

INDEX ASTARTES:

BLACK TEMPLARS

This document contains supplementary rules for *Codex: Space Marines*, including datasheets, weapon profile and points values that enable you to use your Black Templars miniatures alongside your other Space Marines. It also includes some rules that were previously published in *Psychic Awakening: Faith and Fury*.

This document will enable you to wage war using your Black Templars-specific models alongside the units presented in *Codex: Space Marines*, as well as use a selection of other Black Templars rules that were published in *Psychic Awakening: Faith and Fury*. If a Black Templars rule from *Psychic Awakening: Faith and Fury* does not feature within this document, it cannot be used.

The rules found in this section have previously been published in *Psychic Awakening: Faith and Fury*. With the exceptions noted below, these rules have not been revised or altered since they were originally published, and no new rules have been added. If the wording of a previously published rule has changed, it will be due to one of the following circumstances:

- The original rule contained an error, or else an ambiguity that caused us to publish an FAQ. In either case, the rule has been reworded to incorporate any previously published errata and clarify any raised ambiguities.
- The original rule required updating as the result of rules presented in either the 9th edition of Warhammer 40,000 or the 9th edition of *Codex: Space Marines*, in order to function as intended with the rules and terminology presented in one of these books (Engagement Range, use of the **CORE** keyword, etc.). Such rules have been reworded, but are functionally the same.

- If the original rule had two separate effects, those rules have been reformatted so each effect is presented with its own bullet point. In all such instances, the effect of the rules remains unchanged; it is simply a style and formatting change to match how such rules are presented in other 9th edition publications.
- Stratagems have had labels applied to them (Battle Tactic, Strategic Ploy, Epic Deed, Requisition etc.) and if a rule is an aura ability, then that rule has been reworded or labelled in such a way as to make it clear it is an aura ability. None of these changes have rules implications and the effect of the rule remains unchanged – it is simply to match the style of rules that appear in other 9th edition publications.

This document also contains fully updated datasheets, weapon profiles and points values for all the Black Templars-specific units and weapons. These take into account all of the commensurate changes and updates made in *Codex: Space Marines*. The points values and Power Ratings presented in this document supersede any that have been previously published.

Please note that although the Black Templars are an Imperial Fists successor Chapter, they deviate significantly from its tactics and doctrines, and as such you should use the bespoke, dedicated set of rules in this document to represent them on the tabletop. They cannot make use of any of the rules found in *Codex Supplement: Imperial Fists*.

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STRATAGEMS

If your army is **Battle-forged** and includes any **BLACK TEMPLARS Detachments (excluding Auxiliary Support Detachments)**, you have access to the Stratagems shown here.

DEVOUT PUSH

1CP

Black Templars – Battle Tactic Stratagem

The Black Templars hurl themselves into the enemy ranks.

Use this Stratagem at the start of the Fight phase. Select one **BLACK TEMPLARS INFANTRY** unit or one **BLACK TEMPLARS BIKER** unit from your army. That unit can immediately pile in, even if it is not within Engagement Range of any enemy units, and, until the end of the phase, when that unit consolidates, it can move up to 6" instead of 3".

OATHS OF HONOUR

1CP

Black Templars – Battle Tactic

As a Neophyte's apprenticeship ends, they fight all the harder to prove their Initiate's faith is not misplaced.

Use this Stratagem in the Fight phase. Select one **BLACK TEMPLARS SCOUT** unit from your army that made a charge move or was charged this turn. Until the end of that phase, each time a melee attack is made by a model in that unit, you can re-roll the wound roll.

VICIOUS RIPOSTE

1CP

Black Templars – Battle Tactic Stratagem

Every blow against a Black Templar is answered in kind.

Use this Stratagem in the Fight phase, when a **BLACK TEMPLARS INFANTRY** unit from your army is chosen as the target of an attack. Until the end of that phase, each time a melee attack is allocated to a model in that unit, on an unmodified save roll of 6 the attacking model's unit suffers 1 mortal wound after it has finished fighting. Note that a saving throw can be taken even if, due to the Armour Penetration characteristic of the attack, it would not be possible to make a successful saving throw. Also note that once the last model in this unit is destroyed, any remaining wounds cannot be allocated (so no further saving throws can be made).

ABHOR THE WITCH

1CP

Black Templars – Epic Deed Stratagem

The Black Templars' zealous hatred of heretical sorcery steels their minds and bodies against psychic assaults.

Use this Stratagem in your opponent's Psychic phase, when an enemy **PSYKER** model manifests a psychic power within 24" of any **BLACK TEMPLARS** units from your army, after any Deny the Witch attempts have been made. Roll one D6; on a 4+ that psychic power is resisted.

CRUSADER RELICS

1CP

Black Templars – Requisition Stratagem

The crusade ships of the Black Templars maintain vast armouries of blessed weapons and sacred artefacts.

Use this Stratagem before the battle. Select one **BLACK TEMPLARS** model from your army that has the word 'Sergeant' or 'Sword Brother' in their profile. That model can have one of the following Chapter Relics: Witchseeker Bolts, Sword of Judgement, Skull of the Cacodominus (pg 5). All of the Relics your army includes must be different and be given to different models.

TENACIOUS ASSAULT

2CP

Black Templars – Strategic Ploy Stratagem

The Black Templars rarely permit their foes to retreat.

Use this Stratagem in your opponent's Movement phase, when an enemy **INFANTRY** unit within Engagement Range of any **BLACK TEMPLARS INFANTRY** units from your army is chosen to Fall Back. Roll one D6: on a 2+, that enemy unit cannot Fall Back this turn.

THE EMPEROR'S WILL

1CP

Black Templars – Strategic Ploy Stratagem

It is the divine command of the God-Emperor that the Black Templars bring ruin to Humanity's foes.

Use this Stratagem in your Movement phase, when a **BLACK TEMPLARS INFANTRY** unit from your army Advances. Until the end of the turn:

- Models from that unit can still shoot with their Pistol weapons.
- That unit is eligible to declare a charge with, even though it Advanced this turn.

SHOCK AND AWE

1CP

Black Templars – Strategic Ploy Stratagem

The Black Templars strike with aggressive and overwhelming force, shattering their foes' will to fight.

Use this Stratagem in your Charge phase. Select one **BLACK TEMPLARS INFANTRY** unit from your army that disembarked from a **LAND RAIDER CRUSADER** this turn. Until the end of the turn:

- Enemy units cannot fire Overwatch at the selected **INFANTRY** unit.
- Each time an attack is made against the selected **INFANTRY** unit, subtract 1 from the hit roll.

LITANIES OF THE DEVOUT

Unlike the majority of Adeptus Astartes Chapters, the Black Templars maintain an unwavering belief in the Emperor of Mankind's divinity. As a result, the litanies of Black Templars Chaplains are designed to stir the furious zealotry of their battle-brothers.

A **BLACK TEMPLARS CHAPLAIN** model in a **BLACK TEMPLARS** Detachment can know litanies from the Litany of the Devout, instead of knowing litanies from the Litany of Battle (see *Codex: Space Marines*). A **BLACK TEMPLARS CHAPLAIN** model that does generate an equivalent number of litanies from the Litany of the Devout (they cannot generate litanies from more than one litany table). You can either roll one D6 to generate each litany randomly (re-rolling duplicate results), or you can select which litanies the model knows.

1. LITANY OF DIVINE PROTECTION

The Chaplain rouses the ardent souls of his brothers, calling upon the godly essence of the Emperor to shield his sons from the blasphemy of the unbeliever.

If this litany is inspiring, select one friendly **BLACK TEMPLARS CORE** or **BLACK TEMPLARS CHARACTER** unit within 6" of this **PRIEST**. Each time a model in that unit would lose a wound, roll one D6; on a 5+ that wound is not lost.

2. PSALM OF REMORSELESS PERSECUTION (AURA)

The burning zeal with which the Chaplain denounces Humanity's foes drives his brothers into a terrible battle-rage.

If this litany is inspiring, then while a friendly **BLACK TEMPLARS CORE** or **BLACK TEMPLARS CHARACTER** unit is within 6" of this **PRIEST**, each time a model in that unit makes a melee attack, re-roll a wound roll of 1.

3. VOW OF RETRIBUTION (AURA)

The Chaplain's words promise terrible doom to all enemies of the Black Templars, sowing dread and despair into the hearts of unbelievers.

If this litany is inspiring, then while an enemy unit is within 6" of this **PRIEST**, subtract 2 from the Leadership characteristic of models in that unit.

4. FIRES OF DEVOTION

The Chaplain's words speak to the very souls of his battle-brothers, enflaming them with ardour and their blade arms with divine strength.

If this litany is inspiring, select one friendly **BLACK TEMPLARS CORE** or **BLACK TEMPLARS CHARACTER** unit within 6" of this **PRIEST**. If that unit makes a charge move or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in that unit until the end of the turn.

5. FERVENT ACCLAMATION (AURA)

The magnetic force of the Chaplain's oratory inspires similarly bold rhetoric from his fellow warriors.

If this litany is inspiring, while a friendly **BLACK TEMPLARS CORE** or **BLACK TEMPLARS CHARACTER** unit is within 6" of this **PRIEST**, add 3" to the range of that unit's aura abilities (to a maximum of 9").

6. OATH OF GLORY

The Chaplain calls on the warriors around him to attain ever higher feats of glory in the service of the God-Emperor.

If this litany is inspiring, select one friendly **BLACK TEMPLARS CORE** or **BLACK TEMPLARS CHARACTER** unit within 6" of this **PRIEST**. At the start of the Fight phase, if that unit is within Engagement Range of any enemy units, it fights first that phase.

WARLORD TRAITS

If a **BLACK TEMPLARS CHARACTER** model is your Warlord, you can use the Black Templars Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your Warlord's preferred style of waging war.

1. OATHKEEPER

The fury of a Black Templars warlord carries him headlong into battle no matter the hardships, the foe or the challenge he faces.

- This **WARLORD** is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of an enemy unit.
- Each time this **WARLORD** makes a Heroic Intervention move, it can move up to 6" instead of 3". All other rules for Heroic Interventions apply.

2. EPITOME OF PIETY

So intense is the warlord's devotion to the God-Emperor that they are able to throw off the malign influence of the warp.

- This **WARLORD** can attempt to deny one psychic power in each of your opponent's Psychic phases in the same manner as a **PSYKER**. This is cumulative with other, similar rules that allow a model to attempt to deny a psychic power (e.g. Chaplain Grimaldus' Devout Puritan ability).
- Add 1 to Deny the Witch tests taken for this **WARLORD**.

3. PARAGON OF FURY

This warlord's hatred for the heretic and the unbeliever burns with the fury of a newborn star.

Each time this **WARLORD** finishes a charge move, for each enemy unit within 1" of this **WARLORD**, roll one D6: on a 2+, that unit suffers 1 mortal wound.

4. MASTER OF ARMS

The warlord has devoted their existence to the rigorous perfection of both blade and bolter, becoming a force of righteous destruction upon the battlefield.

At the start of the Fight phase, if this **WARLORD** is within Engagement Range of any enemy units, it can fight first that phase.

5. INSPIRATIONAL FIGHTER (AURA)

The warlord's exemplary martial prowess galvanises the battle-brothers around them to reach new heights of righteous ferocity.

While a friendly **BLACK TEMPLARS CORE** unit is within 6" of this **WARLORD**, each time a model in that unit makes a melee attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

6. FRONT-LINE COMMANDER (AURA)

Leading from the heart of the battle, the warlord pushes their brethren to ever more fervent acts of courage in the face of the enemy's guns.

While a friendly **BLACK TEMPLARS CORE** unit is within 6" of this **WARLORD**, add 1 to Advance rolls and charge rolls made for that unit.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below.

Named Character	Warlord Trait
High Marshal Helbrecht	Front-line Commander
Chaplain Grimaldus	Epitome of Piety
The Emperor's Champion	Oathkeeper

CRUSADE RELICS

The holds of the Black Templars' crusade fleets are filled with innumerable prized relics and holy artefacts. Saved from destruction, they are preserved by a multitude of Chapter serfs, who meticulously maintain these sacred heirlooms in preparation for the day when they are ready to be carried to war in the Emperor's name.

If your army is led by a **BLACK TEMPLARS** Warlord, you can, when mustering your army, give one of the following Crusade Relics to a **BLACK TEMPLARS CHARACTER** model in your army instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes.

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.

THE CRUSADER'S HELM

This imposing helm has been passed down to champions of the Black Templars for many centuries. Worked into its ancient vox-piece is the jawbone of Saint Sebatius the Ancient, a sanctified relic that emboldens the voice of the wearer so that his oratory soars above the clash of battle. The hearts of nearby battle-brothers are filled with zealous fire, and none can stand before their fury.

- Add 3" to the range of the bearer's aura abilities (to a maximum of 12").
- At the start of your Movement phase, select one friendly **BLACK TEMPLARS** unit that has a Combat Doctrines ability (see *Codex: Space Marines*) and is within 6" of the bearer. Until the start of your next Movement phase, the Assault Doctrine becomes active for that unit, instead of the currently active combat doctrine.

WITCHSEEKER BOLTS

With the metal casings forged from the blades of fallen battle-brothers and blessed by the devout priests of the Ministorum, these bolt rounds have an unerring talent for finding their way to the heart of the witch.

Select one bolt weapon this model is equipped with (see *Codex: Space Marines*). When the bearer shoots with that weapon, you can choose for it to fire a witchseeker round. If you do, you can only make one attack with that weapon, but that attack can target a **PSYKER CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with a witchseeker round against a **PSYKER** unit, if a hit is scored the target suffers D3 mortal wounds in addition to any other damage.

THE AURILLIAN SHROUD

Recovered from the shrine world of Aurilla after the opening of the Great Rift, this relic of devotion was once blessed by the holy form of Saint Agatine. Wreathed in an aura of coruscating light, the shroud is said to bring divine protection to all those who bask in its brilliance.

Once per battle, at the start of the battle round, the bearer can unveil the Aurillian Shroud. Until the end of that battle round, the bearer has the following ability: '**Aurillian Shroud (Aura)**: While a friendly **BLACK TEMPLARS CORE** or **BLACK TEMPLARS CHARACTER** unit is within 3" of the bearer, models in that unit have a 4+ invulnerable save.'

ANCIENT BREVIARY

This humble prayer book once belonged to the first High Chaplain of the Black Templars. It contains his teachings on the divine, and his successors recite from its pages on the eve of battle. Every utterance from this tome carries immense weight for the battle-brothers of the Chapter.

CHAPLAIN model only. When a roll is made to determine if a litany recited by the bearer is inspiring, you can roll two D6 and discard one of the results.

SKULL OF THE CACODOMINUS

A trophy taken from the period of time known only as the Howling, the skull of this wretched xenos creature still echoes with its monstrous, psychic death screams.

Once per battle, after a psychic power has been manifested by an enemy **PSYKER** model within 12" of the bearer, roll one D6; on a 2+ that model suffers D3 mortal wounds after that psychic power has been resolved.

SWORD OF JUDGEMENT

The characteristic sigil of the Emperor's aquila adorns the cross guard of this revered blade, its keen edge having served many a Black Templar well over the millennia.

Model with a power sword or one master-crafted power sword only. This Relic replaces a power sword or master-crafted power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Sword of Judgement	Melee	Melee	+1	-3	3

DATASHEETS

This section contains the datasheets that you will need to fight battles with your Black Templars miniatures. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; these can be found in *Codex: Space Marines*. In addition, some datasheets reference one or more weapon lists (e.g. *Combi-weapons* list); these can also be found in *Codex: Space Marines*.



HIGH MARSHAL HELBRECHT

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	High Marshal Helbrecht	6"	2+	2+	4	4	6	5	9	2+

High Marshal Helbrecht is equipped with: combi-melta; Sword of the High Marshals; frag grenades; krak grenades. Your army can only include one **HIGH MARSHAL HELBRECHT** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Sword of the High Marshals	Melee	Melee	+2	-3	2	Each time the bearer fights, if it made a charge move or performed a Heroic Intervention this turn, it makes D3 additional attacks with this weapon.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Chapter Master: In your Command phase, select one friendly **BLACK TEMPLARS CORE** or **BLACK TEMPLARS CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle (Aura): While a friendly **BLACK TEMPLARS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Crusade of Wrath (Aura): While a friendly **BLACK TEMPLARS CORE** unit is within 6" of this model, add 1 to the Strength characteristic of models in that unit.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS**
KEYWORDS: **CHARACTER, INFANTRY, CHAPTER MASTER, HIGH MARSHAL HELBRECHT**



THE EMPEROR'S CHAMPION

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	The Emperor's Champion	6"	2+	3+	4	4	4	5	9	2+

The Emperor's Champion is equipped with: bolt pistol; Black Sword; frag grenades; krak grenades. Your army can only include one **THE EMPEROR'S CHAMPION** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Black Sword	Melee	Melee	+3	-3	2	Each time an attack made with this weapon against a CHARACTER or MONSTER unit, you can re-roll the wound roll.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Sigismund's Honour: While this model is within Engagement Range of any enemy **CHARACTER** models, add 1 to this model's Strength and Attacks characteristics.

Skilful Parry: Each time a melee attack is made against this model, subtract 1 from the hit roll.

Armour of Faith: This model has a 4+ invulnerable save.

Slayer of Champions: At the start of the Fight phase, if this model is within Engagement Range of any enemy **CHARACTER** units, it can fight first that phase. Each time this model makes a melee attack against an enemy **CHARACTER** unit, you can re-roll the hit roll.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS**
KEYWORDS: **INFANTRY, CHARACTER, THE EMPEROR'S CHAMPION**



CHAPLAIN GRIMALDUS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaplain Grimaldus	6"	2+	3+	4	4	4	3	9	3+

Chaplain Grimaldus is equipped with: plasma pistol; artificer crozius; frag grenades; krak grenades. Your army can only include one **CHAPLAIN GRIMALDUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Artificer crozius	Melee	Melee	+2	-2	2	-

ABILITIES

Angels of Death [see *Codex: Space Marines*]

Spiritual Leaders (Aura): While a friendly **BLACK TEMPLARS CORE** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Devout Puritan: This model can attempt to resist one psychic power in your opponent's Psychic phase in the same manner as a **PSYKER** by taking a Deny the Witch test.

Unmatched Zeal (Aura): While a friendly **BLACK TEMPLARS CORE** unit is within 6" of this model, each time a model in that unit makes a melee attack, on an unmodified hit roll of 6 you can make 1 additional attack against the same unit using the same weapon. This additional attack cannot generate another attack.

Rosarius: This model has a 4+ invulnerable save.

PRIEST

This model knows the Litany of Hate [see *Codex: Space Marines*] and either two litanies from the Litanies of Battle [see *Codex: Space Marines*] or two litanies from the Litanies of the Devout [pg 3]. In your Command phase, if this model is on the battlefield, it can recite two litanies it knows that have not already been recited by a friendly model that battle round. Each time, roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS
KEYWORDS: CHARACTER, INFANTRY, PRIEST, CHAPLAIN, CHAPLAIN GRIMALDUS



CENOBYTE SERVITORS

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3	Cenobyte Servitor	5"	5+	5+	3	3	1	1	6	4+

Every model is equipped with: close combat weapon. Your army can only include one **CENOBYTE SERVITORS** unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Close combat weapon	Melee	Melee	User	0	1	-

ABILITIES

Mindwiped: While this unit is within 6" of a friendly **CHAPLAIN GRIMALDUS**, models in this unit have a Weapon Skill and Ballistic Skill characteristic of 4+, and a Leadership characteristic of 9. In addition, if your army is Battle-forged, this unit does not take up a slot in a Detachment that also includes **CHAPLAIN GRIMALDUS**.

Relic of Helsreach (Aura): While a friendly **BLACK TEMPLARS** unit is within 6" of this unit, each time a model in that unit would lose a wound as a result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS
KEYWORDS: INFANTRY, SERVITORS, CENOBYTE SERVITORS



CRUSADER SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Initiate	6"	3+	3+	4	4	2	1	7	3+
0-10	Neophyte	6"	3+	3+	4	4	1	1	6	4+
1	Sword Brother	6"	3+	3+	4	4	2	2	8	3+

If this unit contains 5 or more Initiates, it has **Power Rating 10**. If this unit contains between 1-5 Neophytes, it has **Power Rating +3**. If this unit contains 6 or more Neophytes, it has **Power Rating +6**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	18"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- The Sword Brother's bolt pistol can be replaced with one of the following: 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- The Sword Brother's boltgun can be replaced with one of the following: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- Any number of Neophytes in the unit can each have their boltgun replaced with one of the following: 1 Astartes shotgun; 1 combat knife.
- Any number of Initiates in the unit can each have their boltgun replaced with 1 Astartes chainsword.
- If this unit contains 9 or fewer models, 1 Initiate's boltgun can be replaced with one of the following: 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 weapon from the *Heavy Weapons* list; 1 weapon from the *Special Weapons* list.
- If this unit contains 10 or more models:
 - 1 Initiate's boltgun can be replaced with 1 weapon from the *Special Weapons* list.
 - 1 Initiate's boltgun can be replaced with one of the following: 1 power axe; 1 power fist; 1 power maul; 1 power sword; 1 weapon from the *Heavy Weapons* list.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Blind Grenades: While this unit contains 1 or more Neophytes, it has the **SMOKESCREEN** keyword.

Paired Combatants: While this unit contains at least as many Initiates as Neophytes, each time a melee attack is made by a Neophyte model in this unit, re-roll a hit roll of 1.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS
KEYWORDS: INFANTRY, CORE, MELTA BOMBS, CRUSADER SQUAD

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Chaplain Grimalus (pg 8)

Unit size 1 model
Unit cost..... 95 pts

High Marshal Helbrecht (pg 7)

Unit size 1 model
Unit cost..... 155 pts

The Emperor's Champion (pg 7)

Unit size 1 model
Unit cost..... 85 pts

ELITES

Cenobyte Servitors (pg 8)

Unit size 3
Unit cost..... 20 pts

TROOPS

Crusader Squad (pg 9)

Unit size 5-20
Unit cost (Neophyte) 14 pts/model
Unit cost (other models)..... 18 pts/model

- Combi-flamer +10 pts
- Combi-grav..... +10 pts
- Combi-melta..... +10 pts
- Combi-plasma..... +10 pts
- Flamer..... +5 pts
- Grav-cannon..... +10 pts
- Grav-gun..... +10 pts
- Grav-pistol..... +5 pts
- Lascannon..... +15 pts
- Lightning claw +5 pts
- Meltagun +10 pts
- Missile launcher..... +20 pts
- Multi-melta +20 pts
- Plasma cannon..... +15 pts
- Plasma gun..... +10 pts
- Plasma pistol +5 pts
- Power axe..... +5 pts
- Power fist +10 pts
- Power maul..... +5 pts
- Power sword..... +5 pts
- Storm bolter..... +5 pts
- Thunder hammer +15 pts