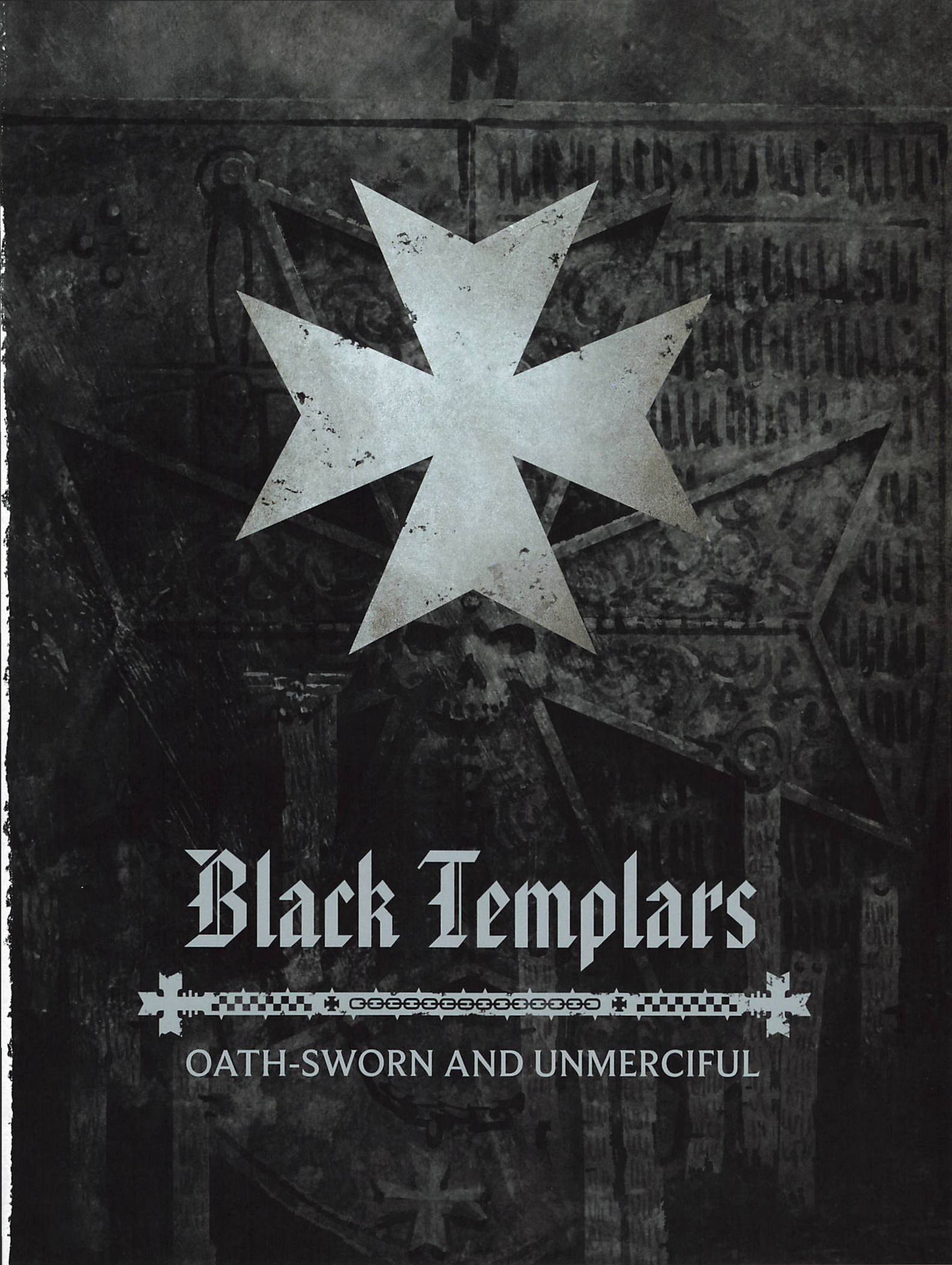
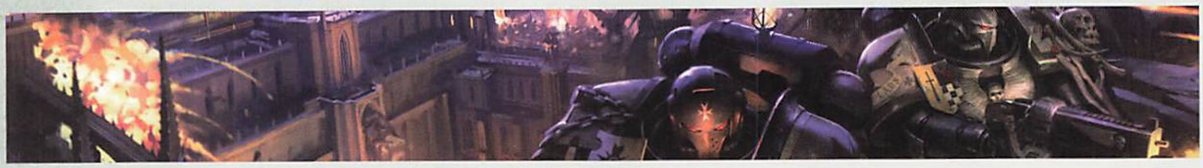

WARHAMMER
40,000
CODEX SUPPLEMENT
BLACK TEMPLARS



Black Templars

OATH-SWORN AND UNMERCIFUL

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Crusaders of the God-Emperor

FAITH IN THE GOD-EMPEROR BURNS WITH AN UNQUENCHABLE FLAME WITHIN THE SOULS OF THE BLACK TEMPLARS. IT FUELS A ZEALOUS WRATH AND KNIGHTLY DEVOTION THAT IS IMPOSSIBLE TO HOLD BACK OR ESCAPE. THEY WAGE A NEVER-ENDING AND ALL-CONSUMING CRUSADE AGAINST THE EMPEROR'S FOES. HATRED AND REPUGNANCE DRIVE THEM ON, FUELLING ONE SHOCKINGLY VIOLENT ASSAULT AFTER ANOTHER. FOR THOSE THEY DENOUNCE AS MOST ABHORRENT, THERE IS NO OFFER OF REDEMPTION OR EVEN A MERCIFUL DEATH. THE HERETIC, THE ALIEN, THE MUTANT, THE WITCH: NONE ARE SPARED THE BLADE OR THE PYRE AT THE HANDS OF THESE RIGHTEOUS EXECUTIONERS.

SCIONS OF ROGAL DORN, THE BLACK TEMPLARS EXEMPLIFY THEIR PRIMARCH'S UNFLINCHING WILL AND STUBBORNLY UNWAVERING CLARITY OF PURPOSE. IN THEM IS THE SPIRIT OF THE EMPEROR'S ORIGINAL LEGIONS KEPT ALIVE, FOR THEY ARE HIS ETERNAL CRUSADERS. THEY BESTRIDE THE STARS LIKE AVENGING PALADINS, THE FOUNT OF THEIR FAITH A LIT BRAZIER THAT ILLUMINATES ALL THEIR FOES WOULD HIDE. WITH ZEALOUS FANATICISM WEDDED TO THE SUPERHUMAN GENETIC GIFTS OF THE EMPEROR, NONE CAN STAND BEFORE THEIR FURY.

TO THE BLACK TEMPLARS, THERE IS NO AMBIGUITY IN THE GALAXY. IT IS THE EMPEROR'S BY DIVINE RIGHT. THOSE WHO DARE DENY THIS FUNDAMENTAL RULE – BY WORD, DEED OR EXISTENCE – CRY OUT FOR THE SWORD'S EDGE AND THE FIRE'S CARESS. THE BLACK TEMPLARS OFFER BOTH.





LATE M41
THE CRUCIBLE
OF ARMAGEDDON

High Marshal Helbrecht answers calls to defend Armageddon, leading three crusades of warriors against the Orks. Many fought bloody campaigns in the ash wastes and at Hive Helsreach, where Chaplain Grimaldus was the sole survivor of the battle for the Temple of the Emperor Ascendant. In contrast, in the void, Helbrecht's crusaders fought a deadly boarding campaign that eviscerated dozens of xenos vessels.



A FERVENT CHAPTER

The battle-brothers of the Black Templars purge the enemies of the Emperor with blade, bolt and fire. Their faith is a raging inferno of zeal, their martial creed one of furious intolerance and vehement hatred that utterly consumes the heretic, the alien, the witch and the mutant.

The Black Templars are an ever-crusading Chapter of Space Marines. Their origins lie in a fractured time of anarchy and confusion ten millennia ago, an age of myth when their first High Marshal, the revered champion Sigismund, still bestrode the galaxy. Sigismund's heirs have held true to his foundational oaths through the darkening eras since. Their eternal pledge is to serve the Emperor of Mankind by ceaselessly destroying his enemies. Few concepts of martial honour or warriors' code are upheld as passionately as the Black Templars cleave to their vows, for they are made with the unwavering dedication of true zealots.

The majority of the Adeptus Astartes vaunt the Emperor as the greatest pinnacle of the Human species but maintain their cultures of secular spirituality. The Black Templars, instead, are fierce adherents of the Imperial Creed. They worship the Master of Mankind as the God-Emperor. He is the divinity to whom they owe everything: their genetically augmented physiologies, their artificer-crafted tools of death, their power armour hung with purity seals and war engines acid-etched with fiery scripture, and above all, their holy mission of eternal crusade.

The Black Templars hold no single home world. Instead, they are a dispersed brotherhood of warrior knights whose semi-independent crusades each surge ceaselessly from one war zone to the next aboard fleets of powerful voidships. Those Imperial worlds who require their aid might petition a nearby Black Templars crusade, and in fact the holdings of the Adeptus Ministorum are readily offered such powerful strength. Should shrine worlds, orbital sanctorums, auto-reliquaries or sites associated with Imperial saints come under assault, the Black Templars have been known to abandon other campaigns to race to their aid.

On worlds the Black Templars conquer, their toiling armies of indoctrinated serfs and lobotomised servitors raise forbidding Chapter keeps. Part armoured fortification and part shrine, these fortresses serve as temporary strongholds and mustering points for future crusades. They are glowering reminders to the remaining populace that it was the God-Emperor's Angels of Death who delivered them and that their faith is under constant scrutiny. The Black Templars have no interest in rebuilding worlds they have cast into ruin. They make demands of what the grateful-but-shattered planet has – raw materials, fuel, a harvest of youths – and depart, eager to purge the next nest of blasphemies.

However, even the most heartfelt pleas to the Black Templars by heavily populated planets facing otherwise certain destruction are not guaranteed to be answered with salvation or mercy. Blinkered by their fierce loyalty to the Emperor and unwavering devotion to the strict tenets of the Imperial Creed, the Black Templars are stern judges of obligation. Where they find worlds they consider unworthy, corrupted, or wanting in some way in the crusaders' utterly inflexible assessments, they may instead turn their full wrath upon invader and defender alike.



WEAPONISED HATE

Every Black Templar, from the lowest Neophyte to the High Marshal of the Chapter, is ingrained with an absolute faith in its vision of the warriors' righteousness. All are steeped in an uncompromising fervour. They are repeatedly instilled with a bone-deep repugnance for those whose actions or existences render them blasphemies deserving only death. Black Templars crusades include large numbers of Chaplains who lead their battle-brothers in terse sermons of detestation, puritanical penances and oaths to crush and burn the Emperor's enemies. Such acts are as central to a Black Templar's life between war zones as harsh regimens of combat training and hypno-indoctrination sessions that implant strategic and technological wisdom.

Before every battle, the Black Templars swear binding vows, renewing the catechisms of their faith. At times, this will be vociferously condemning particular foes, such as the unclean xenos, twisted mutants, champions of darkest treachery or the wielders of malefic magicks. At others, the Black Templars extol the holy ideals of noble honour they seek to embody in the Emperor's name. With their armour strung with fluttering seals declaring their purity, with the banners and pennants of the crusade snapping amidst the ranks, the Black Templars figuratively chain themselves to their chosen vow just as many chain their weapons to their gauntlets.

When the Black Templars attack, they do so with the ferocity and speed that is the hallmark of the Emperor's Space Marines. The heirs of Sigismund favour devastating shock assaults that puncture the heart of the enemy lines as swiftly as possible, fighting as their founder did at the bleeding edge of battle. Their strike forces use heavy armour in lethal support of their ferocious assaults, as mobile shield walls to ferry the advance or as mailed fists to punch through resistance. At the same time, gunships and drop craft are divine spears of retribution that plummet from the skies as if flung by the hand of the God-Emperor himself. Squads of heavily armed infantry move forward after every deadly fusillade, seeking advantageous positions and targets on which to unleash their hatred. No quarter is given to foes whose attempts at fighting back or escaping are seen by the Black Templars as an affront to the God-Emperor. There is no mercy for their victims, save for the death that the Black Templars deliver with superlative skill and fiery fanaticism.

Imperial forces fighting alongside the Black Templars have been shaken by the totality of the crusaders' violence. The Black Templars hold fast to ceramiteclad ideals of warrior honour and the humble virtues of the Emperor's vaunted elite. Still, such notions are often very different to those held by others. To ensure he meets a particular enemy champion in single combat, a Black Templars commander will willingly lay waste to manufactories, power grids and agri-plexes, condemning a region's populace to centuries of hardships to come. If the Chapter's honour is seen as best met by sweeping onwards and closing their ears to pleas for static protection, then so be it. Negotiations with the weak and accommodations reached with xenos, pandering to the vanities of noble lineages, even amongst the highest strata of Imperial power: these and more are anathema to the Black Templars. Their rigid beliefs saturate their entire outlook, such that almost everything is delineated in their view between that which is lit by the will of the God-Emperor and everything else which lies in the blackest abyss of blasphemy.

A DETESTATION OF WITCHES

The Black Templars do not maintain a corps of the battle psykers known in other Chapters as Librarians. The heirs of Sigismund cleave to a decree the Emperor is said to have made before the terrors of the Horus Heresy unfolded, forbidding the use of supernatural powers amongst the Space Marines. The Black Templars despise what they see as occult manipulation and witchcraft amongst xenos psykers, heretic sorcerers and Warp-tainted abominations. Those Imperial psychic mutants, whom the Chapter's fleets rely upon, such as Astropaths, are grudgingly tolerated but cruelly treated, chained in cramped cells out of sight when not immediately needed. Conversely, there are some highly placed Imperial psykers whom the Black Templars judge to be vessels of the Emperor's will, while the powers attributed to the Master of Mankind himself — the greatest psyker Humanity has ever known — are, to these crusading zealots, simply evidence of his divinity.

THE ETERNAL CRUSADE

Despite almost ten thousand years of truths forgotten, buried or twisted, the Black Templars cleave to an understanding of their origins that brooks no argument. Whatever heretical historitor, rediscovered grimoire or xenos archivist that might arise to suggest otherwise is given their just illumination at the muzzle of a pyreblaster.

At the heart of the High Marshal's enormously powerful flagship, the *Eternal Crusader*, lies the Scriptorum of Truths. In this sprawling annexe of the Temple of Dorn, the Chapter's fragmentary history – at least, that which has not been flung to the fires in the name of spiritual expediency – is curated by puritanical Chaplains, alongside tracts upon the Imperial Creed and reverent accounts of the Black Templars' greatest and most noble champions. Here are found the collected myths, allegories and apocryphal parables surrounding the Chapter's venerated founder, Sigismund. He is known in the oldest of stuttering dataslates and crumbling scrolls as a duellist of supreme skill and honour, the finest warrior to serve his gene-sire and Primarch, Rogal Dorn of the Imperial Fists. At the darkest point of the galaxy-spanning civil war known as the Horus Heresy, Sigismund was named the Emperor's Champion and charged by his Primarch with holding the Imperial Palace.

In the Scriptorum of Truths are sacred banners depicting Sigismund making the first templar vow. He swore fiery oaths that the palace would not fall, pledging to uphold the Emperor's honour and to strike down the most monstrous avatars of treachery and betrayal that sought to stain the Throneworld with the blood of martyrs. It is said the light of truest faith shone from Sigismund and those warrior knights who fought with him, the most pious and devoted of Rogal Dorn's scions. Sigismund is hailed as faith's torchbearer and for having turned back the encroaching darkness with his zeal and his strength.

THE AFTERMATH

In the wake of the Horus Heresy, what was left of the Emperor's Imperium was riven by suspicion, condemnation, wars of vengeance and recidivist uprisings. There were loud calls from many to break the power and influence of the loyalist Space Marine Legions and reconstitute them into smaller Chapters. The immense strength and martial abilities that had nearly overwhelmed Terra could never again lie in the hands of the Legion's masters, so said figures such as the Primarch of the Ultramarines, Roboute Guilliman.

In the Era Indomitus, the Black Templars laud the returned Roboute Guilliman as a divine son of the God-Emperor, with their most ancient illuminated electro-tapestries naming him Guilliman the Divisive. His guidance for restructuring the Legions laid down in the Codex Astartes – characterised as despotic commandments by some subsequent Black Templars scripture – looked set to ignite a new cataclysmic fire of conflict. There were loyalist commanders who vehemently opposed the fracturing of their already weakened forces, and none more so than Rogal Dorn. Black Templars doctrine portrays Dorn as the mightiest of his demigod fraternity, the most loyal to the Emperor and the Anvil of Tempering upon which his brethren were tested. None of this prevented the Primarch of the Imperial Fists from being persecuted, cast as unfaithful, even treacherous, for shielding his gene-sons.

The Black Templars hold that Rogal Dorn alone quashed the prospect of another horrifying war. In his wisdom and foresight, he saw merit in finally suffering his brother's plans and an opportunity to test his favoured scions.

THE SECOND FOUNDING

Of the newly found Chapters sired by the Imperial Fists, the Black Templars were by far the most divergent. Dorn appointed Sigismund to lead the new brotherhood. It seems likely – indeed, the Black Templars hold it as an inescapable fact – that alongside him were the most faithful and devout of the Imperial Fists. Sigismund was their champion and their inspiration, and they took for their own the stark black-and-white panoply of his personal heraldry.

From their inception, the Black Templars were exemplars of a fierce devotion flooding the Imperium. The suspicion and condemnation that had tormented Dorn's Legion did not vanish with the Second Founding, and it is chronicled that Sigismund determined a supreme gesture of faith was needed to burn away such indignities for good. When he took up the mantle of High Marshal, Sigismund swore an inviolable vow to prove his warriors' loyalty to the Emperor, not for the next battle or campaign, but for eternity. The Black Templars would be crusaders, taking the God-Emperor's truth out into the lightless void on an unending quest to purge his realm of every foulness. When one holdout of the sinful, the heretical and the tainted was gouged out from the resurgent Imperium, and its corruptive stain burned away, they would move on to the next. The pyres of their wrath and the light of their faith illuminated the righteous path Sigismund had laid before them. It is one the Black Templars have trod for millennia.

CRUSADER RELICS

The Temple of Dorn aboard the *Eternal Crusader* houses the Chapter's most precious relics. Amongst them are fragments of the Primarch's armour, the Black Sword of Sigismund, knightly helms, sacred shields, hallowed weapons and holy banners in profusion, each an irreplaceable artefact of martial might. Though it is the largest concentration of such objects, the warships of every crusade of the Chapter contain shrines and reliquaries devoted to safeguarding the venerated relics of war.

Some hold finger bones of Imperial saints, fragments of holy rubble rescued from fallen shrines and strips of flakweave tabard stained with the blood of martyrs. Caged electro-lumen said to have been first lit by Chapter heroes are held in suspensor fields alongside crenellated braziers that burn sacred resin and ancient purity seals made with the tanned hides of vanquished beasts.

When the Black Templars go to war, their Chaplains may bestow these artefacts into the keeping of their most devoted warriors. There, they serve as tokens of inspiration and holy fervour, as sacred tools of death or mementoes of sacrifice.




SIGISMUND
TERRA
TERRA

ARMAGEDDON CRUSADE



Command, Battleline and Fire Support

Close Support

Neophyte

Veteran

Led by High Marshal Helbrecht, the Armageddon Crusade has retained its current title since the Black Templars first fought back the Orks on that hive world. Helbrecht's crusade possesses a status of primacy in the Chapter, though it remains unspoken, for the Black Templars hold personal aggrandisement as amongst the most insidious of martial sins. It is without doubt that the Armageddon Crusade includes far greater numbers of exceptionally skilled killers than other brotherhoods of the Chapter. Veterans and Sword Brethren are frequently called on to support and inspire all of its fighting companies. Besides the High Marshal himself, these forces count amongst their ranks some of the Chapter's greatest living warriors, and they embody the Black Templars' ideal of facing and slaying the enemy's most monstrous champions. Large numbers of holy relics and ancient banners are brought forth to accompany the crusade's strike forces, lending the warriors the divine blessing of the God-Emperor and the strength of the sacred heroes who once bore them. Meanwhile, Helbrecht's expertise in void warfare is fervently instilled throughout his crusade. Boarding actions against heretic vessels, purges of xenos orbital habitats, cleansing strikes into the depths of space hulks and even hazardous battles across the airless skin of voidships are all fought with incredible skill.

HEIMDEL CRUSADE



Command, Battleline and Fire Support

Close Support

Neophyte

Veteran

Marshal Gheidon's zealous warriors fight as part of Fleet Secundus of the Indomitus Crusade. Elements of Gheidon's Black Templars serve across disparate elements of the fleet – including a squad of Gheidon's Sword Brethren assigned as honour guard to Fleetmaster Samil – but the majority of the Heimdel Crusade form the backbone of Battle Group Erastus. The strength of faith and purity of purpose amongst the Heimdel Crusade's warriors is terrifying to behold. Marshal Gheidon sees the Indomitus Crusade's architect, Roboute Guilliman, as a divine embodiment of the God-Emperor's will. When his warriors proclaim their templar vows, it is with booming vox-augmented roars and the deafening resound of gauntlets striking ceramite breastplates. In battle, the Heimdel Crusade is renowned for the hammer-blow strikes of its armoured spearheads. The hulls of their numerous battle tanks and transports steam with vaporising unguents, and many are covered in fluttering oath seals and spidery text extolling the vows of their crews. In the ferocity of their zeal, there are few other Black Templars who can match the Heimdel Crusade. Where they have fought alongside other pious warriors, the crusade's battle-brothers have provided talismanic inspiration, their fervour inciting others to pour after them. Most of these mortals end up martyrs, for they cannot endure as do Sigismund's heirs.

MORSSEOUS CRUSADE



Command, Battleline and Fire Support



Close Support



Neophyte



Veteran

Many Black Templars carry the revered bones of hallowed Chapter heroes to war, but the macabre warriors of the Morsseous Crusade have taken the practice to new heights. The skulls of fallen champions are gilded or bronzed, even steeped in sacred stains of various hues. Bobbing flocks of servo-skulls made from the remains of particularly pious thralls circle their strike forces, pict-recording the holy deeds of purgation and serving as reconnaissance tools. Mechanised ossuaries harvest the battlefields in the crusade's wake, acid-scrubbing the flesh from corpses and reaping huge quantities of new bones. Their warriors clatter as they advance, their battle plate strung with rattling thigh bones, reliquaries of browning spines and caskets of finger bones recovered from those who righteously pointed out the mutant or the witch in their midst. The crusade's Marshal, Gorvian Demeer, possesses an extreme intolerance that has found common cause with many Puritan Inquisitors, contacts reflected in the crusade's seal. Many of the crusade's recent battles have been fought using information from these figures or alongside disposable forces provided by them. Demeer has also drawn condemnation from other Inquisitors for acting on his contacts' advice to hunt down their rivals. The Marshal claims any such division deserves to be burned out of the Emperor's realm.

CAEDOMIAN CRUSADE



Command, Battleline and Fire Support



Close Support



Neophyte



Veteran

Marshal Mauger makes many fearful examples upon the worlds he is called to save: torturous executions, the isolation and incineration of devotionally lax districts, the abductions of whole townships to become aspirants or bonded serfs, sometimes so many as to effectively condemn remaining populaces to slow extinction. He sees his Caedomian Crusade as an instrument of mentorship in the divine God-Emperor's name. In a similar vein, Mauger holds the examples set by his crusade's Initiates to their Neophyte wards as amongst the most important marks of a warrior. How else, he demands, can they continue to uphold the Emperor's honour and massacre his enemies if their own trials and tests weaken or degrade? The Caedomian Crusade requires its Initiates to meet incredibly stringent standards before being permitted the privilege to train a Neophyte. These youths also serve as Neophytes for far longer than in most crusades, and are expected to reach exceptional levels of skill and experience before they can be considered as Initiates themselves. The result is a far greater proportion of Neophytes than many other Black Templar crusades. These battle-brothers are frequently given the most hazardous missions and deployed to the most treacherous and unforgiving of war zones, roles that, in some crusades, are usually undertaken by Veterans. Those who fail in their appointed duty but survive must endure prolonged rites of penance.

A LITANY OF HATE

Pleas for aid and salvation ceaselessly assail the Black Templars. They see the escalating threats in the Era Indomitus, of sinful cults, xenos predation and the backsliding of faith in the God-Emperor, and they respond to such heresies with vehement hatred and righteous fire.

ARMAGEDDON

Helbrecht's crusade returns to the hive world it was named for, following a vision the High Marshal knows was sent with the sacred blessing of the God-Emperor. In the Armageddon System, Helbrecht discovers the planet seething with bloody conflict as the murder-hungry followers of Khorne seek destruction on such a scale as to drown Armageddon in the Warp's energy. Allying with the Space Wolves and Grey Knights, Helbrecht swears to bring the blade of Imperial retribution to the blood hosts. The High Marshal is fighting across the continent of Armageddon Secundus when a mighty fleet of World Eaters led by Angron arrives without warning. Following the costly Battle for the Eumendies Bridge and the Purging of Thoraddis, Helbrecht sets aside tensions with the Space Wolves to coordinate an epic push through the Fire Wastes. Here, he supports a sacred rite by the Grey Knights to finally seal a blasphemous tear in reality.

PURGUS

Marshal Holgher pushes on in his quest to crush the Necrons of the Vatrica Sub-sector. With the xenos hold on Vatrica Primus broken and Ecclesiarchal followers of Saint Bastiphus the Builder overseeing the furious dismantling of the Necron fane that had arisen, Holgher turns to Vatrica Quintus. His enemy is building strength there, and Holgher has already expended much of his fleet's capability to take the capital world. But in the ruins of the Necron fane, the Black Templars breach hidden Dolmen gates connecting the two planets. The Purgus Crusade surges through, taking the fight to the heart of the xenos invaders.

HEIMDEL

Battle Group Erastus – also known as Samil's Hammer – follows the lead of the Heimdel Crusade through the fringes of the Eye of Terror. Alerted by Sisters Dialogus of the battle group to the detection of corrupted astropathic communications, Marshal Gheidon traces them to a veiled forge moon in thrall to the Iron Warriors Traitor Legion. Rousing the battle group's most pious forces, Gheidon vows to break the forge moon apart.

BORVASTA

The nightmarish veil of the so-called Anomaly is still spreading to the galactic south of the Nephilim Sub-sector. Broken astropathic signals tell of a world haunted by quicksilver shadows with ghoulish visages. The Borvasta Crusade are close enough to respond and arrive to discover multiple cities being raided by hunting Aeldari in outlandish, multicoloured garb. The Black Templars attack immediately and identify several of the xenos' hateful witches amongst the invaders. The massive infernos resulting from their fervent hunt of the creatures consume entire districts, but at last, they corner the final of the xenos witches, bathing it in holy fire.

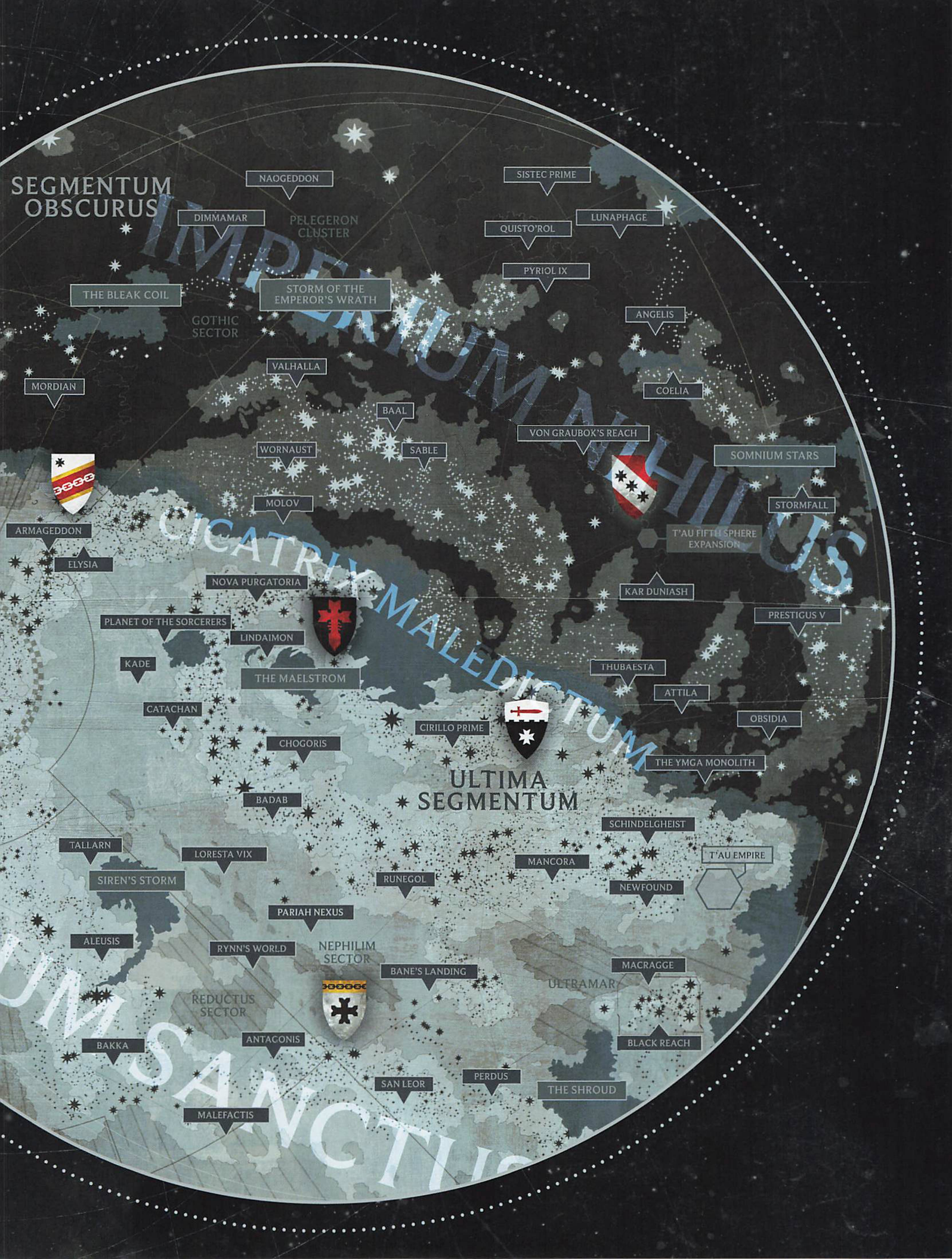
MORSSEOUS

Supporting an Ordo Hereticus conclave seeking a viable channel through the perilous maelstrom of the Great Rift, the Morsseous Crusade has deployed towards the galactic core. Marshal Demeer's warriors are the conclave's flaming hammer in the dense and anomalous region, smiting or incinerating those who would impede the Inquisitors' exploration. Numerous xenos strongholds and pirate enclaves have fallen to their wrath, as have several kindred outposts of the Urani-Surtr Regulates.

CAEDOMIAN

In the Chalnath Expanse, Marshal Mauger's crusade has been a burning brand of Imperial inspiration to many isolated worlds, whether those worlds welcome them or not. The populations that tenaciously clung to their faith in the God-Emperor have often endured where others have perished. Still, fear in the absence of word from Terra has taken root everywhere. The Caedomian Crusade has descended upon many systems that have survived, destroying any knots of doom-mongering claiming the Imperium has fallen. They have shown such worlds, through sometimes excessively destructive examples, that the Imperium does indeed endure and have reaped harvests of zealous and willing recruits with their Chaplains' proclamations that the God-Emperor has a higher purpose and duty made ready for those who are worthy.




SEGMENTUM OBSCURUS
IMPERIUM NIHILUS
CICATRIX MALEDICTUM
UM SANCTUS
NAOGEDDON
SISTEC PRIME
DIMMAMAR
PELEGERON CLUSTER
LUNAPHAGE
QUISTO'ROL
PYRIOL IX
THE BLEAK COIL
STORM OF THE EMPEROR'S WRATH
GOTHIC SECTOR
ANGELIS
VALHALLA
MORDIAN
COELIA
BAAL
VON GRAUBOX'S REACH
WORNAUST
SABLE
SOMNIUM STARS
MOLOV
STORMFALL
ARMAGEDDON
T'AU FIFTH SPHERE EXPANSION
ELYSIA
NOVA PURGATORIA
KAR DUNIASH
PRESTIGUS V
PLANET OF THE SORCERERS
LINDAIMON
KADE
THE MAELSTROM
THUBAESTA
ATTILA
CATACHAN
OBSIDIA
CIRILLO PRIME
CHOGORIS
THE YMGA MONOLITH
ULTIMA SEGMENTUM
BADAB
SCHINDELGHEIST
TALLARN
LORESTA VIX
T'AU EMPIRE
MANCORA
SIREN'S STORM
RUNEGOL
NEWFOUND
PARIAH NEXUS
ALEUSIS
RYNN'S WORLD
NEPHILIM SECTOR
MACRAGGE
BANE'S LANDING
ULTRAMAR
REDUCTUS SECTOR
BAKKA
ANTAGONIS
BLACK REACH
SAN LEOR
PERDUS
THE SHROUD
MALEFACTIS







Heirs of Sigismund

CHAPTER ORGANISATION

It is not only in terms of their zealous beliefs that the Black Templars are distanced from many other Space Marine Chapters. The heirs of Sigismund ardently hold to a set of organisational doctrines that reflect their autonomy and the priority they place on their holy mission.

The Black Templars do not follow the strictures of Guilliman's Codex Astartes, save for some tactical considerations on squad size and armament, and limited recognition of strategic designations. The fleet-based and dispersed nature of the Chapter makes it impossible for Imperial authorities to document their total strength. Puritan Inquisitors of the Ordo Astartes have long been troubled by suggestions that the Black Templars' numbers may, at times, have well exceeded the thousand warriors under arms stipulated by the Codex Astartes. The Black Templars dismiss such concerns; their remit is to crush the God-Emperor's enemies, and they know they have his blessing. The opinions of others are of no concern to them.

CRUSADES

The High Marshal is the Chapter Master. Besides this august warrior lord and a handful of other individuals and vaunted groups, the Black Templars maintain no Chapter-wide institutions. They operate a flexible organisation capable of quickly responding to uncovered heresies. The largest operational structure is the crusade. At times, Chapter records have declared its warriors to be spread across only one or two crusades; at others, there have been more than ten times this number. Effectively a self-contained army, a crusade piously maintains its readiness to reach and crush the Emperor's foes. From Warp-capable voidship and planetary assault craft, heavy battle tanks, combat walkers and anti-grav attack vehicles, and the Space Marines themselves, a crusade boasts everything it needs to wage war for decades at a time.

The size of the Chapter's crusades can vary greatly. Some number a few dozen warriors ferried to war aboard a single rapid strike vessel. Even then, the strength and fanaticism they possess are enough to overwhelm the armed crews of far larger vessels, tear through alien command posts and breach cult fastnesses to put tainted orators and their unclean idols to the torch. Other crusades are far larger, sometimes numbering two or three hundred warriors.

Save the High Marshal's own, every crusade is commanded by a Marshal of the Chapter. The Marshal is responsible for prosecuting their crusade's wrathful mission, and he authorises its unique seal to be applied by Chaplains or purified serfs to his warriors' tilt plates, greaves and tassets, and the armoured flanks of its war engines. The crusade seal is a heraldic representation of the Marshal's objectives, the unworthy foes they are oathed to slay and the sacred ideals they are sworn to uphold. When – and if – a Marshal deems their crusade to be complete, they may then receive appointment to undertake a new crusade declared by the High Marshal. Some crusades retain their name, seal and composition for centuries. Others adopt new identities. At the High Marshal's command, crusades may also be split into multiple new forces or merge with others, usually when one crusade is no longer combat effective.

Aboard the vessels of its fleet, each crusade maintains its own Reclusiam filled with potent holy relics, the artificer shrines and sacred manufactories of its Armoury, as well as the blood-stained chirurgical cells and sterile gene-vaults that are the province of the Apothecaries. These revered warrior medicae employ elements of the Emperor's holy genetic science to transform aspirants who have survived gruelling tests of body and faith into Neophytes. At this stage, each Neophyte is assigned to the tutelage of an Initiate. A crusade's Initiates are its experienced warriors, comprising most of its proven battle-brothers. Those Initiates privileged to serve in this manner vow to teach their Neophyte the Chapter's ways, hone their skills and stoke the coals of their faith. In return, the Neophyte is squire and serf to their Initiate.

Those Neophytes who pass many trials of battle and faith are pronounced Initiates in their own right. They fulfil all the tactical positions that, in other Chapters, are undertaken by the warriors of Reserve and Battle Companies. Most crusades do not identify their squads' strategic designation with iconography. Warriors deployed in what the Codex Astartes deems battleline, fire support and command roles usually carry the same sparse heraldry. The culture of the Black Templars is such that many gravitate to the most aggressive of roles and those categorised as close support, a position many crusades distinguish by the colour of pauldron trims. Initiates who survive and bring their crusade great honour through countless slaughters may be awarded veteran status. They are exempted from taking on a new Neophyte, instead banding together with other veterans and using their crusade's rarest and most potent wargear. Veterans may adopt distinctive pauldron colours varying from one crusade to another. Not all do so, scorning even this simple expression of personal glorification.

FIGHTING COMPANIES

Where they need to bring greater strategic control to large crusading forces, the Black Templars employ formations known as fighting companies. One of the Marshal's Castellan lieutenants leads each fighting company. Each is formed by dividing the available warriors into roughly equal parts. Though usually temporary, a fighting company might campaign together for years, even decades, its warriors building powerful bonds of brotherhood and martial honour alongside each other.

Depending on the size of their parent crusade and the needs of the mission at hand, fighting companies can range from a few dozen Space Marines to roughly a hundred, as well as all the equipment, support assets, servitors and Chapter serfs required to keep them operational in battle; this includes voidships and orbital landers, as a crusade's remit may see them deployed to a single planetary location, a global purge or an immense campaign across multiple stellar systems.

Meanwhile, Chapter specialists such as Chaplains, Techmarines and Apothecaries have the autonomy to go where they believe their skills and expertise are most needed. They might remain with one fighting company for the duration of the wider crusade's existence or move from one to the next as the spirit of the God-Emperor compels them.

COMMANDING THE CRUSADES

Black Templars commanders are martial exemplars and inspirational leaders, unbending champions of doctrine and zealous paladins in service to their Chapter and the God-Emperor. Theirs is a holy duty, and their strategies are woven as much with Chapter scripture as with warrior cant.



It is not enough for the commanders of the Black Templars to be supremely skilled fighters. They must also have an unassailable grasp of strategy and tactics to shepherd their crusade's forces to victory, as well as uncompromising faith and inflexible integrity to inspire their warriors and mould their hatred into a deadly weapon. Besides centuries of battlefield experience that have honed their skills in slaughter and swift command to the level of instinct, they must also be paragons of the Chapter's ideals of fervent devotion.

MARSHALS

The Marshals who lead the Black Templars' crusades and oversee their subservient fighting companies are ferocious warrior lords. As military commanders, they are second in experience only to the High Marshal himself. With decades – sometimes centuries – of fighting far from the rest of their Chapter, often with the anarchy of the Great Rift denying their astropathic communications, many Marshals effectively lead small, independent Chapters. A crusade's purity and ultimate success is entrusted unto the Marshal, and such a duty is a sacred responsibility. A Marshal is not only a warrior so deadly that he will rarely meet his match on the field of battle, but one whose expertise includes concerns beyond the battlefield, for leading a crusade is a monumental task.

Equivalent in some respects to the Captains of other Chapters, only the most inspirational and determined warriors rise to become a Marshal. By their promotion, they have long proved their courage and resolve, often as a Castellan in service to their predecessor or amongst the ranks of the crusade's Sword Brethren. Only those who are resolute of soul, whose faith runs red-hot through their core, take up the mantle of Marshal. They are prepared to inflict whatever destruction their righteous belief deems necessary to cleanse the Emperor's realm of those who stoke their repugnance.

Crusading so far afield, it is common for some Black Templars Marshals to die having never met some of their contemporaries or – more unusually – the High Marshal himself. However, whenever a momentous decision must be made on behalf of the Chapter, all Marshals who can muster upon the *Eternal Crusader* to vote. Most commonly, this happens when a High Marshal has fallen, and their successor must be appointed. Other weighty matters have seen such councils convened, such as the Chapter's response to the Plague of Unbelief, the opening of the Great Rift, the return to the galaxy of Roboute Guilliman and shadowy rumours of a knightly champion stalking the Imperium Nihilus.

CASTELLANS

A Castellan's fealty is to their Marshal. Each of a crusade's fighting companies is led by one of these champions, but there are usually more amongst a Marshal's supporting officers than there are fighting companies. Castellans may be tasked with several roles but primarily serve as conduits for their Marshal's will and religious fervour, similar to the command support given by Lieutenants in other Chapters. A Castellan rules each of a crusade's Chapter keeps for as long as the Black Templars remain on the world. They are charged with establishing its stability, the spiritual purity of the region or, indeed, the world on which it stands in preparation for the crusade's departure. Castellans also organise the initial recruitment tithe of youths and, if their crusade is likely to pass through the region in future, put in place strictures to ensure future harvests will be of sufficient quality.

Some Castellans lead squads of their Marshal's Sword Brethren. In this role, they serve as inspirational champions to a warrior body who are themselves elite fighters. Castellans must also possess sound strategic instincts and tactical adaptability. They offer advice and military counsel to their Marshal and stand as his trusted champions in the field. In leading a fighting company, Castellans prove their qualities of command and faith alike, traits that are in great need across the darkened and war-torn galaxy as the Black Templars are stretched ever more thin.



THE EMPEROR'S CHAMPION

The Black Templars are indoctrinated with the ideals of Sigismund, a warrior cult dedicated to serving the God-Emperor through martial excellence. Just as they believe their founder was his chosen blade, others have also been raised to this divine calling over the millennia.

The Black Templars believe the Emperor's Champion is a living miracle and a manifestation of the God-Emperor's will. Before battle, one amongst the gathered Black Templars may be blessed with an especially powerful vision. Their mind is assailed by omens of their exceptional deeds in the fight to come. They are filled with a sense of spiritual destiny and righteous glory in humble service to the God-Emperor, of the foe's foul champions and blasphemous works falling to their blade. The warrior hastens to confess their vision to the Chaplains, who anoint him as the Emperor's Champion in a sombre ritual; all Black Templars know that the God-Emperor appoints his chosen paladin.

Although some other Chapters appoint an Emperor's Champion, it is enshrined most strongly with the Black Templars. Amongst Sigismund's heirs, it is so entwined with their doctrines that it is the ritualised ordination of a warrior. It is a position that fuses the Chapter's concepts of executioner's honour, blinkered zeal and terrifying skill at arms.

CHAMPION AT WAR

The sacred tools associated with the Emperor's Champion are brought from the crusade's Reclusiam and gifted to the warrior as Chaplains bless him with the Litanies of Hate. Though the actual artefacts held by each crusade may differ in age and appearance, all are known by the same names. The warrior is adorned in the Armour of Faith, an artificer-wrought suit of battle plate that haloes the Emperor's Champion in a nimbus of holy light. In his gauntlets, he takes possession of the Black Sword, a master-crafted weapon recalling Sigismund's blade.

When a warrior takes on the persona of the Emperor's Champion, it is the end of all they have been before. Black Templars battle-brothers of any station may receive the blessing, and the Emperor's Champion stands outside even the loose hierarchies of their crusade. They are given leave to deploy where the God-Emperor wills them and are granted any assets they request for their holy duty.

In battle, the obligation and privilege of the Emperor's Champion is to seek out the enemy's leaders and strike them down with vehement fury. He honours Sigismund by challenging the most monstrous threats, the most domineering of tyrants and blasphemous of sorcerers, taking the God-Emperor's terminal justice directly to these exemplars of sin. In these moments, the Emperor's Champion is imbued with divine strength and fervour. His blade is a blur of death; he scythes through hulking bodyguards seeking to deny him his prey; he leads his battle-brothers on so that they may bear witness along with the foe to the deserved, bloody fate of all who stand in the way of the Imperium's rightful rule. With a single blow, the Emperor's Champion can lop the head from the serpent and plunge entire enemy hosts into disarray.

LATE M41
OPHIDIUM GULF CRUSADE

Comprising a mere ninety warriors, the crusade led by Castellan Raimer, master of the solitary vessel *Ophidium Gulf*, ploughed an isolated furrow of purgation through the Veiled Region of the galactic south. They encountered a fledgling xenos realm worshipping the Voice of the Emperor and made common cause with a wary Dark Angels fleet hunting the same xenos. When the Voice was captured and revealed as a heretic in black power armour, the Dark Angels threatened death unless he was handed over.



SACRED INSPIRATION

When a crusade of the Black Templars strikes, it is with the full and furious honour of the Chapter. Vociferations are roared by their warrior priests. Unfurled pennants and bold icons are raised in their midst. All proclaim the vows of the virtuous and their conquests over the corrupt.

ERA INDOMITUS
THE BRANDING OF GORVOS

The Veerstal Crusade deploys to the agri world of Gorvos to eviscerate a heretical uprising of blood cults in the port city of Buran. For seven days, the Black Templars smash through Buran's districts, every night rendered as bright as day by the howling pyres of living and dead heretics. By the time the crusaders leave, Buran is a miles-wide cinder; its architecture slagged and its people ash, a blackened warning visible from orbit.

Most Chapters draw upon the support of their Chaplains and the standard bearers known as Ancients to stir martial pride. Few, however, achieve the strength of fervour that those of the Black Templars instil in their battle-brothers.

EXECRATORS

The battle-brothers of a crusade's Reclusiam have many sacred responsibilities. Chaplains and Judicars of varied ranks – some positions unique to individual crusades – direct the learning of incendiary catechisms, hear confessions and monitor their peers' spiritual purity, safeguard the crusade's holy relics or lead ritual prayers within austere chapels and shrines. Execrators teach that battlefields are the most worthy sites of worship. The roar of bolters can be prayers, and the slaughter of enemies a worthy offering to the Golden Throne. The God-Emperor made the Black Templars for war, they bellow, so there is no better temple than the battlefield in which his most devout can make their supplication.

Execrators are hardened Chaplains whose duty is to ensure nothing stands in the way of the Black Templars fulfilling their vows in battle. They preach upon the front lines, with roared invectives and crushing blows from their crozius arcanum. They become a living embodiment of the vows sworn before battle, exemplifying everything the warriors who follow them should aspire to be. Execrators have led culls of entire war fronts and pursued escaping witches into the dangerous hidden depths of enemy lines. They have forced breaches that led to the toppling of citadels and ordered the deployment of promethium barrages to scour the craven foe's lands, leaving them nowhere to hide and plot.



CRUSADE ANCIENTS

A Crusade Ancient is an unyielding guardian and veteran fighter. They typically chain their standard to their gauntlet in tacit declaration of their refusal to let it fall while they live. Crusade Ancients exhort their battle-brothers to extremes of selfless determination in the service of their crusade's ideals, calling on them to unleash their reserves of strength and hate again and again. Each crusade fleet maintains at least one vaulted chamber whose hallowed walls are hung with the battle standards of bygone campaigns. Blood-stained tapestries woven from ironglass threads depicting saintly eradication, banners bearing the personal heraldry of commanders, huge shields to which are chained grisly trophies of dead abominations: these and more are borne to war by veteran Black Templars. Amongst this elite group are Crusade Ancients, warriors who are honoured to bear the iconography of the crusade itself. Most crusades have several banners bearing their emblems, and more than one veteran may serve as Crusade Ancient. Some fight with the Marshal's household or its fighting companies, or serve in ceremonial positions to cow allies with the vaunted glory they are privileged to fight alongside.



'To the darkness, I bring fire. To the ignorant, I bring faith. Those who welcome these gifts may live, but I will visit naught but death and eternal damnation on those who refuse them.'

- *High Chaplain Grimaldus*

CHAPLAIN GRIMALDUS

HERO OF HELSREACH

Few names are as synonymous with enduring faith in the face of overwhelming blasphemy as Grimaldus. The High Chaplain is a veteran of dozens of crusades, and though his legend beyond the Chapter was first forged in the fire and blood of Armageddon, he has been a beacon of fury on countless battlefields since, rekindling faith and repugnance in equal measure.

It was at the close of the Vinculus Crusade in the Pelegeron Cluster that Merek Grimaldus, at the time a youthful Sword Brother, was inducted into the ranks of the Chaplains. His mentors saw in him the potential of a fearsome warrior priest. His unwillingness to submit before the heresies he fought was incandescent. His righteous anger was wielded with a selflessness that saw only his service to the God-Emperor's glory. It was a singular devotion and refusal to yield that would inspire whole armies and see Grimaldus fight to the very last in countless conflicts.

Grimaldus had been appointed Reclusiarch and High Chaplain by the time he accompanied Helbrecht and the might of three crusades to battle the Orks at Armageddon. While the High Marshal fought the void war, Grimaldus was given command of the Helsreach Crusade. Besieged by thousands of Orks in brutal waves over months, Hive Helsreach and its defenders suffered. The Orks breached perimeter walls. They devastated outer districts and butchered whole companies. Imperial soldiers fled, but Grimaldus and his crusade fought on, their defence centred on the Temple of the Emperor Ascendant. Their unwavering example compelled fleeing Imperial forces to rally – inspired, shamed or fearful of the Black Templars' reprisals – until, at last, the ferocity of the meat grinder battle brought the temple crashing down on the combatants. So ended the battle. Imperial losses were immense, but the Orks had been held for so long that the planet's Season of Fire drove them back to those hives they had managed to conquer. Grimaldus, thought dead, crawled from the temple's ruin a day later, pulling with him three holy relics he had salvaged: a column from the Major Altar, the remains of the Banner of the Emperor Victorious and a thurible of blessed water from the Stoup of Elucidation.

Since then, Grimaldus' implacable faith has been the linchpin of many Imperial assaults, and he has ever after been trailed by a retinue of cenobite servitors bearing the relics from Helsreach. At the Urolg VI Macro-quarry, Grimaldus led the purge of a Chaos cult that had grown amongst the labour corps, and his terrifying proclamations saw loyalist labourers topple their overseer-cabals, feeding them to the flames in an act of hopeful penance. On the forge world of Sigma-Ulstari, he led a dropship boarding attack against an Ork squiggoth, wiping out the xenos warband atop its hulk before directing the placement of inferno charges to incinerate the titanic beast itself. When the Keynloc Crusade was ambushed in the void by heretics of the Word Bearers Traitor Legion, Grimaldus whipped his vessel's mortal crew into an apoplectic frenzy, and they threw themselves at the boarders. The ferocious distraction allowed the High Chaplain time to orchestrate flooding the breached decks with sanctified acids used to cleanse the bilges. The counterattack with his Initiates amidst the melted corpses of the crew and the screaming, scarred remnants of the Word Bearers was righteous and cleansing.

CRUSADER SQUADS

The Black Templars employ many squad roles and battle tactics known from the Codex Astartes. However, the Chapter also possesses its own unique formation known as the Crusader Squad. These consist of Neophytes – unproven warriors yet to be ordained as full battle-brothers – fighting alongside the more experienced Initiates who mentor them.

Crusader Squads form the mainstay of most Black Templars armies. They boast varied weaponry such as shotguns, heavy bolt pistols, crackling power fists and flame-spewing pyreblasters, an array well-suited to the Black Templars' preference for storming enemy lines with extreme prejudice. It is amongst the Crusader Squads that most of the Chapter's warriors hone their skills while tempering their faith to diamond hardness amidst the crucible of war.

While Initiates have the bodily augmentations, training and status required to wear full power armour, Neophytes wear tough carapace plating and flexible flakweave fatigues. Crusader Squads typically fight at the forefront of assaults, surging from one target to the next in furious displays of zeal and violence. It is part of the Initiates' role to exemplify their Chapter and crusade's holy ideals and the Neophytes to strive to emulate them. Between them, they form a terrifying nexus of fierce faith and incredible strength.

Outside battle, the Neophytes have duties such as caring for their Initiate's arms and armour, waiting upon their mentor during Chapter feasts, acting as second during honour duels and standing long vigil while their Initiate kneels in hours of prayer. When they enter battle together as part of a Crusader Squad, each Neophyte is expected to fight as though the Emperor was presiding over their deeds. Initiate and Neophyte battle together for as long as the Initiate deems necessary, the Neophyte either learning quickly from his instructor or dying if he cannot. If a Neophyte can prove his courage, skill and devotion to the satisfaction of the Initiate and the crusade's Chaplains, he will be elevated to the rank of Initiate. The Apothecaries oversee the final stages of the surgical, chemical and genetic indoctrination, and, finally, the warrior will take his place within the crusade as a full battle-brother.

Some newly ordained Initiates remain with their squad, while others are deployed to alternate roles, taking up the weapons and armaments of Aggressors, Intercessors, Incursors and many more. They are not immediately privileged to serve as mentors to Neophytes, and even once they are, it may be some time until one is assigned to them. Between this period and their mentorship, Black Templars Initiates hone their fighting skills and valuable lessons of command, all the while enacting the God-Emperor's martial will.

SWORD BRETHREN

The greatest warriors in a crusade are raised to be members of the Marshal's household. These are the Sword Brethren, mighty heroes whose legends have become part of the Chapter's history. Clad in the finest suits of armour and outfitted with crusader seals, purity oath parchments and hallowed icons of faith, they are the very image of a baroque warrior knight.

The Sword Brethren are an organisation unique to the Black Templars. Each is hand-picked by the Marshal of their crusade in recognition of some truly exceptional deed. These are warriors who have held alone against tides of foes or led the slaughter of faithless millions, who have risked all to protect some holy relic, slain the most reviled of traitors, razed icons, or proven their faith in the face of impossible temptations.

Sword Brethren are accorded the honours and respect of a crusade's Veterans and most adopt the colours to pauldron trim and Chapter symbol of that position. However, not all Sword Brethren are chosen from amongst a crusade's Veterans. It is not unheard of for Initiates to be afforded this honour, should they achieve a deed of suitable note. Once a warrior has been extended this honour, they become – in archaic parlance – one of the Marshal's household, which sets them on one of two paths. For most, it means serving as a glorious exemplar of the Chapter's values for the rest of their days, fighting either amongst bands of fellow Sword Brethren or as the battle-scarred leaders of Crusader Squads. Yet it is the first step up to a higher pulpit for a rare few battle-brothers. Many of the Black Templars' Ancients and some of its Chaplains are recruited from the Sword Brethren. Equally, those who rise to the ranks of Castellan or even Marshal typically do so from within the Sword Brethren. It is a weighty honour, a position of utmost respect, and only the strongest of faith can bear its burden.

Throughout the Chapter's history, various Marshals have found different uses for their Sword Brethren beyond being exemplars of the crusade. Many field their Sword Brothers as an honour guard, be it for themselves or as protection for some dignitary of the Imperial faith who requires safeguarding. Others send the Sword Brethren forth as bands of warrior knights charged with hunting down and slaying the greatest beasts amongst the foe. Marshal Ghershov of the Proxica Crusade employed his Sword Brethren as witch hunters, asserting that their indomitable faith in the God-Emperor would shield them from the deviant psykers they faced upon the killing fields of the Shegha Cluster. Marshal Vygo bade his Sword Brothers deploy solely via gunship during the spire wars of Thesjor, dubbing them his Black Blades, while Marshal Hochnor charged his Sword Brethren to guard with their lives the ancient Aurillian Shroud.




IMPERATOR



'The galaxy is the Emperor's, and anyone or anything that challenges that claim is an enemy who must be destroyed.'

- High Marshal Helbrecht at the Battle of Fire and Blood

HIGH MARSHAL HELBRECHT

BANE OF THE UNRIGHTEOUS

Formidable, merciless and utterly uncompromising, High Marshal Helbrecht is the living personification of his Chapter. He is a worthy successor to Sigismund's legacy, a ferocious warrior who would rather die than accept defeat in the God-Emperor's gaze and has battled some of the most monstrous foes to assail Humanity.

Helbrecht's advancement through the ranks of his Chapter was remarkably swift. As a Neophyte, he fought upon Pelegeron IV during the Vinculus Crusade, distinguishing himself against the assassin cults of that benighted world in the shadow of High Marshal Ludoldus. As an Initiate, Helbrecht honoured the fallen of his fighting company upon Deathcore Ridge, battling on alone against an unending torrent of Tyranid warrior-beasts. He earned his place amongst the Sword Brethren of Marshal Daidin through brutality, faith and strategic excellence. Even after succeeding Daidin as his crusade's Marshal, Helbrecht remained humble and focused. He knew his battles were fought in the God-Emperor's sight; in a galaxy so infested with foes, there was no room in Helbrecht's mind for self-congratulation.

On Schrödinger VII, Marshal Helbrecht responded to pleas from the pious cryonite miners assailed by Necron invaders. Despite fierce flanking fire from the already entrenched xenos androids, Helbrecht pressed relentlessly on, eventually breaking through to face their leader, Imotekh the Stormlord. That titanic duel cost Helbrecht his hand, taken by Imotekh as a humbling reminder of the xenos' superiority. A measure of vengeance was won more than five decades later when Helbrecht ambushed Imotekh's flagship, destroying it as the Stormlord fled.

By the time he subjugated the Xenarchs of the Sigilare Nebula, Helbrecht's legend had spread far amongst the ranks of his Chapter. Beyond his unswerving faith, all his peers acknowledged his strategic excellence, particularly in the sphere of void warfare. When High Marshal Kordhel fell in battle, the decision on who should replace him was unanimous. Helbrecht was pragmatic about shouldering the burden. He offered prayers of thanks to the God-Emperor and swore his solemn vow to uphold Sigismund's legacy. He accepted the Sword of the High Marshals, a badge of office and deadly relic blade said to contain slivers of the weapon wielded by Dorn himself. Without delay, High Marshal Helbrecht decreed the mustering of new many crusades that would strike deeper into the galaxy's sinful shadows than ever before and root out the lurking foulness.

Helbrecht has since led crusade after crusade, never pausing in his efforts to cleanse Humanity's realm of its foes. He purged the Ghoul Stars' outer systems of the monstrous Cythor Fiends. He led a masterful void campaign during Ghazghkull Thraka's second invasion of Armageddon, shattering the Ork fleets in orbit, then pursuing the Grand Warlord with a vow to slay the xenos once and for all. His passion to take the Ork's head has never waned. The High Marshal has tempered his initial chase, directing many other crusades, for he sees his Chapter's duty to the God-Emperor's realm as far above his need for vengeance. Yet, his unfulfilled vow presses on his mind, and he always seeks word of Ghazghkull's whereabouts.









Showcase

MANTLING THE CRUSADE

THE BLACK TEMPLARS BEAR A STARK LIVERY AND HERALDIC DEVICES DATING BACK TO THE IMPERIUM'S EARLIEST DAYS. THOUGH THERE ARE CONVENTIONS OF COLOURS AND ICONOGRAPHY AMONGST EACH CRUSADE, THE STRICTNESS WITH WHICH THEY ARE ADHERED TO VARIES. ALL WARRIORS BEAR THE SEAL OF THEIR CRUSADE. MANY ALSO CARRY PERSONAL CRESTS AND DRAPE THEIR DARK ARMOUR IN HEAVY TABARDS, CHAINS, SCRIPTURE PARCHMENTS AND SMOKING BRAZIERS THAT SPEAK TO THE HOLY NATURE OF THEIR RIGHTEOUS DUTY.









1



2





The Black Templars crusades are ferocious in their destruction of the God-Emperor's enemies. No mercy is given by their zealous warriors to xenos, heretics or those who allow weakness a foothold. As each sworn foe is eviscerated, the holy slaughterers lunge onwards to the next.

1 The veterans of a fighting company lead the charge into a hated incursion of xenos. Banishing the Aeldari's initial arrogant claim to the verdant frontier world with roared oaths, the Black Templars begin a devastating purge. The crusaders draw on the zeal and skill of Sigismund, and vent their wrath first and foremost upon the necromantic witch that dares stain the Emperor's realm with their presence.

2 In the depths of Faustus Hive's atmosphere filtration shrines, repulsive heretics of the Death Guard have raised filth-encrusted mechanisms to taint the hive's outputs. The degenerate traitors stand their ground, believing their position unassailable, but they cannot stop a furious strike by the Chapter's elite Sword Brethren, who carve into the heretics, opening a breach for their armoured support to widen.





Standard of the Armageddon Crusade

Execrator of the Armageddon Crusade

Crusade Ancient of the Caedomian Crusade



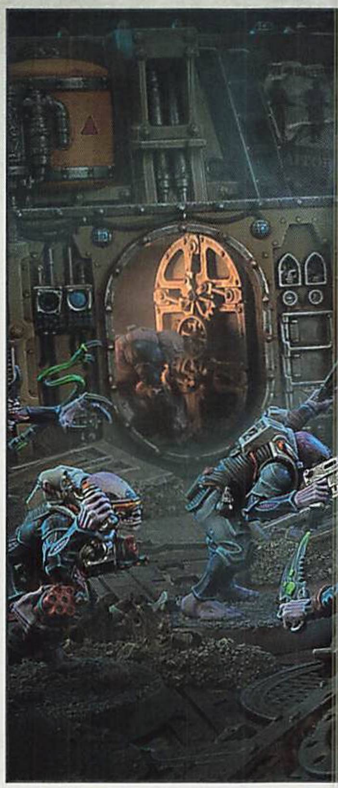
Redemptor Dreadnought of the Armageddon Crusade



Armageddon Crusade seal



Sword Brother of the Armageddon Crusade



The Black Templars are fervent aggressors who suffer no threat to the sanctity of sacred sites and holy relics. They carry scripture-incised wargear and oath seals, and their bloody deeds are carried out in sight of inspirational Chapter relics that laud the greatest kills as acts of battlefield worship.

3 The Shrine of Saint Inigaer the Intolerant moulders in an abandoned layer of Hive Jorvex. As the wider hive struggles to repel a terrifyingly coordinated uprising of xenos cultists, only the Black Templars spare the strength to secure it. Initiates of Intercessor Squad Micael intercept an attempt to desecrate the dust-shrouded reliquaries and statues. Waves of hissing hybrids pour in from all sides as the shrine's peace is riven by intense and efficient bolt fire and the roared vows of Crusade Ancient Jakovean.

4 In the depths of Baghrex Forge, elements of a Black Templars fighting company eagerly moves to slaughter the swarms of a Tyranid splinter fleet. While his Castellan commander fights on the surface, Techmarine Yorghast secures the forge complex's bolt shell production shrines, having sworn to protect the resource for his crusade. Technologies held more sacred by the forge lords' – flesh farms and gene vaults they had hoped the Angels of Death would safeguard – are instead sacrificed to lure the ravenous Tyranids into kill zones. The glow of burning xenos corpses and melting bio-gruel alike illuminates the heirs of Sigismund and their doomed xenos foes.











Neophyte of the
Armageddon Crusade



Initiate of the
Armageddon Crusade



Initiate of the
Morsseous Crusade



Initiate of the
Heimdel Crusade







High Marshal Helbrecht



High Chaplain Grimaldus and a Cenobyte Servitor, carrying the remains of the Banner of the Emperor Victorious





The prospect of conquering tyrants, overwhelming odds and seemingly unassailable strongholds stokes an eagerness in the Black Templars to challenge and overcome such dread foes in the name of the Emperor. Every war is a test of their skill, resolve and faith from which no heir of Sigismund would willingly turn.

5 The blood-red of Denaris II's setting star and the actinic glare of plasma bursts light the swaying and smog-choked superstructure atop an Ork Gargant. Having fought their way up through the stomping construct's stinking and ramshackle innards, a Black Templars strike force finally corners the hulking xenos Warboss they seek and storm forward to take the creature's head.

6 Treachery and the foul reek of Warp-tainted blood ignite the Black Templars' furious wrath as they smash into an advancing World Eaters warband in the ruins of Manufactorum Karchnos-A. The traitors' maddened howls and whining chainblades are drowned by the Black Templars' roars of righteous contempt and blared denunciations broadcast by their supporting armoured assets.





Combat Patrol

In this section you will find all the essentials for using the Vow-sworn of Vedrenn in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



VOW-SWORN OF VEDRENN

EMPEROR'S CHAMPION VEDRENN (1 MODEL)

- **This model is equipped with:** bolt pistol; Black Sword.

With a high volume of melee attacks and a better Move characteristic than many other infantry characters, the Emperor's Champion is a brutal death-dealer who can quickly close the distance with the enemy. Depending on your Enhancement of choice, he can be further customised into an even more effective assassin with the Oath of Destruction Enhancement, or use the Halo of Detestation Enhancement to take some of the sting out of incoming enemy fire.

CRUSADER SQUAD (10 MODELS)

- **The Sword Brother model is equipped with:** heavy bolt pistol; master-crafted power weapon.
- **2 Initiate models are equipped with:** heavy bolt pistol; Astartes chainsword.
- **2 Initiate models are equipped with:** bolt pistol; bolt rifle; close combat weapon.
- **1 Initiate model is equipped with:** pyreblaster; bolt pistol; close combat weapon.
- **2 Neophyte models are equipped with:** bolt pistol; Astartes chainsword.
- **2 Neophyte models are equipped with:** Neophyte firearm; close combat weapon.

Featuring a mix of weaponry, this unit has the ability to thin out poorly armoured enemies at range with their bolt weapons and Neophyte firearms, before tackling armoured foes in melee with their Astartes chainswords. Your other units are still the superior melee threats, but the number of models in this unit, coupled with their high OC characteristic, make them your premier option for contesting objectives.



BLADEGUARD VETERAN SQUAD (3 MODELS)

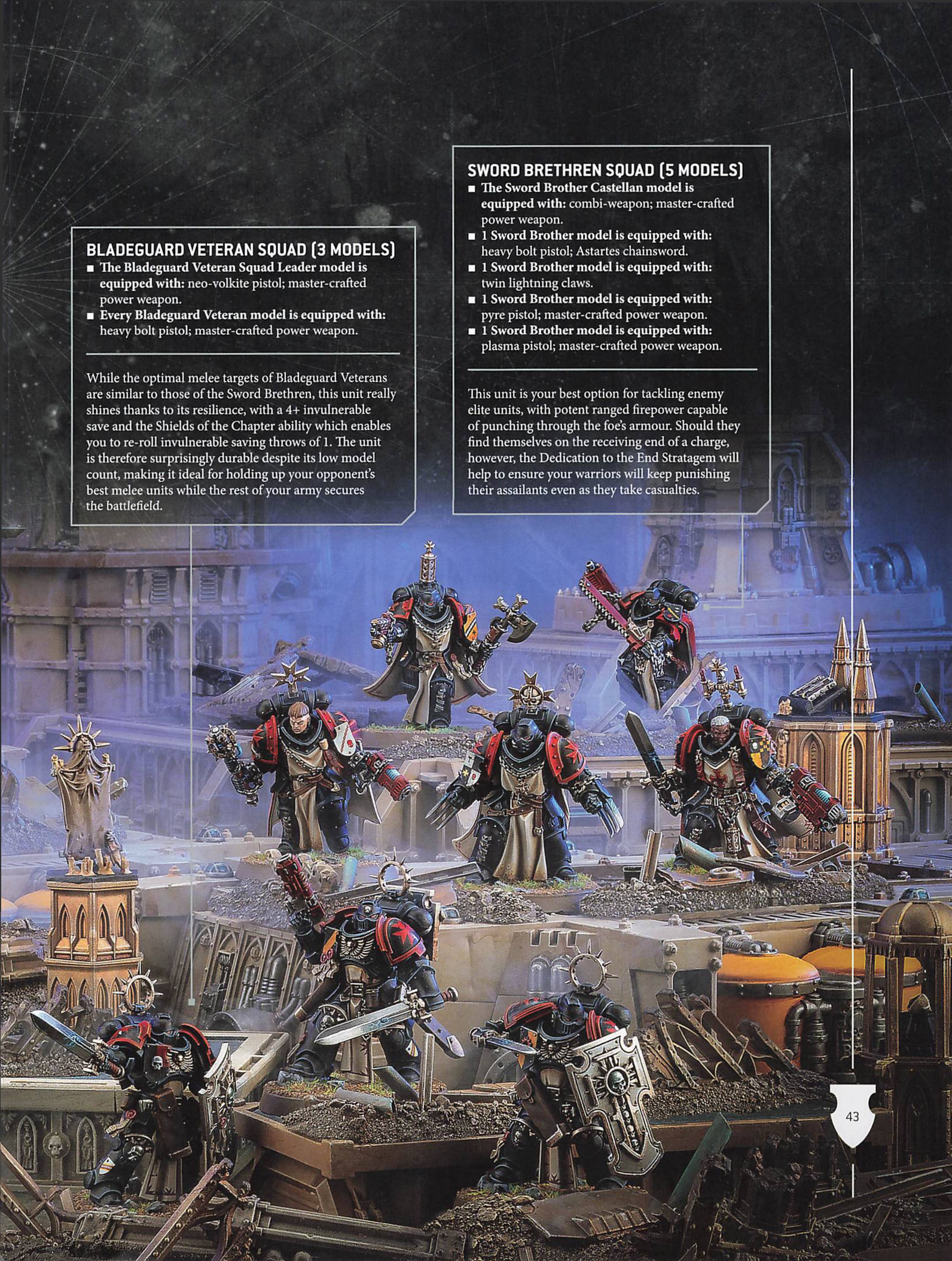
- **The Bladeguard Veteran Squad Leader model is equipped with:** neo-volkite pistol; master-crafted power weapon.
- **Every Bladeguard Veteran model is equipped with:** heavy bolt pistol; master-crafted power weapon.

While the optimal melee targets of Bladeguard Veterans are similar to those of the Sword Brethren, this unit really shines thanks to its resilience, with a 4+ invulnerable save and the Shields of the Chapter ability which enables you to re-roll invulnerable saving throws of 1. The unit is therefore surprisingly durable despite its low model count, making it ideal for holding up your opponent's best melee units while the rest of your army secures the battlefield.

SWORD BRETHREN SQUAD (5 MODELS)

- **The Sword Brother Castellan model is equipped with:** combi-weapon; master-crafted power weapon.
- **1 Sword Brother model is equipped with:** heavy bolt pistol; Astartes chainsword.
- **1 Sword Brother model is equipped with:** twin lightning claws.
- **1 Sword Brother model is equipped with:** pyre pistol; master-crafted power weapon.
- **1 Sword Brother model is equipped with:** plasma pistol; master-crafted power weapon.

This unit is your best option for tackling enemy elite units, with potent ranged firepower capable of punching through the foe's armour. Should they find themselves on the receiving end of a charge, however, the Dedication to the End Stratagem will help to ensure your warriors will keep punishing their assailants even as they take casualties.



PAINTING YOUR COMBAT PATROL

On the following pages, you will find a painting guide to help you to bring your Black Templars Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Armageddon Crusade to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.



You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- AGRAX EARTHSHADE
- CANOPTEK ALLOY
- REIKLAND FLESHSHADE
- RAKARTH FLESH
- NULN OIL
- LEADBELCHER
- STEGADON SCALE GREEN
- ABADDON BLACK
- CORAX WHITE
- MEPHISTON RED
- CATACHAN FLESH
- ARMAGEDDON DUST

Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Chaos Black Spray paint. You can use multiple thin coats of Abaddon Black Base paint instead.



Extra Details

1 For a glowing effect on plasma coils, first apply thinned Corax White. Once dry, paint thinned Stegadon Scale Green over the top. 2 Transfers can add personal heraldries to tilt shields and Chapter icons to Bladeguard Veterans' pauldrons. Variations between models work well, showing the Chapter's loose attitude to convention. Carefully cut the transfer that you wish to apply out of the transfer sheet. Soak the transfer in clean water then, using a clean brush, slide it onto the surface of the model where you wish to apply it.





Basing



1 Apply a neat layer of Armageddon Dust, being careful near the edges. 2 Once the layer of Armageddon Dust is completely dry, apply a shade of Agrax Earthshade. 3 Once the shade has dried, drybrush the base gently with Corax White then apply multiple thin coats of Abaddon Black to the base edge to finish.

Power Armour





1 Apply multiple thin layers of Abaddon Black to the model. You do not need to do this if you prepared your models with Chaos Black Spray paint. 2 Using Stegadon Scale Green, gently drybrush the highest raised edges to achieve a highlight.

Tabards and Parchments







1 Thin Rakarth Flesh and basecoat all tabards and parchment using multiple layers to achieve a smooth finish. 2 Shade these with Reikland Fleshshade, moving your brush from top to bottom to avoid any pooling. If it does pool, let it dry completely, then use Rakarth Flesh to tidy up. 3 Highlight just the edges with thinned Corax White. You could carefully drybrush this instead.

Veteran Pauldron Guards and Cloaks





1 Basecoat the pauldron guards and Chapter icons of Sword Brethren and Bladeguard Veterans, plus areas like purity seals, eye lenses, weapon casings and cloaks, with multiple thin layers of Mephiston Red. 2 Shade these areas with Agrax Earthshade.

Pauldrons



1 Use Corax White to paint the pauldrons on the Initiates, Neophytes and the Emperor's Champion, avoiding the Chapter icon.

Imperialis and Sculpted Icons





1 Apply multiple thin layers of Canoptek Alloy to the winged chest symbols – the imperialis – and ornamented areas on weapons and backpacks. 2 Shade these areas with Agrax Earthshade. Apply more in the recesses to give greater contrast.

Skin and Hair









1 For darker skin, apply a basecoat of Catachan Flesh using multiple thin layers. For lighter skin, apply a basecoat of Corax White using multiple thin layers. 2 Shade all skin with Reikland Fleshshade. For any hair, apply a neat layer of Abaddon Black or Catachan Flesh. If you feel confident, pick out the eyes with Corax White and add pupils with Abaddon Black.



Belts, Straps and Pouches





1 Basecoat all leather details, such as straps, pouches and pistol holsters, with Catachan Flesh. If you accidentally paint over other areas you can tidy up following the steps shown previously. 2 Shade these areas with Agrax Earthshade.

Dark Metallic Areas





1 Paint any areas you would like to be dark metal with thinned Leadbelcher; this can include pipes around Neophytes' collars and on helmets, gun barrels and other parts of weapons, chains and belt buckles. 2 Shade these areas with Nuln Oil.

COMBAT PATROL
VOW-SWORN OF VEDRENN



ABILITIES

The datasheets required to use the Vow-sworn of Vedrenn can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Templar Vows – which is described below.

TEMPLAR VOWS

On the eve of battle, the Black Templars gather to be led in prayer and contemplation by their champions. United in their hatred of the foe, they swear a mighty vow to uphold in the battle ahead.

At the start of the first battle round, select one of the following Vows to be active for **ADEPTUS ASTARTES** units from your army. While a Vow is active for a unit from your army, that unit has the associated ability shown below.

- **Abhor the Witch, Destroy the Witch:** Each time this unit declares a charge, if one or more targets of that charge have the **PSYKER** keyword, you can re-roll the Charge roll. Melee weapons equipped by models in this unit have the **[PRECISION]** ability while targeting **PSYKER** units.
- **Accept Any Challenge, No Matter the Odds:** Each time a model in this unit makes a melee attack, if the Strength characteristic of that attack is less than or equal to the Toughness characteristic of the target, add 1 to the Wound roll.

ENHANCEMENTS

Your **EMPEROR'S CHAMPION** model is your **WARLORD** and has the Oath of Destruction Enhancement. You can replace this with Halo of Detestation.

DEFAULT ENHANCEMENT

OATH OF DESTRUCTION

This master swordsman has sworn a binding oath to destroy the blasphemous foe's champions. He weaves a hurricane of bloody destruction in pursuit of his prey, his blade a blur that cleaves armour and ends lives.

- Melee weapons equipped by the bearer have the **[PRECISION]** ability.
- Melee weapons equipped by the bearer have the **[SUSTAINED HITS 1]** ability while targeting **CHARACTER** units.

OR

OPTIONAL ENHANCEMENT

HALO OF DETESTATION

It is said the light of true faith blazes from this exemplar, forged upon the warrior's vehement hatred of dishonour. Heretics and blasphemers who cowardly strike from afar, daring not to face the God-Emperor's chosen vessel, are assailed by a sensory tumult. Holy light, deafening chorals and divine visions mar their aim and ward away evil, enabling this warrior to close and mete out deserved justice.

Each time a ranged attack targets the bearer's unit, subtract 1 from the Hit roll.



SECONDARY OBJECTIVES

You will use the Execution Edict secondary objective. You can replace this with To Their Very Gates.

DEFAULT SECONDARY OBJECTIVE

EXECUTION EDICT

Crusade command has identified the instigators of heresy; all that remains is to carry out the righteous verdict. Slaughter the foe's leaders, leave none alive to inspire even the slightest hope that the God-Emperor's will can be denied.

Each time an **ADEPTUS ASTARTES** unit from your army destroys an enemy **CHARACTER** model, you score 4VP.

At the end of the battle, if all enemy **CHARACTER** models are destroyed, you score 4VP.

OR

OPTIONAL SECONDARY OBJECTIVE

TO THEIR VERY GATES

Nothing can stand against those who fight to cleanse the Emperor's realm. Smash the blasphemers' vanguard, plunge through their battle lines and drive them back until they can flee no more. There, we will burn away the stain of their existence and make of them a pyre.

At the end of the battle, you score 10VP if you control the objective marker closest to your opponent's battlefield edge.

STRATAGEMS

You can use the following Stratagems:

DEDICATION TO THE END

1CP

VOW-SWORN OF VEDRENN – BATTLE TACTIC STRATAGEM

To the Black Templars, one's dying breath is yet another opportunity to unleash one's hatred in a last act of devotion to the God-Emperor.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if your unit has the **BLADEGUARD VETERAN SQUAD** or **SWORD BRETHREN SQUAD** keywords. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

BULWARK OF FAITH

1CP

VOW-SWORN OF VEDRENN – STRATEGIC PLOY STRATAGEM

The veterans of a Black Templars crusade are skilled in using their gene-wrought strength and intimidating skill-at-arms to form a bulwark that cows lesser warriors.

WHEN: Your Command phase.

TARGET: One **BLADEGUARD VETERAN SQUAD** or **SWORD BRETHREN SQUAD** unit from your army.

EFFECT: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit.

DIVINE PROTECTION

1CP

VOW-SWORN OF VEDRENN – BATTLE TACTIC STRATAGEM

The Black Templars view their ability to shrug off the most horrendous pain and injury as a blessing from the Emperor.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 5+ invulnerable save and they have the Feel No Pain 5+ ability against mortal wounds.

EMPEROR'S CHAMPION VEDRENN

Combat Patrol Datasheet

M	T	SV	W	LD	OC
8"	4	2+	5	6+	1

4+ INVULNERABLE SAVE



Formerly a humble Initiate, Vedrenn has been visited by visions of greatness. Now the Emperor's Champion, Vedrenn strides to battle wreathed in divine light. The enemy's blows ring from his blessed armour before he slays them with sweeping strikes of his Black Sword.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Sword	Melee	10	2+	6	-2	1

ABILITIES

CORE: **Lone Operative**

FACTION: **Templar Vows**

KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, TACTICUS, EMPEROR'S CHAMPION, VEDRENN**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**

SWORD BRETHREN SQUAD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1



Every Sword Brother has earned their place amongst the Marshal's household through acts of unswerving faith and spectacular violence. On the battlefield, they are a reaping whirlwind, armed with lethal weapons, and they turn upon the enemy in the God-Emperor's name.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Pyre pistol [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword [SUSTAINED HITS 1]	Melee	6	2+	4	-1	1
Master-crafted power weapon [LETHAL HITS]	Melee	3	2+	5	-2	2
Twin lightning claws [TWIN LINKED]	Melee	5	2+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Templar Vows**

Exploit Their Cowardice: Each time an enemy unit within Engagement Range of this unit is selected to Fall Back, after it ends that Fall Back move, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move.

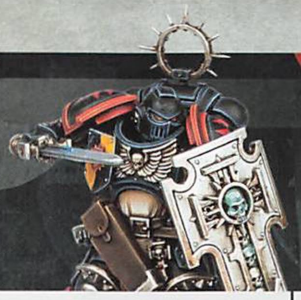
KEYWORDS: **INFANTRY, IMPERIUM, TACTICUS, SWORD BRETHREN SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**

BLADEGUARD VETERAN SQUAD

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Bladeguard Veterans advance relentlessly with weapons held high, the very image of mythic knights. Often bearing markings reflecting a status as Sword Brethren, these vastly experienced Chapter veterans have fought to preserve the God-Emperor's realm on uncounted worlds.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Neo-volkite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	5	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2

ABILITIES

FACTION: **Templar Vows**

Bladeguard: At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- **Swords of the Chapter:** Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- **Shields of the Chapter:** Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.

KEYWORDS: **Infantry, Imperium, Tacticus, Bladeguard Veteran Squad**

FACTION KEYWORDS: **Adeptus Astartes, Black Templars**

CRUSADER SQUAD

	M	T	SV	W	LD	OC
NEOPHYTES	6"	4	4+	2	6+	2
OTHER MODELS	6"	4	3+	2	6+	2



Combat Patrol Datasheet

Crusader Squads storm into battle with bolt rifles blazing and chainswords howling. Initiates aim jets of fire from their pyreblasters or rain savage blows into their foes, while hard-eyed Neophytes fight furiously to prove their martial worth under the stern gaze of their mentors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Neophyte firearm [ASSAULT]	18"	2	3+	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

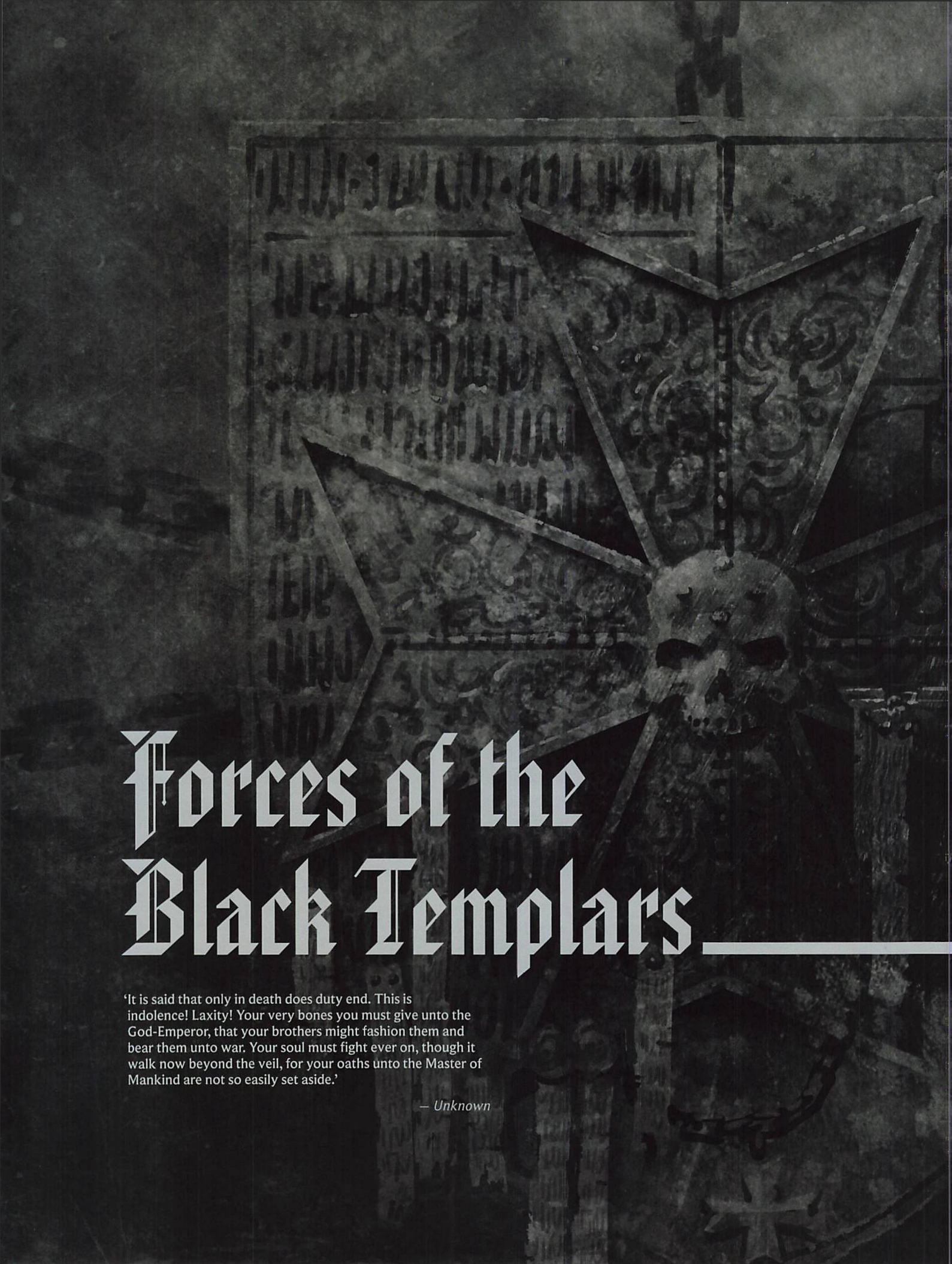
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword [SUSTAINED HITS 1]	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Master-crafted power weapon [LETHAL HITS]	Melee	3	2+	5	-2	2

ABILITIES

FACTION: **Templar Vows**

KEYWORDS: **Infantry, Imperium, Tacticus, Crusader Squad**

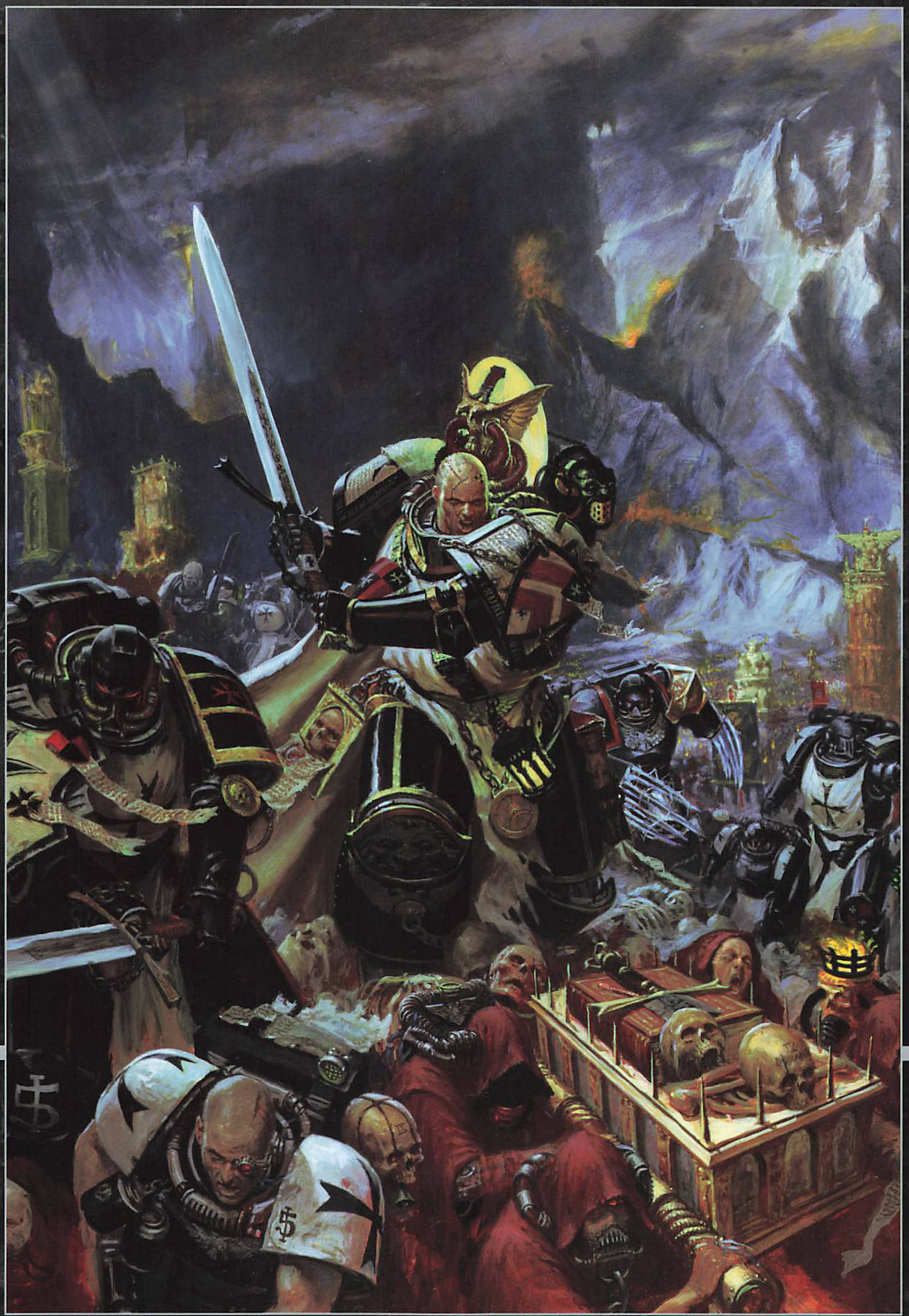
FACTION KEYWORDS: **Adeptus Astartes, Black Templars**



Forces of the Black Templars

'It is said that only in death does duty end. This is indolence! Laxity! Your very bones you must give unto the God-Emperor, that your brothers might fashion them and bear them unto war. Your soul must fight ever on, though it walk now beyond the veil, for your oaths unto the Master of Mankind are not so easily set aside.'

— Unknown



INTRODUCTION

Welcome to the rules section of *Codex Supplement: Black Templars*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Black Templars collection to life on the tabletop.

These include Detachment rules that Space Marine armies from the Black Templars Chapter can use, along with the Black Templars army rule – Templar Vows – which is common to many of your units. This section also includes datasheets for BLACK TEMPLARS units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several Black Templars Detachments you can select from, as described in the Core Rules (see the Select Detachment rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Black Templars – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

TEMPLAR VOWS

On the eve of battle, the Black Templars gather to be led in prayer and contemplation by their champions. United in their hatred of the foe, they swear a mighty vow to uphold in the battle ahead.

If your Army Faction is **ADEPTUS ASTARTES**, at the start of the first battle round, select one of the following Vows to be active for **ADEPTUS ASTARTES** units from your army. While a Vow is active for a unit from your army, that unit has the associated ability shown below.

Abhor the Witch, Destroy the Witch

Each time this unit declares a charge, if one or more targets of that charge have the **PSYKER** keyword, you can re-roll the Charge roll. Melee weapons equipped by models in this unit have the **[PRECISION]** ability while targeting **PSYKER** units.

Accept Any Challenge, No Matter the Odds

Each time a model in this unit makes a melee attack, if the Strength characteristic of that attack is less than or equal to the Toughness characteristic of the target, add 1 to the Wound roll.

Suffer Not the Unclean to Live

This unit is eligible to declare a charge in a turn in which it Fell Back, and each time a model in this unit makes a Pile-in or Consolidation move, it does not need to end that move closer to the closest enemy model, provided it ends that move as close as possible to the closest enemy unit.

Uphold the Honour of the Emperor

If this unit has the **INFANTRY** keyword:

- At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.
- If the mission you are playing features Actions, this unit is eligible to start to perform an Action in a turn in which it Advanced.



HEIRS OF SIGISMUND

- If an **ADEPTUS ASTARTES** unit has a second Faction keyword on its datasheet, that Faction keyword is the name of that unit's Chapter. For example, High Marshal Helbrecht has both the **ADEPTUS ASTARTES** and **BLACK TEMPLARS** Faction keywords, and is therefore from the Black Templars Chapter.
- You cannot include units from more than one Chapter in your army.
- If your army includes one or more units from the Black Templars Chapter or you are using one of the Detachments found on the following pages:
  - **ADEPTUS ASTARTES** units from your army lose the Oath of Moment army rule (if they have it), and it is replaced with the Templar Vows army rule (see above).
  - You cannot use the 1st Company Task Force Detachment (see *Codex: Space Marines*).
  - Your army cannot include any **ADEPTUS ASTARTES PSYKER** models.
  - Your army cannot include the following datasheets from *Codex: Space Marines*: Gladiator Lancer; Gladiator Reaper; Gladiator Valiant; Impulsor; Land Raider Crusader; Repulsor; Repulsor Executioner; Sternguard Veteran Squad; Terminator Squad.



COMPANIONS OF VEHEMENCE

DETACHMENT RULE

RIGHTEOUS FERVOUR

With their zealous hatred stoked red-hot by furious sermons and inflammatory prayers, Companions of Vehemence are filled with a wrathful vigour. Only the deaths of the God-Emperor's enemies can assuage their fury, and they will let nothing delay them from unleashing it.

You can re-roll Advance and Charge rolls made for **ADEPTUS ASTARTES** units from your army.

RESTRICTIONS

Your army can include **BLACK TEMPLARS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS

INCENDIARY ANIMUS

This inspirational warrior exudes fierce contempt and loathing for the Emperor's foes, inciting such apoplectic revulsion in their battle-brothers as to drive their blows with vicious strength.

CHAPLAIN or **JUDICIAR** model only. Improve the Armour Penetration characteristic of melee weapons equipped by models in the bearer's unit by 1.

OATHBOUND EXEMPLAR

With a ceaseless and booming oratory, this commander exhorts his warriors in their duty to the Emperor. Honour, he declaims, must be pursued relentlessly.

ADEPTUS ASTARTES INFANTRY model only. Add 1 to Advance rolls made for the bearer's unit. If the mission pack you are playing features Actions, the bearer's unit is eligible to start to perform an Action in a turn in which it Advanced.

MERCILESS DENUNCIATION

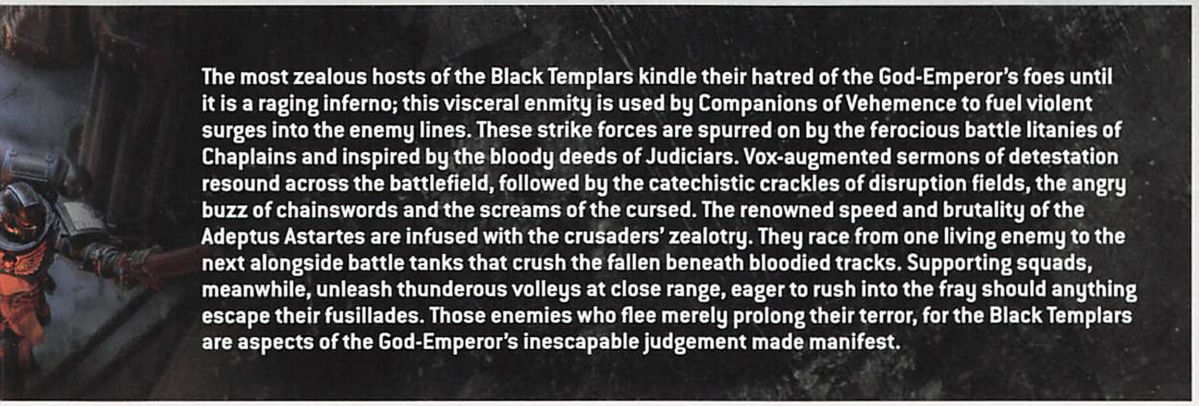
Through roared words or ruthless deeds, may the blasphemous be denounced and the worthy driven into a furious rage of sanctified slaughter.

CHAPLAIN or **JUDICIAR** model only. Each time a model in the bearer's unit makes a melee attack, you can re-roll the Hit roll.

ZEALOUS VANGUARD

This warrior is an unstoppable crusader whose hearts burn like twin pyres of eager zeal. Ever at the forefront of combat, he leads his warriors as the tip of the crusade's blade.

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.



The most zealous hosts of the Black Templars kindle their hatred of the God-Emperor's foes until it is a raging inferno; this visceral enmity is used by Companions of Vehemence to fuel violent surges into the enemy lines. These strike forces are spurred on by the ferocious battle litanies of Chaplains and inspired by the bloody deeds of Judiciars. Vox-augmented sermons of detestation resound across the battlefield, followed by the catechistic crackles of disruption fields, the angry buzz of chainswords and the screams of the cursed. The renowned speed and brutality of the Adeptus Astartes are infused with the crusaders' zealotry. They race from one living enemy to the next alongside battle tanks that crush the fallen beneath bloodied tracks. Supporting squads, meanwhile, unleash thunderous volleys at close range, eager to rush into the fray should anything escape their fusillades. Those enemies who flee merely prolong their terror, for the Black Templars are aspects of the God-Emperor's inescapable judgement made manifest.

DEVOUT PUSH

COMPANIONS OF VEHEMENCE – BATTLE TACTIC STRATAGEM

1CP

With a zealous cry, the Black Templars press forward, using their ceramite-armoured bulk to smash into the foe and overwhelm the enemy's lines.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

RESTRICTIONS: A unit cannot be targeted with this and the Hearts Hardened to Duty Stratagem in the same phase unless it has the **CHAPLAIN** or **JUDICIAR** keywords.

HEARTS HARDENED TO DUTY

COMPANIONS OF VEHEMENCE – STRATEGIC PLOY STRATAGEM

1CP

To suffer not blind aggression is to evade the snares of foul deceit and honourably reject self-aggrandisement.

WHEN: Fight phase, just before an **ADEPTUS ASTARTES INFANTRY** unit from your army Consolidates.

TARGET: That **ADEPTUS ASTARTES INFANTRY** unit.

EFFECT: Until the end of the phase, each time a model in your unit makes a Consolidation move, it does not need to end that move closer to the closest enemy model (or the closest enemy unit if the Suffer Not the Unclean to Live Vow is active for it).

FOR THE EMPEROR'S HONOUR!

COMPANIONS OF VEHEMENCE – BATTLE TACTIC STRATAGEM

1CP

Filled with the spirit of Sigismund, his heirs seek out the foe's dark and unclean champions so that they may be crushed in the sight of their thralls.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[PRECISION]** ability.

PIOUS ENMITY

COMPANIONS OF VEHEMENCE – BATTLE TACTIC STRATAGEM

1CP

The warrior priests of a crusade drive Sigismund's heirs into the heart of battle, daring the greatest abominations to face their spiritual strength.

WHEN: Fight phase.

TARGET: One **CHAPLAIN** or **JUDICIAR** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a melee attack that targets an enemy unit, re-roll a Hit roll of 1. If that target is a **MONSTER** or **VEHICLE** unit, re-roll a Wound roll of 1 as well.

HERESY BEGETS RETRIBUTION

COMPANIONS OF VEHEMENCE – STRATEGIC PLOY STRATAGEM

1CP

Where enemies dare threaten the warriors of the God-Emperor or seek to escape their deserved death, there must be swift retribution.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **CHAPLAIN** or **JUDICIAR** unit from your army that is within 9" of that enemy unit and is not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Retribution move. To do so, roll one D6: models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit.

DREAD CRUSADERS

COMPANIONS OF VEHEMENCE – STRATEGIC PLOY STRATAGEM

1CP

To face the Emperor's transhuman crusaders as they chant their litanies of detestation can chill the soul.

WHEN: Your opponent's Charge phase, just after an enemy unit declares a charge.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that was selected as one of the targets of that charge.

EFFECT: That enemy unit must take a Battle-shock test, subtracting 1 from the result.



VINDICATION TASK FORCE

DETACHMENT RULE

PURGE AND SANCTIFY

As the battle-brothers of a Vindication Task Force purge the Emperor's domain in fire and blood, they see their holy quest as recovering Humanity's rightful dominion. They scour the stain of the unclean, topple false idols, breach strongholds of unholy faith and plant the crusade's standards in their place, branding such sites with the sacred icons of their brotherhood.

- Each time an attack targets an **ANCIENT** unit from your army, if that unit is within range of one or more objective markers and the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.
- Each time a **CRUSADER SQUAD** unit from your army makes a Righteous Zeal move, that unit can end that move as close as possible to the closest objective marker instead of as close as possible to the closest enemy unit.

RESTRICTIONS

Your army can include **BLACK TEMPLARS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS

IMPERIALIS OF THE ETERNAL CRUSADE

This gleaming finial is said to have once topped Terra's holiest spire and been gifted by the third Ecclesiarch to the High Marshal. It radiates an imperious superiority, buffeting impure minds with bellicose neural suppression until those who mean the bearer ill are left staggering.

ANCIENT model only. Each time an enemy unit selects the bearer's unit as a target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

CONSECRATING AURA

The piety and honour of this warrior can be felt wherever he fights. His presence rouses the ardent souls of the Black Templars, warding Sigismund's heirs from the blasphemy of the unbeliever.

ADEPTUS ASTARTES model only. Models in the bearer's unit have a 5+ invulnerable save.

ORB OF THE EMPEROR'S AEGIS

What Dark Age technology may lie inside this icon-wreathed sphere pales compared to its true power: that of the Emperor's blessing. When activated, the orb briefly emits a glowing nimbus of protective energy so powerful that it can hold back the corruptive fury of the naked Warp. Thus shielded, Black Templars may use their fleet's teleportarium shrines even without the awesome protection of Terminator armour.

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Deep Strike ability.

WARDEN OF HONOUR

This lauded guardian is trusted with the stewardship of the crusade's most precious standards. His unyielding presence and preservation of his charge amidst fire and heresy inspire his brothers to acts of extreme heroism.

CRUSADE ANCIENT model only. While the bearer is leading a unit, each time you roll one D6 for the bearer's Vengeful Exhortation ability, add 1 to the result.

Sacred standards and consecrated banners in great numbers anoint the consecrated battlegrounds of Vindication Task Forces. These brotherhoods stamp the God-Emperor's undeniable authority wherever they strike. Cleaving to the purity of their mission with the stubborn tenacity of Dorn, the Black Templars ruthlessly extinguish their foe from holy sites and bludgeon any attempts to retake them. Veteran Ancients brandish the icons and heraldries of the crusade in pious defiance, the standards' radiance declaring the God-Emperor's sovereignty, and each a challenge to his enemies. In sight of them, the holdouts of heretics are revealed and put to righteous flame. Sorcerous corruption is wiped clean in barrages of scripture-incised missiles, while xenos forts are torn down by the pilots of hulking warsuits and revered Dreadnoughts. Inspired by the honour of iconic reliquaries, millennia-old shrouds and hallowed tapestries, the Black Templars reclaim and reconsecrate the Emperor's domain with blood.

REFUSAL TO YIELD

VINDICATION TASK FORCE – EPIC DEED STRATAGEM

1CP

Where honour is upheld, the Emperor's divinity may manifest to grant his pious warrior new strength.

WHEN: Any phase, just after an **ANCIENT** model from your army is destroyed.

TARGET: That **ANCIENT** model. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: At the end of the phase, set your model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

RESTRICTIONS: You cannot target the same model with this Stratagem more than once per battle.

RECLAIM OUR HONOUR!

VINDICATION TASK FORCE – STRATEGIC PLOY STRATAGEM

1CP

The sacred standards of a crusade embody its warriors' honour, and no one would see them lost.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit destroys an **ANCIENT** model from your army that has not been targeted with the Refusal to Yield Stratagem this phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army visible to that enemy unit.

EFFECT: Until the end of the battle, each time an **ADEPTUS ASTARTES** model from your army makes an attack that targets that enemy unit, add 1 to the Hit roll.

RESTRICTIONS: You cannot target that **ANCIENT** model with the Refusal to Yield Stratagem this phase.

LITANIES OF PURGATION

VINDICATION TASK FORCE – BATTLE TACTIC STRATAGEM

1CP

Where the Emperor's domain is imperilled by the unholy, the Black Templars vow to cleanse it.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, if that model's unit is within range of one or more objective markers or the target unit is within range of one or more objective markers, improve the Armour Penetration characteristic of that attack by 1.

RECITATION OF THE REVERED

VINDICATION TASK FORCE – STRATEGIC PLOY STRATAGEM

1CP

The Ancient leads a deafening recital of his banner's honours, the projected chant's zeal shaking the foe.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ANCIENT** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

SPOOR OF THE UNHOLY

VINDICATION TASK FORCE – BATTLE TACTIC STRATAGEM

1CP

Perhaps guided by visions from the Emperor, Black Templars can pick out heresy wherever it lurks.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability and each time a model in your unit makes an attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill or Weapon Skill characteristic; the Hit roll.

PERFERVID INTERVENTION

VINDICATION TASK FORCE – STRATEGIC PLOY STRATAGEM

2CP

When the Emperor blesses his crusaders with the opportunity to seize the initiative, none refuse.

WHEN: End of your opponent's Charge phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

EFFECT: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

RESTRICTIONS: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.



GODHAMMER ASSAULT FORCE

DETACHMENT RULE

SHOCK AND AWE

An armoured assault by the crusaders of the Emperor is terrifying to behold. The doomed enemy are pummelled by heavy weapons fire and deafened by the roar of engine spirits in the moments before the strike falls, their comrades crushed by heavy treads. When the assault ramps slam down and the Black Templars storm forth, what little cohesion their foes retain melts away before the crusaders' holy wrath.

- Each time an **ADEPTUS ASTARTES** unit from your army declares a charge, if it disembarked from a **TRANSPORT** this turn, after selecting the targets of that charge, select one of those targets; that enemy unit must take a Battle-shock test.
- Each time a model in an **ADEPTUS ASTARTES** unit from your army makes a melee attack, if it disembarked from a **TRANSPORT** this turn, add 1 to the Hit roll.

RESTRICTIONS

Your army can include **BLACK TEMPLARS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS

PARAGON OF FURY

This crusader's hatred for the heretic and the unbeliever burns with the fury of a newborn star.

ADEPTUS ASTARTES model only. Add 2 to the Strength characteristic of melee weapons equipped by the bearer. Each time a melee attack made by the bearer is allocated to an enemy model, if the bearer disembarked from a **TRANSPORT** this turn, add 1 to the Damage characteristic of that attack.

BATTLE-PSALM PRECENTOR

The chanted oratory of this commander rises in volume and stentorian vehemence as he leads his brothers into the charge until he seems like a wrathful war deity closing with his ungodly prey.

ADEPTUS ASTARTES model only. Each time the bearer's unit declares a charge, if an enemy unit takes a Battle-shock test as a result of the Shock and Awe Detachment rule, subtract 1 from that Battle-shock test.

AUGURY SERVO-HOST

This warrior's auto-senses are linked to a circling host of servo-skulls crafted from the remains of favoured serfs and failed neophytes. Fitted with ocular probes and sensor vanes, they provide the Black Templar with advanced targeting information to pick out the unbelievers who cower in concealment.

ADEPTUS ASTARTES model only. At the start of your Shooting phase, select one enemy unit within 12" of and visible to the bearer. Until the end of the phase, models in that unit cannot have the Benefit of Cover.

HERALD OF SACRED SLAUGHTER

A pious harbinger of the crusade's destructive potential, this warrior pushes forward at the first opportunity, eager to bring the Emperor's judgement to the foe.

ADEPTUS ASTARTES model only. In the Declare Battle Formations step, if the bearer starts the battle embarked within a **DEDICATED TRANSPORT**, that **DEDICATED TRANSPORT** has the Scouts 9" ability.

An armoured assault by the Black Templars has been likened to the holy spears of devastation unleashed by lascannons of the venerable Land Raider. Godhammer Assault Forces are mechanised spearheads built around a core of heavily armoured transports. Mobile artillery keep pace with their advance, suppressing desperate attempts to stall the crusaders. Assault tanks crack open enemy fortifications. Squadrons of attack craft and bikers scythe down attempts to outflank the wedge of sanctified adamantine while dropships scar the skies with blazing contrail brands. By the time the mailed fist strikes, the foe are already reeling. Land Raiders, Rhinos and Repulsors shielded by blessed armour scatter fleeing soldiers and smash through obstructions. As the pugnacious transports' assault ramps slam down, built-in vox-emitters blare the battle oaths of the Black Templars, and the crusade's elite are disgorged into the foe's vulnerable heart. Where a Godhammer Assault Force strikes, little is left but rubble and ruin.

A CEASELESS CAUSE

1CP

GODHAMMER ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

There is no room for hesitation or exultation for the Black Templars. With one knot of blasphemy expunged, the crusaders surge in search of the next.

WHEN: End of the Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that was eligible to fight this phase.

EFFECT: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". It cannot embark within a **TRANSPORT** at the end of this move if it disembarked from a **TRANSPORT** this turn.

UNCOMPROMISING EGRESS

1CP

GODHAMMER ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

Little can threaten to overwhelm the venerable Land Raider. Its multiple, hydraulically augmented assault ramps slam into closing aggressors, enabling its deadly cargo to deploy quickly.

WHEN: Your Movement phase.

TARGET: One **LAND RAIDER** model from your army that has not been selected to move this phase.

EFFECT: One **ADEPTUS ASTARTES** unit embarked within your **LAND RAIDER** can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your **LAND RAIDER** and can be set up within Engagement Range of one or more enemy units.

GAUNTLET OF THE GOD-EMPEROR

1CP

GODHAMMER ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

Like the mailed fist of the Master of Mankind, the crusade's armoured battle tanks, transports and combat walkers smash their way through choked war zones to reach those deserving execution.

WHEN: Your Movement phase.

TARGET: One **ADEPTUS ASTARTES VEHICLE** model from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, each time your model makes a Normal or Advance move, it can move horizontally through terrain features.

FOCUSED HATRED

1CP

GODHAMMER ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

Surging from assault ramps, the Black Templars let none bar them from the most unholy threats, using their armoured might to bludgeon a path into battle.

WHEN: Your Charge phase, just after you make a Charge roll for an **ADEPTUS ASTARTES** unit from your army that disembarked from a **TRANSPORT** this turn.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the phase, each time your unit makes a Charge move, models in your unit can move through models (when doing so, its models can move within Engagement Range of enemy models, but they can only end that move within Engagement Range of enemy models if those enemy models belong to a unit that your unit declared a charge against this turn).

CONDEMNATORY INFO-SCREED

1CP

GODHAMMER ASSAULT FORCE – BATTLE TACTIC STRATAGEM

Prepared within their troop compartment by a broadcast litany of their foe's ungodly sins, the crusaders emerge with their hearts full of hatred.

WHEN: Your Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, if it disembarked from a **TRANSPORT** this turn, re-roll a Wound roll of 1. If that **TRANSPORT** has the **LAND RAIDER** keyword, you can re-roll the Wound roll instead.

BLESSED HULL

2CP

GODHAMMER ASSAULT FORCE – BATTLE TACTIC STRATAGEM

Their hulls blessed by the chants of Techmarines and their prayer-servitors, a crusade's war engines can be entreated to withstand the most malign attacks.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES VEHICLE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

Datasheets

'As you fight this day, reclaiming this world for the God-Emperor that the unworthy have allowed to fall, remember the Purgatory of Jovhas, the Mercilessness of Pulsamane and the Penitence of Klaine. Let their deeds be your inspiration, and let there be more to remember in the battles to come.'

- Chaplain Kraesteer, Vorthenger Crusade



HIGH MARSHAL HELBRECHT

M	T	SV	W	LD	OC
6"	4	2+	6	6+	3

4+ INVULNERABLE SAVE



Helbrecht is the living embodiment of his Chapter's warrior spirit. Wielding the Sword of the High Marshals, he storms into the fray, bellowing oaths of vengeance as he leads the unstoppable charge. His battle-brothers follow him without question, for they believe where High Marshal Helbrecht treads, so to walks the Emperor himself.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ferocity [ANTI-INFANTRY 4+, DEVASTATING WOUNDS]	24"	2	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sword of the High Marshals – strike	Melee	6	2+	8	-3	3
Sword of the High Marshals – sweep	Melee	12	2+	6	-3	1

LEADER

This model can be attached to the following units: **Assault Intercessor Squad, Crusader Squad, Intercessor Squad, Sword Brethren Squad**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Templar Vows**

Crusade of Wrath: While this model is leading a unit, add 1 to the Attacks and Strength characteristics of melee weapons equipped by models in that unit.

High Marshal: At the start of the Fight phase, select one enemy unit within Engagement Range of this model's unit and roll one D6, adding 1 to the result for every five models in this model's unit: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

UNIT COMPOSITION

- **1 High Marshal Helbrecht – Epic Hero**

This model is equipped with: Ferocity; Sword of the High Marshals.

KEYWORDS: **Infantry, Character, Epic Hero, Grenades, Imperium, Tacticus, Chapter Master, High Marshal Helbrecht**

FACTION KEYWORDS: **Adeptus Astartes, Black Templars**



CHAPLAIN GRIMALDUS

M	T	SV	W	LD	OC	
6"	4	3+	4	5+	1	GRIMALDUS
6"	4	3+	1	8+	1	CENOBYTE SERVITOR

4+ INVULNERABLE SAVE



High Chaplain Grimaldus is a beacon of Imperial faith. His fortitude is such that many of his brothers believe him invincible. His will is singular, his zeal coldly furious, and his martial skill attested by the trail of broken foes laid at his heels. His Cenobyte Servitors lurch to war at his side, bearing with them holy relics of the faith.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	6	2+	6	-2	2
Close combat weapon	Melee	1	4+	3	0	1

TEMPLE RELICS

Banner of the Emperor Victorious: Add 1 to Advance and Charge rolls made for this unit.

Column from the Major Altar: Add 1 to the Toughness characteristic of models in this unit.

Water from the Stoup of Elucidation: Improve the Armour Penetration characteristic of melee weapons equipped by models in this unit by 1.

LEADER

This unit can be attached to the following units: **ASSAULT INTERCESSOR SQUAD, CRUSADER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, SWORD BRETHREN SQUAD**

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Templar Vows**

Litanies of the Devout: While this unit is leading a unit and contains a Chaplain Grimaldus model, each time a model in that unit makes a melee attack, you can re-roll the Hit roll.

Temple Relics: In your Command phase, if this unit contains one or more Cenobyte Servitor models, select one Temple Relics ability (see left). Until the start of your next Command phase, this unit's Chaplain Grimaldus model has that ability.

UNIT COMPOSITION

- **1 Chaplain Grimaldus – EPIC HERO**
- **3 Cenobyte Servitors***

**If this unit's Chaplain Grimaldus model is ever destroyed, all of this unit's remaining Cenobyte Servitor models are also destroyed. While embarking within a TRANSPORT and while embarked within a TRANSPORT, each Cenobyte Servitor model in this unit takes up the space of 0 models.*

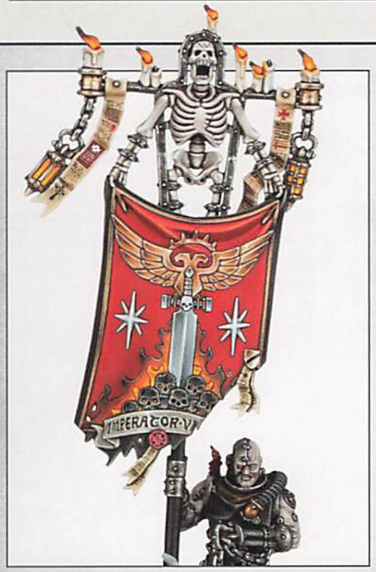
Chaplain Grimaldus is equipped with: plasma pistol; artificer crozius.

Every Cenobyte Servitor is equipped with: close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS – ALL MODELS: **INFANTRY, IMPERIUM, TACTICUS** | GRIMALDUS: **CHARACTER, EPIC HERO, GRENADES, CHAPLAIN, GRIMALDUS**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



Banner of the Emperor Victorious





Cenobyte Servitor bearing water from the Stoup of Elucidation



Cenobyte Servitor carrying a column from the Major Altar

EMPEROR'S CHAMPION

M	T	SV	W	LD	OC
8"	4	2+	5	6+	1

4+ INVULNERABLE SAVE



A humble warrior touched by greatness, the Emperor's Champion strides to battle wreathed in divine light. The furious blows of the enemy ring from his nigh-impenetrable Armour of Faith. In return, the Emperor's Champion seeks out the leaders of the foe and, with sweeping blows from his Black Sword, strikes them down.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Sword – strike [ANTI-CHARACTER 5+, PRECISION]	Melee	6	2+	8	-3	3
Black Sword – sweep	Melee	10	2+	6	-2	1

LEADER

This model can be attached to the following units: **Assault Intercessor Squad, Crusader Squad, Intercessor Squad, Sternguard Veteran Squad, Sword Brethren Squad**

CHOSEN OF THE EMPEROR

You cannot include more than one **Emperor's Champion** model in your army.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader, Lone Operative**

FACTION: **Templar Vows**

Armour of Faith: Once per phase, when an attack is allocated to this model and the saving throw is failed, you can change the Damage characteristic of that attack to 0.

Sigismund's Heir: Each time this model's unit declares a charge, if one or more targets of that charge have the **Character** keyword, add 2 to the Charge roll. Once per battle, when this model's unit is selected to fight, if that unit is within Engagement Range of one or more enemy **Character** units, this model can use this ability. If it does, until the end of the phase, melee weapons equipped by this model have the **[DEVASTATING WOUNDS]** ability.

UNIT COMPOSITION

- **1 Emperor's Champion**

This model is equipped with: bolt pistol; Black Sword.

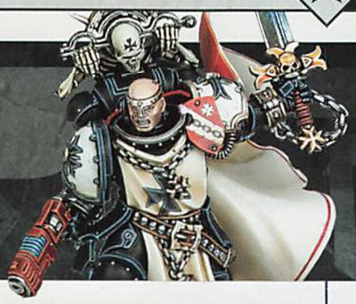
KEYWORDS: **Infantry, Character, Grenades, Imperium, Tacticus, Emperor's Champion**

FACTION KEYWORDS: **Adeptus Astartes, Black Templars**

MARSHAL

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Each Black Templars crusade is led by a Marshal. Similar in rank to the Captains of other Chapters, Marshals are fearsome combatants and paragons of strategic acumen. Ensuring a crusade's purity and success is a sacred duty, and Marshals fight with sanctified relic weapons while acting as beacons of pious fervour for their warriors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon [LETHAL HITS]	Melee	7	2+	5	-2	2

WARGEAR OPTIONS

- This model's plasma pistol can be replaced with one combi-weapon.

LEADER

This model can be attached to the following units: **Assault Intercessor Squad, Crusader Squad, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Sword Brethren Squad**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Templar Vows**

Inspirational Exemplar: While this model is leading a unit, each time a model in that unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Pious Fervour: Each time this model's unit is selected to fight, until the end of the phase, add 1 to the Attacks characteristic of this model's master-crafted power weapon for each enemy unit within 6" of this model (to a maximum of +3).

UNIT COMPOSITION

- **1 Marshal**

This model is equipped with: plasma pistol; master-crafted power weapon.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Tacticus, Captain, Marshal**

FACTION KEYWORDS: **Adeptus Astartes, Black Templars**

CASTELLAN

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



A Castellan leads each of a crusade's fighting companies and acts as a conduit for their Marshal's will. Charged with active Chapter keeps' physical and spiritual purity, they have honed a patient wisdom that they draw upon in battle, alongside their tactical precision and close-quarters ferocity.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword [SUSTAINED HITS 1]	Melee	7	2+	4	-1	1
Master-crafted power weapon [LETHAL HITS]	Melee	6	2+	5	-2	2

WARGEAR OPTIONS

- This model's combi-weapon can be replaced with 1 heavy bolt pistol.
- This model's master-crafted power weapon can be replaced with 1 Astartes chainsword.

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSOR SQUAD, CRUSADER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD**

You can attach this model to one of the units on the left even if one **CAPTAIN** *or* **CHAPTER MASTER** *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Templar Vows**

Vehement Aggression: While this model is leading a unit, each time that unit is selected to fight, take a Leadership test for that unit: if passed, until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll; if failed, until the end of the phase, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Prioritised Eradication: Each time a model in this model's unit makes a melee attack that destroys one or more enemy units, roll one D6: on a 4+, you gain 1CP.

UNIT COMPOSITION

- **1 Castellan**

This model is equipped with: combi-weapon; master-crafted power weapon.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, LIEUTENANT, CASTELLAN**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



The Emperor's Champion



Marshal with plasma pistol and master-crafted power weapon



Castellan with combi-weapon and master-crafted power weapon



EXECRATOR

M	T	SV	W	LD	OC
6"	4	3+	4	5+	1

4+ INVULNERABLE SAVE

Execrators are living exemplars of their battle-brothers' oaths, ferocious warrior priests who lead the Black Templars in lethal rampages. They teach that war is the most worthy chapel for warriors, every bludgeoning blow of their crozius arcanum punctuated with zealous invective and roared sermons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Pyre pistol [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2
Master-crafted power weapon [EXTRA ATTACKS, LETHAL HITS]	Melee	3	2+	5	-2	2

WARGEAR OPTIONS

- This model's absolvor bolt pistol can be replaced with 1 pyre pistol.
- If this model is equipped with an absolvor bolt pistol, it can be equipped with 1 master-crafted power weapon (this model's absolvor bolt pistol cannot be replaced).

LEADER

This model can be attached to the following units: **Crusader Squad, Sword Brethren Squad**

ABILITIES

CORE: **Leader**

FACTION: **Templar Vows**

Remorseless Persecution: While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Condemnatory Annihilation: Each time this model's unit has fought, if one or more enemy units were destroyed as a result of those attacks, each enemy unit within 6" of this model must take a Battle-shock test.

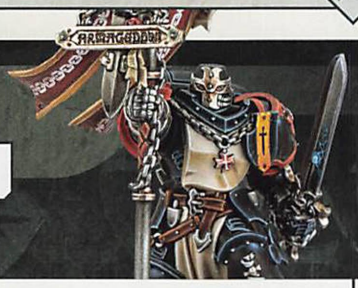
UNIT COMPOSITION

- **1 Execrator**

This model is equipped with: absolvor bolt pistol; crozius arcanum.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Tacticus, Chaplain, Execrator**

FACTION KEYWORDS: **Adeptus Astartes, Black Templars**



CRUSADE ANCIENT

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

Carrying their crusade's icons and sacred standards, these veteran wardens are honoured warriors of exceptional resolve and determination. They raise high the tapestries depicting the crusade's victories and the God-Emperor's glory, exhorting their fellow Black Templars to greater heights of weaponised hate.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon [LETHAL HITS]	Melee	5	2+	5	-2	2

LEADER

This model can be attached to the following units: **Crusader Squad, Sword Brethren Squad**

You can attach this model to one of the above units even if one **Captain, Chapter Master, Execrator** *or* **Lieutenant** *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Templar Vows**

Vengeful Exhortation: While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Martial Honour: The first time a model in this model's unit makes a melee attack that destroys one or more enemy units, until the end of the battle, while this model's unit is not Battle-shocked, add 5 to this model's Objective Control characteristic.

UNIT COMPOSITION

- **1 Crusade Ancient**

This model is equipped with: bolt pistol; master-crafted power weapon.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Tacticus, Ancient, Crusade Ancient**

FACTION KEYWORDS: **Adeptus Astartes, Black Templars**

SWORD BRETHREN SQUAD

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1



Every Sword Brother has earned their place amongst the Marshal's household through acts of unswerving faith and spectacular violence. On the battlefield, they are reaping whirlwinds, unstoppable, uncompromising, and armed with a lethal assortment of weapons, and they turn upon the enemy in the Emperor's name.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Pyre pistol [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword [SUSTAINED HITS 1]	Melee	6	2+	4	-1	1
Master-crafted power weapon [LETHAL HITS]	Melee	3	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	3+	8	-2	2
Twin lightning claws [TWIN LINKED]	Melee	5	2+	5	-2	1

WARGEAR OPTIONS

- Any number of Sword Brothers can each have their Astartes chainsword replaced with 1 master-crafted power weapon.
- For every 5 models in this unit, 1 Sword Brother's Astartes chainsword can be replaced with 1 thunder hammer.
- For every 5 models in this unit, 1 Sword Brother's heavy bolt pistol can be replaced with 1 plasma pistol.
- For every 5 models in this unit, up to 2 Sword Brothers can each have their heavy bolt pistol replaced with 1 pyre pistol.
- For every 5 models in this unit, 1 Sword Brother's heavy bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.

ABILITIES

FACTION: **Templar Vows**

Exploit Their Cowardice: Each time an enemy unit within Engagement Range of this unit is selected to Fall Back, after it ends that Fall Back move, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move.

UNIT COMPOSITION

- **4-10 Sword Brothers**

Every model is equipped with: heavy bolt pistol; Astartes chainsword.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **INTERCESSOR SQUAD**, it can be attached to this unit instead.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, TACTICUS, SWORD BRETHREN SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



Sword Brother with thunder hammer



Sword Brother with twin lightning claws



Sword Brother with heavy bolt pistol and Astartes chainsword

STERNGUARD VETERAN SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



A crusade's Sternguard Veterans possess an unshakeable calm and are renowned for their unflinching marksmanship under extreme threat. Granted the use of a wide range of specialist ammunition and ranged relic weaponry, they unleash the God-Emperor's judgement in pinpoint volleys that unerringly exploit the blasphemous enemies' weaknesses.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Pyrecannon [IGNORES COVER, TORRENT]	12"	D6+1	N/A	6	-1	1
Sternguard bolt pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	4	0	1
Sternguard bolt rifle [ASSAULT, DEVASTATING WOUNDS, HEAVY, RAPID FIRE 1]	24"	2	3+	4	-1	1
Sternguard heavy bolter [DEVASTATING WOUNDS, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	6	3+	4	-1	1
Close combat weapon	Melee	4	3+	4	0	1
Power fist	Melee	4	3+	8	-2	2
Power weapon	Melee	5	3+	5	-2	1

WARGEAR OPTIONS

- The Sternguard Veteran Squad Leader's Sternguard bolt rifle can be replaced with one of the following:
  - 1 Astartes chainsword
  - 1 combi-weapon
  - 1 power fist
  - 1 power weapon
  - 1 Astartes chainsword and 1 Sternguard bolt rifle*
  - 1 power fist and 1 Sternguard bolt rifle*
  - 1 power weapon and 1 Sternguard bolt rifle*
- Any number of Sternguard Veterans can each have their Sternguard bolt rifle replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 Sternguard Veteran's Sternguard bolt rifle can be replaced with one of the following:
  - 1 pyrecannon
  - 1 Sternguard heavy bolter

** This model's Sternguard bolt rifle cannot be replaced.*

ABILITIES

FACTION: **Templar Vows**

Virtuous Onslaught: Each time a model in this unit makes an attack that targets the closest eligible target, re-roll a Wound roll of 1.

UNIT COMPOSITION

- **1 Sternguard Veteran Squad Leader**
- **4-9 Sternguard Veterans**

Every model is equipped with: Sternguard bolt pistol; Sternguard bolt rifle; close combat weapon.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, TACTICUS, STERNGUARD VETERAN SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**

'Let a wave of repugnance for the enemy wash over you. Let hatred fill you. Hate is good, for our goal is a Human galaxy. We are called by the Emperor with a sacred duty to conquer it in His name.'

- Chaplain Grimaldus at the Sermon of Harnoth



TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

4+ INVULNERABLE SAVE



Each suit of Terminator armour is a precious relic that enables a Black Templar veteran to survive anything from teleportation to the blows of hulking xenos. Shards of the Emperor's armour set into the suit are even said to ward away malefic witchery. So equipped, heavily armed Terminator Squads can appear amid the foe or stride openly towards them, firing their weapons all the while.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Terminator's storm bolter can be replaced with one of the following:
  - 1 assault cannon
  - 1 heavy flamer
  - 1 cyclone missile launcher and 1 storm bolter*
- Any number of models can each have their power fist replaced with 1 chainfist.
- The Terminator Squad Leader's power fist can be replaced with 1 power weapon.

** This model's storm bolter cannot be replaced.*

ABILITIES

CORE: **Deep Strike**

FACTION: **Templar Vows**

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for 0CP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

Judgement of the Weak: Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of this unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

UNIT COMPOSITION

- **1 Terminator Squad Leader**
- **4-9 Terminators**

Every model is equipped with: storm bolter; power fist.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



CRUSADER SQUAD

M	T	SV	W	LD	OC	
6"	4	4+	2	6+	2	NEOPHYTES
6"	4	3+	2	6+	2	OTHER MODELS



Crusader Squads storm into battle with bolt rifles blazing and chainswords howling. Initiates aim jets of fire from their pyreblasters or swing crackling power fists into their foes, while hard-eyed Neophytes fight furiously to prove their martial worth under the stern gaze of their mentors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Neophyte firearm [ASSAULT]	18"	2	3+	4	0	1
Pyre pistol [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword [SUSTAINED HITS 1]	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Master-crafted power weapon [LETHAL HITS]	Melee	3	2+	5	-2	2
Power fist	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- The Sword Brother's heavy bolt pistol can be replaced with 1 pyre pistol.
- Any number of Neophytes can each have their bolt pistol and Astartes chainsword replaced with 1 Neophyte firearm and 1 close combat weapon.
- Any number of Initiates can each have their bolt rifle replaced with 1 heavy bolt pistol and 1 Astartes chainsword.
- For every 10 models in this unit, up to 2 Initiates can each have their bolt rifle replaced with one of the following:
  - 1 heavy bolt pistol and 1 power fist
  - 1 pyreblaster

ABILITIES

FACTION: **Templar Vows**

Righteous Zeal: In your opponent's Shooting phase, each time an enemy unit has shot, if any models in this unit were destroyed as a result of those attacks, this unit can make a Righteous Zeal move. To do so, roll one D6 and add 2 to the result: models in this unit move a number of inches up to this result, but this unit must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit. This unit cannot make a Righteous Zeal move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Righteous Zeal move per phase.

UNIT COMPOSITION

- **1 Sword Brother**
- **5-11 Initiates**
- **4-8 Neophytes**

The Sword Brother is equipped with: heavy bolt pistol; master-crafted power weapon.

Every Initiate is equipped with: bolt pistol; bolt rifle; close combat weapon.

Every Neophyte is equipped with: bolt pistol; Astartes chainsword.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **INTERCESSOR SQUAD**, it can be attached to this unit instead.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, CRUSADER SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



IMPULSOR

M	T	SV	W	LD	OC
12"	9	3+	11	6+	2



Equipped with vectored thrusters that grant it high speed, the Impulsor is a highly adaptable transport ideal for rapid insertion and flanking manoeuvres. The zealous vanguard forces of the Black Templars particularly favour it. The tank's array of offensive and defensive systems enables it to support fiery purges, aggressive reconnaissance and oathsworn spearheads.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bellicatus missile array – frag [BLAST]	48"	D6	3+	4	0	1
Bellicatus missile array – Icarus [ANTI-FLY 2+]	48"	D3	3+	8	-1	2
Bellicatus missile array – krak	48"	1	3+	8	-2	D6
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Ironhail skytalon array [ANTI-FLY 4+, SUSTAINED HITS 1]	36"	8	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 ironhail heavy stubber
  - 1 multi-melta
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following:
  - 1 bellicatus missile array
  - 1 ironhail skytalon array
  - 1 orbital comms array
  - 1 shield dome

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 6**

FACTION: **Templar Vows**

Assault Vehicle: Units can disembark from this **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

WARGEAR ABILITIES

Orbital Comms Array (Aura): While a friendly **ADEPTUS ASTARTES** unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Shield Dome: The bearer has a 5+ invulnerable save.

UNIT COMPOSITION

- **1 Impulsor**

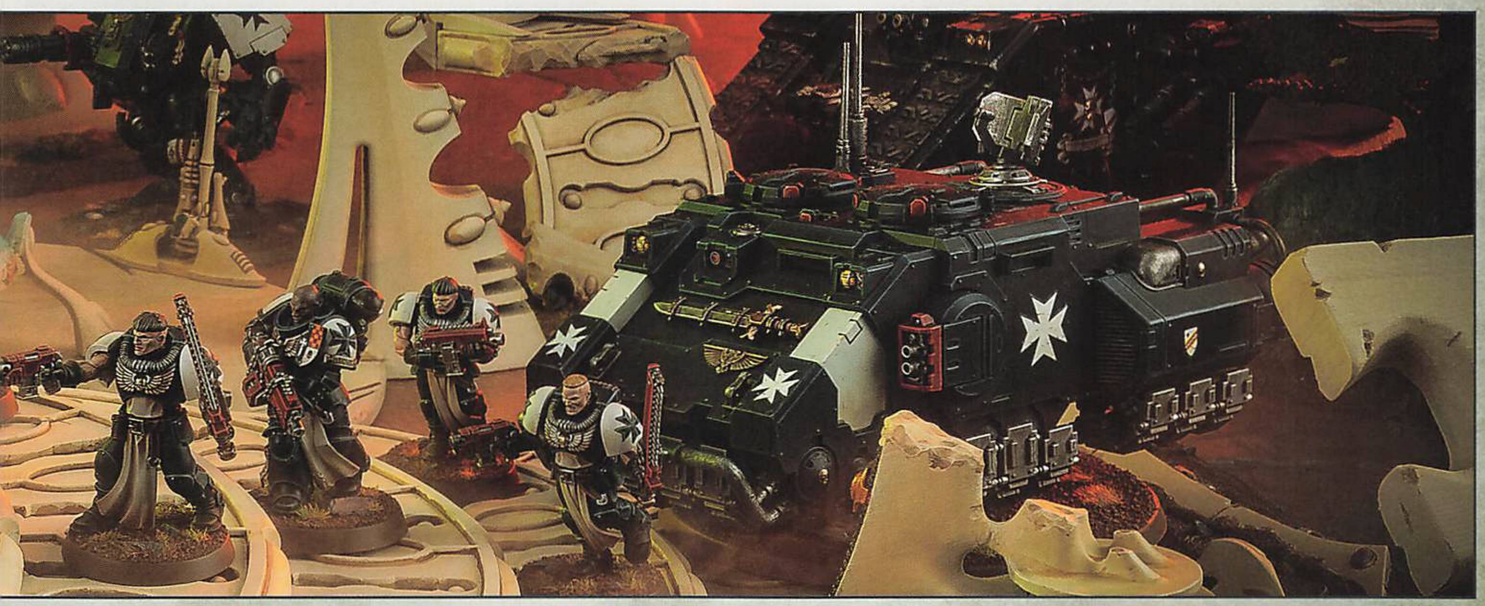
This model is equipped with: 2 storm bolters; armoured hull.

TRANSPORT

This model has a transport capacity of 7 **TACTICUS** or **PHOBOS INFANTRY** models. It cannot transport **JUMP PACK** models.

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



GLADIATOR LANCER

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3



With pinpoint accuracy, Gladiator Lancer crews use this battle tank's laser destroyer to spear through the heaviest enemy armour and punch smouldering holes in the flesh of xenos monstrosities. Such is the range of its heavy cannon that it can eliminate threats to the Black Templars before their battle-brothers encounter them, storming past their wrecks to seek the next affront to the Emperor.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Lancer laser destroyer [HEAVY]	72"	2	3+	14	-4	D6+3
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following:
  - 1 ironhail heavy stubber
  - 1 multi-melta
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Templar Vows**

Aquilon Optics: Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

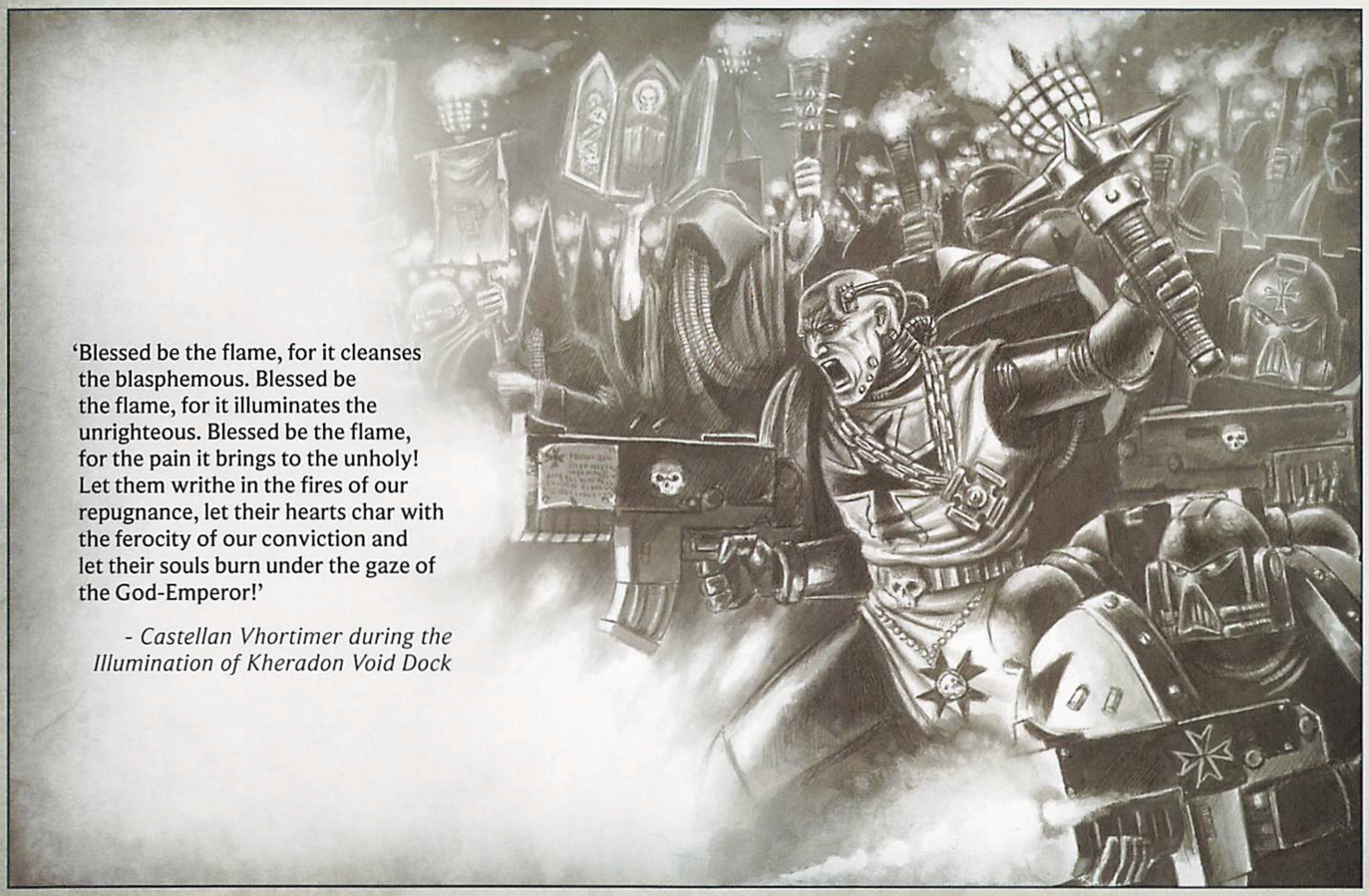
UNIT COMPOSITION

- **1 Gladiator Lancer**

This model is equipped with: Lancer laser destroyer; 2 storm bolters; armoured hull.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, GLADIATOR LANCER**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



'Blessed be the flame, for it cleanses the blasphemous. Blessed be the flame, for it illuminates the unrighteous. Blessed be the flame, for the pain it brings to the unholy! Let them writhe in the fires of our repugnance, let their hearts char with the ferocity of our conviction and let their souls burn under the gaze of the God-Emperor!'

- Castellan Vhortimer during the Illumination of Kheradon Void Dock

GLADIATOR REAPER

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3



When the cannons of the Gladiator Reaper spin to full pitch, the whining drone is likened to the sharpening of the Emperor's just blade and a sensation which only truly discomforts the blasphemous. Within seconds, thousands of spent casings pour over the battle tank's armoured hide as enemies are erased from existence by the storm of fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Tempest bolter [RAPID FIRE 4]	24"	4	3+	4	-1	1
Twin heavy onslaught gatling cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	12	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 ironhail heavy stubber
  - 1 multi-melta
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Templar Vows**

Reaping Tally: This model's twin heavy onslaught gatling cannon has the **[SUSTAINED HITS 2]** ability while targeting **INFANTRY** units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Gladiator Reaper**

This model is equipped with: 2 tempest bolters; twin heavy onslaught gatling cannon; armoured hull.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, GLADIATOR REAPER**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**

GLADIATOR VALIANT

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3



The Valiant lays down blistering volleys of holy fire as it escorts transports or supports infantry in ferocious fighting, executing singular threats and vaporising squads of heavily armoured heretics with equal ease. Its twin las-talons spit vindicated death at the foe, making short work of enemy armour, while its hissing multi-meltas turn fortified positions into bubbling slag.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin las-talon [TWIN-LINKED]	36"	2	3+	10	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 ironhail heavy stubber
  - 1 multi-melta
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Templar Vows**

Priority Target Acquisition: Each time this model makes an attack with its twin las-talon that targets the closest eligible **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Gladiator Valiant**

This model is equipped with: 2 multi-meltas; twin las-talon; armoured hull.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**

REPULSOR

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5



Clad in advanced armour plating etched with the vows of its crew and armed for any battlefield situation, the Repulsor transports its vow-sworn occupants safely and provides deadly fire support. The tank's ventral plates channel gravitic energies that crush obstacles and anchor its position, providing a stable disembarkation for those inside, even amidst heavy fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Hunter-slayer missile [INDIRECT FIRE, ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Las-talon	36"	2	3+	10	-3	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Repulsor defensive array	24"	18	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 las-talon.
- This model can be equipped with 1 multi-melta.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Templar Vows**

Stabilised Disembarkation: In your opponent's Shooting phase, each time an enemy unit is selected to shoot, after that unit has shot, if any of those attacks targeted this **TRANSPORT**, it can use this ability. If it does, any units embarked within it can disembark. When doing so, models in those units can be set up anywhere on the battlefield wholly within 6" of this **TRANSPORT** and not within Engagement Range of one or more enemy units.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Repulsor**

This model is equipped with: heavy onslaught gatling cannon; hunter-slayer missile; Repulsor defensive array; twin heavy bolter; armoured hull.

TRANSPORT

This model has a transport capacity of 14 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR**

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS



REPULSOR EXECUTIONER

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5



The Repulsor Executioner sacrifices some transport capacity to carry far more powerful weaponry. Armed with a blessed heavy laser destroyer, it can cripple enemy tanks, while the macro plasma incinerator can incinerate infantry formations. The Executioner's crew are skilled in close-range support, combating threats to the rest of their fighting company with pinpoint interception strikes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy laser destroyer [HEAVY]	72"	2	3+	16	-4	D6+4
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Repulsor Executioner defensive array	24"	10	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer.
- This model can be equipped with one of the following:
  - 1 ironhail heavy stubber
  - 1 multi-melta
- This model can be equipped with 1 Icarus rocket pod.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Templar Vows**

Interception Strike: Each time this model makes a ranged attack that targets an enemy unit within 12" of one or more **ADEPTUS ASTARTES** units from your army, you can re-roll the Hit roll.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Repulsor Executioner**

This model is equipped with: heavy onslaught gatling cannon; macro plasma incinerator; Repulsor Executioner defensive array; twin heavy bolter; twin Icarus ironhail heavy stubber; armoured hull.

TRANSPORT

This model has a transport capacity of 7 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR EXECUTIONER**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



LAND RAIDER CRUSADER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5



Developed from sacred archeotech and deployed by the Black Templars during the Jerulas Crusade, the Land Raider Crusader is a superlative assault tank. Its bulk can crush enemy defences, and its prodigious firepower cuts their guardians apart. Once it has stormed a position, Black Templars pour from its hatches to slaughter any who remain.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Templar Vows**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Legacy of Jerulas: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Land Raider Crusader**

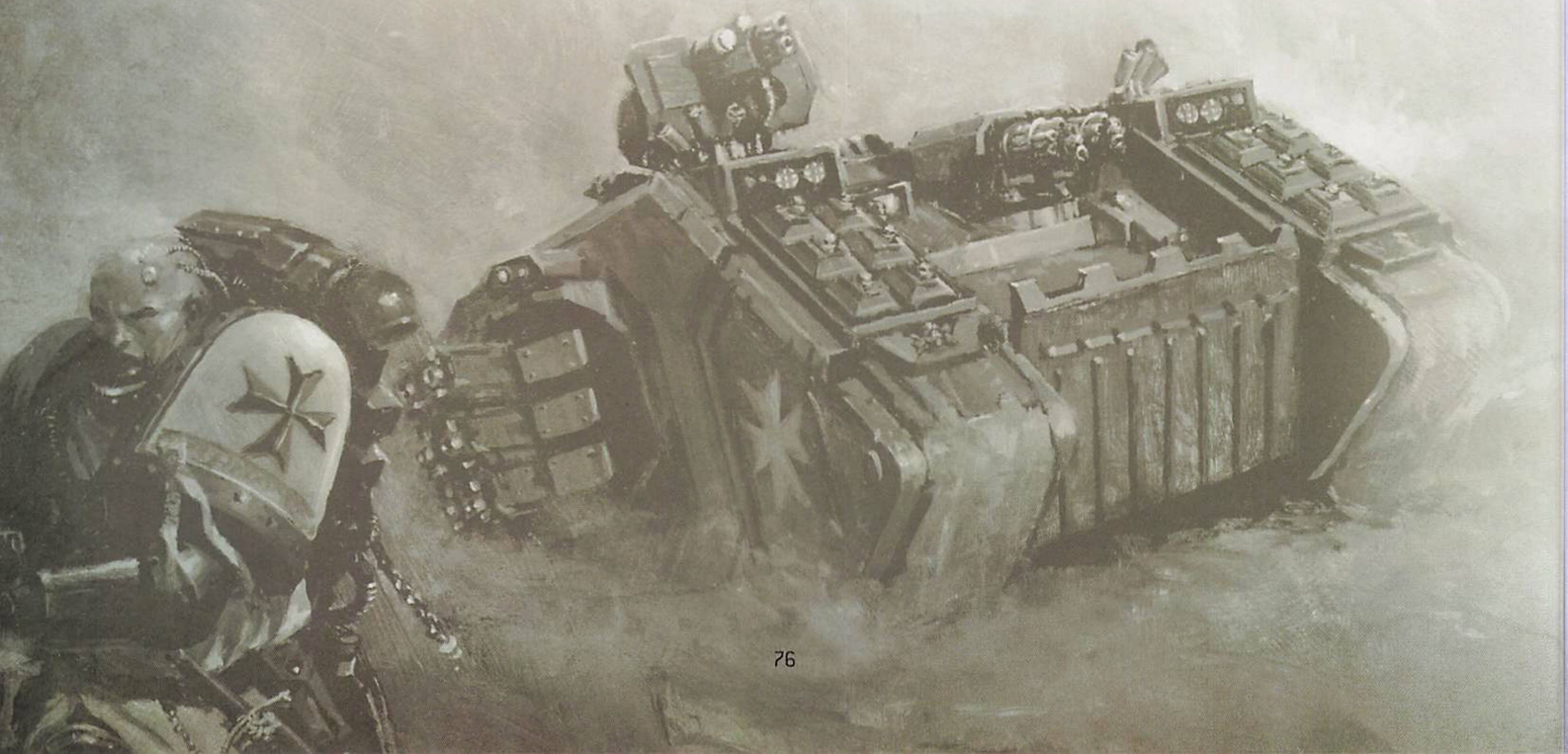
This model is equipped with: 2 hurricane bolters; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 16 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM, LAND RAIDER CRUSADER**

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**



WARGEAR OF THE BLACK TEMPLARS

INQUISITORIAL FILE REFERENCE: 044-4840199HMOR-VII

NEOPHYTE FIREARMS

Black Templars Neophytes train to master almost all the weapons their crusade employs. As part of Crusader Squads, they fight with various close assault weapons and firearms, such as bolt carbines and combat shotguns. These versatile weapons are well-suited to the front-line positions and mobile tactics of Crusader Squads, capable of laying down a storm of fire on the move.





COMBI-WEAPONS

Masterpieces of the weaponsmith's art, the combi-weapons granted to Black Templars veterans pair a variant of the holy bolter with another weapon such as a flamer or plasma gun. Variants such as auto-flamers and auto-plasmas incorporate rapid-firing auto bolt rifles. Though they must be expertly calibrated and carry less ammunition, they provide a deadly tactical option.





Black Sword



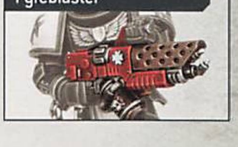
Pyre pistol



Multi-melta



Pyreblaster



MASTER-CRAFTED POWER WEAPONS

These weapons each incorporate a disruption field that, when activated by the wielder, wreathes the weapon in a crackling nimbus of energy that rends matter apart on contact. Creations of a crusade's greatest Techmarines and artisans, master-crafted power weapons are worthy additions to the arsenal of Sigismund's most skilled heirs. Amongst those wielded by Sword Brethren, Castellans and Marshals are bludgeoning power mauls, heavy-bladed power axes and power swords that can slice as easily through a foe's blade as their neck.













CRUSADER RELICS

Many are the artefacts held by the far-flung crusades of the Chapter that are said to have been wielded by battle-brothers imbued with the God-Emperor's might. Others are made holy through the benedictions of Imperial saints or were once blasphemous relics but have been purged of corruption and now serve Sigismund's heirs as amulets or wards against their unholy origins. Holy blades and relic firearms; tomes of the canticles spat by a crusade's Chaplains; shrouds from warriors' tombs: these and far more are borne by the Black Templars.

Designer's Note: *As well as being ideal for representing Reclaimed Relics as discussed in the Crusade rules (pg 84), components from the Black Templars Upgrades and Transfers kit can add character to any of your Black Templars battle-brothers. They could represent personal trophies wrested from defeated champions, holy dispensations granted for valorous deeds, sacred items blessed by priests of the Adeptus Ministorum, or items once borne by fallen warriors of your crusade who suffered one too many battle scars and are now carried by those who will avenge them.*

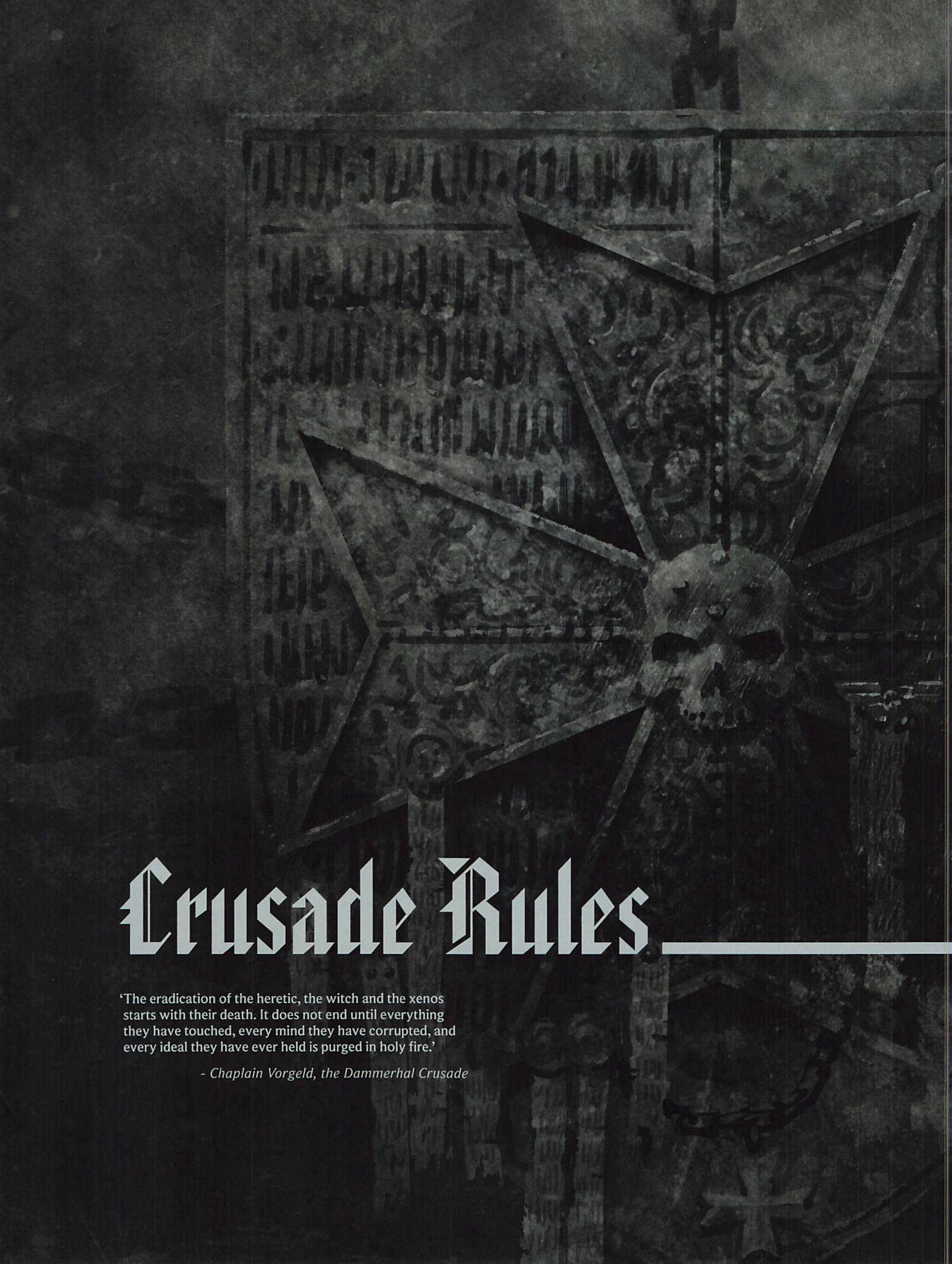












Crusade Rules

'The eradication of the heretic, the witch and the xenos starts with their death. It does not end until everything they have touched, every mind they have corrupted, and every ideal they have ever held is purged in holy fire.'

- Chaplain Vorgeld, the Dammerhal Crusade



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to BLACK TEMPLARS units. If your Crusade army includes any ADEPTUS ASTARTES units from the Black Templars Chapter, you can use any of the following Crusade rules.



If you are using an **ADEPTUS ASTARTES** Crusade force, you may choose for it to represent the Black Templars Chapter. If you do, you cannot use any other Chapter's Crusade rules, but you can use the **ADEPTUS ASTARTES** Crusade rules found in *Codex: Space Marines* and any other publications to embark on campaigns and gain XP and Honour points. In addition, you'll have access to a unique campaign for **BLACK TEMPLARS** Crusade forces, as well as bespoke ranks and honorifics you can bestow upon your mightiest warriors, and rules to allow a heroic individual to be anointed as the Emperor's Champion to help you lead your campaigns. You can also use **BLACK TEMPLARS** Battle Traits and Crusade Relics to customise your units, in addition to those presented in *Codex: Space Marines*.

OATHSWORN CAMPAIGN

Building on the Crusade rules found in *Codex: Space Marines*, this unique Oathsworn Campaign allows your Black Templars to challenge their foes, swear a mighty oath, claim glory on the battlefield and earn honours for themselves, their Chapter and the Holy Emperor of Mankind.

RELIC BEARERS

Rules allowing the assignment of unique Black Templars Reclaimed Relics that can be bestowed upon your units can be found here.

ANOINT A CHAMPION

On the eve of battle, a warrior from the ranks of the assembled Black Templars might receive a holy vision, and then be elevated in a ceremony conducted by the crusade's Chaplains to become the Emperor's Champion, to wield the armour and weapons of that noble position and bring about great honour. The rules described in this section describe how to add these powerful individuals to your Order of Battle and how they progress in your Crusade force.

THE EMPEROR'S CHAMPION

If you are using the Anoint a Champion rules (pg 86-87), you cannot add an **EMPEROR'S CHAMPION** model to your Black Templars Order of Battle in the normal way. Instead, use the Anoint a Champion rules to add this mighty hero to your Order of Battle.

AGENDAS

BLACK TEMPLARS armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

BLACK TEMPLARS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **ADEPTUS ASTARTES** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **BLACK TEMPLARS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

BLACK TEMPLARS CHAPTER COMMAND

BLACK TEMPLARS armies substitute the Oath of Moment army rule that other **ADEPTUS ASTARTES** armies use with Templar Vows (pg 53). As such, you cannot select the Master of the Codex Battle Honour for a **BLACK TEMPLARS CHARACTER** unit from your Crusade force (and remember, if your Order of Battle contains an **EPIC HERO** that is already known to hold a position in Chapter Command (e.g. High Marshal Helbrecht being the Chapter Master), you should not promote another **CHARACTER** to that position anyway).

With blade that is honed upon the whetstone of my hatred will I cleave the shroud of falsehood.

With bolt that is incised with the Creed of Repugnance will I shatter sinful flesh.

With fire that lights the unholy will I banish the shadow of heinous witchery.

With the God-Emperor's gifts – of adamantine, of flesh, of soul – will I cleanse His domain.

- Declaration of Trophos, Verse 47



OATHSWORN CAMPAIGN

Your Crusade force can use the Oathsworn Campaigns rules featured in *Codex: Space Marines* to embark on the following Oathsworn Campaign unique to the Black Templars. This offers a Bonus Agenda to gain Honour points, allowing your CHARACTERS to become members of Chapter Command, as well as the opportunity to recover Relic Fragments, which you can use to build Reclaimed Relics (pg 84).

OATHSWORN CAMPAIGN

HONOURING THE CREED

The Black Templars' uncompromising loyalty and martial honour is ever expressed through their fierce devotion to the Imperial Creed. On operations to punish the desecrators of shrines, reclaim holy artefacts or uphold vows made in the God-Emperor's name, their strike forces zealously pursue holy goals declared by fearsome oaths.

REQUISITION

DEVOTIONAL CODICIL — 1RP

When divine portents from the Emperor demand it, the Black Templars commit to ever greater oaths.

Purchase this Requisition at the start of the Select Agendas step. When you are creating your Bonus Agenda for that battle (see right), you can select up to two Passions and up to two Conditions (if you are randomly selecting these and you roll any duplicates, keep rolling until a different result is rolled). You can only purchase this Requisition once per Oathsworn Campaign.

EXAMPLE OATH

When creating your Bonus Agenda, you select one Deed – 'reclaim our holy relics' – and you select one Foe – 'and slaughter the faithless'. You then decide to select one Passion – 'as righteousness courses through us' – but then decide not to select a Condition. This forms the following oath:

'In the name of the immortal God-Emperor, I hereby vow to reclaim our holy relics and slaughter the faithless as righteousness courses through us.'

At the start of the battle, for the selection required by your choice of Foe, you select '3 or more units'. At the end of the battle, you control more objective markers than your opponent, and you destroyed 5 enemy units, one of which was destroyed by a **CHAPLAIN** unit. All parts of your oath were therefore completed, so you gain 2 Relic Fragments and 2 Honour points.

BONUS AGENDA

OATHS OF CRUSADE

The Black Templars swear mighty oaths while on crusade, never relenting in their task until the oath, and the crusade, is complete.

During the Select Agendas step of each battle in this Oathsworn Campaign, you must create your Bonus Agenda for that battle by selecting one Deed and one Foe from those listed opposite. You can then optionally select one Passion, and you can then optionally select one Condition. When making these selections, you can either select whichever Deed, Foe, Passion and Condition you wish, or you can put your faith in the Emperor and randomly select them. If selecting randomly, for each one, roll one D6 and consult the relevant table opposite. Combine these selections to create your Bonus Agenda, which takes the form of an oath as follows:

*'In the name of the immortal God-Emperor, I hereby vow to **[Deed] [Foe] [Passion] [Condition]**.'*

At the end of the battle, check which parts of your Bonus Agenda have been completed:

- If all parts have been completed, you gain all the associated rewards listed for those parts and if you selected those parts randomly, you gain 1 additional Honour point.
- Otherwise, you gain no rewards.

Deeds

...bring glory to His name...

Completed: If you are the victor.

Reward: You either gain 1 Relic Fragment or your **WARLORD** gains 1XP.



...shatter the holdings of the enemy...

Completed: If you control one or more objective markers in your opponent's deployment zone.

Reward: You gain either 2RP or 1 Relic Fragment.



...reclaim our holy relics...

Completed: If you control more objective markers than your opponent controls.

Reward: You gain 2 Relic Fragments.



Foes

...and lay low the mightiest tyrants...

At the start of the battle, select either the **CHARACTER** or **WARLORD** keyword.

Completed: If one or more enemy units with the keyword you selected were destroyed by an **ADEPTUS ASTARTES** unit from your Crusade army.

Reward: If you selected **CHARACTER**, you gain 1 Honour point; if you selected **WARLORD**, you gain 2 Honour points and 1 Relic Fragment.



...and strike down the most dire foes...

At the start of the battle, select either the **MONSTER**, **VEHICLE** or **TITANIC** keyword.

Completed: If one or more enemy units with the keyword you selected were destroyed by an **ADEPTUS ASTARTES** unit from your Crusade army.

Reward: If you selected **MONSTER** or **VEHICLE**, you gain 1 Honour point; if you selected **TITANIC**, you gain 2 Honour points and 1 Relic Fragment.



...and slaughter the faithless...

At the start of the battle, select either **3 or more units** or **6 or more units**.

Completed: If that many enemy units were destroyed by **ADEPTUS ASTARTES** units from your Crusade army.

Reward: If you selected **3 or more units**, you gain 1 Honour point; if you selected **6 or more units**, you gain 2 Honour points and 1 Relic Fragment.



Passions

...whilst bearing our artefacts proudly...

Completed: If one or more **ANCIENT** or **RELIC BEARER** units from your Crusade army are wholly within 6" of the centre of the battlefield.

Reward: You gain 1 Honour point.



...ere our blades strike at their heart...

Completed: If one or more **CHARACTER** units from your Crusade army are wholly within your opponent's deployment zone.

Reward: You gain 1 Honour point.



...as righteousness courses through us...

Completed: If one or more enemy units were destroyed by a **CHAPLAIN** or **JUDICIAR** unit from your Crusade army.

Reward: You gain 1 Honour point.



Conditions

...yet with never a backwards step.

Completed: If no **ADEPTUS ASTARTES** units from your Crusade army made a Fall Back move during the battle.

Reward: You gain 1 Honour point.



...in order to keep His domain sanctified.

Completed: If no enemy units are wholly within your deployment zone.

Reward: You gain 1 Honour point.



...with the strength to crusade anew.

Completed: If half or more (rounding down) of the units from your Crusade army are on the battlefield.

Reward: You gain 1 Honour point.





RELIC BEARERS

After an Oathsworn Campaign ends, if you have enough Relic Fragments, you can construct one or more Reclaimed Relics. To do so, select one **BLACK TEMPLARS INFANTRY** unit from your Crusade force that has the Blooded rank or higher (excluding **CHARACTERS**), then select one of the Reclaimed Relic Battle Honours presented in this section for that unit, and subtract its Relic Fragments cost (shown in the shield alongside it) from your Relic Fragments total. Select one model in your selected unit; that model becomes the bearer of that Reclaimed Relic, gains its associated ability and has the **RELIC BEARER** keyword (make a note of this on the unit's Crusade card).

Each unit can only have one of these Battle Honours, and each is unique – you can only have one instance of each in your Order of Battle. When gaining one of these Battle Honours, if that unit already has the maximum number of Battle Honours, you can choose to replace one with a Reclaimed Relic Battle Honour.

PENITENT'S ROAR

3

This ornate pistol of unknown design can only be fired while chained to the bearer's wrist but delivers each shot with uncanny accuracy, straight to the heart of any who would lay low the Emperor's chosen crusaders.

Select one Pistol weapon equipped by the bearer that has the word 'bolt' in its name, e.g. bolt pistol (excluding a weapon that has been upgraded with a Weapon Modification – if you cannot do so, you cannot select this Reclaimed Relic Battle Honour). That weapon is now a Crusade Relic; it has the **[PRECISION]** and **[IGNORES COVER]** abilities and improve its Damage and Armour Penetration characteristics by 1.

CRUX OBSIDIAN

4

The carved Chapter emblem this pauldron bears symbolises the spirit of the eternal crusade. To wear it upon one's armour is to be an avatar of the unbreakable will of the undying Emperor.

Once per turn, the first time a saving throw is failed for the bearer, change the Damage characteristic of that attack to 0.

HOLY ORB

4

Each holy orb is a masterpiece, combining explosives with sacred unguents. When thrown, the orb explodes, superheating the unguents into a cloud of scalding incense. Unbelievers inhaling this are sent into a paroxysm of agony while contemplating their many sins.

Once per battle, when you target the bearer's unit with the Grenade Stratagem, the bearer can use this Reclaimed Relic. If it does, when resolving that Stratagem, 1 mortal wound is inflicted for each roll of 3+ (instead of each roll of 4+), and after resolving that Stratagem, the enemy unit you selected for that Stratagem must take a Battle-shock test.

FIST OF BALTHUS

5

Once worn by Brother Balthus, this power fist was used to crush the unholy life from the Daemon Prince Angorakh, the Red Herald. The act cost Balthus his life and Angorakh's acidic ichor still marks the metal of this weapon, but its strikes are undiminished.

Select one power fist equipped by the bearer (excluding a weapon that has been upgraded with a Weapon Modification – if you cannot do so, you cannot select this Reclaimed Relic Battle Honour). That weapon is now a Crusade Relic. Each time the bearer's unit ends a Charge move, select one enemy unit within Engagement Range of the bearer and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

SIGISMUND'S SEAL

6

Upon this sheet of paper-thin adamantine is inscribed an oath of vengeance taken by Sigismund under the gaze of the Emperor himself.

At the start of the battle, select one unit from your opponent's army. Each time a model in the bearer's unit makes a melee attack that targets that unit, that attack has the **[LETHAL HITS]** and **[PRECISION]** abilities. If that unit is destroyed during the battle by the bearer's unit and your Crusade force is embarked on an Oathsworn Campaign, you gain 1 additional Honour point.

Designer's Note: *Using components from the Black Templars Upgrades and Transfers kit is a perfect way to distinguish your* **RELIC BEARER** *models. Some of these items bestow Crusade Relics on the bearer, and can do so even if the bearer is not a* **CHARACTER**; *note that such Crusade Relics are all Artificer Relics, but having one only increases the bearer's unit's Crusade points by 1 (not 1 for having a Reclaimed Relic Battle Honour and 1 for having a Crusade Relic).*

SWORD OF THE LOST CRUSADER

8

The blade of this power sword was thought broken and lost. Once reconstructed and repaired, its blade blazes with the Emperor's light, igniting the tainted souls of those who would bring darkness to the Imperium.

Select one power weapon or master-crafted power weapon equipped by the bearer (excluding a weapon that has been upgraded with a Weapon Modification – if you cannot do so, you cannot select this Reclaimed Relic Battle Honour). That weapon is now a Crusade Relic. Each time the bearer's unit has fought, select one enemy unit (excluding **VEHICLES**) hit by one or more of the bearer's melee attacks this phase. Until the end of the battle, that enemy unit is set ablaze. While a unit is set ablaze, at the start of each player's Command phase, roll one D6: on a 4+, that unit suffers D3 mortal wounds.

LIGHT OF THE EMPEROR'S GRACE

9

The wan light this elaborate lantern casts over the bearer and his allies is held to fortify them and drive back the darkness.

Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of the bearer. Model's in the bearer's unit can ignore any or all modifiers to their Leadership characteristic, and each time the bearer's unit takes a Battle-shock test, you can ignore any or all modifiers to that test.

BEASTPYRE

10

Reconstructed from a flamer recovered from the ruins of the Temple of the Emperor Ascendant on Armageddon, this weapon has been carefully reworked to bring purifying flame to the Emperor's foes once more.

Select one Torrent weapon equipped by the bearer (excluding a weapon that has been upgraded with a Weapon Modification – if you cannot do so, you cannot select this Reclaimed Relic Battle Honour). That weapon is now a Crusade Relic; it has the **[DEVASTATING WOUNDS]** ability and add 3 to its Attacks characteristic.

VORTIMARAN INCENSORS

10

These candles are sometimes attached to a warrior's backpack. Some say their holy wax is made from rendered heretics or that their wicks include hallucinogenic incense approved by the Ecclesiarch. Those who fight under their smoky influence and warm glow endure the foe's worst with Dorn's resolve.

Models in the bearer's unit have a 5+ invulnerable save.

ICON OF HEINMANN

10

Castellan Heinmann was martyred at the climax of the Donian Crusade. This icon, worn upon his backpack, symbolised his obstinacy and refusal to fall until his task was complete.

Each time a model in the bearer's unit is destroyed, if that model has not fought this phase, roll one D6: on a 5+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

HANDS OF THE PIOUS

11

The hand bones of an ancient saint are carried within this casket. Though their provenance has been lost, the fanatical aura they project when correctly sealed and consecrated cannot be denied.

Add 1 to Charge rolls made for the bearer's unit. Each time the bearer's unit is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

SCEPTRE OF FALLEN EMPIRES

12

Scriptural provenance proclaims that this rod of office was taken during the Great Crusade from the slain king of a galactic empire and subsequently shattered and lost in the battles during the Age of Apostasy. Carried at the head of armies, it signifies the futility of resistance and the righteousness of the eternal crusade.

When selecting Agendas for a battle, if your Crusade force is embarked on an Oathsworn Campaign, you can select one additional **BLACK TEMPLARS** Agenda (pg 88) for that battle in addition to any others being used in that battle. In addition, if you are using the Oaths of Crusade Bonus Agenda, if you are randomly generating that Bonus Agenda, you can re-roll each D6 when determining Deeds, Foes, Passions and Conditions.

ANOINT A CHAMPION

There have been many warriors throughout the Black Templars' history who the Chapter's archives make clear were worthy in the eyes of the Emperor to serve as his blade. Each crusade nominally has a single Emperor's Champion, but in practice there can be several, each serving in battle unto death.

When your Black Templars Crusade force starts an Oathsworn Campaign, you can add one **EMPEROR'S CHAMPION** unit to your Order of Battle. This individual has received a vision from the God-Emperor of the deeds they will achieve, and has ritualistically donned the sacred wargear of their new mantle. The points value of that **EMPEROR'S CHAMPION** model does not count towards your Crusade force's Supply Used, but does count towards the cost of any Crusade army you make. Once your Crusade force ends its Oathsworn Campaign, you must remove that **EMPEROR'S CHAMPION** model from your Order of Battle. The following rules apply to an **EMPEROR'S CHAMPION** model while it is on your Order of Battle:

- That **EMPEROR'S CHAMPION** model cannot earn XP and Battle Honours like other units. Instead, at the end of each battle, that model gains one Champion's Virtue Battle Honour (see opposite). Each time you gain a Battle Honour, you can either select one from the table opposite, or you can put your faith in the Emperor and roll two D6, gaining both results rolled (duplicate results have no effect and cannot be re-rolled).
- Each time that **EMPEROR'S CHAMPION** model destroys an enemy **CHARACTER** model, you gain 1 Honour point.
- Each time that **EMPEROR'S CHAMPION** model is destroyed, you must take that model's Out of Action test at the end of the phase in which it was destroyed, instead of doing so after the battle. If that test is failed, the Emperor's Champion is slain – remove it from your Order of Battle. You cannot add an **EMPEROR'S CHAMPION** model to your Order of Battle again until you start a new Oathsworn Campaign.
- If that **EMPEROR'S CHAMPION** model is slain as described above, after removing it from play, set up one new objective marker as close as possible to that model's last location; this represents the fallen hero's sacred wargear, and is called the Sacred Wargear objective marker. You immediately gain the Recovering Sacred Wargear Agenda (see right) in addition to any other Agendas being used for the battle.

AGENDA: RECOVERING SACRED WARGEAR

When an Emperor's Champion falls in battle, it is considered a bad omen, but abandoning their Armour of Faith and Black Sword is a shame that cannot be borne.

At the end of the battle, the player that controls the Sacred Wargear objective marker can select one unit from their Crusade army that is within range of that objective marker; that unit gains 3XP. In addition, if you do not control that objective marker at the end of the battle, you lose 5 Honour points (to a minimum of 0).



CHAMPION'S VIRTUE BATTLE HONOURS D6

EPITOME OF PIETY

So intense is this swordsman's devotion to the God-Emperor that they can throw off grievous wounds and even the most malign influence of the Warp.

This model has the Feel No Pain 6+ ability (this is improved to Feel No Pain 4+ against Psychic Attacks and mortal wounds).

INSTRUMENT OF THE EMPEROR

With a single, masterful stroke – their blade arm guided no doubt by the Emperor – this champion is able to sever a link in the unholy foe's command structure.

Each time a **CHARACTER** model is destroyed by an attack made by this model, you gain 1CP.

ADAPTABLE EXECUTIONER

No blasphemous tyrant is safe from this swordsman's blade, no matter the numbers nor the qualities of the deluded guardians they throw in the Champion's path.

Each time this model's unit is selected to fight, select the **[LETHAL HITS]** or **[SUSTAINED HITS 1]** ability. Until the end of the phase, this model's Black Sword has that ability.

INSPIRATIONAL FIGHTER

The martial prowess displayed by this holy executioner galvanises the battle-brothers around him to reach new heights of righteous ferocity.

Each time this model's unit has fought, if one or more **CHARACTER** models were destroyed as a result of attacks made by this model this phase, until the end of the phase, while a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

FRONT-LINE CRUSADER

Ever at the forefront of battle, this Champion exemplifies the most fervent acts of courage in the face of the enemy's guns.

This model has the Scouts 6" ability, and you can re-roll Charge rolls made for this model's unit.

MASTER OF ARMS

This Emperor's Champion has devoted what remains of his existence to the rigorous perfection of the blade, becoming a force of righteous and swift destruction.

At the start of the Fight phase, if this model is not leading a unit, until the end of the phase, it has the Fights First ability.

'We will fight until our blades are dulled by the last skull. Until the last cry of blasphemy has ceased to echo. Until the last mote of witch-ash crumbles into extinction.

We will fight to the limits of the void, to the depths of the deepest xenos nest, into the maw of heresy and betrayal. We will fight to the last drop of blood and make sure it is that of our enemies.'

- Marshal Demeer, at the declaration of the Morsseous Crusade





AGENDAS

If your Crusade army is using the Black Templars Crusade rules, you can select Agendas from those presented here.

FULFIL YOUR VOWS

For the Black Templars, every vow sworn is sacred, and its prosecution is essential to their tenets of battle.

At the end of the battle:

- You can select one **ADEPTUS ASTARTES** unit from your Crusade army that destroyed one or more **CHARACTER**, **MONSTER** or **VEHICLE** units during the battle. If you selected the Accept Any Challenge, No Matter the Odds Vow at the start of the battle (pg 53), you can select up to three such units instead. Each unit selected gains 1XP and, if you selected two or more such units, you also gain 2 Honour points.
- You can select one **ADEPTUS ASTARTES** unit from your Crusade army that is within range of an objective marker that was controlled by your opponent at any point during the battle. If you selected the Suffer Not the Unclean to Live Vow at the start of the battle, you can select up to three such units instead (each must be within range of a different objective marker). Each unit selected gains 1XP and, if you selected two or more such units, you also gain 2 Honour points.
- You can select one **ADEPTUS ASTARTES** unit from your Crusade army that is wholly within your opponent's deployment zone. If you selected the Uphold the Honour of the Emperor Vow at the start of the battle, you can select up to three such units instead. Each unit selected gains 1XP and, if you selected two or more such units, you also gain 2 Honour points.
- You can select one **ADEPTUS ASTARTES** unit from your Crusade army that destroyed one or more **PSYKER** units during the battle. If you selected the Abhor the Witch, Destroy the Witch Vow at the start of the battle, you can select up to three such units instead. Each unit selected gains 1XP and, if you selected two or more such units, you also gain 2 Honour points.

A unit cannot gain more than 3XP per battle from this Agenda.

RECONSECRATION

The enemy has cast down temples to the Emperor and defiled his holy artefacts. Retrieve and reconsecrate these relics to demonstrate to all the righteousness of our crusade.

After both players have finished deploying, your opponent must select one objective marker that is not within their deployment zone to be your Holy Relic objective marker. A unit cannot gain more than 3XP per battle from this Agenda.

At the end of your turn, if you control your Holy Relic objective marker, you can select one **ADEPTUS ASTARTES** unit from your Crusade army that is within range of it; that unit gains 3XP.

At the end of the battle:

- If your opponent controls your Holy Relic objective marker, you do not receive 1RP.
- If you control your Holy Relic objective marker, you gain D3 Relic Fragments and 1 additional Honour point.

FIRST-HAND EXPERIENCE

The Black Templars ensure that every Neophyte gains experience on the battlefield alongside an Initiate mentor; this ensures the Neophytes learn their craft first-hand from the very masters of their craft, fighting directly alongside those whose ranks they aspire to join.

Each time an enemy unit is destroyed by an attack made by a **CRUSADER SQUAD** unit from your Crusade army, that **CRUSADER SQUAD** unit gains 1XP. A unit cannot gain more than 3XP per battle from this Agenda.

At the end of the battle:

- Each unit that gained XP from this Agenda gains an additional 1XP if it still contains one or more Neophyte models.
- If one or more units from your Crusade army gained 2 or more XP from this Agenda during the battle, you gain 2 Honour points.

REQUISITIONS

If your Crusade army is using the Black Templars Crusade rules, you can spend Requisition points (RP) on any of the following Requisitions.

GOD-EMPEROR'S DUE 2RP

To deny Humanity's foes total victory, obdurate Black Templars commanders will go to extreme lengths. Seen as the God-Emperor's due, the often massive amounts of resources are considered a worthy sacrifice.

Purchase this Requisition in the Determine Victor step, if you gained 5 or more Honour points during that battle and you were not the victor. You gain the Victor bonus described in that mission even though you were not the victor.

PENITENT CRUSADE 1RP

Rare moments of shame for the Black Templars have resulted in prolonged campaigns against the Emperor's enemies as the Chapter launches a penitent crusade.

Purchase this Requisition at the end of an Oathsworn Campaign, if one or more of the following applies to your Crusade force:

- You lost more battles during that Oathsworn Campaign than you won.
- One or more **ADEPTUS ASTARTES CHARACTER** units from your Order of Battle have one or more of the following Battle Scars: Battle-weary; Disgraced; Mark of Shame.
- An **EMPEROR'S CHAMPION** model from your Crusade army was destroyed in one of the battles fought during that Oathsworn Campaign, and at the end of that battle you lost 5 Honour points as a result of the Recovering Sacred Wargear Agenda (pg 86).

The next Oathsworn Campaign you start will be a Penitent Crusade. At the end of that Oathsworn Campaign, if you have 10 or more Honour points, each **ADEPTUS ASTARTES** unit on your Order of Battle gains 1XP and you can select one of the following rewards:

- Gain an additional 10 Honour points.
- Gain 5 Relic Fragments.
- Remove all instances of the Battle-weary, Disgraced and Mark of Shame Battle Scars from **ADEPTUS ASTARTES** units on your Order of Battle.

However, at the end of that Oathsworn Campaign, if you have 9 or fewer Honour points, your Penitent Crusade fails and you must halve your Honour points gained during that Oathsworn Campaign.

DOGMATIC EDIFICATION 1RP

Initiates privileged with mentoring a Neophyte are harsh taskmasters. They are responsible for tutoring their younger wards in the Chapter's manifold ways of war and faith so that they may become better servants of the Emperor.

Purchase this Requisition before a battle. Select one **CRUSADER SQUAD** unit from your Order of Battle, and select one Battle Trait that unit has. Replace that Battle Trait with a new Black Templars Battle Trait of your choosing (this must be a Battle Honour that unit can have).

APPOINTED TO THE HOUSEHOLD 1RP

Appointed from amongst a crusade's veteran warriors or – rarely – its exceptional Initiates, the Sword Brethren comprise Black Templars who hold a position within their Marshal's household. Surviving Neophytes of such illustrious mentors, if deemed worthy by the Chaplains, may be granted status as full Initiate and go on to train inductees themselves.

Purchase this Requisition after a battle. Select one of the following:

- Select one **CRUSADER SQUAD** unit on your Order of Battle with the Blooded rank or higher. Remove that unit from your Order of Battle and spend 5 Honour points to add one **SWORD BRETHREN** unit to your Order of Battle.
- Select one **CRUSADER SQUAD** unit on your Order of Battle with the Blooded rank or higher. Remove that unit from your Order of Battle and spend 10 Honour points to add one **SWORD BRETHREN** unit to your Order of Battle and one new **CRUSADER SQUAD** unit to your Order of Battle.

When a unit is replaced in this way, each new unit starts with the same XP, Battle Honours and Battle Scars as the unit it replaced and until it is removed from your Order of Battle, each time it gains XP from Dealers of Death, that new unit gains 2XP instead of 1XP. You cannot purchase this Requisition if doing so would cause your Crusade force to exceed its current Supply Limit.



BATTLE TRAITS

When an ADEPTUS ASTARTES unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.



'Heed not the curses and promises of the witch. Their every utterance is a lie, one that seeks to twist every truth you know. Even their form is mocking deception, for many will appear unto you as Human, one of the God-Emperor's children, their fear and pleas wickedly crafted from sorcery. This pretence of Humanity is the basest abomination. When you make a blazing pyre of the witch, you will hear its true voice and know vindication in your hearts.'

- Chaplain Vedrhast, before the Pyre of the Ten Thousand

CRUSADER SQUAD UNITS — D6

EXCEPTIONAL MENTORS

The Initiates of this squad have long experience guiding Neophytes in battle, and are expert in directing their wards' understanding of martial and religious dogma.

At the end of the battle, if this unit is not destroyed and it contains one or more Neophyte models and one or more other models (excluding **CHARACTERS**), it gains an additional D3XP.

FAITHFUL SQUIRES

Each Neophyte in this unit is devoted to their mentor Initiate, carrying their burdens and reconnoitring ahead so that nothing may slow their zealous advance.

While this unit contains one or more Neophyte models, add 1 to Advance and Charge rolls made for this unit.

UNBREAKABLE FAITH

These warriors are exemplars of the Imperial Creed, reciting screeds of text as they strike down their foes, their belief allowing them to continue fighting despite terrible wounds.

Each time an attack targets this unit, if this unit is Below Half-strength, subtract 1 from the Damage characteristic of that attack.



CHAPLAIN UNITS D6

LITANY OF DIVINE PROTECTION
This Chaplain's ardent example incites his battle-brothers to endure the foe's cowardly blasphemies, knowing the essence of the Emperor shields them.



While this model is leading a unit, each time a ranged attack targets that unit, that unit has the Benefit of Cover against that attack.

PSALM OF REMORSELESS PERSECUTION
As this warrior priest thunders into the foe, the burning zeal with which he denounces Humanity's foes drives his brothers into a terrible battle rage.



While this model is leading a unit, each time a model in that unit makes a melee attack, if that unit made a Charge move this turn, you can re-roll the Hit roll.

CANTICLE OF REJECTION
This Chaplain exhorts his followers to steel their minds against the esoteric assaults of the foe. He vehemently scorns the darkness of witchery, sinful technologies, and unholy deeds that are not touched by the Emperor's light.



While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against Psychic Attacks and mortal wounds.

FIRES OF DEVOTION
When roused to fury, this Chaplain's roars speak to the very souls of his battle-brothers, inflaming their blade arms with divine strength.



While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

FERVENT ACCLAMATION
The magnetic force of this Chaplain's oratory inspires his fellow warriors to swear great vows, even amid the battle.



Once per battle, in your Command phase, you can select one Vow that is not active for your army (pg 53). Until the start of your next Command phase, that Vow applies to this model's unit in addition to the Vow selected at the start of the battle.

OATH OF GLORY
This Chaplain is renowned for bellowing oaths to Rogal Dorn as he plunges into the foe. Every shattering blow and crushing swipe is charged with holy vows.



Each time this model's unit makes a Charge move, until the end of the turn, add 2 to the Attacks characteristic and add 1 to the Strength characteristic of melee weapons equipped by this model.

INFANTRY UNITS D6

STRENGTH FROM CONVICTION
These warriors chant remorseless vows as they strike, every blow delivered with utmost conviction.



Add 1 to the Strength characteristic of melee weapons equipped by models in this unit.

VENGEFUL RETRIBUTION
These Black Templars have vowed to visit every injury back upon the God-Emperor's enemies tenfold, unafraid to give their lives to ensure his will is carried out.



Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

BLADES OF THE EMPEROR
Inheritors of a portion of Sigismund's peerless martial skill, these warriors have honed their abilities such that no vulnerability escapes their gaze.



Each time this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

ZEALOUS INTERVENTION
Through devout prayer, these warriors dedicate themselves to inflicting death at the first opportunity.



You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

RELENTLESS CRUSADERS
The fury of these Black Templars cannot be stayed while a foe is merely bloodied, but only when their enemy lies utterly ruined at their feet. Sometimes, not even then.



Each time a model in this unit makes a melee attack that targets a unit that is Below Half-strength, you can re-roll the Wound roll.

HATRED'S DISCIPLES
Hatred for the Emperor's enemies in all their repugnant forms fills these warriors with a furious need to kill.



Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 6, that enemy unit suffers 1 mortal wound.

CRUSADE RELICS

When an ADEPTUS ASTARTES CHARACTER model gains a Crusade Relic, you can select one of the Relics presented here.

ARTIFICER RELICS

RELIQUARY WEAPON

The Black Templars' Reclusiams keep amongst their vaults hallowed tools of death in many forms. Humble champions of the Chapter have born each and all have ended the Emperor's enemies. These holy weapons are believed to abhor blasphemies, their spirits ever seeking out the unholy's vulnerabilities.

Select one weapon equipped by the bearer (excluding a weapon that has been replaced by an Enhancement or Crusade Relic, or upgraded with any Battle Traits). That weapon is now a Crusade Relic; note this on the bearer's Crusade card. That weapon has the **[LETHAL HITS]** ability and each time an attack is made with that weapon, you can re-roll the Hit roll.

AURILLIAN SHROUD

Recovered from the shrine world of Aurilla after the opening of the Great Rift, this relic of devotion was once blessed by the holy form of Saint Agatine. Wreathed in a coruscating light, the shroud is said to bring divine protection to all who bask in its brilliance.

Models in the bearer's unit have the Stealth ability.

LEGENDARY RELIC

BONDS OF DUTY

The Black Templars hold that Sigismund was the first to chain his blade to his gauntlet. It was a holy act that marked his resolve never to cease fighting with the strength granted to him by the Emperor; this length of chain is said to be that original bond. Past wearers have written of its prayer-etched adamantine links filling their body with divine might, the weapon they grasp rendered almost weightless yet miraculously potent. Witnessing such a champion in battle bearing the physical manifestation of their founder's oath inspires those they lead.

Select one melee weapon equipped by the bearer (excluding a weapon that has been replaced by an Enhancement or Crusade Relic, or upgraded with any Battle Traits). That weapon is now a Crusade Relic; note this on the bearer's Crusade card. That weapon has the **[DEVASTATING WOUNDS]** ability and improve the Strength, Armour Penetration and Damage characteristics of that weapon by 1. In addition, once per battle, at the start of the Fight phase, the bearer can use this Crusade Relic. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.



ANTIQUITY RELICS

ANCIENT BREVIARY

This humble prayer book once belonged to the first High Chaplain of the Black Templars. It contains his teachings on the divine, and his successors recite from its pages on the eve of battle. Every utterance from this tome carries immense weight for the battle-brothers of the Chapter and, with its blessings, have great victories manifested even in the face of overwhelming odds.

CHAPLAIN model only. You can re-roll Battle-shock tests taken for the bearer's unit. In addition, in the Select Crusade Blessings step, roll one D6, adding 2 to the result if you are the Underdog: on a 6+, you can use one additional Crusade Blessing this battle (even if you are not the Underdog).

CRUSADER'S HELM

This imposing helm has been passed amongst champions of the Black Templars for many centuries. Worked into its ancient vox-piece is the jawbone of Saint Sebatus the Ancient, a sanctified relic that emboldens the wearer's voice so that his oratory soars above the clash of battle. The hearts of nearby battle-brothers are filled with zealous fire, driving them to follow their champion in a relentless spur of swift violence.

The bearer has the Scouts 6" ability. While the bearer is leading a unit, models in that unit have the Scouts 6" ability and that unit can declare a charge in a turn in which it Advanced.

TÄNNHAUSER'S BONES

Marshal Tännhauser was martyred at the hands of the Black Legion at the decisive battle of the Rutger's Reach Crusade. His bones, encased in small reliquaries, were distributed among the warriors of that crusade during the victory sermon. Each is a potent reminder of duty and the expectations placed upon every Black Templar.

Each time an attack is allocated to the bearer, change the Damage characteristic of that attack to 1.



CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



PURITANICAL CRUSADER

Your crusade in the God-Emperor's name has already crushed many who dared stand in the way of Humanity's rightful dominion. Yours has been a rigidly devoted campaign, and you have not shirked from the most destructive examples of the Emperor's vengeance. Even as your crusade's champions rise in haloed notoriety, they selflessly deny themselves personal glory. They know there can be no rest, no aggrandisation, while so many blasphemous foes remain to strike down.

- You have completed one or more Oathsworn Campaign and promoted one or more units to Chapter Command.
- You have won three or more battles.



BLESSED EXECUTIONER

Your renown spreads, inspiring true believers as the holiest of lost artefacts once again see the Emperor's light. Your deeds are recounted at the Feast of Blades and hailed amongst Rogal Dorn's scions. As your crusade grows, it is seen as a vengeful blade fit to tear through the growing darkness that threatens the Imperium.

- You have completed two or more Oathsworn Campaigns and promoted two or more units to Chapter Command.
- Your Order of Battle contains one **EMPEROR'S CHAMPION** model.
- You have won six or more battles.
- One or more units on your Order of Battle have the **RELIC BEARER** keyword.



DISCIPLE OF SIGISMUND

None can stay your wrath: not unholy heretics, not abhorrent xenos, nor the malignant blight of witches. Pyres of the faithless light the righteous path you have carved across the Emperor's realm as you carry Sigismund's ceaseless crusade across the stars.

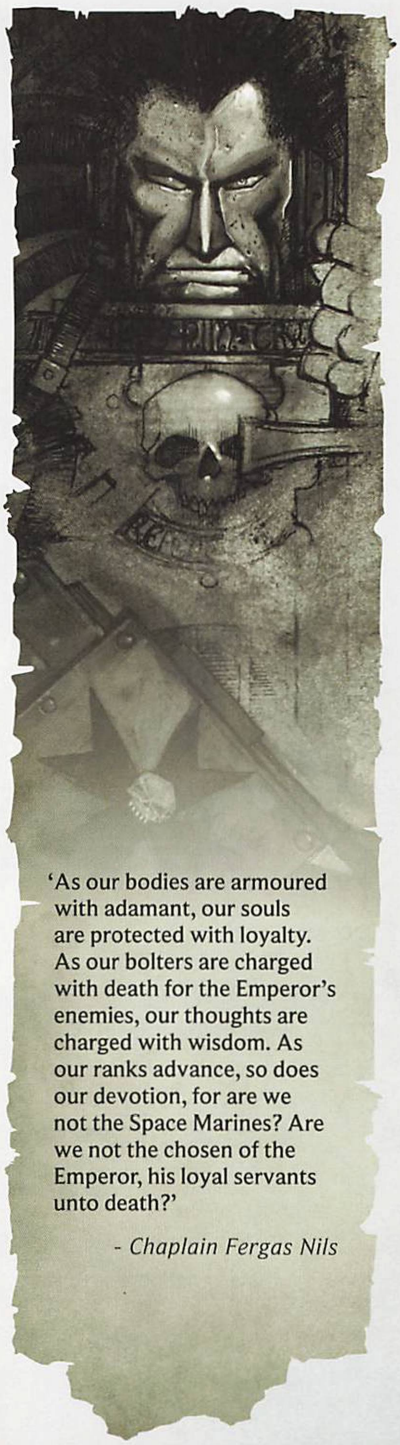
- You have completed five or more Oathsworn Campaigns and promoted three or more units to Chapter Command.
- You have added a new unit to your army using the Appointed to the Household Requisition.
- You have won ten or more battles.
- Three or more units on your Order of Battle have the **RELIC BEARER** keyword.

BLACK TEMPLARS NAME GENERATOR

If you wish to create a name for one of your heirs of Sigismund, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

FORENAME	D66
Ulrund	11
Lyle	12
Sagren	13
Beus	14
Dietmar	15
Magren	16
Kraus	21
Magnor	22
Gresten	23
Breoc	24
Ryker	25
Gorvan	26
Arnulph	31
Sebastian	32
Ottomaer	33
Conrad	34
Leopus	35
Vornus	36
Micael	41
Millian	42
Niedrich	43
Alm	44
Kaedmorden	45
Lorgrist	46
Amedric	51
Beren	52
Lothair	53
Tolrich	54
Henraus	55
Fedraus	56
Jaegender	61
Hamlen	62
Avar	63
Diedrech	64
Arnult	65
Raul	66

SURNAME	D66
Riegedor	11
Arbrecht	12
Kiergaard	13
Dranacht	14
Baerlech	15
Narvecht	16
Korrman	21
Kraussar	22
Gervaht	23
Mordred	24
Stabian	25
Kroeller	26
Emrik	31
Goraldus	32
Bremon	33
Sigrieden	34
Torismund	35
Vorleii	36
Tovarus	41
Pendremnus	42
Lichtner	43
Vedrenn	44
Siedrand	45
Yorghast	46
Velmnar	51
Bayard	52
Zieter	53
Grosmund	54
Havillan	55
Brichtus	56
Boremann	61
Richter	62
Ulbrecht	63
Zydwiege	64
Illinecht	65
Niedem	66



'As our bodies are armoured with adamant, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with wisdom. As our ranks advance, so does our devotion, for are we not the Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?'

- Chaplain Fergas Nils

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.



Castellan
1 model ..... 75 pts

Chaplain Grimaldus
4 models ..... 100 pts

Crusade Ancient
1 model ..... 65 pts

Crusader Squad
1 Sword Brother, 5 Initiates and 4 Neophytes ..... 150 pts
1 Sword Brother, 11 Initiates and 8 Neophytes ..... 300 pts

Emperor's Champion
1 model ..... 90 pts

Execrator
1 model ..... 70 pts

Gladiator Lancer
1 model ..... 160 pts

Gladiator Reaper
1 model ..... 160 pts

Gladiator Valiant
1 model ..... 160 pts

High Marshal Helbrecht
1 model ..... 100 pts

Impulsor
1 model ..... 80 pts

Land Raider Crusader
1 model ..... 220 pts

Marshal
1 model ..... 80 pts

Repulsor
1 model ..... 180 pts

Repulsor Executioner
1 model ..... 220 pts

Sternguard Veteran Squad
5 models ..... 85 pts
10 models ..... 170 pts

Sword Brethren Squad
4 models ..... 115 pts
5 models ..... 140 pts
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The Black Templars are a crusading Chapter of the Emperor's Space Marines who wage faith-fuelled campaigns of fiery extermination against Humanity's many enemies. Scions of the Primarch Rogal Dorn, they still cleave to the tenets laid down by their Chapter's founder, the legendary swordsman Sigismund. The Black Templars hail the Emperor not only as the Master of Mankind but also as a literal deity to whom war is a religious duty. In his name, they swear binding vows to extinguish their most hated foes – the repugnant heretic, the blasphemous mutant and abominable xenos, the despised witch – and to uphold the God-Emperor's honour. Theirs is a ceaseless crusade. It is fought with holy blades and bolts, with the cleansing inferno of fire, with scripture-etched battle tanks and gunships, and with the righteous fury of their zealous faith.

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