

BLACK TEMPLARS



AUTHORED BY: THOMAS SERGEANT

BLACK TEMPLARS V 3.5

Black Templar Army List

Black Templar Space Marine armies have a strategy rating of 5. All Black Templar formations have an initiative rating of 1+ and use the 'They Shall Know No Fear' special rule. Any unit types not mentioned in the following section use the standard Codex Astartes Army list rules and the same rules of upgrading and character usage as the Codex Space marine list in section 6.3 of the Epic: Armageddon rulebook, including the special rule **6.3.1 Space Marine Transports**, and all other relevant material.

Black Templar Crusaders: The Tactical Space Marine formations in the Black Templar army are known as Crusaders. They have the same characteristics and can be represented by the same models as Tactical Space Marines, so are referred to as Crusaders in the army list to avoid confusion and all the normal individual Space Marines in the list are called Initiates.

Neophytes: New inductees into the Black Templars are not made in Scout units but are each apprenticed to Initiate and are called Neophytes, so therefore you can only buy the Neophyte upgrade if there are Initiates units of the same type in the formation.

In addition the army may not take Imperial Navy or Titan Legion units. This represents the fact that the chapter usually operates on its own as a crusading force reclaiming planets for the Emperor. The bulk of forces in the Fleets are made up of Black Templar Space Marines that operate as an autonomous force without the aid of the Navy, Titan Legions or Imperial Guard.

Thunderhawk Transporter: The entire Thunderhawk Transporter support formation is counted as one War Engine for both War Engine transport rule (e.g. one transported formation can be split between multiple aircrafts within one Thunderhawk Transporter formation) and for the allocation of Hits.

Black Templar Units

THE EMPEROR'S CHAMPION				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Black Sword	(base contact)	Assault weapon	Sniper, Extra Attack (+1)	
Notes: Character, Invulnerable save, Fearless				
Design Note: The Sniper ability represents the Champion challenging enemies to a duel.				

The Practice of having an Emperor's champion pre-dates the founding of the Black Templars, it goes back to Sigismund the first Black Templar High Marshal, it was during the Horus Heresy at the Siege of Terra, many Champions of Chaos arose from the Traitor Space Marine ranks. During this time, the Primarch of the Imperial Fists, Rogal Dorn chose Sigismund to fulfil the role of Emperor's Champion. Brother Sigismund was given the best armour and weapons, swearing a holy duty to seek out and destroy the foul champions of Chaos. He did so by challenging over two dozen of the enemy leaders to single combat and banishing them back into the Immaterium.

Each crusade nominally has an Emperor's champion, but in practice there is actually one for every Fighting Company. On the eve of battle, one amongst the space marine host will receive a vision from the Emperor, this vision may take many forms but as the warrior presents himself to the Chaplains and confesses what he has seen. The Chaplains then bless him with the litanies of hate, anointing him as the Emperor's Champion he is given the Black Sword and the Armour of Faith.

NEOPHYTES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	5 +	4 +	5 +
Weapon	Range	Firepower	Notes	
Bolt Pistols	(base contact)	Assault weapon		

Since the Black Templars have no homeworld, all of their recruiting is done via the Chapter Keeps. Recruits are selected following the normal processes of trial and testing, but after a certain stage of their genetic modification they're sent to a Crusade fleet. Then they're 'apprenticed' to a full Battle Brother (known as an Initiate), under whom they complete their training. It is because of this one-on-one training that the Black Templars have no standing scout force.

NEOPHYTE BIKES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5 +	4 +	5 +
Weapon	Range	Firepower	Notes	
Bolters	15 cm	Small Arms		
Chainswords	(base contact)	Assault weapon		
Notes: Mounted				

It is the responsibility of the Initiate to train his Neophyte recruit in the ways of war and the Chapter, often through example. During this time, the Neophyte will act as a servant to his mentor, and undergo the remainder of the processes required to make him a full Space Marine. This practice reflects the medieval tradition of achieving knighthood through a squireship under a knight. Should the Initiate be killed before the Neophyte has completed his training, he'll be assigned to another battle brother for the remainder of his training. If the Neophyte perishes, the Initiate will receive another Neophyte if one is available

SWORD BRETHERN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4 +	3 +	4 +
Weapon	Range	Firepower	Notes	
Bolters	15 cm	Small Arms		
Assault Veterans	(base contact)	Assault weapon		
Notes: Infiltrators				

Equivalent to a standard Chapter's First Company, the greatest warriors of a crusade are inducted into the Marshal's household. Known as the Sword Brethren, they're no longer required to train Neophytes and that'll receive additional training, particularly in the use of Tactical Dreadnought armour, or Terminator Armour. After completion of this training, Sword Brethren will use Terminator armour whenever available, but due to large amount of Black Templars and small amount of Terminator armour available Sword Brethren often go into combat in normal power armour taking on a more tactical role.

Like most Black Templars, Sword Brethren will fight with others out of familiarity rather than organised squads, and that'll always be found in the thickest of the fighting. If the Marshal is either killed or promoted to the position of High Marshal, one of the Sword Brethren will take his place. The one who receives this honor is decided by ritual combat. The winner earns the right to become a Marshal upon the approval of the High Marshal; there has only been one case of the High Marshal withholding his approval (the Gervahr Repeal of M36).

Sword Brethren often wear a cream colored cloak and have red trim on their black pauldrons to signify their status.

LAND RAIDER CRUSADER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	25cm	4 +	5+	5 +
Weapon	Range	Firepower	Notes	
Frag Launchers	(base contact)	Assault weapons		
2x Hurricane Bolters	(15cm)	Small Arms	Extra Attack (+1)	
Twin Assault Cannon	30cm	AP4+/AT4+		
Notes: Reinforced Armour, Thick Rear Armour, Transport (May carry Three of the following units: Crusaders, Sword Brethren, Neophytes or Two Sword Brethren Terminator units)				

The ancient techno-arcana used to develop the Crusader variant of the Land Raider was discovered by the Black Templars during the Jerulus Crusade, and came to aid them in the numerous sieges required to reclaim the hive world. The Crusader is a line-breaking tank, built and armed to plough into the enemy formation and disgorge its larger-than-normal troop cargo directly into close combat. By replacing the side sponson lascannons of the original Land Raider design with the bolters, the Crusader has given up some of its anti-armour capability in exchange for a significant increase in its troop carrying capacity.

As word of the designs successes spread, many Chapters pressured the Techpriests of Mars into releasing construction schematics of the Crusader. After 118 years the design was officially recognized, but this was seen as a mere formality; as a large proportion of Chapters had already put Crusader-pattern Land Raiders into effective use.

THUNDERHAWK TRANSPORTER				
Type	Speed	Armour	Close Combat	Firefight
Aircraft, War Engine	Bomber	5 +	6 +	4 +
Weapon	Range	Firepower	Notes	
2x Twin Heavy Bolter Defense Mounts	15 cm	AP4+/AA5+		
Damage Capacity 2. Critical Hit Effect: The Thunderhawk Transporter's control surfaces are damaged. The pilot loses control and the Thunderhawk Transport crashes to the ground destroying all on board.				
Notes: Planetfall, Reinforced Armour, Transport (may carry two from the following units: Rhino, Razorback, Hunter, Predator, Vindicator, or one Land Raider/ Land Raider Crusader plus any infantry which are carried in any transported vehicle).				

Thunderhawk Transport is the main workhorse of any chapter. They are used to ferry marine armour and other support equipment from the orbiting space crafts down to a planets surface. Normally though they are not used on a hot landing zones as they lack heavier weaponry. The Black Templars however cannot afford to leave the Transporter for only ferry duties, and so when the situation demands and a Landing craft would be unadvised the transporter are called into front line duties

THUNDERHAWK (Close Air Support configuration)				
Type	Speed	Armour	Close Combat	Firefight
Aircraft, War Engine	Bomber	4 +	-	-
Weapon	Range	Firepower	Notes	
Turbo Laser	45 cm	2x AP5+/AT3+	Fixed Forward Arc	
2 x Twin Heavy Bolters	30 cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolters	15 cm	AP4+/AA5+	Left Arc	
Twin Heavy Bolters	15 cm	AP4+/AA5+	Right Arc	
2 x Hellfire Rockets	30 cm	AT4+	Fixed Forward Arc	
Damage Capacity 2. Critical Hit Effect: The Thunderhawk control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground destroying it.				
Notes: Reinforced Armour.				

THUNDERHAWK (Saturation Bombing configuration)				
Type	Speed	Armour	Close Combat	Firefight
Aircraft, War Engine	Bomber	4 +	-	-
Weapon	Range	Firepower	Notes	
Turbo Laser	45 cm	2x AP5+/AT3+	Fixed Forward Arc	
2 x Twin Heavy Bolters	30 cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolters	15 cm	AP4+/AA5+	Left Arc	
Twin Heavy Bolters	15 cm	AP4+/AA5+	Right Arc	
Bombs	30 cm	BP 2	Ignore Cover	
Damage Capacity 2. Critical Hit Effect: The Thunderhawk control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground destroying it.				
Notes: Reinforced Armour.				

Due to the nature of the Black Templar crusades the normal air and titan support is a rarity in the extreme, so the Templars have started using thunderhawks for more than transport, equipping them with extra weapons and ordinance, there are two different configurations used one that gives out maximum effects against troops and the other for hunting enemy vehicles.



Black Templar Space marines Army List

All formations have an initiative rating of 1+, Black Templar armies have a strategy rating of 5.
The 'They Shall Know No Fear' rule applies to all Black Templar formations
(see Epic Armageddon rule book 5.1.1).



Black Templar Crusaders

Note: Any amount of Crusader formations may be taken

Detachment	Units	Upgrades Allowed	Points Cost
Crusaders	Six Crusaders units plus Transport	Commander, Dreadnoughts, Emperor's Champion, Hunter, Land Raiders, Neophytes, Razorbacks,	300 points

Black Templar Crusade Detachments

Note: Two may be taken per formation of Crusaders

Detachment	Units	Upgrades Allowed	Points Cost
Assault	Four Assault units	Commander, Vindicator	175 points
Land Speeders	Five Land Speeders	Commander, Typhoon, Tornado	200 points
Initiate Bikers	Five Bike units	Commander, Attack Bike, Neophyte Bikes	200 points
Heavy Support	Four Predators (any combination of Annihilators & Destructors) or Vindicators	Commander, Hunter, Vindicator	275 points
Sword Brethren	Six Sword Brethren units plus Transport	Commander, Emperor's Champion, Hunter, Land Raiders, Razorbacks	325 points
Land Raider	Four Land Raiders or Land Raider Crusaders	Commander, Hunter, Vindicator	350 points
Sword Brethren Terminators	Four Sword Brethren Terminator units	Commander, Emperor's Champion, Land Raiders	350 points

Crusade Fleet Support

Note: No more than 1/3 of the army can be requisitioned from fleet assets

Formation	Units	Points Cost
0-1 Crusade Spaceship	Strike Cruiser Or Battle Barge	200 points Or 350 points
Thunderhawk	One Thunderhawk Gunship	200 points
Thunderhawk SB	One Thunderhawk (Saturation Bombing configuration)	250 points
Thunderhawk CAS	One Thunderhawk (Close Air Support configuration)	250 points
Thunderhawk Transporter	Two or three Thunderhawk Transporters	250 points or 350 points
Landing Craft	One Landing Craft	375 points

Upgrades

Upgrade	Units	Points Cost
Commander	One Space Marine Commander, either a Castellan or a Chaplain. One Space Marine Castellan in the army may be upgraded to a Marshal for +50 points	50 points
1 Emperor's Champion	Add one Emperor's Champion. One formation in the army <u>must</u> take this upgrade	50 points
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Tornado	Replace any number of Land Speeder units with 1 Tornado each	Free
Typhoon	Replace any number of Land Speeder units with 1 Typhoon each	25 points each
Neophytes	Add two or four Neophyte units plus Transport	75 points or 150 points
Neophyte Bikes	Add one to four Neophyte Bikes	35 points each
Dreadnought	Add one or two Dreadnoughts	50 points each
Vindicator	Add one to two Vindicators	50 points each
Hunter	Add one or two Hunters	75 points each
Land Raiders	Add up to four Land Raiders or Land Raider Crusaders	100 points each
Razorbacks	Replace any number of Rhinos with 1-2 Razorbacks	25 points each