

## BLACK TEMPLAR DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	COST
Assault	Four Assault units	Commander, Vindicator	175 points
Bike	Five Bike units	Commander, Attack Bike	200 points
Devastator	Four Devastator units plus transports	Commander, Razorbacks, Dreadnought, Hunter, Land Raider, Vindicator	250 points
Land Raider	Four Land Raiders or Land Raider Crusaders	Commander, Vindicator, Hunter	350 points
Land Speeder	Five Land Speeders	Commander, Tornado/Typhoon	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Four Predator Destructors	Annihilators, Commander, Vindicator, Hunter	225 points
1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transports	Commander, Dreadnought, Emperor's Champion, Neophyte, Razorbacks, Hunter, Vindicator, Land Raider	300 points
Terminator	Four Terminator units	Commander, Land Raider, Dreadnought, Emperor's Champion, Vindicator	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Thunderhawk Transporter	One Thunderhawk Transporter	Thunderhawk Transporter	200 points
Vindicator	Four Vindicators	Commander, Hunter, Vindicator	250 points

## BLACK TEMPLAR UPGRADES

Each allowed upgrade may be taken once per formation.

UPGRADE	UNITS	COST
Annihilators	Replace 2 Predator Destructors with 2 Predator Annihilators <u>or</u>	25 points
	Replace 4 Predator Destructors with 4 Predator Annihilators	50 points
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Black Templar Castellan or Chaplain character <u>or</u>	50 points
	Add one Black Templar Marshal character (Max one per army)	100 points
Dreadnought	Add one or two Dreadnoughts	50 points each
Hunter	Add one Hunter <u>or</u>	75 points
	Add two Hunters	125 points
Land Raider	Add up to four Land Raiders or Land Raider Crusaders	75 points each
Neophyte	Add one or two Neophyte units	25 points each
Razorbacks	Add up to one Razorback for each infantry unit in the formation (see Space Marine transport rule)	25 points each
Thunderhawk Transporter	Add one Thunderhawk Transporter	100 points
Tornado/Typhoon	Replace any number of Land Speeders with 1 Land Speeder Tornado or Land Speeder Typhoon each	0 per Tornado 10 per Typhoon
Vindicator	Add one or two Vindicators	50 points each

### USING THE ARMY LIST

- One spacecraft must be taken.

**CODEX SPACE MARINES – BLACK TEMPLARS**

**Strategy Rating: 5**

**Initiative: 1+**

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Assault	Inf	30cm	4+	3+	5+	Bolt Pistol	(15cm)	Small Arms	Jump Packs
Attack Bike	LV	35cm	4+	5+	4+	Chainsword	Base Contact	Assault Wpn	
Battle Barge	Spaceship	na	na	na	na	Heavy Bolter	30cm	AP5+	
Bike	Inf	35cm	4+	3+	4+	Orbital Bombardment	na	14BP, MW	Slow and Steady
Castellan	CH	na	na	na	na	Bolt Pistol	(15cm)	Small Arms	Mounted
Chaplain	CH	na	na	na	na	Chainsword	Base Contact	Assault Wpn	
Emperor's Champion	CH	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Inv Save, Leader, Commander
Devastator	Inf	15cm	4+	5+	3+	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Inv Save, Leader, Inspiring
Dreadnought	AV	15cm	4+	4+	4+	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Inv Save, Leader, Inspiring, Fearless. May only be added to Tactical and Terminator units
Drop Pod	na	na	na	na	na	2 x Missile Launcher	45cm	AP5+/AT6+	
Hunter	AV	30cm	5+	6+	6+	Missile Launcher	45cm	AP5+/AT6+	Walker
Landing Craft	WE, Aircraft	Bomber	4+	5+	3+	Twin Lascannon	45cm	AT4+	
Land Raider Crusader	AV	25cm	4+	6+	4+	OR Power Fist	Base Contact	Assault Wpn, MW, +1A	
Land Raider	AV	25cm	4+	6+	4+	Assault Cannon	30cm	AP5+/AT5+	Walker
Land Speeder	LV	35cm	4+	6+	5+	Deathwind	15cm	AP5+/AT5+	One Shot, Transport
Land Speeder Tornado	LV	35cm	4+	6+	5+	Hunter-Killer	60cm	AT4+/AA4+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	2 x Twin Lascannon	45cm	AT4+	Planetfall, Fearless, Reinforced Armour, Transport
Predator Annihilator	AV	30cm	4+	6+	5+	3 x Twin Heavy Bolter	15cm	AP4+/AA5+	DC 4, Crit - Destroyed (hit on units in 5cm)
Predator Destructor	AV	30cm	4+	6+	4+	Storm Bolter	(15cm)	Small Arms	
Razorback	AV	30cm	5+	6+	5+	Twin Assault Cannon	30cm	AP4+/AT4+	Reinforced armour, Thick rear armour, Transport
Rhino	AV	30cm	5+	6+	6+	Hurricane Bolters	(15cm)	Small Arms, +1A	
Strike Cruiser	Spaceship	na	na	na	an	Pintle Mounted Multi Melta	(15cm)	Small Arms	
Tactical	Inf	15cm	4+	4+	4+	2 x Twin Lascannon	45cm	AT4+	Reinforced armour, Thick rear armour, Transport
Terminator	Inf	15cm	4+	3+	3+	Heavy Bolter	30cm	AP4+	
Thunderhawk Transporter	WE, Aircraft	Bomber	4+	6+	5+	Multi-Melta	15cm	MW5+, Small Arms MW	Skimmer, Scout
Thunderhawk	WE, Aircraft	Bomber	4+	6+	4+	Assault Cannon	30cm	AP5+/AT5+	Skimmer, Scout
Vindicator	AV	25cm	4+	6+	4+	Heavy Bolter	30cm	AP5+	
						Twin Typhoon Missiles	45cm	AP3+/AT5+	Skimmer, Scout
						Heavy Bolter	30cm	AP5+	
						Twin Lascannon	45cm	AT4+	
						2 x Lascannon	45cm	AT5+	
						Autocannon	45cm	AP5+/AT6+	
						2 x Heavy Bolter	30cm	AP5+	
						Twin Heavy Bolter	30cm	AP4+	Transport
						OR Twin Lascannon	45cm	AT4+	
						Storm Bolter	15cm	Small Arms	Transport
						Shotgun	15cm	Small Arms	Infiltrate. Count as Tactical for transport
						Orbital Bombardment	na	5BP, MW	
						Power Weapon	Base Contact	Assault Wpn, MW, +1A	Supreme Commander, Inv Save
						Bolters	15cm	Small Arms	
						Missile Launcher	45cm	AP5+/AT6+	
						Storm Bolter	15cm	Small Arms	Reinforced armour, Thick rear armour, Teleport
						2 x Assault Cannon	30cm	AP5+/AT5+	
						Power Weapon	Base Contact	Assault Wpn, MW, +1A	
						2 x Twin Heavy Bolters	15cm	AP4+/AA5+ Right Arc	Planetfall, Reinforced armour, Transport
						2 x Twin Heavy Bolters	15cm	AP4+/AA5+ Left Arc	DC 2, Crit - Destroyed
						Battle Cannon	75cm	AP4+/AT4+ FxF	Planetfall, Reinforced Armour, Transport
						2 x Twin Heavy Bolter	30cm	AP4+/AA5+ FxF	DC 2, Crit - Destroyed
						Twin Heavy Bolter	15cm	AP4+/AA5+ Right Arc	
						Twin Heavy Bolter	15cm	AP4+/AA5+ Left Arc	
						Demolisher	30cm	AP3+/AT4+ Ignore Cover	Walker

## Black Templars Special Rules

### They Shall Know No Fear

It takes two blast markers to suppress a Space Marine unit. Space Marine formations are only broken if they have two blast markers per unit. Space Marine formations count as having half the number of blast markers (rounding down to a minimum of one) for assault resolution purposes. Broken formations receive one blast marker per unit when rallying. Space Marine Leaders remove two blast markers when rallying.

### Crusaders of the Emperor

A Black Templar army must include at least one spacecraft.

### Superior Tactics

The Space Marine army is a highly flexible and tactical army. Before each tournament game the Space Marine player may choose which formations with the 'plus transport' aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

### Space Marine Transport

Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation; you can't take extras along to cover any losses! Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list. To work out a formation's transport

- Add any infantry upgrades to the formation.
- Add Land Raiders to the formation.
- Add Razorbacks to the formation, up to the number of Infantry units not transportable by Land Raiders.
- If there are still infantry units in the formation without transport add the minimum number of Rhinos required for all units in the formation to be transported.

### Transport Capacity

*Note - Terminators and Dreadnoughts take up 2 transport spaces each in aircraft*

Battle Barge	Sixty Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units. Plus sixty Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators plus nine Thunderhawks and enough drop pods or landing craft to carry any other units on board.
Drop Pod	Tactical, Devastator and Dreadnought units may enter play in Drop pods.
Landing Craft	Twelve Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units. Plus four Land Raiders or six of the following Rhino, Razorback, Hunter, Whirlwind, Predator or Vindicator.
Land Raider	One Terminator or Two Tactical, Devastator or Scout units.
Land Raider Crusader	Two Terminator or Three Tactical, Devastator or Scout units.
Razorback	One Tactical, Devastator or Scout units.
Rhino	Two Tactical, Devastator or Scout units.
Strike Cruiser	Twenty Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units, plus twenty Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators, plus six Thunderhawks and enough drop pods or landing craft to carry other units on board.
Thunderhawk	Eight Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units.
Thunderhawk Transporter	One Land Raider or two of the following Rhino, Razorback, Hunter, Predator or Vindicator. In addition it may also carry any infantry transported in these vehicles.