

# Black Templar Codex

(Unofficial, Fanmade)

## \*\*\*\*Wargear\*\*\*\*

### Adamantine Mantle -

Any character wearing an Adamantine Mantle gains the Eternal Warrior Universal Special Rule

### Auspex -

If a model with the Infiltrate Universal Special rule sets up within 4d6" of a model with an Auspex then that model, and the unit he is attached to, is allowed to take a "free" shot at them. These shots are taken before the battle begins and may cause the infiltrators to fall back. Otherwise, the normal shooting rules apply.

### Bionics -

When a model equipped with bionics takes an unsaved wound that does not ignore armour or cause instant death, roll a d6. On a 6, the wound is negated.

### Chapter Banner -

Any of your Space Marine units with a model within 12" of the banner gains the Furious Charge Universal Special Rule and may re-roll any failed moral tests. In addition, any model under the effect of the Chapter Banner gains +1 attack in close combat.

### Fighting Company Standard -

Any of your Space Marine units with a model within 12" of the banner may re-roll any failed moral tests.

### Frag Grenades -

See the Warhammer 40K rulebook for description.

### Holy Relic -

Once per game; All of your units with a model within 2d6" of the Holy relic gain +1 attack until the beginning of the following turn. (This effect may be activated during either players assault phase) Also, any unit that contains a model equipped with a Holy Relic may choose which enemy unit they move towards for Righteous Zeal instead of the nearest enemy model.

Jump Pack -

Any model with a Jump Pack becomes Jump Infantry as described in the Warhammer 40K rulebook.

Krak Grenades -

See the Warhammer 40K rulebook for description.

Melta Bombs -

See the Warhammer 40K rulebook for description.

Narthecium -

A model with Narthecium grants himself and his squad the Feel No Pain Universal Special Rule.

Sacred Standard -

Whenever one of your Space Marine units with a model within 6" of the Sacred Standard are in an assault, they may add +1 to the combat resolution score at the end of the assault phase to determine the winner, and grants those units affected the gain the Counter-Attack Universal Special Rule

Signum -

A model can use a signum in lieu of making a shooting attack of his own. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls to hit are made.

Space Marine Bike -

A model with a Space Marine Bike becomes Bike infantry as described in the Warhammer 40K rulebook. In addition, all Space Marine Bikes come equipped with a Twin-linked Bolter

- A Space Marine Attack Bike is a Space Marine Bike with two marines instead of one. They come with the Twin-linked bolter and a Heavy Bolter

### \*\*\*\***Armour**\*\*\*\*

Artificer Armour -

Grants the wearer a 2+ Armour save

Combat Shield -

Grants the wearer a 6+ invulnerable save

Iron Halo -

Grants the wearer a 4+ Invulnerable Save

Power Armour-

Grants the Wearer a 3+ Armour Save

Rosarius -

Grants the wearer a 4+ Invulnerable save

Storm Shield -

Grants the Wearer a 3+ Invulnerable save, however that model may never claim an attack bonus for wielding two weapons in an assault

Terminator Armour -

Grants the wearer a 2+ Armour Save and a 5+ Invulnerable Save. In addition, the bearer gains the Relentless universal special rule, but may never roll to attempt to sweeping advance an enemy unit. Also, any model wearing Terminator Armour may Deep Strike as described in the Warhammer 40K rulebook. Note, that due to it's size, any model wearing Terminator Armour cannot embark on Rhinos or Razorbacks, and otherwise count as two models when occupying transports.

### \*\*\*\*Weapons\*\*\*\*

Chain Fist -

Counts as a power Fist, But roll 2d6 + Strength for armour penetration against vehicles

Combi Weapons -

A combi weapon is a bolter that also has a one time use effect from another weapon chosen from the list below:

Flamer, Meltagun, plasmagun.

Once the single shot is used, it cannot be used again for the rest of the game.

Crozius Arcanum -

Is treated as a Master-Crafted power weapon

Holy Orb of Antioch -

Range---Strength--AP--Type

--12"-----X\*-----2---Blast

\*Holy Orb of Antioch wounds on a 2+ and ignores cover

Lightning Claws -

See Warhammer 40 Rulebook for description

Master-Crafted -

is a template that may be added to any weapon type. It allows you to re-roll a single To-Hit roll with the weapon per turn.

Orbital Strike Relay -

A model with an Orbital Strike Relay may call down an Orbital Bombardment during any of your shooting phases in which the model did not move in your movement phase (Note that

this does not prevent you from assaulting). The Orbital Bombardment may be fired with any of the following shooting profiles:

Weapon-----Range-----Strength---AP---Type

Barrage Bomb--Unlimited-----4-----5---Ordnance 3, Barrage, Large Blast

Lance Strike----Unlimited-----10-----1----Heavy 1, Barrage, Blast\*, Lance

Virus Bomb-----Unlimited-----X\*\*-----3---Heavy 1, Barrage, Large Blast

\* - Any vehicles hit by any part of the blast template count as hit

\*\* - Virus Bombs are a poison(3) weapon.

Note that when firing any of the Orbital Bombardment shots, you may NOT reduce the scatter by any means.

Powerfist -

See Warhammer 40K Rulebook for description

Power Weapon -

See the Warhammer 40K rulebook for description.

Servo-Arm -

Each Servo-arm grants a single extra close combat attack, made separately at Initiative 1 at

Strength 8, ignoring armour saves

Thunder Hammer -

See Warhammer 40K Rulebook for description

### \*\*\*\*\*Vehicle Upgrades\*\*\*\*\*

Blessed Hull -

Any vehicle equipped with Blessed Hull can not have it's armour values reduced for any reason (Such as Lances)

Dozer Blade -

Vehicles equipped with Dozer Blades may re-roll failed Difficult Terrain tests.

Extra Armour -

Whenever a vehicle with the Extra Armour upgrade suffers a Crew Stunned result on the vehicle damage chart, you may treat it as a Crew Shaken result instead.

Hunter-Killer Missile -

A hunter-killer missile is a Krak missile with unlimited range that can only be used once per battle. They are fired at Ballistic Skill 4 and are treated as an additional weapon.

Power of the Machine Spirit -

A Vehicle with the Power of the Machine Spirit upgrade may fire one more weapon than normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting.

Searchlight -

If the Night Fighting rules are in affect, than a model with a searchlight can choose to ignore them when picking their shooting targets. However, during your opponents turn, they will ignore the Night Fighting rules when targeting the vehicle that used the searchlight.

Smoke Launcher -

See the Warhammer 40K Rulebook for description

Venerable -

Whenever a model with the Venerable Special rule suffers a glancing or penetrating hit,

you may have your opponent to re-roll the results of the vehicle damage chart, after the first results are shown. (Taking the second roll regardless of the result)

### \*\*\*\*\***Special Rules**\*\*\*\*\*

All Black Templars are bound by the following rules:

**\*AND THEY SHALL KNOW NO FEAR** - Space Marines automatically pass Morale tests to regroup, and can take such tests even if the squad has been reduced to less than 50% by casualties, though all other criteria apply. If Space Marines are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens, then the unit is subject to the No Retreat! rule in this round of close combat and may therefore lose additional casualties. Usually troops that regroup may not move normally and always count as moving whether they do or not, but these restrictions do not apply to models with this special rule.

**\*Drop Pod Assault** - Drop Pods always start in reserve and have the Deep Strike rule as detailed in the Warhammer 40K rulebook. When units in drop pods arrive, you may place the drop pod anywhere on the table as long as it is not in impassable terrain or within 1" of an enemy model. Roll a scatter dice: if a Hit results, the pod lands on target, otherwise it scatters 2d6" in the direction shown. If this movement would take it into impassable terrain or within 1" of an enemy model, reduce the scatter distance by the minimum necessary to avoid it/them. Once the drop pod has landed, the hatches are blown and all passengers must immediately disembark. The passengers may not move (other than to disembark) or assault in the turn they land. They may shoot, but count as moving.

**\*Righteous Zeal** - In the Shooting phase, any infantry unit (not jump infantry) that is not Gone to Ground or Falling Back must take a Morale check if it suffers any casualties from enemy shooting, not just when it suffers 25% casualties. All other units in the Black Templars army check moral and fall back as normal. Note that all Black Templars units take Pinning tests as normal.

If an Infantry unit (including any attached characters) is called upon to make a Morale check and passes it, then the unit may move up to 1d6" towards the nearest visible enemy unit. Should the unit fail this Morale check, it will fall back as normal.

**\*Abhor the Witch!** - All units in your army may make a scout move towards any enemy Psyker (If there are any).

**\*Kill Them All!** - If a Black Templar Infantry, Jump Infantry or Bike unit shoots in the shooting phase, it must take a leadership test at -1 leadership score. If the test is successful, than you may target any unit as normal. If the test is failed, that unit may only target the nearest visible enemy unit for shooting this turn.

**\*NO PITY! NO REMORSE! NO FEAR!** - When in an assault, all Black Templars units are fearless.

## \*\*\*\*HQ\*\*\*\*

### **High Marshal Helbrecht** - 255

WS:7 BS:5 S:4 T:4 W:4 I:6 A:4 Ld:10 Sv:2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer Armour, Sword of the High Marshals, Combi-meltagun, bionics, Iron Halo, Frag Grenades, Krak grenades, Adamantine Mantle.

Sword of the High Marshals: The Sword of the High Marshals is a Master-Crafted power weapon, in addition, in the first turn of any assault that involves High Marshal Helbrecht, roll a D6. Helbrecht gains bonus attacks for the assault phase equal to the number rolled. The Sword of the High Marshals also grants Helbrecht the ability to re-roll all To Wound rolls in close combat.

Special Rules: Independent Character, Rites of Battle, Retinue, Furious Charge

Rites of Battle: If Helbrecht is on the table then all other Black Templars units may use his Leadership for Morale, Pinning or Leadership tests.

Retinue: Helbrecht may take a Black Templar Command Squad.

It is proof of Helbrecht's supior command skills that any unit he joins performs flawlessly in combat. Any unit Helbrecht is joined / attached to immedietely gains Furious Charge and Counter-Attack. These benefits are lost if Helbrecht is killed, or if he leaves the unit for any reason.

Any army that includes High Marshal Helbrecht may take a single unit of Sword Brethren Squad (including Terminators) as troops.

### **Chaplain Grimaldus, The Hero of Helsreach - 195**

WS:6 BS:5 S:4 T:4 W:2 I:5 A:4 Ld:10 Sv:3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Crozius Arcanum, Rosarius, Master-crafted Plasma Pistol, Frag Grenades, Krak Grenades, Power Armour.

Special Rules: Independent Character, Litanies of Hate: Unmatched Zeal, Retinue, Only in Death Does Duty End, Faithful Inspiration.

Litanies of Hate: Grimaldus and any unit he is attached to may re-roll any to hit rolls in close combat in the turn in which you charged.

Grand Zeal: Makes any unit joined by Grimaldus fearless. Also, when rolling for Righteous Zeal Movement for Grimaldus (Or his squad), roll 2d6 and you may choose which result

to use, can move in any direction, instead of towards the nearest enemy unit, and confers this rule to any unit with a model within 6" of Grimaldus

Retinue: Grimaldus may take a Black Templars Command Squad.

Only in Death Does Duty End: Whenever Grimaldus has lost all of his wounds, even if from instant death, do not remove him from play. Instead, take a leadership test and if this is passed, Grimaldus fights on with 1 Wound remaining. If he fails this test, remove him from play as normal.

Faithful Inspiration: So long as Grimaldus remains on the field, you can once per game choose to inspire your force. At the beginning of your turn, all units with a model within 2d6" of Grimaldus will gain +1 attack until the beginning of your next turn.

### **Emperor's Champion Delacrus, Witch Burner - 185**

WS:8 BS:4 S:4 T:4 W:3 I:6 A:3 Ld:10 Sv:2+

Unit Composition: 1 (Unique) Delacrus counts as an Emperor's Champion - The Emperor's Champion does not use up an HQ slot, but may still count towards your required 1 HQ

Your army may only include one Emperor's Champion.

Unit Type: Infantry

Wargear: The Black Sword, Armour of Faith, frag grenades, Plasma pistol, Krak Grenades

The Black Sword: Is a Master-Crafted power weapon that adds +2 strength to it's wielder.

Armour of Faith: Is Artificer Armour that also grants a 3+ invulnerable save.

Special Rules: Independent Character, Slayer of Champions, Perfect Warrior.

Slayer of Champions: Before resolving combats in any Assault phase where the Emperor's Champion is in combat with an enemy unit containing one or more enemy Independent Characters, you must immediately move the Emperor's Champion so that he is in base-to-base contact with at least one enemy Independent Character (Maintaining

coherency with any unit he has joined). If there is no room to place the Emperor's Champion in base-to-base contact, simply move a friendly model out of the way. The Emperor's Champion also gains Re-roll To Hit and To Wound against any enemy Characters and/or Monstrous Creatures

Emperor's Champion Delacrus also comes with the vow Destroy the Witch:

Destroy the Witch - All units in your army (including vehicles) may re-roll their To Hits against any unit that includes a psyker. Further, any non-vehicle model in your army that is effected by a psychic power, may roll a d6. On a result of a 5 or 6, that psychic power is negated. Unlike standard Vows, this effect

### **Marshal Warner, The Defiant!** - 155

WS:5 BS:5 S:5 T:5 W:3 I:4 A:2 Ld:10 Sv:2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Terminator Armour, Hammer of the Divine, Bionics\*, Storm Shield

Hammer of the Divine: The Hammer of the Divine is a Master-Crafted Thunder Hammer. However, due to Warner's heavily augmented body, he is able to use his Thunderhammer without taking the initiative penalty.

\*Bionics: Marshal Warner is more modified than most of his battle brothers. As such, and to compensate for his venerable age, they are also of a greater quality and regularly maintained. These bionics follow the standard rules for Bionics listed in the wargear section except for the following - Wounds will be negated on a 5 or 6, and increase Warner's toughness and strength by 1 (Already included in his profile)

Special Rules: Counter-Attack, Independent Character, Rites of Battle, Retinue

\*Any army including Marshal Warner that has any terminators deploying via Terminator Deep Strike will not scatter.

### **Emperor's Champion** - 135

WS:8 BS:4 S:4 T:4 W:2 I:6 A:2 Ld:10 Sv:2+

Unit Composition: 1 (Unique) The Emperor's Champion does not use up an HQ slot, but may still count towards your required 1 HQ. Your army may only include one Emperor's Champion.

Unit Type: Infantry

Wargear: The Black Sword, Armour of Faith, frag grenades, bolt pistol.

The Black Sword: Is a Master-Crafted power weapon that adds +2 strength to it's wielder.

Armour of Faith: Is Artificer Armour that also grants a 3+ invulnerable save.

Special Rules: Independent Character, Slayer of Champions, Perfect Warrior.

Slayer of Champions: Before resolving combats in any Assault phase where the Emperor's Champion is in combat with an enemy unit containing one or more enemy Independent Characters, you must immediately move the Emperor's Champion so that he is in base-to-base contact with at least one enemy Independent Character (Maintaining coherency with any unit he has joined). If there is no room to place the Emperor's Champion in base-to-base contact, simply move a friendly model out of the way. The Emperor's Champion also gains Re-roll To Hit and To Wound against any enemy Characters and/or Monstrous Creatures

Perfect Warrior: During any assault phase in which the Emperor's Champion is in an assault, you may elect to forgo his usual number of attacks to gain one of the following special abilities for that assault phase -

Eternal Defense: You may not attack with your Emperor's Champion this turn, but instead may re-roll any of his failed armour or invulnerable saves.

Executioner: You may elect one model in base contact with the Emperor's Champion and make a d3 attacks against that model. These attacks can only be allocated against the designated model, and all inflict instant death.

Options:

**Vows:**

--Uphold the Honour of the Emperor - +50 points

All of your Black Templars non-vehicle models may count their bolters (Including bolt pistols and Storm Bolters) as twin linked and all of your Black Templars models gain a 5+ invulnerable save in close combat

--Suffer Not the Unclean to Live - +35 points

All Black Templars non-vehicle models gain the "Fleet of Foot" special rule.

--Accept Any Challenge No Matter the Odds - +35 points

All of your Black Templars will always hit on a 3+ in close combat. All Black Templars that can charge must do so if able. (This includes all non-vehicle models and Dreadnoughts)

--Abhor the Witch, Destroy the Witch - +45 points

Models in the enemy army with the Infiltrate rule must deploy with the rest of the force. In addition, if any psychic powers targeted against any Black Templars unit or character (or which includes them in its area of effect) are nullified and will not work on a D6 roll of 5+

**Marshal** - 120 points

WS:6 BS:5 S:4 T:4 W:3 I:5 A:3 Ld:10 Sv:3+

Unit Composition: 1

Unit Type: Infantry

Wargear: Power Armour, Power Weapon, Frag Grenades, Krak Grenades, Iron Halo, Bolter, Bolt Pistol.

Special Rules: Independent Character, Rites of Battle, Retinue

Options:

May replace Power Weapon and/or Bolt Pistol with:

Lightning Claw / Powerfist / Plasma Pistol - 10 points

Thunder Hammer / Storm Shield - 15

Or both weapons for a Pair of Lightning Claws at 10 points

May replace Power Armour with Artificer Armour for 15 points, or Power Armour and Bolt Pistol for Terminator Armour and Storm Bolter for 20 points.

If you have taken Terminator Armour, you may replace your Power Weapon and/or Storm Bolter with:

Combi-Weapon - 5 points

Single Lightning Claw - 10 points

Chain Fist / Thunder Hammer/ Storm Shield- 15 points

Or replace both for a pair of lightning claws for 10 points.

In addition, the Marshal may take any of the following:

Melta Bombs - 5 points

Bionics - 5 points

Holy Orb of Antioch - 10 points

Adamantine Mantle - 30 points

Orbital Strike Relay - 30 points

You may also Master-craft any weapons held by the Marshal for +5 points

**Castellan**- 75 points

WS:5 BS:5 S:4 T:4 W:2 I:5 A:2 Ld:9 Sv:3+

Unit Composition: 1

Unit Type: Infantry

Wargear: Power Armour, Power Weapon, Frag Grenades, Krak Grenades, Bolter, Bolt Pistol.

Special Rules: Independent Character, Rites of Battle, Retinue

**Options:**

May replace Power Weapon and/or Bolt Pistol with:

Lightning Claw / Powerfist / Plasma Pistol - 10 points

Thunder Hammer - 15

May replace Power Armour and Bolt Pistol for Terminator Armour and Storm Bolter for 20 points.

If you have taken Terminator Armour, you may replace your Power Weapon and/or Storm Bolter with:

Combi-Weapon - 5 points

Single Lightning Claw - 10 points

Chain Fist / Thunder Hammer/ Storm Shield- 15 points

Or replace both for a pair of lightning claws for 10 points.

In addition, the Castellan may take any of the following:

Melta Bombs - 5 points

Bionics - 5 points

You may also Master-craft any weapons held by the Castellan for +5 points

**Master of Sanctity** - 110

WS:5 BS:5 S:4 T:4 W:3 I:5 A:3 Ld:10 Sv:2+

Unit Composition: 1

Unit Type: Infantry

Wargear: Crozius Arcanum, Rosarius, Frag Grenades, Krak Grenades, Artificer Armour, Bolt Pistol, Bolter.

Special Rules: Independent Character, Litanies of Hate, Retinue, Unmatched Zeal.

Litanies of Hate: Master of Sanctity and any unit he is attached to may re-roll any to hit rolls in close combat in the turn in which you charged.

Unmatched Zeal: Makes any unit joined by the Master of Sanctity fearless. Also, when rolling for Righteous Zeal Movement for the Master of Sanctity (Or his squad), roll 2d6 and you may choose which result to use, can move in any direction, instead of towards the nearest enemy unit.

Options:

You may replace your bolt pistol for one of the following-

Pair of Lightning Claws - 30 points

Thunder Hammer - 30 points

Single Lightning Claw - 15 points

Storm Shield - 15 points

Plasma Pistol - 10 points

May Replace your Bolter for

Combi-weapon - 5 points

Storm Bolter - 10 points

In addition, the Master of Sanctity may take any of the following:

Melta Bombs - 5 points

Bionics - 5 points

Holy Orb of Antioch - 10 points

Holy Relic - 10 points

Sacred Standard - 15 points

Adamantine Mantle - 30

May replace Artificer Armour and Bolt Pistol for Terminator Armour and Storm Bolter for 20 points.

If you have taken Terminator Armour, you may replace your Storm Bolter with Storm Shield (15 points) or Combi-Weapon (5 points)

If no Terminator Armour is taken, you may take either a jump pack at 15 points, or a Space Marine Bike at 20 points.

You may also Master-craft any weapons held by the Master of Sanctity for +5 points

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Any HQ with the Retinue special rule may select a Command squad, and count as a single HQ choice.

**Command Squad** - 110 points

(Sergeant) -

WS:4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

(Initiate) -

WS:4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:8 Sv:3+

(Company Champion) -

WS:5 BS:4 S:4 T:4 W:1 I:5 A:2 Ld:8 Sv:3+

Unit Composition: 1 Sergeant, 1 Company champion, and 2 Initiates

Unit Type: Infantry

Wargear:

(Sergeant) Power Weapon, Bolt Pistol, Power Armour, Frag Grenades, Krak Grenades

(Initiates) Close Combat Weapon, Bolt Pistol, Power Armour, Frag Grenades, Krak Grenades

(Company Champion) Power Weapon, Bolt Pistol, Combat Shield, Power Armour, Frag Grenades, Krak Grenades

Options: You may add up to 5 more Initiates for 17 points per model.

Up to three of the models may replace his close combat weapon and/or pistol for:

Power weapon / Storm Shield / Pair of Lightning Claws - 10

Single Lightning Claw / Thunder Hammer - 15

Any model may take a Combat shield for +3 points per model

Up to two models may replace their bolter for:

Plasma Cannon - 25

Lascannon - 20

Missile Launcher - 15

Heavy Bolter / Multi-Melta- 10

Meltagun / Plasma gun - 5

Flamer - Free

All Models in the Command Squad may replace their wargear for Terminator Armour, Power Weapon, and Storm Bolter - 15 points per model

(May only take Terminator Armour if the Commander is also in Terminator Armour)

Up to two models in Terminator Armour may take one of the following:

Assault Cannon - 20 points

Heavy Flamer - 10 points

Any model in Terminator Armour may replace his Power Weapon and/or Storm Bolter for one of the following

Storm Shield and Thunder Hammer / Pair of Lightning Claws - 10 points

Or replace their power weapon with -

PowerFist - 10 points

Chain Fist - 15 points

For every 5 models in terminator armour, one model may take a Cyclone Missile

Launcher for +25 points per model

One model may be upgraded to an Apothecary with Narthecium for 15 points  
One model may be upgraded to a Standard Bearer carrying a Fighting Company Standard for 10 points.

- May replace the Fighting Company Standard for one of the following:

- - Chapter Banner - 15 points
- - Sacred Standard - 10 points
- - Holy Relic - 5 points

Any unit in the squad (Including the attached HQ) may gain one of the following Veteran Abilities: Furious Charge, Counter-Attack, Infiltrate, or Tank Hunter.

Command Squads may take one of the following as a Dedicated Transport: Rhino, Razorback, Land Raider Crusader, Drop Pod.

### \*\*\*\*Elites\*\*\*\*

**Sword Brethren Terminators** - 150

WS:4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:2+

Unit Composition: 5 models

Unit Type: Infantry

Wargear: Terminator Armour, Power Weapon, Storm Bolter, Frag Grenades, Krak Grenades

#### Options:

You may add up to 5 additional Terminators - 30 points per model

Up to two models may replace their Storm Bolters with one of the following -

Assault Cannon - 20 points

Heavy Flamer - 10 points

Any model may replace it's Power Weapon and/or Storm Bolter for -

Storm Shield and Thunder Hammer / Pair of Lightning Claws - 10 points

Or replace their power weapon with -

PowerFist - 10 points

Chain Fist - 15 points

For every five terminators in your squad, one model may also be equipped with Cyclone Missile Launcher for +25 points per model

You may additionally grant your terminators one of the following abilities for 5 points per model: Furious Charge; Counter Attack; Tank Hunter

\*Terminators may take a Drop Pod, Land Raider, Land Raider Crusader, or Land Raider Redeemer as a dedicated Transport.

**Sword Brethren - 115**

WS:5 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:8 Sv:3+

Unit Composition: 5 models

Unit Type: Infantry

Wargear: Power Armour, Power Weapon, Bolt Pistol, Frag Grenades, Krak Grenades

Options:

You may bring up to an addition 5 Sword Brethren at 23 points per model

Up to two models may take one of the following weapons:

Plasma Cannon - 20 points

Lascannon - 15 points

Missile Launcher / Multi-Melta - 10 points

Plasma Gun / Melta Gun - 5 points

Flamer - Free

Any model may replace it's Bolt Pistol for a Storm Shield at +10 points per model

Additionally, for every five members in the unit, one model may trade out their weapons for one of the following -

Power Fist - 10 points

Lightning Claw - 10 points

or a Pair of Lightning Claws - 10 points (You can not take a Storm Shield for this model if you choose this option)

Any model may take Melta Bombs for an additional 5 points per model and/or Storm Shields for +10 points per model

One Model in the squad may replace his Power Weapon with a Chapter Banner for +25 points

All Sword Brethren Squads gain one of the following abilities before the game starts -

Furious Charge; Counter Attack, Infiltrate

\*Sword Brethren may take a Drop Pod, Razorback, Rhino, or Land Raider Crusader as a dedicated Transport

**Reclusiarch - 45 points**

\*Each Army may only take up to 3 Reclusiarchs using only a single Elite choice on the Force Organization Chart.

WS:4 BS:4 S:4 T:4 W:1 I:4 A:3 Ld:9 Sv:3+

Unit Composition: 1

Unit Type: Infantry

Wargear: Crozius Arcanum, Rosarius, Frag Grenades, Krak Grenades, Power Armour,

Bolt Pistol.

Special Rules: Independent Character, Litanies of Hate, Retinue, Unmatched Zeal.

Litanies of Hate: Reclusiarch and any unit he is attached to may re-roll any to hit rolls in close combat in the turn in which they charged.

Unmatched Zeal: Makes any unit joined by the Reclusiarch fearless. Also, when rolling for Righteous Zeal Movement for the Reclusiarch (Or his squad), roll 2d6 and you may choose which result to use, can move in any direction, instead of towards the nearest enemy unit.

Options:

Reclusiarchs may take a Holy Relic for +10 points per model or Sacred Standard 10 points per model

You may take either a jump pack at 15 points, or a Space Marine Bike at 20 points.

**Reliquary Dreadnought** - 165 points

WS:5 BS:5 S:6(10) I:4 A:4(5) Front:13 Side:12 Rear:10

Unit Composition: 1

Unit Type: Walker

Weapons: Two Dreadnought Close Combat Weapons with built in Heavy Flamers

Granting it +1 attack (Already included in profile)

Special Abilities: Living Relic, Litanies of Hate, Righteous Condemnation

Living Relic: Any friendly unit with a model within 12" of a Reliquary Dreadnought may re-roll any failed leadership saves.

Litanies of Hate: Releguiry Dreadnoughts may re-roll any to hit rolls in close combat in the turn in which they charged.

Righteous Condemnation: Any enemy unit that attempts to cast a psychic power within 18" of a Reliquary Dreadnought (after psychic test is made, but before the power is used) must roll a dice and add it to his leadership. You may then roll a d6 and add +10 to the result. If the opposing player rolls higher, than he may use his psychic power as normal, however, if you win the roll, the psychic power fails.

Other Wargear: Smoke Launchers, Extra Armour

Options:

You may replace one and/or both Heavy Flamers with any of the following -

Twin-Linked Storm Bolter - Free

Multi-Melta - 10 points

You may also grant your Dreadnought Extra Armour for 5 points

\*Reliquary Dreadnoughts may take a Drop Pod as a Dedicated Transport.

**Techmarine** - 60 points

\*Techmarines do not use up a Force Organization Slot, but are otherwise treated as Elites. You may take 1 Techmarine for each vehicle that is not a Dedicated Transport in your army.

WS:4 BS:4 S:4 T:4 W:2 I:4 A:1 Ld:9 Sv:3+  
(Techmarine)

WS:3 BS:3 S:3 T:3 W:1 I:3 A:1 Ld:8 Sv:4+  
(Servitors)

Unit Composition: 1

Unit Type: Infantry

Wargear: Power Armour, Servo Arm, Power Weapon, Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Signum, Auspex.

Special Rules: Independent Character, Blessing of the Omnissiah.

Blessing of the Omnissiah - If a Space Marine vehicle has suffered an Immobilised or Weapon Destroyed result and the Techmarine started the movement phase in base contact with the vehicle you may roll a d6. On a roll of a 6, you may remove either one Immobilised or Weapon Destroyed result from the vehicle. (This will be complete by the end of the movement phase, allowing the vehicle to shoot as normal)

Options:

Replace Power Armour and Servo arm for Artificer Armour and Servo-Harness (Granting two servo arms, a twin linked plasma pistol, and flamer) for 35 points.

The Servo-Harness also allows you to re-roll a failed Blessing of the Omnissiah check once per turn, and grants the relentless special rule.

You may also replace your bolt pistol and/or power weapon for one of the following-  
Pair of Lightning Claws - 30 points

Thunder Hammer - 30 points

Single Lightning Claw - 15 points

Storm Shield - 15 points

Plasma Pistol - 10 points

May replace Bolter with a Combi-Weapon for 5 points

Each Techmarine in your army may also take an Orbital Strike Relay for 40 points per model.

Additionally, you may take up to four servitors for 15 points a piece. So long as one of your Servitors are still alive, the Techmarine may not leave the unit, and may not be joined to another unit. Each Servitor comes with a servo arm and grants +1 to any Blessing of the Omnissiah checks made while they are alive.

Up to two servitors may replace their Servo-arm with one of the following:

Plasma Cannon - 15 points

Multi Melta - 10 points

Heavy Bolter - Free

\*Techmarines (And their Servitors) may take Drop Pods, Razorbacks, Rhinos, or Land Raider Crusaders as Dedicated Transports.

### \*\*\*\*Troops\*\*\*\*

**Crusader Squad** - 80 points

(Initiates) WS:4 BS:4 S:4 T:4 W:1 I:4 A:1 Ld:8 Sv:3+

(Neophytes) WS:3 BS:3 S:4 T:4 W:1 I:4 A:1 Ld:7 Sv:4+

Unit Composition: 5 Initiates

Unit Type: Infantry

Wargear: (Initiates) Close Combat Weapons, Bolt Pistols, Bolter, Power Armour, Frag Grenades, Krak Grenades

(Neophytes) Combat Knife, Bolt Pistol, Shotgun, Carapace Armour, Frag Grenades

#### Options:

May add up to 5 Initiates: 15 points per model

You may additionally add up to 10 Neophytes: 10 points per model\*

\*Note that you may not take more Neophytes than Initiates

One Initiate may trade his close combat weapon for either a power weapon at 10 points or a power fist at 15 points.

One Initiates for every five models in the squad may replace his bolter with one of the following weapons:

Lascannon - 15 points

Missile Launcher - 10 points

Plasma Gun - 10 points

Melta Gun - 5 points

Flamer - 5 points

Additionally, one model in the squad may take an Auspex at +5 points.

\*Crusader Squads may take Drop Pods, Razorbacks, Rhinos, or Land Raider Crusaders as Dedicated Transports

<Needs a name> **Squad** - 90

WS:4 BS:4 S:4 T:4 W:1 I:4 A:1 Ld:8 Sv:3+

Unit Composition: 5

Unit type: Infantry

Wargear: Close Combat Weapons, Bolt Pistols, Bolter, Power Armour, Frag Grenades, Krak Grenades, Combat shield

May add up to an additional five models at +18 points per model

One Initiate may replace his Close combat weapon for: (If the squad numbers 10 members, an additional model may select from the following list as well)

Power Weapon - 10 points

Power Fist - 15 points

Thunder Hammer - 20

Lightning Claw - 25

One model in the squad may take a Sacred Standard at +10 points

The Squad may take a Drop Pod, Razorback, Rhino, or Land Raider Crusader as a dedicated transport

### \*\*\*Dedicated Transports\*\*\*

**Rhino** - 35 points

BS:4 Front:11 Side:11 Rear:10

Unit Composition: 1

Unit Type: Vehicle (Tank)

Transport Capacity: 10

Fire Points: 1

Weapons: Pintle Mounted Storm Bolter

Other Wargear: Smoke Launchers, Searchlight

Special Abilities: Repair

#### Options:

May take any of the following -

Power of the Machine Spirit - 30 points

Hunter-Killer Missile - 10 points

Dozer Blade - 5 points

Secondary Storm Bolter - 5 points

Extra Armour - 5 points

**Razorback** - 40 points

BS:4 Front:11 Side:11 Rear:10

Unit Composition: 1

Unit Type: Vehicle (Tank)

Transport Capacity: 6

Fire Points: 0

Weapons: Turret Mounted Twin Linked Heavy Bolter

Other Wargear: Smoke Launchers, Searchlight

Options:

May Replace Twin-linked Heavy Bolter with one of the following-

Lascannon and Pintle Mounted Plasma gun - 35 points

Twin-Linked Lascannon - 35 points

Twin-Linked Assault Cannon - 35 points

Twin-linked Heavy Flamer - 20 points

May take any of the following -

Power of the Machine Spirit - 30 points

Hunter-Killer Missile - 10 points

Dozer Blade - 5 points

Secondary Storm Bolter - 5 points

Extra Armour - 5 points

**Drop Pod** - 45 points

BS:4 Front:12 Side:12 Rear:12

Unit Composition: 1

Unit Type: Vehicle (Open-Topped)

Weapons: Deathwind Missile Launcher

Special Rules: Power of the Machine Spirit, Drop Pod Assault, Immobile

Options:

May replace Deathwind Missile Launcher for a Cyclone Missile Launcher for 25 points

\*\*\*\*\***Fast Attack**\*\*\*\*\*

**Assault Marines** - 100

WS:4 BS:4 S:4 T:4 W:1 I:4 A:1 Ld:8 Sv:3+

Unit Composition: 5 Assault Marines

Unit Type: Jump Infantry

Wargear: Power Armour, Close Combat Weapon, Bolt Pistol, Frag grenades, Krak Grenades, Melta Bombs, Jump Pack

Options:

May add up to five additional Assault Marines marines for 18 points per model

For every five models in the squad, one space marine may replace his bolt pistol with one of the following:

Flamer - 5 points

Plasma Pistol - 10 points

Power Weapon - 10 points

Any number of Marines may replace his Bolt Pistol for a Storm shield at +15 points per model

One Marine may replace his bolt pistol and/or chain sword with one of the following:

Storm Shield - 15 points

Plasma Pistol - 15 points

Power Weapon- 10 points

Power Fist - 15 points

Thunder Hammer - 20 points

Or

Both for a Pair of Lightning Claws - 10 points

**Land Speeder Squadrons** - 50 points

BS:4 Front:10 Side:10 Rear:10

Unit Composition: 1

Unit Type: Vehicle (Fast, Skimmer)

Weapons: Heavy Bolter

Special Abilities: Deep Strike

Options:

May include up to two more Land Speeders for 50 points a piece

Any Land Speeder may replace its Heavy Bolter with a Multi-melta at +15 points

Additionally any Land Speeder with a Multi-Melta may add a Heavy Flamer for for free.

Any Land Speeder with a Heavy Bolter may further add a Typhoon Missile Launcher at +20 points

**Bike Squadron** - 80 points per Model

(Initiate Bike) WS:4 BS:4 S:4 T:4(5) W:1 I:4 A:1 Ld:8 Sv:3+

(Attack Bike) WS:4 BS:4 S:4 T:4(5) W:2 I:4 A:2 Ld:8 Sv:3+

Unit Composition: 1 attack bike, 2 Bikes

Unit Type: Bike

Attack Bike Wargear: Power Armour, Bolt Pistol, Frag Grenades, Krak Grenades, Space Marine Bike, Heavy Bolter

Wargear: Power Armour, Bolt Pistol, Frag Grenades, Krak Grenades, Space Marine Bike

Options:

May include up to five additional Bikes at +25 points per model

Up to three Bikers may take one of the following:

Comibi-weapon - 5 points

Plasma Pistol - 15 points

Power Weapon - 10 points

Power Fist - 15 points

Up to two bikers may replace their Bike's twin-linked Bolter with:

Plasma Gun - 10 points

Melta Gun - 5 points

Flamer - Free

Additional Options:

You may add up to two additional Attack Bikes for 40 points per model

Any Attack Bike may replace its Heavy Bolter with a multi-melta for +10 points

**\*\*\*\*\*Heavy Support\*\*\*\*\***

**Land Raider** - 250

BS:4 Front:14 Side:14 Rear:14

Unit Composition: 1

Unit Type: Vehicle (Tank)

Weapons: Twin-linked heavy Bolter, Two twin-linked lascannons

Other Wargear: Smoke Launchers, Searchlight, Frag Assault Launcher

Special Abilities: Power of the Machine Spirit, Assault Vehicle

Transport Capacity: 10 models

Options:

May take any of the following -

Storm Bolter - 10 points

Hunter-killer missile - 10 points

Multi-melta - 10 points

Extra Armour - 15 points

Blessed Hull - 25 points

**Land Raider Crusader - 255**

BS:4 Front:14 Side:14 Rear:14

Unit Composition: 1

Unit Type: Vehicle (Tank)

Weapons: Twin-linked Assault cannon, multi-melta, two hurricane bolters

Other Wargear: Smoke Launchers, Searchlight, Frag Assault Launcher

Special Abilities: Power of the Machine Spirit, Assault Vehicle, Extra Armour

Transport Capacity: 16 models

Options:

May take any of the following -

Storm Bolter - 10 points

Hunter-killer missile - 10 points

Blessed Hull - 25 points

**Land Raider Redeemer - 240**

BS:4 Front:14 Side:14 Rear:14

Unit Composition: 1

Unit Type: Vehicle (Tank)

Weapons: Twin-linked assault cannon, two flamestorm cannons

Other Wargear: Smoke Launchers, Searchlight, Frag Assault Launcher

Special Abilities: Power of the Machine Spirit, Assault Vehicle

Transport Capacity: 12 models

Options:

May take any of the following -

Storm Bolter - 10 points

Hunter-killer missile - 10 points

Multi-melta - 10 points

Extra Armour - 15 points

Blessed Hull - 25 points

**Dreadnought** - 105 points

WS:4 BS:4 S:6(10) I:4 A:2 Front:12 Side:12 Rear:10

Unit Composition: 1

Unit Type: Walker

Weapons: Left Arm Dreadnought Close Combat Weapon with built in Storm Bolter, right arm Twin Linked Assault Cannon.

Other Wargear: Smoke Launchers

Options:

You may replace the Built in Storm Bolter with a Heavy Flamer for 10 points.

You may replace the right arm Assault Cannon with one of the following:

Twin-Linked Lascannon - 20 points

Twin-Linked Autocannon - 15 points

May replace the Dreadnought Close Combat Weapon with:

Twin-Linked Autocannon - 10 points

Missile Launcher - Free

You may also grant your Dreadnought Extra Armour for 5 points

\*Dreadnoughts may take a Drop Pod as a Dedicated Transport.

**Venerable Dreadnought** - 145 points

WS:5 BS:5 S:6(10) I:4 A:3 Front:12 Side:12 Rear:10

Unit Composition: 1

Unit Type: Walker

Weapons: Left Arm Dreadnought Close Combat Weapon with built in Storm Bolter, right arm Twin Linked Assault Cannon.

Special Abilities: Venerable

Other Wargear: Smoke Launchers

Options:

You may replace the Built in Storm Bolter with a Heavy Flamer for 10 points.

You may replace the right arm Assault Cannon with one of the following:

Plasma Cannon - 25 points

Twin-Linked Lascannon - 20 points

Additional Dreadnought Close Combat Weapon with built in Storm Bolter - 10 points

(Granting +1 attack for a second close combat weapon)

Twin-Linked Autocannon - 10 points

Multi-Melta - Free

May replace the Dreadnought Close Combat Weapon with:

Twin-Linked Autocannon - 10 points

Missile Launcher - Free

You may also grant your Dreadnought Extra Armour for 5 points  
For 10 points, you may give your Venerable Dreadnought either the Furious Charge or Tank Hunter Universal Special Rule.

\*Dreadnoughts may take a Drop Pod as a Dedicated Transport.

**Predator** - 70 points

BS:4 Front:13 Side:11 Rear:10

Unit Composition: 1

Unit Type: Vehicle (Tank)

Weapons: Autocannon

Other Wargear: Smoke Launchers, search light

Options:

Replace Autocannon with a twin-linked lascannon +35 points

May take side sponsons with heavy bolters for +25 points

or with lascannons for +50 points

May take any of the following -

Dozer blade - 5 points

Storm Bolter - 10 points

Hunter-killer missile - 10 points

Extra Armour - 5 points

Power of the Machine Spirit - 30 points

**Vindicator** - 125 points

BS:4 Front:13 Side:11 Rear:10

Unit Composition: 1

Unit Type: Vehicle (Tank)

Weapons: Demolisher Cannon, Storm Bolter

Other Wargear: Smoke Launchers, Searchlights

Options:

May take any of the following -

Dozer Blade - 5 points

Storm Bolter - 10 points

Hunter-killer missile - 10 points

Extra Armour - 5 points

Power of the Machine Spirit - 30 points