



# BLACK TEMPLARS

FACTION PACK: VERSION 1.1

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

## WHAT'S NEW?

- FAQ and Errata Updates

## CONTENTS

|                                 |          |
|---------------------------------|----------|
| <b>Detachments</b> .....        | <b>2</b> |
| Wrathful Procession .....       | 2        |
| <b>FAQs and Errata</b> .....    | <b>4</b> |
| <b>Legends Datasheets</b> ..... | <b>5</b> |



# WRATHFUL PROCESSION

The Black Templars excel at heavy infantry shock assaults. These talents prove especially effective when fighting battles where armoured support is limited, or the terrain is too dense to deploy heavier assets. Whether taking an enemy facility corridor by corridor, storming the breach in a siege, or digging heretics out of thick jungle or ruins, the Black Templars are well suited. Before such engagements, their leaders fire the battle-brothers' fanaticism with hate-fuelled oratory and vox-amplified prayer to heights beyond even the fervour usually displayed by this Chapter. As one, the Black Templars begin their advance, banners to the fore, a holy procession swiftly gathering pace from stride to lope to thunderous headlong charge that caves in the enemy lines like a ceramite-clad fist driven into a heretic's face.

## DETACHMENT RULE

### ZEALOUS LITANIES

*Employing prayer as other warriors might use combat stimms, the Black Templars roar ritualised words of devotion that whip their ferocity and battle frenzy to near preternatural heights.*

At the start of the battle round, you can select one of the Litanies listed below. If you do, until the end of the battle round, that Litany is active and its effects apply to all **ADEPTUS ASTARTES INFANTRY** and **ADEPTUS ASTARTES MOUNTED** units from your army.

### Chorus of Relentless Hate

Add 2" to the Move characteristic of models in this unit and add 1 to Advance rolls made for it.

### Rite of Perfervid Wrath

Add 1 to the Strength characteristic of melee weapons equipped by models in this unit.

### Chant of Deathless Devotion

Models in this unit have a 5+ invulnerable save against ranged attacks.

## RESTRICTIONS

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

## ENHANCEMENTS

### PYREBRAND

*Within this relic burns a seemingly eternal flame, believed to have first been lit by Sigismund himself. Its light burns the sight from the foes' eyes just as its tongues of flame have ignited countless pyres.*

**BLACK TEMPLARS** model only. Models in the bearer's unit have the Stealth ability.

### SACRED RAGE

*So all-consuming is this warrior's hatred of the foe, so infectious his rage at their continued existence, that it grips those who fight alongside him and goads them to smite their enemies all the more swiftly.*

**ADEPTUS ASTARTES** model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

### TARAMOND'S CENSER

*Though the Black Templars are acclimatised to the acrid chemical incense burned within this iron thurible, their foes are not. Its fumes trigger nightmare visions and crippling terror amongst their ranks.*

**BLACK TEMPLARS** model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer's unit must take a Battle-shock test. When doing so, subtract 1 from the result.

### 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. The bearer's melee weapons have the [DEVASTATING WOUNDS] ability.



### FUELLED BY FAITH

WRATHFUL PROCESSION – BATTLE TACTIC 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, just after a mortal wound is allocated to an **ADEPTUS ASTARTES** unit from your army.

**TARGET:** That **ADEPTUS ASTARTES** unit.

**EFFECT:** Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.



### ARMOUR OF CONTEMPT

WRATHFUL PROCESSION – BATTLE TACTIC STRATAGEM

*The belligerence and transhuman physiologies of the Adeptus Astartes make them unyielding foes.*

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



### CASTIGATE THE DEMAGOGUES

WRATHFUL PROCESSION – BATTLE TACTIC STRATAGEM

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

**WHEN:** Fight phase.

**TARGET:** One **ADEPTUS ASTARTES** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the phase, melee weapons equipped by models in your unit have the **[PRECISION]** ability.



### BRUTE FERVOUR

WRATHFUL PROCESSION – BATTLE TACTIC STRATAGEM

*All the enemy's skill, cunning and trickery come to naught in the face of the Black Templars' direct and unrelenting brutality.*

**WHEN:** Fight phase.

**TARGET:** One **ADEPTUS ASTARTES** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and you can ignore any or all modifiers to the following: that attack's Weapon Skill characteristic; the Hit roll; the Wound roll.



### RELENTLESS MOMENTUM

WRATHFUL PROCESSION – STRATEGIC PLOY STRATAGEM

*The sheer momentum and ferocity of so many charging, armoured killers are almost impossible to stop, carrying them forward through rank after rank of the heretical foe.*

**WHEN:** Fight phase.

**TARGET:** One **ADEPTUS ASTARTES** unit from your army that has not been selected to fight this phase and is within Engagement Range of one or more enemy units.

**EFFECT:** Until the end of the phase, when determining which models in your unit are eligible to fight, any models in it that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.



### VOICE OF DEVOTION

WRATHFUL PROCESSION – STRATEGIC PLOY STRATAGEM

*In the crucial moment, these battle-brothers switch to the most apposite devotional litany just as they might select the correct weapon from the Chapter's armouries.*

**WHEN:** Your Command phase.

**TARGET:** One **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** unit from your army.

**EFFECT:** Select the Chorus of Relentless Hate, Rite of Perfidious Wrath or Chant of Deathless Devotion Litany. Until the end of the battle round, that Litany is active for your unit instead of any other Litany that is active for your army.



# BLACK TEMPLARS

## UPDATES & ERRATA

Pages 76 – Land Raider Crusader, Keywords section

Add 'LAND RAIDER'.

# CRUSADER SQUAD

## WARHAMMER LEGENDS

| M  | T | SV | W | LD | OC |              |
|----|---|----|---|----|----|--------------|
| 6" | 4 | 4+ | 2 | 6+ | 2  | NEOPHYTES    |
| 6" | 4 | 3+ | 2 | 6+ | 2  | OTHER MODELS |

|  RANGED WEAPONS                                     | RANGE | A  | BS  | S | AP | D  |
|------------------------------------------------------------------------------------------------------------------------------------|-------|----|-----|---|----|----|
| Astartes shotgun [ASSAULT]                                                                                                         | 18"   | 2  | 3+  | 4 | 0  | 1  |
| Bolt pistol                                                                                                                        | 12"   | 1  | 3+  | 4 | 0  | 1  |
| Boltgun                                                                                                                            | 24"   | 2  | 3+  | 4 | 0  | 1  |
| Flamer [IGNORES COVER, TORRENT]                                                                                                    | 12"   | D6 | N/A | 4 | 0  | 1  |
| Grav-gun [ANTI-VEHICLE 2+]                                                                                                         | 18"   | 2  | 3+  | 5 | -1 | 2  |
| Meltagun [MELTA 2]                                                                                                                 | 12"   | 1  | 3+  | 9 | -4 | D6 |
|  Plasma gun – standard [RAPID FIRE 1]               | 24"   | 1  | 3+  | 7 | -2 | 1  |
|  Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1] | 24"   | 1  | 3+  | 8 | -3 | 2  |
|  MELEE WEAPONS                                      | RANGE | A  | WS  | S | AP | D  |
| Astartes chainsword                                                                                                                | Melee | 3  | 3+  | 4 | -1 | 1  |
| Combat knife                                                                                                                       | Melee | 3  | 3+  | 4 | -1 | 1  |
| Close combat weapon                                                                                                                | Melee | 2  | 3+  | 4 | 0  | 1  |
| Power fist                                                                                                                         | Melee | 2  | 3+  | 8 | -2 | 2  |
| Power weapon                                                                                                                       | Melee | 3  | 3+  | 5 | -2 | 1  |
| Thunder hammer [DEVASTATING WOUNDS]                                                                                                | Melee | 2  | 4+  | 8 | -2 | 2  |
| Twin lightning claws [TWIN-LINKED]                                                                                                 | Melee | 3  | 3+  | 5 | -2 | 1  |

### ABILITIES

FACTION: **Templar Vows**

**Righteous Zeal:** You can re-roll Advance and Charge rolls made for this unit.

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, CRUSADER SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLACK TEMPLARS

- The Sword Brother's bolt pistol and boltgun can be replaced with 1 twin lightning claws or two different weapons from the following list:\*\*
  - 1 Astartes chainsword
  - 1 bolt pistol
  - 1 boltgun
  - 1 combi-weapon\*
  - 1 grav-pistol\*
  - 1 hand flamer\*
  - 1 inferno pistol\*
  - 1 plasma pistol\*
  - 1 power fist
  - 1 power weapon
  - 1 storm bolter\*
  - 1 thunder hammer
- Any number of Neophytes can each have their boltgun replaced with one of the following:
  - 1 Astartes shotgun
  - 1 combat knife
- Any number of Initiates can each have their boltgun replaced with 1 Astartes chainsword.
- 1 Initiate's boltgun can be replaced with one of the following:
  - 1 flamer
  - 1 plasma gun
  - 1 meltagun
  - 1 grav-gun
- 1 Initiate's boltgun can be replaced with one of the following:
  - 1 power weapon
  - 1 power fist
  - 1 heavy bolter\*
  - 1 heavy flamer\*
  - 1 grav-cannon\*
  - 1 lascannon\*
  - 1 missile launcher\*
  - 1 multi-melta\*
  - 1 plasma cannon\*

## UNIT COMPOSITION

- 1 Sword Brother
- 4-9 Initiates
- 0-10 Neophytes

Every model is equipped with: boltgun; bolt pistol; close combat weapon.

## ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **TACTICAL SQUAD**, it can be attached to this unit instead.

*\* The profile for this weapon can be found on the Black Templars Armoury card.*

*\*\* This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).*

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, CRUSADER SQUAD



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