

# Black Templars Supplement

By Jeff Robison and the Warhammer 40,000 community

*This document is subject to change by supportive contribution of ideas and experience from the community at large. This codex supplement is of, by, and for Black Templars hobbyists the world over. Apologies in advance; this was made using the 5<sup>th</sup> edition Space Marines Codex and the Black Templars Codex. Praise the Emperor.*

Black Templars Chapter Tactics:

-Accept Any Challenge, No Matter the Odds: Any Characters re-roll failed To-Hits in and counts as Rending in challenges.

-Crusaders

-Adamantium Will

Black Templar Elite choices have the Sword Brethren rule: Rampage and Fear. Land Raider Crusaders gain the Blessed Hull ability (Ignore Lance rule, -1 to received Armor Penetration results).

Any Black Templar vehicle may take:

-Secrets of Oberon 50 points

Reduce the AP of weapons by 1 (treat AP 1 as AP 2, etc. AP 6 becomes AP -)

High Marshal Helbrecht . . . . . 175 points

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

Wargear:

Artificer Armor, Iron Halo, Frag and krak grenades, combi-melta, Sword of the High Marshal

-Sword of the High Marshal: master-crafted power sword, +D3 attacks instead of the normal +1.

Rules:

And They Shall Know No Fear, Independent Character (Infantry), Relentless, Furious Charge, Crusader of Wrath, Lord of the Eternal Crusade

-Crusader of Wrath: Once per turn, all models with the Black Templars Chapter Tactics gain Hatred and Fleet at the beginning of the Assault Phase.

-Lord of the Eternal Crusade: Helbrecht must be your Warlord, and may roll for an additional Warlord Trait (reroll until the result is not a duplicate).

Reclusiarch Grimaldus . . . . . 170 points

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

Wargear:

Rosarius, Master-crafted Plasma Pistol, Mordred's Crozius Arcanum

-Mordred's Crozius Arcanum: At the beginning of your Assault Phase you can choose to use this weapon either as a Power Maul, or as a close-combat weapon with the Smash special rule.

Rules:

Fearless, Zealot, And They Shall Know No Fear, Litanies of Hate, It Will Not Die, Independent Character (Infantry)

-Veteran of Armageddon: Grimaldus may take up to one item from the Reliquary item list at no cost.

Emperor's Champion . . . . . 110 points

WS	BS	S	T	W	I	A	Ld	Sv
6	4	4	5	3	5	3	9	2+

Wargear:

Black Sword, Armor of Faith, Bolt pistol, Frag & krak grenades

-Black Sword: AP2, Master-crafted, +2 Strength, Instant Death (to-hit rolls of 6)

-Armor of Faith: 2+ armor save, 4+ Inv. save (reroll failed Invulnerable saves)

Rules:

Fearless, And They Shall Know No Fear, Mosnter Hunter, Slayer of Champions, Independent Character (Infantry)

The Emperor's Champion may not be your Warlord if your army consists of more than 750 points. He is not burdened with strategic command of a force larger than this.

One Chaplain may be upgraded to:

Master of Sanctity . . . . . +90 points

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

Wargear:

Rosarius, Crozius Arcanum, etc. (standard Chaplain weapon and gear selections)

Rules:

Fearless, Zealot, And They Shall Know No Fear, Independent Character (Infantry),  
Litanies of Hate, Chapel of the Reclusium

-Chapel of the Reclusium: Add up to three Chaplains at -10 points cost of their current cost as stated in Codex: Space Marines and join them to units of your choice as Characters. Chaplains taken this way do not take up Force Organization Chart slots. (This is a reflection of the Master of the Forge's ability to take extra Techmarines along)

Chaplain Dreadnought . . . . . 200 points

WS	BS	S	F	S	R	I	A	HP	Type
5	5	6	13	13	10	4	2	3	Walker

Wargear:

Thunderhammer, Rosarius (4+ Inv. save), Twin-Linked Heavy Bolter (by default)

May replace Twin-Linked Heavy Bolter with:

- Multi-Melta or Twin-Linked Heavy Flamer – Free
- Plasma Cannon, Assault Cannon, or Twin-Linked Auto-Cannon – 10 points
- Twin-Linked Lascannon – 30 points

May replace Thunderhammer with Seismic Hammer – Free

May take Ironclad Assault Launchers – 10 points

Rules:

Zealot, Rage, It Will Not Die, Litanies of Hate

(Chaplain Dreadnought is an Elite Force Organization choice that can only be taken once per detachment)

All Black Templars models that are considered Chaplains (Grimaldus, Master of Sanctity, etc.) have the Righteous Zeal USR and confer this rule to any unit they are joined to.

## Warlord Traits

*Black Templars could previously choose which vows to take. In the spirit of 6<sup>th</sup> edition, they will now be rolled for. As illogical as it is, leaders will now take random vows.*

1) Master of the Fleet: Gives the Warlord the Orbital Bombardment ability (if he did not have it before). Additionally, if the Orbital Bombardment scatters, instead of scattering the full 2D6, roll 2D6 as normal, but discard the lowest value of the two.

2) Suffer Not the Unclean to Live: The Warlord and units within 12" add +1 to their Strength and Toughness, but -1 to their Initiative.

3) Uphold the Honor of the Emperor: The Warlord and units within 12" are immune to Pinning and gain a 6+ invulnerable save, but cannot Go to Ground.

4) Abhor the Witch: Your units may reroll failed Deny the Witch rolls, but treat Allied units containing at least one model with the Psyker rule as Desperate Allies regardless of the Allies Matrix and can never be joined by Psyker Independent Characters.

5) Kill Them All: Your entire detachment gains Relentless.

6) No Pity! No Remorse! No Fear!: Units within 12" of the Warlord gain Fleet and Rage for the remainder of your turn if they have suffered casualties from ranged weapons in your opponent's previous turn.

## Reliquary

*These items may be taken only once per detachment.*

-Terminator Honors 20 points

+2 Attacks, model and unit gain Leadership increase of +1 (up to 10)

-Holy Orb of Antioch (One! Two! Five!) 10 points

One use per game, always wounds on 2+, automatic glancing hit on vehicles, uses that model's Shooting phase with the following profile:

Range	Strength	AP	Type
12"	X	3	Assault, Blast

-Holy Relic 30 points

Once per game, at any time (even your opponent's turn) all units with And They Shall Know No Fear within 2D6" gain +1 Attack for the rest of that turn (this includes enemies!).

-Banner of the Emperor Victorious 20 points (Free if Grimaldus is your Warlord)

Units within 6" gain Counter Attack.

-Crusader Seals            15 points

May choose to reroll any unit's Run roll per turn, but must keep the second result.

## **Allies Matrix**

Battle Brothers: Grey Knights, Adepta Sororitas, Space Marines, Imperial Guard

Allies of Convenience: Dark Angels (suspect of heresy), Blood Angels (rumors of corruption), Space Wolves (purity in question)

Desperate Allies: Eldar, Dark Eldar, Tau

Come the Apocalypse: Orks, Necrons, Daemons, Chaos, Tyranids