes airborne elements from his own command in his strike forces – indeed, he is known as the Skyhawk for his ability to assure air superiority in any battle zone he fights in.

On Vigilus, Olujin led a force drawn from across the Chapter against the Orks of Speedlord Krooldakka, supported by elements from several of the White Scars' successor Chapters. The khan's wisdom and diplomacy would prove pivotal in this gruelling campaign; by sharing the intelligence that his roaming outriders gathered, Olujin allowed the beleaguered commanders of other Imperial forces to make the best use of their carefully harboured resources.



This company banner shows a skull split by lightning bolts, representing the sundering strike of the Plainstalker Brotherhood. It bears the name of the former Khan, Mathuli, who led the brotherhood to many victories. It is surmounted by a roundel featuring a V, the numeral of the White Scars Legion.

THE 8TH COMPANY

BLOODRIDER BROTHERHOOD

The 8th Company are specialists in close combat. By the time they have claimed their assigned target, their armour is inevitably stained red with the blood of the foe, and it is from this that they take their name – the Bloodrider Brotherhood.

Upon joining the Bloodrider Brotherhood, White Scars initiates are trained in each of the close support roles the Chapter may require them to serve in. They must master the skills of the Inceptor, the Assault Marine and others. This involves learning how to wear a jump pack in combat, swooping into battle and using their armoured momentum as a weapon in itself. Growing up on the Chogorian plains ensures every initiate can handle a blade, but in the 8th Company they further develop their close-quarters skills, training to wield the wide range of specialist combat armaments used by the White Scars. Their practice encompasses the mastery of chainswords, power fists, melta bombs, bolt pistols and the countless other tools of war they may wield as they progress further through the Chapter. At times, they are even expected to duel with the veterans of their khan's command squad; Vorgha is determined that those who serve in his brotherhood will only progress from it once they have proven themselves an expert in every form of close combat.

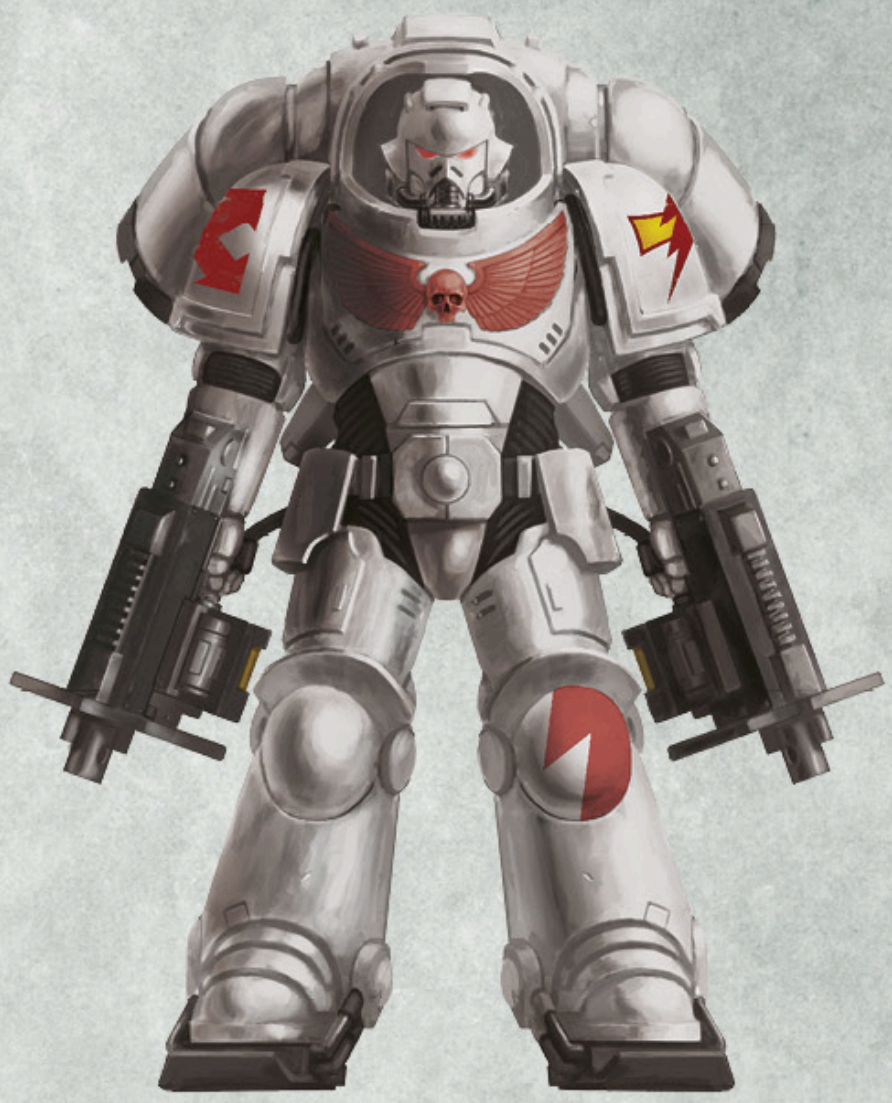
The initiates' training is not limited to drill-ranges and practice cages. At any given time, several 8th Company squads will be seconded to strike forces drawn from the Battle Companies. These warriors may face multiple foes in a single campaign, and will learn from the more experienced battle-brothers they fight alongside, receiving a wealth of battlefield experience. The majority of the Bloodrider Brotherhood, however, fight as a single entity under the leadership of their khan. They are on campaign almost constantly, serving as a dedicated assault force who are deployed wherever the Chapter needs to tear a foe apart at close quarters. Such a formation is a potent asset; the Bloodrider Brotherhood strike with all their Chapter's famed speed, and few enemies can hope to stand against even a demi-company of close support Space Marines in melee.

The brotherhood are most often deployed in dense terrain, where their limited range does not work against them. Whether descending into trench lines on flaring jump packs or fighting through the close confines of a hive city, the Bloodrider Brotherhood wreak havoc with disruptor-edged power blades and roaring chainswords.

Having served amongst the 10th and 9th Companies, the warriors of the 8th have studied the tenets of their Primarch's approach to war. They have learned that flexibility and unpredictability are weapons as sharp as any blade, and that every situation demands a different tactic. Nonetheless, while serving amongst the Bloodrider Brotherhood, many feel the purest expression of the Khagan's teachings can be found in the crucible of close combat; for them, to be a scion of the Warhawk is to face your foes with a blade in hand and laughter in your heart. Vorgha does not work to purge this instinct in his charges. Instead, he strives to temper it with wisdom. The Master of Steeds is a diligent student of Jaghatai's teachings, and knows that honour is paramount for every White Scars battle-brother. He knows also that while every member of his Chapter must prove themselves expert in diverse battlefield roles, few wars are won without a blade being drawn.

'Many of our cousins refuse to retreat. They see it as dishonourable. They are fools. Ten thousand victories have started with a retreat. The only dishonour is in not coming back.'

- Vorgha, Master of Steeds



Inceptor brother Saboken. His right pauldron displays the close support strategic designation symbol, while his left bears the lightning strike sigil of his Chapter. Saboken's left knee-plate shows that he is part of 2nd Squad.

THE 9TH COMPANY

STORMBOLT BROTHERHOOD

The Stormbolt Brotherhood is made up of fire support squads. Named for the destructive power it brings to bear, its battle-brothers specialise in defending and besieging reinforced positions, and eliminating the heaviest and most valuable enemy assets.

Moving from the 10th Company into the 9th is a great honour for those warriors so chosen. Their new assignment confirms them as full-fledged battle-brothers, worthy inheritors of the Khagan's legacy. Their officers' faith in them, and their Chapter's investment of training and resources, can begin to be repaid. It is a joyous time for the company's new initiates, yet they soon come to realise that their true work has only just begun.

Each warrior of the 9th undergoes rigorous training in several different combat roles; an initiate might serve as an Eliminator first, picking off his targets without their ever being aware of his squad's position. After that, he may don a suit of Gravis armour and take to battle as an Aggressor, destroying his foes with a storm of overwhelming firepower at close range. These disciplines mastered, he will be entrusted with a destructive plasma incinerator and serve as a Hellblaster. Every battle-brother who fights in the Stormbolt Brotherhood becomes an expert in tending to his wargear; ritual checks must be performed correctly and machine spirits appeased, for this diligence is more than repaid by the weapons' efficacy in battle.

Of all the lessons the company's initiates must learn, perhaps the most difficult are the tactics of defensive and static combat. While the Stormbolt Brotherhood may advance swiftly to the front in roaring transport vehicles, the nature of the weaponry they bear means they're often forced to take up fixed firing positions, supporting the more mobile elements of a White Scars assault. They must overcome the instincts they developed in their Chogorian tribe, and adopt a different strategic role, levelling devastating salvoes into the enemy's ranks. Their khan, Khadajei, reinforces this doctrine by training his warriors in fighting from trench lines and fortifications, encouraging them to see every feature of the battlefield as a potential strongpoint. Thus are the Stormbolt Brotherhood's warriors taught the value of embracing differing approaches to warfare. Before they can advance to the 8th Company, they must show an appreciation of the wider battlefield strategies that their khans – and their enemies – will demonstrate in the field.

The Stormbolt Brotherhood are rarely deployed as a single formation under the command of their khan; instead, the greatest part of their number are seconded to strike forces made up of their more experienced brothers. In addition, one squad remains in permanent service on Chogoris, standing guard over the Lightning Tower that houses the White Scars' Librarium. This too is a lesson of sorts, for it is a test of duty and discipline to remain upon the home world while one's fellows are crusading across the stars.

Khadajei Khan bears the ancient title of Master of Bows, a role given only to one of the Chapter's finest marksmen. In four centuries' service to the Great Khan, he has been wounded countless times, and received so many augmetic surgeries that he is now more machine than man. He is still as agile as ever when leaping from a speeding transport, and tales of his legendary feats of shooting abound amongst his brotherhood's warriors.





The left pauldron displays the White Scars' Chapter sigil.



The right pauldron displays the fire support strategic designator.

Hellblaster battle-brother Khazogh, wielding his plasma incinerator. Khazogh's left knee-plate decal indicates that he is part of the 2nd Squad, while his sergeant's right knee would bear a further pattern showing the squad belong to the 9th Brotherhood.

'THIS IS WHY WE WERE CREATED. WE ARE THE JUDGEMENT OF THE FREE ON THE CORRUPT. WE ARE THE VENGEANCE OF HEAVEN. WHILE ONE OF US LIVES TO WIELD A BLADE, OUR ENEMIES WILL NOT KNOW PEACE.'

- Proverb taken from the Legends of the Great Khans

THE 10TH COMPANY

WINDSPEAKER BROTHERHOOD

The 10th Company's warriors form a dedicated scouting force for the Chapter, adept at infiltration, reconnaissance and sabotage. Yet this is also the brotherhood in which the White Scars' new initiates train, guided by experienced sergeants and the Master of Recruits.

Every warrior who fights amongst the White Scars' ranks was born into the harsh tribal existence of the Chogorian wilds. The climate of the steppe is severe, and resources are scarce. Even surviving their first years is a test of a candidate's determination. The tribes are by necessity nomadic; their aduu, yat and other grazing animals are indispensable for subsistence. Chogoris boasts several species of large natural predators, but by far the greatest threat the nomads face is predation by other tribes. Warfare is a constant; beast-theft is commonplace, ancient blood-feuds abound and the strong subsist upon the ruination of the weak. Every native of Chogoris must be ready to kill for their tribe, and the hardiest amongst them are as practised at hunting men as they are at bringing down wild beasts.



On specific dates in the Chogorian calendar, parties of Stormseers ride out from Quan Zhou. They descend to the plains to observe the greatest of the young men fighting in the constant intertribal conflicts. From these native warriors, a few youths may be deemed worthy, and taken back to the fortress monastery. There they undertake punishing trials, which challenge them far beyond any of the hardships endured during their upbringing. Some fall at this last hurdle; the most adept of these failed aspirants may become valued Chapter serfs, while the weakest are mind-wiped. None are allowed to return to their tribes.

The select few that ultimately join the Chapter enter into the Windspeaker Brotherhood. These aspirants are deployed into war zones the White Scars are engaged in. Initially, they are tasked with destroying targets behind enemy lines, or reconnoitring opposing forces. During this time, aspirants train to fight the diverse foes their Chapter faces. They rely upon stealth and skill to avoid open combat, blending with their environment and concealing their presence with the skill of expert trackers. So are they named the Windspeaker Brotherhood, for they make no more noise than the wind itself, until the fury of their attack is unleashed.

Soon enough, the warriors of the 10th Company are ready to be deployed against the foe in earnest. For the Scouts it is now time to wet their blades in service to the Great Khan, and begin repaying the blood-debt they owe to the Chapter. For the Vanguard, there is always another mission. Since Huron Blackheart launched his assault on Chogoris, many of the Windspeaker Brotherhood's initiates are despatched to fight on the home world itself or on the surrounding worlds in the Yasan Sub-sector. With traitor forces still infesting much of that region of Imperial space, these untried warriors can earn vital experience whilst fighting to reclaim their territories. The khan of the 10th Company, Jodagha, has witnessed the devastation wrought upon the tribes of Chogoris during the Chaos assault, and yearns for revenge for these crimes. He never spends the lives of his precious charges impulsively, but is equally unafraid to throw them into the press of combat, tempering the Chapter's new blades in the heat of battle.



Infiltrator brother Khasaghan, a Phobos-armoured warrior initiate of his Chapter's 10th Company. Khasaghan belongs to the 1st Squad, as shown by the design on his knee plate, and bears the battleline strategic designation.

CHAPTER COMMAND

The White Scars are led by an assemblage of the greatest individuals from amongst the Chapter's ranks, including many specialist groupings whose unique talents are deployed according to the will of the Great Khan himself.

The Great Khan is the Chapter Master of the White Scars, the ultimate commander of its military might. The current Great Khan, Jubal, rules from Quan Zhou, served by countless equerries, advisors, serfs and logisticators as he determines the disposition of the sons of the Warhawk. He is regularly attended upon by the khans of the brotherhoods, most often when a kurultai is called – a gathering of the khans. Also present will be representatives of the Chapter's Reclusiam, who provide spiritual guidance. This order is led by the Voice of the Storm, the formidable Jaghorin, and includes the Chaplains attached to each of the brotherhoods. Members of the Apothecarion are afforded great respect at such gatherings. Known as *emchi*, these medicae have a weighty duty, for in preserving and controlling the White Scars' gene-seed stocks, they safeguard the very future of the Chapter itself. The current Chief Apothecary, Ogholei, is a dour figure amongst the White Scars' usually boisterous ranks; given the challenge he faces in keeping the Chapter at fighting strength despite the relentless attrition of the war against the Red Corsairs, his grim aspect is understandable.

The Great Khan commands his own honour guard of supremely skilled warriors, the *keshig*. Each is personally selected from amongst the Chapter's finest warriors, and they serve as bodyguards, military advisors and executors of the Great Khan's orders. Every one of these champions has proven himself in battle a thousand times over, and they protect their liege with total devotion. At the kurultai, their elaborately worked armour and weaponry stands out even amongst the masterwork wargear of the other champions present.



The final element of the Chapter's command structure are its Librarians, the Stormseers. Their leadership reside at Quan Zhou in the Khum Kharta Mountains, cloistered within a lightning-wreathed tower set apart from the bulk of the fortress monastery. Here they train initiates to the zadyin arga, and maintain the scrolls that detail the White Scars' noble history. The Librarius have a unique authority, for when an incumbent Great Khan dies, the Stormseers gather in the deepest caves of the Valley of the Khans to decide upon his successor. Each khan who believes himself worthy must present himself before the zadyin arga and prove himself to them. The horrors the Stormseers subject each claimant to are a mystery. When the former Great Khan Kyublai vanished fighting the Drukhari, four hopefuls entered the Valley of the Khans. Only Jubal Khan survived the Stormseers' ordeals and returned to Quan Zhou, where he was anointed as Great Khan.



The Chapter's many honoured standards hang in the feasting chambers of Quan Zhou when not being borne to war. This banner evokes the White Scars' motto, 'For the Khan and the Emperor', and the icons at its base each recall great victories won by the sons of the Warhawk.



The White Scars sometimes adorn their helm with tribal patterns and markings, which are mostly undecipherable to those outside the Chapter. These often represent oaths, kills or years of service.

THE FATE OF JUBAL

After the destruction of Seethnar, the Chapter were left without the leadership of their Great Khan, Jubal. Since he was retrieved from the clutches of the Red Corsairs, Jubal has ruled from his chambers in Quan Zhou, where his ravaged body hangs in a life-support cradle of burnished calipers and hissing stimm-dispensers. He is examined daily by the Chief Apothecary, but Ogholei's prognosis never improves. The Great Khan's body has been subjected to untold horrors, and is beyond the Imperium's arts to heal. All the Apothecaries can hope to do is sustain his mind for as long as possible. The shadow of the trauma he suffered at the hands of the Red Corsairs' torturers lies heavy upon him, but he has lost none of his keenness. He issues commands with relentless assurance, seeing through the eyes of White Scars outriders and orchestrating his Chapter's actions on a segmentum-wide scale. If anything, it seems his strategic nous has increased with his physical confinement, freed from the distractions of leading his armies in person. Jubal's will is enacted through his closest advisors, who ensure his orders are relayed clearly to the many White Scars strike forces on campaign at any time.

ARMOURY

Occupying several levels of the rugged peak below Quan Zhou, the White Scars Armoury supports the Great Khan's missions by maintaining the Chapter's vast array of battle tanks and lightning-fast reconnaissance vehicles. Its custodians ensure that Jaghatai's sons have the weapons and wargear they need to prosecute their hunts across the stars.

Below the lowest halls of Quan Zhou, carved deep into Chogoris' Khum Karta mountains, the Chapter Armoury is an enormous network of interlinked workshops and repair bays. Kilometres of grav-cradles and furnaces spar for space through the curving tunnels with shielded ammunition stores. Nests of articulated armatures, bearing sigils to appease those in their embrace, crouch in shadowed alcoves. Within its firepit-lit avenues and echoing chambers are corralled the Chapter's fighting vehicles, from swift Land Speeders to hulking Repulsor grav-tanks. Galleries of titanic cranes and grapple claws crown each domed work-bay, while mag-levs delivering crates of bolt shells and volatile plasma canisters weave through clouds of ruby sparks.

Around the mountain's circumference, the Armoury is open to biting winds that cut through the mountains like keening blades of ice. Dozens of cavernous openings in the sheer rock walls allow atmospheric strike craft and heavy drop-ships to make safe harbour without the need for vulnerable and exposed landing aprons. Cunningly wrought macro-tunnels bearing arcing subterranean speedways make it possible for the Chapter to manoeuvre its ground forces directly from the Armoury along unexpected attack angles, enabling them to encircle any foe foolish enough to attack their fortress monastery.

Within the Armoury, the Chapter's Techmarines hold sway as officers and master craftsmen, commanding an army of servitors, Chapter serfs and logic engines. The Master of the Forge sweeps through his domain of wind, fire and steel like a pseudo-mechanical tribal lord. He booms out commands over the clang and hiss of industry and intones Korchin blessings to the mechanical steeds of the Chapter. The Armoury as an organisation sits outside the hierarchy of the White Scars' Chapter command structure, and the Master's fealty is sworn directly to the Great Khan in a ceremony of binding geas and bloodletting.

Fluttering strips of parchment hang from graven arches that snap back and forth in the bone-dry winds. Beneath them, the Techmarines and their workforce respond to the khans' requests, working tirelessly to arm and equip the White Scars' brotherhoods before and after each punishing mission. Waxy-skinned servitors, bound to their routines, rivet slabs of ceramite armour into place and replace ruptured fuel lines. The Techmarines, aided by cyber-cherubim tugging tiny braziers of smoking resin, oversee the mantras spoken to cogitator banks, wrestle miracles from recalcitrant reactor cores and craft the masterwork tulwars and bolt rifles that are bestowed upon the Chapter's greatest champions.

MASTER OF THE FORGE

The current commander of the White Scars Armoury is Khamkar, having served in the highly demanding position for nearly ninety years.

When parameters dictate, Master Khamkar enters battle mounted in his personal transport, the Razorback Süirsen. *Chosen for the ferocity of its machine spirit,* Süirsen *allows Khamkar to bring part of his fiefdom to the foe, communing with its systems via his scalp lock of data ports.*



ANNALS OF THE WHITE SCARS

As a First Founding Chapter, the White Scars' history is as illustrious and mysterious as any other that can trace their existence to that time. One of the few Legions to have stood at the gates of the Imperial Palace against the Warmaster Horus, theirs is a story of courage, honour and loyalty in the most terrible of circumstances.

The V Legion was amongst the first to spill blood in the Emperor's name during the Unification Wars. Acting as his outriders, they uncovered enemy strongholds and territories, probing them for weakness and striking where opportunity arose. Divided into forces barely a dozen warriors in strength, they left their foes weakened and distracted, prey ripe for the slaughter by the Emperor's hosts as they continued their inexorable advance to unify Terra. Despite the thanklessness of their task, the V Legion took a strange pride in the hidden nature of their contribution to the war, and were gladly amongst the first of the Emperor's forces to travel beyond the Sol System.

Grouped into larger Pioneer Companies, the V Legion went amongst the stars, carrying out the kinds of task they excelled at in the war for Terra. They charted alien domains, identified human populations and developed their skills in hit-and-run warfare. For fifty years they laid out the paths of the Great Crusade before their Primarch, Jaghatai Khan, was discovered. By this time, many of the Pioneer Companies had their own identities, livery and combat styles, forged over decades of warring outside of contact range with much of the growing Imperium, and even much of their own Legion.

Meanwhile, the Khagan had risen to power on the world of Mundus Planus, known to its inhabitants as Chogoris. Adopted by a chief of one of its many tribes, he had swiftly united all of his world's many peoples under his rule, something never thought possible by the Chogorian people. All had been offered a simple choice: join him and be treated generously, or be destroyed.

At the time of Jaghatai's discovery by the Imperium, the hundreds of V Legion Pioneer Companies were spread across much of the galaxy. Summoning them to Chogoris, the Great Khan unified them with those Chogorian tribesmen who had ascended to the Legiones Astartes. In so doing, he forged the Legion anew, and led them in their first campaign to bring the Kolarne Circle to compliance. The campaign resulted in the newly named White Scars suffering heavy losses, but by shedding their blood together they were unified in brotherhood and made into a Legion truly ready to fight at the forefront the Great Crusade.



The White Scars' final action of the Great Crusade was the Chondax Campaign. Following his promotion to Warmaster, Horus tasked Jaghatai with cleansing Chondax of the remains of Urlakk Urg's Orkoid empire. Sources on the Chapter's history become increasingly unreliable at this point. Some even suggest that the Warmaster had despatched the Alpha Legion ahead of the White Scars, with orders to disrupt and delay their mission to keep them unaware of events in the wider galaxy. It is written that Horus aimed to keep the Great Khan from the Imperium's civil war and later recruit him to his cause. This is not an idea taken seriously. What fractured records survive suggest that the White Scars' communications with the wider Imperium were blocked for much of the seven-year campaign. Some accounts speak of infighting within the White Scars' ranks, though these are strongly disputed. It is of little doubt that Jaghatai's fleet would have been bombarded with calls for aid from across Imperial space, as well as propaganda and lies from the Warmaster and his Alpha Legion allies as soon as the veil blocking their communications lifted.

Little is known of the events that took the White Scars from the Chondax System to Terra after this, although the Khagan appears to have needed to break his forces out of a blockade of several hundred Alpha Legion ships around Chondax Prime to commence his long, and undoubtedly perilous, journey. Apocryphal reports discuss Jaghatai's masterful use of the *Zao*, or Chisel, an ancient Chogorian tactic still used by the Chapter ten thousand years later. The White Scars' fleet feigned weakness, luring in and breaking up the disciplined Alpha Legion formation before rapidly reorganising and punching a hole straight through it to reach the system's Mandeville Point.

Some say that in the midst of the thousands of communiques that reached the White Scars, some spoke of Prospero coming under attack, and that Jaghatai first raced there to learn what fate had befallen his brother and friend, Magnus the Red. This the White Scars contest in the strongest terms; it is unthinkable that a loyal Primarch such as Jaghatai could regard the traitor Magnus as such. Even taking into account these rumours, assessing the White Scars' journey after Chondax is next to impossible. Some fragments speak of a hit-and-run campaign against the Emperor's Children, Death Guard and perhaps other Traitor Legions. Whispers persist of Jaghatai using means both ancient and possibly forbidden to reach Terra at the last, though to suggest such a thing is to court charges of heresy and punitive execution.

Once they had finally reached the Throneworld, the White Scars added a vital tactical and strategic dimension to Rogal Dorn's defence of Terra. Their hit-and-run style of warfare complemented the Imperial Fists' renowned capabilities in holding ground. Meanwhile, the Warhawk's relatively close relationship with Sanguinius would help ensure a strong union between the White Scars and the Blood Angels. The brotherhoods' desire and ability to strike hard and fast before slipping away at speed allowed them to harass and frustrate enemy forces and constantly threaten their flanks. They were the thorn in Horus' side. They fought with dogged determination amid the choking smoke, raging fire, thunderous bombardments and ever-mounting corpses, surrendering no ground and refusing to stop until the traitors were finally defeated.



Jaghatai, Primarch of the White Scars and Khan of Khans, earned a reputation for unpredictability during both the Great Crusade and the later Horus Heresy. Steadfastly loyal to the Emperor, his Legion were as the berkuts of the plains – ceaselessly hunting the foe.

THE DISAPPEARANCE OF THE KHAGAN

An event ten thousand years past, the disappearance of Jaghatai Khan is shrouded in countless legends, many embellished beyond all credibility. The White Scars retain their own accounts, considered by some apocryphal, others historical. One thing is certain: the sons of the Warhawk believe that their gene-sire hunts still, and one day will rejoin them on Chogoris.

Following the calamitous events of the Horus Heresy, Jaghatai Khan led the White Scars for seventy years, cleansing the Imperium of traitors and those aliens who sought to take advantage of Humanity's time of weakness. Many worlds once peaceful and loyal had either fallen or were contested, and the Great Khan took to reclaiming them with the same zeal he demonstrated whilst prosecuting the Great Crusade.

The Imperium had been torn in two by Horus' rebellion, and no part of Imperial space had escaped its ravages. The Yasan Sector was no exception. It was there that the White Scars' home world of Chogoris lay, but when the Great Khan returned to rebuild his Legion's strength after the devastating Siege of Terra, he found only misery. Not all of the Yasan Sector's scores of worlds had remained loyal, and in the anarchy of rebellion, insidious Drukhari had seized the opportunity to raid and take slaves with wanton abandon. Many of those Imperial citizens still loyal to Terra were on the verge of despair.

It was only thanks to the garrison left by Jaghatai that Chogoris and some of its key production and recruitment worlds had faired better than the rest of the sector, but these forces had not been entirely adequate. The Drukhari had been able to seize Chogorian tribespeople as slaves. Some of the Great Khan's senior officers argued that had the garrison stayed on Chogoris, and not sent detachments to defend some of the worlds of the Yasan Sector, the Chogorians would not have been lost. Jaghatai waved away these claims, applauding the garrison's warlike and independent spirit. But hatred for those who had taken his people burned in his heart. Replenishing his ranks, the Great Khan took the fight to the enemy, his campaign now one of vengeance.

With the Khagan at its head, the effort to reclaim the Yasan Sector met with early successes. Thanks to the foresight of Chogoris' garrison, the Yasan Campaign's momentum was maintained with a steady supply of munitions, vehicles and fresh warriors.

It was at this point that the White Scars learned of the Codex Astartes, in which Roboute Guilliman stated that all Legions should break their forces into Chapters. Jaghatai, who had long allowed his khans to operate semi-independently, was in favour of the reforms. The Codex would, for the most part, simply formalise the way in which the White Scars had operated since their inception, and the Khan of Khans saw only virtue in extending even-greater freedom to his sons. After the Codex was implemented, Jaghatai asked only one thing from his successors: that they fight the Yasan Campaign to the end. He trusted them to do so without further supervision, and in whatever fashion best suited their strengths. They agreed unanimously. Though it saddened him to see so many of his sons' armour no longer painted in his colours, the Khagan knew that this was only for the better. Their movements would be harder to track and predict, and a completely decentralised structure would allow the Great Khan to pursue his own agenda more fully.

The Yasan Campaign was a time of renewed vigour for the Khagan, or so it is said. His hunting grounds of old were filled with the remnants of those who had turned against the Imperium during the Horus Heresy, and he was once again able to indulge in the visceral thrill of new conquests and glorious victories, albeit tainted by the knowledge of the damage done by Horus' treachery. He led the White Scars on battlefield after battlefield, sweeping Ceobos clear of depraved Emperor's Children, uprooting the Dark Mechanicum clinging to Aenope and quelling the mutant uprising on Eoclite. But the Drukhari remained elusive, their attacks impossible for even the Chapter's Stormseers to predict. After much deliberation, Jaghatai discovered a pattern, so elaborate that only a Primarch's genius, and the Great Khan's skill at the hunt, could find it. Calling for reinforcements from the Destroyers, Rampagers and Storm Lords, Jaghatai set his fleet on course for the world of Corusil V.

The Drukhari are a race of great and ancient intellect, and it appears that it was their intention that the Khan discover their plans as a part of a wider scheme to capture and subject Jaghatai and his sons to twisted experimentation. The tales of the Stormseers say that Jaghatai saw this for what it was and led the assault nonetheless, determined to attack with such speed and ferocity that no manner of preparation would withstand it.

The source of the Drukhari raids was a large webway portal located in the depths of a dark, foreboding forest, too dense for the White Scars and their allies to fight from their metal steeds. This did not phase Jaghatai. Revenge would be had – honour demanded it.

The Khagan and his 1st Brotherhood held the centre of his battle line, driving straight towards the portal. The rest of his forces secured the flanks, wary for potential ambush and ready to encircle the



Drukhari's eldritch device. The White Scars and their allies were as a stick to a nest of stinging insects, and their attack's ferocity was met by a deadly ambush of dozens of bands of warriors, pain engines and all manner of hideous Drukhari creations. Many poured from hideaways concealed xby eldritch energy, and the Space Marines were beset on all sides. Scores of the Great Khan's sons died horrific, painful deaths. Others were captured, doomed to a worse fate. But the Warhawk kept on, determined to reach his quarry.

The Archon stood before the portal itself, directing his warriors with flicks of his sword. He was laughing, savouring every ounce of pain being inflicted and suffered across the battlefield. The smile did not leave his face even as he observed the Khagan racing towards him. Without any loss of composure, he simply directed more of his forces in Jaghatai's direction, slowing Jaghatai down and driving him to even greater anger. The Great Khan could not be halted, however. He pushed onwards, his 1st Brotherhood at his side, cutting down foe after foe with his sword. It is said that with his forces failing, the Archon moved to flee into the portal. It cannot be known whether or not the xenos desired to close it before Jaghatai Khan raced through with the entirety of his brotherhood. All that can be known is that as soon as the last White Scar crossed the threshold, the shimmering gateway collapsed.

The battle raged on for hours after, the remaining White Scars slaughtering without mercy those Drukhari abandoned by their lord, even as they were filled with horror at the apparent loss of their Primarch. For days they scoured the battlefield, for weeks the rest of the system. The Stormseers searched the warp for any clue to the Great Khan's whereabouts, but none was found.

It has been said by some White Scars that perhaps pursuit was not Jaghatai's only goal in following the Drukhari overlord into whatever lay beyond the portal, that perhaps there the Khagan saw an opportunity for freedom without limit and an endless plain to explore and make war in. Those few who express this view can find themselves shunned by their brothers, but the seed of doubt now is long planted. Only the Khan of Khans knows the truth, and the White Scars continue to live in the belief that he will some day return to take his rightful place at their head.

'MY SONS. IT IS MORE THAN SEVENTY YEARS SINCE WE CAST THE TRAITORS FROM THE WALLS OF THE IMPERIAL PALACE AND BEGAN THE RESTORATION OF OUR HOME. WE STAND ON THE BRINK OF VICTORY, ONE THAT YOUR EVERY SACRIFICE HAS COUNTED TOWARDS. TODAY WE CLEANSE THE GALAXY OF THOSE WHO CROSSED OUR BOUNDARIES, VIOLATED OUR HOME AND TOOK OUR PEOPLE. THEY WILL BE CRUSHED BENEATH OUR TREADS, DISEMBOWELLED BY OUR BLADES AND LEFT SHATTERED BY OUR GUNS.

I WILL HAVE THEIR HEADS ON SPIKES, LINING THE ROADS OF CHOGORIS. I WILL SEE THEIR FOUL STRUCTURES TORN TO THE GROUND AND TURNED TO DUST. OF THEIR LEADER… ON THAT MONSTER I SHALL INFLICT A HUNDREDFOLD THE PAIN IT HAS CAUSED MY PEOPLE. MY SONS, YOU SHALL EACH DO THE SAME.'

- Fragments of Jaghatai Khan's address to his sons ahead of the Battle of Corusil V



The white plains of Chondax Prime were said to have run red with the blood of countless Orks as the storm of the Warhawk's sons swept the greenskins from the world's surface.

HUNTSMEN OF THE STARS

The White Scars are amongst the most skilled huntsmen amongst all the military forces of the Imperium. They are also fierce and proud, little given to forgiving or forgetting wrongs done against them or the human populations they protect. The sons of Chogoris have been known to pursue hated foes for decades at a time, tireless, relentless and merciless in their search.

From their first days as tribal huntsmen upon the plains of Chogoris, the warriors destined to become White Scars learn the art of the hunt. Those skills are only enhanced by a tribesman's advancement into the ranks of the White Scars Chapter. Natural hunting ability is wedded to post-human reflexes and senses, and to the accumulated strategic psycho-indoctrinal inloads and relentless training that is every White Scar's inheritance. No wonder, then, that the sons of the Great Khan are considered some of the Imperium's foremost hunters and trackers.

Even those outside of the Chapter's ranks know of the Master of the Hunt, and his quests across the stars to run down the Great Khan's chosen quarry. Yet while these hunts are perhaps the most storied and celebrated of the White Scars' venatorial exploits, the Master of the Hunt is but one warrior in a Chapter of over a thousand. Even as Kor'sarro Khan and his predecessors have discharged the ritual duties of their office, across the millennia the White Scars as a whole have tracked down and slain countless enemies of the Imperium. The elusive, the bestial and the unforgivable, all have fallen beneath the White Scars' blades, their last moments filled with the roar of engines and the guttural howl of Korchin war cries. Such a campaign was the hunt for the foul Drukhari torturer known as the Shatterling Prince.

INHUMAN QUARRY

It was during the early 41st Millennium that a full two brotherhoods of the White Scars – the 3rd and the 5th, supported by elements of both the 8th and the 9th – engaged in a system-wide hunt for the Drukhari Haemonculus who named himself the Shatterling Prince. This vile creature had secreted himself like an unseen parasite into the Asmari System. His ghoulish raiding parties preyed upon the vital breadbasket of Asmari's agri worlds, seeding biomutagenic phages into food supplies bound for multiple Imperial war fronts and snatching up local garrisons as slaves for the barter-pits of Commorragh.

Khajaten Khan, then Captain of the 3rd Brotherhood and overall leader of the White Scars forces, was a canny huntsman. Rather than storming in and offering his quarry a chance to ambush his warriors or – worse still – slip away into the webway and escape vengeance, he concealed the majority of his forces in deep space beyond the system's Mandeville point. The khan then sent out small bands of warriors, travelling aboard commandeered civilian bulk haulers and charged to observe and assess the Drukhari threat. Once his own scouts were well positioned across the system, Khajaten Khan feigned heedless aggression and led a portion of his brethren to the aid of the worst beset world, Asmari Tertius.

Khajaten's strike force made planetfall directly into the midst of the fierce fighting that raged through the world's primary agriplex. Multiple Covenite raiding bands had sundered the Imperial fortifications and were making sport of pursuing and tormenting the surviving defence garrison regiments when the White Scars struck like a thunderbolt. Roused to wrath by the horrors that had been inflicted upon the planet's people, Khajaten Khan drove the panicked Drukhari before him and scattered them into the volcanic swamplands beyond the agriplex. The xenos response was not long in coming, and was precisely as the khan had hoped.

Driven, the White Scars assumed, by arrogant outrage, the Shatterling Prince hurled a sizeable army through hidden webway portals onto the surface of Asmari Tertius. They swirled down like a dark storm upon Khajaten Khan and his brave warriors, the skies welling with barb-hulled raiders and whip-fast combat skimmers as the Covenites came to claim the White Scars leader as a plaything for their master. At the same time, no doubt assuming that the Imperial response was limited to Asmari Tertius, smaller raiding parties crept like bloated spiders from the webway to fall upon the population centres of Asmari Secundus, Quartus and Sextus. The moment the foe revealed themselves, the White Scars struck.

Summoned by the psychic cry of several Stormseers, the main White Scars fleet roared into the system with its drives at full burn. Flights of gunships and waves of drop pods thundered down upon every world, reinforcements guided in by the runic beacons of their comrades' armour. In some locations, strike forces arrived too late to relieve their battle-brothers, the brave scouting parties giving their lives to the last in order to keep the Drukhari engaged and out in the open. In others, including upon Asmari Tertius, the white-armoured reinforcements arrived in the nick of time. They sustained brutal losses in their own right as their deadly prey fought back with eldritch weaponry, but ultimately they cut off the Drukhari war parties from their webway portals and crushed them as if they were within a vast ceramite fist. The portals themselves could be neither damaged nor sealed by any artifice that the White Scars possessed; instead, a standing garrison of Chogorian warriors was left in the Asmari System, charged with patrolling from one world to the next and keeping watch lest the Covenites return to exact revenge.

The only true fault in Khajaten Khan's plan was his failure to locate and eliminate the Shatterling Prince himself. The Haemonculus never emerged from the labyrinth dimension, and – mindful of the tales of his Primarch's vanishment – the khan refused his warriors permission to enter the portals and hunt down their quarry in his lair.

The decision likely preserved many White Scars lives, but it was to cost Khajaten himself dearly. Less than a year later, the khan was found dead in his meditation cell in Quan Zhou, expression twisted in horror, throat slit ear-to-ear and blood frozen in a macabre waterfall down his chest. No assailant was ever detected, but every mirror and window within three levels of the Khajaten's chamber shattered upon the moment of his death. The message was clear, and a fresh hunt has since been launched to at last bring the foul Shatterling Prince to justice. The White Scars will not rest until their murdered khan has been avenged.



The khans of the brotherhoods have led their warriors in hard-fought campaigns against the Tyranids across many sectors. Proving themselves to be every bit as adaptable, mobile and savage as the terrifying bioforms, the White Scars meet fangs with Chogorian steel.

VENGEANCE FOR HAADEKH

The White Scars are proud, but rarely are they arrogant. The sons of the Warhawk recognise the galaxy always has another lesson to teach, and they have adapted and refined their hunting techniques over the millennia in response to defeats and new threats. Never has there been a more deadly or unpredictable quarry than the Tyranid hive fleets; the White Scars have been forced to learn and adapt faster than ever before in the face of this onrushing xenos threat, often at a cost in blood. Upon the world of Haadekh, a strike force of 2nd Brotherhood warriors under Chaplain Subdakhar lost this contest of hunter and prey when the swarms of Hive Fleet Hydra overran them utterly. The defeat was costly and gruesome, and could not go unavenged. Yet Khajog Khan recognised that new hunting tactics would be required if this deadly prey were to be defeated and another massacre prevented. Drawing upon the wealth of strategic lore he had amassed in the libraries of Quan Zhou, and consulting for long days with the Chapter's Stormseers, Khajog Khan at last settled upon a stratagem.

The White Scars met the Hydra once again upon the unstable volcanic world of Horatian Utukh, a planet Khajog Khan believed the perfect hunting ground. Drawn by the biomass within the planet's bore hives, the Tyranids were already attacking when the White Scars arrived; chitinous bodies piled against the cities' walls like living ramparts. Khajog Khan sent in a strike force armed with every flamer weapon that could be amassed, from man-portable firearms to incendium cannons. Deploying to the Tyranids' rear at Hive Lakhvor, the 2nd Brotherhood unleashed a firestorm that ravaged the massed broods and burned away xenos flesh quicker than it could regenerate.

The Tyranids turned upon this fresh prey, psychic screams drawing down waves of brood-spores from orbit. Immediately the White Scars fell back, plunging into the unstable lava-fields and drawing the Tyranids after them. Battle-brothers were lost as racing transports were overtaken by the surging tidal wave of Tyranids. Yet the White Scars knew that victory could not come without cost, and plunged on, deeper into the shuddering landscape of cracked basalt plates and roiling lava. Still they fired into the Tyranid masses, their aircraft criss-crossing in savage attack runs that slew ever-more leader beasts. In their death throes, these monsters summoned yet more bio-spawn into the lava fields until at last, the critical mass of living organisms was too much for the fragile ground. Upon Khajog Khan's signal, gunships and tank transporters executed screaming dives into the rupturing lava fields, swooping up the surviving White Scars even as the ground shattered and molten rock surged hungrily upwards. Hundreds of thousands of Tyranid bioforms were annihilated in a matter of minutes. Khajog Khan and his warriors soared like berkut back to their waiting strike cruisers to re-arm, reinforce, and repeat their cunning ruse. It was only the first victory of a long and gruelling campaign, but it was the beginnings of vengeance.

THE THIRD WAR FOR ARMAGEDDON

When the Ork Warlord Ghazghkull Thraka launched his second Waaagh! against the ash-choked hive world of Armageddon, over twenty Space Marine Chapters answered the call for aid. The White Scars were among them, with the strength of three brotherhoods to drive the Orkoid menace from the invaluable world.

Millions of greenskins swept across the planet, burning, destroying, killing and looting. But their attacks were not random. The Speed Cults assaulted the Deadlands in Armageddon's south, a frozen wasteland but nevertheless the site of vital infrastructure that the Imperium could not afford to lose. Jubal Khan's White Scars were deployed entirely to the Deadlands as part of the wider Imperial war effort. Suboden Khan, Jubal's second, commanded a separate strike force and was responsible for securing the promethium and water processing stations. Jubal took his remaining forces to the northern coast, where orbital reconnaissance had detected Orks at work building huge structures. The greenskins could not be allowed to continue unimpeded.

By the time Jubal Khan and his forces arrived, the Orks had built up a sprawling complex of factories along the coastline. His scouts reported a maze of debris-strewn yards and vast numbers of Orks. Most importantly, they discovered that this ever-growing facility was a shipyard, and that dozens of huge, ramshackle vessels were being prepared. For what purpose, none could say. All knew, however, that the submersibles could cause terrible damage and could not be allowed to be brought to completion. Jubal Khan had no choice but to attack. Initially, his strategy was to draw out the Orks, tempting them with battle and luring them away from their labours. With the Orks distracted, White Scars kill teams raided the shipyard, destroying as many structures as possible before the greenskins could respond.

Despite these efforts, construction continued apace. The Orks were building faster than the White Scars raids could destroy, and hulking Ork Nobz bullied their charges into maintaining production even when the prospect of battle was so near. Jubal decided it was time to take the fight to them. Amidst the shipyard's confines, the White Scars made slow progress. They fought from rusted building to rusted building, in savage close-quarters combat. They met Orkish roars with Korchin battle cries. Each day they pressed further, fighting amidst burning metal, treading over the corpses of Orks and dead brothers alike. Their vox grilles and bolters were choked with ash and grime, and still they fought. But it was not enough.

When the White Scars saw flotillas of massive submersibles and Ork ships akin to floating shanty-towns lurching out into the Tempest Ocean, they knew they had failed. Determined to make up for this, Jubal made it his crusade to destroy the remaining facilities and stop the Orks from building fresh waves of invasion craft.



Armageddon once again proved a deadly and costly theatre to the Imperium. Yet upon the frozen wastes of the Deadlands, the White Scars' audacious manoeuvres saw squadrons of ground and aerial assets use their stunning speed and power to devastating effect.

DANTE'S CANYON

Elsewhere, from the outset of the conflict, Suboden Khan was aware that his forces lacked the numbers to secure much of the Deadlands' vital infrastructure. With this in mind, he sought to deny the foe their prize, draw them into a single concentration and then comprehensively crush them. He ordered the Valdez Gamma and Yarrick Point pumping stations destroyed. This high-risk strategy would inevitably result in the Orks focusing on Dante's Canyon, the only remaining promethium drilling station for leagues around.

Bordered by sheer cliffs of ice and packed snow, Dante's Canyon was the perfect place to channel the Orks into kill zones. Suboden Khan's scouts laid explosives capable of causing avalanches and weakening the ice. Only a small detachment of battle-brothers guarded the station itself, making it appear tempting to the Orks. A second, larger detachment of the khan's forces would ride out, goad the greenskins and lead them into the explosive-rigged terrain. Suboden would lead the final detachment, comprised of Assault Marines. Their aim was to engage the leader of the Ork horde and claim his head.

The squads defending the station were attacked from above by waves of Stormboyz. Thanks to deadly-accurate bolter fire, many of the Orks were shot out of the sky, their bodies landing all over the station's rigging with fleshy crunches. Those who successfully landed were met with tulwars and combat blades, though the Stormboyz' superior numbers began to show. The fighting grew desperate.



Meanwhile, the second detachment of White Scars whooped and laughed as they engaged the Orks in a chaotic, swirling melee. The air was filled with the roars of engines and the stench of smoke, spilled fuel and charred corpses. Having gained the greenskins' attention, the White Scars withdrew. Leaving the bodies of lost brothers behind, they sped on to Dante's Canyon, the greenskins chasing them. They led their pursuers exactly where intended, and the rigged explosives detonated on cue, sending torrents of snow and broken ice onto the Orks below. Thousands were crushed by the avalanches while others plunged through holes in the weakened ice, drowning in the freezing depths. More than one White Scar perished in the onslaught, but the bulk of the greenskins were slain. Still the Ork Warboss and his elites ploughed on toward the hard-pressed drilling station. Now, Suboden's detachment struck.

In the ensuing fighting, the Ork chieftain cut down many White Scars, roaring like a wounded beast as he fought. Suboden darted around the Warboss like a bloodwasp, stinging with his blade before retreating, driving the beast to rage. As the vicious duel escalated, the Orks' leader grabbed Suboden Khan's jump pack and crushed it in his klaw; even as it looked like the wounded khan would be crushed in turn, he managed to land a last, killing blow and struck off the Warboss' head. With casualties spiralling and their leader slain, the remaining Orks fled and were run down. It had been a costly victory, yet it was victory nonetheless, and one achieved against overwhelming numbers.

ON TEMPEST'S WINGS

During the fierce fighting around the Ork shipyards, the White Scars' aerial forces came into their own. Hordes of greenskins continually charged Jubal Khan's warriors. Hain artillery pounded them from afar. Many buildings had to be cleared time and again. Corridors and passageways were only made inaccessible to the Orks when they were completely choked by the corpses of the greenskins' own dead. In the face of this overwhelming tide of enemies, Jubal resorted to desperate tactics. He ordered that his strike force's entire aircraft contingent be deployed to his war zone, and called in air strikes practically on top of his own warriors' positions in order to stymie the Orks' onslaught.

With deadly accurate missile fire, Stormtalons and Stormhawk Interceptors destroyed Ork artillery, the guns erupting in flame and incinerating their crews. White-armoured gunships strafed the Hain until their ammunition ran dry and their weapons' barrels glowed white-hot. Transports delivered much needed supplies and evacuated the wounded. Ork vehicles, ships and buildings were reduced to slag by laser and multi-melta fire, their occupants cooked alive. Finally, Jubal's Khan's ground forces were able to reclaim the initiative.

Stormtalon Squadron Arashei had been fighting with Jubal since before his call for reinforcements, pushing their aircraft beyond their limits in every sortie to bring death to the foe. They intercepted Ork Warbikes attempting to outflank White Scars positions. They duelled greenskin fighters, bringing down many with torrents of fire as they performed great feats of aerobatics. They destroyed an Ork sea vessel whilst it was being loaded with warriors and weapons, the huge detonation incinerating thousands of greenskins and sending dozens of smaller, nearby craft into the Tempest Ocean's freezing depths. When they finally received reinforcements, the pilots of Squadron Arashei fought with even greater vigour, determined to not let up their attacks until total victory was theirs.

This time of aerial dominance ended when Ork air forces were brought to bear against the White Scars en masse. Crudely built jets and bombers swarmed the skies like insects over a swamp. The White Scars pilots were eager to fight them wherever they appeared, hungry for the true dogfighting battles they had largely been denied up to this point. Working in perfect unison, Arashei's pilots engaged enemy formations many times their own number. When a brother squadron was badly mauled, the pilots of Arashei plunged into skies thick with foes to buy the survivors time to break free. They successfully intercepted greenskin aircraft on a suicide run headed directly to Jubal Khan's position, and they launched such a furious hail of firepower at Zarbog's infamous Blitza-bommer squadron that they detonated the Orks' bombs, blowing apart the craft in mid-air. By the end of the Armageddon Campaign, the name Arashei had become legend, and was used to inspire all of the White Scars who had fought there to great feats of heroism.



FROM THE MAELSTROM'S DEPTHS

It was during the dread time immediately preceding the emergence of the Great Rift that the Yasan Sector came under renewed attack by Huron Blackheart, Chaos Space Marine warlord and pirate king. With Jubal Khan leading the fighting in War Zone Armageddon, it fell to Barutai Khan, master of the 2nd Brotherhood, to marshal the defence of Chogoris.

Huron Blackheart's fleet burst from the Maelstrom in a three-pronged formation. It was a barbed trident aimed at the heart of the Yasan Sector, and it drove home with speed and ferocity. Desolator and Repulsive-class capital ships thundered through scattered Imperial defence frigates with all guns blazing. Wave upon wave of heretic fighter craft and flocks of Heldrakes spiralled through the void, while space hulks bore down upon defence platforms like malevolent moons. Gartuli and Thaxis fell to the invading Chaos forces, their defenders butchered in bloody campaigns and their frantic refugees streaming through the void towards Chogoris.

Precious few ships made it into Chogoris' orbit, for the warp roiled and churned. The fickle tides of the empyrean pitched Imperial craft into fanged whirlpools of madness even as they hastened the traitor warships on their way; by the time out-system servitor probes warned of traitor forces translating into Chogoris' local space, Barutai Khan already knew that this conflict would not be won in space. He stood upon the ramparts of Quan Zhou and watched as fire lit the skies, and pronounced that this conflict would be settled blade-to-blade upon the soil of Chogoris itself.

Much of the White Scars Chapter was abroad amongst the stars when Huron Blackheart attacked. At the first dark omens of danger, Astropaths had hurled distress cries into the warp commanding that all sons of the Warhawk be recalled to defend the Chapter planet. Yet Barutai Khan could not count on such reinforcements arriving in time, or indeed at all; his forces were vastly outnumbered by the heretical drop-ships now descending on the world, and would have to fight with all their hunters' cunning if they were to prevail.

The White Scars had two advantages. Firstly, they knew their home intimately, and could read its ferocious weather patterns and navigate its every hidden canyon. Where the enemy foundered amidst salt marshes or fell foul of devastating storm fronts, the White Scars used these to their advantage. Many were the Chaos warbands ambushed from within raging tempests, caught by swift-striking White Scars bikers while navigating treacherous defiles or mauled by super-predators lured into their midst by squads of Infiltrators. Secondly, the White Scars fought as a unified force, while their foes broke into dozens of raiding parties whose champions vied for the favour of the Dark Gods. The invaders wasted precious weeks hunting the tribes of the Empty Quarter, who themselves fought back with every weapon at their disposal.

Yet for all this, the battle was a desperate one. The White Scars harried and harassed, hit-and-ran time and again, but still the vastly superior Chaos forces pushed onwards. One nomad camp after another burned. White Scars fortifications toppled in blazing ruin. Strike forces were whittled down in battle with the traitor forces, and wherever Huron Blackheart bestrode the battlefield, the invaders were unstoppable.

Even when Jubal Khan returned from Armageddon with the survivors of his strike force, their onslaught did little but slow the heretic tide. Worse followed when the skies darkened then tore, and a wave of madness and terror swept the planet; the Cicatrix Maledictum yawned wide and the Maelstrom expanded to consume the fringes of the Yasan Sector whole. Upon Chogoris, legions of foul Daemons spilled forth to march at Blackheart's side.

The Chogorian tribes fled these new assailants in terror, hundreds of thousands of the planet's populace exterminated in a matter of days. Seeing that the tribes from which the White Scars recruited were at risk of wholesale annihilation, Jubal Khan had his warriors strike recklessly at the Chaos forces, goading as many as possible into following them back to Quan Zhou itself. So it was that, months after the first heretic forces made planetfall, the final fate of the White Scars was decided in a bloody siege of the Khum Karta mountain range, and of the fortress monastery in its midst.

It was at this desperate hour that Kor'sarro Khan and his 3rd Brotherhood finally reached Chogoris. They had braved storms of insanity and the terrifying darkness of the Noctis Aeterna to reach their home world, and the journey had cost them dearly. Still they wasted no time in marshalling White Scars forces scattered throughout the Empty Quarter, along with a great militia of all those tribes still possessed of the will to fight. At the head of this mighty hunting party, Kor'sarro Khan launched a spear-thrust into the rear lines of the besieging Chaos forces. His Stormseers harnessed a great Chogorian tempest to veil the attack, and by the time Huron Blackheart realised his peril, his forces were assailed from the front and from behind. After three days of bloody battle, Kor'sarro's warriors broke through to Quan Zhou and forced Blackheart into a calculated withdrawal.

Still the traitor forces might have carried the day, for their reserves poured in from all across Chogoris in answer to this fresh challenge. Yet it was in this darkest hour that the Noctis Aeterna lifted over Chogoris, and with it the energies of the warp temporarily receded. Many of Blackheart's daemonic allies flickered and faded and, seeing that he faced a far less certain battle than he had expected, the Tyrant of Badab elected to withdraw. Leaving renegade warbands rampaging across Chogoris, Blackheart and his elite Red Corsairs fell back to conquered strongholds elsewhere in the Yasan Sector; the galaxy was rent, the age of Chaos was nigh, and Huron Blackheart knew he had ample time to draw out the conquest of the Warhawk's home world. The White Scars, meanwhile, were left to win back their burned and bloodied world, and to gather themselves for whatever horrors were sure to follow.

'Long before, when we roamed the Empty Quarter amongst the folk of our tribes, there were storms to be weathered. They were ferocious, these storms, violent, tearing apart the ger, scattering the yat… yet we endured them, and we shall endure this. For then we were but men. Now we are the sons of the Great Khan, the tribe of the Warhawk himself, and no storm shall be our undoing.'

- Jubal Khan, upon learning of Huron Blackheart's approach



VICTORIES OF THE KHANS

Since the days of the First Founding and the era of the Pioneer Companies, the White Scars have amassed a lengthy roll call of triumphs across the galaxy. Few enemies can escape their wrath – the spiked walls of Quan Zhou are lined with the silver-dipped skulls of those champions of disorder who have earned the ire of the White Scars huntmasters.

M30-M31 DAWN OF THE IMPERIUM

The Long and Bloody Road

The Great Crusade surges out from Terra to unite Mankind's sundered domain amongst the stars. First as the V Legion, then as the White Scars, Jaghatai Khan's gene-sons fight at the forefront of the crusade on many battlefronts. When Warmaster Horus turns traitor the loyalties of the Great Khan are questioned, but he remains true to his oaths and to the Imperium. The White Scars fight upon Terra during the tumultuous siege at the Heresy's end, contributing by their blood and fury to the defeat of the heretics.

M31-M33 THE AGE OF REBIRTH

The Yasan Pacification

The White Scars' return to Chogoris is soured by the discovery that the Yasan Sector seethes with rebellion and xenos raiders. During the battles to reconquer this wild and sprawling region of the galaxy, Jaghatai Khan vanishes into the webway in pursuit of Drukhari pirates and is lost to his sons, along with a great portion of his 1st Brotherhood.

The Hunt of Vengeance

When Jaghatai Khan does not reappear, a Great Hunt is declared. The White Scars and their successor Chapters scour the sector and beyond for signs of their Primarch, attacking all Aeldari without warning or mercy. No signs are found.

M37-M40 THE AGE OF REDEMPTION

The Cursed Year

The White Scars suffer a series of disasters, beginning with the loss of three khans – each new successor dying in his inaugural campaign. Taking the misfortune as a sign that they have displeased the venerable spirit of their Primarch, the Stormseers recall the entire Chapter to Chogoris, where the brotherhoods meet for a month of feasting and fierce competitions, each battle-brother rededicating himself through rituals of blood. In the decades that follow, the White Scars accumulate more victories and successful hunts than in any period since the Great Crusade.

M41 THE TIME OF ENDING

The Third War for Armageddon

The White Scars join more than twenty other Chapters in the war against Ork forces under Ghazghkull Thraka. They fight swift hit-and-run battles throughout the Deadlands, their peerless hunters' tactics and swift adaptability allowing them to bait the greenskins time and again, wearing down the Orks' numerical advantage and inflicting a string of defeats upon the foe for a blessedly light return in casualties.

From the Maelstrom's Maw

Huron Blackheart, the Tyrant of Badab, leads a vast armada out of the roiling warp storm known as the Maelstrom. Splitting into reaving fleets, borne swiftly upon unnatural currents that aid the invaders even as they confound the loyalist ships hastening to intercept, the invasion fleets fall upon the worlds of the Yasan Sector with gleeful ferocity. Recognising the scale of the peril, and with his Stormseers reading dire prophecies in every omen, Chapter Master Jubal Khan orders the recall of all White Scars forces to Chogoris. On Armageddon, in War Zone Damocles and across a dozen other war fronts, Astropaths vomit forth the distress cries of the White Scars' Chapter planet, and the Warhawk's sons answer. Yet with warp storms boiling into being across the galaxy, their arrival becomes ever-more doubtful.

Chogoris Beset

The Great Rift tears the Imperium in two. As cascading warp storms roil across realspace, the ancient interstice known as the Maelstrom expands like a poisoned hurricane and drives its tendrils into the Yasan Sector. Daemonic legions tear through the flesh of reality and fall upon the defenders of Chogoris and its neighbouring worlds, overrunning many wholesale alongside Blackheart's reaving renegades. Yet Chogoris stands defiant, the White Scars fighting tooth and nail for their home. The Khum Karta Mountains are besieged and Quan Zhou's ramparts are burning by the time Kor'sarro Khan leads a strike force of veteran warriors drawn from the White Scars and their successors in a valiant charge that breaks the heretic lines. With the return of the Master of the Hunt, the planet's defenders fight back with renewed hope, and the combined efforts of the Chapter's Stormseers drives back the malefic energies surrounding Chogoris, causing Blackheart's daemonic allies to lose their physical form. The heretics withdraw, falling back to strongholds elsewhere in the Yasan Sector and leaving Chogoris broken but unbowed.

M41 THE ERA INDOMITUS

A Mighty Gift

With the brotherhoods depleted and the Yasan Sector overrun by foes, the White Scars begin to regroup and plan their counter-attacks. It is then that Battle Group Delphi II of Indomitus Crusade Fleet Tertius arrives in the system, delivering the White Scars' Primaris brethren to join the fight. With the brotherhoods reinforced, the fightback begins in earnest, while recruitment begins from Chogoris' vengeful tribes for new neophytes to be elevated into Primaris battle-brothers.

The Fall of the Great Khan

Seeking revenge for the damage inflicted on Chogoris, Jubal Khan leads a daring attack upon Seethnar, the vast space station seized by Huron Blackheart as a main dockyard for his piratical fleets. In a swift naval attack, Seethnar is boarded from multiple locations and its reactor detonated with explosive charges. Jubal Khan and his warriors are cut off during the retreat, however, and the Chapter Master is seized by heretics.

A Bleak Return

Weeks after the attack on Seethnar, the White Scars ambush the warship on which Jubal Khan is imprisoned. They liberate their lord but find him tortured close to death. Jubal Khan is returned to Chogoris and installed into a life-preserving Apothecarion cradle in his inner sanctum. Jubal Khan lives, and thanks to his indomitable spirit remains capable of serving as his Chapter's lord and grand strategist; prognoses for his physical recovery are dire, however, and many whisper that it might have been kinder for their Great Khan to die in battle than to face a future trammelled within his strategium, unable to lift a blade or sit a saddle.



During the brutal urban conflict at the height of the Vit'ker Crusade, kill teams of the White Scars hunted through the bombarded ruins of the Archive Angelus. The once-colossal bastion was left a nightmarish tangle of burning spurs and titanic bulwarks.

KOR'SARRO KHAN

MASTER OF THE HUNT

Across blasted battlefields, desperate heretics and xenos warlords stumble onwards, breath ragged and eyes wild, their followers long slain in their wake. At the sound of steady footfalls they turn at bay, praying for mercy or bellowing hatred before the blade Moonfang flashes once and their severed head tumbles to the bloodied ground. So does Kor'sarro Khan take his prey.

Kor'sarro Khan is the Captain of the White Scars 3rd Company. Fierce to the point of savagery, bold to the point of recklessness and brash to the point of insubordination, he is nonetheless one of the Chapter's most accomplished warriors.

Kor'sarro Khan is the White Scars' Master of the Hunt, a title unique to the White Scars and their successors. They, above all other Chapters, seek the blood of those foes who through quirk of fate or malign artifice have faced them in battle and lived to tell the tale. Such enemies cannot be allowed to glory in their victories. Every twenty-five years, at the height of the Rites of Howling, the White Scars Master of the Hunt is despatched to seek out one such foe and bring their severed head back to Quan Zhou as a trophy.

The Master of the Hunt can draw upon many resources in pursuit of his prey, and often embarks upon a Great Hunt with a company of battle-brothers under his command. A pursuit can take months or years as he tracks his quarry across several worlds. Though the hunt may be postponed as wars and other duties interfere, it is never abandoned. Sooner or later, the prey is tracked, cornered and beheaded. Over the years, Kor'sarro Khan has brought nearly a score of such quests to successful conclusion; whether he is leading his entire Chapter to battle, or simply a small, elite group of battle-brothers, none can outrun or evade the Master of the Hunt's wrath indefinitely. Those foes who have so far eluded him live on borrowed time.



Kor'sarro's return to Chogoris is a time of great celebration and moonlit feasting, for it marks the passing of a hated nemesis. When the carousal is done, Kor'sarro surrenders the prey's severed head to the Voice of the Storm, who takes up a brand from the flames and burns the eyes from the skull. The hymn of vengeance is sung as the flesh blackens and peels, and the quarry's name is struck from the roster of the hunt. The head itself is then masked in silver and set upon a lance, its hollow gaze destined to forever stare out over the approach to the fortress monastery – a long mountain road with severed trophies lining every pace of its passage.

Many are the heretical warlords and xenos champions who Kor'sarro Khan has laid low. The Daemon Prince Voldorius claimed many years of the khan's life, leading Kor'sarro on a bloody chase across the stars, but in the end the empyric fiend could not prevent his doom. The Asuryani Exarch Shei Nethil stalked the khan through the burning ruins of Tasmur VI for eighteen days and nights, seeking in her alien arrogance to hunt the hunter. She nearly took Kor'sarro's life a dozen times, yet still it was he who struck the telling blow. The Ork Warboss known simply as Da Fist also ended his days beneath Kor'sarro's flashing blade, though the tale of that hunt lives in infamy amongst the Chapter annals; of Kor'sarro's initial fifty-strong hunting party, only three brothers survived their battle with Da Fist's rampaging Dreadmobs to return to Chogoris at their master's side.

Perhaps the greatest opponent the Master of the Hunt has been confronted with, however, is the T'au Commander Shadowsun. The celebrated leader of the famed Third Sphere Expansion has so far evaded the khan's vengeance. They battled back and forth throughout War Zone Damocles, two superlative hunters constantly frustrated by one another's cunning and skill, until at last the opening of the Great Rift and the sudden threat to Chogoris compelled Kor'sarro to return home with his hunt incomplete. Shadowsun is not forgotten, however. Kor'sarro Khan knows his duty well and cleaves to his oaths; in time, he will seek once more to take the alien war leader's head, and nothing but death will prevent him from seeing his hunt to its conclusion.



Together he and the survivors of his strike force braved the dangers of the Noctis Aeterna and the raging warp storms generated by the Great Rift to rush back to Chogoris as swiftly as they could. For all their haste, still they did not make landfall upon their ravaged home world until the eleventh hour. Kor'sarro and his battle-brothers led the desperate charge that broke the heretics' encirclement of the Khum Karta mountain range, and were instrumental in the subsequent campaign to drive the Red Corsairs from Chogoris. Despite this, it is said that the khan's expression had never looked more grave as he stared out from the battlements of Quan Zhou, across the burning steppes still littered with the wreckage of the heretic invasion. When the Indomitus Crusade arrived and brought fresh reinforcements to Chogoris, his mood did not lift; instead, upon seeing the Primaris Space Marines in all their magnificence, it darkened further.

Kor'sarro spoke not a word to any of his brothers as he walked the halls and came at last to the Chapter's Apothecarion, which still echoed to the cries of wounded warriors and the whine of reductor drills. Kor'sarro Khan demanded there and then that the Apothecaries give him the strength of the Primaris or kill him in the attempt, for he would not leave that place until they did.

Had it been any other khan, or had the day not been so dark, Chief Apothecary Ogholei might have refused. He might have sought the approval of the maimed Jubal Khan, perhaps asking the Chapter Master if he instead sought the honour of first attempting to cross the Rubicon Primaris. Whatever Ogholei's reasons, he did not refuse. He sealed Kor'sarro within an isolation chamber and had his fellow emchi prepare to attempt a process that – to the White Scars' knowledge – had never been attempted before.

For many days, none of Kor'sarro Khan's brothers saw him. Some whispered that he had ridden into the stars as the Great Khan had done, seeking to vent his shame and anger by hunting alone the quarry that had eluded him. Others suggested morosely that just as Chogoris must surely be dying, so too had the Master of the Hunt passed on into legend, just one more mourning pyre for the White Scars to light in the wake of Huron Blackheart's invasion.

When Kor'sarro returned to his brothers from the Apothecarion, there was a surge of joy and awe. Fresh lines of pain were inscribed across the khan's features, but he had survived the agonising surgeries that had transformed him into a Primaris Space Marine. Not all were pleased, however. The Master of the Hunt was summoned before the Chapter Master, striding into Jubal Khan's incense-thick sanctum with the look of one who goes to battle. The two proud warriors faced one another, and it is said that the air crackled between them like dry lightning over the Khum Kharta Mountains. Kor'sarro virtually glowed with the new-found vitality of his transformation. Yet it was he who averted his gaze, who had the humility to kneel and to ask forgiveness of his lord for his rash deed.

What passed between the two khans that day was not recorded, and none know of what was said. What is known is that when Kor'sarro emerged from his audience with the Chapter Master, he wasted no time in calling his battle-brothers to him and preparing to take the fight to the heretics still ravaging the Yasan Sector; his hunt was not over, but for now it was set aside, for a new duty was his to complete. The Yasan Sector seethed with foes, and all else would have to wait until it was secured.

THE HUNTER'S TOOLS

As Master of the Hunt, Kor'sarro Khan bears traditional relics awarded to each successive warrior to have held that title. Yet in this dark and bloody age he has also received new gifts to augment his Primaris might and aid him in hunting the most dread of foes.

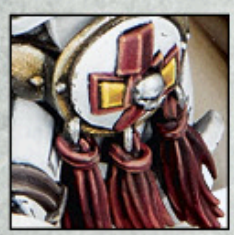
Ever has the Master of the Hunt wielded the sword Moonfang, and with it they have taken the heads of their prey. This still holds true, for the monomolecular edge of this relic blade is as sharp as it ever was. Moonfang whistles through the air in wind-swift arcs, leaving pale after-images burned into the air and slicing through armour, flesh and bone as though it were not there at all. When the blade's molecular disruption field meets solid matter it parts it like a swift aduu through the long grass of the steppes, and lops off the victim's head in a bare instant of contact.

It is as a token of Jubal Khan's faith and favour that Kor'sarro Khan is now accompanied by the cyber berkut called Anzuq. Known to the White Scars as the Hawk of Fire and Water, this ancient creature has been the familiar of only a handful of khans throughout the Chapter's history, and has slumbered through the aeons within the protective aegis of a suspension field when not in service. It is said that Anzuq's wing-beats echo the fury of the Chogorian storms, that his blood is the planet's running rivers and his ferocious gaze its swift-leaping wildfires. Where Anzuq strikes, so too strikes the harnessed spirit of Chogoris itself, reaching out with vicious talons and flashing beak to savage those who would stand against the Master of the Hunt.

Of course, some amongst the White Scars whisper that this gift may have an another, altogether different purpose; all that Anzuq sees, it records within capacious mnemonic datacoils. Perhaps, some whisper, Jubal Khan wishes to keep his huntmaster on a shorter leash after his impetuous deeds of late. If so, then Anzuq is that leash.

BROTHERHOODS OF CHOGORIS

The forces of the White Scars are a striking sight upon the battlefield. Superhuman warriors and redoubtable war machines clad in bone-white armour advance, bedecked with the trappings of their savage heritage and marked with jagged tribal iconography. These pages show examples of stunningly painted Citadel Miniatures, displaying the panoply of the brotherhoods at war.







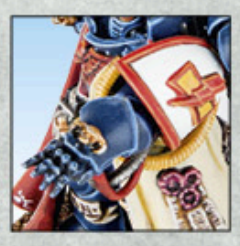


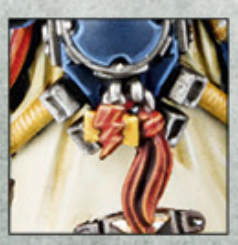


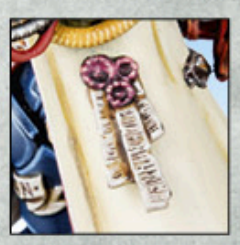
Kor'sarro Khan, Master of the Hunt











Primaris Librarian





Amidst the ruins of an Imperial shrine world, Kor'sarro Khan leads a daring strike against the very heart of an ancient enemy. Storming forwards at the head of his 3rd Company, he routs the Word Bearers utterly.

White Scars Intercessors from the 3rd Company lead the advance into the sorcerous Thousand Sons as aerial assets encircle the foe.



Intercessor Sergeant and Intercessors, modelled using the White Scars Upgrade Kit



Intercessors with auto bolt rifles



Reivers of the 3rd Brotherhood fight to cleanse the manufactorum ruins of its Genestealer infestation.



Reivers with a grapnel launcher, heavy bolt pistols, combat knives and grav-chutes



Reivers with 20th Squad markings, indicating that they have been drawn from a Reserve Company



Vanguard Veteran Sergeant with relic blade and bolt pistol



Vanguard Veteran with thunder hammer and storm shield



Command squad of the 3rd Brotherhood, including an Apothecary, Company Ancient and Company Champion



In the labyrinthine tunnels deep inside an orbital platform, the White Scars root out the evil plaguing the station's horrified crew.



Clearing a path for a column of battle tanks, a fearless Tactical Squad disembarks from their Razorback transport to unleash the fury of their weapons into the xenos cultists.



This Tactical Squad is led by a Sergeant equipped with a combi-melta; the design on the Sergeant's right leg shows the squad belongs to the 3rd Brotherhood.



Tactical Squads can be equipped with a variety of devastating weaponry, including missile launchers.







Scout Biker with Astartes grenade launcher



Space Marine Bikers are designated as close support, as evidenced by this model's right pauldron.







Attack Bike with heavy bolter

'For those who know not what it is to race across Chogorian plains on iron steeds,
I feel pity.

For those who know not what it is to feel Chogorian winds upon their face,
I feel sadness.'

- Barutai Khan



The icon emblazoned onto this Land Speeder denotes it as belonging to the 8th Squad of the brotherhood in which it serves.



Land Speeder with heavy bolter and assault cannon



Land Speeders are manned by battle-brothers of the brotherhood's close support squads.



Speeding through the mist-shrouded streets of Brenghiz Torl, Scout Bikers scour the ruins for hidden adversaries.



Guided by the prognostications of a Stormseer, a squadron of Land Speeders spearheads the White Scars assault, their heavy weapons blazing as they attempt to bring down the hideous Daemon Engines before them.



The markings upon this Stormtalon's tail denote the squadron to which it belongs.





Stormtalon Gunship with two lascannons and a twin assault cannon

At the forefront of the Imperial forces, in the industrialised L'ahnek Zone, a khan of the White Scars commands his mechanised strike force to follow him in sweeping aside the speeding contraptions of frenzied Orks.



The circular icon upon this Repulsor's hull marks it out as a transport vehicle of the 3rd Brotherhood.





Intercessor of the Dark Hunters successor Chapter



Intercessor of the Destroyers successor Chapter



Reiver of the Marauders successor Chapter



Intercessor of the Rampagers successor Chapter



Hellblaster of the Storm Lords successor Chapter



Infiltrator of the Storm Reapers successor Chapter



Like a thunderbolt, Kor'sarro Khan's brotherhood tear the Asuryani asunder upon the world of Jenk's Fall.

THE SPEAR STRIKES

White Scars strike forces are incredibly adaptable and can include a large range of elite infantry, squadrons of bikes and numerous battle tanks, meaning no two armies need ever be the same. Below, you can see two example starting forces using collections of Citadel Miniatures.

The first collection below represents a contingent drawn from the White Scars 3rd Company, the Eagle Brotherhood. It is built around a solid core of five Intercessors and led by none other than the Master of the Hunt himself, Kor'sarro Khan. Supporting them is a squadron of three Bikers. Despite being a compact force, each model is an elite warrior, able to shrug off shots that would kill lesser beings. The Intercessors lay down formidable firepower as they advance, while the Bikers encircle the foe and Kor'sarro Khan cuts down swathes of enemies in a flurry of blows. This force can be fielded as a Patrol Detachment, as detailed in the *Warhammer 40,000* rulebook. The army is therefore Battle-forged, which means it provides the player with three Command Points and access to Stratagems that can turn the course of battle in their favour.

The second collection is very different and thematic, containing no fewer than four Bike Squads formed up around a Khan on Bike. Fielded as an Outrider Detachment, this Battle-forged army would provide the player with an additional Command Point.

Both of these forces are small, but fast and powerful, reflecting just some of the ways of war practised by the sons of Chogoris. There are many other ways to start a White Scars army, all of which offer fantastic painting and gaming challenges.



As the cyber berkut Anzuq scans the ruined city from atop his arm, Kor'sarro Khan directs his warriors to track down and surround his quarry so as to ensure they cannot escape the Master of the Hunt's vengeance.



The brotherhood's khan holds his spear aloft as a signal to strike, moving as swift as the wind to the heart of battle.



THE SONS OF THE KHAN GATHER

A modest collection of White Scars Citadel Miniatures is a fantastic starting point to reclaim the galaxy, and can soon grow from a handful of units to an intimidating strike force by adding miniatures that you can enjoy painting and gaming with. The collection shown here is Kor'sarro Khan's Speartip, an excellent example of how a White Scars force goes to war.

Kor'sarro Khan's Speartip is a strike force drawn from the 2nd and 3rd Brotherhoods, and is painted with the iconography of Chogoris. Combining close-combat potential, blistering firepower and the high level of mobility that the Chapter is renowned for, it is a balanced force capable of facing any enemy on the tabletop. Kor'sarro Khan himself leads the throng, and is aided by the wisdom and psychic powers of one of the Chapter's Stormseers, the Primaris Librarian Shivnukh-ai. A strong firebase of Intercessors, Squad Sabadui, provide solid anti-infantry capability, loosing huge numbers of shots on the move. Squad Kashaida are Reivers, using their grav-chutes to drop down behind enemy lines with a view to shatter the foe's cohesion. Each of these large squads could also use their ability to split into groups of five during deployment to open up more tactical options. An immense Repulsor armoured transport, *Heaven's Guard*, can carry some of the infantry, protecting them within its ceramite-skinned hold while it skims over barricades and unleashes its numerous heavy weapons to punish nearby enemies.

While the enemy try to contain the White Scars ground forces, Kor'sarro Khan's aerial assets ensure superiority in the skies. The Land Speeders *Hawk's Wing* and *Storm Reaver* use their grav-



drives and high speed to make a mockery of static defences, flanking units and picking off vulnerable targets, while *Wind Walker*, the Stormtalon Gunship, makes supersonic strafing runs to ensure none are beyond the Master of the Hunt's reach.

The speartip itself is undoubtedly the squadrons of bike-riding Chogorians roaring into battle alongside their khan, Barutai, his spear lifted in challenge to the foe. Squads Ertek and Xantag are equipped with twin boltguns, as well as plasma and melta weapons, to lay low their adversaries, while the Attack Bikes *Olbeg's Talon* and *Bladeshard* target more distant opponents.

Lightning-fast, resilient and incredibly powerful, this army fulfills the requirements of a Patrol Detachment and an Outrider Detachment. It is therefore Battle-forged, and its controlling player has a total of four Command Points to use on vital and potentially game-winning Stratagems. For the Khan!

1. **Kor'sarro Khan, Master of the Hunt**
2. **Barutai Khan, Khan on Bike**
3. **Primaris Librarian Shivnukh-ai**
4. **Intercessor Squad, Squad Sabadui**
5. **Reiver Squad, Squad Kashaida**
6. **Land Speeder, *Hawk's Wing***
7. **Bike Squad, Squad Ertek**
8. **Bike Squad, Squad Xantag**
9. **Attack Bike, *Olbeg's Talon***
10. **Attack Bike, *Bladeshard***
11. **Land Speeder, *Storm Reaver***
12. **Repulsor, *Heaven's Guard***
13. **Stormtalon Gunship, *Wind Walker***



LORDS OF CHOGORIS

This section contains the datasheets that you will need to fight battles with your White Scars miniatures, as well as points values for those datasheets. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following list and the lists found in *Codex: Space Marines* to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.



UNITS		
UNIT	**MODELS PER UNIT**	**POINTS PER MODEL** (Including wargear)
Khan on Bike	1	100
Kor'sarro Khan	1	105

'Run from us, we will chase you down and take your head. Stand and fight, we will salute you, encircle you, and slay you like beasts. Surrender to us and we will reward your cowardice with a swift and painless end. Understand that you are not our foes; you are our prey, and you will meet your end as such.'

- Kor'sarro Khan



KOR'SARRO KHAN

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kor'sarro Khan	6"	2+	2+	4	4	6	5	9	3+

Kor'sarro Khan is a single model equipped with: bolt pistol; Moonfang; frag grenades; krak grenades. You can only include one of this model in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Moonfang	Melee	Melee	+2	-3	D3	When resolving an attack made with this weapon against a **CHARACTER** unit, you can re-roll the wound roll and you can re-roll the damage roll.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

For the Khan!: Add 1 to wound rolls for attacks made with melee weapons by models in friendly **WHITE SCARS** units that have made a charge move or performed a Heroic Intervention this turn whilst their unit is within 6" of this model.

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **WHITE SCARS** units whilst their unit is within 6" of this model.

Anzuq: When this model is chosen to shoot with in your Shooting phase, you can select one enemy unit that is not a **VEHICLE** and is within 12" of this model. Roll one D6; on a 4+ that unit suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, WHITE SCARS

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, CAPTAIN, KOR'SARRO KHAN

KHAN
ON BIKE

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khan on Bike	**14"**	**2+**	**2+**	**4**	**5**	**6**	**4**	**9**	**3+**

A Khan on Bike is a single model equipped with: twin boltgun; khan's spear; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Khan's spear	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon in a turn in which the bearer made a charge move or performed a Heroic Intervention, this weapon has a Strength characteristic of x2 for that attack.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **WHITE SCARS** units whilst their unit is within 6" of this model.

Iron Halo: This model has a 4+ invulnerable save.

Buckler: When resolving an attack made with a melee weapon against this model, add 1 to the saving throw. Invulnerable saves are not affected.

Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, WHITE SCARS

KEYWORDS: CHARACTER, BIKER, CAPTAIN, KHAN





LIGHTNING ASSAULT

In this section you'll find rules for Battle-forged armies that include WHITE SCARS Detachments – that is, Detachments that only include WHITE SCARS units. These include unique Warlord Traits, Stratagems, Relics, psychic powers and Tactical Objectives that help to reflect the tactics used by the sons of the Warhawk on the battlefield.

ABILITIES

If your army is Battle-forged, then in addition to the Detachment abilities gained from *Codex: Space Marines*, units in your army with the Combat Doctrines ability (see *Codex: Space Marines*) gain the Devastating Charge ability so long as, with the exception of **UNALIGNED** units, every unit from your army is a **WHITE SCARS** unit or every unit from your army is from the same White Scars successor Chapter (see below).

DEVASTATING CHARGE

The White Scars favour shock assaults, crashing into the enemy with overwhelming force. They are experts at using this high-speed impact to drive their blades home with devastating force and decapitate their prey.

Whilst the Assault Doctrine is active, when resolving an attack made with a melee weapon by a model with this ability in a unit that made a charge move or performed a Heroic Intervention this turn, add 1 to the Damage characteristic of that weapon for that attack.

'FOCUS UPON THE FOES YOU SEE BEFORE YOU, BUT BE MINDFUL ALWAYS THAT EVEN THE OPEN PLAIN CAN CONCEAL AN ARMY. GUARD YOUR FLANKS, WATCH THE HORIZON AND REMAIN MOBILE. IN THIS WAY YOU WILL EVER BE THE HUNTER, AND NEVER BE THE PREY.'

- Barutai Khan, reading from the writings of Jaghatai Khan



SUCCESSOR CHAPTERS

When you include an **ADEPTUS ASTARTES** unit in your army that has the **<CHAPTER>** keyword (see *Codex: Space Marines*), you must decide what Chapter that unit is from. Unless you choose one of the First Founding Chapters available to you (White Scars, Imperial Fists, Iron Hands, Ultramarines, Salamanders or Raven Guard), then your Chapter is a successor Chapter, and you should decide which of the aforementioned First Founding Chapters it is a successor of.

If the successor Chapter you have chosen is one established in the background of our publications, its founding Chapter will often be known (for example, the Storm Lords Chapter is a known successor of the White Scars). If the successor Chapter you have chosen does not have a known founding Chapter but has the Inheritors of the Primarch Successor Tactic, and you selected the Chapter Tactic of a First Founding Chapter, your chosen Chapter is a successor of that First Founding Chapter. Otherwise, choose a founding Chapter that best fits your successor Chapter's character.

If your Chapter is a successor of the White Scars, the following rules apply:

Warlord Traits

If your Warlord is a **CHARACTER** model from a White Scars successor Chapter, you can use the White Scars Warlord Trait table opposite to determine what Warlord Trait they have. Replace the **WHITE SCARS** keyword in all instances in that Warlord Trait (if any) with your Warlord's **<CHAPTER>** keyword.

Chapter Relics

White Scars successor Chapters have access to the Special-issue Wargear Relics (pg 59); Relics of Chogoris cannot be given to a **CHARACTER** model from a successor Chapter unless you use the Gift of the Khans Stratagem (pg 61).

Stratagems

Units from White Scars successor Chapters are considered to have the **WHITE SCARS** keyword for the purposes of using White Scars Stratagems.

Psychic Powers

LIBRARIAN models from White Scars successor Chapters can know psychic powers from the Stormspeaking discipline (pg 62) in the same manner as **LIBRARIAN** models in **WHITE SCARS** Detachments. When such a model uses one of these psychic powers, replace the **WHITE SCARS** keyword in all instances on that power (if any) with that model's **<CHAPTER>** keyword.

Tactical Objectives

Units from White Scars successor Chapters are considered to have the **WHITE SCARS** keyword for the purposes of using White Scars Tactical Objectives.

WARLORD TRAITS

Those who rise to command within the White Scars are warriors who are able to temper their wild charges with wisdom, knowing where to strike for maximum effect, or attacking and then retreating before the enemy can react in force.

If a **WHITE SCARS CHARACTER** model is your Warlord, you can use the Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

1 DEADLY HUNTER

This son of the Warhawk strikes swiftly and suddenly, a predator whose first kill is claimed before the foe are even aware of their peril.

After this Warlord finishes a charge move, you can select one enemy unit within 1" of it and roll one D6; on a 2+ that unit suffers 1 mortal wound.

2 CHOGORIAN STORM

This commander hits the enemy's lines with all the ferocity of a raging tempest surging in from the desolate steppes.

If this Warlord makes a charge move or performs a Heroic Intervention, add D3 to their Attacks characteristic until the end of the turn.

3 TROPHY TAKER

For this proud warrior the hunt never ceases, and he is ever seeking another head to take in the name of the Khan.

When this Warlord destroys an enemy **CHARACTER** model, add 1 to their Attacks characteristic until the end of the battle.



4 MASTER RIDER

Even before he became a Space Marine this warlord was a master of mounted combat, as swift and elusive as the wind when fighting from the saddle.

BIKER only. If you are randomly generating your Warlord's Warlord Trait and your Warlord is not a **BIKER**, re-roll this result until a different Warlord Trait is generated. When a charge roll is made for this Warlord, you can re-roll the dice. When resolving an attack against this Warlord, subtract 1 from the hit roll if this Warlord Advanced in your previous Movement phase.

5 HUNTER'S INSTINCTS

This huntsman takes great delight in facing the deadliest prey imaginable, whether they be mechanical, biological or supernatural.

When resolving an attack made by this Warlord against an enemy **MONSTER** or **VEHICLE** unit, add 1 to the hit roll and wound roll.

6 MASTER OF SNARES

This warlord is a skilled trapper, able to entangle his prey in an inescapable thicket of flashing blades.

When an enemy unit within 1" of this Warlord is chosen to Fall Back, you can roll one D6; on a 4+ that unit cannot Fall Back this turn.

'I am wherever the foe believes I am not. I strike wherever my enemies least expect my blade to fall. All they know of me is that I shall defy all that they believe to be true. All they can predict is their own growing fear, anger and confusion. So do I win victory, not by giving my enemy a battle they can comprehend, but by executing a swift and deadly hunt that they cannot escape.'

- Intercessor Brother Garei



NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

CHARACTER	WARLORD TRAIT
Kor'sarro Khan	Trophy Taker

RELICS OF CHOGORIS

The vaults of Quan Zhou are filled with beautifully crafted weapons and equipment. Each curved, filigreed blade and elaborately inscribed cuirass is rich with the weight of history, and is recalled in tales told by the Stormseers when the Chapter gathers. When battle is joined, these artefacts are a truly potent asset, and new threads are added to the tapestry of their legends.

If your army is led by a **WHITE SCARS** Warlord, you can give one of the following Relics of Chogoris to a **WHITE SCARS CHARACTER** model from your army instead of giving them a Relic from *Codex: Space Marines.* These are considered to be Chapter Relics for all rules purposes. Named characters (such as Kor'sarro Khan) and **VEHICLE** models cannot be given the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

MANTLE OF THE STORMSEER

The ancient psychic hood known as the Mantle of the Stormseer crackles with barely contained elemental energies. None know who crafted this relic, but it is gifted to whichever White Scars Librarian demonstrates the greatest skill in the Arts of Heaven. Said to channel spirits of the tempest, the mantle allows the wearer to wield the wrath of the storm itself. At such times, the Stormseer's eyes glow with a harsh light and his voice is that of a raging hurricane.

PSYKER model only. When a Psychic test is taken for a model with this Relic attempting to manifest a psychic power from the Stormspeaking discipline (pg 62), add 1 to the total.

THE HUNTER'S EYE

The tribes of Chogoris are famed throughout the Imperium for the consummate skill of their mounted archers. It is written in the Scrolls of the Plains that the Hunter's Eye – an ingeniously constructed bionic eye of great age and unrivalled quality – was created in honour of this aspect of the White Scars' heritage. This device picks out augur-assessed weak spots in the quarry's defences, enabling its wearer to strike with uncanny accuracy or to relay this information via datagheists to any other friendly forces engaging the target.

At the start of your Shooting phase, you can select one friendly **WHITE SCARS** unit within 6" of a model from your army with this Relic. Until the end of the phase, when resolving an attack made with a ranged weapon by a model in that unit, the target does not receive the benefit of cover to its saving throw.

BANNER OF THE EAGLE

As a First Founding Chapter, the White Scars can trace their history back to the birth of the Imperium. The oldest relics of the Chapter date back to that ancient time, and the Banner of the Eagle is one such artefact. It is incredibly rare for this venerable standard to be brought forth into the crucible of war, though any wily commander knows the inspirational effect that such a sacred banner can have on those that fight in its fluttering shadow. At the crown of the banner sits a glorious adamantium eagle – the symbol of the White Scars' bloody victory on Golgotha, from which the Banner of the Eagle took its name.

ANCIENT model only. Add 1 to the Strength characteristic of models in friendly **WHITE SCARS** units whilst their unit is within 6" of a model from your army with this Relic.

WRATH OF THE HEAVENS

This Space Marine bike was constructed to possess the speed of the storm itself. Fitted with a short-burn grav impeller, Wrath of the Heavens can perform jaw-dropping gravitic boosts over the battlefield. Thus, its rider can vault wrecked tanks and ferrocrete barricades, and can even hurtle over the heads of the foe.

BIKER model only. A model with this Relic has a Move characteristic of 16". In the Movement phase, that model can move over other models and terrain features as if they were not there.

SCIMITAR OF THE GREAT KHAN

The White Scars' armoury contains many swords forged in the style of traditional Chogorian tulwars. Of these, the most singular and storied is the Scimitar of the Great Khan. Chapter lore holds that this weapon was blessed by Jaghatai himself during the Purging of Daikeos. Soon after, the weapon's bearer, his champion Ghorotei, struck the head from the Ironwyrm King in single combat.

Model equipped with a power sword, master-crafted power sword or relic blade only. This Relic replaces a power sword, master-crafted power sword or relic blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Scimitar of the Great Khan	Melee	Melee	+1	-3	2
Abilities: When resolving an attack made with this weapon, on an unmodified wound roll of 6 this weapon has a Damage characteristic of 4 for that attack.					

PLUME OF THE PLAINSRUNNER

This talisman is woven from the manes of the swiftest stallions ever to belong to the Khamjai tribe. These purebred beasts were said to descend from the thundering herds of ancient Terra, and be imbued with an elemental swiftness that inspires all true sons of Chogoris.

When an Advance roll or charge roll is made for a friendly **WHITE SCARS INFANTRY** unit within 6" of a model from your army with this Relic, add 1 to the result.

GLAIVE OF VENGEANCE

The Glaive of Vengeance was once wielded by the great Kyublai Khan, before his murder by the Drukhari of the Bloodied Talon. Some claim that the spirit of Kyublai Khan still clings to the glaive, and his endless thirst for vengeance grants the blade great power.

Model equipped with a khan's spear only. This Relic replaces a khan's spear and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Glaive of Vengeance	Melee	Melee	x2	-3	D3

SPECIAL-ISSUE WARGEAR

The Adeptus Astartes have access to great stores of powerful weaponry and wargear, provided by the finest artisans the Imperium can muster. Those borne into battle by the White Scars Chapter and their successors possess a feral quality to both their manufacture and their machine spirits, rendering them every bit as wild and deadly as the warriors who wield them.

If your army is led by a **WHITE SCARS** Warlord or a Warlord drawn from a White Scars successor Chapter (pg 56), you can give one of the following Special-issue Wargear Relics to a **WHITE SCARS CHARACTER** model from your army, or a **CHARACTER** model from your army that is drawn from a White Scars successor Chapter, instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

ADAMANTINE MANTLE

These flowing cloaks are laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

ARTIFICER ARMOUR

Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour provide superior protective capabilities that rival even Terminator plate. All who set eyes upon the wearer know that an honoured champion of the Imperium stands before them.

A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.

MASTER-CRAFTED WEAPON

Within the armouries of each Space Marine Chapter, the finest artificers seek to fashion weapons of ornate magnificence and utter lethality. The weapons of Chogoris have machine spirits as ferocious as raging aduu, and deliver the full fury of the storm.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a weapon whose profile includes the word 'master-crafted'). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Chapter Relic.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet. Short-ranged and powerful, they are typically triggered in the midst of melee in order to blast the enemy point-blank from an unexpected angle when a weakness in their guard is spotted.

When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000* rulebook). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

EQUIS-PATTERN BOLT PISTOL

The Techmarines of the White Scars have walked the line of heresy more than once with their fiercely independent approach to adapting STC technologies. The Equis is one such instance, a variant bolt pistol design that strains the capabilities of the gun's machine spirit to the limit by firing rapid flurries of bolts as its wielder charges into battle. Equis-pattern weapons are rare; their hyper-accelerated rate of fire soon burns out their mechanisms, martyring the pistols within a few short years of battle.

Model equipped with a bolt pistol or heavy bolt pistol only. This Relic replaces a bolt pistol or heavy bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Equis-pattern bolt pistol	12"	Pistol 5	4	-1	1

HEADTAKER'S TROPHIES

Many sons of the Khan display the polished skulls of the greatest of their conquered enemies upon their armour on large trophy racks. Those who oppose these swift warriors are filled with dread, for even the mightiest champions cannot help but envision their own severed head becoming a macabre decoration atop those gleaming spikes.

Subtract 1 from the Leadership characteristic of enemy units whilst they are within 6" of a model from your army with this Relic.

STORMWRATH BOLTS

Fashioned according to ancient designs by Chogorian artificers and intended for use in hunting the macro-predators of the Khum Karta Mountains, these acid-etched bolt shells contain a secret alchemical propellant formula, and their explosive cores are laced with fulgurite that strikes like caged lightning within the target.

When you give a model this Relic, select one bolt weapon (see *Codex: Space Marines*) that model is equipped with. When the bearer shoots with that weapon, you can choose for it to fire a stormwrath bolt. If you do, you can only make one attack with that weapon, but the weapon has a Strength characteristic of 7 and an Armour Penetration characteristic of -1 for that attack. If the target of that attack is a **MONSTER**, the weapon has a Damage characteristic of D6 for that attack.

CYBER-EAGLE HELM

These helms contain engrammatic circuits that mentally link the wearer to a cybernetically enhanced hunting bird familiar. Circling high above the battlefield, the cyber eagle feeds a constant stream of optic and auspex data to the helm's wearer, overlaying their autosenses with targeting projections and auto-prognosticatory hostile proximity alerts.

When resolving an Overwatch attack made by a model in a friendly **<CHAPTER>** unit within 6" of a model from your army with this Relic, a hit roll of 5 or 6 scores a hit.

STRATAGEMS

If your army is Battle-forged and includes any WHITE SCARS Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to use them. These reflect the unique strategies used by the White Scars on the battlefield.

1CP — BORN IN THE SADDLE

White Scars Stratagem

To the natives of Chogoris, mounted combat comes as easily and naturally as breathing. In the White Scars these skills are honed to a lethal edge.

Use this Stratagem when a **WHITE SCARS BIKER** unit from your army Advances. That unit can still shoot this turn.

1CP — BUTCHERED QUARRY

White Scars Stratagem

Many attempt to flee from the White Scars' wrath like prey put to flight. Yet the huntsmen of Chogoris are not so easily evaded.

Use this Stratagem when an enemy unit Falls Back within 1" of any **WHITE SCARS INFANTRY** or **WHITE SCARS BIKER** units from your army, before it moves. Select one of those **WHITE SCARS** units that is not within 1" of any other enemy units; each model in the selected unit can make one attack with a melee weapon against that enemy unit as if they were within 1" of it. After these attacks are made, if that enemy unit is not destroyed, it can then make its Fall Back move; after it has moved, each model in the selected unit can move up to 3", so long as they end this move closer to that enemy unit and not within 1" of any enemy units.

2CP — WIND-SWIFT

White Scars Stratagem

It is said on Chogoris that the sons of the Khan ride the storm-winds themselves, racing swift and wrathful into war.

Use this Stratagem in your Movement phase, after a **WHITE SCARS** unit from your army moves. That unit can move a second time this phase, but it can only Advance as part of that move if it has not already Advanced that phase. That unit cannot shoot, make a charge move or attempt to manifest psychic powers this turn.

1CP — RIDE HARD, RIDE FAST

White Scars Stratagem

Like zephyrs dancing across the Chogorian steppes, the White Scars weave lithely around incoming fire.

Use this Stratagem after a **WHITE SCARS** unit from your army Advances. Until the start of your next Movement phase, when resolving an attack made with a ranged weapon against that unit, subtract 1 from the hit roll.

1CP — LIGHTNING DEBARKATION

White Scars Stratagem

White Scars infantry are masters of rapidly deploying from armoured transports, often before the vehicle has even halted!

Use this Stratagem in your Movement phase, after a **WHITE SCARS TRANSPORT** unit from your army that does not have the Flyer Battlefield Role moves. **WHITE SCARS** units embarked aboard that unit can immediately disembark, but any that do so cannot make a charge move this turn.

1CP — KHAN'S CHAMPION

White Scars Stratagem

To earn the respect and praise of your khan is to be gifted superlative tools of war to wield in their name.

Use this Stratagem before the battle. Select one **WHITE SCARS** model from your army that has the word 'Sergeant' in their profile. That model can have one of the following Special-issue Wargear Relics (pg 59), even though they are not a **CHARACTER**: Master-crafted Weapon; Digital Weapons; Headtaker's Trophies; Stormwrath Bolts. All of the Relics your army includes must be different and be given to different models.

1CP — HUNTERS' FUSILLADE

White Scars Stratagem

White Scars train tirelessly to accurately fire even the heaviest weapons whilst racing into battle.

Use this Stratagem when a **WHITE SCARS** unit from your army Advances. Until the end of the turn, Heavy weapons and Rapid Fire weapons models in that unit are equipped with are treated as Assault weapons (e.g. a Rapid Fire 2 weapon is treated as an Assault 2 weapon).

1CP — CHOGORIAN THUNDERBOLTS

White Scars Stratagem

White-armoured bikers hit the enemy lines like fulminating spears of lightning from the glowering clouds of Chogoris.

Use this Stratagem when a **WHITE SCARS BIKER** unit from your army finishes a charge move. For each model in that unit, you can select one enemy unit within 1" of that model and roll one D6; for each roll of a 6, that enemy unit suffers 1 mortal wound.

QUARRY OF THE KHAN

1CP

White Scars Stratagem

When the khans ride out to war, they choose their prey with a seasoned eye then hunt them tirelessly to destruction.

Use this Stratagem the first time you generate Tactical Objectives in the battle if a **WHITE SCARS** Warlord from your army is on the battlefield. The first Tactical Objective you generate is 61: Kingslayer. If you are using a deck of cards to generate your Tactical Objectives, search through it to find the appropriate card before shuffling the remaining cards. You can only use this Stratagem if the mission you are playing uses Tactical Objectives.

A MIGHTY TROPHY

1CP

White Scars Stratagem

To hoist the head of the foes' leader high and cry glory to the Great Khan is to inspire every true warrior of Chogoris.

Use this Stratagem when the enemy Warlord is destroyed as a result of an attack made with a melee weapon by a **WHITE SCARS** model from your army. Until the end of the battle, when a Morale test is taken for a friendly **WHITE SCARS** unit, do not roll the dice; it is automatically passed.

FIERCE RIVALRIES

1CP

White Scars Stratagem

There is much honour in being the first to strike at the foe, and the White Scars race one another to claim that prize.

Use this Stratagem at the start of your Charge phase. The first time you make a charge roll for a **WHITE SCARS** unit from your army that phase, roll 3D6 instead of 2D6 and discard one of the results.

STRIKE FOR THE HEART

2CP

White Scars Stratagem

Punching through the foe's defences, the White Scars surge on towards vital rear-line targets before their victims can react.

Use this Stratagem before a **WHITE SCARS** unit from your army consolidates. That unit consolidates D3+3" instead of 3" this phase, or D6+6" if every model in that unit has a Move characteristic of at least 10".

FEINTING WITHDRAWAL

1CP

White Scars Stratagem

The White Scars break away from their foes, laying down withering fire to butcher those foolish enough to give chase.

Use this Stratagem when a **WHITE SCARS** unit from your army Falls Back. That unit can still shoot this turn.

TEMPERED BY WISDOM

1CP

White Scars Stratagem

The heroes of the White Scars are storied veterans who combine cunning and experience with red-handed ferocity.

Use this Stratagem after nominating a **WHITE SCARS CHARACTER** model that is not a named character to be your Warlord. You can generate one additional Warlord Trait for them; this must be from the White Scars Warlord Traits table (pg 57). All of the Warlord Traits your army includes must be different (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

THE ETERNAL HUNT

2CP

White Scars Stratagem

When the moment to land the killing blow comes, the White Scars descend upon their enemies with the huntsman's keen-eyed fury, and leave naught but bloody ruin in their wake.

Use this Stratagem at the start of your Movement phase if the Assault Doctrine is active. Until the start of the next battle round, when resolving an attack made with a Pistol or melee weapon by a **WHITE SCARS** model from your army, on an unmodified wound roll of 6 the Armour Penetration characteristic of that weapon is improved by an additional 1 for that attack. You can only use this Stratagem once per battle.

ENCIRCLEMENT

1CP

White Scars Stratagem

The Great Khan espoused the value of circling the enemy warily and then striking suddenly from an unexpected quarter, the better to land the killing blow.

Use this Stratagem during deployment, before setting up a **WHITE SCARS** unit from your army. You can set up that unit in outflank instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up that unit wholly within 6" of any battlefield edge and more than 9" away from any enemy models.

GIFT OF THE KHANS

1CP

Space Marines Stratagem

Bequeathed by the White Scars, a relic of Chogoris is a mighty boon indeed.

Use this Stratagem after nominating a model drawn from a White Scars successor Chapter to be your Warlord. You can give one Relic of Chogoris (pg 58) to a **CHARACTER** model from your army that is drawn from a White Scars successor Chapter instead of giving them a Special-issue Wargear Relic (pg 59) or a Chapter Relic from *Codex: Space Marines*. If you do, replace the **WHITE SCARS** keyword in all instances on that Relic (if any) with that model's **<CHAPTER>** keyword. You can only use this Stratagem once per battle.

STORMSPEAKING DISCIPLINE

White Scars Librarians are known as Stormseers, a wise and mysterious order within the Chapter who act as advisors to the khans as well as being powerful psykers. Stormseers are able to command the very elements; their foes are battered to ruin by mighty winds or beset by forked lightning from the storm-wracked skies.

LIBRARIAN models in **WHITE SCARS** Detachments can know all of their psychic powers from the Stormspeaking discipline instead of the Librarius or Obscuration disciplines (see *Codex: Space Marines*). Before the battle, generate the psychic powers for **PSYKER** models that know powers from the Stormspeaking discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

'Their flesh is the parched earth of the Chogorian plains. Their bones are the stone of the Khum Karta Mountains. In their blood runs the molten wrath of our home world's burning core, and in their minds dance the lightning of its turbulent skies. They are one with the ghosts of our ancestors and the soul of the world that gave us life, and when they unleash their powers they channel the fury of both. Tell me – what foe could stand against such elemental and ancient might?'

- Battle-brother Kaljak



1. BLASTING GALE

The Stormseer calls up a screaming windstorm to assail the foe. It is all his victims can do to stand their ground without being torn from their feet, let alone press forwards into battle.

Blasting Gale has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, that unit cannot Advance, and when a charge roll is made for it, roll one fewer D6, to a minimum of one D6 (typically, this will mean one D6 is rolled instead of 2D6).

2. LIGHTNING CALL

Raising his arms to the roiling storm-clouds overhead, the Stormseer calls down lightning strikes upon his foes.

Lightning Call has a warp charge value of 7. If manifested, the closest enemy unit within 18" of this psyker suffers D3 mortal wounds. If that unit is not destroyed, roll one D6; on a 4+ that unit suffers 1 mortal wound. Then, if that unit is still not destroyed, roll one D6; on a 5+ that unit suffers 1 mortal wound. Then, if that unit is still not destroyed, roll one D6; on a 6 that unit suffers 1 mortal wound.

3. RIDE THE WINDS

Invoking the power of the winds with a gravelly-voiced chant, the Stormseer sends rushing currents of invisible energy to speed his comrades into battle.

Ride the Winds has a warp charge value of 6. If manifested, select one friendly **WHITE SCARS** unit within 12" of this psyker. Until the start of your next Psychic phase, when an Advance roll or charge roll is made for that unit, add 2 to the result.

4. STORM-WREATHED

At the Stormseer's behest the roiling clouds funnel into a furious vortex that swirls down to surround his advancing brothers. Lightning crackles around the White Scars and leaps from their bodies to strike down the foe.

Storm-wreathed has a warp charge value of 6. If manifested, select one friendly **WHITE SCARS** unit within 12" of this psyker. Until the start of your next Psychic phase, enemy units cannot fire Overwatch at that unit, and after that unit finishes a charge move, for each model in that unit, you can select one enemy unit within 1" of that model and roll one D6; on a 6, that enemy unit suffers 1 mortal wound.

5. SPIRITS OF CHOGORIS

Many and terrible are the spirits and ghouls of Chogorian tribal folklore, and it is warp-wrought simulacra of these ancient terrors that the Stormseer now unleashes on the foe.

Spirits of Chogoris has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit, and when resolving an attack made by a model in that unit, subtract 1 from the hit roll.

6. EYE OF THE STORM

Summoning a hurricane, the Stormseer becomes the heart of a screaming cyclone. Wherever he strides, the enemy are plucked from their feet and dashed to ruin by its elemental fury.

Eye of the Storm has a warp charge value of 6. If manifested, roll one D6 for each enemy unit within 12" of this psyker, adding 1 to the result if that unit can **FLY**; on a 4+ that unit suffers 1 mortal wound.

TACTICAL OBJECTIVES

Striking with the speed and power of a thunderbolt, the White Scars leave the foe reeling. Enemy warlords lie scattered amongst the corpses of their warriors, no defences proving strong enough to keep the sons of the Warhawk at bay.

If your army is led by a **WHITE SCARS** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a White Scars player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding White Scars Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	TACTICAL OBJECTIVE
11	Rapid Redeployment
12	Run Them Down
13	Mounted Assault
14	Feigned Retreat
15	The Clean Kill
16	Claim Their Heads

11 RAPID REDEPLOYMENT

White Scars

Position is the key to victory, and the White Scars are masters of being in the right place at the right time.

When this Tactical Objective is generated, select one objective marker that is not within 18" of any models from your army. If you cannot, select the objective marker that is furthest from any models from your army. Score 1 victory point if you control that objective marker at the end of your turn.

12 RUN THEM DOWN

White Scars

The savage scions of Jaghatai Khan engage their targets at high speed, not relenting until every single one of the foe lies slain.

Score 1 victory point if at least one enemy model was destroyed as a result of an attack made by a **WHITE SCARS** model from your army that Advanced this turn.

13 MOUNTED ASSAULT

White Scars

The White Scars' combat doctrine finds its roots in the cavalry tactics used by the nomadic warriors of Chogoris.

Score 1 victory point if at least one enemy unit was destroyed as a result of an attack made by a **WHITE SCARS BIKER** or **WHITE SCARS LAND SPEEDER** model from your army this turn. Score D3 victory points instead if at least three enemy units were destroyed by such an attack this turn.

14 FEIGNED RETREAT

White Scars

The expert hunter knows when to strike and when to draw the enemy into a well-laid trap.

Score 1 victory point if at least one **WHITE SCARS** u nit from your army Fell Back this turn.

15 THE CLEAN KILL

White Scars

To slay with a single blow is the mark of a true hunter.

When this Tactical Objective is generated, select one enemy unit on the battlefield; if possible, this must be a unit that has not suffered any wounds. Score D3 victory points if that unit is destroyed as a result of an attack made by a **WHITE SCARS** model from your army this turn. If this Tactical Objective is not scored this turn, discard it.

16 CLAIM THEIR HEADS

White Scars

A force without a leader is like a decapitated beast – its limbs may continue to thrash, but the death-blow has been struck.

Score 1 victory point for each enemy **CHARACTER** model destroyed as a result of an attack made by a **WHITE SCARS** model from your army this turn (to a maximum of 3 victory points). Score an additional D3 victory points if such an attack also destroyed the enemy Warlord this turn.

'Ravening swarms of xenos monsters; warp-wielding heretic warlords and turncoat filth; the ancient and the eldritch, the bestial and the unnatural, and all the myriad foes of Mankind; they are all just prey to be hunted, trophies to be taken, foes to be vanquished for the glory of the Great Khan and the Emperor both. It is we who shall do the vanquishing.'

- Kyublai Khan

WHITE SCARS NAME GENERATOR

When a native of Chogoris ascends to the ranks of the White Scars he takes a new honour name, drawn from the rolls of the Chapter. Some brothers retain their original given name and use it as a surname, whilst others discard it altogether in favour of an earned epithet. If you wish to randomly generate a name for one of your White Scars warriors, you can roll a D66 and consult the table below. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66	HONOUR NAME
11	Anagar
12	Khajog
13	Oglai
14	Suberei
15	Khoros
16	Jaygor
21	Seglei
22	Jurgah
23	Kaljyk
24	Kulghu
25	Saghari
26	Altagh
31	Batua
32	Chighin
33	Khavorg
34	Ulegai
35	Ghashok
36	Ghanbataar
41	Ganzogh
42	Kuglai
43	Selmegh
44	Aghutai
45	Ghatog
46	Ghansukh
51	Medekh
52	Khunbesh
53	Chenghizh
54	Bholomgai
55	Oghol
56	Ghabesh
61	Jaghai
62	Khejogh
63	Jachem
64	Osmogai
65	Chogan
66	Jaghorak

D66	SURNAME/EPITHET
11	Gatughan
12	Yesuberei
13	Ghol
14	Jaghol
15	Kandakh
16	Mologhai
21	Ujumm
22	Bhangleo
23	J'ungah
24	Aghulo
25	Ghasubai
26	Zakhagi
31	Ulkhuk
32	Boljogh
33	Yejughal
34	Otorogh
35	Uzgha
36	Ghanbogh
41	Swiftrider
42	Hawk's Eye
43	Stormrage
44	Silverblade
45	Ironsteed
46	Plainslord
51	The Huntsman
52	Head-taker
53	The Fierce
54	Foe-stalker
55	The Swift
56	Thunderhead
61	The Iron Stampede
62	Horsemaster
63	The Wise
64	Of the Slicing Blade
65	Windlord
66	Stormson

EXPLORE THE DIGITAL RANGE

RULES AND SUPPLEMENTS

Get started in the dark millennium with the rulebook and codexes to help you turn your collection into an all-conquering tabletop army, or explore the massive events that shake the universe in a range of campaign expansions.



WARHAMMER 40,000 RULEBOOK

There is no time for peace. No forgiveness. No respite. There is only war.

After more than forty thousand years of war and strife among the stars, Humanity stands on the brink of extinction. Beset on all sides by hostile aliens and threatened from within by traitors, Humanity's only chance for survival rests with the continuation of the cruel and bloody regime known as the Imperium.



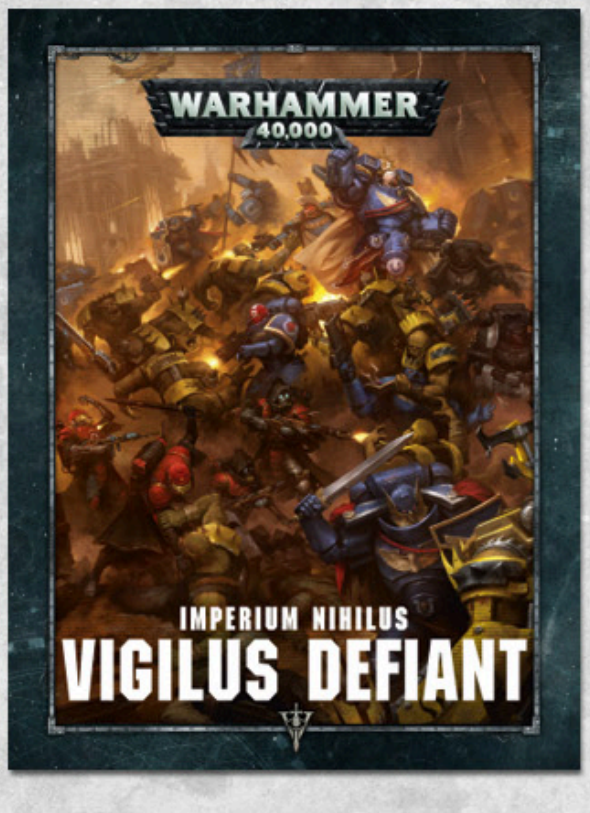
CODEX: CHAOS SPACE MARINES

You'll be able to choose from a dark arsenal, containing everything from frothing, zealous Cultists to daemonforged war engines like the Defiler. Faction rules let you tailor your strategy and tactics to the legendary Traitor Legions, like the bloodthirsty World Eaters or relentless Iron Warriors, while a huge set of Stratagems offer you all manner of dirty tricks to unleash on your foes.



WARHAMMER 40,000: KILL TEAM

A fast paced tabletop miniatures game, Warhammer 40,000: Kill Team pits teams of elite specialists, ragtag zealots and hard-bitten veterans against each other in vicious skirmish battles to the bitter end. A single squad of well-trained and well-equipped warriors can tip the balance of a wider conflict – with Kill Team, you'll play through countless stories of your own devising that could alter the fate of the galaxy itself.



WARHAMMER 40,000: IMPERIUM NIHILUS VIGILUS DEFIANT

War ravages the sentinel world of Vigilus. Though beset by an Ork Speedwaagh! and a Genestealer Cult uprising, its crucial location at the mouth of the Nachmund Gauntlet makes it an invaluable asset to the Imperium – one that its people will fight to the last to defend. Yet this defiance may cost the Imperium dearly, for on top of all the planet's woes, a Chaos invasion has begun, led by a warlord claiming to be the herald of Abaddon himself!



WARHAMMER 40,000: CHAPTER APPROVED

Experiment with new rules, build your own characters, try new missions – however you play, Chapter Approved has something for you and is a fitting guide to another incredible year of Warhammer 40,000.