



INDEX ASTARTES

Forged in the fires of war, the Silver Templars are amongst the galaxy's newest Space Marine Chapters. They fuse the combat skill and tactical prowess of the scions of Guilliman with boundless fury and a desire to prove their worth to the Imperium.



SILVER TEMPLARS

Focus and Fury

By Tom Horth & Duncan Waugh

The Silver Templars are direct successors of the Ultramarines, and one of the many Space Marine Chapters who can trace their bloodline to the Primarch Roboute Guilliman. They are direct successors of the Ultramarines and continue their legacy as defenders of the Imperium. Created during the Ultima Founding, they were born into a time of upheaval, war and destruction. Their ranks are made up entirely of Primaris Space Marines, the newest additions to the ranks of the Adeptus Astartes.

The Silver Templars differ from most Ultramarines successor Chapters. Where most of Guilliman's sons embody his discipline, tactical acumen and talent for leadership, the Silver Templars inherited his fury, skill at arms and utter loyalty to the ideals of the Imperium. They are duellists supreme, experts with any weapon they choose to wield, and eager to display this skill against the forces of Chaos and the many alien races that plague the galaxy.

The Silver Templars have gained a reputation as cold and utterly focused warriors who display little emotion. They are expert duellists, preferring to select a single target and focus their attention on eliminating this chosen opponent before selecting a fresh target. Silver Templars strategy often revolves around carving a path to enemy leaders, so that their most powerful warriors can engage the foe in a final and decisive duel to the death.

The Silver Templars are accomplished weaponsmiths, often crafting their own weapons and establishing a link with its machine spirit, known as the Bond Martial. Once this bond is established, a Silver Templar will devote himself to mastering the weapon's use. Losing a bonded weapon is a mark of great shame, and a Silver Templar will go to great lengths to reclaim one.

Born into a galaxy riven by war, the Silver Templars are eager to prove themselves to their Primarch and their Emperor, throwing themselves into combat against the Imperium's countless foes.

NOVARIS: THE HOME OF A CHAPTER

Novaris is the newly christened Chapter Planet of the Silver Templars. It is a large world of huge oceans, soaring mountain ranges, vast deserts and dense mangrove swamps. Its people are hardy folk, brilliant swordsmen and expert weaponsmiths. They revere the Silver Templars and see serving them as a great honour.

The humans that make Novaris their home live in a low-technology feudal society. Kingdoms both

large and small cover the planet, each ruled by noble families. Weaponsmithing is seen as the highest art, and every Novarian warrior must craft his own weapon as a rite of passage.

Before Novaris was liberated by the Silver Templars, the planet spent several long decades under the control of the Flawless Host. This Slaanesh-worshipping Chaos warband was envious of the quality of craftsmanship displayed by the Novarians, and so they enslaved thousands of the planet's population to make weapons for them. This dark period in Novaris' history was ended when the Indomitus Crusade arrived. The Silver Templars utterly and systematically cleansed the Flawless Host from the planet and saved those Novarians who remained uncorrupted.

Novarian warriors are famed for their duelling skill, and many Kingdoms will settle disputes with a duel between their most skilled champions. Consequently, duelling has become an important part of the Silver Templars' culture. The Chapter's potential recruits are required to attend a grand tournament in the foothills below the fortress monastery of the Silver Templars, Kolossus. There, aspirants engage in duels to the death in the hope of being among the few chosen to ascend the winding mountain paths to the fortress above. Only then do these aspirants begin the gruelling process of becoming a Primaris Space Marine.

Planet Signifier: Novaris

Designation: Adeptus
Astartes Successor
Chapter Planet

Gravity: var 0.75 - 1.15 x
Terran standard

Temperature / Climate:
var Hyperoceanic, Arctic,
Tundric, Volcanic,
Boreal, Subtropical

Population: Post-Liberation
of Novaris <5.3 million>

Current estimates <unknown
- current population
uncertain due to
post-liberation purgatus>

Governor: Akilios Zanaris,
Chapter Master and Regent
of Novaris

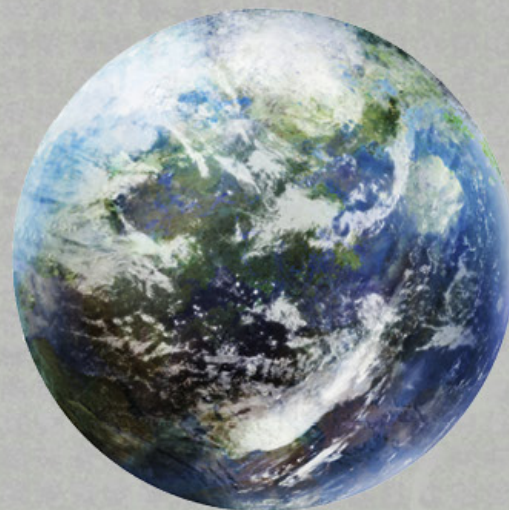
System: Novaris System

Sub-sector: Argentus
Sub-sector

Sector: Anekitosian Sector
(advise caution whilst
traversing Anekitosian
Sector - uncharted astral
bodies recorded in vicinity
post-Cicatrix Maledictum)

Segmentum: Ultima Segmentum

Tithe Grade: Adeptus Non
- Astartes Home World



CHAPTER ORGANISATION

The Silver Templars are fully compliant with Roboute Guilliman's Codex Astartes. Comprised entirely of Primaris Space Marines, and incorporating the recent changes to the Codex, they are a cutting-edge force capable of waging war on dozens of fronts.

The Silver Templars follow standard Codex structure, consisting of ten companies of Space Marines, each one hundred warriors strong. Each is commanded by a Captain, who is assisted by a pair of Lieutenants, a Chaplain, an Apothecary, an Ancient, and a retinue of veterans. The rest of the company is divided into squads of ten or five warriors.

The 1st Company is made up of the Chapter's most experienced warriors. Veterans who wish to join the 1st Company's ranks must swear a Sword Oath to complete a task set by the company's Captain. The warriors who swear these oaths must complete them or die in the attempt. The 1st Company rarely fight as one unit, usually taking to the field alongside other Companies.

The 2nd, 3rd, 4th and 5th Companies are Battle Companies and do most of the Chapter's fighting. They usually consist of six battleline squads, two close support squads and two fire support squads, forming a balanced force to take on any

foe. When the Silver Templars go to war, they usually deploy a single Battle Company supported by troops from the Veteran, Scout and Reserve Companies.

The Reserve Companies are each made up of squads of the same designation. The 6th and 7th Company are Battleline Companies. They can be moved into a Battle Company to replace losses during a campaign.

The 8th Company is the Close Support Company. Reiver and Inceptors from the 8th Company often make up the first wave of an invasion force, disrupting enemy lines and causing panic before the main force arrives. The warriors of the 8th Company are also expert at responding quickly to support their brothers when needed.

The 9th Company is the Fire Support Company. It is made up of Hellblasters and other heavy weapons squads. They will often be called to assist a battle company should they need extra firepower.

The 10th and final company of the Silver Templars is the Vanguard Company. Each space marine is outfitted with lighter Phobos armour. They are often tasked with reconnaissance and infiltration missions.

BROTHER ANGELUS, PRIMARIS BATTLE-BROTHER



SILVER TEMPLARS HERALDRY

The Silver Templars were established during the Ultima Founding, and as such every battle-brother is a Primaris Space Marine.

The Silver Templars follow the Codex when marking their heraldry. The company colour is shown on the left knee guard with the squad number or symbol of rank overlaid upon it.



Brother Angelus, 2nd Company, 4th Squad, Intercessor





THE SIEGE OF TALASA SECUNDUS

A CALL TO ARMS

The warriors who would become the Silver Templars were forged in the fury of battle. They served with honour and distinction at the side of their Primarch during the Indomitus Crusade, battling Daemon and Xenos alike. Having cleansed the world of Novaris from the taint of the Flawless Host, they were granted the vast world as their Chapter planet, and they were given the task of defending this region of space from the many enemies of Mankind. They settled quickly on Novaris, establishing their fortress monastery and replacing their losses from the battle-hardened populace of their newly claimed world.

It would not be long, however, before their beloved Primarch called for their services once more. In Guilliman's absence from Ultramar, the Death Guard had invaded in force, devastating several worlds and penetrating as far as Macragge. The Silver Templars did not hesitate when word reached them, dispatching three full companies of their most experienced warriors to assist their brothers and liberate Ultramar. All three companies fought bravely at the side of their parent Chapter, distinguishing themselves in battle against Daemon hordes and Death Guard warriors alike. It was to be the campaign

undertaken by the 3rd Company, however, that solidified the Silver Templars' reputation for fearlessness and bravery in the face of overwhelming odds and devastating losses.

THE SIEGE BEGINS

Led by Captain Petricias, the 3rd Company arrived in the Ultramar System to join a small force of successor Chapters in the defence of the hive world Talasa Secundus. Control of the task force had been given to Captain Aurelius Lobos of the Novamarines 5th Company, the most experienced of the Space Marine commanders. By the time the Imperial forces reached the surface, Talasa Secundus was already succumbing to the devastating diseases and viral bombardments unleashed by the Death Guard forces. Much of the human population was infected with foul contagion, coughing their lungs out into the dirt. The fortunate died swiftly, the rest found their souls corrupted and were transformed into boil-encrusted, shambling Poxwalkers. The walking dead surged across the surface of the planet, harrying the Space Marines as the Death Guard forces used the distraction to land their Plague Marines.

As they fought running battles with hordes of Poxwalkers, the Space Marines formed defensive

lines around the hive cities and dug in, preparing for the inevitable Plague Marine assault. For weeks the Space Marines held their lines. The Silver Templars battled back-to-back with their Novamarines allies, fighting day and night to hold back the press of Death Guard warriors. Assailed on both sides by Poxwalkers and heavily armed Plague Marines, the Space Marines eventually began to falter. Sensing weakness, the Death Guard made their final push.

THE DEATH GUARD ASSAULT

In tightly organised infantry formations, the Death Guard swarmed over the Space Marine defenders, reaping a terrible toll on the Imperial lines, their bloated bodies absorbing bolter rounds as they marched forward. The two armies clashed in furious hand-to-hand combat. The Primaris Space Marines were greatly outnumbered, but fought with great skill, picking out opposing champions and besting hulking Plague Marines in brutal duels. Still the Death Guard came on, climbing over the dead and dying to reach their enemies.

Marching amidst his putrid troops was the hulking form of a Death Guard Lord of Contagion. Wherever this giant warrior stepped, the life around him withered and rotted as Nurgle's blessings worked their putrid magic. Captain Petricias knew that he had to act in order to avoid a crushing defeat. Only the death of the Lord of Contagion would halt the Death Guard advance. He would have to engage this mighty enemy in single combat.

Meanwhile, the Novamarines under Captain Lobos were being swamped by Daemons and Plague Marines. Lobos, seeing that the line would soon break, ordered the Space Marines to fall back to the hive and regroup until reinforcements arrived. Amongst the Silver Templars, however, these calls fell on deaf ears. Petricias had made his decision. He blocked out the enraged bellows of the Novamarines Captain, his mind utterly focused on slaying his chosen target. He ordered his troops to clear a path. The Silver Templars fought with a frighteningly cold precision. They exchanged few words, moving as one to cut through the enemy lines until they were surrounded on all sides by hordes of Plague Marines.

Dozens of Silver Templars fell, but eventually they cleared a route to the enemy commander. Petricias wasted no time with words, charging directly towards the scythe-wielding Death Guard Lord. The duel between the two warriors was epic, with the Silver Templars Captain suffering terrible wounds that would have killed a lesser man. Despite his injuries, Petricias' superior combat skills still showed, and with a final swing, he cut down the Death Guard Lord. With their chain of command disrupted, the Death Guard assault began to grind to a shuddering halt. The Space Marines pursued the faltering warriors of Nurgle as they retreated, putting hundreds of them to the sword and chasing them from the planet's surface.

SEEDS OF DISCORD

The Silver Templars had carried the day, but the event had driven a wedge between the Swords of Novaris and their Novamarines allies. Their attack had left gaps in the Space Marine lines and the Novamarines had been surrounded and nearly overwhelmed by hordes of advancing Plague Marines.

Captain Lobos had lost fully half of his warriors after the Silver Templars charged from their positions. He did not mask his fury at the Silver Templars' failure to obey direct orders. Captain Lobos grieved at the devastating losses his men had suffered and vowed never to forgive or forget the disobedient and reckless behaviour of the Silver Templars.

Captain Petricias refused to admit to any error, coldly pointing out that the death of the enemy commander had surely saved the day, and that losses were always acceptable in the pursuit of victory. This argument did little to calm Lobos, who, at the conclusion of the conflict, left the planet in disgust. Despite both Chapters being scions of Guilliman, a bitter enmity would linger between many members of the two Chapters from then on.



MAKING A SILVER TEMPLAR

The Silver Templars' home planet of Novaris is a vast world of warring kingdoms, savage tribes and colossal mountain ranges. The bravest, boldest and most resilient of Novaris' youth are selected by the Silver Templars as potential recruits. They are first taken to the foothills beneath the fortress monastery, Kolossus, where their martial skills are tested in duels to the death. The few that survive these deadly combats must ascend to the peak of Novaris' tallest mountain, Mytikas. The final few who survive the climb may then begin the process of becoming a Primaris Space Marine. This process is long and potentially deadly, involving several surgeries and the implanting of no less than twenty-two new internal organs, all grown from the gene-seed of their Primarch, Roboute Guilliman. These organs work with the initiate's own body tissues, stimulating natural abilities such as muscle growth, as well as granting them new abilities. The surgeries are accompanied by a harsh routine of physical and spiritual training. This is achieved through hypnotic suggestion, meditation, psychological and spiritual testing, as well as an induction into the culture and traditions of the Chapter. Only then are the survivors fully inducted into the ranks of the Silver Templars.



THE ASSAULT ON NECTHIS

During the Indomitus Crusade, a Silver Templars strike force found refuge on the industrial planet Necthis. Grateful for the assistance of the locals, the Silver Templars swore a Sword Oath to protect Necthis. Several decades later, this oath would be fulfilled.

High in the mountains of Novaris, at the peak of the fortress monastery Kolossus, Chief Librarian Ionnas was awoken from his meditation by a powerful vision. His mind raced with scenes of rampaging green-skinned warriors, cleaving axes, and the death cries of outmatched human defenders. A single name came to his lips, Necthis. Immediately, he recalled an oath of protection sworn many years ago. As the vision faded, Ionnas raced from his chambers. He knew the Sword Oath must be fulfilled. Alerting Chapter Master Zanaris to the danger, he offered

to lead the forces of the 2nd and 3rd Companies to Necthis and fulfil the Chapter's oath by rescuing the stricken planet from an invasion of deadly Orks.

Such was the intensity of Ionnas' astropathic vision that he considered more than an entire Battle Company necessary to combat the threat. Upon arrival in the Necthis system, it became clear that his decision had been wise. Dozens of ramshackle Ork vessels drifted lazily in orbit above the planet. They began pivoting to face the newly arrived Space Marines. The Silver Templars fleet moved in to attack, launching drop ships as they began blasting Ork vessels to pieces. Ionnas scanned the surface of Necthis and began directing operations from the bridge of the strike cruiser Novarian Dawn. The Orks had broken the planet's meagre defences, leaving most of the survivors trapped in the remains of the capital, Necthis City. A force would be sent to bolster the city while Ionnas and 2nd Company Command would concentrate on splitting the Ork forces and eliminating their leadership.

'A sworn Sword Oath can never be broken. Failure to fulfil such an oath invites terrible dishonour and absolute shame.'

The initial strike met with great success. Inceptors hammered the Ork lines, punching through the greenskins, targeting Ork leaders and causing the Orks to lose what little discipline they possessed. Reivers landed in the no-man's land between forces, striking at Ork command assets and disrupting their supply routes. If the Space Marines had expected a swift victory, however, they were to be sorely disappointed. The Orks regrouped, showing greater tactical ability and toughness than any greenskins the Silver Templars had fought before. At their fore strode giant Ork Nobz, their arms covered in the carapaces of fallen xenos creatures, crude weapons dealing death amidst the Silver Templars battleline.

Lieutenant Maniakes' demi-company held their position atop the city walls as best they could, but they were being thinned at every turn. Scores of precious Space Marine lives were lost amidst the carnage, and every Ork they slew seemed to be replaced by a dozen more. The trophies the Orks carried marked them as Freebooters that had been hardened in battle against hundreds of enemies across the galaxy. They were experienced and would not break easily.

When a giant Ork Warboss emerged from a rumbling Battlewaggon to assault the city walls,

Ionnas knew the turning point had come. With the Captain of the 2nd Company, Vetrans Leontias, at his side, Ionnas descended to the walls of Necthis City. Atop the battlements he fought, cloak billowing behind him as his force sword felled target after target. Eyes glowing with the power of the immaterium, he lent his psychic might to the martial skill of Captain Leontias, and together the two of them rallied the troops and slew the Ork leader. By the third day, Lieutenant Maniakes and close to a third of the Space Marines had been slain. But the line had held, and the Ork numbers had been decimated.

With the prospect of loot fading and having suffered terrible losses, the Ork attack began to falter as they fought amongst themselves for command. It was then that Chief Librarian Ionnas again came to the fore. The power of the warp still coursing through his veins, he led a punishing charge into the depths of the Ork ranks. The Orks were sent scurrying away from the city walls, only to be pursued by Reiver hunting parties. There would be no retreat for the Orks, for in orbit their fleet had been reduced to molten scrap. Necthis had been spared, and the Sword Oath fulfilled.



TEMPLARS OF LEGEND

Grand Oathkeeper Hekaton

Chaplain Lampros Hekaton is amongst the most veteran warriors of his newborn Chapter, and the highest ranking Chaplain in the Silver Templars. As Grand Oathkeeper, it is he who oversees the Sword Oaths sworn by his brothers, ensuring they are upheld and bestowing honours upon those that complete them.

Hekaton is a mighty warrior in his own right, and his name has already been carved into the Chapter's mythology. During the Liberation of Novaris, he held the mountainous Cendarine Pass against an advancing band of Heretic Astartes. In the midst of a violent storm, with the battle raging around him, he chanted the Litanies of Battle. Each swing of his crozius arcanum was accompanied by a booming roll of thunder and the violent death of a traitor. By his actions on that day, many Novarians were saved.



Captain Petricias

Captain Zeno Petricias of the 3rd Company was the first Novarian native to rise to the position of Captain within the Chapter. His progress through the training regimens of the Silver Templars was meteoric and his swordsmanship superior even to that of his Chapter Master. In addition to being a skilled warrior, he is a tactical mastermind, locating weaknesses in the enemy line and launching audacious attacks against overwhelming numbers of enemies. He carries the power-sword Animus, whose blade was forged by his own hand. The weapon's cross-guard is studded with Novarian gemstones, and the blade is delicately inscribed with the motto of the Silver Templars, 'Focus and Fury'. In the hands of Petricias, Animus has dealt the Emperor's justice to the many enemies of Mankind.



Ancient Korelon

The Silver Templars have battled many enemies of the Imperium in their short history, and always the Chapter's banners have remained aloft, inspiring battle-brothers to acts of heroism. While defending Hill 34 during the Ork attack on Corwyn's Bane, Korelon's 3rd Company Command was surrounded by ravening greenskins. Even as his brothers fell, he maintained his grasp on the banner, refusing to let the sacred symbol of his Chapter fall to the xenos filth. When the rest of the 3rd Company arrived to reinforce their overwhelmed leaders, Hill 34 had been buried beneath a mountain of corpses. At the centre of this carnage was the bloodied and battered Ancient Korelon, alive amidst the dead. His banner was still held aloft, and a mountain of Greenskins lay dead at his feet.



Sergeant Anicius

In the hands of a Primaris Intercessor, the bolt rifle is amongst the deadliest infantry weapons in the known galaxy. Sergeant Anicius has spent many a long year perfecting the art of bolt rifle marksmanship. As with most Silver Templars Intercessors, he has a preference for the Stalker pattern bolt rifle, trusting himself to out-aim his opponent and fell them with a single, well placed shot. An enemy unfortunate enough to be a target of Anicius can count his remaining life in seconds, for the Sergeant's aim is unerring. In more than a dozen battles, Sergeant Anicius' bolt rifle has accounted for an enemy commander, crushing the morale of the foe. Each Sword Oath Anicius swears promises his Chapter yet more victims and continues an ongoing cycle of violence and death.

'Clear your head, slow your heart and focus your senses. When the moment for the killing strike arrives, unleash your fury without hesitation.'

- Akilios Zanaris, Chapter Master of the Silver Templars

THE ANNALS OF WAR

Since the Ultima Founding, the Silver Templars have amassed an impressive battle record. Their victories have saved entire worlds from certain doom. As Chaos threatens to consume all, the Silver Templars bear a beacon of hope in the gathering darkness.

M30-M31: THE DAWN OF THE IMPERIUM

A Primarch Rises

Roboute Guilliman is found by the Emperor on Macragge. He is immediately recognised as one of the lost Primarchs and installed as the leader of the Ultramarines Legion.

The Horus Heresy

Half of the Emperor's Primarchs turn traitor, having been influenced by the Chaos Gods. Guilliman and his Ultramarines fight a long campaign, primarily against the Word Bearers and their primarch, Lorgar. The Horus Heresy ends in tragedy, and the mortally wounded Emperor is entombed within the confines of his Golden Throne.



M37-M38: THE AGE OF REBIRTH

Scouring the Galaxy

In the wake of the Horus Heresy, Roboute Guilliman becomes Lord Commander of the Imperium. He launches a series of counter-attacks, purging millions of traitors.

Martian Ingenuity

Troubled by the devastation of the Horus Heresy, Guilliman envisions the need for a new legion of warriors that will aid the Imperium in its next darkest hour. Belisarius Cawl, Archmagos of the Adeptus Mechanicus, is charged with completing this task.

Ultramar's Darkest Hour

Roboute Guilliman falls, mortally wounded by his traitorous brother, the Daemon Primarch Fulgrim. The Ultramarines manage to bear their Primarch away from the battlefield. He is placed in a stasis field at the centre of the Fortress of Hera on Macragge, frozen at the moment of death. With the Primarchs now all dead or missing, the Imperium enters a new age of darkness.

M41: THE END TIMES

Guilliman Reborn

Through the combined efforts of Belisarius Cawl and a mysterious band of Aeldari, Roboute Guilliman is revived out of stasis and healed. He embarks upon a dangerous journey to Terra, to stand before his father's Golden Throne and seek guidance.

The Great Rift

Reality is torn apart as a huge warp rift opens across the centre of the galaxy. Warp storms of power not seen since the Age of Strife wash across the Imperium, cutting communications and isolating half of the galaxy from the guiding light of the Astronomicon.



The Ultima Founding

Roboute Guilliman launches the Indomitus Crusade, carving a path across the galaxy and smiting alien, traitor and Daemon alike. During his crusade, Belisarius Cawl unveils his greatest works, the Primaris Space Marines. They are faster, tougher and stronger than normal Space Marines. Many new Chapters are founded and presented with Chapter planets. The Silver Templars are founded towards the end of the Indomitus Crusade. They are granted the feudal world of Novaris as their Chapter planet.

The Liberation of Novaris

The newly chosen Chapter Master of the Silver Templars, Akilios Zanaris, leads his Chapter to the surface of Novaris, only to find that the populace have been enslaved by Heretic Astartes of the Flawless Host. The Silver Templars and the heretics engage in a short but fierce war, resulting in the deaths of a quarter of Novaris' population. Eventually, Captain Ducas of the 1st Company defeats the Flawless Host's leader, Lyrus Soulslayer, in a duel that lasts more than a day. With Soulslayer's defeat, the battle for Novaris is soon won.

Faith Corrupted

The Ecclesiarchy world of Umbris falls under the influence of the false prophet Vormir the Ascendant. The corrupted priest spreads his foul dogma, promising ever-lasting life to his followers and delivering only horrific mutation and rivers of blood. Adeptus Sororitas forces of the Order of our Martyred Lady attempt to hold the heretics at bay, but they are overrun. As the sisters prepare to martyr themselves, their calls to prayer are answered. From the heavens descend angels of death, clad in silvered armour. The arrival of the Silver Templars turns the battle in the favour of the Imperium. The Heretics are utterly destroyed.

With the galaxy riven by conflict and split in half by the Cicatrix Maledictum, the Chapters of the Ultima Founding have been thrown straight into a deadly fight for survival. Each new day brings more conflict, and the Silver Templars are at the forefront of the Imperium's fight for survival.

The Plague Wars

The Silver Templars learn of the Death Guard assault on Ultramar. The 1st, 2nd and 3rd Companies are dispatched to assist their Ultramarines brothers. They quickly find themselves involved in heavy fighting. Chapter Master Zanaris displays his matchless swordsmanship, defeating several Death Guard Lords and mighty Daemons of Nurgle in single combat. The Death Guard are beaten and fall back to their domain, the Scourge Stars.

The Bond Martial

Silver Templars Lieutenant Retsos and his forces are ambushed by Drukhari Raiders. Retsos is disarmed during the battle, a matter of great shame. Desperate to regain his honour, the Lieutenant obsessively hunts the foul xenos across an entire sector. Several months later he catches up to the raiders, slaying scores and snatching his weapon from an Archon's cold, dead hands. Retsos is soon cut down by the Drukhari, but dies with his honour intact.

Rargukk's Speedwaaagh!

The Ork Warboss Rargukk unleashes a Speedwaaagh! on the agri world Orman's Hearth. Ork vehicles churn the earth, spoiling crops and sending black smoke belching into the air. A distress call reaches the Silver Templars, who swiftly respond. The Ork forces are eventually lured into a narrow valley by Silver Templars gunships. The Chapter's Repulsors and Hellblasters lie in wait, ending the war in a few brief moments.



CODEX SUPPLEMENT

This section presents the rules for fielding an army formed from the **SILVER TEMPLARS** Chapter, an Ultramarines successor Chapter. If your army is Battle-forged and includes any Silver Templars units, the rules in this section can be used in addition to those presented in *Codex Supplement: Ultramarines*.

Designer's Note: *The Silver Templars Chapter was founded during the Ultima Founding, and their ranks are made up entirely of Primaris Space Marines. As such, when building their army, we encourage players to only include Primaris Space Marines in their force. Note, however, that this does encompass the wide range of powerful support pieces that these mighty warriors are known to field, such as the Repulsor Executioner.*

RELICS

If your army is led by a **SILVER TEMPLARS WARLORD**, you can, when mustering your army, give one of the following Chapter Relics to a **SILVER TEMPLARS CHARACTER** model from your army. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Chapter Relics your models have on your army roster.

ARMOUR OF ZANARIS

The Silver Templars Chapter fought with great distinction during the Plague Wars, their need to push themselves to ever-greater heights of heroism in the presence of their genetic forebears securing many a victory. It was during the midst of this conflict, on the planet of Espandor, that Chapter Master Zanaris strode into the heart of the enemy ranks, his progress unstoppable as he and his cohorts carved a path through the foe. Upon reaching the heart of the enemy contagion, he engaged the foul Daemon Prince that lay at its source. As the warrior's blade tore the enemy apart, banishing its unsightly presence back to the warp, Zanaris and his brothers became covered in the creature's disgusting viscera. The stinking fluids burned through ceramite and flesh with equal vigour, but miraculously Zanaris emerged unscathed. It seems that the Chapter Master's own courage and fortitude formed an alloy in that moment with the loyal machine spirit of his armour and its absolute determination to shield its wearer from harm. That boon of protection has persisted since that day, and it is conveyed to any who dons the Armour of Zanaris.

PRIMARIS model only.

- Each time an attack with an Armour Penetration characteristic of -1 or -2 is allocated to the bearer, that attack has an Armour Penetration characteristic of 0 instead.
- Each time the bearer would lose a wound as a result of a mortal wound, roll one D6: on a 6+, that wound is not lost.

CHAPTER TACTIC

The Chapter Tactic (see *Codex: Space Marines*) gained by **SILVER TEMPLARS** units is The Bond Martial.

SILVER TEMPLARS: THE BOND MARTIAL

The warriors of the Silver Templars Chapter form a spiritual bond with the machine spirits of their favoured weapons, viewing their blades, bolt rifles, and so forth more like trusted familiars than mere tools of war. This synergy lends them near preternatural skill at arms.

- Each time a model with this tactic makes a melee attack against an **INFANTRY** or **BIKER** unit, an unmodified hit roll of 6 automatically wounds the target.
- Each time a unit with this tactic is selected to shoot or fight, you can re-roll one hit roll when resolving that unit's attacks.

BANNER OF ECHOES

A Sword Oath can never be broken, as evidenced by the Silver Templars' valiant defence of the people of Necthis. The industrial world, already overrun by the greenskin menace by the time the Adeptus Astartes strike force arrived, became the site of one of the Chapter's greatest victories. Having suffered terrible losses and severely outnumbered, their forces had been bled deeply by the siege of Necthis City, the Orks' numbers seemingly unending. Yet Lieutenant Maniakes' demi-company would not yield. They planted their banner on the highest point of the city wall and fought with speed, skill and murderous efficiency that appeared supernatural in nature. By the end of the battle, Maniakes and many of his fellow Space Marines lay dead, their actions the very embodiment of the every value the Silver Templars hold dear and a powerful example to their battle-brothers. Many claim that their spirits flowed into the banner that fluttered proud above them on the winds of war, and that those same echoes of heroism flow forth to aid their battle-brothers and guide their killing blows even today.

PRIMARIS ANCIENT model only. Once per battle, in your Command phase, the bearer can use this Relic. If it does, until the start of your next Command phase, the bearer gains the following ability:

Banner of Necthis (Aura): While a friendly **SILVER TEMPLARS PRIMARIS CORE** unit is within 6" of the bearer, add 1 to the Attacks characteristic of models in that unit.

WARLORD TRAITS

If a **SILVER TEMPLARS CHARACTER** model is your **WARLORD**, you can use the **SILVER TEMPLARS WARLORD TRAITS** table below to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one.

1. ACCOMPLISHED DUELLIST

Martial excellence is integral to advancement within the Silver Templars, for the Chapter's tenets of strategy and spiritual philosophy employ it as their foundation. Many of the Silver Templars' greatest heroes are thus also their greatest swordsmen.

- At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.
- Each time this **WARLORD** makes a melee attack, if it made a charge move, was charged or performed a Heroic Intervention this turn, you can re-roll the wound roll.

2. PRECISION COMMANDER

When a Silver Templars commander sets their mind to the destruction of the enemy, their pursuit of that goal becomes all-encompassing, not resting until that threat to the Imperium has been destroyed.

In your Command phase, you can select one friendly **SILVER TEMPLARS PRIMARIS CORE** unit within 6" of this **WARLORD**. Until the start of your next Command phase, each time that unit is selected to shoot or fight, you can re-roll one hit roll and you can re-roll one wound roll.

3. SPIRITUAL SYNERGY

Over many years of fighting, this warrior's bond with their chosen weapon's machine spirit has become so strong the two have become almost intertwined, a singular, lethal entity.

Select one weapon this **WARLORD** is equipped with (excluding Relics). Each time this **WARLORD** makes an attack with that weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

STRATAGEMS

If your army includes any **SILVER TEMPLARS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

THE SWORDSMAN'S STRIKE

1CP/2CP

Silver Templars – Battle Tactic Stratagem

The Silver Templars view all battles, no matter their scale, as a duel between two gestalt opposed combatants. Their battle strategies thus focus on how best to deliver the killing blow that swiftly and decisively ends that duel.

Use this Stratagem in your Shooting phase, when a **SILVER TEMPLARS PRIMARIS CORE** unit from your army is selected to shoot, or in the Fight phase, when a **SILVER TEMPLARS PRIMARIS CORE** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack against a **CHARACTER** unit, add 1 to that attack's hit roll. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

CLAIM RUNES

1CP

Silver Templars – Battle Tactic Stratagem

When faced with overwhelming numbers, the Silver Templars employ a system of rune-marking their chosen targets on their autosenses, allowing for pinpoint and hyper-efficient slaughter.

Use this Stratagem in the Fight phase, when a **SILVER TEMPLARS PRIMARIS** unit from your army is selected to fight. If, when it was selected to fight, that unit was within Engagement Range of an enemy unit containing more models than itself, then until the end of the phase, each time a model in that **SILVER TEMPLARS** unit makes an attack:

- Add 1 to the Strength characteristic of that attack.
- Improve the Armour Penetration characteristic of that attack by 1.



THE SILVER TEMPLARS

Hyped up about Silver Templars? Of course you are, they're one of the coolest Space Marine Chapters around these days (after the Tome Keepers, of course). And that's why studio painter Nathan Trolley came up with a stage-by-stage painting guide for them.

Nathan: The predominant colour on Silver Templars Space Marines is, unsurprisingly, silver! You can paint their armour very quickly using Leadbelcher spray as a basecoat, though your XL Base brush will get the job done almost as fast (and you can do it indoors if the weather is bad). After that, all you need is a black wash over the armour and your Silver Templar is ninety percent painted!

On the subject of black washes, the studio army painters tend to use a 1:1 mix of Nuln Oil and Nuln Oil Gloss on predominantly silver models (Iron Warriors, Hallowed Knights, Sautekh Necrons, and so on). The regular Nuln Oil helps shade the metal and give it a darker tone, while the gloss version gives it a bit of shine, as if it's well-oiled. The end result is so striking that you could even leave the metal at that stage if you want to.

BATTLE READY

Using the stages to the right, Nathan painted a Silver Templars Space Marine so that he's ready for the battlefield. Heretics beware!



ARMOUR



RED KNEE

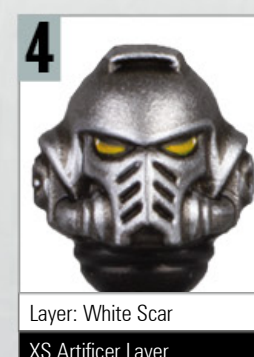
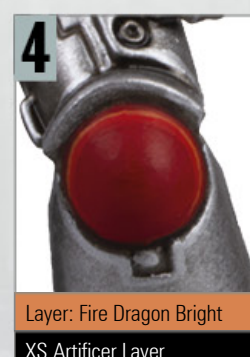
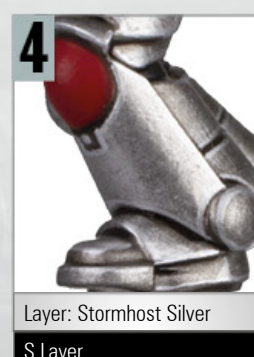


EYE LENSES



PARADE READY

With a few extra highlights to each area of the model, Nathan took the Battle Ready Silver Templar and made him Parade Ready. The Chapter would be proud.



TOP TIP

When applying highlights to armour (especially power armour), we apply a ‘chunky’ highlight first. This may look odd to begin with, but it’s there to smooth the transition between the main armour colour and the final ‘edge’ highlight, which should be very thin. If you’re unsure how thick to make your chunky highlight, practice on a spare component from the kit first such as a shoulder pad or arm, then apply the edge highlight to see how it looks.

ANOTHER TOP TIP

The model in this article was painted in sub-assemblies so that you can see all the stages more clearly. In reality, most people would just glue their models together and then paint them, but there is some merit in painting a model this way. It makes painting the Aquila considerably easier, for example, and the base was sprayed Chaos Black instead of Leadbelcher like the rest of the model.

SILVER SAVIOURS

While there isn’t a Warhammer TV video for the Silver Templars, there are plenty of videos that focus on useful aspects of their colour scheme. For example, there’s an excellent video for the Iron Snakes Chapter that shows you how to paint silver armour. It may be a bit heretical, but there are also several painting guides for Iron Warriors (gasp!) that would be useful, especially because of those yellow chevrons.



BLACK DETAILS

1

Basecoat: Abaddon Black
S Base

BRONZE DETAILS

1

Basecoat: Balthasar Gold
S Base

PURITY SEAL WAX

1

Basecoat: Screamer Pink
S Base

PARCHMENT

1

Basecoat: Ushabti Bone
S Base

AQUILA & PAULDRONS

1

Basecoat: Averland Sunset
S Base

2

Layer: Mechanicus Standard Grey
S Layer

2

Wash: Agrax Earthshade
M Glaze

2

Wash: Nuln Oil
M Glaze

2

Wash: Seraphim Sepia
M Glaze

2

Wash: Agrax Earthshade
M Shade

3

Layer: Administratum Grey
XS Artificer Layer

3

Layer: Stormhost Silver
XS Artificer Layer

3

Layer: Pink Horror
S Layer

3

Layer: Ushabti Bone
S Layer

3

Layer: Screaming Skull
S Layer

4

Layer: Kislev Flesh
XS Artificer Layer

4

Layer: Wraithbone
XS Artificer Layer

THE BOND MARTIAL

You've had a chance to read about the background of the Silver Templars. You've seen our guide to painting models from the Chapter. Now have a look at this gallery of miniatures painted by readers and studio staff! Focus and Fury!

The Silver Templars were the invention of the *Warhammer 40,000: Conquest* team, having first appeared in *Conquest 7*. Within a few issues they received their very own feature, followed by a stage-by-stage painting guide and even their own exclusive mini-codex.

The main feature of the Silver Templars (if you hadn't noticed by now) is their silver armour, which is accented by yellow shoulder pads, gold or yellow chest eagles and red details such as purity seals and capes. Their company markings are shown on their left knee pad and follow the traditional company colours as laid down by the *Codex Astartes*. The studio's collection, shown here, are all from the 3rd Company, as indicated by their red knee pads. Squad numbers and rank markings are also shown on the knee pads.



Captain Zeno Petricias and the Ancient of the 3rd Company. The Chapter's home world – Novaris – is written across the centre of the banner



The core of the studio collection is based on the *Dark Imperium* boxed set, with a plethora of additional characters and units such as a Librarian, Apothecary and Repulsor tank.

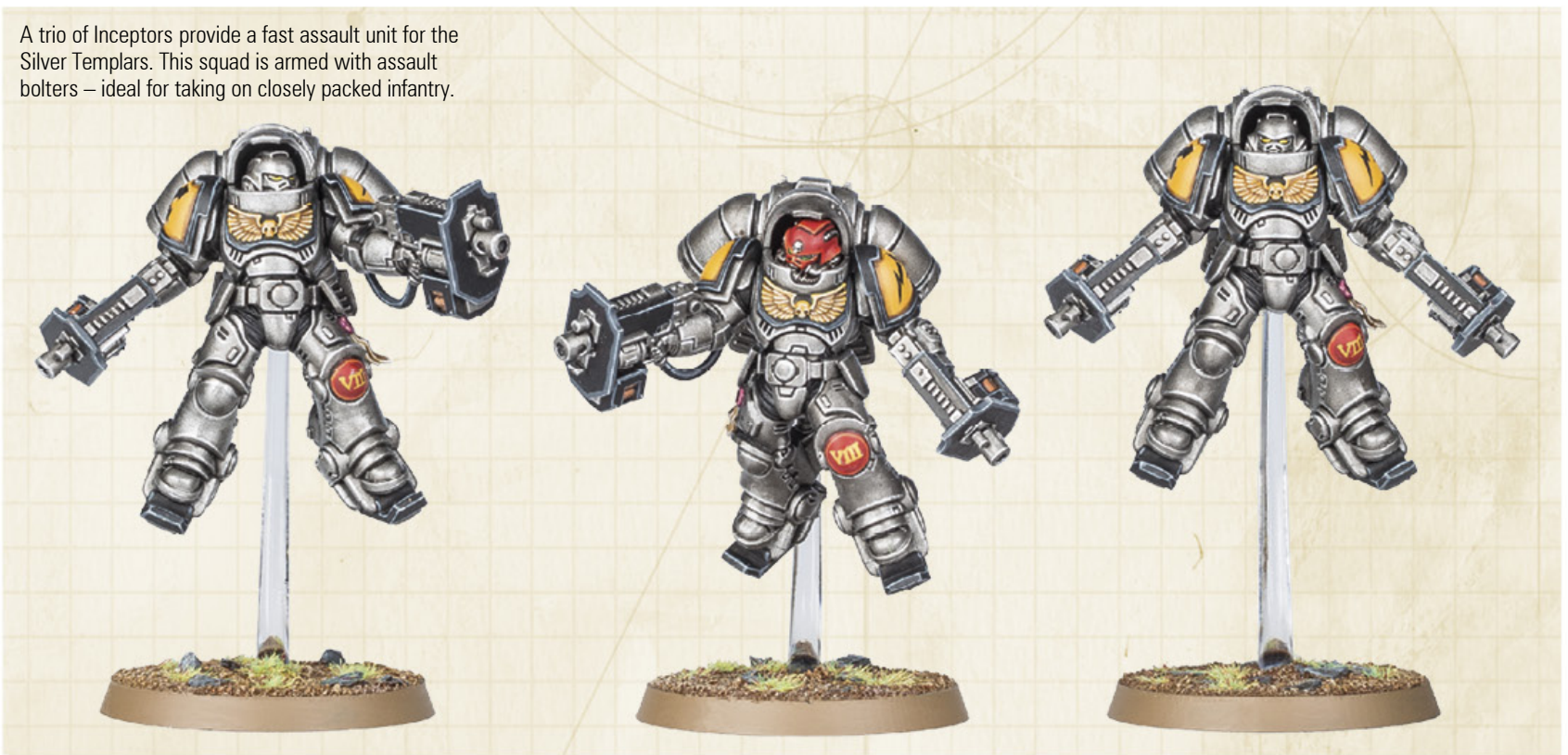
Intercessor Sergeants Solon (top) and Akronos (bottom) lead their battle-brothers to war. Their squad numbers (I and II respectively) can be seen on their left knee pads over the red company colours.



Battle-brother Valens is a noted hero of the Chapter, having been slain during the early days of the Indomitus Crusade. His remains were interred in a Dreadnought, from which he will serve beyond death.



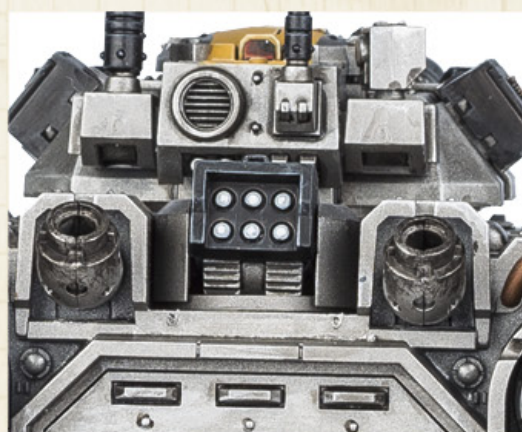
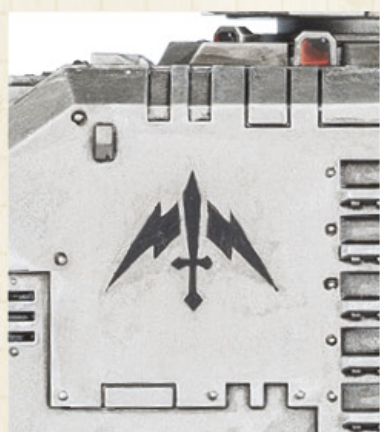
A trio of Inceptors provide a fast assault unit for the Silver Templars. This squad is armed with assault bolters – ideal for taking on closely packed infantry.



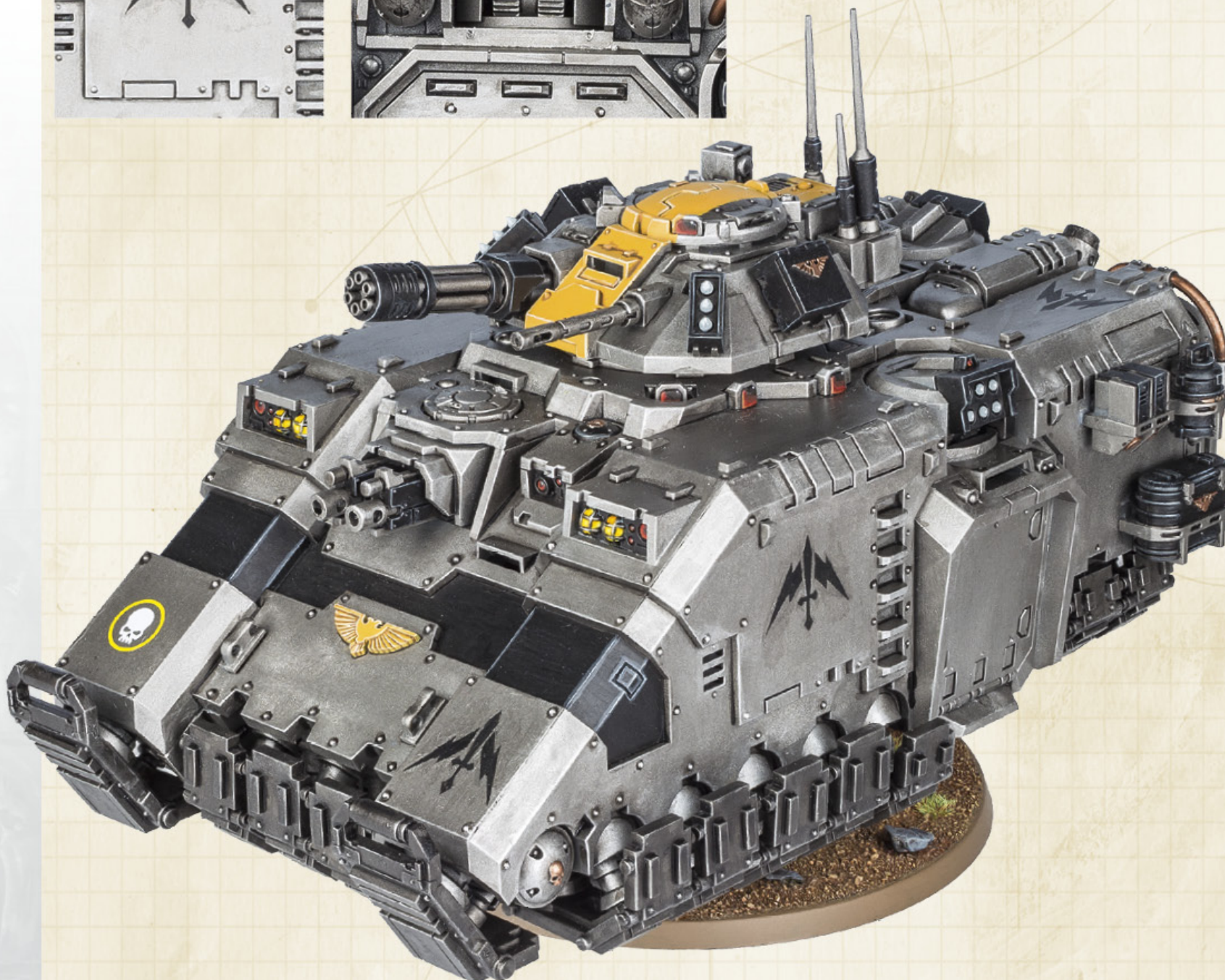
The shining armour and yellow heraldry of the Silver Templars make them instantly recognisable on the battlefield. Their battlefield designations follow codex guidelines.



Hellblaster Squad Xystos provide fire support for the 3rd Company. Their gun casings, shoulder trims and chest armour are black as per the Chapter heraldry.



A yellow stripe across the Repulsor's turret matches the yellow shoulder pads on the rest of the Silver Templars. Note that the Chapter symbol is presented on silver instead of yellow.



The Silver Templars often use Aggressors to storm defended positions, their boltstorm gauntlets and fragstorm grenade launchers making short work of entrenched foes.



Reiver Squad Bessarion often work alongside the Company's Inceptors, creating a landing zone for the Inceptors to make their sub-orbital strike.



Company heroes include Librarian Ares Ionnas, Grand Oathkeeper Hekaton, Apothecary Mionas and Lieutenant Adonys Eskadon.



READERS' MODELS EXTRA

Every now and again we get sent a bunch of pictures by one talented hobbyist. This month, it was Chris Kelley who got in contact with his collection of Silver Templars.

Chris: I instantly fell in love with the Silver Templars the moment I saw them. Their silver armour, their lore and their duellist mentality really brought me back to being a kid pretending to be a crusader in shining armour. I quickly picked up all the Primaris Space Marine box game sets – Dark Imperium, Shadowspear and Wake the Dead. I wanted to tackle a different company for each box set, as

well as a Kill Team made from the Silver Templars Painting Guide Set. The next project for my army is an Astraeus Super Heavy Tank, which is the only vehicle I currently own for my Silver Templars. Go big or go home, right? It's been a mammoth project, but great fun. So far I've only played a few Kill Team games with my Silver Templars because I don't like playing with unpainted miniatures.



1

'I spray all my models with Leadbelcher, then apply a wash of Nuln Oil to the recesses,' says Chris. 'I follow this with an edge highlight of Ironbreaker. The shoulder pads are Averland Sunset. I actually hand-painted all the Chapter symbols, but I've managed to get my hands on a decal sheet now, so that should make things easier in the future.'

Chris decided to paint his Silver Templars with golden Aquilas. Most of them are from the 3rd Company, as you can see from the red knee pads on his Intercessor squad's armour (1).

Conforming to the Codex Astartes, Chris painted his Reiver Sergeant (2) with a red helmet to show his rank. The Sergeant also bears the squad number in Roman numerals on his knee.

Chris's Lieutenants (3) have different-coloured knee pads to show they are from different companies. The one on the left hails from the 7th Company and has been converted to carry an auto bolt rifle under his arm.

All of the bases on Chris's models are painted to look like a rust desert, which contrasts well with their shiny silver armour.



2



3

