White Sword

Points: +125

In the ancient history of the people of Haven, it is told that just a few years after the planet was originally settled, the great Warp Storm of the birth of Slaanesh began. The people of Haven found themselves cut off from the rest of humanity and assailed by daemons. They remained faithful and resolute and when all seemed lost, they were visited by a mighty being who forged for them twelve Swords of great power. When wielded by a faithful warrior the White Swords burst into burning, living flame. Although potent against any enemy, the White Sword truly comes to vengeful life when in combat against daemons. The flame of a White Sword is a tangible and undeniable display of pure faith and the White Swords have come to mean more to the people of Haven than just as weapons - they are powerful and inspiring symbols.

Many centuries later, when Haven was finally reached by the Ultramarines during the latter part of the Great Crusade, Roboute Guilleman found a well defended planet of industrious and loyal people. After the Heresy, when the Ultramarines were spread throughout the Imperium desperately holding back alien threats while the Imperial armies rebuilt, the people of Haven mobilized and came to the aid of the Ultramarines. For this, Guilleman rewarded them with the gene-seed of his own Ultramarines and a Chapter was founded on Haven, taking the name and symbology of their mightiest weapons. Thus the White Sword Chapter was born. Today the twelve White Swords are entrusted to each of the ten company Captains, one to the Chapter Master, and the last to the "Truth Sayer" who is the spiritual leader of the Chapter.

White Sword - Power Weapon +125 pts

Brother-Captain Mahalelel of the White Sword 1st Battle Company, dispatching a Khorne Berserker at the battle of Karlun VI.

A Captain or Chapter Master of the White Sword Chapter may upgrade one Power Weapon to a White Sword for +125 points. The White Sword counts as a Master Crafted Relic Blade, with the following additional effects:

- **"Fires of our Faith":** Any non-Fearless White Sword unit within 48" that can draw LOS to a model with a White Sword may choose to automatically pass any Pinning or Morale tests they are required to make. Note that the Combat Tactics and And They Shall Know no Fear rules still apply. Should the model bearing the White Sword become a casualty, replace him with a new objective marker. This objective does not score in the normal way, but so long as it is not in the uncontested control of the White Sword, no other Objectives may be claimed (though they can still be contested) by any White Sword unit.
- **"The protections of Hell shall avail them nothing":** The White Sword ignores the Invulnerable Saves of any Daemonic model and rolls 2D6 for Armor Penetration versus any vehicle with the Daemonic Possession upgrade.
- **"The greater the threat, the greater our faith":** The Bearer of the White Sword gains +1 Attack for each 3 wounds of Daemonic models Locked in the same combat as the Bearer or any unit he has joined, even if those models are actually Engaged with other models or units. So if the combat involved 1 BloodThirster and 6 Bloodletters, the Bearer would gain +3 Attacks.
- **"The proper use of Hate":** Once per game, in any Assault Phase, the Bearer of a White Sword may forgo all of his close combat attacks and instead focus the full force of his righteous hatred of the enemy through the White Sword, causing the flames to explode outward in a savage inferno and incinerating all those not of pure faith. Center the 10" template on the Bearer. All models (friend or foe!) take a S7 hit with no Invulnerable or Cover Saves possible. Any White Sword models will avoid damage if their Faith is strong enough - each unit that passes a Leadership check will be unaffected. This attack takes place at the Bearers Initiative, and any casualties of models Locked in the combat on either side will count against their own side for combat resolution.

Haven Pattern Command Rhino

Points: 150

> *Space Marine Chapters in general are legendary for their extraordinary discipline and situational awareness on the battlefield. In 518.M39 the White Sword Chapter's 2nd Battle Company and 1st Strike Company were seriously damaged by a highly mobile and well led Tau task force on the planet Ashfall. Ashfall's toxic and radioactive atmosphere played havoc with the Space Marines standard sensor equipment and the planet's everchanging landscape was better understood by the Tau defenders. The Tau were able to consistently outmaneuver even the normally fast moving Strike Company. Even though the White Sword Marines were able to eventually claim the planet, their losses were far too high for the campaign to be considered a real success.*
>
> *In the wake of this costly lesson, Chapter Master Joab commissioned the Master of the Forge to design a new command and control vehicle to be embedded with the Chapter's Battle Companies that would increase the Marines sensor reliability as well as tie in the Company Commanders with orbiting assets. Some eighty six years later, the first Haven Pattern Command Rhino was field tested with the 1st Battle Company. Brother-Captain Mahalelel's praise of the vehicle was unqualified, and they are now standard issue to all White Sword Command Squads.*

Haven CMD Rhino					
	Points	BS	F	S	R
Artemis	150	4	11	11	10

Unit: 1 Haven CMD Rhino

Type: Tank
Transport Capacity: 6
Exit Points: 3 (Sides and rear)
Fire Points: 0

Weapons and Equipment
- Pintle Storm Bolter
- Searchlight
- Smoke Launchers
- Command and Control Array

Special Rules
- **Command Vehicle**: The Haven CMD Rhino may only be included in an army as a Dedicated Transport selection for a Space Marine Command Squad.
- **Command and Control Array:** The CMD Rhino sacrifices part of a normal Rhino's transport capacity and the top firing point for an advanced communications system that maintains a continuous data-link to orbiting Space Marine assets. This allows the Space Marine Commander to carefully pre-plan accurate orbital attacks and provides the Marines on the ground with high-resolution, real-time battlefield intelligence. The Command and Control Array grants the Space Marine army two Strategic assets.
  - *Scheduled Bombardment*
  - *Recon* (Only while the CMD Rhino is on the table and only to White Sword units within 96" of the CMD Rhino)