



CODEX SUPPLEMENT: WHITE SCARS

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

UPDATES & ERRATA

*Page 57 – Warlord Traits, Master of Snares, rules text

Change to read:

'When an enemy unit (other than a unit that contains a model with a minimum Move characteristic) within Engagement Range of this Warlord is chosen to Fall Back, you can roll one D6: on a 4+, that unit cannot Fall Back this turn.'

FAQs

Q. Can any of the datasheets in this supplement be from a successor Chapter?

A: No. These datasheets and named characters can only be from the White Scars Chapter.

Q. Is the Eternal Hunt Stratagem considered to be an 'unless specified otherwise' rule for the purposes of Combat Doctrines?

A: Yes. The Armour Penetration characteristic bonus from Combat Doctrines is cumulative with the bonus gained from that Stratagem.

Q: If a WHITE SCARS TRANSPORT unit moves and a unit embarked upon it disembarks as a result of the Lightning Debarkation Stratagem, can that disembarking unit then move?

A: Yes.

Q: Does Lightning Debarkation allow a unit to both embark and disembark in the same turn?

A: No.

Q. If I use the Encirclement Stratagem to set up a WHITE SCARS TRANSPORT unit in outflank instead of setting it up on the battlefield, when that unit is set up on the battlefield at the end of any of my Movement phases, can I choose for units embarked within it to disembark that phase, be it normally or as a result of any rules that allow them to disembark after the unit has moved (e.g. Assault Vehicle, Lightning Debarkation)?

A: No.

Q. If I select a weapon with more than one profile for the Master-crafted Weapon Special Issue Wargear (e.g. a plasma pistol), does the increased Damage characteristic apply to all profiles of that weapon, or must I select which profile of that weapon is improved?

A: Add 1 to the Damage characteristic of all profiles of that weapon. Note that weapons with similar names but listed separately in the weapons table, such as boltstorm gauntlet (melee) and boltstorm gauntlet (shooting) are considered separate weapons, rather than the same weapon with different profiles.

Q. Are Relics that have the same name but are found in different supplements considered to be the same Relic? For example, Artificer Armour can be found in both Codex Supplement: Ultramarines and Codex Supplement: White Scars.

A: Yes, they are considered to be the same.