

# BLACK TEMPLARS

## HOR

### CODEX: SPACE MARINES

This Team List uses the special rules and wargear lists found in Codex: Space Marines or latest publication. If a rule differs from the source, 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 Codex.

### FACTION KEYWORDS

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

### VOWS

Before each game, you may select one of the following Vows. Access to this list costs 10 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 subtract 1 from their Weapons Skill. If they do, add 1 to their Wound Roll. 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 Morale 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.

### BLACK TEMPLARS MODELS

This Opus is intended as a supplement to the Space Marines and Primaris Space Marines Operas. 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

# 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"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- <b>Eternal Crusade: BLACK TEMPLARS</b> models within 6" re-roll hit rolls in the Fight Phase.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace his Bolt Pistol or Boltgun with weapons from the <b>Sergeant Equipment List</b>.</li> </ul>									
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"> <li>- Storm Bolter</li> <li>- Power Sword</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Teleport Strike</li> <li>- Teleport Homer</li> <li>- Crux Terminatus</li> <li>- <b>Eternal Crusade: BLACK TEMPLARS</b> models within 6" re-roll hit rolls in the Fight Phase.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap all its weapons for two Lightning Claws.</li> <li>- May swap its Power Sword with a Power Axe, Maul, Fist or Chainfist.</li> <li>- If not equipped with two lightning claws, it may swap one weapon with a Storm Shield.</li> <li>- May swap all its weapons for a Thunder Hammer and Storm Shield.</li> </ul>									
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	2	1	7	3+	18
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> <li>- Any Initiate may replace his Boltgun with an Astartes Chainsword.</li> <li>- If you have 5 or more models with the <b>Crusader Squad</b> keyword, one model may replace his boltgun with an item from the Special Weapons list.</li> <li>- If you have 5 or more models with the <b>Crusader Squad</b> 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.</li> <li>- May take an Astartes Chainsword for 1pt.</li> </ul>									
KEYWORDS	INFANTRY, CRUSADER SQUAD, CORE									

NEOPHYTE										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Neophyte	6"	3+	3+	4	4	1	1	6	4+	14
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> <li>- Any Neophyte may replace his boltgun with an Astartes shotgun or a combat knife.</li> <li>- May take an Astartes Chainsword for 1 pt.</li> </ul>									
KEYWORDS	INFANTRY, CRUSADER SQUAD, CORE									

# 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+	6
EQUIPMENT	- Close Combat Weapon									
RULES	- 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									
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	3	2	8	2+	35
EQUIPMENT	- Storm Bolter - Power Sword									
RULES	- And They Shall Know No Fear - Teleport Strike - Teleport Homer - Crux Terminatus									
OPTIONS	- 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, CORE									

## TEMPLAR BRETHERN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Templar	6"	3+	3+	4	4	2	2	8	3+	19
Champion	6"	2+	3+	4	4	2	3	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Combat Shield</li> <li>- Bolt Pistol</li> <li>- Power Sword</li> </ul>									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap the Power Sword for a Master-Crafted Power Sword</li> <li>- May swap the Bolt Pistol for an item from the Pistols list</li> <li>- One Templar Brethren may be upgraded to a Templar Champion for 8 pts, gaining the CHARACTER keyword</li> <li>- A Templar Champion may swap the Power Sword with a Black Sword for 6 pts</li> <li>- May take items from the Armoury</li> </ul>									
KEYWORDS	INFANTRY, TEMPLAR BRETHERN, CORE									

# ARMOURY

ITEM	DESCRIPTION
Witchbane (4 pts)	<i>This is an ancient chainsword, said to be forged before the Second Founding. Leaders only, replaces the Chainsword. Witchbane is a weapon with the Warpbane special rule.</i>
Holy relic (10 pts)	<b>Chaplain and Sword Brother only.</b> 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	<p>This weapon wounds models with the <b>Psyker</b> or <b>Brotherhood of Psykers</b> keywords on a 2+, regardless of the model's Toughness.</p> <p>Each time the bearer fights, it can make 1 additional attack with this weapon.</p>

## CHANGELOG

- 22/07/2020
  - Updated points costs
    - Yet again, refused to make Neophytes the same price as Scouts since they can't even Infiltrate.
    - Templar Brethren Champion now gives the model the CHARACTER keyword, it makes sense since he's the big bad duelist with a Black Sword. I also encourage you to use the Sigismund model from FW for your champion.
    - Templar brethren can take pistols now
  - Polished some wording here and there
- 09/10/2020
  - Updated as per new codex FAQ

