

BLACK TEMPLARS

HOR

CODEX: SPACE MARINES

This Team List uses the special rules and wargear lists found in Codex:Space Marines. If a rule differs from the Index, it will be clearly stated.

The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear you can find in the “Space Marines points values” section of the Index.

FACTION KEYWORDS

All models in this list have the **Imperium, Adeptus Astartes** keywords. Swap all instances of <Chapter> keyword with the **Black Templars** keyword.

BLACK TEMPLARS MODELS

This Opus uses the Space Marines Opus as a base. You may pick your entries and armoury items from that Opus with these exceptions:

- Lexicanum
- Primaris Lexicanum

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

VOWS

Before each game you may select one of the following Vows. Access to this list costs 20 pts. If you fail a Vow you lose 1 VP at the end of the game:

- **Suffer Not the Unclean:** In the Fight Phase friendly BLACK TEMPLARS models may choose to add 1 to their Strength, but must strike after all the other models have been chosen to Fight. If at the end of the game you have slain more than 50% of the enemy Team, you gain 1 additional VP.
- **Uphold the Honour of the Emperor:** Friendly BLACK TEMPLARS models may not benefit from cover saves, but can ignore unsaved Wounds on a roll of a 6. If at the end of the game you have failed less than two Nerve tests you gain 1 additional VP
- **Abhor the Witch, Destroy the Witch:** Each time a PSYKER manifests a power within 12” of a friendly BLACK TEMPLAR model roll a D6: on a 5+ the power has no effect. If at the end of the game you have killed one or more models with the PSYKER keyword you gain 1 VP.
- **Accept any Challenge, no Matter the Odds:** whenever possible, friendly BLACK TEMPLARS models must always try to Charge. If a friendly BLACK TEMPLAR model has charged this turn it can re-roll all failed hit rolls. If at the end of the game you have killed more than 25% of the enemy team in the Fight Phase, you gain 1 additional VP.

TEAM LEADERS

SWORD BROTHER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sword Brother	6"	3+	3+	4	4	4	3	8	3+	36
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Eternal Crusade: BLACK TEMPLARS models within 6" re-roll hit rolls in the Fight Phase. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Bolt Pistol or Boltgun with weapons from the Sergeant Equipment List. 									
KEYWORDS	INFANTRY, CRUSADER SQUAD									

TERMINATOR SWORD BROTHER SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sword Brother Sergeant	5"	3+	3+	4	4	4	3	8	2+	40
EQUIPMENT	<ul style="list-style-type: none"> - Storm Bolter - Power Sword 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Teleport Strike - Teleport Homer - Crux Terminatus - Eternal Crusade: BLACK TEMPLARS models within 6" re-roll hit rolls in the Fight Phase. 									
OPTIONS	<ul style="list-style-type: none"> - May swap all its weapons for two Lightning Claws. - May swap its Power Sword with a Power Axe, Maul, Fist or Chainfist. - If not equipped with two lightning claws, it may swap one weapon with a Storm Shield. - May swap all its weapons for a Thunder Hammer and Storm Shield. 									
KEYWORDS	INFANTRY, TERMINATOR, SWORD BROTHER SQUAD									

CORE

INITIATE										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Initiate	6"	3+	3+	4	4	1	1	7	3+	13
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade 									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> - Any Initiate may replace his boltgun with a chainsword. - If you have 5 or more models with the Crusader Squad keyword, one model may replace his boltgun with an item from the Special Weapons list. - If you have 5 or more models with the Crusader Squad keyword, one model may replace his boltgun with an item from the Heavy Weapons list, or a power sword, power axe, power maul or power fist. - May take a Chainsword for 1pt. 									
KEYWORDS	INFANTRY, CRUSADER SQUAD									

NEOPHYTE										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Neophyte	6"	3+	3+	4	4	1	1	6	4+	11
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade 									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> - Any Neophyte may replace his boltgun with an Astartes shotgun or a combat knife. - May take a Chainsword for 1 pt. 									
KEYWORDS	INFANTRY, CRUSADER SQUAD									

SPECIAL

CENOBYTE SERVITORS

(maximum 1 model with the Cenobyte Servitor keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Servitor	6"	5+	5+	3	3	1	1	6	4+	2
EQUIPMENT	- Close Combat Weapon									
RULES	<ul style="list-style-type: none"> - Mindwiped: Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 8, whilst they are within 6" of your Team Leader. - Relic of Helsreach 									
OPTIONS										
KEYWORDS	INFANTRY, SERVITOR, CENOBYTE SERVITOR									

TERMINATOR SWORD BROTHER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sword Brother	5"	3+	3+	4	4	2	2	8	2+	23
EQUIPMENT	<ul style="list-style-type: none"> - Storm Bolter - Power Sword 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Teleport Strike - Teleport Homer - Crux Terminatus 									
OPTIONS	<ul style="list-style-type: none"> - May swap all its weapons for two Lightning Claws. - May swap its Power Sword with a Power Axe, Maul, Fist or Chainfist. - If not equipped with two lightning claws, it may swap one weapon with a Storm Shield. - May swap all its weapons for a Thunder Hammer and Storm Shield. - May take items from the Armoury 									
KEYWORDS	INFANTRY, TERMINATOR, SWORD BROTHER SQUAD									

TEMPLAR BRETHREN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Templar	6"	3+	3+	4	4	1	2	8	3+	14
Champion	6"	2+	3+	4	4	2	3	8	3+	
EQUIPMENT	- Combat Shield - Bolt Pistol - Power Sword									
RULES	- And They Shall Know No Fear									
OPTIONS	- May swap the Power Sword for a Master-Crafted Power Sword - One Templar Brethren may be upgraded to a Templar Champion for 8 pts - A Templar Champion may swap the Power Sword with a Black Sword for 6 pts - May take items from the Armoury									
KEYWORDS	INFANTRY, TEMPLAR BRETHREN									

ARMOURY

ITEM	DESCRIPTION
Witchbane (4 pts)	<i>This is an ancient chainsword, said to be forged before the Second Founding.</i> Leaders only, replaces the Chainsword. Witchbane is a weapon with the Warpbane special rule.
Holy relic (10 pts)	Chaplain and Sword Brother only. Models within 6" of this model may re-roll failed To Wound rolls of 1 in close combat.
Master Swordsman (5 pts)	Sword Brother only. Increase the WS to 2+

WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Witchbane	-	Melee	+1	-1	1	This weapon wounds models with the Psyker or Brotherhood of Psykers keywords on a 2+, regardless of the model's Toughness. Each time the bearer fights, it can make 1 additional attack with this weapon.