Space MarineS – White Scars

*The highly mobile White Scars are usually found fighting in the saddle of an Attack Bike, speeding in and out of battle with tactical precision.*

## Special Rules

Running like the Wind

White Scars get +10cm on *Run* actions, and can also *Move* by 10cm for 1 AP. If a White Scar has moved at least 20cm in one round, they gain *Dodge(5)* for one round.

Melee combat is not the way of the White Scars; they may not equip melee weapons.

## Storm Bike

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| HP | MM | CB | DF | Crit | PL | PM | Gear | Cost |
| 4 | 12 | - | 5\* | 2 | - | - | 2 | 150P |

### Special Rules

*Weapon Platform, Fast*

### Equipment

A Storm Bike has two mounted Bolters. The Driver carries a Bolter as well.

### Wargear

The Storm Bike Driver can upgrade their Bolter to a Melta Gun or a Flamer.