

BLACK TEMPLARS

Unofficial Homebrew Codex

Last Updated: 5/7/2009

Illustrations and Rules by Brad Wiggins

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Changes

This Codex was written as a hobby project with the intent to address three main issues with the current Black Templar Codex. With the introduction of the 5th edition Warhammer 40,000 rules, the Black Templar rules were affected in strange ways. The changes I have made here attempt to fix some of the changes for the sake of balance. Simultaneously these rules address some issues I've always had with the codex that are not new with 5th edition and attempt to allow for more viable play-styles. Lastly I wanted to introduce new Space Marine equipment and rules changes that were seen in Codex Dark Angels, Blood Angels, and most notably Codex Space Marines.

- I took away free frag and krak grenades as well as other things the new vanilla marines get as I believe this emphasizes their tactical well-roundedness. I feel this is not as strong of a depiction Black Templars, and I wanted to be able to keep unit cost down to allow for bigger mobs of crusaders.
- I gave the Templars sergeants. Even medieval armies had a hierarchy, and missing this put the Templars at a disadvantage for fielding some types of equipment (unnecessarily I believe).
- I removed the abhor the witch rule. Not allowing the templar to fight with any army that is fielding a psyker makes it harder to find a teammate than is necessary. Their loath to fight alongside psykers can be a large part of the fluff but it shouldn't restrict my teammates if I choose to justify their allegiance through story.
- I gave commanders the holy relic as a substitute for the vanilla marines' orbital bombardment. The holy relic ability seemed much more thematic of the templars. I also thought as a replacement for orbital bombardment it needed to go to the commanders rather than the chaplains. This means that if you take chaplain grimaldus along with a marshal, you will have 2 holy relics which I'm fearful will be a problem but I would like to test play it.
- Techmarines get a new rule instead of bolster defenses. Templars don't play defensively so bolster defenses seems unwanted.
- I included deamonhunter units in the list because the templar have a history with the inquisition fluff wise, and when the deamonhunter rules next change they supposedly will not allow for allying.
 - I ignored or changed a great deal of deamonhunter equipment that only gave a benefit against chaos. It's ok to have equipment that is super awesome against chaos so long as it also gives a small bonus when playing other armies. This otherwise means that the equipment will only ever be used when someone KNOWS they are playing against chaos and will never make it into a balanced army. If it can help against other foes as well as chaos, it might be a more appealing gamble. The notion that if they end up playing against chaos, they will rock, but it won't be a complete waste of points vs another army either.
- Giving the Black Templars Inquisitors and other things as an elite choice makes it a very difficult decision on what to bring in those few elite slots (an inquisitor also shouldn't be able to lead a BT army).
 - Having an inquisitor also satisfies my desire to include a psyker in the army.
 - Because I think the inquisitorial retinue rules are dumb, and I don't want to complicate this codex with a ton of daemon hunter specific rules, I am changing how inquisitors and gray knights work. Hopefully it isn't too heretical to change the rules from 2 codices at once.
- Many independent characters can field "retinue characters" which are my new changes to servitors and other followers. I'm allowing them to accompany the independent character when they join or leave squads in the same way that cenobite servitors already function (counting as wargear). Keeping them in groups of 3 I hope prevents any overpowered silliness. This change also applies to the Techmarine and the Inquisitor.
- Black templars don't get combat squads, so it didn't seem unfair to make the command squads count as scoring. I was having a hard time coming up with another good reason to take them.

Equipment

Armor

Carapace

- 1" base
- 4+ armor save

Power

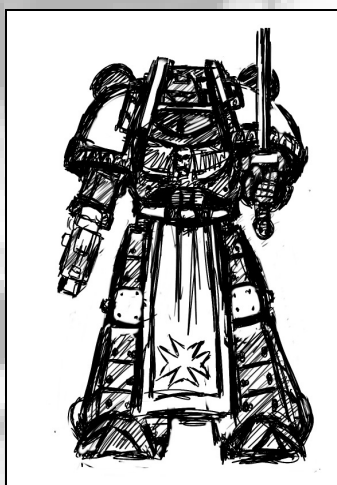
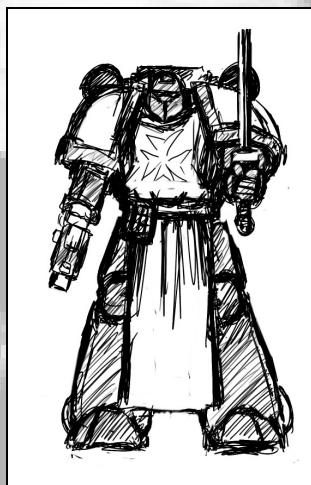
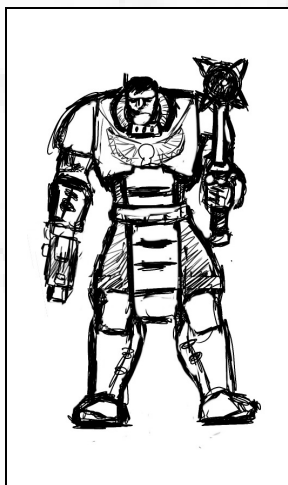
- 1" base
- 3+ armor save

Artificer

- 1" base
- 2+ armor save

Terminator

- 1.5" base
- 2+ armor save
- 5+ invulnerable save
- Cannot sweeping advance
- +1 attack
- Special rules:
 - Relentless (WH40k rulebook pg 76)
 - Terminator Teleportation



Infantry Equipment

Exterminator Cartridge

Equipped on a close combat weapon, this device bathes the weapon in flame, incinerating while impacting.

- Must be taken with a close combat weapon
- When attacking, add +1 to the dice for all 'to wound' rolls made with this weapon
 - A roll of 1 is always a failure

Frag Grenades

- When assaulting units in cover, models with frag grenades attack at normal initiative
- Can use to attack vehicles instead of normal attacks.
 - Model gets to make a single attack with 4+D6 penetration

Krak Grenades

- Can use to attack vehicles instead of normal attacks.
 - Model gets to make a single attack with 6+D6 penetration

Melta Bombs

- Can use to attack vehicles instead of normal attacks.
 - Model gets to make a single attack with 8+2D6 penetration

Icon of valor

- Gives the model a 4+ invulnerable save.

Signum

Holy Orb of Antioch

Holy Relic

- Once per game the holy relic is revealed and all units within 2d6 get +1 attack per model for that turn.
 - The relic can be revealed in the enemy turn if you wish

Servo Harness

- Includes:
 - An extra servo arm
 - This gives 2 servo arm attacks
 - A plasma cutter (counts as twin linked plasma pistol)
 - Doesn't give extra bonuses in close combat

- A flamer

- The tech-marine can fire both harness weapons, or one harness weapon and another gun.

Combat Shield

A lightweight powered shield that can be worn strapped to a wrist, allowing the wielder to still use both hands.

- Grants a 6+ invulnerable save

Jump pack

-

Space marine bike

Master crafted weapon

- A model with a master crafted weapon may re-roll one 'to hit' roll for that weapon per turn
- Must be taken with a ranged weapon or a close combat weapon (excluding storm shield)

Locator Beacon

A large device that incorporates a teleport homer and other communication equipment allowing ally units to safely navigate nearby.

- All deep striking units can enter play within 6" of a unit with a locator beacon without rolling for scatter.

Teleport homer

- All teleporting units can enter play within 6" of a unit with a locator beacon without rolling for scatter.

Consecrated Scrolls

- Allows the bearer to use 2 psyker abilities in a turn rather than the normal 1
- May only be used once per battle

Unguents of warding

- The unit can ignore the effects of any psyker ability on a roll of 4+

Sacred incense

- All enemy units suffer -2 Id when locked in assault with a unit that is equipped with sacred incense
- Daemons must take a difficult terrain test when trying to assault a unit that is equipped with sacred incense

Auspex



Vehicle Equipment

Frag Launchers

- Every model that assaults from a land raider equipped with frag launchers counts as having frag grenades for that round of assault.
- Does not allow for a frag grenade attack on vehicles.

Dreadnought Close Combat Weapon

- Counts as a strength 10 power weapon
- Comes with an integrated flamer or storm bolter
 - If the close combat weapon is destroyed, so are these weapons.

Hunter Killer Missile

Smoke Launchers

Demolisher Cannon

Dozer Blade

Extra Armor

Flamestorm Cannon

Hurricane Bolters

Pintle Mounted Storm Bolter

Searchlight

Blessed Hull

- Vehicle is immune to the effects of lance weapons
- Vehicle is immune to the effects of all psyker abilities

Close combat weapons

Assault Spear

- A close combat weapon
- Gives the bearer initiative 6 for the first round of combat when assaulting.

Power Fist

- Close combat weapon
- Doubles the model's strength
- Ignores armor
- Attacks at initiative 0 in assault

Power weapon

- Close combat weapon
- Ignores armor

Thunder Hammer

- Close combat weapon
- Doubles the model's strength
- Ignores armor saves

Crozius Arcanum

- Counts as a master crafted power weapon.

Servo Arm

- Grants the model a single extra close combat attack, made separately at initiative 1 and strength 8, ignoring armor saves.
- Servo arms are required for vehicle repair. If a model has the blessings of the Omniah rule

each servo arm in the same unit gives +1 to the required dice roll to fix the damage,

- See the blessings of the Omniah special rule above.

Storm Shield

The storm shield confers no extra attacks to the user, as it isn't a weapon. It does take one hand to use like a weapon though.

- Gives the wearer a 3+ invulnerable save
- The wearer doesn't get an extra attack for carrying a storm shield.

Daemonhammer

- Counts as a master crafted thunder hammer
- All attacks made by the thunder hammer against a daemon ignore invulnerable saves

Nemesis Weapon

- Close combat weapon
- Increases the wielder's strength by 2
- Ignores invulnerable saves on daemons

Null Rod

- Counts as a power weapon
- The bearer and the squad he is with are immune to the effects of all psyker abilities
- The bearer and the squad he is with may not use any psyker abilities

Ranged Weapons

Name	Range	Str	AP	Type
Assault Cannon	24"	6	4	Heavy 4, rending
Auto Cannon	36"	7	4	Heavy 2
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Cyclone Missile Launcher				
<i>(Frag)</i>	48"	4	6	Heavy 2, Blast
<i>(Krak)</i>	48"	8	3	Heavy 2
Deathwind Launcher	12"	5	6	Heavy 1, Large Blast
Demolisher Cannon	24"	10	2	Ordinance 1, Barrage
Flamer	template	4	5	Assault 1
Flamestorm	template	6	3	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	template	5	4	Heavy 1
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile Launcher				
<i>(Frag)</i>	48"	4	6	Heavy 1, Blast
<i>(Krak)</i>	48"	8	3	Heavy 1
Multi-Melta	24"	8	1	Heavy 1, Melta
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasmagun	24"	7	2	Rapid Fire, Gets Hot!
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Shotgun	12"	4	-	Assault 2, Shotgun
Storm Bolter	24"	4	5	Assault 2

Shotgun

- Re-roll all to-hit rolls when shooting from 6" or closer
- Str+1 when shooting from 6" or closer

Combi Weapons

Black Templar Special Rules

These are unique rules that effect all Black Templar units. Black Templars often battle alongside members of the inquisition who do not receive these benefits. Only units with the type "Black Templar" benefit from these rules.

Righteous Zeal

- In the shooting phase any infantry unit (including jump infantry, but not bikes) that is not pinned or falling back must take a morale check if it suffers any casualties from enemy shooting, not just when it suffers 25% casualties.
 - All Other units in the Black Templar army check morale and fall back as normal.
 - All Black templar units take pinning tests as normal.
- If an infantry unit (including any attached characters) is called upon to make a morale check and passes it, then the unit must move towards the nearest visible enemy unit.
 - Should the unit fail this morale check, it will fall back as normal.
 - Should the unit pass the test, roll a D6 and move that distance or until in contact with an enemy unit.
- Black Templars who pass a Last Man Standing test or are tank shocked and pass their test do not benefit from righteous zeal.
- If a righteous zeal move brings a unit within 1" of an enemy unit, the unit counts as being locked in an assault. Neither side gets the bonus attacks for assaulting.

And They Shall Know No Fear

- Black Templars automatically pass tests to regroup, and can take such tests even if the squad has been reduced to less than half strength by casualties, though all other criteria apply.
 - Usually troops that regroup cannot move normally and always count as moving whether they do or not, but these restrictions do not apply to models subject to this special rule.
- If Black Templars are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens then the unit is subject to the no retreat rule in this round of combat and might therefore suffer additional casualties
- Units which include servitors are still subject to this rule, providing that the unit contains at least one space marine.

No Pity! No Remorse! No Fear!

- All Black Templar units are fearless in melee.

Kill Them All

- All Black Templar infantry must pass a leadership test to shoot at anything but the closest enemy. If the test is failed, the unit will shoot at the closest enemy.

Emperor's Champion

- All Black Templar armies of 750pts or higher must include an Emperor's Champion

Black Templars Army List

The following pages list all the units that a black Templars army may field in a standard mission. The units are grouped into 6 basic categories: Headquarters, Troops, Dedicated Transports, Elites, Fast Attack, and Heavy Support. Each army must contain at least one Headquarters unit and 2 Troops units at a minimum. This list to the right displays the minimum and maximum types of units an army is able to field. Special rules for some units may allow the army to ignore some of these restrictions.

Requirements

- 1-2 Headquarters
- 2-6 Troops
- 0-3 Elites
- 0-3 Fast Attack
- 0-3 heavy Support

Dedicated Transports

There is no limitation on the number of dedicated transports and army can field though only one Dedicated Transport may be chosen for each unit that lists it as a transport choice.

Building a Black Templar Army

Each unit has a point cost that represent it's value on the battlefield. Before creating an army, agree with your opponent on a maximum point cost that you will each use for your armies. Typically players choose 1500 points, but anything between 750 and 3000 points works well.

Commander

Headquarters



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Castellan	6	5	4	4	3	5	3	10	3+
Marshall	6	4	4	4	2	5	3	10	3+

Cost:

- 80pts

Unit Composition:

- 1 Castellan

Unit Type:

- Infantry
- Independent Character
- Black Templar

Wargear:

- Power armor (included in profile)
- Bolt Pistol (extra attack included in profile)
- Close Combat Weapon
- Frag Grenades
- Krak grenades
- Holy Relic (Marshal only)

Options:

pts

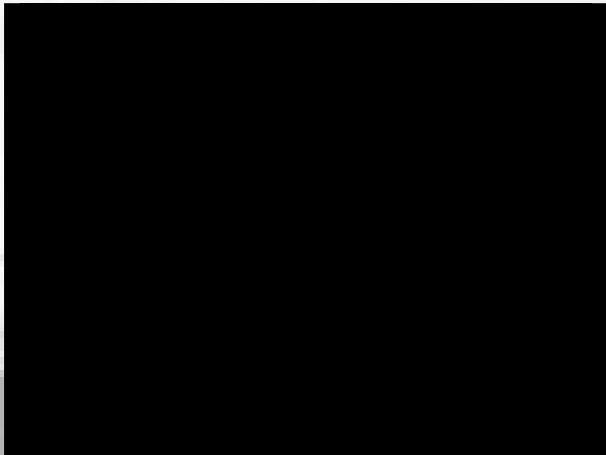
- Upgrade to a Marshal (one per army including Special Characters) +30
- Replace bolt pistol or close combat weapon with:
 - boltgun or shotgun free
 - combi-flamer, -plasma, or -melta +10
 - storm bolter +5
 - plasma pistol +15
 - power weapon +15
 - power fist +25
 - lightning law +20
 - thunder hammer +30
 - storm shield +15
- Replace power armor with
 - artificer armor +15
 - terminator armor +25
- take exterminator cartridge +10
- take master crafted weapon +10
- take holy orb of Antioch +10
- take jump pack (not with terminator armor or space marine bike) +25
- Take space marine bike (not with terminator armor or jump pack) +35
- take combat shield +5
- Take icon of valor +20

Rites of Battle

Any Black Templar unit may use this character's Leadership for any Morale or Pinning tests.

Chaplain

Headquarters



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Reclusiarch	5	4	4	4	2	5	3	10	3+
Master of Sanctity	6t	4	4	4	2	5	3	10	3+
Servitor	3	3	3	4	1	3	1	8	4+

Cost:

- 80pts

Unit Composition:

- 1 Reclusiarch

Unit Type:

- Infantry
- Independent Character (chaplain)
- Retinue Character (servitor)
- Black Templar

Wargear:

Chaplain

- Power armor (included in profile)
- Bolt Pistol (extra attack included in profile)
- crozius Arcanum (Reclusiarch)
- high crozius (Master of Sanctity)
- Icon of Valor
- frag grenades
- krak grenades

Servitor

- Close combat weapon

Options:

- | | |
|---|------|
| • May add up to 3 servitors (cost per model) | pts |
| • Replace bolt pistol with | |
| - boltgun or shotgun | free |
| - combi-flamer, -plasma, or -melta | +10 |
| - storm bolter | +5 |
| - plasma pistol | +15 |
| - storm shield | +15 |
| • Replace power armor with | |
| - artificer armor | +15 |
| - terminator armor | +30 |
| • take exterminator cartridge | +10 |
| • take master crafted weapon | +10 |
| • take holy orb of Antioch | +10 |
| • take jump pack (not with terminator armor or space marine bike) | +25 |
| • Take space marine bike (not with terminator armor or jump pack) | +35 |
| • take combat shield | +5 |
| • take icon of valor | +20 |

Litanies of Hate

+

Unmatched Zeal

+ - also re-roll all zeal rolls, charge in any direction

Fearless

The chaplain and all members of any squad he joins are fearless.

High Crozius

A larger Crozius Arcanum signifying the highest ranking in the Black templar Ecclesiarchy. When handled by a master Chaplain, it adds 1 strength.

Emperor's champion

Headquarters



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Emperor's Champion	6	4	4	4	3	5	3	9	2+/3+i

Cost:

- 110pts

Wargear:

- Artificer armor (included in profile)
- The Black Sword (included in profile)
- Storm Shield (included in profile)

Unit Composition:

- 1 Emperor's champion

Unit Type:

- Infantry
- independent Character
- Black Templar

Sacred Task

An emperor's champion must be chosen for any army over 750pts. There can only be one emperor's champion per army. The emperor's champion does not take up a slot on the force organization chart, and may not join any command squad. The champion still counts as a headquarters unit, and can act as the sole headquarters choice for an army.

Temple Vows

The Emperor's champion must take one of the temple vows as a special rule for the army.

The Black Sword

Counts as a close combat weapon. When attacking enemy independent characters it gives +2 strength and ignores armor. The Champion is under the strictest oath to preserve these weapons limited power for the sole purpose of slaying the champions of the enemy.

Slayer of Champions

If the emperor's champion enters an assault that includes an enemy independent character or an enemy independent character joins an assault the emperor's champion was engaged in, the emperor's champion is moved into base to base contact with the independent character. Other friendly and enemy units move out of the way to allow the champion the most direct path towards the independent character. If there are multiple enemy independent characters in the assault, the champion must charge the closest one first.

Vows

Feel their last breath – 10pts

All Black Templar units have +1 WS and -1 BS. This affects vehicles as well even if they cannot benefit from an increased weapon skill. All infantry and walkers that are in assault range of an enemy and can assault must assault that turn.

Suffer Not the Unclean to Live – 35pts

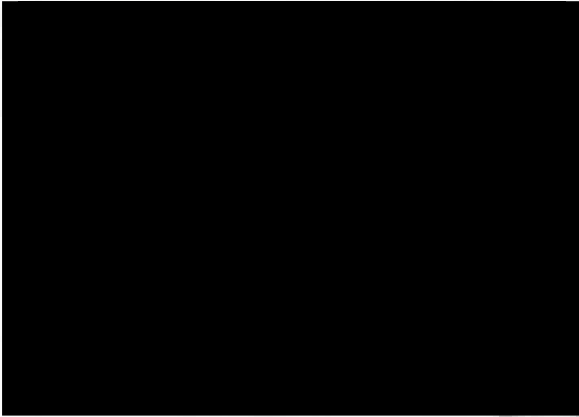
All black templar infantry (including jump infantry and bike infantry) gains +1 strength and -1 initiative. Units with furious charge are not effected by this vow.

Presence of the Emperor – 20pts

At the beginning of the game after scout moves all black templar units make a zeal move towards the nearest enemy. For the rest of the game, all zeal rolls can be re-rolled.

High Marshal Helbrecht

Headquarters



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
High Marshal Helbrecht	6	5	4	4	4	5	4	10	2+/4+i

Cost:

- 250pts

Unit Composition:

- 1 (unique) Marshal

Unit Type:

- Independent Character
- Infantry
- Black Templar

Wargear:

- Artificer armor (included in profile)
- Sword of the High Marshals
- Combi-melta
- Icon of Valor (included in profile)
- Frag grenades
- Krak grenades
- Holy Relic

Sword of the High marshals

Counts as a master crafted power sword. Grants D3 extra attacks in the first round of an assault instead of the normal 1.

Stubborn

all Black Templars benefit from the stubborn special rule as long as Helbrecht is alive.

Furious Charge

Helbrecht and any squad he joins benefit from the furious charge special rule (WH40k rulebook page 75).

Bionic Enhancements

Much of Helbrecht is mechanical and is harder to damage. Each wound Helbrecht receives is ignored on a D6 of 5+

Rites of Battle

Any Black Templar unit may use Helbrecht's Leadership for any Morale or Pinning tests.

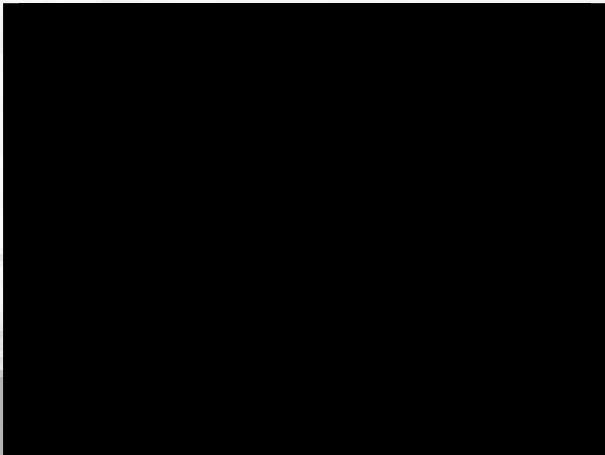
Helbrecht's Command Squad

A command squad can be chosen to accompany Helbrecht as normal. Helbrecht's command squad deviates from the normal Command squad entry in these ways:

- Helbrecht's command squad adds 10 neophytes and the cost is increased by 100pts.
- A neophyte rather than an initiate carries Helbrecht's banner.

Castellan Draco

Headquarters



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Draco	6	5	4	4	2	5	3	10	2+ / 6+i

Cost:

- 130pts

Unit Composition:

- 1 (unique) Castellan

Unit Type:

- Infantry
- Black Templar
- Independent Character

Wargear:

- Artificer armor (included in profile)
- Pyre-boltgun
- Gerechtigkei
- Combat shield (included in profile)
- Frag grenades
- Krak grenades

Pyre-Boltgun

This weapon can be fired as both a flamer and a boltgun in every turn.

Gerechtigkei

Draco has honed his skill in combat with his unique sword to the point of being able to better penetrate shields and force-fields. Gerechtigkei counts as a master crafted power sword that subtracts 1 from enemy invulnerable saves (to a minimum of 6)

Counter attack

If Castellan Draco is in the army, Draco, all sword brethren, and sword brethren terminators have the Counter Attack Special Rule (WH40k rulebook pg 75)

Rites of Battle

Any Black Templar unit may use Draco's Leadership for any Morale or Pinning tests.

Army List

Chaplain Grimaldus

Headquarters



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Grimaldus	5	5	4	4	2	5	4	9	3+ / 4+i
Servitor	3	3	3	4	1	3	1	8	4+

Cost:

- 210pts

Unit Composition:

- 1 (unique) Chaplain
- 3 servitors

Unit Type:

- Independent Character (Grimaldus)
- Retinue Character (servitors)
- Black Templar
- Infantry

Wargear:

- Power armor (included in profile)
- Crozius Arcanum
- Master Crafted Plasma Pistol (extra attack included in profile)
- Icon of valor (included in profile)
- frag grenades
- krak grenades

Litanies of Hate

+

Unmatched Zeal

+

Only in death does duty end

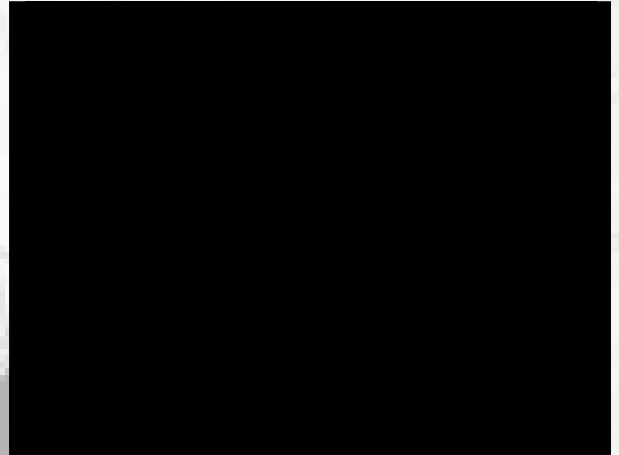
If Grimaldus loses his last wound even from a weapon that causes instant death, take a leadership test. If it's passed Grimaldus stays in play and has 1 wound remaining. Grimaldus must also take this test at the beginning of each turn after he's lost his final wound or be removed from play. Grimaldus can continue to take this test every time he loses his final wound but with an additional -1 leadership each time as well as losing 1 attack (to a minimum of 1).

Fearless

The chaplain and all members of any squad he joins are fearless.

Dreadnought Gerlach

Headquarters



	Ws	Bs	St	FA	SA	RA	I	A	
Dreadnought Gerlach	5	5	6	12	12	10	5	3	
	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Servitor	3	3	3	4	1	3	1	8	4+

Cost:

- 300pts

Unit Composition:

- 1 (unique) venerable dreadnought
- 3 servitors

Unit Type:

Gerlach

- vehicle
- walker
- black templar

Servitor

- infantry

Wargear:

Gerlach

- 2 master crafted dreadnought close combat weapons with integrated heavy flamers
- smoke launchers
- Extra armor
- locator beacon

Servitor 1

- Power weapon

Servitor 2

- storm bolter

Servitor 3

- Power fist

Venerable

Venerable dreadnoughts can reroll the vehicle damage result on a glancing or penetrating hit.

Iron Brother

If any Black Templar unit within 6" and visible to Gerlach suffers casualties, Gerlach may also make a righteous zeal move towards the nearest visible enemy unit.

Rites of Battle

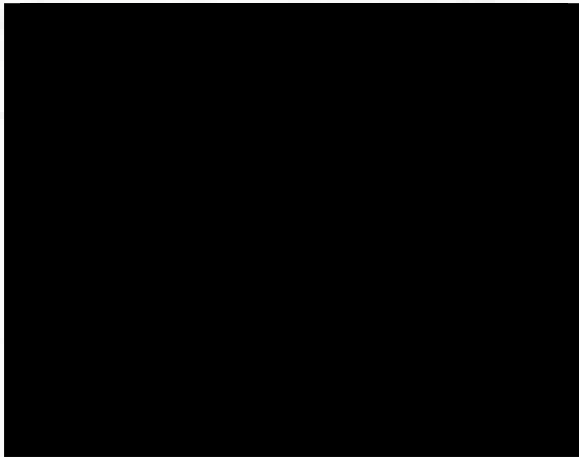
Any Black Templar unit may treat their leadership as 10 for any Morale or Pinning tests.

Servitors

For movement and assaults Gerlach can be treated as an independent character joining a group of servitors. For purposes of shooting, treat Gerlach and the servitors as 2 separate units.

Crusade Squad

Troops



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Neophyte	3	3	4	4	1	4	2	7	4+
Initiate	4	4	4	4	1	4	2	8	3+
Sergeant	4	4	4	4	1	4	3	8	3+

Cost:

- 80pts

Unit Composition:

- 4 initiates
- 1 sergeant

Unit Type:

- Infantry
- Black Templar

Wargear:

Initiate and Sergeant:

- Power armor (included in profile)
- Close combat weapon
- Bolt pistol (extra attack included in profile)

Neophyte:

- Carapace Armor (included in profile)
- Close combat weapon
- Bolt pistol (extra attack included in profile)

Transport

- Drop pod
- Rhino
- Razorback

Options:

- | | |
|---|------|
| • Add up to 5 initiates (price per model) | pts |
| • Add up to 1 neophyte per initiate (price per model) | +16 |
| • All models may add | +10 |
| - Frag Grenades | +10 |
| - Krak Grenades | +20 |
| • any model may replace bolt pistol and close combat weapon with | free |
| - boltgun or shotgun | |
| • 1 initiate may replace bolt pistol and close combat weapon with | |
| - plasmagun | +5 |
| - flamer | +5 |
| - meltagun | +10 |
| • 1 initiate may replace bolt pistol and close combat weapon with | |
| - Heavy bolter | +5 |
| - Multi Melta | +10 |
| - Missile Launcher | +10 |
| - Lascannon | +15 |
| - Plasma Cannon | +20 |
| - Heavy flamer | +5 |
| • Sergeant may replace bolt pistol and/or close combat weapon with: | |
| - A storm bolter | +5 |
| - A combi-melta, - flamer, or -plasma | +10 |
| - plasma pistol | +10 |
| - power weapon | +10 |
| - lightning claw | +15 |
| - power fist | +20 |
| - thunder hammer | +25 |
| • Sergeant may add | |
| - combat shield | +5 |
| - melta bombs | +5 |
| - teleport homer | +15 |
| - auspex | +5 |

Command Squad

Troops

	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Initiate	4	4	4	4	1	4	2	8	3+
Apothecary	4	4	4	4	1	4	1		
Sergeant	4	4	4	4	1	4	3	8	3+

Cost: 120pts

Unit Composition:

- 3 initiates
- 1 sergeant
- 1 apothecary

Unit Type:

- Infantry
- Black Templar

Wargear:

- Power armor (included in profile)
- Close combat weapon (Initiate and Sergeant)
- Narthecium (Apothecary)
- Bolt pistol (extra attack included in profile)

Transport:

- Drop pod
- Rhino
- Razorback
- Land Raider Crusader

Land Raider Crusaders may be chosen as dedicated transports for Command Squads.

Command Unit

There may only be one command squad per commander in the army.

Crusade Banner

Any Black Templar within 12" may re-roll failed morale and pinning tests, and has the Counter-Attack special rule

Narthecium

A model with a narthecium grants the feel no pain special rule to all models in the same squad.

Options:

- | | |
|---|------|
| • Add up to 5 initiates (price per model) | pts |
| • The entire squad may add: | |
| - Frag Grenades | +5 |
| - Krak Grenades | +10 |
| • any model may replace bolt pistol and close combat weapon with | |
| - boltgun or shotgun | free |
| • 2 initiates may replace bolt pistol and close combat weapon with | |
| - Heavy bolter | +5 |
| - Multi Melta | +10 |
| - Missile Launcher | +10 |
| - Lascannon | +15 |
| - Plasma Cannon | +20 |
| - Heavy flamer | +5 |
| • Sergeant may replace bolt pistol and/or close combat weapon with: | |
| - A storm bolter | +5 |
| - A combi-melta, - flamer, or -plasma | +10 |
| - plasma pistol | +10 |
| - power weapon | +10 |
| - lightning claw | +15 |
| - power fist | +20 |
| - thunder hammer | +25 |
| • Sergeant may add | |
| - combat shield | +5 |
| - melta bombs | +5 |
| - teleport homer | +15 |
| - auspex | +5 |

Rhino

Dedicated Transport



Rhino	Bs	FA	SA	RA
	4	11	11	10

Cost:

- 25pts

Unit Composition:

- 1 rhino

Unit Type:

- vehicle (tank)
- black templar

Wargear:

nothing

Transport Capacity:

- 10 models

Fire Points:

- 2 models can fire from the top hatch

Access Points:

- 1 on each side of hull
- 1 at the rear

Options:

- | | |
|------------------------------------|-----|
| • Take smoke launchers | +3 |
| • Take searchlight | +3 |
| • take pintle mounted storm bolter | +10 |
| • take hunter killer missile | +10 |
| • take dozer blade | +5 |
| • take extra armor | +15 |

Repair

An immobilized Rhino can be repaired by it's crew on a D6 of 6+ in the shooting phase. This test can be taken once every turn.

Razorback

Dedicated Transport



	Bs	FA	SA	RA
Razorback	4	11	11	10

Cost:

- 35pts

Unit Composition:

- 1 razorback

Unit Type:

- vehicle (tank)
- black templars

Wargear:

- turret mounted twin linked heavy bolter

Transport Capacity:

- 6 models

Access Points:

- 1 on each side of hull
- 1 at the rear

Options:

- | | |
|--|-----|
| • Replace twin linked heavy bolters with | pts |
| - twin linked heavy flamer | +25 |
| - twin linked assault cannon | +35 |
| - twin linked lascannon | +35 |
| - lasconon and twin linked plasma gun | +35 |
| • Take smoke launchers | +3 |
| • Take searchlight | +3 |
| • take pintle mounted storm bolter | +10 |
| • take hunter killer missile | +10 |
| • take dozer blade | +5 |
| • take extra armor | +15 |

Drop Pod

Dedicated Transport



	Bs	FA	SA	RA
Drop Pod	3	12	12	12

Options:

pts

- Replace storm bolter with deathwind missile launcher +20
- take a locator beacon +10

Cost:

- 35pts

Wargear:

- Pintle mounted storm bolter

Unit Composition:

1 drop pod

Transport Capacity:

- 10 models

Unit Type:

- vehicle (open topped)
- black templars

Fire Points:

Sealed until landed, then counts as open topped

Access Points:

Sealed until landed, then counts as open topped

Inertial Guidance System

If a drop pod scatters onto enemy models or difficult terrain, reduce the scatter distance until the drop pod is clear of the obstacle.

Drop Pod Assault

Drop Pods enter play via deep strike (WH40k rulebook page 95). At the beginning of the game, choose half of the drop pods in reserve (rounding up) to deploy on the first turn. The remaining drop pods arrive as normal. Units entering play in drop pods may not assault in the turn they arrive.

Immobile

Once the drop pod has landed it counts as receiving an immobilized damage result that cannot be repaired or removed.

Hildric the Rogue

ELITE



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Hildric the Rogue	5	4	4	4	1	5	4	9	3+/6+i

Cost: (see sword brethren)

Wargear:

Unit Composition:

Must be chosen as part of a sword brethren unit

- 1 (unique) sword brethren

- power armor (included in profile)
- combat shield (included in profile)
- 2 close combat weapons (extra attacks included in profile)
- holy orb of Antioch
- frag grenades
- krak grenades

Unit Type:

- Infantry
- Black templar

Infiltrate

(WH40k rulebook page 75) Hildric and his entire squad benefit from the infiltrate special rule

Florentine Adders

Hildric's close combat weapons are poisoned blades and automatically wound on a 4+.

Sword Brethren

ELITE



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Sword Brethren	4	4	4	4	1	4	2	9	3+/6+i
Sergeant	4	4	4	4	1	4	3	9	3+/6+i

Cost:

- 125pts

Unit Composition:

- 4 sword brethren
- 1 sergeant

Unit Type:

- Infantry
- Black Templar

Wargear:

- Power armor (included in profile)
- Close combat weapon
- Combat shield (included in profile)
- Bolt pistol (extra attack included in profile)

Transport:

- Drop pod
- Rhino
- Razorback

Options:

- Replace sergeant with Hildric the rogue
- add up to 5 sword brethren (cost per model) +20
- 2 sword brethren may replace close combat weapon and bolt pistol with flamer +5
- Any model may replace bolt pistol and combat shield with storm shield +10
- Any model may replace bolt pistol or close combat weapon with:
 - power weapon +10
 - power fist +20
 - lightning claw +15
 - plasma pistol +10
- sergeant may take:
 - teleport homer +15
 - auspex +5
- Any model may:
 - take frag grenades +5
 - take krak grenades +10
 - take melta bombs +25

Sword Brethren Terminators

ELITE



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Sword Brethren Terminator	4	4	4	4	1	4	2	9	2+/3+i
Terminator Sergeant	4	4	4	4	1	4	3	9	2+/3+i

Cost:

- 200pts

Unit Composition:

- 4 sword brethren terminators
- 1 terminator sergeant

Unit Type:

- infantry
- black templar

Wargear:

- Terminator armor (included in profile)
- Thunder hammer
- storm shield (included in profile)

Transport:

- Drop pod

Options:

pts

- Entire squad may replace storm shield and thunder hammer with storm bolter and power fist

free

- Any Model may replace storm bolter with:

- combi-plasma, -melta, -flamer

+5

- 2 models may replace storm bolter and power fist with

- heavy flamer

+5

- assault cannon

+30

- multi-melta

+20

- storm bolter, power fist, and cyclone missile launcher

+30

Dreadnought

ELITE



	Ws	Bs	St	FA	SA	RA	I	A
Dreadnought	4	4	6	12	12	10	4	2
Venerable Dreadnought	5	5	6	12	12	10	4	2

Cost:

- 90pts

Unit Composition:

- 1 dreadnought

Unit Type:

- vehicle
- walker
- black templar

Wargear:

- Multi-melta
- Dreadnought Close Combat Weapon
- Storm bolter (integrated into the dreadnought close combat weapon)

Transport:

- Drop Pod

Options:

- Upgrade to Venerable (one per army) +60
- Take smoke Launchers +5
- Take searchlight +5
- Take extra armor +10
- replace storm bolter with
 - meltagun +5
 - heavy flamer +10
- replace multi-melta with
 - twin linked heavy flamer free
 - twin linked heavy bolter +5
 - plasma cannon, assault cannon, or twin linked auto-cannon +10
 - twin linked lascannon +30
- replace close combat weapon with
 - missile launcher or twin linked auto-cannon +10

Venerable

Venerable dreadnoughts can reroll the vehicle damage result on a glancing or penetrating hit.

Techmarine

ELITE

	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Techmarine	4	4	4	4	2	4	2	8	3+
Servitor	3	3	3	4	1	3	1	8	4+

Cost:

- 50pts

Unit Composition:

- 1 Techmarine

Unit Type:

- Infantry
- Black Templar
- Independent Character

Wargear:

- Bolt Pistol
- Power Weapon (extra attack included in profile)
- Power Armor (included in profile)
- Servo Arm
- Signum
- Frag Grenades
- Krak Grenades

Options:

- Add up to 3 servitors (cost per model) +15
- Replace servo arm with a servo harness +25
- Replace power armor with artificer armor +15
- Replace bolt pistol with
 - boltgun or shotgun Free
 - plasma pistol +10
 - combi-melta, -plasma, or -flamer +10
 - storm bolter +5
 - Storm shield +15
 - space marine bike +35
- Take an auspex +5
- Take a combat shield +5
- Take a Master crafted weapon +10
- Take an exterminator cartridge +10
- Take a teleport homer +15
- Servitors may replace servo arm with:
 - Heavy Bolter or Heavy Flamer +20
 - Multi-Melta or Plasma Cannon +30

Mechanicus Illustratum

The techmarine and any unit he is with benefit from the tank hunters special rule (WH40k rulebook pg 76)

Sheppard the flock

Techmarines do not occupy a slot on the force organization chart. One techmarine can be taken for each heavy support choice taken. For all other purposes techmarines count as elites.

Blessings of the Omnisiah

In the shooting phase, this model can repair an immobilized or weapon destroyed result on any vehicle it is in base contact with on a D6 roll of 6+. Add 1 to the roll for each servo arm in the same squad. Repaired weapons can be fired in the following shooting phase. Any servo arms in the unit cannot be used for an extra attack in assault this turn.

Servitor

Wargear:

- Carapace Armor
- servo arm

Mindlock

Each turn on a D6 of 4+ servitors function as normal, otherwise they may not move, shoot, or initiate any assaults. This test is automatically passed if within 6" of any techmarine.

Retinue Character

This model counts as wargear for an independent character and count as part of the same unit in assaults. The independent character and retinue characters can join and leave units together.

Inquisitor

ELITE

Against their wishes, Black Templar crusades often include an inquisitor. The inquisition is greatly suspicious because of their flagrant disregard for the rules set down in the codex astartes. The Inquisition however does not wish to interfere with the Black Templars as long as there remains no sign of taint, as they are otherwise tremendous allies against the foes of the emperor.

In dire times the inquisitor may be called to fight alongside the crusade forces, or the inquisition may call on the Black Templars to help battle the chaos powers. It is not uncommon for inquisitors to request additional equipment such as transport vehicles, but they are otherwise traditionally a small contingent in place as a check on astartes' power.

	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Inquisitor	4	4	3	3	2	4	2	9	4+
Henchmen	3	3	3	3	1	3	1	8	6+

Cost:

- 40pts

Unit Composition:

- 1 Inquisitor
- 0-3 henchmen

Unit Type:

- Infantry
- Psyker
- Independent Character

Wargear:

- Bolt pistol
- close combat weapon (extra attack included in profile)
- Carapace armor

Psyker Abilities:

May take up to 2 psyker abilities: Unknown, Unknown, or Unknown (see following page)

Henchmen:

May take up to 3 henchmen: Familiar, Astropath, Acolyte, Sage, or Veteran Guardsman (see following page)

Options:

	pts
• Take Auspex	+5
• Take Combat Shield	+5
• Take Unguents of warding	+5
• Take Sacred incense	+10
• Take Consecrated scrolls	+10
• Take Master Crafted Weapon	+10
• Take Teleport Homer	+15
• Take Psychic Hood	+20
• Take Icon of Valor	+20
• Replace Carapace armor with Power armor	+10
• Replace bolt pistol and/or close combat weapon with:	
- power weapon	+15
- Lightning Claw	+20
- Power Fist	+25
- Null Rod	+30
- Thunder Hammer	+30
- Daemonhammer	+35
- Storm shield	+15
- Storm bolter	+10
- Boltgun	Free
- Plasma Pistol	+15
- Combi-flamer, -plasma, or -melta	+10

Psyker

A psyker may only use a single psyker ability once per turn, unless they are equipped with consecrated scrolls.

Inquisitorial Audit

There can only be one inquisitor per army.

Iron Will

Inquisitors can choose to pass or fail any morale or pinning test they are called to make.

Psyker Abilities

Banishment 20pts

Used at the beginning of any assault phase. Daemons in base contact with the Psyker or any unit he is attached to roll a 3D6 and add the two highest dice rolls when testing for instability. This effect lasts until the end of the assault phase.

Hammerhand 10pts

Used at the beginning of any assault phase. If the test is passed, the ability doubles the basic strength of the psyker until the next turn. The psyker counts as having two close combat weapon. The attacks strike at normal initiative and do not ignore any saves.

Holocaust 20pts

Used at the beginning of any assault phase at an effective initiative of 1. If the psychic test is passed, place the large blast template anywhere in contact with the psyker. All models, friend or foe, under the template suffer a strength 5 hit with armor saves taken as normal.

Sanctuary 15pts

Used at the beginning of the psyker's turn. Daemons may not move within 3" of the psyker for any reason and may not draw line of sight through it. Daemons already within this radius are pushed directly away from the psyker until they are 3" away, and must retain unit coherency if possible. This can effectively end any combat. Any daemon that enters play within 3" of the psyker in a turn when he is using sanctuary, is automatically destroyed. The effects of the power last until the psyker moves, shoots or uses another psychic power, although he can fight as normal in close combat.

Scourging 20pts

Used in place of normal shooting by the psyker. When used the ability counts as being a weapon with the profile:

Range: 8" Str: 5 AP: 5 Assault D6

Roll to hit, wound, and save as normal. Invulnerable saves may not be taken against wounds caused by scourging.

Henchmen

familiar for 10pts

Allows an additional psyker ability to be chosen and adds 1 initiative per each familiar.

Astropath for 20pts

Models deep-striking within 4d6 of the astropath count as landing in dangerous terrain and must roll to see if casualties are taken (that turn only)

For each additional astropath the dangerous terrain test is repeated for each model in the deep-striking unit (3 astopaths means 3 tests for each model)

Acolyte for 30pts

Has the normal henchmen stats but can choose any equipment that the inquisitor can choose, and starts with the same default equipment (including 4+ carapace armor not reflected in the henchmen profile). The acolyte may not choose any psyker abilities.

Sage for 10pts

At the beginning of the game, for each sage, the player can choose a particular unit that is the inquisitors preferred enemy. The inquisitor and any unit he is with benefit from the preferred enemy special rule (WH40k rulebook pg 75) when fighting this unit.

Veteran Guardsman for 10pts

4 BS, carapace armor, shotgun, frag grenades, krak grenades

Veteran Guardsman Options:	pts
• Replace shotgun with	
• flamer	+5
• plasmagun	+10
• meltagun	+10

Gray Knights

ELITE

Because the Inquisition often follows the Black Templars, it is not uncommon to see small inquisitorial armies accompany a crusade. This has brought about an awkward companionship where on one hand the Inquisition does not trust the Black Templars, but on the other hand they are a convenient resource when battling the daemons of the warp.

Gray knights are amongst the most feared warriors of the Imperium and a crusade Marshall is not likely to decline their assistance in battle.

	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Grey Knights	5	4	4	4	1	4	2	9	3+
Justicar	5	4	4	4	1	4	3	9	3+

Cost:

- 160pts

Unit Composition:

- 4 gray knights
- 1 justicar

Unit Type:

- Infantry
- Psyker
- Gray Knight

Wargear:

- Storm bolter
- Nemesis weapon (extra attack included in profile)
- Power armor (included in profile)

Transport

- Rhino
- Razorback
- Drop Pod

Options:

- Add up to 5 gray knights (cost per model) +2
- Take unguents of warding +10
- Take Frag grenades +5
- Take Krak grenades +10
- Any model may replace nemesis weapon with:
 - Power Weapon +5
 - Thunder Hammer +15
- 2 models may replace storm bolter with
 - Incinerator +10
 - Psycannon +25
- The justicar may take:
 - Auspex +5
 - Combat Shield +5
 - Psychic Hood +20

Where My Master Beckons

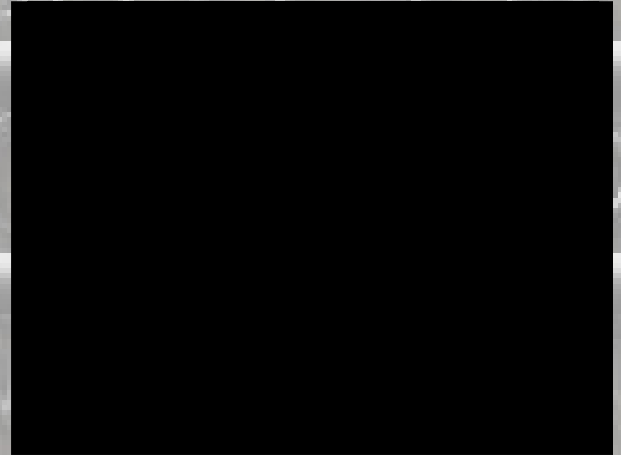
Gray Knights can only be chosen if there is also an inquisitor in the army.

Gray Knight Terminators

ELITE

The presence of Gray Knight Terminators signifies a grievous daemoninc incursion. Gray Knight Terminators are the pinnacle of all Space marines and the bane of any warp spawn of the chaos gods. There is no greater foe to the daemons of the warp than a squad of Gray Knight terminators, but other foes of the Imperium are wise to fear them as well.

Being accompanied by Gray Knight Terminators may be either a blessing from the Emperor to have such terrifying allies, or a horrible omen of the foes yet to come.



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Gray Knight Terminator	5	4	4	4	1	4	3	10	2+/5+i
Terminator Justicar	5	4	4	4	1	4	4	10	2+/5+i

Cost:

- 245pts

Unit Composition:

- 4 gray knight terminators
- 1 terminator justicar

Unit Type:

- Infantry
- Psyker
- Gray Knight

Where My Master Beckons

Gray Knights can only be chosen if there is also an inquisitor in the army.

Wargear:

- Storm bolter
- Nemesis weapon (extra attack included in profile)
- Terminator armor (included in profile)

Transport

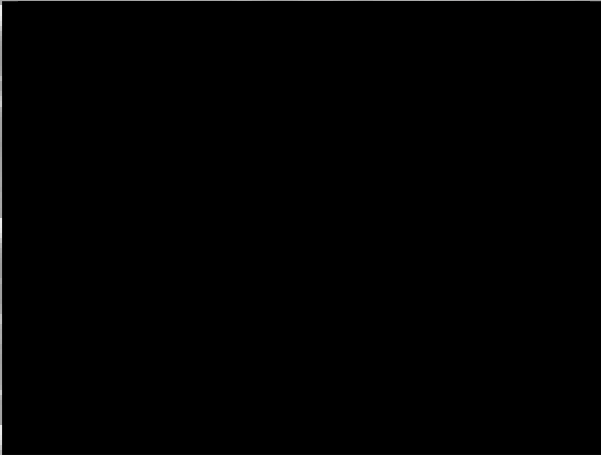
- Drop Pod

Options:

- Take unguents of warding +10
- Any model may replace nemesis weapon with:
 - Power Weapon +5
 - Thunder Hammer +15
- Any model may replace storm bolter with:
 - combi-plasma, -melta, or -flamer +5
- 2 models may replace storm bolter with
 - Incinerator +10
 - Psycannon +25
- The justicar may take:
 - Psychic Hood +20

Inoshika Ocho

ELITE



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Inoshika Ocho	6	3	3	3	2	6	3	8	5+/5+i
Assassin	5	3	3	3	2	6	3	8	5+i

Cost:

- 160pts

Unit Composition:

- 1 (unique) inquisitor
- 3 assassins

Unit Type:

- Independent Character
- Infantry
- Psyker (Inoshika)

Wargear:

Inoshika

- Force Weapon
- Plasma Pistol (extra attack included in profile)

Assassins

- power weapon

Defector

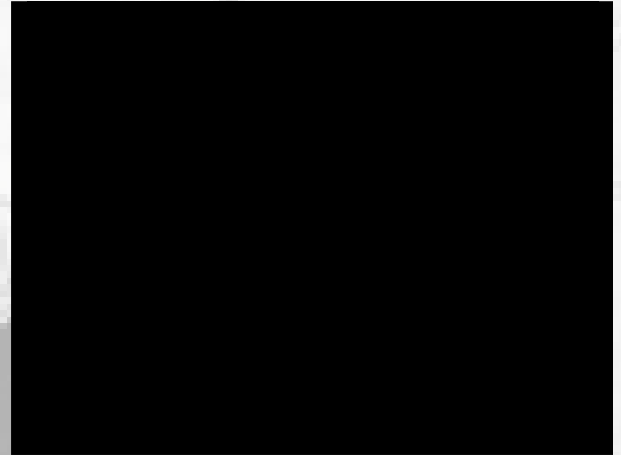
Inoshika Ocho can be the only inquisitor in an army, and does not allow for Gray knights or Gray Knight Terminators to be taken.

Independent Characters

Inoshika and her assassins all count as independent characters and cannot join any units including each other.

Assault Marines

Fast Attack



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Initiate	4	4	4	4	1	4	2	8	3+
Sergeant	4	4	4	4	1	4	3	8	3+

Cost:

- 85pts

Unit Composition:

- 4 initiates
- 1 sergeant

Unit Type:

- Jump infantry

Wargear:

- Power armor (extra bonus included in profile)
- Close combat weapon
- Bolt pistol (extra attack included in profile)
- Jump pack

Options:

- Add up to 5 initiates (cost per model) pts
+22
- -sergeant may replace bolt pistol with plasma pistol +10
- Sergeant may replace close combat weapon with
 - power weapon +10
 - lightning claws +15
 - power fist +20
 - thunder hammer +25
- sergeant may take
 - auspex +5
 - teleport homer +15
- all models may be given
 - frag grenades +5
 - krak grenades +10
 - melta bombs +25
- any model may replace its close combat weapon with an assault spear
- Any model may add a combat shield +5

Bike Marines

Fast Attack



	Ws	Bs	St	T	Wo	I	A	Ld	Sv
Bike Initiate	4	4	4	5	1	4	1	8	3+
Bike Sergeant	4	4	4	5	1	4	2	8	3+
Attack Bike	4	4	4	5	2	4	2	8	3+

Cost:

- 90

Unit Composition:

- 2 bike initiates
- 1 bike sergeant

Unit Type:

- bike
- Black Templar

Wargear:

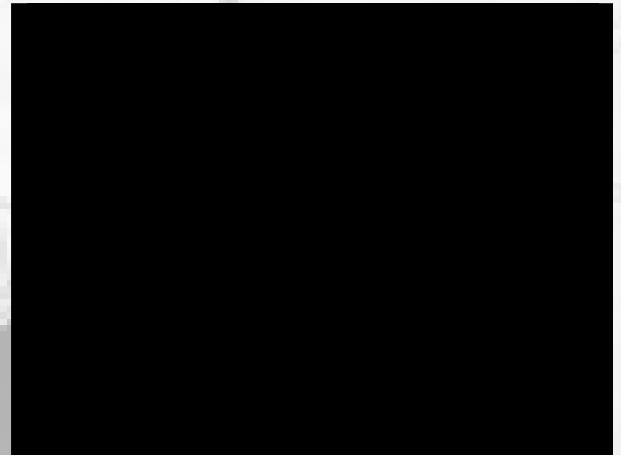
- Initiate and Sergeant
 - Power Armor(included in profile)
 - Space Marine Bike (included in profile)
 - Close combat weapon
- Attack bike
 - Power Armor(included in profile)
 - Space Marine Bike (included in profile)
 - Close combat weapon
 - Heavy Bolter

Options:

- | | |
|---|------|
| • Add 2 bike initiates | +32 |
| • Add an attack bike | +50 |
| • any bike initiate may replace close combat weapon with: | |
| - Assault Lance | +3 |
| - Power weapon | +15 |
| • Any model may take a combat shield | +5 |
| • The entire squad may take | |
| - frag grenades | +3 |
| - krak grenades | +6 |
| - melta bombs | +15 |
| • The sergeant may take | |
| - teleport homer | +15 |
| - auspex | +5 |
| • The sergeant may replace close combat weapon with | |
| - assault lance | +3 |
| - power weapon | +10 |
| - plasma pistol | +10 |
| - lightning claw | +15 |
| - power fist | +20 |
| - thunder hammer | +25 |
| • Attack bike may replace heavy bolter with | |
| - multi-melta | +15 |
| - heavy flamer | Free |
| - assault cannon | +25 |

Land Speeder

Fast Attack



Land Speeder	Ws	FA	SA	RA
	4	10	10	10

Cost:

- 50pts

Wargear:

- hull mounted heavy bolter

Unit Composition:

- 1 land speeder

Unit Type:

- vehicle (fast, skimmer, open topped)
- Black Templar

Deep-Strike

+

Options:

- Add up to 2 Land Speeders (cost per model)

pts

+50

- Replace Heavy Bolter with:

- Heavy Flamer
- Multi-melta

free
+10

- Add Hull mounted weapon:

- heavy Bolter
- Heavy Flamer
- multi-melta
- Assault Cannon

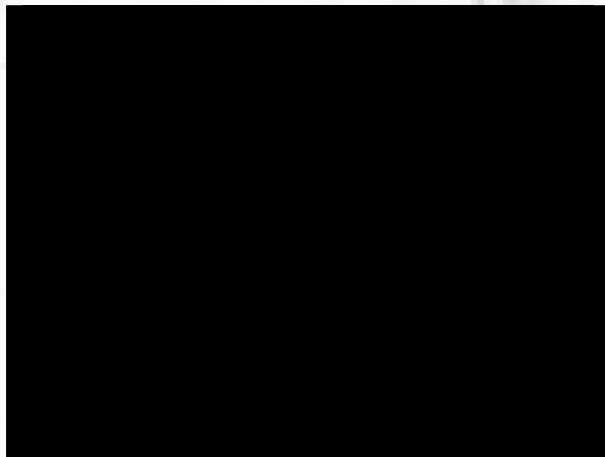
+10
+10
+20
+40

- Add Hull mounted Cyclone Missile Launchers

+40

Vindicator

Heavy Support



Vindicator	Ws	FA	SA	RA
	4	13	11	10

Cost:

- 110pts

Wargear:

- Hull mounted demolisher cannon

Unit Composition:

- 1 vindicator

Unit Type:

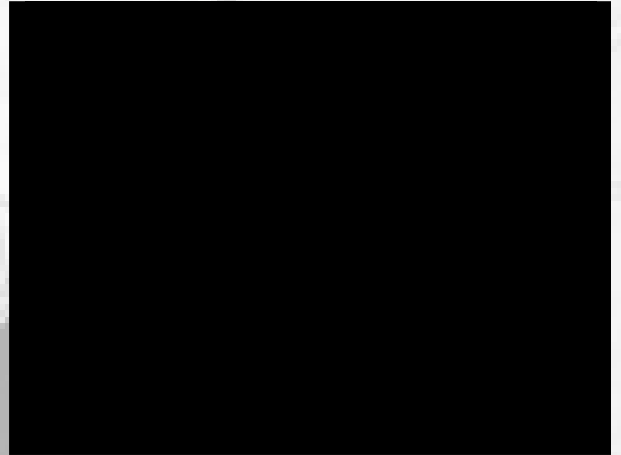
- Vehicle (tank)
- Black Templar

Options:

- | | |
|------------------------------------|-----|
| • Take smoke launchers | +3 |
| • Take searchlight | +3 |
| • Take dozer blade | +5 |
| • Take pintle mounted storm bolter | +10 |
| • Take hunter-killer missile | +10 |
| • Take extra armor | +15 |

Predator

Heavy Support



Predator	Ws	FA	SA	RA
	4	13	11	10

Cost:

- 70pts

Unit Composition:

- 1 predator

Unit Type:

- Vehicle (tank)
- Black Templar

Wargear:

- Turret mounted autocannon

Options:

- | | |
|---|------------|
| | pts |
| • Replace autocannon with twin linked lascannon | +40 |
| • Take smoke launchers | +3 |
| • Take searchlight | +3 |
| • Take dozer blade | +5 |
| • Take pintle mounted storm bolter | +10 |
| • Take hunter-killer missile | +10 |
| • Take extra armor | +15 |
| • Take Side Sponsoons: | |
| - Heavy Bolters | +25 |
| - Lascannons | +50 |
| - Missile Launchers | +40 |

Land Raider

Heavy Support



	Ws	FA	SA	RA
Land Raider	4	14	14	14

Cost:

- 215

Unit Composition:

- 1 Land Raider

Unit Type:

- Vehicle (tank)
- Black Templar

Wargear:

- Hull mounted twin linked heavy bolters
- sponsoon mounted twin linked flamestorm cannons

Transport Capacity:

- 12 models

Access Points:

- 1 on each side of the hull
- 1 at the front

Power of the Machine Spirit

+

Assault Vehicle

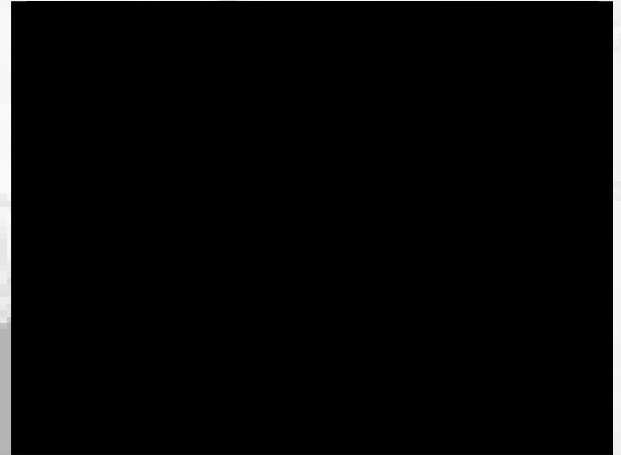
Models may assault in the same turn that they disembark from a land raider even if it has moved.

Options:

- | | |
|--|-----|
| • Replace twin linked heavy bolters with twin linked assault cannon | +25 |
| • Replace twin linked flamestorm cannons with twin linked lascannons | +35 |
| • Take Searchlight | +3 |
| • Take Smoke Launchers | +3 |
| • Take Blessed Hull | +30 |
| • Take pintle mounted Storm Bolter | +10 |
| • Take pintle mounted Multi-melta | +10 |
| • Take frag launchers | +5 |
| • Take Hunter Killer Missile | +10 |

Land Raider Crusader

Heavy Support



	Ws	FA	SA	RA
Land Raider Crusader	4	14	14	14

Cost:

- 215

Unit Composition:

- 1 Land Raider Crusader

Unit Type:

- Vehicle (tank)
- Black Templar

Power of the Machine Spirit

Assault Vehicle

Models may assault in the same turn that they disembark from a land raider even if it has moved.

Wargear:

- Hull mounted twin linked heavy bolters
- sponsoon mounted twin linked flamestorm cannons

Transport Capacity:

- 18 models

Access Points:

- 1 on each side of the hull
- 1 at the front

Options:

- | | |
|---|-----|
| • Replace twin linked heavy bolters with twin linked assault cannon | +25 |
| • Take Searchlight | +3 |
| • Take Smoke Launchers | +3 |
| • Take Blessed Hull | +30 |
| • Take pintle mounted Storm Bolter | +10 |
| • Take pintle mounted Multi-melta | +10 |
| • Take frag launchers | +5 |
| • Take Hunter Killer Missile | +10 |



Inside back Cover



Back Cover