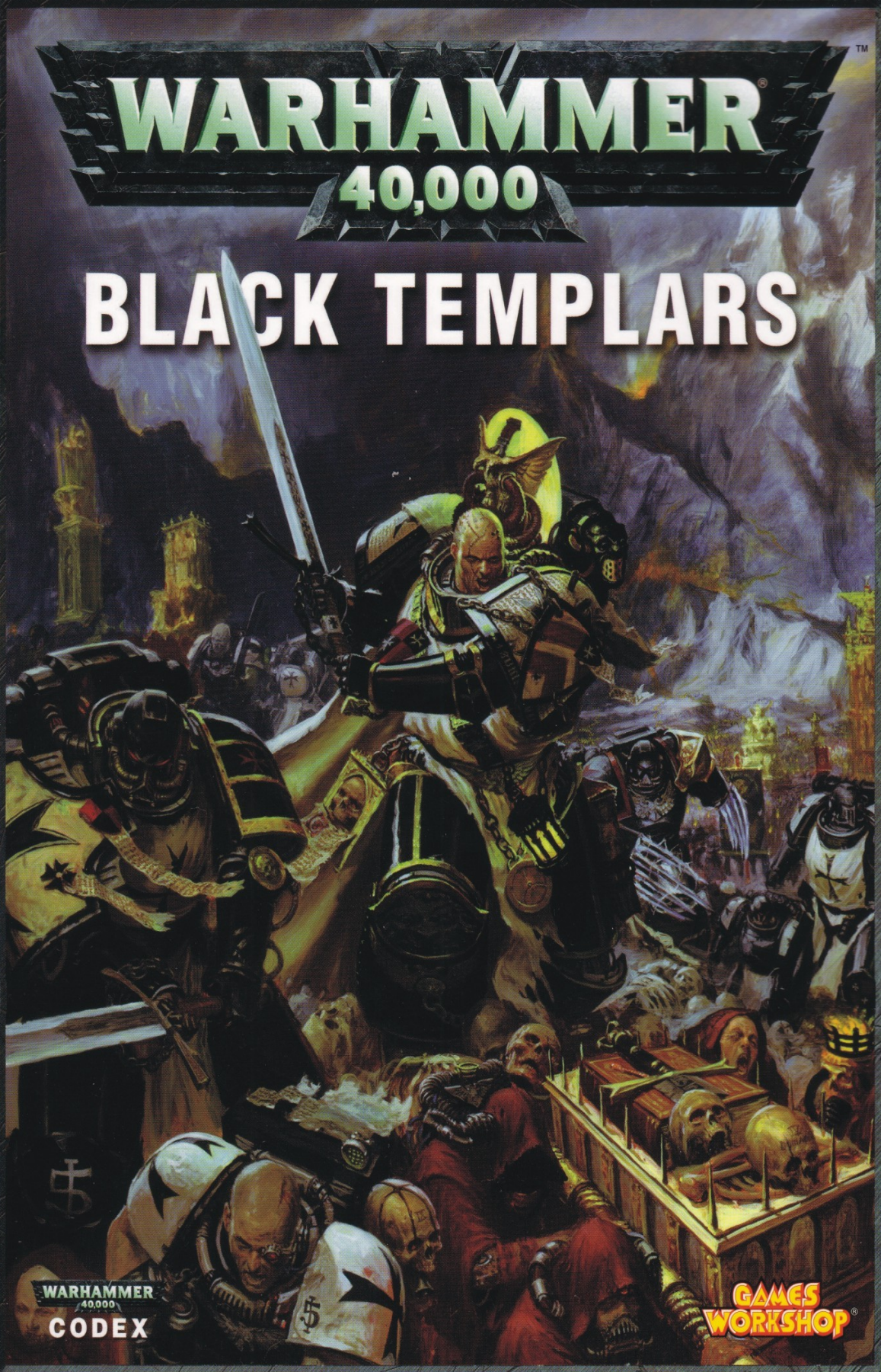
WARHAMMER 40,000

BLACK TEMPLARS



WARHAMMER 40,000

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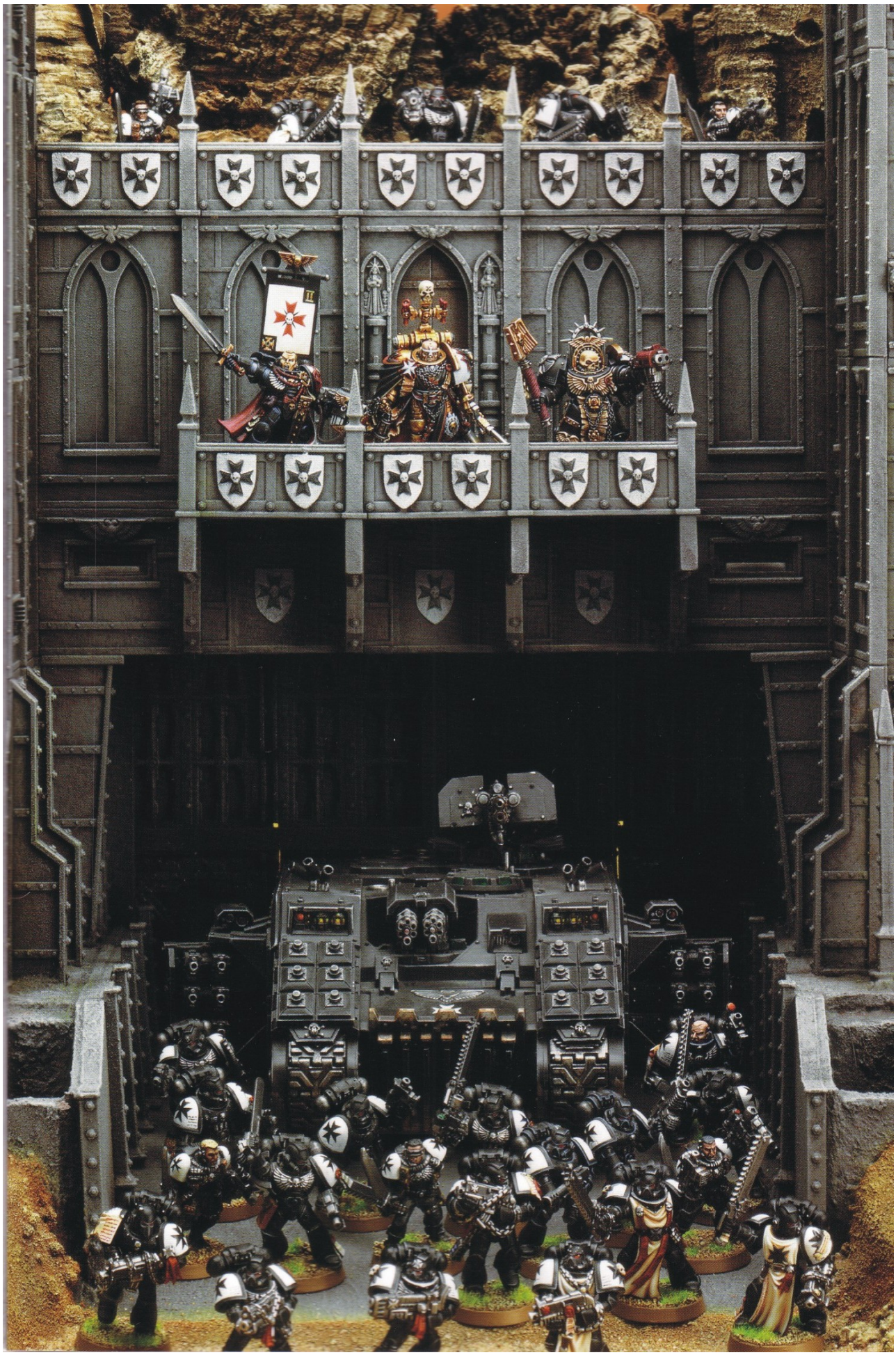

BLACK TEMPLARS

Written by
Graham McNeill

Additional Material
Gav Thorpe & Pete Haines

Cover Art
Paul Dainton

Conceptual Design
Dave Andrews,
Alessio Cavatore,
Mark Gibbons, Alan Merrett,
Rick Priestley & Gav Thorpe

Illustration
John Blanche, Alex Boyd,
Paul Dainton, Mark Gibbons
& Karl Kopinski

Pre-Production
Michelle Barson, Marc Elliott,
John Michelbach, Dylan Owen,
Ian Strickland & Nathan Winter

Graphic Design
Alun Davies & Neil Hodgson

Miniatures Design
Jes Goodwin, Mark Harrison,
Dave Thomas & Martin Footitt

Hobby Material
Dominic Murray & Mark Jones

'Eavy Metal
Fil Dunn, Pete Foley,
Neil Green, Neil Langdown,
Darren Latham,
Keith Robertson,
Anja Wettergren
& Kirsten Williams

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Canada
Games Workshop,
2679 Bristol Circle,
Unit 3, Oakville,
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INTRODUCTION

> "Your honour is your life.
> Let none dispute it."
>
> Captain Navarre of the Black Templars

Greetings Brother, and welcome to Codex: Black Templars. Within these sacred pages you will find all you need to guide you in collecting, painting and gaming with a Black Templars Space Marine army in the Warhammer 40,000 game. Black Templars are terrifying opponents and their armies are made up of warriors embarked upon the longest crusade in the history of the Imperium. The Black Templars are led by Marshals, Chaplains and the legendary Emperor's Champion – veterans of a hundred campaigns who are equipped with the finest weaponry in the Imperium. These mighty leaders command the Space Marines of the Black Templars, some of the greatest warriors that Humanity has ever produced, each of them linked by blood to the Emperor of Mankind.

SPACE MARINES

Space Marines are amongst the most powerful and dreaded warriors in the galaxy. They are not human at all, but superhuman, having been made superior to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Being few in number compared to the uncounted billions of Humanity, Space Marines are organised into small independent armies called Chapters and their unswerving loyalty is to the Emperor of Mankind and no other.

WHY COLLECT A BLACK TEMPLARS ARMY?

Space Marines are one of the most appealing armies available in Warhammer 40,000, especially for first-time collectors. Why? Because they are rock hard! Even the most basic Black Templar is a formidable model in the Warhammer 40,000 game. A Black Templar's characteristics equal or better those of the elite troops of most other forces, combining both excellent hand-to-hand combat skills and shooting accuracy with a zealous determination to never give way before the vile and corrupt foes of Humanity.

Black Templars are also armed and armoured as befits an elite fighting force. They are equipped for battle with a wide selection of deadly weaponry ranging from the holy bolter to the deadly assault cannon and mighty Predator battle tank. Best of all is their superb power armour, which means that the majority of hits will simply bounce off.

Black Templars also offer a number of advantages in terms of collecting an army. A Black Templars force is compact and efficient so a relatively small number of models are needed to field an army ready to take into battle. This makes Black Templars quick to paint up ready for action.

The colour scheme for the Black Templars is very simple, and adding extra detail to your models is easy, as there are a wide selection of transfer sheets readily available for those of us who are all fingers and thumbs when it comes to doing detail work.

THE SPACE MARINES

Genetically altered superhuman warriors created from the flesh of the Emperor Himself, the Space Marines are the greatest defenders of Humanity, standing resolute against the myriad horrors of a hostile galaxy. They are superior to normal humans in every respect, able to survive wounds that would kill a normal man thrice over and fight in the harshest conditions imaginable with a depth of faith that is unquenchable in its force of belief. Armed with the boltgun, a weapon of divine wrath, and armoured in ancient, artificer-forged suits of power armour, the Space Marines are living embodiments of the Emperor's Will.

Each Space Marine Chapter is made up of a thousand Space Marines and is responsible for its own recruitment, training and indoctrination. Much more than soldiers, Space Marines are noble of spirit, stern of demeanour and fanatically devoted to their Chapter and the Emperor, fighting with a zeal and fervour no mortal man can match. Unable to muster the massive numbers of the Imperial Guard, the Space Marines must fight on battlefields of their choosing: launching hard-hitting surgical strikes and lightning assaults. They are the Angels of Death, the storm of the Emperor's wrath and none can stand before them. With fire and steel they cleanse the stars of the xeno, purging the galaxy of the wicked and destroying the enemies of Mankind without mercy.

To admit defeat is to blaspheme against the Emperor

WARRIORS OF LEGEND

AN AGE OF STRIFE

The earliest days of Mankind's expansion to the stars are a time of dark myth and legend, unremembered by all save the immortal Emperor of Mankind. Terrible wars and anarchy engulfed the galaxy at this time, and as human civilisation fragmented, alien races and vile creatures of the Warp seized their chance to plunder unprotected worlds and enslave their populations. Planets were sacked, their peoples slaughtered, and those worlds that endured the onslaught were dragged into barbarism. Alone and beset by internal strife, the human worlds that survived were pitiful shadows of what they had once been. Humanity was on the brink of annihilation and never more were great heroes needed to stave off the hordes of darkness.

From the ashes of the Age of Strife arose a mighty leader, the man who would be known only as the Emperor. His origins are unrecorded and unknown, but it was on Terra, the cradle of Humanity, that he founded an empire that would conquer the myriad worlds of the galaxy. From the outset of his campaigns, the Emperor employed genetically engineered warriors; the earliest precursors of the Space Marines. Within shrouded vaults far beneath the surface of Terra, the Emperor began the creation of the next generation of super-warriors. These were the Primarchs, twenty extraordinary individuals who would be his generals – great leaders who would conquer thousands of worlds in his name. Each Primarch would have powers and skills beyond those of any other warrior, rivalling even those of the Emperor himself. Disastrously though, in the early stages of their development, the Emperor's great work was almost undone when the Primarchs vanished, scattered throughout the galaxy by an unknown force.

CONQUEST OF THE GALAXY

But all was not lost, for the Emperor still had the genetic records of his beloved Primarchs and from these were created the Space Marines – the Angels of Death. Mustered into the great, ten thousand strong Legions of the First Founding, they were warriors of immense strength and unbreakable willpower, with an unflinching loyalty to the Emperor. Together with his Space Marine Legions, the Emperor set out from Terra to conquer the galaxy. Fighting with righteous zeal for their master, it was the Space Marines who first referred to their mission as the Great Crusade. World after world was reconquered, alien oppressors routed or annihilated in a series of epic wars and worlds infected with the taint of the Warp cleansed with apocalyptic orbital barrages.

During the Great Crusade, the Space Marine Legions were reunited with their lost Primarchs, and the planets on which they had been raised (and now dominated) became the Legions' new homeworlds. With the Legions now led by the Primarchs, their power was at its zenith. Like gods the Primarchs smote the battlefields of the Crusade and their names and legends would endure forever. Each was engineered to be a leader of men, a warrior and a hero; a mighty warlord whose martial prowess was only matched by his charisma and mental abilities. Nothing could stand in the way of the Emperor and his mighty armies, and his heroic dream of a united galaxy was almost within his grasp. But in an act of vile treachery that echoes from a past of ten thousand years ago to the present day, the galaxy was soon to be damned forever.

THE GREAT BETRAYAL

Horus, Primarch of the Sons of Horus Space Marine Legion and trusted Warmaster of the Emperor's armies, cast aside his oaths of loyalty and offered his fealty to the Dark Gods of Chaos, driving the Legions to turn upon one another as the Emperor stood on the very brink of his ultimate triumph. In what should have been their finest hour, brother fought brother and warriors that had stood shoulder to shoulder to carve the Emperor's realm from the flesh of the stars slaughtered one another in a bloody civil war. Worlds burned in the name of the Dark Gods and a terror unlike any seen before was unleashed. Much of the truth of these times has been lost, obscured by the mists of time or embellished to the point where giants bestrode worlds with thunderous steps and the planets themselves cracked and split at their tread.

The traitorous forces of the rebel Warmaster drove all before them until the warriors still loyal to the Master of Mankind stood at bay within the walls of the Emperor's Palace on Terra. The forces of darkness pressed in around the guttering flame of Humanity, but desperate times called for desperate solutions. Sanguinius of the Blood Angels and Rogal Dorn of the Imperial Fists, together with their bravest warriors, would accompany the Emperor and take the fight to Horus upon his battle barge, a mighty starship in orbit above Terra. The majority of the Imperial Fists remained on Terra to defend the Imperial Palace and Dorn charged Sigismund, the finest warrior of his Legion, to hold the defences. Sigismund became the first Emperor's Champion, swearing fell oaths that the Palace would not fall and vowing to slay the enemy's mightiest champions.

The Emperor and his warriors teleported onto Horus' battle barge, but found themselves separated and scattered throughout the corrupt vessel by means of dark sorcery. The Emperor fought his way towards the Warmaster, but was too late to save Sanguinius, who Horus slew when the angelic Primarch refused to turn to Chaos. Horus and the Emperor clashed in a battle of titanic proportions, fought in the realm of both flesh and spirit. Horus was filled with the power of the Dark Gods and dealt the Emperor a mortal blow, but in the end, the Emperor's strength was the greater, and he struck Horus down with the last ounce of his strength. The traitor was destroyed utterly and, with his death, the power of his legions was broken. When Dorn and his warriors finally fought their way into the rebel

Warmaster's sanctum, they found the Emperor's broken and ruined body, and it is said that their cries of woe were heard far below on Terra itself.

Rogal Dorn, most determined and unbending of the Primarchs, bore his master's body back to Terra and, under the direction of the crippled Emperor, bound him within the Golden Throne in order to sustain his existence for all eternity with constant sacrifice and baroque machineries. The followers of the Ruinous Powers were defeated, but it was victory won at terrible cost. The brotherhood of the Primarchs was sundered and the Emperor's dream lay in ruins, the last, best hope of its fulfillment lost forever. The galactic empire he had forged was all but destroyed and it was to take many more years of brutal warfare before all the traitor forces were defeated and driven into the hellish chaos of the Eye of Terror. The death toll numbered in the billions and uncounted worlds had been left as little more than corpse-haunted wastelands as the raging inferno of the Heresy was finally extinguished, though Mankind still teetered on the very brink of annihilation.

THE AFTERMATH

It seemed that the Emperor's realm had weathered the storm of the Horus Heresy only for it to collapse in flames and blood in its aftermath. Without the guidance of the God-Emperor, many human renegades and predatory xeno races sought to plunder the reeling worlds of His realm. In these dark times of anarchy and confusion, the greatest heroes of Mankind came to the fore to unite in the defence of the galaxy. The Space Marines stood as a bulwark against the tide of enemies that sought to deliver the deathblow to the Emperor's dominion, buying time for other loyalist forces to regroup and rearm. The surviving Primarchs and the Space Marines fought like warriors of legend, holding the scattered defenders of Humanity together through these nightmare days. The fearlessness of the Space Marines and their Primarchs in fending off the invaders who circled like vultures endures to the present day, and though the darkness looked sure to overwhelm them at every turn, not one amongst them took a backwards step, and so began the Age of the Imperium.

With the threat of extinction lifted for the immediate future, Roboute Guilliman, Primarch of the Ultramarines Legion, devised a military organisation that would spread the power of the Legiones Astartes, Imperial Navy and Imperial Army across the galaxy, so no longer would one individual wield the power of a Legion again. For the Space Marines, these rules were laid down in the Codex Astartes, a mighty tome that also dealt with unit organisation, markings, tactical doctrine and all other aspects of the Space Marines' structure. The existing Legions were to be broken up into Chapters. Known as the Second Founding, each Chapter would be a thousand battle brothers strong and look to its own recruitment, training and equipment. Each would take for itself a homeworld, fortress-monastery or fleet and stand ready to defend the Imperium from all threats.

THE SECOND FOUNDING

Rogal Dorn, who had coordinated the defence of Holy Terra, refused to have his Legion broken down into smaller Chapters, stating that it was his sacred duty to protect the Emperor and that he could not afford to split his forces across the Imperium. Dorn called Guilliman a coward, for the Ultramarines had not participated in the defence of the Imperial Palace, while Guilliman accused Dorn of being a rebel for refusing the dictates within his Codex Astartes.

Dorn would not relent, and neither would Guilliman; Leman Russ of the Space Wolves and Vulkan of the Salamanders agreed with Dorn for they too did not want their Legions scattered to the corners of the galaxy, but Corax of the Raven Guard and Jaghatai Khan of the White Scars backed the Ultramarines. In the gulf left after the near-death of the Emperor, it seemed the Space Marines were again destined to tear themselves apart in bloody conflict. When the Imperial Fists were violently persecuted for their supposed heresies, and the strike cruiser *Terrible Angel* was fired upon by the Imperial Navy, it was almost inevitable that once more internecine war would engulf the Space Marines and the Imperium. But, even as the newly formed Chapters and the old legions were preparing for battle, Dorn finally relented. He agreed to the formation of two new Chapters from his Legion – the Crimson Fists and the Black Templars would be split from the Imperial Fists Chapter and forge their own path. He chose the Champion Sigismund to lead the Black Templars, and the Chapter took upon themselves the black and white panoply of his personal heraldry.

Sigismund had been chosen as the Emperor's Champion for his fervent faith in the Emperor and his undying devotion to Mankind, and those warriors who became Black Templars did so seeking to follow his heroic example. Seeing the strife that currently beset the Legiones Astartes, and the suspicion in which he and his brethren were held, he determined that a gesture of supreme faith was needed. As High Marshal of the Black Templars, Sigismund swore a mighty oath that upon leaving Terra, he would prove his loyalty, never resting in the prosecution of his duties against the enemies of the Emperor. It is an oath that every subsequent High Marshal has renewed, and so the greatest and longest Space Marine Crusade was begun, a Crusade that has continued unbroken for ten thousand years.

THE BLACK TEMPLARS

The Chapters created after the break up of the Legions are known as Chapters of the Second Founding, though exactly how many were created is unknown, as a great many records were lost during these turbulent times. All that is known is that there are approximately a thousand Chapters currently in existence, and that the majority of them follow the strict organisational and tactical guidelines of the Codex Astartes. The Black Templars chose not to adhere to the Codex Astartes and, following the oath of Sigismund, the Chapter embarked upon its Crusade, eschewing the idea of a homeworld and living aboard their Crusade fleets, made up of dozens of battle barges, strike cruisers and other craft such as training vessels and gigantic forgeships. The High Marshal himself has his own battle barge, the *Eternal Crusader*, a huge vessel that is the spiritual home of the Chapter and contains its most sacred relics, chapels and reliquaries. It has been expanded and refitted many times over ten thousand years, with extra docking facilities for escort ships, additional launch bays for shuttles and Thunderhawks, as well as accommodation for twice as many Space Marines as a normal battle barge.

CRUSADERS OF THE EMPEROR

Given their fleet-based nature, the Black Templars are rarely assembled as a Chapter, but are instead divided into a number of Crusades. There are usually no more than three Crusades at any one time, though there are occasionally many more. Indeed, the Black Templars' own history shows that during the Treachery of Dalmark, there were as many as fourteen Crusades fighting across Segmentum Solar. The size of a Crusade can also vary widely, sometimes as few as fifty to a hundred warriors, sometimes the equivalent of several Companies from a Codex Chapter. Only the High Marshal of the Chapter has any idea how many Black Templars Space Marines there are, but it is obvious that they are far more numerous than most conventional Chapters, although dispersed over a much wider area. If certain accounts are to be believed, they could even be as strong as five thousand to six thousand battle brethren in total, a force that would be all but unstoppable if ever gathered in a single place. Certain members of the Inquisition have expressed concern over the potential size of the Chapter, but since there has been no evidence of disloyalty in their long history, and none have found evidence to challenge the Chapter on its numbers, the Chapter's true size remains a mystery.

Each Crusade of the Black Templars continues the first mission of the Space Marines, actively seeking out the enemies of the Emperor and destroying them before moving onwards to find the next foe to be wiped from His sight. All Space Marines are renowned for their fervent dedication, but the extremity of the Black Templars' faith is often described as fanatical. They lust to crush the enemies of Mankind and profess absolutely no tolerance for heretics, mutants, warlocks, aliens or any other abomination against the Emperor. For this reason, the Black Templars have no Librarians, their mistrust of the powers of the Warp extending to their own numbers, for no Black Templar would fight alongside a witch.

For ten thousand years, the Black Templars have crusaded to prove their loyalty, and this creed has become so embedded in their doctrines that they are utterly ruthless towards anyone or anything perceived as a threat to the Emperor. They will mercilessly wipe out the populations of worlds to expunge the sin of heresy, while the mere presence of a witch on a battlefield drives them into a rage of hate and vengeful bloodletting. On each conquered or reclaimed world, the Black Templars establish Chapter keeps, grim fortresses that serve as potent reminders that the Emperor is ever watchful. However, the main purpose of the Chapter keeps is to recruit new Space Marines from the population and to act as staging posts for mustering the Crusades together. Exactly how these Crusades communicate with each other is uncertain, though it is speculated that the Black Templars make use of only such Navigators and Astropaths as have been sanctified by other organisations and are repentant of the curse of psychic powers. These Chapter keeps are sizeable, with chambers to accommodate two to three Companies of Space Marines, but are far smaller than the fortress-monasteries of other Chapters. There have been hundreds of Chapter keeps established over the millennia, some of which are still standing, while others have been abandoned and are no longer manned. However, such lonely ruins are never forgotten, and it is not unknown for the Black Templars to return to these keeps, much to the dismay of anything foolish enough to have taken up residence in their absence.

FIGHTING COMPANIES

The larger Crusades are often broken down by their Marshal into Fighting Companies, led by warriors given the additional honorific of 'Castellan'. Whether such Companies are formed or not, individual squads and specialists (such as Techmarines and Apothecaries) are gathered and dispersed in a fairly ad-hoc fashion, and warriors will fight together out of familiarity and comradeship rather than any imposed organisation. Unlike other Chapters, most of these squads will have no veteran sergeants, those warriors who excel in battle having been honoured with elevation into the Marshal's Sword Brethren. In battle, the Black Templars continue to

fight in the style of their founder, Sigismund, preferring close combat to ranged warfare. Face-to-face with his enemy, a Black Templar can earn glory and respect and be sure that his foe is truly vanquished, fighting with righteous fury and the noblest ideals of honour.

This is further emphasised by the fanaticism of Black Templars battle brothers, whose righteous anger makes them loath to retreat before an enemy. They will drive towards the foe relentlessly, their own casualties only serving to spur them on faster, hungry for vengeance on the slayers of their brethren.

As part of their dedication to the Emperor, the Black Templars swear powerful oaths of faith and protection. Before a battle, it is customary to renew one of these vows to the Emperor; the type of vow made focussing the thoughts of the warriors on a particular aspect of their duties, encouraging extreme bravery, ruthlessness and sacred revulsion at the foe.

THE ANGELS OF DEATH

When the Crusade fleet makes war upon the foes of the Emperor, there are two main tactics by which they will destroy them, the most brutal of which is the orbital assault, known to the few that have survived such an attack as 'death from above'. The Black Templars drop into action in the wake of a devastating orbital bombardment, using drop pods and Thunderhawk gunships. With paralysing suddenness, they surgically destroy their targets, leaving the enemy leaderless and disorganised, incapable of anything except surrender or flight.

If the Crusade is able to land heavy equipment, an equally destructive tactic is the armoured spearhead. Manoeuvring at speed, behind a far-ranging screen of Bikes and Land Speeders, the Black Templars smash their powerful tanks unerringly through the weak link in the enemy army, armoured columns slashing left and right before eliminating the remaining enemy strongpoints.

AN ETERNITY OF WAR

Although utterly loyal to the Emperor, the Black Templars are at the extreme end of independence from Imperial authorities, verging on a rogue element. Their fleet-based nature and the goals of their 10,000 year crusade take the Black Templars throughout the galaxy and it is primarily the will of their Marshals that send them to war. Like all Space Marines, they do not consider themselves subject to Imperial rule, and each Crusade is effectively an autonomous fighting force, though they may choose to respond to requests for aid made by others in their vicinity (as happened during the Armageddon Crusade).

An Imperial Commander may petition the High Marshal for aid via the Chapter keeps if he desires these superhuman warriors to fight alongside his own armies but, since these are often hard to discover, this is more difficult for those entreating their aid than with other, homeworld-based Chapters. The Black Templars may also choose to fight alongside those with whom they have sworn ancient oaths or to honour long-standing pacts of brotherhood, but in most cases, they keep their own counsel as to where and when they will make war – a fact that gives many in the Imperium great cause for concern.

RITES OF INITIATION

Each warrior of the Black Templars is a champion, a hero of a hundred campaigns. Even before their transformation from man to superhuman they are the bravest and most promising scions of their worlds, most hailing from fierce warrior cultures on the deadliest death worlds. When the Black Templars select a potential recruit for training they accept a new son into their family and it is fitting, therefore, that they take the greatest care in his selection. New recruits are taken in by the Chapter keeps of the Black Templars and the masters of these keeps subject the recruits to the most punishing selection regime imaginable to determine their suitability for initiation.

The Chapter Apothecaries examine the flesh of the new recruits down to the cellular level to ensure that they are free of the taint of mutation and strong enough to survive their training. Most vital of all, their warrior spirit is gauged by the Chaplains to ensure they are worthy of the Chapter's trust. Only Humanity's best can become Space Marines, and to be part of such a sacred brotherhood is the greatest honour a warrior can aspire to.

Once a recruit begins his training, he becomes a Neophyte and severs all links with the world of his birth and his family to begin a lifetime dedicated to the service of the Emperor and the Black Templars. He will become one of the greatest warriors of Humanity, though by the end of his training he can no longer be considered human and stands apart from the race of his birth. Any chance for a normal life is gone forever and though this is a great and terrible sacrifice, it is made willingly.

ANATOMIE ASTARTES

Absorbs memories through digestion of genetic material
8. OMOPHAGEA
Phase 8 can be introduced at same time as Phases 7 & 9

Monitors radiation, adjusts skin pigmentation accordingly
13. MELANCHROME

Boosts blood supply, enables breathing in low oxygen
1. SECONDARY HEART

Boosts size and strength of skeleton
2. OSSMODULA

Stimulates muscular growth
3. BISCOPEA
Phases 1, 2 & 3 can be introduced at the same time

Enhances blood composition and efficiency
4. HAEMASTAMEN

Promotes growth of instant scar tissue over wounds
5. LARRAMAN'S ORGAN
Phases 4 & 5 can be introduced at the same time

Identifies and neutralises poisons
7. PREOMNOR

Allows breathing in toxic atmospheres
9. MULTI-LUNG

Permits awareness of surroundings while resting
6. CATALEPSEAN NODE
Hypnotherapy begins during Phase 6

Allows technical enhancement to optical growth
10. OCCULOBE

Filters background noise, improves balance
11. LYMAN'S EAR

ZYGOTE DEFICIENT
Allows survival from trauma through suspended animation
12. SUS-AN MEMBRANE

Analyses harmful food by taste
15. NEUROGLOTTIS

ZYGOTE DEFICIENT
Gives Marine the ability to spit a corrosive poison
17. BETCHER'S GLAND

Collects and matures genetic material into gene-seed
18. PROGENOIDS

Facilitates blood filtration and detoxification
14. OOLITIC KIDNEY
Phase 14 may be introduced at same time as Phase 15

Secretes oil over the skin that protects against extremities
16. MUCRANOID

At the final 19th phase, the black carapace neural integration film is implanted under the skin, eventually growing and hardening beneath the epidermal layer.
ADDENDUM

The Neophytes train within the Chapter keep and, once they are deemed ready, they are transported to one of the Black Templar Crusades where their worth is again judged, this time by the Chapter's Battle Brothers – warriors known as Initiates – who will train them further. Each Initiate takes it upon himself to train a Neophyte in the art of war and the rituals of the Black Templars. The Neophytes act as servants to their master, waiting on them at the great banquets and seeing to domestic chores, whilst on the battlefield the Initiate teaches their young pupil through example. This means that the Black Templars have no dedicated Scout Company as other Chapters do; instead the Neophytes are trained in a wide variety of combat situations and receive personal attention and tuition from the Initiates.

The Initiate readies the Neophyte for his entry into the brotherhood that is the Chapter, its history, its secrets and the responsibility that comes with its bloodline. The Neophyte begins this long and arduous rebirth through the implantation of the Chapter's gene-seed. The Black Templars' gene-seed is derived from that of the Imperial Fists, second only in stability and purity to that of the Ultramarines, though they no longer possess the zygotes required to grow the Sus-an Membrane or the Betcher's Gland. It has been supposed by some that slight flaws in the hormonal organs of the Black Templars may make them slightly overactive, thus explaining their reputation for being quick to anger. However, this is unlikely and the trait is more likely down to the fanatical nature of the Black Templars' creed.

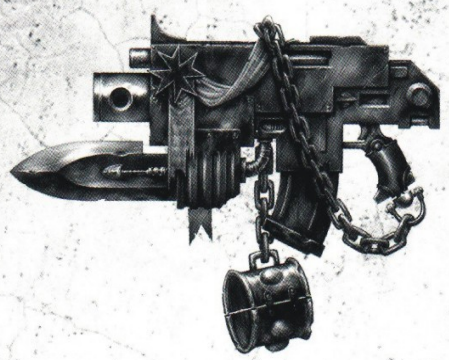
Over a period of years, the Neophyte receives each of the biological implants that will transform him beyond the pinnacle of human potential into an Initiate. Some implants need hypnotic stimuli or chemical therapy to mature and require the most stringent monitoring and testing regime to develop properly. Needless to say, this is an exceptionally dangerous process, and not all Neophytes survive. The surgery is heavily ritualised, and each stage is accompanied by periods of fasting, prayer and devotions.

SPACE MARINE POWER ARMOUR

Space Marine power armour is the synthesis of several long-forgotten technologies that may pre-date even the Age of Strife. At the commencement of the Great Crusade, all the lore that could be found was gathered and relearned to shape the armour of the Space Marines. Even so, it was not until the end of the Horus Heresy that the task was finished. The armour known as the MkVII (or Aquila) was the result, and remains the most familiar type in use.

Where older suits survive, they are venerated by the Chapter's Techmarines, diligently preserved and often embellished with elaborate scriptwork and engravings. So precious is his armour that each Space Marine swears solemn oaths to maintain it and thus honour its spirit of battle.

THE HOLY BOLTER



The boltgun is the weapon of the Angels of Death, the armament by which they are known and feared throughout the galaxy. Each bolter is hand-crafted by skilled artificers, either in a Chapter's own armouries or on a forge world of the Adeptus Mechanicus. A bolter is an exceptionally rare and treasured weapon, imbued with the spirits of war and death. In the hands of a Space Marine it is a divine instrument of the Emperor's wrath, its roar a prayer to the gods of battle.

As a Neophyte receives the Chapter's gene-seed, his skeletal structure is increased in size and strength, and his muscle growth greatly enhanced. He is implanted with superior lungs and a secondary heart that enables him to survive wounds that would kill a normal man. His blood is enhanced by organs that allow him to ingest poison without harm, filter his body of toxins and clot his wounds in an instant. Other organs allow his senses to be made preternaturally sharp or his body to resist the effects of radiation. No single implant makes a Space Marine a superhuman, but taken together, they raise him to a level where he is a terrifying warrior of truly awesome potential. Towards the end of this process, a Space Marine is implanted with the progenoid glands, organs that are the repository of his genetic make-up. These represent the future of the Chapter; the embodiment of the sacred flesh of the Emperor himself, and without the progenoids, there can be no more Space Marines.

As the Neophyte nears the end of his initial training it will be the Initiate's prerogative to say when he has completed it. Once he has proved his valour and skill, a Neophyte is implanted with the Black Carapace, a subcutaneous membrane that allows his internal organs to interface directly with a suit of Space Marine power armour, making the armour a natural extension of his body. In a ceremony of great reverence, the newly elevated Initiate is honoured with his ancient suit of artificer-forged armour, which is his and his alone unto death. He is now truly a Black Templar, possessed of great power, but sworn to use it only in service of his Emperor.

WARRIORS OF THE CHAPTER

The Black Templars are organised in a different manner to many Codex Chapters and do not follow the dictates of the Codex Astartes in certain ways, notably in the recruitment and training of its warriors. Since the Black Templars have no Scout Company in which new recruits may prove their mettle, the Chapter must judge the worthiness of its recruits in other ways. The Chapter keeps recruit a few individuals each year that may be suitable candidates to become Black Templars, and those pure enough will have the initial organs that begin the process of turning them into Space Marines implanted within their bodies.

When roughly two dozen of those recruits whom the Apothecaries and Chaplains have deemed worthy are ready for additional implants and further training, they are despatched to one of the Crusade fleets of the Black Templars for further training.

NEOPHYTES

Upon reaching the Crusade fleets, the Neophytes are put through many gruelling trials by the battle brothers of the Black Templars, warriors known as Initiates, which test their strength, endurance, martial skills and faith to the limits. Should a survivor of these trials satisfy the Initiates of his worth, then his training will continue under the tutelage of a single Initiate, who swears solemn oaths to train him in the methods of worship and war of the Black Templars. Overseen by the Chaplains, both Initiate and Neophyte will fight together for as long as the Initiate deems necessary, the Neophyte either learning quickly from his instructor or dying if he cannot. If a Neophyte is able to prove his courage and skill to the satisfaction of the Initiate and the Chaplains, he is elevated to the rank of Initiate and takes his place within the Fighting Company. Should a Neophyte's master be killed before the training is complete, another Initiate will undertake his instruction if he deems him worthy of his wisdom.

INITIATES

Once accepted within a Fighting Company, an Initiate fights and hones his craft of death, building his legend and forging his hero's name before one day going on to train his own Neophyte. In this way, the experience and wisdom of the Initiates is preserved and passed on to new recruits. Initiates are organised into Crusader squads, and these are the most numerous type of squad in the Chapter, forming the backbone of any Fighting Company. Initiates are armed primarily with the holy bolter though, given the Black Templars' preference for fighting their foe face-to-face, many choose to carry weapons more suited to close combat. Some squad members may carry more specialised weaponry, such as plasma guns, flamers or mighty power fists. Black Templars squads are highly flexible and have the tactical adaptability to deal with virtually any foe, instructing their Neophytes by bloody example.

Those who excel in the fury of close combat are organised into Black Templar Assault squads and equipped with jump packs that allow them to take the fight to the enemy in brutal close-quarter combat. Armed with a mixture of pistols and swords, they are terrifying foes in battle, dropping from above like flaming Angels of Death – epitomising the Black Templars' righteous zeal and drive to defeat their foes in battle.

THE SWORD BRETHREN

The greatest warriors in a Fighting Company will be organised into the Marshal's household, the equivalent of a Codex Chapter's First Company. Known as the Sword Brethren, these Space Marines are mighty heroes whose legends have become part of the Chapter's history, and it is every Black Templar's ambition to become one of its elite. Clad in the finest suits of armour and bedecked with crusader seals, the Sword Brethren are the very image of a baroque warrior knight. When a Marshal dies, it is from the Sword Brethren that his replacement will come and only the best and bravest are worthy of this great honour. Who will succeed the Marshal is decided by ritual combat, during which all who would contest the right to lead the Crusade will battle one another with various weapons as well as pitting their strategic and tactical prowess against their opponent. The winner earns the right to be Marshal upon approval by the High Marshal, and the Sword Brethren swear new oaths of loyalty to the winner. Only once has the High Marshal's approval been withheld (the so-called Gervahrt Repeal of M36).

The Sword Brethren are no longer responsible for the training of Neophytes and they themselves receive additional training, notably in the use of Terminator armour. All Space Marine Chapters maintain a number of these revered suits of armour and they are amongst a Chapter's most prized relics.

Massively bulky and armoured with heavy sheets of plasteel and ceramite, Terminator armour contains a full exoskeleton and a complex arrangement of fibre bundle muscles that allow a warrior to fight with deadly skill and ferocity in close quarters, where agility is secondary to protection. Incredibly ancient, the secrets of their construction have long since been lost and each one is revered by the Space Marines and lovingly maintained by the Chapter's Techmarines. Each suit of armour has a special place of honour within the Sword Brethren's Chapel and only warriors of the Sword Brethren and selected senior commanders may enter the armoury and don these holy artefacts.

It requires rigorous training to fight in Terminator armour and, once trained, a warrior is expected to perform above and beyond his brethren, acting as an example to the rest of the Chapter. Squads of Sword Brethren Terminators are most often employed in boarding actions or where the fighting is certain to be close and bloody.

Terminators can also be equipped with a varied selection of weaponry that allows them to fight at longer ranges, but it is for brutal assaults that they are primarily designed and for which the Black Templars favour them.

HEROES OF THE CHAPTER

HIGH MARSHAL

> "Kill aliens and Warp-spawned filth wherever you find them and in whatever circumstances you find them. There is no such thing as tolerance for such as them as far as the Emperor is concerned."
>
> Excerpted from High Marshal Gerwald's Prayer of Repugnance

Given the fleet-based nature of the Black Templars it is rare for the entire Chapter to be assembled at any one time, for the majority of its warriors are split between a number of different Crusades. Each of these Crusades is led by a Marshal, but above them is the High Marshal, a warrior with centuries of experience in the very crucible of battle. His own fighting skills will be unsurpassed with guns, blades and bare hands, his very rank speaking of a past littered with bloodied, beaten enemies of the most terrifying and inhuman sort. It is not enough, though, for the High Marshal to be the Chapter's foremost warrior, he must also be a superb tactician, grounded in the teachings of those who have gone before him and honed through countless decisions made in the maelstrom of battle.

The progress of each of the Crusades is the responsibility of the High Marshal and he must uphold the honour of the Emperor and his Chapter. He is steeped in the lore of the Black Templars, the living manifestation of the Chapter and is privy to all of its secrets. It is he and he alone who can say for sure how many warriors make up the Black Templars Chapter and he alone who determines where their wrath will strike. Once the High Marshal has declared a Crusade and appointed those who will fight it in the Emperor's name, he monitors its progress and will occasionally bless it with his inspirational presence. True to the Emperor's vision of the Great Crusade, the Crusades of the Black Templars actively seek out the foes of Mankind to destroy them.

The High Marshal is one of the most autonomous commanders in the Imperium, decreeing by his own designs where his warriors will fight and without recourse to the dictates of the High Lords of Terra. The Black Templars' ongoing crusade is of paramount importance to the High Marshal and nothing will stand between him and its continuation. Those with the ability to make contact with the Black Templars can of course petition the High Marshal for his aid, but the cause will need to be just indeed for a High Marshal to agree to send his warriors into battle at the behest of others.

MARSHALS AND CASTELLANS

Next in the chain of command are Marshals and Castellans, great warriors who lead the individual Crusades and Fighting Companies of the Black Templars. They are Space Marines of great ferocity and tactical ability, second in experience only to the High Marshal himself. The purity and ultimate success of a Crusade is entrusted unto the Marshal and such a duty is a sacred and glorious responsibility. A Marshal is not only a warrior so deadly that he will rarely meet his match on the field of battle, but one whose expertise includes concerns beyond the battlefield, for the leading of a Crusade is a herculean task indeed. As a result, only the most inspirational and determined warriors may rise to become a Marshal, having long proved their courage and determination within the ranks of the Sword Brethren or as a Castellan leading a Fighting Company. A Marshal is able to coordinate the Space Marines under his command and lead them and his Crusade to ultimate victory whatever the opposition. There are few heroes in the galaxy better able to wage war than the Marshals and Castellans of the Black Templars.

THE EMPEROR'S CHAMPION

Ever since Sigismund was elevated to the rank of first High Marshal of the Black Templars, there are others who have risen to follow in his stead as Emperor's Champion. The practice of having an Emperor's Champion has spread to other Chapters, but it is enshrined most strongly within the dogma of the Black Templars. Each Crusade nominally has an Emperor's Champion, but in practice there is actually one for every Fighting Company. On the eve of battle, one amongst the Space Marine host will receive a vision from the Emperor that speaks of the future, the past and the great deeds he will perform in His service. The warrior presents himself to the Chaplains and confesses what he has seen. The Chaplains bless him with the Litanies of Hate, anointing him as the Emperor's Champion, and he will be gifted with the best weapons and armour in the force. Although the actual weapon and armour may change, these are always known as the Black Sword and the Armour of Faith.

In battle, it is the duty and honour of the Emperor's Champion to seek out the champions of the enemy and challenge them to single combat, just as Sigismund first did at the Siege of the Emperor's Palace. Though few foes have specific champions, it is usually sufficient for the Emperor's Champion to kill any enemy leader, as well as anyone else who is unlucky enough to cross his path. There are few who can stand before this heroic warrior, his every blow guided by the Emperor's hand and fortified with faith and conviction in his cause. It is considered a bad omen for the Emperor's Champion to fall, and if he does so, it is the duty of his brethren to bear his body from the field of battle and reclaim the Armour of Faith and the Black Sword.

> "There is only the Emperor, and he is our shield and protector."
>
> Second Book of Chantings

TECHMARINES

The mastery of technology is knowledge that has long since passed from the Imperium of Man. What remains is debased, mythical, or has become such unthinking repetition that its true purpose has been forgotten. These scraps are jealously gathered together on Mars by the Adeptus Mechanicus, the devotees of the Machine God. Only those privy to such knowledge can hope to utilise any form of technology, and such individuals are rare indeed.

Ancient pacts sworn between the Adeptus Mechanicus and the Adeptus Astartes allow the Space Marines to send those warriors with an affinity for technology to Mars to train and begin the long, arduous journey of becoming a priest of the Machine God. Without the passing on of such ancient knowledge, the Space Marines would be unable to make war. The aspiring Techmarines train for many years on Mars, learning the correct rites of activation, maintenance and how to call forth or placate the wrath of the war-spirits of the machines they will be entrusted with. When they return to their Crusade, they are changed individuals, aloof and mysterious, a Techpriest of the Machine God and an Initiate of the Black Templars. Techmarines often stand apart from their battle brothers, becoming strange figures of superstitious awe. The knowledge they possess is held in great esteem by their battle brothers who recognise and acknowledge their skills in the arcane sciences pertinent to the dark secrets of technology. Though they possess great skill and knowledge regarding the mystical science of machines, they are warriors first and foremost and are often in the forefront of many of the fiercest battles. Should a vehicle or artefact of technology be lost, it is the Techmarines who fight hardest to retrieve it – as hard, if not harder, than their brethren fighting to recover a fallen comrade.

Before battle, the Techmarines observe the sacraments of battle to ready their charges for war, raising the anger of the war-spirits of the weapons and vehicles of their Chapter. Once deployed for battle, the Techmarines and their servitor thralls ritually bless the weapons and tanks of the force, uncaging the war-spirits and allowing them to see the targets of their wrath. Together with a retinue of cybernetically-altered servitors, the Techmarines can also effect battlefield repairs on vehicles, healing the damage done to armour and rekindling the war-spirit so that it may fight once more. At battle's end, each wound done to the vehicles and wargear issued by the Techmarines is reverently repaired, and thus it is not uncommon for some vehicles to remain in service for many hundreds, if not thousands, of years.

Techmarines employ a wide variety of esoteric tools and equipment not normally issued to their brethren. Many Techmarines are equipped with servo-arms or a full servo-harness, specialised auxiliary limbs grafted to the Techmarine's armour and linked to his nervous system via a neural network. These arms can be fitted with a multitude of las-torches, vibrosaws and power drills, or any number of arcane tools that aid the Techmarine in his battlefield role of vehicle maintenance and repair. Their gauntlets are also often heavily modified to include more delicate tools and some Techmarines have the organic components of their hands removed altogether and replaced with augmetic prosthetics. Some even go so far as to incorporate mechanical interfaces that allow the Techmarine to commune directly with the Machine Spirit and allow them a greater connection to whatever machine they are ministering to.

In deference to their training on Mars and the close bond that exists between Techmarines and the Adeptus Mechanicus, Techmarines frequently incorporate red into their armour or heraldry, though they are careful not to obscure their own Chapter's colours. Techmarines understand better than anyone the risks inherent in angering the war-spirit of battle gear and are careful to ensure their Chapter symbol remains proudly displayed.

DREADNOUGHTS

Dreadnoughts are death incarnate, towering war machines bearing powerful weapons to blast their foes, and lethal close combat weaponry crackling with deadly energies to tear them apart. Standing three times the height of a man, Space Marine Dreadnoughts are amongst the oldest war machines fighting on the battlefields of the 41st millennium, with some dating back thousands of years to when the Emperor himself walked amongst his people. Each Dreadnought is a treasured relic, a tangible link to the Chapter's past heritage, and is only awoken from its slumber in times of great need. Each Dreadnought contains a living, sentient being, and the pilots encased in its shell often have memories stretching back many thousands of years.

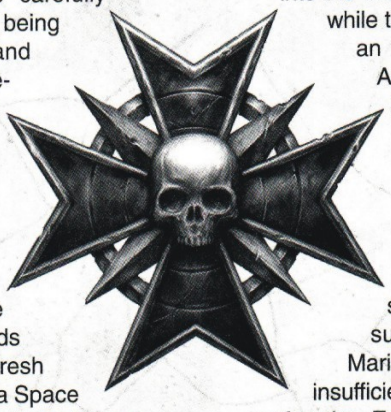
A Dreadnought is one of the Old Ones, a mighty Black Templar hero who has suffered grievous wounds in battle and whose life was saved by his interment within the Dreadnought's armoured sarcophagus. It is a great honour to be deemed worthy to continue to fight for the Emperor in this way, and a warrior's rebirth as a Dreadnought is a ceremony of great ritual significance. The Old One's flesh is suspended in amniotic fluids and surgically implanted within the armoured sarcophagus where mechanical senses allow him to perceive the world around him. In this way he can continue fighting for the Emperor for many centuries to come, never leaving his metal body until its destruction.

In battle, Dreadnoughts are terrifying foes, advancing forwards with thunderous strides as incoming fire spatters from their thick adamantium armour. The accumulated wisdom of their centuries of battle is a valuable resource to their Chapter, and their vast experience means that they have fought in almost every form of engagement imaginable. They are exceptionally difficult to slay and in most cases only the complete destruction of the sarcophagus will kill the pilot. Destroyed Dreadnoughts are only ever abandoned in the direst of circumstances, and the Black Templars will fight with righteous fury to retrieve a fallen Dreadnought and lay its occupant to rest in the Chapter's crypts aboard the *Eternal Crusader*. The recovered shell will then be lovingly restored to full operation to await its next occupant...

The shadowed sepulchre that contains a Chapter's Dreadnoughts is a holy shrine, and the Techmarines tend to their ancient charges with great care, fastidiously applying the sacred oils and unguents while chanting the Litanies of Preservation. To honour these courageous warriors, the Techmarines allow the fallen heroes to sleep away the centuries, until once more they are called to war.

APOTHECARIES

For the Black Templars Chapter to have a future it must carefully protect and preserve the organic implants that turn a Neophyte into an Initiate. The genetic history of the Chapter is carefully monitored and recorded, no effort being spared to remove weaknesses and ensure that only the healthiest gene-seed is used to create new Black Templars Space Marines. Each Space Marine carries two replicating organs within his body known as progenoid glands. They absorb genetic material from the Space Marine's other implants and store them for later removal. If the Space Marine dies, the progenoids can be extracted and used to grow fresh implants. In this way, even in death, a Space Marine gives life to his Chapter. Apothecaries are charged with the critical task of maintaining the genetic purity of the Chapter and recovering the progenoid glands of fallen battle brothers.



Whenever the Black Templars go into battle, the Apothecaries go too. They are formidable warriors in their own right as their sacred duty requires them to go into the midst of combat and defend themselves while they work. Should a Space Marine fall, an Apothecary will quickly attend him. Apothecaries are skilled medics and carry a wide variety of equipment, such as a reductor and a narthecium. A narthecium is a largely automated unit complete with sensors, probes, drugs and chemicals. With its aid the Apothecary can perform battle surgery with a good chance of success, particularly given the superhuman resilience of a Space Marine. If the Apothecary's best efforts are insufficient to save a fallen comrade, he will confer the Emperor's Mercy on him to end his suffering before using the reductor to extract the fallen warrior's progenoid glands that he might live on through the creation of another Initiate.

CHAPLAINS

The spiritual leaders of the Black Templars, Chaplains are terrifying and sinister figures of holy purity, garbed in black power armour as befits such bringers of death. Their helmets are the deathly face of the Emperor, their armour hung with devotional tokens of battle and death. Awe-inspiring warrior priests, they fight wherever the battle is fiercest, leading their warriors from the fore and rejoicing in the slaughter of their enemies while rendering praise to the Emperor and their Primarch. They are among the greatest of the Chapter's heroes, forged in the heat of combat and veterans of many centuries of war, as befits those who carry the honour of the Black Templars into battle.

Chaplains are regarded with awed respect by their brother Space Marines, their stern demeanour unforgiving of any lapse in devotion. They minister to the spiritual well-being of their Chapter's warriors, instilling in them its values and beliefs, as well as directing them in learning its catechisms and liturgies. Notoriously strict and fiery individuals, even above those Chaplains of other Chapters, they are renowned for their sense of duty and responsibility to their battle brothers, knowing that only through faith can the Black Templars stand firm against the darkness. Chaplains fight and minister with the deadly crozius arcanum, both a badge of office and a lethal weapon of battle. This arcane and most holy of items reflects the ritual importance of battle to the Space Marines and is often topped with an Imperial Eagle or winged skull.

The central shrine where prayer and worship is conducted within the *Eternal Crusader* is known as the Temple of Dorn, a shadowed hall of dark stone and stained glass. It is a place of great spiritual reverence, containing the Chapter's most holy relics: fragments of Rogal Dorn's armour, the Black Sword of Sigismund, first of the Emperor's Champions, and the banner carried by Captain Navarre at the Siege of the Imperial Palace during the Age of Apostasy. Battle standards hang from its hallowed walls and the very stones tell the histories of ages past. But the Chaplains teach that the presence of a formal chapel is not always necessary; that the fires of battle are places of worship, the roar of bolters are prayers and the slaughter of foes an offering to the Emperor.

> "To the darkness I bring fire. To the ignorant I bring faith. Those who welcome these gifts may live, but I will visit naught but death and eternal damnation on those who refuse them."
>
> Chaplain Grimaldus, Hero of Helsreach

CRUSADES OF THE BLACK TEMPLARS

The ten thousand year Crusade of the Black Templars has seen its warriors embroiled in some of the most momentous conflicts ever to engulf the Imperium. Its High Marshals have followed the example of their founder, Sigismund, and taken the fight to the realms of the alien, the heretic and the witch. The Black Templars are crusaders, holy warriors battling to bring the truth and light of the Emperor to the unconquered worlds of the galaxy. Converting masses with the sword of the Master of Mankind and destroying those that refuse to welcome His rule. Each Crusade is directed by the will of the Marshal in command and each is despatched by the decree of the High Marshal of the Black Templars to fulfil their prime mission to cleanse the stars.

378.M36 – The Wars of Apostasy

When the insane High Lord of the Administratum, Goge Vandire, declared himself both Ecclesiarch and High Lord of the Administratum he began the now infamous Reign of Blood, a time of terror in which millions died in the fires of megalomaniacal paranoia. Violent repression and wanton slaughter were the hallmarks of his reign until a holy man by the name of Sebastian Thor rallied the faithful to stand against Vandire. During this time, the Black Templars had concerned themselves little with the affairs of the Imperium, but when Crusade fleets returned to Segmentum Solar and discovered that their Chapter keeps had been destroyed by orbital bombardments, the full extent of Vandire's treachery became apparent. High Marshal Sigenandus declared a Crusade against Vandire and, together with their Primogenitor Chapter, the Imperial Fists, two other Chapters – the Fire Hawks and the Soul Drinkers – and the Martian Tech Guard, the Black Templars took the fight to Terra itself.

For months the combined armies laid siege to the Ecclesiarchal Palace without success until a forlorn hope led by Emperor's Champion Navarre assaulted a breach in the outer walls. The fighting waxed fierce and when the bearer of the Chapter Banner fell, Navarre lifted it high and carried the holy icon across the breach to victory. After the battle, Chapter Master Lazerian of the Imperial Fists honoured Navarre with the title of Captain of the Banner in recognition of his exemplary bravery. With the capture of the outer walls, forces loyal to the Emperor fought within the precincts of the palace, something that had not happened since the dark days of the Horus Heresy. The siege was ended with the death of Vandire at the hands of Alicia Dominica, leader of the Brides of the Emperor, the High Lord's personal bodyguard who now learned the awful truth of Vandire's reign. With Vandire dead and Sebastian Thor appointed Ecclesiarch, Sigenandus led his warriors from Segmentum Solar to further prosecute the enemies of the Emperor. Though Vandire's death ended the Reign of Blood, the Age of Apostasy was to continue for centuries and Sigenandus spent the rest of his life hunting down those who had broken faith with the Emperor.

543.M36 – The Second Purging of Lastrati

Until a sect known as the Divine Army gained control, Lastrati was an unremarkable hive world in Ultima Segmentum. The Divine Army preached a doctrine of intolerance of those with even the slightest deviation from what their leaders viewed as the perfect human being. Genetically tailored viruses that targeted particular traits eradicated whole swathes of the population and when Imperial contact was re-established with this remote planet, only two and a half million inhabitants were left of a world that had once boasted a population of fourteen billion.

Lastrati had become a place of pilgrimage, and, for centuries, the faithful had come to bear witness to such spectacles as the Hill of Heretics and the Plain of Purity. When the Athalor Crusade, under the command of Marshal Gervhart, reached Lastrati, Gervhart and his commanders descended to the surface to take inspiration from such a potent display of faith. Upon making planetfall it was immediately apparent that the populace had turned to barbaric blood rituals and human sacrifice in their quest for perfection. Marshal Gervhart ordered the planet cleansed of its degenerate inhabitants before continuing the Crusade, while those deemed free from taint were allowed to live – an act of mercy that was to have repercussions for Marshal Gervhart in later years.

833.M41 – The Vinculus Crusade

Declared against the assassin-cult warriors of the Peleregon cluster, Black Templars under the command of High Marshal Ludoldus consented to fight alongside the warriors of Inquisitor Vinculus. A member of the Ordo Hereticus, the Inquisitor, together with a detachment of Adepta Sororitas from the Order of the Bloody Rose, had traced the origins of a network of cults to Peleregon IV, a mountainous world of shifting tectonic plates and rivers of lava. The initial landings were met with little opposition, and eventually, the Black Templars (including a young Neophyte named Helbrecht) and the Adepta Sororitas pushed the cult warriors back to the seat of their power, a great temple carved within the heart of a continent-spanning volcano. Ludoldus immediately assaulted the fiery mountain stronghold, his Sword Brethren capturing the main gate and holding it long enough for the Imperial forces to breach the defences. As the Black Templars and the Adepta Sororitas stormed the huge, pillared interior of the volcano, Inquisitor Vinculus faced the cult's leader and slew him, though he took a grievous wound in return.

This proved to be his undoing as the nascent Daemonic presence that had been building in the cult leader was forced to manifest and, in a blaze of dark light, it possessed the weakened Inquisitor. A massive Daemon of Khorne took the Inquisitor's flesh for its own and

turned upon his erstwhile allies, slaughtering warriors by the dozen. High Marshal Ludoldus, Emperor's Champion Ulricus and Canoness Jasmine faced the Daemon in what came to be known as the Battle of Fire and Blood. Though sorely pressed, these heroes fought with great strength and indomitable faith, but it seemed as though the Daemon's strength was the greater. In desperation, Ludoldus hurled one of the Holy Orbs of Antioch, a bomb infused with volatile holy oils and high explosives into the central chasm of lava. The resultant explosion tore the chasm apart and a massive earthquake shook the mountain to its core as rocks and pillars crashed down into the fiery pit. The possessed inquisitor fell to his doom in the lava and the Imperial warriors sought to escape the collapsing volcano before being buried forever with their foes. Thunderhawk gunships braved the fiery deluge to pick up the surviving Sororitas and Black Templars and, though many gunships were subsequently lost in the blinding clouds of ash, the majority were able to escape. To ensure no trace of the Daemon and its cult remained, Ludoldus ordered the planet bombarded from orbit until the massive forces unleashed tore the planet's crust apart and buried it beneath an ocean of seething magma.

998.M41 – Crusade of the *Ophidium Gulf*

Not all Crusades of the Black Templars are vast undertakings – some comprise of the warriors aboard but a single vessel. One such Crusade was led by Castellan Raimer, master of the strike cruiser *Ophidium Gulf*, and survivor of the ill-fated Garon Crusade. Raimer led his ninety warriors on Crusade deep into a largely unexplored tract of wilderness space in the treacherous Veiled Region of the galactic south. The outlying worlds of the one populated system they discovered were home to a fledgling empire of primitive aliens who lived in great cities of gold and gave homage to a being they knew only as the 'Voice of the Emperor'. Curious to know what manner of being this was, Raimer destroyed their temples before leading his warriors onwards.

As the Crusade continued, they found that many of the worlds they discovered had already been visited by destruction greater than they themselves had already unleashed. The *Ophidium Gulf* was a fast ship and as it drew close to the core planets, the ship's sensorium detected a small fleet of vessels breaking orbit with another devastated world. Augurs determined that these ships were Space Marine vessels, and belonged to no less a Chapter than the Dark Angels. Raimer and the Master of the Dark Angels fleet exchanged convoluted greetings in High Gothic and the Black Templars offered to fight alongside the illustrious First Founding Chapter in the capture of the alien's leader.

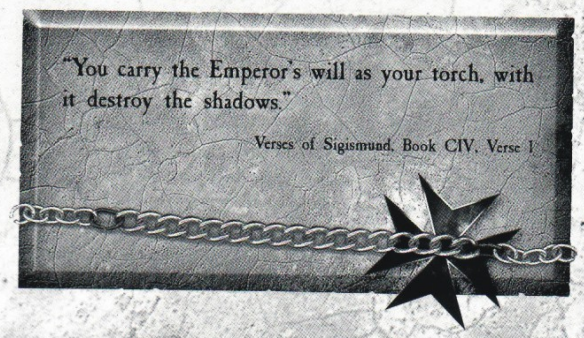
Only reluctantly did the Dark Angels accept the Black Templars' aid, and upon the final assault on the 'Voice of the Emperor's' stronghold, it was the warriors of Castellan Raimer who breached the defences and captured the enemy leader – a warrior clad in ancient black power armour without livery or panoply. Now suspecting the source of the Dark Angels' reluctance to accept their aid, Raimer quickly fell back to the *Ophidum Gulf* and chained the prisoner in its most secure vault. No sooner had Raimer returned to his ship than the commander of the Dark Angels demanded that the prisoner be handed over to them. Raimer refused at first, but when ordnance sensoria warned him that the Dark Angels fleet was powering up their weapons, he knew that he had no choice but to comply. Reluctantly Raimer handed the prisoner over and, without another word, the Dark Angels broke orbit and departed the system.

The ultimate fate of the *Ophidum Gulf* remains a mystery for, after a single communication en route to the system jump-point, Castellan Raimer has not yet made contact with any of the Chapter keeps of the Black Templars.

999.M41 – The Third War for Armageddon

High Marshal Helbrecht and three Crusades of Black Templars answered the plea for aid from the beleaguered world of Armageddon when the Ork Warlord Ghazghkull Mag Uruk Thraka returned at the head of the largest Ork Waaagh! seen in living memory. The surrounding systems and worlds fell quickly to the Ork invasion and, despite a valiant attempt by Battlefleet *Armageddon* to stop the Orks, the invasion was simply too massive to halt. The Black Templars fought bloody campaigns throughout the wastelands of Armageddon (notably at Hive Helsreach where Chaplain Grimaldus was the sole survivor of the battle for the Temple of the Emperor Ascendant) but it was in space that their greatest contribution was made.

High Marshal Helbrecht took command of the many ships of the Adeptus Astartes and coordinated their deployment and attack sorties. Under his masterful leadership, numerous asteroid fortresses were boarded and destroyed, and several of the largest Ork hulks ever encountered were crippled by the Space Marine battle barges. Eventually, the tide began to turn against the Orks and the superiority of Helbrecht's tactics paid off as the Orks' inability to re-supply their ground troops allowed Imperial forces to consolidate their defences. When the Season of Fire brought an uneasy stalemate to Armageddon, a sizeable portion of the Ork forces withdrew and Imperial Strategos predicted the worst was over. Pursuing the hulk believed to be Ghazghkull's flagship, High Marshal Helbrecht and the Hero of Armageddon, Commissar Yarrick, gave chase, leaving the remaining Imperial forces to hold the vital hive world. Helbrecht hunts Ghazghkull even to this day, his unswerving loyalty to the Emperor and thirst for revenge driving him ever onwards until the Beast of Armageddon is slain.



SPACE MARINE SPECIAL 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 if outnumbered. 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

Note that units that include Servitors (all types) are still subject to this rule as long as the unit contains at least one Space Marine. Space Marines are still subject to Last Man Standing tests. They will always regroup after each Fall Back move to 'reassess' the situation, however.

DROP POD ASSAULT

Space Marine armies are frequently deployed from strike cruisers and battle barges. This enables them to keep reserves on-ship and bring them into action by Thunderhawk gunship, teleportation or by drop pod. Drop pods are capsules that are literally 'fired' at the battlezone and arrive so quickly that it is impossible for enemy flak weapons to stop them.

Any Command squad, Sword Brethren squad, Dreadnought or Crusader squad (not Black Templars Assault squads!) and all types of Terminator squad, that number ten models or less may be equipped with a drop pod (see the Transport Vehicles entry for details). If so, they may not select any other transport option. Such units remain in reserve and arrive by drop pod, even if the mission being played does not normally allow Reserves or Deep Strike.

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.

Drop pods may be used in Standard Missions without your opponent's agreement. In non-standard missions they may only be used with your opponent's consent.

BLACK TEMPLARS CHARACTERS

Black Templars Commanders, the Emperor's Champion and Chaplains can be used in one of three ways.

1. All may operate independently, joining and leaving units as described in the Warhammer 40,000 rules for Characters.

2. Commanders and Chaplains (not the Emperor's Champion!) may lead a Command squad. The character and the unit are a single HQ choice. The character is a member of the unit and may not leave it. If the squad is destroyed the character may operate independently.

3. Chaplains may be attached to another character's Command squad. Only one Chaplain may be attached to a single Command squad. The attached character, the squad and the character leading it are a single HQ choice. The attached character is a member of the unit and may not leave it. If the unit is destroyed, the attached character and leading character may operate independently.

A character who is leading or attached to a squad does not stop being an independent character for the purposes of close combat.

"Where there is uncertainty, I shall bring light.
Where there is doubt, I shall sow faith.
Where there is shame, I shall point atonement.
Where there is rage, I shall show its course.
My word in the soul shall be as my bolter in the field."

Litany of Devotion

BLACK TEMPLARS SPECIAL RULES

RIGHTEOUS ZEAL

Whilst most Space Marines under heavy fire or facing insurmountable odds in close combat will retreat, ready to counter-attack, the Black Templars will often hurl themselves at the enemy with even greater determination and fervent anger, their own casualties only serving to spur them on faster, hungry for vengeance on the slayers of their brethren.

In the Shooting phase, any Infantry unit (not Jump Infantry) that is not Pinned 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 Morale 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 must move towards the nearest visible enemy unit. This is identical to a Consolidate move that has been achieved through a 'Massacre' result and follows all the normal rules given in the Warhammer 40,000 rulebook. Should the unit fail this Morale check, it will fall back as normal.

Black Templars who pass a Last Man Standing test or are Tank Shocked and pass their test do not benefit from Righteous Zeal.

ABHOR THE WITCH

Such is the sacred revulsion in which the Black Templars hold witches and warlocks that they will never fight alongside such abominations. No model with psychic powers may be fielded as an ally to the Black Templars and they will not fight as allies to any army that includes any models with psychic powers, with the exception of Grey Knights Space Marines.

VOWS

Before battle, the Emperor's Champion leads his brethren in prayer and contemplation of their sacred duty to the Emperor. Roused to incredible heights of righteous zeal, the Black Templars swear mighty oaths to bring ruin upon the foes of the Emperor. An Emperor's Champion leads the rest of the warriors in swearing this oath and must choose one of the vows of the Black Templars at the points cost indicated. This points cost is added to the cost of the Emperor's Champion when you pick your army. Details of the Black Templars vows and their effects are given on pages 24-25. Black Templars do not lose the benefits of their vow if the Emperor's Champion is slain.

MIXED ARMOUR

Due to the unique organisation of Initiates and Neophytes into squads, Black Templars squads will quite often have models with different Armour Saves. Use the Mixed Armour rule given in the Universal Special Rules section of the Warhammer 40,000 rulebook.

KILL THEM ALL

Black Templars are so zealous in their persecution of the enemies of the Emperor that they will often try to kill the nearest enemy to them, even when shooting a more distant enemy might be more tactically sound. If a Black Templar Infantry, Jump Infantry or Bike unit shoots in the Shooting phase, it suffers a -1 modifier to its Leadership when testing to see if it can target any enemy unit other than the closest. Vehicles are unaffected by this rule and follow the normal rules for target priority in the Warhammer 40,00 rulebook.

NO PITY! NO REMORSE! NO FEAR!

Black Templars battle brothers fight with righteous anger and are loath to retreat before an enemy. When in an assault, all Black Templars units are Fearless.

"As our bodies are armoured with adamantium, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with wisdom. As our ranks advance, so does our devotion, for are we not Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?"

Chaplain Fergas Nils

VOWS OF THE BLACK TEMPLARS

SUFFER NOT THE UNCLEAN TO LIVE

Lead us from death to victory,
from falsehood to truth.

Lead us from despair to hope,
from faith to slaughter.

Lead us to His strength
and an eternity of war.

Let His wrath fill our hearts.

Death, war and blood;
in vengeance serve the Emperor
in the name of Dorn!

UPHOLD THE HONOUR OF THE EMPEROR

Trust in the Emperor
at the hour of battle.

Trust to Him to intercede,
and protect His warriors true
as they deal death on alien soil.

Turn their seas to red
with the blood of their slain.

Crush their hopes, their dreams
And turn their songs into cries
of lamentation.

SUFFER NOT THE UNCLEAN TO LIVE

When rolling to wound in close combat, the Black Templars add +1 to their Strength. It takes time for them to summon their holy strength, so they strike at -1 to their Initiative (to a minimum of 1). Dreadnoughts in the army are bound by this vow, but Neophytes are not. When rolling for Sweeping Advance, the Black Templars use their normal Initiative value. This Strength bonus is not cumulative with that conferred by the Furious Charge Veteran Skill.

UPHOLD THE HONOUR OF THE EMPEROR

No unit may benefit from cover for Saving throws. However, such is their faith in the Emperor and their own invulnerability that they shrug off the most severe wounds, and therefore gain a 6+ Invulnerable Saving throw at all times that they may take instead of their normal Armour Save.

In addition, all units are immune to the effects of Pinning and can never be pinned, except by being entangled (see the Warhammer 40,000 rulebook). Vehicles are unaffected by this vow.

"I saw the scene of a massacre where the dead lay on the ground in numbers like fallen leaves in a forest. The settlers had not died as soldiers die in the heat of battle, fired with ardor and courage, with weapons in their hands and exchanging blow for blow. They had died as the helpless must, with their hearts filled with horror worse than death itself."

Excerpted from Inquisitor Barzano's investigation into the Garon Nebula Crusade

ABHOR THE WITCH, DESTROY THE WITCH

Smite now the scions of the Witch!

Grant us the strength to pierce their unclean flesh!

To cover their fields with the pale forms of their blasphemous dead!

To drown the thunder of guns with the shrieks of their dying!

To lay waste to their citadels with hurricanes of fire!

To wring the hearts of their kin with unavailing grief!

To send them into the wastes of their desolated land in rags and hunger, broken in spirit, worn with travail and begging for the refuge of the grave.

We ask it, in the spirit of wrath, O Master of Mankind!

ACCEPT ANY CHALLENGE, NO MATTER THE ODDS

O, Emperor, in wrath rejoicing at bloody wars; fierce and untamed,

whose mighty power doth make the strongest walls from their foundations shake.

All-conquering Master of Mankind,
Be pleased with this war's tumultuous roar.

Delight in swords and fists red with alien blood, and the dire ruin of savage battle.

Rejoice in furious challenge, and avenging strife, whose works with woe embitter human life!

ABHOR THE WITCH, DESTROY THE WITCH

This vow affects all Black Templars units (including vehicles) and happens after deployment, but before Scout moves and rolling to see who takes the first turn. Models that may Infiltrate must set up with the rest of the army. If there is a psyker in the enemy army (even if the psyker is not deployed on the table), each individual unit must make a Consolidate move D6" towards the nearest visible enemy unit. Crusader seals affect this movement as normal, even if the unit or model is inside a vehicle. If the Concealment mission special rule is in effect, the army immediately ceases to benefit from it.

In addition, 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 a 5+ (only roll once for each power, even if it affects several units). Minor psychic powers have no effect on Black Templar units or characters at all.

ACCEPT ANY CHALLENGE, NO MATTER THE ODDS

Any unit that can declare a charge (ie, has not fired Rapid Fire or Heavy weapons) must do so if they are in range of an enemy unit at the start of their Assault phase. In close combat, Black Templars units count as having the Preferred Enemy special rule against the enemy army. Neophytes do not benefit from this vow and hit normally. If there are only Neophytes left in the unit, they are no longer bound by this vow. Dreadnoughts in the army are bound by this vow.

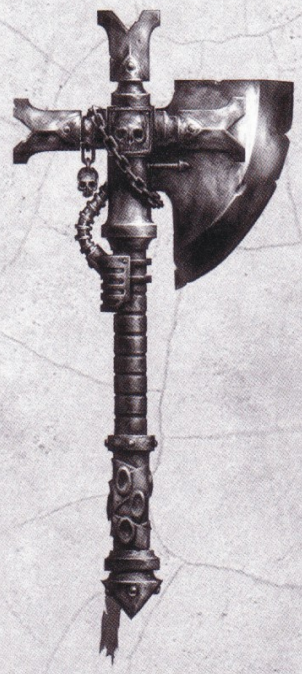
> "Let a wave of repugnance for the enemy wash over you. Let hatred fill you. Hate is good, for our goal is a Human galaxy. We are called by the Emperor with a sacred duty to conquer it in His name."
>
> Chaplain Grimaldus at the Sermon of Harnoth

BLACK TEMPLARS ARMOURY

Models with access to the Armoury may select up to two weapons of which only one can be a two-handed weapon. In addition to weapons, you can pick up to 100 points of wargear per model, though no model can pick the same item twice. Models in Terminator armour can only select equipment marked with T. All weapons and wargear must be represented on the model. Where two points costs are shown, the first applies to models with 2 or more Wounds, the second to models with 1 Wound. Note that you cannot combine the effects of standards, ie, a Standard Bearer may only select one banner.

SINGLE-HANDED WEAPONS

Bolt pistol	1 point
Chainfist T *(models in Terminator armour only)*	30 points
Close combat weapon	1 point
Single lightning claw T	25/15 points
Pair of lightning claws T (count as two weapons)	30 points
Plasma pistol	15/10 points
Power fist T	25/15 points
Power weapon T	15/10 points
Storm shield T	10 points
Thunder hammer T	30 points



TWO-HANDED WEAPONS

Bolter	1 point
Combi-meltagun T	15/10 points
Combi-plasma gun T	15/10 points
Combi-flamer T	10/5 points
Storm bolter T	5 points

WARGEAR

Artificer armour	20 points
Auspex T	2 points
Bionics T	5 points
Cenobyte Servitor (Chaplains only)	10 points
Combat shield	10/5 points
Frag grenades	1 point
Holy Orb of Antioch	10/– points
Jump pack	20/– points
Krak grenades	2 points
Master-crafted weapon T	15 points
Melta bombs	5 points
Space Marine bike	30/– points
Teleport homer T	5 points
Terminator armour (no weapons included)	25/– points
Terminator Honours	15 points

WARGEAR – RELICS & ARTEFACTS

(Each army may have a single item from this list)

Chapter Banner T (Standard Bearer only)	25 points
Holy relic T (Reclusiam Standard Bearer only)	30 points
Iron Halo	25 points
Sacred standard T (Standard Bearer only)	20 points
Adamantine mantle T	35 points

VEHICLE UPGRADES

Blessed Hull (Land Raider Crusader only)	25 points
Dozer blade	5 points
Extra armour	5 points
Hunter-killer missile	15 points
Pintle-mounted storm bolter	10 points
Power of the Machine Spirit	30 points
Searchlight	1 point
Smoke launchers	3 points

WARGEAR

The following rules describe how all of the specialised equipment used by Black Templars works during a battle. These rules tend to be more detailed than those included in the Warhammer 40,000 rulebook, and they supersede them if they are different. Any items not listed here function exactly as described in the Warhammer 40,000 rulebook.

ADAMANTINE MANTLE

The character wears a cloak or cape made of the strongest materials. The character does not suffer Instant Death when wounded by a weapon whose Strength is at least twice the character's Toughness, taking instead a single wound.

ARTIFICER ARMOUR

Artificer armour is forged by master craftsmen and is even more ancient and ornate than a normal suit of Space Marine power armour. It offers greater protection for a warrior and may be taken as an upgrade for a model wearing power armour, increasing his Armour Save to 2+.

AUSPEX

An auspex is a short-ranged scanner used by Space Marines to detect hidden enemy troops. If enemy models with the Infiltrate special rule set up within 4D6" of a model with an auspex, then that model is allowed to take a 'free' shot at them (or sound the alarm if Sentries are being used). If the model is part of a unit then the whole unit may shoot. These shots are taken before the battle begins and may cause the infiltrators to fall back. Otherwise, the normal shooting rules apply.

BIONICS

Bionics are mechanical augmentations that allow a Space Marine who has suffered a crippling injury to return to service, but are unlikely to improve or enhance his abilities. However, there is a chance that an attack or shot will hit a bionic part causing less damage, (eg, a shot that would cripple a leg will only cause mild damage to a bionic leg). To represent this, if a model with bionics suffers a wounding hit and fails his Saving throw, roll a D6. On a roll of a 6 the model ignores the wound. A model that suffers a wound from a close combat attack that allows no Armour Save, or an attack that causes Instant Death cannot be saved by the bionics, as they will be destroyed as easily as flesh and blood.

CENOBYTE SERVITORS

Augmented servitors that assist the Chaplains in maintaining the sanctity of the chapels aboard the Crusade fleet, these are Neophytes who did not become Initiates yet serve the Chapter still. In battle, they accompany the Chaplains, carrying Chapter relics, holy tomes or other such religious artefacts; icons of faith spurring the warriors around them to even greater heights of zeal. For each Cenobyte Servitor accompanying a Chaplain, you may add +1 (to a maximum of +3 per unit) to the dice roll when rolling for the distance moved due to the Righteous Zeal special rule. Note that this affects any Infantry squad the Chaplain (and his Servitors) has joined, leads or is attached to. Each Cenobyte Servitor takes up one space in a transport vehicle and counts as being armed with a single close combat weapon. A Chaplain with Cenobyte Servitors and any squad he is attached to may not choose any Veteran Skills. If the Chaplain is removed as a casualty, any Cenobyte Servitors are also removed from play. They use the following profile:

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

CHAINFIST

A chainfist is simply a power fist fitted with an attachment designed to carve through armoured bulkheads or armoured vehicles. It is treated exactly as a power fist, but roll 2D6 for its Armour Penetration value.

CHAPTER BANNER

The Chapter Banner is the physical representation of the honour of the Chapter. No Space Marine will ever allow it to fall into enemy hands. It allows any Space Marine unit with a model within 12" of the banner to re-roll failed Morale checks. In addition, if an enemy model charges and contacts the unit containing the banner, all members of the unit gain the Counter-attack ability (see the Universal Special Rules section of the Warhammer 40,000 rulebook) and will have +1 Attack for that turn only. When a Standard Bearer chooses a Chapter Banner, it replaces the effects of the Fighting Company Banner.

COMBAT SHIELD

A combat shield is a lighter, more manoeuvrable version of a storm shield. A model using a combat shield wears it fastened to their forearm leaving the hand free to use other weaponry. The combat shield does not count towards the maximum number of weapons carried and confers a 5+ Invulnerable Save in close combat.

COMBI-WEAPONS

This is a bolter joined together with another weapon. A Space Marine armed with a combi-weapon may choose which of the weapons he is going to use in the Shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both weapons at once.

CROZIUS ARCANUM

The crozius arcanum is both a Space Marine Chaplain's badge of office and a lethal close combat weapon. In game terms it is treated as a power weapon.

CRUSADER SEALS

Crusader seals are waxen or metallic tokens with vows of piety and Chapter blessings inscribed on hanging strips of parchment that are bestowed upon Space Marines of proven zeal and courage. When a model with crusader seals makes a Consolidate move due to the Righteous Zeal special rule, you may re-roll the D6 when determining the distance moved. You must take the second roll, even if it is worse than the first. If a model with crusader seals is part of a unit then this ability applies to the whole unit, not just to the model with the crusader seals.

CYCLONE MISSILE LAUNCHER

The cyclone is a specially designed missile launcher that can be used by Space Marines in Terminator armour. The Terminator is equipped with a special targeting device that allows him to fire the cyclone and his storm bolter in the same Shooting phase. The cyclone otherwise counts as a missile launcher with frag and krak missiles.

FIGHTING COMPANY BANNER

Representing the honour of a Space Marine Company, a Fighting Company Banner allows any Space Marine unit with at least one model within 12" of the Fighting Company Banner to re-roll any failed Morale or Pinning test.

HOLY ORBS OF ANTIOCH

First created by Marine Artificer Antioch, these are individually-crafted grenades empowered with the holy wrath of the Emperor and filled in equal measure with high explosives and sacred unguents that burn the faithless with their purity. Holy Orbs of Antioch are lethal weapons against the impure and the wicked. Once per game, a model bearing a Holy Orb of Antioch may throw it up to 12" in the Shooting phase instead of firing a weapon, rolling to hit as normal. If the Holy Orb hits, place the small Blast Template over a model in the target unit. A Holy Orb of Antioch always wounds on a 2+, regardless of the target's Toughness, and has an AP of 3. Against vehicles with an Armour Value, it causes an automatic glancing hit if the model is even partially under the template. A model throwing a Holy Orb of Antioch may charge in the Assault phase.

HOLY RELIC

Space Marines sometimes go to war carrying their Chapter's most revered relics: a fragment of their Primarch's armour, a legendary battle standard or even the bones of a long-dead hero. A model bearing a holy relic may reveal it once per battle at any point. On the turn the relic is revealed, all Space Marines within 2D6" get a +1 Attack bonus for the rest of that turn. The relic may be revealed in an opposing player's turn if you wish.

IRON HALO

The Iron Halo is a special reward given to Space Marines who show exceptional initiative or bravery in battle. It incorporates a powerful energy field and gives the model a 4+ Invulnerable Save that may be used instead of the model's normal Armour Save. No more than one model per army may have an Iron Halo and any model wearing Terminator armour or who has a rosarius may not be given this piece of wargear.

JUMP PACKS

Jump packs allow models to make great powered leaps across the battlefield and more quickly engage the enemy. Models equipped with jump packs move as Jump Infantry. Space Marine models who are wearing jump packs can be dropped from low-flying Thunderhawk gunships, using their jump packs to swoop down on to the battlefield. To represent this tactic, they can be kept in reserve and arrive using the Deep Strike rules, but only if the mission allows for Deep Strike to be used. Space Marine characters that have a Command squad may not have a jump pack.

MASTER-CRAFTED WEAPON

A master-crafted weapon is one forged by a great artisan and is superior in almost every way to a normal weapon of its type. A master-crafted weapon follows the normal rules for the weapon, except that you may re-roll one failed to hit roll per turn. Master-crafted weapons are taken as an upgrade for a weapon that is already being carried by a model and should be represented by a suitably ornate weapon on the model itself. If the weapon selected has a ranged attack then the re-roll may only be taken on ranged attacks even if the weapon can also be used in close combat. Please note that you may not master-craft grenades!

The cost listed in the Wargear section is in addition to the cost of the weapon itself (eg, a master-crafted power weapon costs 15+15=30 pts). However, only the upgrade costs are taken against the 100 points limit on wargear for a model (so the master-crafted power weapon above would count as 15 points against the 100 points limit, not 30 points).

NARTHECIUM

This device, along with the Reductor, is employed by Space Marine Apothecaries both to heal wounded Space Marines and if this is impossible to remove the progenoid glands, the biological repositories of Space Marine gene-seed and the future of the Chapter.

In order to use the narthecium, the Apothecary cannot be Falling Back, Locked in close combat or Pinned. He may treat any friendly non-vehicle model within 6" of him. Once per turn, he may use his narthecium to allow a treatable model to ignore a failed Save (of any sort). It is, however, of no use against an attack that causes Instant Death or a close combat attack that ignores Armour Saves.

ROSARIUS

All Chaplains wear a rosarius, a small amulet bestowed upon them by the Ecclesiarchy of Terra. The rosarius generates an energy field that provides the Chaplain with a 4+ Invulnerable Save. This may be taken instead of the Chaplain's normal Armour Save.

SACRED STANDARD

A Sacred Standard embodies the faith and resolution of the Space Marines' never to falter in the face of the enemy. It adds +1 to the Space Marine combat resolution score of any assault that takes place within 6" of the Sacred Standard. When a Standard Bearer chooses a Sacred Standard, it replaces the effects of the Fighting Company Banner.

SERVO-ARM

Many Techmarines are equipped with powerful augmetic servo-arms that can be used to carry out hasty battlefield repairs (see the Techmarine list entry on page 36 for details). The servo-arm grants the Techmarine an additional close combat attack, counting as a power fist.

SIGNUM

The signum is a special form of communication device that allows the Techmarine to access a myriad of useful battlefield targeting information, and then pass it on to his fellow battle brothers. In game terms it allows you, each turn, to re-roll one missed to hit shooting roll for the Techmarine or any squad that the Techmarine belongs to or has joined.

SPACE MARINE BIKE

Space Marine Bikes are fitted with twin-linked bolters and increase the rider's Toughness by +1 point. See the Warhammer 40,0000 Core rules for details on how Bikes move. Space Marine characters that have a Command squad may not be mounted on a Bike.

STORM SHIELD

A storm shield is a small metal shield that has an energy field generator built into it. The energy field is too small to be of much use against ranged attacks, but is very useful in close combat. A model that has a storm shield may take a 4+ Invulnerable Save in close combat instead of its normal Armour Save. It may not be combined with a rosarius or Iron Halo save and a model equipped with a storm shield may never claim the +1 Attack bonus for being armed with two close combat weapons.

TELEPORT HOMER

Teleport homers produce a signal that can be locked onto by teleporting troops. If Terminators wish to teleport onto the battlefield via Deep Strike and choose to do so within 6" of the model carrying the homer, then they won't scatter. Note that the homer only works for squads who are teleporting, not for squads entering play using jump packs, drop pods or other means of transport. Also note that the homer must already be on the table at the start of the turn for it to be used.

TERMINATOR ARMOUR

Also known as Tactical Dreadnought armour, Terminator armour is the best protection a warrior can be equipped with. Due to the powerful exoskeleton and power sources built into their armour, Space Marines in Terminator armour are capable of moving and firing with heavy weapons. On the other hand, this armour is somewhat cumbersome, so Space Marine Terminators are not able to pursue a more lightly armoured foe when they flee. Terminators may not Sweeping Advance.

A model wearing Terminator armour has a 2+ Armour Save and a 5+ Invulnerable Save. The wearer automatically has Terminator Honours at no extra points cost. Also, any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in Reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played.

TERMINATOR HONOURS

A model with Terminator Honours has proved himself a superior combatant and has earned the right to wear Terminator armour in battle. Sergeants with Terminator Honours are generally referred to as Veteran Sergeants. A model with Terminator Honours adds +1 to its Attacks characteristic. In addition, its Leadership characteristic is increased to 9 if originally lower. Note that a single-Wound model that has selected Terminator Honours from its list entry cannot then select it again from the Armoury.

THUNDER HAMMER

Thunder hammers are ancient and mighty weapons that release a terrific blast of energy when they strike an opponent. A thunder hammer counts as a power fist, but any model wounded by it and not killed may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit by a thunder hammer are considered Crew Shaken, in addition to any other results they suffer.

VEHICLE UPGRADES

Just as with choosing wargear for your Black Templars troops and characters, the upgrades you choose for your vehicle must be represented on the model itself (eg, if you choose to upgrade your vehicle with a searchlight, then the model of your vehicle should have a searchlight on it too). Note that when choosing upgrades, no vehicle can have the same upgrade more than once.

BLESSED HULL

Blessed by the chanting of the Techmarines and their prayer servitors, adorned with spiritual icons of purity and anointed with sacred oils and unguents, the hull of the Land Raider Crusader is proof against the myriad weapons of the foes of Mankind. Weapons with the Lance special rule do not count a Land Raider Crusader with a Blessed Hull's armour as 12, it is always counted as 14.

DOZER BLADE

Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they are not going to be moving more than 6" that turn.

EXTRA ARMOUR

Some Space Marine vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

HUNTER-KILLER MISSILE

Hunter-killer missiles are a common upgrade for Imperial vehicles. They are treated as a krak missile with unlimited range, but can only be used once per battle. Hunter-killer missiles fitted to Space Marine vehicles are Ballistic Skill 4. They are treated as an additional main weapon.

PINTLE-MOUNTED STORM BOLTER

Pintle-mounted storm bolters are fixed to the outside of a vehicle and can either be used by a crewman from an open hatch or by remote from inside the vehicle. They are treated as an additional defensive weapon.

POWER OF THE MACHINE SPIRIT

A Machine Spirit is a combination of organic and mechanical components that helps to control a tank's movement and weapon systems. If the tank suffers a Crew Stunned result on the Vehicle Damage tables, the Machine Spirit allows the tank to move directly ahead up to its maximum speed. Also, the Machine Spirit can operate one weapon per turn as long as the vehicle has moved no more than 6", even if the tank suffers a Crew Shaken or Crew Stunned result. This is in addition to any weaponry that can normally fire. The Machine Spirit has a BS of 2.

SEARCHLIGHT

Searchlights are only of any use in missions where the Night Fighting mission special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other Space Marine unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.

SMOKE LAUNCHERS

Some vehicles have small launchers mounted onto them that carry smoke charges. These are used to temporarily hide the vehicle behind concealing clouds of smoke, especially if the vehicle is moving out in the open. Once per game, after completing its move, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show that it is concealed. The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's next turn, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if it suffers a Crew Shaken or Crew Stunned result.

ARMY LIST INTRODUCTION

This section of the book is given over to the Black Templars army list, a listing of the different units and vehicles a Marshal can use in battle or, in your case, games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require to field a Black Templars army in scenarios you've devised yourself, as part of a campaign series of games, or whatever else may take your fancy.

The army list is split into five sections. All of the squads, vehicles and characters in the army list are placed in one of the five sections depending upon their role on the battlefield. In addition, every model included in the army list is given a points value, which varies depending upon how effective that model is on the battlefield.

Before you can choose an army for a game, you will need to agree with your opponent upon a scenario and the total number of points each of you will have to spend on your army. Having done this you can proceed to pick an army as described below.

USING A FORCE ORGANISATION CHART

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each Force Organisation chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.

USING THE ARMY LISTS

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades you want (if any). Remember that you cannot usually field models that are equipped with weapons and wargear that are not shown on the model.

Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Now you are ready to purge the alien and the heretic from the Imperium.

STANDARD MISSIONS

COMPULSORY	OPTIONAL	OPTIONAL
1 HQ	1 HQ	3 Fast Attack
2 Troops	4 Troops	3 Heavy Support
	3 Elites	

ARMY LIST ENTRIES

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the minimum or maximum number of choices you can make of that unit type (for example, 0-1 means you can never make more than one selection of that unit regardless of the size of the army).

Profile: These are the characteristics of that unit type, including its points cost.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the Force Organisation chart. If this is a variable amount, it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. If a squad is allowed to have models with upgrades, then these must be given to ordinary unit members, not to a character in the unit. Any model who takes an upgrade weapon loses the weapon he was originally armed with unless otherwise stated.

Special Rules: This is where you'll find any special rules that apply to the unit.

HQ

COMMANDER

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Marshal	80	5	5	4	4	3	5	3	10	3+
Castellan	65	5	5	4	4	2	5	3	9	3+

Options: A Commander is equipped with crusader seals and can be given any equipment allowed from the Black Templars Armoury.

Independent Character: A Black Templars Commander is an Independent Character. See the Black Templars characters special rule for more details.

Rites of Battle: Black Templars Commanders have led their warriors through the heat of battle for centuries, with a depth of faith and self-belief unmatched by mortal men. They are able to fire the zealous ardour of their warriors and coordinate units under their command with ruthless efficiency, monitoring inputs from other squads' auto-senses and imparting their great wisdom with but a word. If a Black Templars Commander is on the table then all other Black Templars units may use his Leadership for Morale, Pinning or Leadership tests.

Command Squad: A Commander may lead a Command squad or a Terminator Command squad. See the unit entries for details.

THE EMPEROR'S CHAMPION

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Emperor's Champion	90	6	4	4	4	2	5	2	10	2+

Chosen of the Emperor: Every Black Templars army of at least 750 points must include an Emperor's Champion. Forces smaller than this can include the Emperor's Champion, but do not have to (though this means that the army will not benefit from any vows). The Emperor's Champion does NOT use up an HQ slot on a Force Organisation chart, so you may still pick your two HQ choices as normal.

Wargear: The Emperor's Champion carries the Black Sword and wears the Armour of Faith (see below). He is also equipped with Terminator Honours (bonuses included above), crusader seals, frag grenades and a bolt pistol. You may not purchase additional equipment for the Emperor's Champion.

Vows: The Emperor's Champion must choose one of the vows listed below at the points cost indicated to have his warriors swear. Details of the Black Templars vows and their game effects are given on the pages 24-25.

Accept any Challenge, no matter the odds ..... +50 points
Uphold the Honour of the Emperor ..... +10 points
Suffer not the Unclean to Live ..... +35 points
Abhor the Witch, Destroy the Witch ..... +20 points

Always an Independent Character: The Emperor's Champion always fights as an Independent Character and may never lead, join or be attached to a Command squad.

The Black Sword: One of the most fearsome weapons of the Black Templars, the Black Sword is imbued with the power of their righteous fury and crusading zeal. In the hands of the Emperor's Champion it is a truly deadly weapon, capable of rending armour and flesh with equal ease. The Black Sword is a power weapon that adds +2 to the Emperor's Champion's Strength.

The Armour of Faith: Hand-crafted by master artificers, the Armour of Faith is forged with prayers of protection chanted over every hammer blow and tempered with the most sacred and holy oils. Inscribed with wards and catechisms of hatred, it protects the Emperor's Champion that he might carry out his sacred duty. The Armour of Faith is artificer armour and confers a 4+ Invulnerable Save in close combat that the Emperor's Champion may use instead of his normal Armour Save.

Slayer of Champions: It is the sacred duty of the Emperor's Champion to seek out and slay enemy leaders and 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 (he makes room for the Emperor's Champion to get to grips with his foe!).

HQ

BLACK TEMPLARS CHAPLAIN

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Master of Sanctity	110	5	5	4	4	3	5	3	10	3+
Reclusiarch	95	5	5	4	4	2	5	3	9	3+

Weapons: A Chaplain is armed with a crozius arcanum and wears a rosarius and crusader seals.

Options: A Chaplain can be given any equipment allowed from the Black Templars Armoury.

Independent Character: A Chaplain is an Independent Character. See the Black Templars Characters special rule for more details.

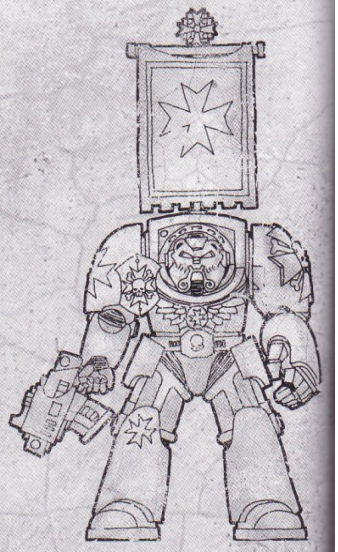
Unmatched Zeal: Black Templars Chaplains are fiery zealots, even amongst a Chapter of zealots, driving the warriors around them to unimaginable heights of fury and passion. They, and all members of any Black Templars unit they have joined, lead or are attached to are Fearless and are therefore considered to pass any Morale checks they are required to make. In addition, any Righteous Zeal moves may be made towards any enemy unit, not just the nearest one as would normally be the case.

Reclusiam Command squad: A Chaplain may lead a Command squad or a Terminator Command squad. See the unit entries for details. A Standard Bearer within one Reclusiam Command squad may carry a Holy Relic at +30 points. The Chaplain may also be accompanied by up to 3 Cenobyte Servitors of the Company Chapel at + 10 each, regardless of whether he has a Command squad or not.

Litanies of Hate: On a player turn in which he charges into close combat, a Chaplain, and all members of any Black Templars Space Marine squad he has joined, leads or is attached to, may re-roll failed rolls to hit.

SWORD BRETHREN TERMINATOR COMMAND SQUADS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	40	4	4	4	4	1	4	2	9	2+



You may take a Command squad to accompany a Commander or Chaplain. See the other HQ entries for details. Terminator Command squads may only have characters or other models attached to them if these models are equipped with Terminator armour.

Number/squad: Sergeant and 3-9 Sword Brethren Terminators.

Weapons: The Sergeant is armed with a storm bolter and a power weapon. All other Terminators have a storm bolter and a power fist.

Options: Up to two Terminators may replace their storm bolter with an assault cannon at +20 points or a heavy flamer at +10 points, or may add a cyclone missile launcher to their existing weaponry at +25 points. Any model with a power fist may replace it with a chainfist at +5 points.

Sergeant: The Sergeant may select equipment from the Black Templars Armoury.

Crusader seals: All models in the squad may take crusader seals at a cost of +2 points per model.

Transport: A Terminator Command squad which, including attached characters, numbers eight models or less may select a Land Raider Crusader transport. See the Heavy Support entry for their details.

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of +3 points per model, all models in a Terminator Command squad (including leading/attached characters) may be upgraded to have one of the following skills: Furious Charge; Tank Hunters. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

Teleport: A Terminator Command squad may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played.

HQ

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	16	4	4	4	4	1	4	1	8	3+

COMMAND SQUAD

You may take a Command squad to accompany a Commander or Chaplain. See the other HQ entries for details. Independent Characters in Terminator armour may not lead or be attached to a Command squad, they may join it during the course of play, however.

Number/squad: Sergeant and 4-9 Black Templars Space Marines.

Weapons: Bolter. Any model in the squad may replace its bolter with a bolt pistol and close combat weapon at no extra points cost.

Options: The squad may be equipped with frag grenades at +1 point per model and/or krak grenades at +2 points per model. Up to two models can be armed with a weapon from the following list at the cost indicated: heavy bolter at +15 points, missile launcher or multi-melta at +20 points, plasma cannon or lascannon at +35 points, flamer at +6 points, meltagun or plasma gun at +10 points.

Crusader seals: All models in the squad may take crusader seals at a cost of +2 points per model.

Characters: Models which are not armed with either a heavy bolter, missile launcher, multi-melta, plasma cannon, lascannon, flamer, meltagun or plasma gun may be upgraded to be a specialist as described below.

SPECIALISTS

Apothecary: One model may be upgraded to an Apothecary with a narthecium at +15 points.

Fighting Company Standard Bearer: One model may be upgraded to a Standard Bearer carrying a Fighting Company Standard at +25 points.

Fighting Company Champion: One model may be upgraded to Company Champion armed with a power weapon, combat shield and bolt pistol at +20 points.

All specialists with Terminator Honours may select additional equipment from the Black Templars Armoury. The narthecium, Fighting Company Standard and combat shield are detailed in the Black Templars Armoury.

Sergeant: The Sergeant can be given Terminator Honours at +15 points. If so, he may select equipment from the Black Templars Armoury. In addition, if the Sergeant has Terminator Honours, then all other Space Marines in the squad may be given Terminator Honours at +10 points per model.

Transport: A Command squad which, including attached characters, numbers six models or less may select a Razorback transport. Command squads that number ten models or less may select a Rhino transport. A Command squad which, including attached characters, numbers fifteen models or less may select a Land Raider Crusader transport. See the Transport Vehicles entry for the details of Rhinos and Razorbacks, and the Heavy Support entry for details of the Land Raider Crusader.

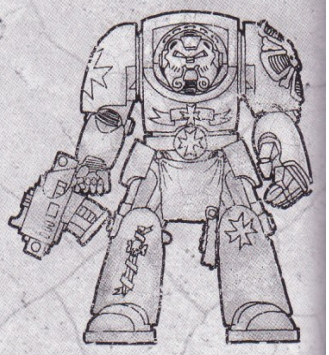
Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of +3 points per model, all models in a Command squad (including leading/attached Characters) may be upgraded to have one of the following skills: Furious Charge; Counter-attack; Infiltrate (may only be selected if the squad does not have a transport vehicle). (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

"This day shall be our day of reckoning. Look not to the shame of the past, but to the glory of the future. We shall wash away the stain of our dishonour in the hot blood of our enemies."

Sword Brethren Lorenzo's address to the warriors of the Varl Crusade

ELITES

SWORD BRETHREN TERMINATOR SQUAD



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	40	4	4	4	4	1	4	2	9	2+

Number/squad: Between 5 and 10 Sword Brethren Terminators

Weapons: All Sword Brethren Terminators have a storm bolter and a power fist.

Options: Up to two Terminators may replace their storm bolter with an assault cannon at +20 points or a heavy flamer at +10 points, or may add a cyclone missile launcher to their existing weaponry at +25 points. Any model with a power fist may replace it with a chainfist at +5 points.

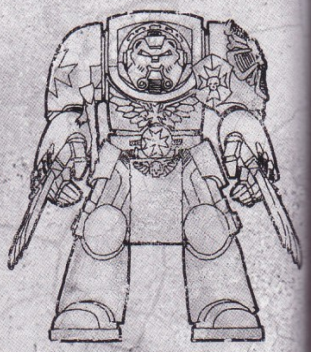
Crusader seals: All models in the squad may take crusader seals at a cost of +2 points per model.

Transport: A Terminator squad which numbers eight models or less may select a Land Raider Crusader transport. See the Heavy Support entry for details.

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of +3 points per model, all models in a squad may be upgraded to have one of the following skills: Furious Charge; Tank Hunters. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

Teleport: A Terminator squad may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played.

SWORD BRETHREN TERMINATOR ASSAULT SQUAD



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	40	4	4	4	4	1	4	2	9	2+

Number/squad: Between 5 and 10 Sword Brethren Terminators

Weapons: Sword Brethren Terminator Assault Terminators will all have either a pair of lightning claws or a thunder hammer and storm shield. Any combination of these two types may be included in the squad.

Crusader seals: All models in the squad may take crusader seals at a cost of +2 points per model.

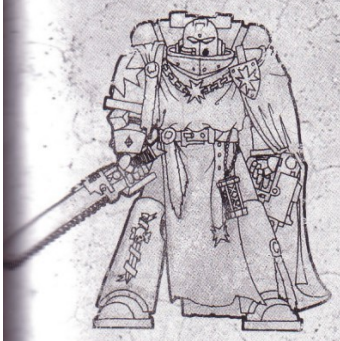
Transport: A Terminator Assault squad which numbers eight models or less may select a Land Raider Crusader transport. See the Heavy Support entry for details.

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of +3 points per model, all models in a squad may be upgraded to have one of the following skills: Furious Charge; Tank Hunters. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

Teleport: A Terminator Assault squad may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played.

> "The Emperor extends His will to us when we destroy the wicked and impure to reconquer the galaxy in His name. The Emperor leads the galaxy to righteousness, and thus we must petition for His judgment on the wicked... for it is judgment without mercy."
>
> High Marshal Helbrecht, addressing his warriors, prior to the Cleansing of Gemenon Majoris

ELITES



SWORD BRETHREN SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Sword Brethren	19	4	4	4	4	1	4	1	8	3+

Number/squad: Between 5 and 10 Sword Brethren

Weapons: Bolter. All models in the squad may replace their bolters with a bolt pistol and close combat weapon for free.

Veterans: Any model in the unit may be given Terminator Honours at a cost of +10 points per model. Models with Terminator Honours may be equipped with a storm shield and either a bolt pistol or close combat weapon at +10 points. Models with Terminator Honours may add a combat shield to their bolt pistol for +5 points.

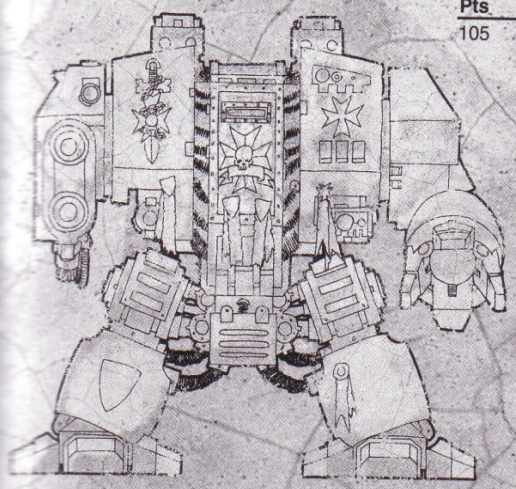
Options: The squad may be equipped with frag grenades at +1 point per model and/or krak grenades at +2 points per model. One Space Marine can be armed with a weapon from the following list at the cost indicated: heavy bolter at +5 points; missile launcher or multi-melta at +10 points; lascannon at +15 points; plasma cannon at +20 points; a pair of lightning claws at +25 points or a power fist at +15 points.

One Space Marine can be armed with a weapon from the following list at the cost indicated: flamer at +6 points; meltagun or plasma gun at +10 points; power weapon at +15 points.

Crusader seals: All models in the squad may take crusader seals at a cost of +2 points per model.

Transport: A Sword Brethren squad which numbers six models or less may select a Razorback transport. Sword Brethren squads that number ten models or less may select a Rhino transport. See the Transport vehicles entry for their details.

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. All models in a Sword Brethren squad will have one of the following skills: Furious Charge; Counter-attack; Infiltrate (may not be selected if the squad has a transport vehicle). See the Universal Special Rules section of the Warhammer 40,000 rulebook.



DREADNOUGHT

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
105	12	12	10	4	4	6(10)	4	2

Type: Walker **Crew:** One Space Marine

Weapons: The Dreadnought's left arm is equipped with a Dreadnought close combat weapon that has a built-in storm bolter. The Dreadnought's right arm is equipped with an assault cannon.

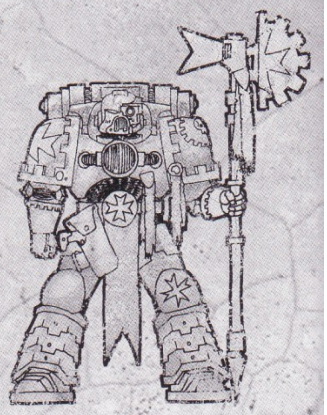
Options: The Dreadnought may replace its storm bolter with a heavy flamer at +10 points. The assault cannon can be upgraded to a twin-linked lascannon at +20 points or a multi-melta at +10 points. Additionally, the Dreadnought may replace its close combat weapon arm (including any built-in weapons) with a missile launcher at an additional cost of +10 points. If this option is taken, the Dreadnought uses its basic Strength (6) in close combat and no longer ignores Armour Saves.

Venerable: As well as fearsome warriors, the accumulated wisdom of a Dreadnought's centuries of battle is an invaluable resource, and their vast experience means that they have fought in almost every conceivable form of engagement. One Dreadnought per detachment may be upgraded to Venerable at +20 points. Venerable Dreadnoughts are extremely hard to kill and whenever they suffer a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage tables. However, you must accept the second result, even if it is worse!

A Venerable Dreadnought may be given either the Furious Assault skill or the Tank Hunter skill at +10 points. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

Upgrades: Dreadnoughts may have any of the following vehicle upgrades at the cost listed in the Black Templars Armoury: extra armour, searchlight or smoke launchers.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	70	4	4	4	4	2	4	2	9	3+
Tech Servitor	10	3	3	3	3	1	3	1	8	5+
Combat Servitor	25	4	3	3	3	1	3	1	8	4+
Gun Servitor	10 + gun	3	4	3	3	1	3	1	8	4+



Number/squad: A Techmarine and 0 - 4 Servitors

Weapons: The Techmarine is armed with a bolter and power weapon and is equipped with a signum, auspex, crusader seals and a servo-arm.

Options: The Techmarine may upgrade his equipment to a full servo-harness at +35 points. The servo-harness incorporates the following features: artificer armour (improving his Armour Save to 2+, which cannot be further upgraded to Terminator armour), a second servo-arm (giving him two servo-arm attacks), a plasma cutter (which counts as a twin-linked plasma pistol) and a flamer. In the Shooting phase, the Techmarine may fire both harness-mounted weapons or one harness-mounted weapon and one of his personal weapons. A Techmarine with a servo-harness may re-roll the dice when attempting to repair a damaged vehicle (See Blessing of the Omnissiah special rule).

Character: A Techmarine is an Independent Character. He may select additional equipment from the Black Templars Armoury. He may lead a retinue of 0-4 Servitors, selected from the options below. If he has a Servitor retinue the Techmarine may not leave it or join another unit.

Blessing of the Omnissiah: As an Adept of the Cult Mechanicus, it is a Techmarine's sacred duty to repair damaged vehicles and restore them to their rightful place on the battlefield. If a Space Marine vehicle has suffered an Immobilised or Weapon Destroyed result then there is a chance the Techmarine can rekindle its angered war-spirit. To do this the Techmarine must start the Movement phase of the Space Marine turn in contact with the damaged vehicle and not be inside it (although he can disembark and begin the repairs), Falling Back, Locked or Pinned. Roll a D6 and if the result is a 6 then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. Both the vehicle and the Techmarine (including any unit he leads or has joined) must remain stationary for the entire Movement phase. The repair attempt will be complete before the Shooting phase begins.

SERVITORS

Techmarines often take to the field of battle accompanied by heavily augmented servitors from the Chapter forge. They can be of several different types, most commonly Technical Servitors, Combat Servitors or Gun Servitors, though Techmarines do not benefit from the Righteous Zeal special rule if a Servitor is killed. A Techmarine's retinue may consist of any mix of the Servitors listed below:

Gun Servitors: Augmented with a variety of heavy weapons, these Servitors provide fire support for the Techmarine while he works. They must be armed with one of the following weapons: multi-melta at +25 points; heavy bolter at +15 points; plasma cannon at +35 points. Note that only one plasma cannon armed Gun Servitor can be taken per Techmarine.

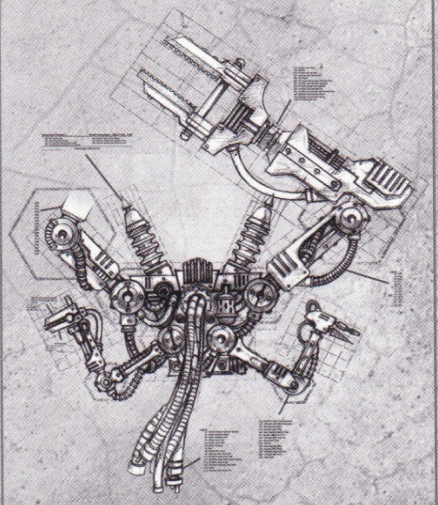
Combat Servitors: Mono-tasked with defending a Techmarine from enemy assaults, these Servitors are equipped purely to fight in close combat. They are armed with a power fist and a close combat weapon.

Technical Servitors: A relatively common sight in the Imperium, these Servitors are not intended for combat, but are very useful in helping in the repair of damaged vehicles. For each Technical Servitor in the Techmarine's retinue, add +1 to the dice when rolling to repair damaged Space Marine vehicles, to a maximum score of 6 (see Blessing of the Omnissiah special rule). Technical Servitors are armed with a single close combat weapon.

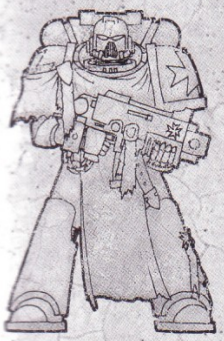
Transport: A Techmarine (and any Servitors) may select a Razorback, Rhino or Land Raider Crusader transport. See the Transport Vehicles or Heavy Support entry for their details.

SERVO-HARNESS

A Techmarine servo-harness is fitted with an array of servo-arms carrying drills, welders and cutters, and is worn over power armour, connecting to its external ports. Space Marine armour is fitted with gyro-stabilisers and electrically-triggered fibre bundles that react to the movements of the wearer. When a servo-harness is worn, it overrides the power armour controls to maintain balance while handling massive weights and operating heavy power tools. Multiple servo-arms fitted to a servo-harness enable a Techmarine to heft armoured plates and tracks with ease and carry enough weaponry to ensure that he is not disturbed while doing so.



TROOPS



CRUSADER SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	16	4	4	4	4	1	4	1	8	3+
Neophyte	10	3	3	4	4	1	4	1	7	4+

Number/squad: The squad consists of between 5 and 10 Initiates. In addition, you may include any number of Neophytes in the unit, but you cannot choose more Neophytes than Initiates.

Weapons: Initiates are armed with either bolt pistols and close combat weapons, or bolters. Any combination of these two types may be included in the squad. Neophytes are armed with either shotguns or bolt pistols and close combat weapons. Any combination of these two types may be included in the squad.

Options: One Initiate may be armed with the following weapons: power weapon and bolt pistol at +10 points; power fist and bolt pistol at +15 points; heavy bolter at +5 points; missile launcher or multi-melta at +10 points; lascannon at +15 points; plasma cannon at + 20 points.

One other Initiate may be armed with one of the following weapons: flamer at +6 points; meltagun at +10 points; plasma gun at +6 points.

The entire squad may be equipped with frag grenades at +1 point per model and/or krak grenades at +2 points per model.

Crusader seals: All Initiates in the squad may take crusader seals at a cost of +2 points per model. Note that Neophytes may not be given crusader seals.

Transport: A Crusader squad that numbers six models or less may select a Razorback transport. Crusader squads that number ten models or less may select a Rhino transport. See the Transport Vehicles entry for their details. A Crusader squad that numbers fifteen models or less may select a Land Raider Crusader transport. See the Heavy Support entry for details.

What is your life?
My honour is my life.

What is your fate?
My duty is my fate.

What is your fear?
My fear is to fail.

What is your reward?
My salvation is my reward.

What is your craft?
My craft is death.

What is your pledge?
My pledge is eternal service.

TRANSPORT VEHICLES

Certain Space Marine units have the option of selecting a transport vehicle. These vehicles do not use up any additional Force Organisation chart selections, but otherwise function as separate units. The vehicles described here may only transport the units they are selected with, and may not be used to transport other units during the course of a battle. See the Warhammer 40,000 rules for details of dedicated transports. Land Raider Crusaders may be selected by some units as dedicated transports. See the entry in the Heavy Support section for details. Because Land Raider Crusaders are such formidable vehicles they do not count as dedicated transports for the purposes of holding objectives and scoring Victory Points. Treat them as vehicles instead.

RHINO

Type: Tank. **Crew:** One Initiate.

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
50	11	11	10	n/a	4	n/a	n/a	n/a

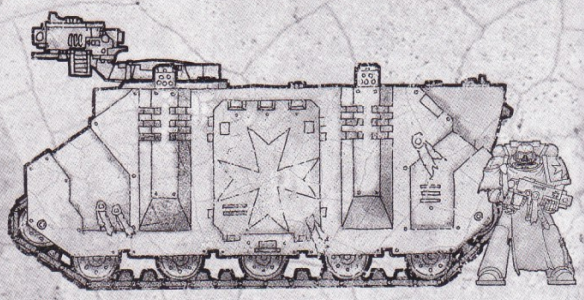
Weapons: The Rhino is armed with a storm bolter.

Transport: The Rhino may carry up to 10 Space Marines, but may not transport Terminators.

Fire Points: Up to two models can fire from the Rhino's top hatch.

Access Points: Rhinos have a hatch on each side of the hull and one ramp at the rear.

Vehicle upgrades: Rhinos may have any of the following vehicle upgrades at the cost listed in the Space Marines Armoury: dozer blades; extra armour; hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.



Repair: Rhinos are exceptionally resilient vehicles and can often be repaired by their crew in the heat of battle. If a Rhino is immobilised for any reason, then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is free to move in its next turn.

RAZORBACK

Type: Tank. **Crew:** One Initiate.

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
70	11	11	10	n/a	4	n/a	n/a	n/a

Weapons: The Razorback's turret is armed with a twin-linked heavy bolter.

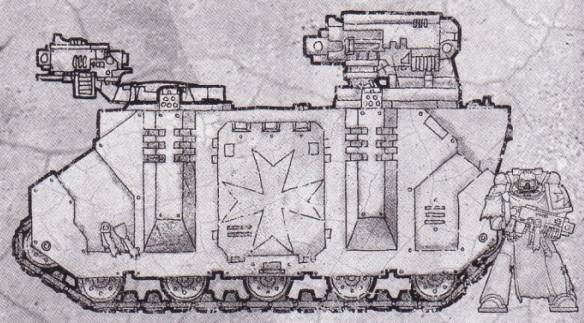
Options: The twin-linked heavy bolter can be upgraded to a twin-linked lascannon at +20 points.

Transport: The Razorback may carry up to 6 Space Marines, but may not transport Terminators.

Fire Points: None.

Access Points: A Razorback has one hatch on each side of the hull and one ramp at the rear.

Vehicle upgrades: Razorbacks may have any of the following vehicle upgrades at the cost listed in the Black Templars Armoury: dozer blades; extra armour; hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.



DROP POD

Type: Vehicle, Immobile, Open-topped.

Crew: None.

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
30	12	12	12	n/a	2	n/a	n/a	n/a

Weapons: A drop pod is armed with a storm bolter.

Options: A drop pod can be upgraded to carry a Deathwind launcher at +20 points.

Deathwind Launcher: Range 12"; Strength 5; AP 6; Heavy 1, Large Blast

Transport: A drop pod may carry up to 10 Space Marines, 5 Terminators or 1 Dreadnought. Once passengers have disembarked they may not re-embark.

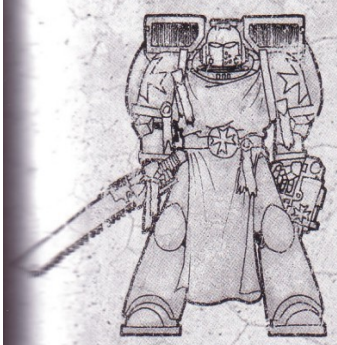
Fire Points: None **Access Points:** Open-topped vehicle.

A drop pod always has the Power of the Machine Spirit upgrade, this has been included in its points cost. Drop pods may fire on the same turn as they land.

FAST ATTACK

BLACK TEMPLARS ASSAULT SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	22	4	4	4	4	1	4	1	8	3+



Number/squad: Between 5 and 10 Initiates.

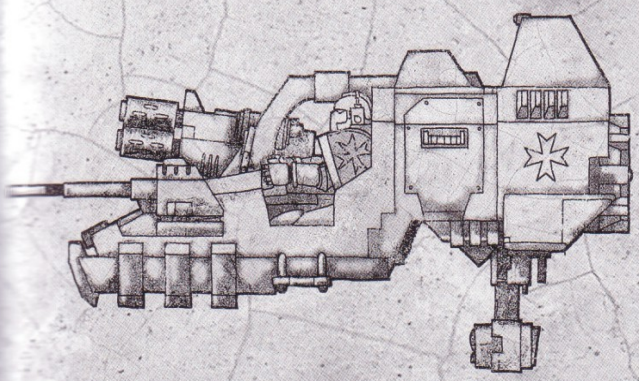
Weapons: The entire squad is armed with bolt pistols and close combat weapons. They are also equipped with frag grenades and jump packs.

Options: The entire squad may be equipped with krak grenades at +1 pt per model and/or meltabombs at +2 points per model. Up to two Initiates can exchange their bolt pistol for a plasma pistol at +5 points or a flamer at +6 points. One Initiate may exchange his close combat weapon with a power weapon for +10 points or a power fist for +15 points. Any model may exchange its bolt pistol for a storm shield for +3 points.

Deep Strike: An Assault squad with jump packs may make combat drops from Thunderhawk gunships to strike at the heart of their enemy's battle lines. Assault squads with jump packs may use the Deep Strike special rule where the mission being played allows it.

LAND SPEEDER SQUADRONS

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
50	10	10	10	n/a	4	n/a	n/a	n/a



Type: Fast, Skimmer.

Crew: Two Initiates.

Squad: The squadron consists of between 1 and 3 Land Speeders.

Weapons: Each Land Speeder is armed with a heavy bolter.

Options: Any Land Speeder may replace its heavy bolter with a multi-melta at +15 points each. They may additionally be upgraded as a Tornado or Typhoon, although you may not use both Tornado and Typhoon upgrades on the same model. All types of Land Speeders can be combined in a single squadron.

- **Land Speeder Tornado:** Tornado pattern Land Speeders are more heavily armed than a normal Land Speeder, carrying an effective mix of anti-armour and anti-personnel weaponry, and are often used to exploit weaknesses in the enemy battle line. Any Land Speeder with a heavy bolter may be upgraded to a Land Speeder Tornado by adding an assault cannon at +30 points. Any Land Speeder with a multi-melta may add a heavy flamer at +10 points.

- **Land Speeder Typhoon:** Typhoon pattern Land Speeders are fitted with the Typhoon multiple missile launcher and are used to break up enemy troop formations or attack other light vehicles. Land Speeders may add a Typhoon multiple missile launcher at + 20 points.

Typhoon multiple missile launcher: Range 48"; S 5; AP 5; Heavy 1, Blast, Twin-linked.

Deep Strike: A Land Speeder squadron may drop into the enemy battle lines from high altitude, pulling up at the last moment. Accordingly, they may use the Deep Strike special rule where the mission being played allows it.

> "There can be no meeting of minds and no understanding with such beings as exist in the dark places of the galaxy. There is simply a choice: defeat them or be defeated by them. And defeat them we will."
>
> Chaplain Emmerich's Oration to the Proselytes of Gallemira prior to the Horeth Crusade (Verse: CCXXI)

FAST ATTACK

BLACK TEMPLARS BIKE SQUADRON

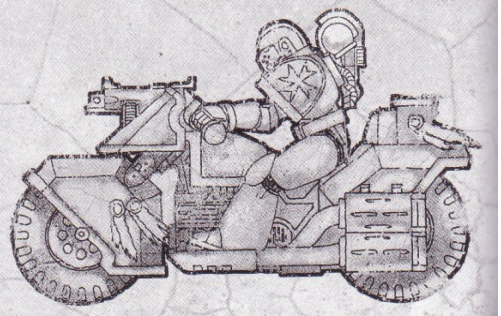
	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Initiate Biker	32	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	50	4	4	4	4(5)	2	4	2	8	3+

Number/squad: Between 3 and 5 Initiates on Space Marine bikes.

Weapons: Each bike is armed with twin-linked bolters. All Bikers are equipped with frag grenades.

Options: Up to three Initiates in the squad may exchange their bolt pistol for one of the following weapons: flamer at +3 points; meltagun at 10 points; plasma gun at +6 points; power weapon at +10 points. The squad may be equipped with krak grenades at +1 pt per model.

Attack Bike: You may add a single Attack Bike to the squadron at a cost of +50 points. It is armed with a heavy bolter and a twin-linked bolter. The heavy bolter can be replaced with a multi-melta at +15 points.



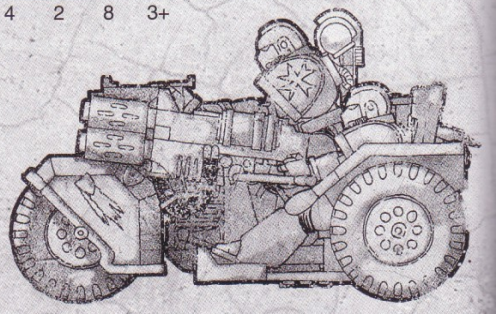
ATTACK BIKE SQUADRON

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	50	4	4	4	4(5)	2	4	2	8	3+

Number/squad: 2 to 3 Black Templars Attack Bikes, each with two Initiate crew.

Weapons: Each Attack Bike is armed with twin-linked bolters and a heavy bolter. All Bikers are equipped with frag grenades.

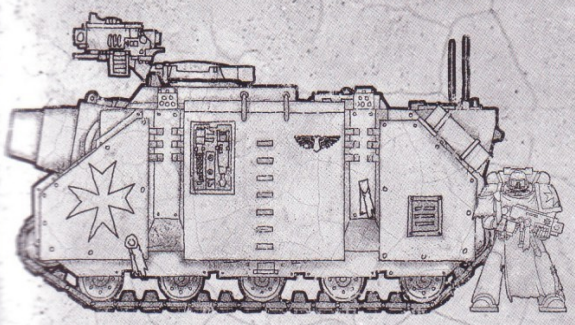
Options: Any Attack Bike may replace its heavy bolter with a multi-melta at +15 points.



HEAVY SUPPORT

VINDICATOR

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
125	13	11	10	n/a	4	n/a	n/a	n/a



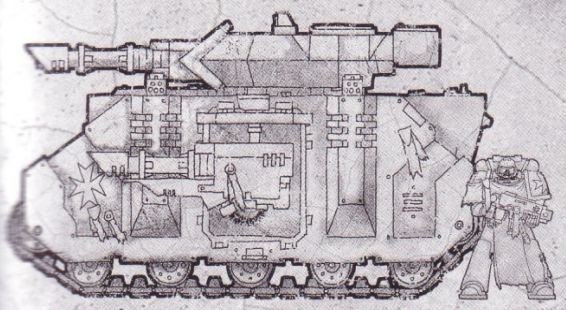
Type: Tank. **Crew:** Two Initiates.

Weapons: The Vindicator is armed with a hull-mounted Demolisher cannon and a storm bolter.

Vehicle upgrades: Vindicators may have any of the following vehicle upgrades at the cost listed in the Black Templars Armoury: dozer blades; extra armour; hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.

PREDATOR ANNIHILATOR

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
120	13	11	10	n/a	4	n/a	n/a	n/a



Type: Tank. **Crew:** Two Initiates.

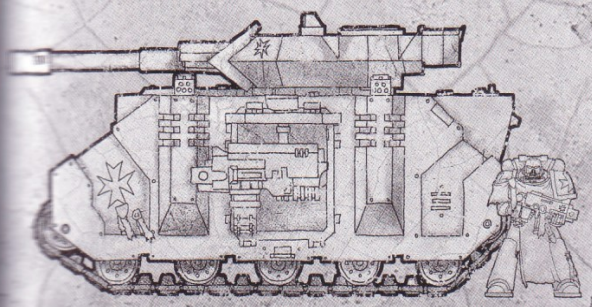
Weapons: A Predator Annihilator is armed with a turret-mounted twin-linked lascannon.

Options: The Annihilator may also be armed with two side sponsons with either heavy bolters at +10 points or lascannons at +25 points.

Vehicle upgrades: Predator Annihilators may have any of the following vehicle upgrades at the cost listed in the Black Templars Armoury: dozer blades; extra armour; hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.

PREDATOR DESTRUCTOR

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
100	13	11	10	n/a	4	n/a	n/a	n/a



Type: Tank. **Crew:** Two Initiates.

Weapons: A Predator Destructor is armed with a turret-mounted autocannon.

Options: The Destructor may also be armed with two side sponsons with either heavy bolters at +10 points or lascannons at +25 points.

Vehicle upgrades: Predator Destructors may have any of the following vehicle upgrades at the cost listed in the Black Templars Armoury: dozer blades; extra armour; hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.

HEAVY SUPPORT

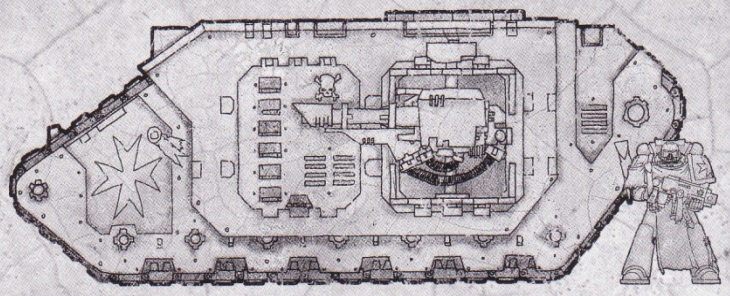
LAND RAIDER

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
250	14	14	14	n/a	4	n/a	n/a	n/a

Type: Tank.

Crew: Three Initiates.

Weapons: The Land Raider is armed with a hull-mounted, twin-linked heavy bolter and two side sponsons equipped with twin-linked lascannons.



Fire Points: None.

Access Points: A Land Raider has a front assault ramp and two side hatches.

Transport: A Land Raider can transport up to 10 Space Marines in power armour or 5 Space Marine Terminators.

Power of the Machine Spirit: Land Raiders are imbued with the Power of the Machine Spirit vehicle upgrade, and its cost is included in the vehicle's points value. See the Vehicle Upgrade section for details.

Vehicle upgrades: Land Raiders may have any of the following vehicle upgrades at the cost listed in the Black Templars Armoury: dozer blades; extra armour; hunter-killer missile; pintle-mounted storm bolter; searchlight; smoke launchers.

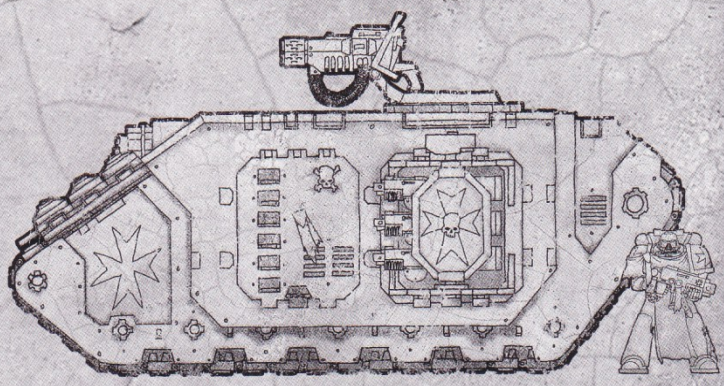
LAND RAIDER CRUSADER

	ARMOUR							
Pts	Front	Side	Rear	WS	BS	S	I	A
265	14	14	14	n/a	4	n/a	n/a	n/a

Type: Tank.

Crew: Three Initiates.

Weapons: The Land Raider Crusader is armed with a hull-mounted twin-linked assault cannon, a pintle-mounted multi-melta and a pair of sponson-mounted hurricane bolters. Each hurricane bolter consists of three twin-linked bolters.



Frag Assault Launchers: The front of a Land Raider Crusader is studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit that charges into close combat on the same turn as it disembarks from the Crusader counts as having frag grenades.

Fire Points: None.

Access Points: A Land Raider Crusader has a front assault ramp and two side hatches.

Transport: Without the generators required to power sponson lascannons, a Land Raider Crusader can transport more passengers than normal. Crusaders can carry up to 15 Space Marines in power armour or 8 Terminators.

Power of the Machine Spirit: Land Raiders are imbued with the Power of the Machine Spirit vehicle upgrade, and its cost is included in the vehicle's points value. See the Vehicle Upgrade section for details.

Extra Armour: All Land Raider Crusaders have the extra armour upgrade and its cost is included in the vehicle's points value.

Vehicle upgrades: Land Raider Crusaders may have any of the following vehicle upgrades at the cost listed in the Black Templars Armoury: blessed hull; dozer blades; hunter-killer missile; pintle-mounted storm bolter; searchlight; smoke launchers.

LAND RAIDER CRUSADER

645.M39 - The Jerulas Crusade

The Land Raider Crusader, though now in use with a great many Chapters of Space Marines, first saw action with the Black Templars during the Jerulas Crusade of 645.M39. Preachers from the Missionarus Galaxia had made contact with this long-isolated system and sought to return it to the Emperor's Light, but its worlds were prosperous and had survived for centuries without what they saw as interference from a regime thousands of light years away. The first missionaries were killed and their ships destroyed, but more were to follow. And they did not come alone; they came with the Black Templars of the Jerulas Crusade. Under the command of none other than the great tactician High Marshal Ludoldus, veteran of the bloody Vinculus Crusade and instigator of the eternal Morator Crusade, the Black Templars smashed aside all resistance as they pushed in towards the core planets.

The surrounding worlds had fallen quickly to the Crusade, but Jerulas itself was a well-fortified hive world, its many spires protected by formidable defences. Numerous besiegements were undertaken by the Black Templars – each incurring heavy losses and each promising no swift end to the Crusade. Despite this, it was only a matter of time before starvation and chronic water shortages on Jerulas forced the end of its resistance, but Ludoldus would have nothing to do with such a solution. At the Muster of Castellans, he declared that the Crusade would only be ended on the blade of a chainsword or by the roar of a bolter. Faced with such formidable defences, it was not until the discovery of ancient techno-arcana in the long-forgotten depths of a captured hive that the tide of battle was to turn. Amidst the tattered scrolls and flickering holo-schematics, Marine Artificer Simagus discovered the means to develop one of the most feared battle tanks in the Imperium, the Land Raider Crusader.

The Crusader was developed as a line-breaking tank, built and armed to plough into entrenched enemy or those occupying highly defensible positions. It has an expanded troop capacity and special frag charges that fill the air before it with lethal shrapnel and allow it to safely disgorge a sizeable squad of Space Marines or Terminators into the heart of the enemy lines. Several other Chapters requested information regarding the remodelling of the Crusader as tales of its successes spread, and in 763.M39 the Crusader pattern became officially recognised by the Techpriests of Mars (a mere formality, since it is estimated the design had spread to hundreds of Chapters by this time).

The Land Raider Crusader was able to deliver the Black Templars into the heart of the traitorous hives and, against such lethal opposition, they could not possibly hold. Each of the treacherous spires fell upon the first escalade and within a month those hives that remained in enemy hands had surrendered, though the Black Templars proved to be merciless in victory.

HIGH MARSHAL HELBRECHT

Helbrecht exemplifies the qualities of stubbornness and unswerving loyalty to the Emperor that are the hallmarks of the Black Templars Chapter. He was elected High Marshal in 989.M41 following the final subjugation of the Xenarchs of the Sigilare Nebula. His rise through the Black Templars was swift and brutal, his desire to slay the enemies of the Emperor impressing his peers with its sheer ferocity. Before long, Helbrecht was inducted to the Sword Brethren for slaying a Warp-spawned Vampire that had risen to power and taken control of the hive world of Cephian IV. As part of Marshal Daidin's Crusade, Helbrecht fought with courage and furious zeal for decades, eventually rising to command it upon Daidin's death.

When High Marshal Kordhel was slain by a frenzied champion of the Ruinous Powers, the Marshals of the Black Templars gathered to choose a new leader. Helbrecht was elected unanimously and ritually presented with the Sword of the High Marshals – the most sacred relic of the Black Templars. This mighty weapon is said to contain fragments of the weapon wielded by Rogal Dorn when he accompanied the Emperor onto Horus' battle barge. Legends of the Black Templars speak of Dorn breaking the sword across his knee and swearing never to wield it again after his failure to protect the Emperor. It was the decree of Sigismund that the weapon carried by all High Marshals would forever remind them of their duty of atonement by incorporating pieces of Dorn's sword in its forging.

Helbrecht immediately declared a Crusade against the Cythor Fiends of the Ghoul Stars, taking the fight into this desolate region of space, from which no expedition had ever returned. Within eight years, the xenos population of the outlying systems had been exterminated and the Crusade pushed onwards to the aliens' homeworld, but upon reaching the core systems, they were found to be eerily empty. No trace could be found of the aliens, but before the mystery could be fully explored, a desperate call for help came from the besieged world of Armageddon telling of the return of the Ork Warlord, Ghazghkull Mag Uruk Thraka. Retreating to the most secret chambers of the *Eternal Crusader* to contact Marshal Ricard of the Dimaris Crusade and Marshal Amalrich of the Tiberior Crusade, Helbrecht declared a new Crusade.

The three Crusades of the Black Templars mustered at the Chapter keep on Fergax and departed for Segmentum Solar after observing the correct prayers and devotions to the Emperor. Upon arrival in the Armageddon system, Helbrecht's experience of commanding a great fleet made him the natural leader of the assembled Adeptus Astartes ships, while Marshals Ricard and Amalrich took their Crusades to the surface of Armageddon. The war in space was bitterly fought, with Helbrecht leading many storming actions aboard Ork hulks and, together with Admiral Parol's fleet, effectively crippling the Ork invasion.

As the hulk believed to be Ghazghkull's flagship retreated from Armageddon, Helbrecht swore a mighty oath to pursue the Ork warlord. The Hero of Armageddon, Commissar Yarrick, petitioned Helbrecht for the honour of accompanying the Black Templars in their quest and it is a measure of the respect in which the High Marshal held the venerable Commissar that his request was granted.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Helbrecht	175	5	5	4	4	4	5	4	10	2+

Special Character: High Marshal Helbrecht is a special character. He may be used in Black Templar armies of at least 1,500 points as an HQ choice. You may not select any additional items for him from the Armoury.

Equipment: Artificer armour, Sword of the High Marshals, combi-meltagun, bionics, crusader seals, Terminator Honours (bonus included in profile), Iron Halo, frag grenades, and krak grenades.

SPECIAL RULES

Independent Character: High Marshal Helbrecht is an Independent Character.

Rites of Battle: As Black Templar Commander (see page 31).

Retinue: High Marshal Helbrecht may lead a Black Templar Command squad chosen as normal from the unit entry. If he does, you may include up to 5 Neophytes armed with bolt pistol and close combat weapon at +10 points each, in addition to the normal maximum amount of Initiates. One of these Neophytes (instead of an Initiate) may be upgraded to be a Standard Bearer carrying the Fighting Company Banner at +15 points. None of these Neophytes may be given Terminator Honours or crusader seals. If Helbrecht chooses a Command squad, he and all its members must be given the Furious Charge Veteran Skill at +3 points per model.

Sword of the High Marshals: The Sword of the High Marshals is a master-crafted power sword. In the first round of any assault, Helbrecht gains +D3 Attacks in addition to any other bonuses.

"The galaxy is the Emperor's, and anyone or anything who challenges that claim is an enemy who must be destroyed."

High Marshal Helbrecht
at the Battle of Fire and Blood

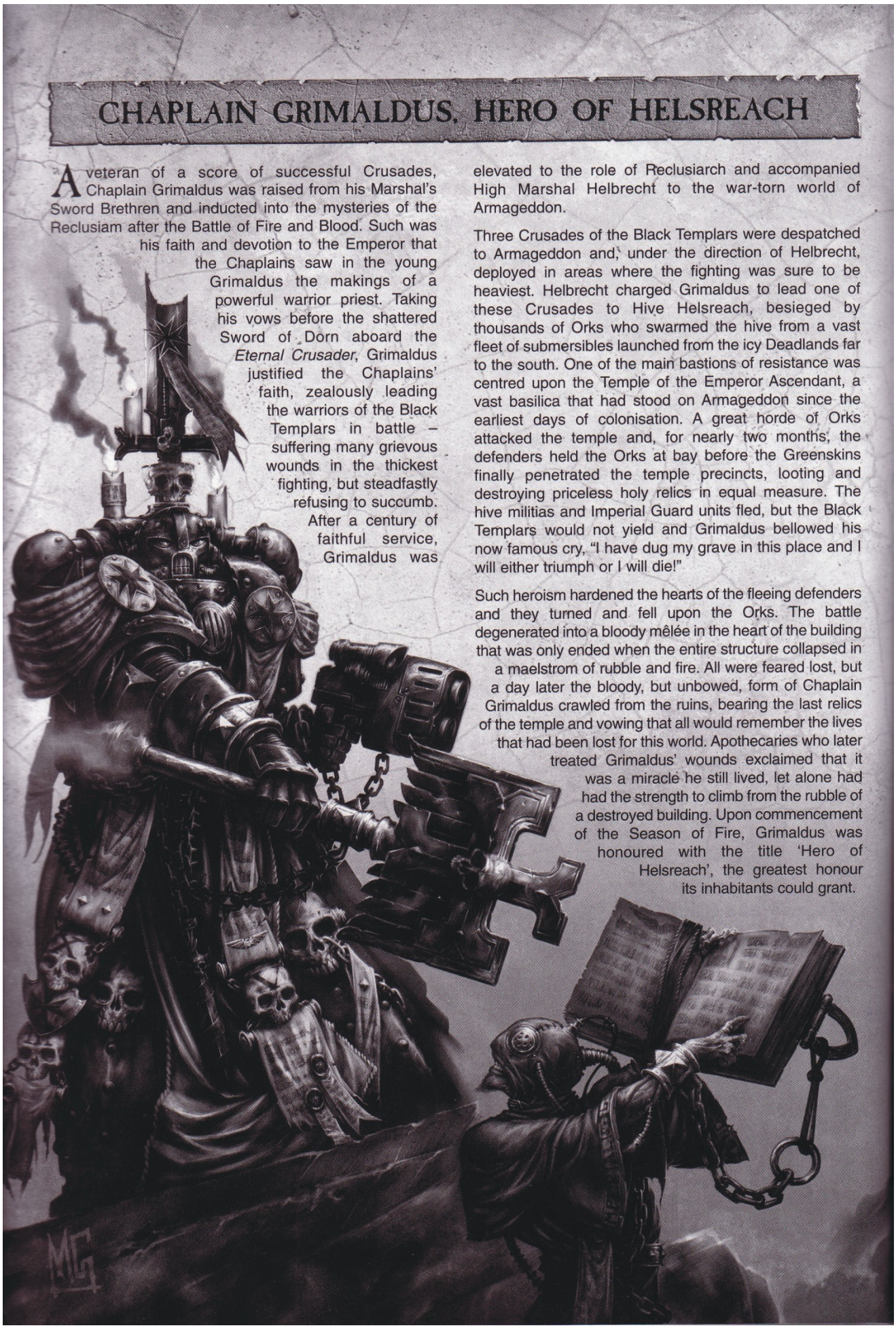
MG

CHAPLAIN GRIMALDUS, HERO OF HELSREACH

A veteran of a score of successful Crusades, Chaplain Grimaldus was raised from his Marshal's Sword Brethren and inducted into the mysteries of the Reclusiam after the Battle of Fire and Blood. Such was his faith and devotion to the Emperor that the Chaplains saw in the young Grimaldus the makings of a powerful warrior priest. Taking his vows before the shattered Sword of Dorn aboard the *Eternal Crusader*, Grimaldus justified the Chaplains' faith, zealously leading the warriors of the Black Templars in battle – suffering many grievous wounds in the thickest fighting, but steadfastly refusing to succumb. After a century of faithful service, Grimaldus was elevated to the role of Reclusiarch and accompanied High Marshal Helbrecht to the war-torn world of Armageddon.

Three Crusades of the Black Templars were despatched to Armageddon and, under the direction of Helbrecht, deployed in areas where the fighting was sure to be heaviest. Helbrecht charged Grimaldus to lead one of these Crusades to Hive Helsreach, besieged by thousands of Orks who swarmed the hive from a vast fleet of submersibles launched from the icy Deadlands far to the south. One of the main bastions of resistance was centred upon the Temple of the Emperor Ascendant, a vast basilica that had stood on Armageddon since the earliest days of colonisation. A great horde of Orks attacked the temple and, for nearly two months, the defenders held the Orks at bay before the Greenskins finally penetrated the temple precincts, looting and destroying priceless holy relics in equal measure. The hive militias and Imperial Guard units fled, but the Black Templars would not yield and Grimaldus bellowed his now famous cry, "I have dug my grave in this place and I will either triumph or I will die!"

Such heroism hardened the hearts of the fleeing defenders and they turned and fell upon the Orks. The battle degenerated into a bloody mêlée in the heart of the building that was only ended when the entire structure collapsed in a maelstrom of rubble and fire. All were feared lost, but a day later the bloody, but unbowed, form of Chaplain Grimaldus crawled from the ruins, bearing the last relics of the temple and vowing that all would remember the lives that had been lost for this world. Apothecaries who later treated Grimaldus' wounds exclaimed that it was a miracle he still lived, let alone had had the strength to climb from the rubble of a destroyed building. Upon commencement of the Season of Fire, Grimaldus was honoured with the title 'Hero of Helsreach', the greatest honour its inhabitants could grant.



	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Grimaldus	195	5	5	4	4	2	5	4	9	3+

Special Character: Chaplain Grimaldus is a special character. He may be used in Black Templar armies of at least 1,500 points as an HQ choice. You may not select any additional equipment or wargear beyond that defined below.

Equipment: Crozius arcanum, rosarius, master-crafted plasma pistol, Terminator Honours (bonus included in profile), crusader seals.

SPECIAL RULES

Independent Character: Chaplain Grimaldus is an Independent Character.

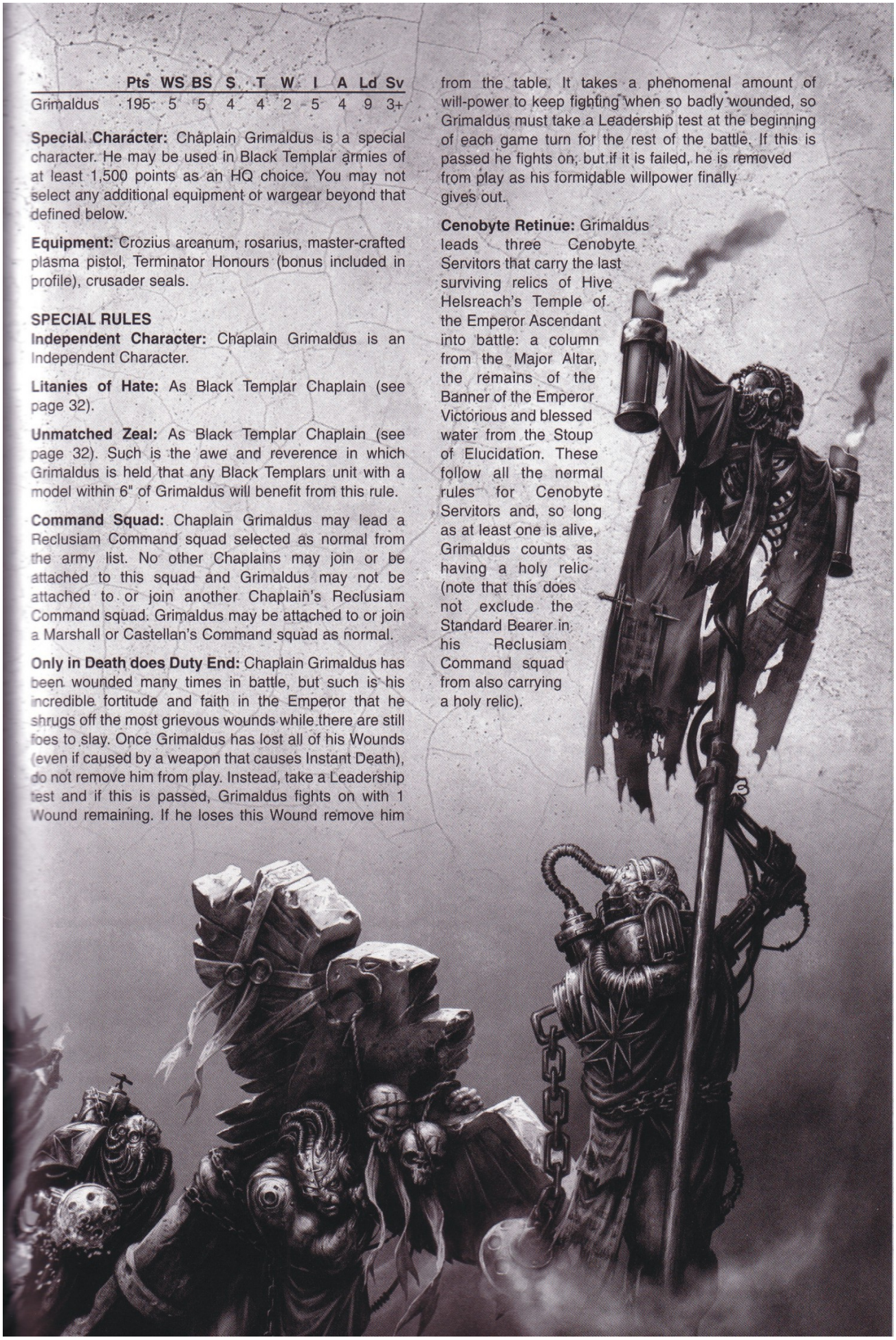
Litanies of Hate: As Black Templar Chaplain (see page 32).

Unmatched Zeal: As Black Templar Chaplain (see page 32). Such is the awe and reverence in which Grimaldus is held that any Black Templars unit with a model within 6" of Grimaldus will benefit from this rule.

Command Squad: Chaplain Grimaldus may lead a Reclusiam Command squad selected as normal from the army list. No other Chaplains may join or be attached to this squad and Grimaldus may not be attached to or join another Chaplain's Reclusiam Command squad. Grimaldus may be attached to or join a Marshall or Castellan's Command squad as normal.

Only in Death does Duty End: Chaplain Grimaldus has been wounded many times in battle, but such is his incredible fortitude and faith in the Emperor that he shrugs off the most grievous wounds while there are still foes to slay. Once Grimaldus has lost all of his Wounds (even if caused by a weapon that causes 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 loses this Wound remove him from the table. It takes a phenomenal amount of will-power to keep fighting when so badly wounded, so Grimaldus must take a Leadership test at the beginning of each game turn for the rest of the battle. If this is passed he fights on, but if it is failed, he is removed from play as his formidable willpower finally gives out.

Cenobyte Retinue: Grimaldus leads three Cenobyte Servitors that carry the last surviving relics of Hive Helsreach's Temple of the Emperor Ascendant into battle: a column from the Major Altar, the remains of the Banner of the Emperor Victorious and blessed water from the Stoup of Elucidation. These follow all the normal rules for Cenobyte Servitors and, so long as at least one is alive, Grimaldus counts as having a holy relic (note that this does not exclude the Standard Bearer in his Reclusiam Command squad from also carrying a holy relic).



BLACK TEMPLARS SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Marshal	5	5	4	4	3	5	3	10	3+
Castellan	5	5	4	4	2	5	3	9	3+
Emperor's Champion	6	4	4	4	2	5	2	10	2+
Master of Sanctity	5	5	4	4	3	5	3	10	3+
Reclusiarch	5	5	4	4	2	5	3	9	3+
Cenobyte Servitor	4	3	3	4	1	3	1	8	4+
Sword Brethren	4	4	4	4	1	4	1	8	3+
Initiate	4	4	4	4	1	4	1	8	3+
Neophyte	3	3	4	4	1	4	1	7	4+
Terminator	4	4	4	4	1	4	2	9	2+
Techmarine	4	4	4	4	2	4	2	9	3+
Tech Servitor	3	3	3	3	1	3	1	8	5+
Combat Servitor	4	3	3	3	1	3	1	8	4+
Gun Servitor	3	4	3	3	1	3	1	8	4+
Space Marine Biker	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

	ARMOUR			
	Front	Side	Rear	BS
Rhino	11	11	10	4
Razorback	11	11	10	4
Land Speeder	10	10	10	4
Predator	13	11	10	4
Vindicator	13	11	10	4
Land Raider	14	14	14	4

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

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Shotgun	12"	3	-	Assault 2
M. launcher (Krak)	48"	8	3	Heavy 1*
M. launcher (Frag)	48"	4	6	Heavy 1, Blast*
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Deathwind	12"	5	6	Heavy 1, Large Blast
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked

** A missile launcher can fire either frag or krak missiles.*

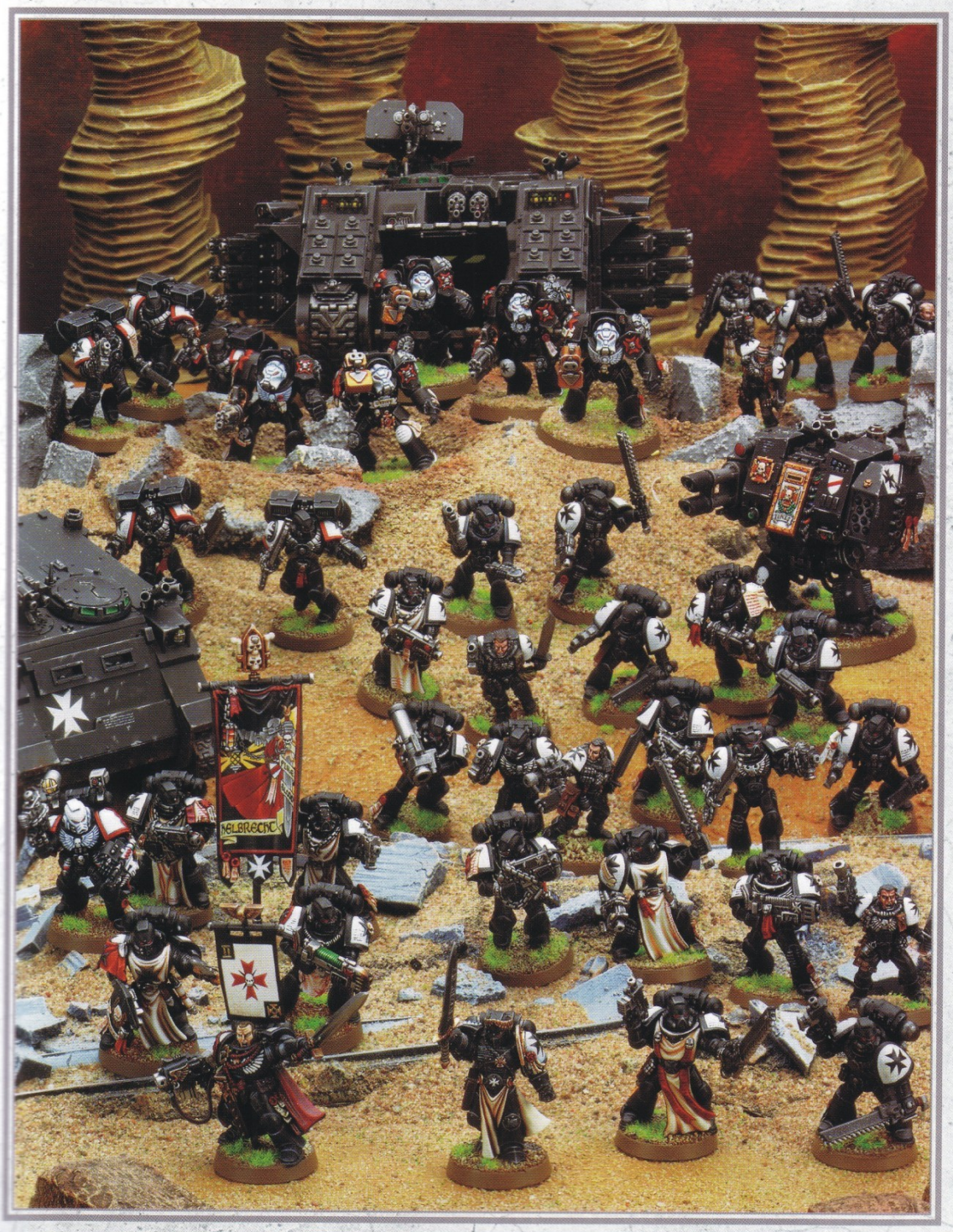
See the Warhammer 40,000 rulebook for an explanation of weapon types.

ORDNANCE

Weapon	Range	Str.	AP	Type
Demolisher	24"	10	2	Ord. 1/Large Blast

THE BLACK TEMPLARS ARMY

The following pages focus on the models that make up the Black Templars Space Marines army. There are painting guides and colour schemes for the various warriors and vehicles, plus information about the banners and heraldry of the Black Templars Crusades that you can use to personalise your army.



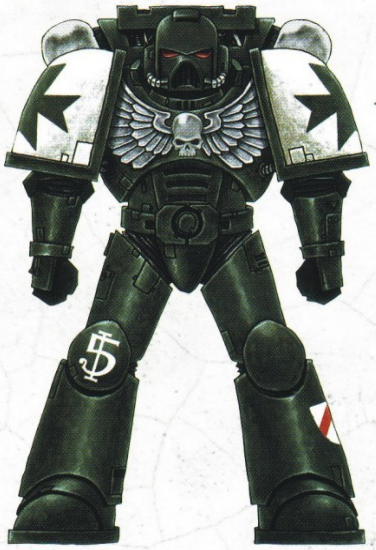
INSIGNIA

The Black Templars proudly display their Chapter symbol on both shoulder guards, with the colour of the edge trims used to denote their role within the Fighting Company. Each Crusade carries a banner, and each of its warriors may bear a crusade badge emblazoned with a simple device to indicate which Crusade he is part of.

Initiate

Assault squad

Chaplain



Neophyte

Sword Brethren

Apothecary

The Armageddon Crusade
This banner depicts an Ork skull and commemorates the many victories won on the blood-soaked fields of Armageddon. High Marshal Helbrecht's seal is emblazoned upon the skull, indicating his contempt for the foe.

The Vinculus Crusade
A daemon of the Ruinous Powers, destroyed on the volcanic world of Peleregon IV, is the main feature of this banner, which incorporates the heraldic sword and skull emblem of High Marshal Ludoldus.

Second Purging of Lastrati
Depicting the Hill of Heretics, this banner represents Marshal Gervhart's Crusade to purge this outwardly pious world of its blood-crazed worshippers of genetic perfection. Through his actions, the world was returned to the Emperor's Light.

The War on Terra
Perhaps the Black Templars' finest hour, this banner honours the other forces that fought to defeat the treacherous High Lord Vandire. Note the inclusion of the Ecclesiarchy symbol on the banner, representing the Brides of the Emperor.

The Nimbosa Crusade
The Black Templars fought alongside other Space Marine Chapters to reclaim the world of Nimbosa from the expanding empire of a perfidious, but technologically advanced, xeno race, winning many great victories and much honour in the gruelling campaign.

The Jerulas Crusade
Upon the fall of the main spire of the Jerulas Hive, one in every one hundred inhabitants was executed for their heresy in the manner of the planet's ancient traditions as depicted on this banner. Note the inclusion of the sword emblem of High Marshal Ludoldus.

High Marshal Helbrecht

Chaplain Grimaldus leads his Cenobyte retinue.

ELITES

Sword Brethren squad

Sword Brethren Terminator Assault squad

Dreadnought with assault cannon and power fist

Dreadnought with twin-linked lascannon and missile launcher

Techmarine and Servitors

TROOPS

Crusader squads use a mix of Neophytes and Initiates.

Zealous Crusader squads assault mercenary Kroot during the Nimbosa Crusade.

Initiate

Neophyte

Rhino

FAST ATTACK

Black Templars Assault squad

Land Speeder squadron

Black Templars Bike squadron

Black Templars

Attack Bike with multi-melta

Attack Bike with heavy bolter

HEAVY SUPPORT

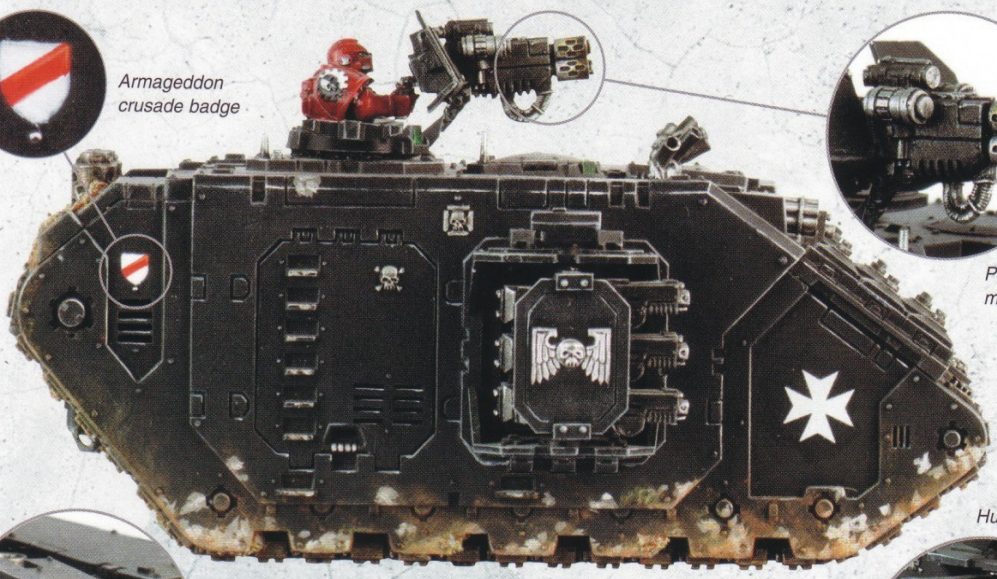
Land Raider

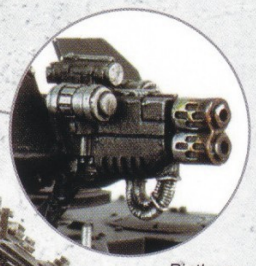
A Predator Annihilator and Predator Destructor

LAND RAIDER CRUSADER

Constructed by Marine Artificer Simagus, the Land Raider Crusader was designed to break through enemy lines, entrenchments and highly defended fortifications. Armed with Hurricane bolter arrays on its sponsons, and replacing heavy bolters with assault cannons, the Crusader is a formidable tank.

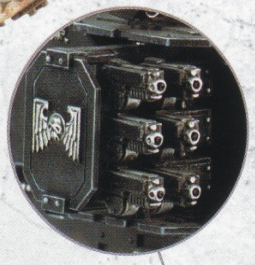
Armageddon crusade badge



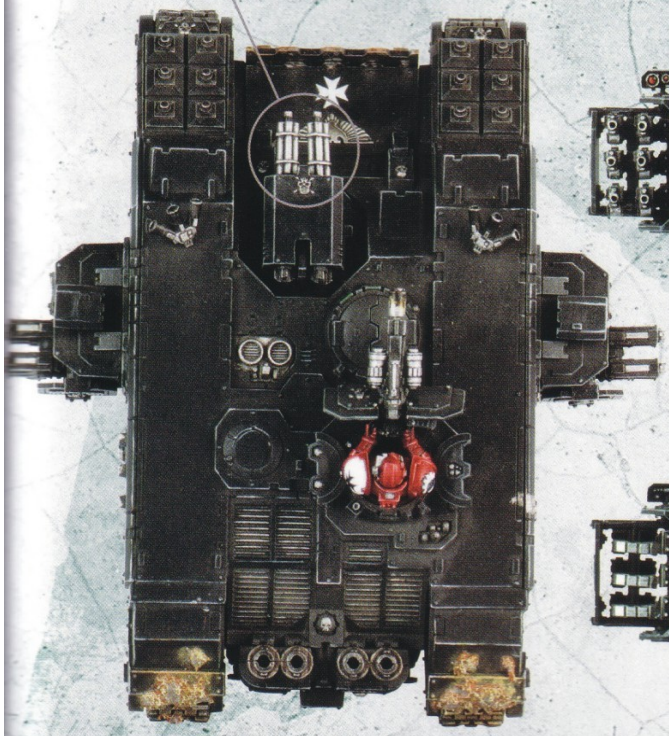


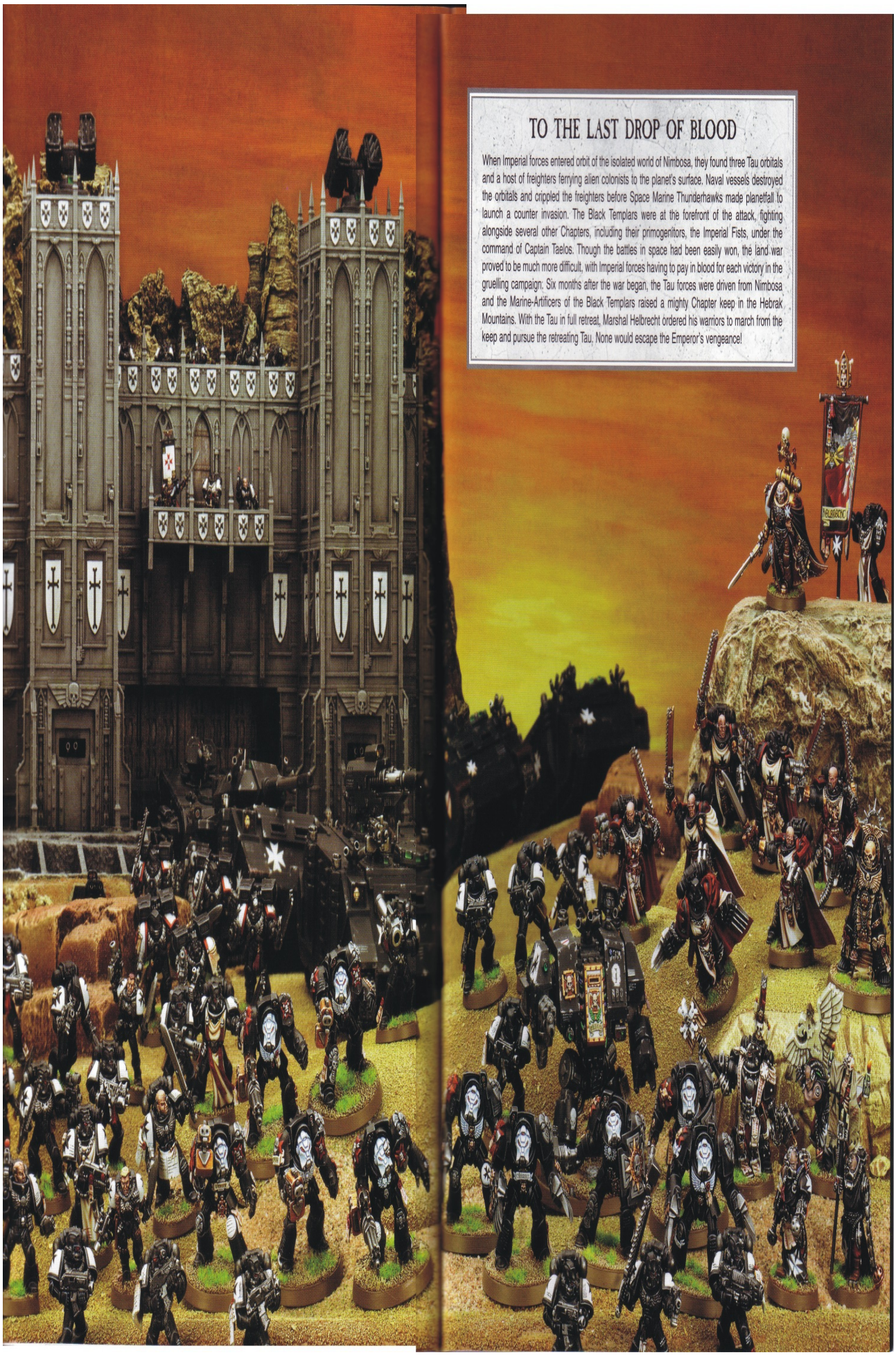
Pintle-mounted multi-melta

Twin-linked assault cannon



Hurricane bolters





TO THE LAST DROP OF BLOOD

When Imperial forces entered orbit of the isolated world of Nimbosa, they found three Tau orbitals and a host of freighters ferrying alien colonists to the planet's surface. Naval vessels destroyed the orbitals and crippled the freighters before Space Marine Thunderhawks made planetfall to launch a counter invasion. The Black Templars were at the forefront of the attack, fighting alongside several other Chapters, including their primogenitors, the Imperial Fists, under the command of Captain Taelos. Though the battles in space had been easily won, the land war proved to be much more difficult, with Imperial forces having to pay in blood for each victory in the gruelling campaign. Six months after the war began, the Tau forces were driven from Nimbosa and the Marine-Artificers of the Black Templars raised a mighty Chapter keep in the Hebrak Mountains. With the Tau in full retreat, Marshal Helbrecht ordered his warriors to march from the keep and pursue the retreating Tau. None would escape the Emperor's vengeance!

SHOWCASE

Some gamers like to convert their models to add a distinctive look to their armies, while others prefer to create dioramas to show off their painting and modelling skills. On this page are examples of both.

Dreadnought
Diorama by Neil Hodgson

Castellan
Christian Valentin

High Marshal
Thomas Barse

Emperor's Champion
Darren Latham

Sword Brethren
Mike Anderson

Grimaldus and Retinue
Diorama by Mark Bedford

CRUSADERS OF THE EMPEROR

Crusade
Chapter keep

Halo Stars
Ocularis Terribus
Holscht
Segmentum Obscurus
Pelegron Cluster
Jerulas 417
Vinculus: 584
Ghoul Stars
Cleansing of the Ghoul Stars: 843
Armageddon: 1232(?)
Armageddon
Segmentum Pacificus
Holy Terra
Thangdron: 745
Lastrati
Sigilare Nebula: 232
Dominion Schism
Segmentum Solar
Terran: 654
Athalor: 334
Gates of Varl
Cephian IV
Khreak
Fergax
Ultima Segmentum
Donian: 810
Segmentum Tempestus
Nerad: 433
Dominion of Storms
Hell Stars of the Garon Nebula
Mordant Zone
Ophidium Gulf 89
Garon Crusade: 132
Crusade of Brotherhood: 772
Rynn's World – Crimson Fists
The Veiled Region

that I submit this report before you. As you are no doubt aware, the office of your lordship is tasked with, amongst other worthy acts, the correct tithing of the most holy gene-seed of the various Chapters of the Adeptus Astartes. I am sure I need not remind my lord of the importance of this task, but it falls to me to bring to your attention something that may have escaped your notice. Again, as you know, many Chapters are late or negligent in submitting their tithed gene-seed, but few are more reticent in its supply than the Black Templars. Despite this, it would seem to be the case that – should the extrapolator-logi be correct – there appears to be some anomaly with the amount of gene-seed submitted by the Black Templars. I enclose a hololith of suspected Black Templars dispositions over the centuries, with an estimate of the number of warriors who fought in each one, and if these numbers are correct, it would suggest that there is a great many more warriors in the Chapter than would be expected...

"Crusades of the Black Templars", preamble to a most secret report to The Office of Tithes and Titles by Maximus Pliny.

THE DONIAN CRUSADE (985.M39)

The Donian Crusade began c.985.M39 to combat the swelling Ork population sweeping through the Donian sector and surrounding wilderness space in the southern Segmentum Pacificus. The original Marshal, Brother Austein, was killed in fighting on Nickel V and was succeeded by Marshal Wernher c.988. The Crusade lasted for roughly 17 years before the High Marshal declared it successful, Wernher moving to becoming Marshal of the Thangdron Crusade.

MARSHAL'S HOUSEHOLD

Marshal Wernher
Brother Tomas, Champion of the Emperor
Chaplains Augustin and Leuter
Crusade Banner Bearer Tonis
Household Banner Bearer Eckehart
2 Techmarines
4 Apothecaries
34 Sword Brethren
14 suits of Tactical Dreadnought armour
4 Dreadnoughts
7 Land Raiders (2 Phobos pattern, 3 Demos pattern, 2 Crusader pattern)
3 Rhinos
2 Predator Destructors
3 Predator Annihilators
3 Razorbacks
1 Whirlwind

FLEET ASSETS

Battle barge *Sigismund's Light*
Forgeship *Heracles*
Strike cruiser *Dorn's Sword*
3 Rapid strike vessels
19 Thunderhawk gunships

Note: The figures here are estimates made at the time the Crusade gathered. There are no records of non-combat personnel such as Servitors, Apprenta and so on.

The Crusade was later joined by the strike cruiser *Apocalypton* and at least 6 more rapid strike vessels. The number of Space Marines on board these vessels is unknown.

FIGHTING COMPANY HEINMAN

Castellan Heinman
Banner Bearer Klesel
2 Techmarines
2 Apothecaries
145 Initiates
34 Neophytes
2 Dreadnoughts
3 Land Raiders (2 Demos pattern, 1 Crusader pattern)
7 Rhinos
2 Predator Destructors
6 Razorbacks
3 Whirlwinds
17 Jump packs
19 Thunderhawk gunships

FIGHTING COMPANY LAZARUS

Castellan Lazarus
Banner Bearer Balthasar
3 Techmarines
2 Apothecaries
171 Initiates
56 Neophytes
3 Dreadnoughts
2 Crusader pattern Land Raiders
11 Rhinos
3 Predator Destructors
2 Predator Annihilators
7 Razorbacks
5 Vindicators

FIGHTING COMPANY GOTCHALCUS

Castellan Lazarus Gotchalcus
Banner Bearer Hildebrandt
1 Techmarine
1 Apothecary
87 Initiates
41 Neophytes
3 Rhinos
7 Land Speeders
24 Combat bikes
12 Scout bikes
4 Attack bikes
34 Jump packs