

KILL TEAM BLACK TEMPLARS

CODEX: 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 AMENDMENT

Righteous Zeal: Whenever a Black Templar model is taken out as casualty in the Shooting phase or as a result of Overwatch all friendly Black Templars models in 12" gain the Counter-attack and Rage special rules until the end of turn.

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

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Unit Type:

Infantry (Character)

Wargear:

- Power Armor
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

Special Rules:

- And They Shall Know No Fear
- Inspiring Presence
- Chapter Tactics (Black Templars)
- No Remorse, No Pity, No Fear!
- Team Leader
- Suffer Not The Unclean To Live!

No Remorse, No Pity, No Fear!: When fighting in close combat, the Sword Brother and any other friendly models with Chapter Tactics (Black Templars) engaged in a combat within 6" of him gain the Fearless special rule.

Team Leader: the Sword Brother counts towards the Initiates count for Special/Heavy weapons access and Neophytes limit.

Suffer Not The Unclean To Live!: When locked in combat, models with Chapter Tactics (Black Templars) may lower their initiative by 1 to gain a +1 Strength bonus.

Options:

- May replace Boltgun and/or bolt pistol with:
 - Chainsword *free*
 - Heavy Chainsword 10 pts
 - Eviscerator 25 pts
 - Relic Blade 25 pts
- May take items from the **Melee Weapons** and **Ranged Weapons** lists. The Plasma Pistol cost is reduced to 10 points.
- May take any of the following:
 - Melta Bomb 5 pts
 - Combat Shield 5 pts
 - Back banner¹ 10 pts
 - Teleport homer 10 pts
 - Digital weapons 10 pts
 - Storm Shield 15 pts
- May take items from the **Space Marine** and **Black Templars Armoury**, 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
4	4	4	4	1	4	1	8	3+

Unit Type:
Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- 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*.
- Any Initiate may take a Chainsword for 2 pts.
- May take a Suspensor for 10 pts.
- For every five Initiates you take in your team, one model may take one item from the **Special weapons** list, and another model may take one item from the **Heavy Weapons** list or take one of the following:

- Power weapon	15 pts
- Power Fist/Eviscerator	25 pts
- Heavy Chainsword	10 pts

NEOPHYTE

10 points

You cannot have more Neophytes than Initiates in your Team

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	4+

Unit Type:
Infantry

Wargear:

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

Special Rules:

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

Options:

- Any Scout may replace his Boltgun with:

- Space Marine Shotgun	free
- Close Combat Weapon	Free

ARMOURY

WITCHBANE

(Sergeant and Sword Brother 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 or Brotherhood of Psykers special rule hit by this weapon is wounded on a 2+ regardless of its Toughness.

HOLY ARTEFACT

(Warden and 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).

CONDEMNOR GRENADE – 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, Psy-shock

Psy-shock: Any model with the Psyker or Brotherhood of Psykers special rule hit by this weapon immediately suffers Perils of the Warp.

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.

MASTER SWORDSMAN – 5 pts

(Sword Brother only)

The Sword Brother is a highly skilled swordsman, having felled the most skilled foes across the galaxy.

The model gains +1 WS.

CHANGELOG

16/06/2016

- Added Heavy Chainswords and Eviscerators to Sword brother and Initiate armoury.
- Added the Team Leader rule to Sword Brother
- Modified No Remorse, No Pity... rule to have a 6" bubble.

10/02/2017

- upped the Righteous Zeal to 12"
- added Suffer Not The Unclean To Live! Rule
- Added the Suspensors to Initiate entry