

KILL TEAM LIST EXPANSION

BLACK TEMPLARS

TEAM LIST: SPACE MARINES

A Black Templars team uses all rules, model availability and unit entries from Kill Team List: Space Marines, unless otherwise stated. Simply build your team using that Team List as normal, with the adjustments described here. A Black Templars team may also include any of the models in this document, in addition to those found in Kill Team List: Space Marines.

Abhor the Witch: A Black Templars team may never include a Lexicanium or Codicier.

CHAPTER TACTICS

All models in a Black Templars team use the Black Templars chapter tactic. You may not choose any other chapter tactic.

BLACK TEMPLARS ARMOURY

Any model that has access to the Space Marine Armoury in a Black Templars team also has access to the Black Templars Armoury.



TEAM LEADERS

SWORD BROTHER											24 Points
Sword Brother	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
	4	4	4	4	2	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Chapter Tactics (Black Templars)
- Righteous Zeal*

Righteous Zeal: When fighting in close combat, the Sword Brother and any other friendly models with Chapter Tactics (Black Templars) in the same combat gain the Fearless special rule.

OPTIONS:

- May replace boltgun and/or bolt pistol with a chainsword for *free*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Melta bomb 5 pts
 - Combat shield 5 pts
 - Auspex 5 pts
 - Back banner² 10 pts
 - Teleport homer 10 pts
 - Digital weapons 10 pts
 - Storm shield 10 pts
- May take items from the **Space Marine** and **Black Templars Armouries**, including Leader and Sergeant items.

¹Counts as a 'banner' when determining combat results.

CORE

INITIATE											14 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Initiate	4	4	4	4	1	4	1	8	3+	Infantry	

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics (Black Templars)

OPTIONS:

- Any Initiate may replace its boltgun with a chainsword for *free*.
- For every five Initiates you take in your team, one model may take one item from the **Special Weapons** or **Heavy Weapons** lists, or take one of the following:
 - Power weapon *15 pts*
 - Power fist *25 pts*

RESTRICTION: You may not take more Neophytes than you have Initiates in your team.											
NEOPHYTE											10 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Neophyte	3	3	4	4	1	4	1	8	4+	Infantry	

WARGEAR:

- Scout armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics (Black Templars)

OPTIONS:

- Any Neophyte may replace its boltgun with:
 - Close combat weapon *free*
 - Space Marine shotgun *free*

BLACK TEMPLARS ARMOURY

WITCHBANE (Sergeant Only) – 15 pts

This is an ancient chainsword, said to be forged before the Second Founding. The weapon has the following profile:

	Range	S	AP	Type
Witchbane	-	+1	4	Melee, Warpbane*, Master-crafted

*Warpbane: Any model with the Psyker special rule hit by this weapon is wounded on a 2+, regardless of its Toughness.

CONDEMNOR GRENADE (Leader Only) – 10 pts

Condemnor grenades emit a pulse that destabilises a psykers connection with the warp. The grenade has the following profile:

	Range	S	AP	Type
Condemnor Grenade	8"	-	-	Assault 1, Blast, One Shot, Psi-shock*

*Psi-shock: Any model with the Psyker special rule hit by the weapon immediately suffers Perils of the Warp.

HOLY ARTEFACT (Chaplain Only) – 15 pts

A Warden-chaplain or Brother-chaplain with a Holy Artefact and all friendly Black Templar models within 6" may also re-roll To Wound rolls in the first turn of a combat (as well as To Hit rolls from Zealot).

CRUSADER SEALS – 5 pts

These are waxen tokens with vows of piety inscribed on strips of parchment. A model with Crusader Seals may re-roll failed Pinning tests.