



# BLACK TEMPLARS

## FACTION PACK: VERSION 1.0

Legal for matched play from 20th June 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

### WHAT'S NEW?

This is the first iteration of this Faction Pack for this edition of Warhammer 40,000, combining some earlier updates with new revisions designed to smooth the transition. As such, all of the following content should be regarded as new, and individual changes are not highlighted. The next time this document is updated, this section will summarise what has been added or changed.

### CONTENTS

<b>Detachments</b> .....	<b>2</b>
Marshal's Household .....	2
The Living Miracle.....	3
Wrathful Procession .....	4
<b>Rules Updates</b> .....	<b>5</b>

# MARSHAL'S HOUSEHOLD



WARRIOR-KNIGHTS – EACH A CHAMPION OF MARTIAL FAITH – STRIKE WITH UNCOMPROMISING FERVOUR

## DETACHMENT RULES

### FAITH-FUELLED RESOLVE

*Uncompromising in their faith, a crusade's Sword Brethren are blazing beacons of intolerant resolve capable of holding back hordes of blasphemous foes from sites sacred to the Black Templars.*

Friendly **SWORD BRETHREN SQUAD** units have +1 **OC**.

**Restrictions:** Your army can include **BLACK TEMPLARS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

## ENHANCEMENTS

### FERVENT EXEMPLARS **UPGRADE**

*Paragons of their crusade's inexorable wrath, these Sword Brethren have earned a reputation for carving a path to victory through their foes, unable to rest while one enemy yet lives.*

**SWORD BRETHREN SQUAD** unit only. This unit has +1 to **charge rolls**.

### INHERITORS OF SIGISMUND **UPGRADE**

*These warrior elites have achieved feats of bloody slaughter against the most deadly of the God-Emperor's foes, executing them in displays of such blisteringly swift attacks that it is clear they share a sliver of Sigismund's own skill.*

**SWORD BRETHREN SQUAD** unit only. This unit has **Fights First**.

## SLAYERS OF ABOMINATIONS

1CP

### MARSHAL'S HOUSEHOLD STRATAGEM

The largest manifestations of the foe's sin are branded unholy abominations, challenges which a crusade's champions gladly meet to drive their sanctified weapons deeply beneath their hides.

**WHEN:** Fight phase, when a friendly **SWORD BRETHREN SQUAD** unit is **selected to fight**.

**TARGET:** That **SWORD BRETHREN SQUAD** unit.

**EFFECT:** Your unit's melee attacks that target a **MONSTER/VEHICLE** unit have +2 **S**.



## BLADE OF DETESTATION

1CP

### MARSHAL'S HOUSEHOLD STRATAGEM

With roared litanies and incendiary hatred, the Sword Brethren plunge into their foe like a white-hot blade, their armoured momentum cracking armour, crushing bones, and trampling the foe underfoot.

**WHEN:** Your Charge phase, when a friendly **SWORD BRETHREN SQUAD** unit ends a **charge move**.

**TARGET:** That **SWORD BRETHREN SQUAD** unit.

**EFFECT:** Select one enemy unit **engaged** with your unit. Roll one D6 for each model in your unit **engaged** with that enemy unit:

- For each 4+, that enemy unit suffers 1 **mortal wound** (to a maximum of 6 **mortal wounds**).



## UNSPARING EXECUTION

1CP

### MARSHAL'S HOUSEHOLD STRATAGEM

Those who attempt to flee their rightful death only stoke their executioners' hatred all the hotter. None can be spared the God-Emperor's wrath.

**WHEN:** Your opponent's Movement phase, when a unit is selected to make a **fall-back move**, if that unit is **engaged** with a friendly **SWORD BRETHREN SQUAD** unit.

**TARGET:** That **SWORD BRETHREN SQUAD** unit.

**EFFECT:** When an enemy unit **engaged** with your unit is selected to make a **fall-back move**, that enemy unit must use the **desperate escape** mode, with -1 to those **hazard rolls** if that enemy unit is **battle-shocked**.



# THE LIVING MIRACLE



THE MANIFESTATION OF THE GOD-EMPEROR'S WILL IS BLESSED WITH VISIONS OF EXCEPTIONAL DEEDS

## DETACHMENT RULES

### ANOINTED CHAMPION

*The warrior anointed as Emperor's Champion by a crusade's Chaplains is marked as such by the divine omens which assail him. With these visions as a guide, and having devoted what remains of his existence to the rigorous perfection of the blade, the Emperor's Champion becomes a force of righteous and unerring destruction.*

- When a friendly **EMPEROR'S CHAMPION** unit is **selected to fight**, that model's melee attacks can:
  - Re-roll one **hit roll**.
  - Re-roll one **wound roll**.
- **Enhancements** selected from this **detachment** do not count towards the total number of **enhancements** in your army.

**Restrictions:** Your army can include **BLACK TEMPLARS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

## ENHANCEMENTS

### GUIDING OMENS

*The holy visions which fill the mind of the Emperor's Champion on the eve of battle are clear to those of unwavering faith: they tell of the foes he will strike down, of the pious deeds he must commit, and the paths to be bloodily carved in his merciless crusade, all in the God-Emperor's name.*

**EMPEROR'S CHAMPION** model only. At the start of the first battle round, you can select up to three of the following abilities. This model has those abilities until the end of the battle:

- **Instrument of the God-Emperor (Once per battle, per army):** In the Fight phase, when this unit is **selected to fight**, if this unit is **engaged** with an enemy **CHARACTER** unit, you can use this ability. If you do, this model's melee attacks have **[DEVASTATING WOUNDS]**.
- **Foreseen Paths of the Unholy:** This unit has -3" **detection range**.
- **Vision of Momentous Brutality:** This model's melee attacks have +2 **A**.
- **Augury of Retribution:** Melee attacks that target this unit have **[HAZARDOUS]**.
- **Omen of Sacred Intervention:** When you target this unit with the **Heroic Intervention stratagem**, that use is -1 CP.
- **Harbinger of Judgement:** When an enemy unit (excluding **MONSTER/VEHICLE** units) **engaged** with this model is selected to make a **fall-back move**, roll one D6:
  - On a 2+, that enemy unit suffers D6 **mortal wounds**.

# WRATHFUL PROCESSION



CHAPLAINS STOKe THEIR BATTLE-BROTHERS' FANATICISM TO WITHSTAND THE FOE'S UNHOLY ATTACKS

## DETACHMENT RULES

### CHANT OF DEATHLESS DEVOTION

*With wrathful litanies, a crusade's Chaplains rouse the ardent souls of their battle-brothers, calling upon their faith in the God-Emperor to shield them from the blasphemy of the unbeliever.*

Friendly **CHAPLAIN** units have 5+ **InSv** against ranged attacks.

**Restrictions:** Your army can include **BLACK TEMPLARS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

## ENHANCEMENTS

### BENEDICTION OF FURY

*Borne through a dozen bloody and hard-fought crusades, this crozius arcanum's unique empathokinetic circuitry has absorbed the bellicosity and righteous wrath of every Chaplain who has ever wielded it. As a result, it now strikes with the force of a thunderbolt.*

**CHAPLAIN** model only. This model's melee attacks have **[DEVASTATING WOUNDS]**.

### ADAPTABLE EXECUTIONER

*No blasphemous tyrant is safe from this zealot's wrath, no matter the numbers or the qualities of the deluded guardians they throw in his path.*

**EXECRATOR** model only. When this unit is **selected to fight**, this model's melee attacks have:

- **[CLEAVE 1]**.
- Or: **[PRECISION]**.

## FUELLED BY FAITH

1CP

### WRATHFUL PROCESSION STRATAGEM

So powerfully gripped by holy fervour are these warriors that they fight on through even the most grievous wounds to body and mind.

**WHEN:** Any phase, when a friendly **CHAPLAIN** unit suffers a **mortal wound**.

**TARGET:** That **CHAPLAIN** unit.

**EFFECT:** Your unit has **Feel No Pain 4+** against **mortal wounds**.



## CASTIGATE THE DEMAGOGUES

1CP

### WRATHFUL PROCESSION STRATAGEM

There is nowhere that the architects of heresy can hide from the righteous judgement of the Black Templars.

**WHEN:** Fight phase, when a friendly **CHAPLAIN** unit is **selected to fight**.

**TARGET:** That **CHAPLAIN** unit.

**EFFECT:** Your unit's melee attacks have **[PRECISION]**.



## RITE OF PERFERVID WRATH

1CP

### WRATHFUL PROCESSION STRATAGEM

With a bellowed oath to Rogal Dorn, Chaplains lead their warriors plunging into the foe's midst, shattering armour and crushing skulls with blows granted the strength of their devotion.

**WHEN:** Fight phase, when a friendly **CHAPLAIN** unit is **selected to fight**.

**TARGET:** That **CHAPLAIN** unit.

**EFFECT:** Your unit's melee attacks have +1S.





# BLACK TEMPLARS

## RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

### UPDATES

#### ARMY RULES

##### Abhor the Witch, Destroy the Witch Templar Vow

Change to:

- This unit's melee attacks that target a **PSYKER** unit have **[PRECISION]**.
- When this unit **declares a charge**, if an enemy **PSYKER** unit is within 12" of this unit, you can use this part of this ability. If you do:
  - This unit can re-roll that **charge roll**.
  - This unit must end that **charge move engaged** with one or more of those enemy **PSYKER** units.

#### COMPANIONS OF VEHEMENCE DETACHMENT

##### Heresy Begets Retribution Stratagem, Effect Section

Change to:

'Your unit can make a **surge move** of up to D6.'

#### VINDICATION TASK FORCE DETACHMENT

##### Purge and Sanctify Detachment Rule

Change the second bullet point to:

'Each time a friendly **CRUSADER SQUAD** unit makes a **surge move**, instead of selecting a **surge target**, you can select the closest **objective** to that unit. When that unit makes that **surge move**, each model in that unit must end that **surge move** as close as possible to that **objective** instead.'

#### DATASHEETS

##### Castellan, Crusade Ancient – Core Abilities section

Remove 'Leader', add 'Support'.

##### Crusader Squad, Righteous Zeal Ability

Change to:

'In your opponent's Shooting phase, each time an enemy unit has shot, if any models in this unit were **destroyed** as a result of those attacks, this unit can make a **surge move** of up to D6+2.'

##### Emperor's Champion, Sigismund's Heir ability

Change to:

- When this unit **declares a charge**, if an enemy **CHARACTER** unit is within 12" of this unit, you can use this part of this ability. If you do:
  - This unit can re-roll that **charge roll**.
  - This unit must end that **charge move engaged** with one or more of those enemy **CHARACTER** units.
- (Once per battle, per army) In the Fight phase, when this unit is **selected to fight**, if this unit is **engaged** with a **CHARACTER** unit, you can use this part of this ability. If you do, this unit's melee attacks have **[DEVASTATING WOUNDS]**.

##### Land Raider Crusader – Keywords section

Add '**LAND RAIDER**'.

##### Terminator Squad, Teleport Homer Ability

Change 9" to 8".

##### Gladiator Lancer, Gladiator Reaper, Gladiator Valiant, Impulsor, Land Raider Crusader, Repulsor, Repulsor Executioner – Keywords section

Add '**FRAME**'.