

# CODEX SUPPLEMENT: BLACK TEMPLARS

## Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

## UPDATES & ERRATA

### Page 46 – Devout Push

Add the following to the end of the first bullet point:  
'That unit cannot use this move to embark within a **TRANSPORT** model.'

### Page 47 – Shock and Awe

Change the name of this Stratagem to:  
'Deadly Cargo'

### Page 49 – Paragon of Fury

Change this Warlord Trait to read:

'After this **WARLORD** finishes a charge move:

- Until the end of the turn, add 1 to this **WARLORD**'s Strength characteristic.
- Roll one D6 for each enemy model that is within Engagement Range of it: on a 5+, that model's unit suffers 1 mortal wound.'

### Page 72 – The Emperor's Champion, Holy Wargear ability

Change to read:

'This model can never be given any Relics, Crusade Relics or Weapon Enhancements.'

### Page 80 – Reference, Uphold the Honour of the Emperor

Change the third bullet point to read:

- Each time an enemy model makes an attack against this unit, this unit does not receive the benefits of cover against that attack.'

### Page 80 – Reference, Abhor the Witch, Destroy the Witch

Change the first bullet point to read:

- Once per battle, in your first Movement phase, if there are any enemy **PSYKER** units in your opponent's army, until the end of the phase, add 3" to the Move characteristic of models in this unit.'

### Page 80 – Reference, Accept Any Challenge No Matter the Odds.

Add the following bullet point after the first:

- Each time this unit fights, until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. This is not cumulative with the additional attack granted by the Shock Assault ability.'

## FAQS

*Q: When a unit gains the effects of another vow through the Fervent Acclamation litany, is that unit also affected by that vow's Passion?*

A: Yes.

*Q: Do Black Templars armies also have access to the rules found in Codex Supplement: Imperial Fists?*

A: No.