

Black Templar

“And we shall know no fear!”

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What are the Space Marines? The Space Marines are the Emperor’s Angels of Death. They are genetically, biologically, and mechanically augmented to be the most elite warriors capable of delivering the Emperor’s wrath to the enemies of mankind. They are few in number compared to the untold trillions that make up the Imperium, but their legends are known by all. Space Marines go to war with heavy power armour and a variety of weapons for to handle any foe.

Army Difficulty 1-5: 1. Space Marines are incredibly durable. They can specialize to focus on one aspect of warfare, or bring versatile units that can handle nearly any situation. The only difficulty is for a new player to decide which units to use out of the enormous quantity added to their roster throughout the many years of 40k!

Strengths: This army is incredibly durable and versatile. Your Firstborn Marines can swap weapons during deployment, allowing for maximum flexibility and most can score any objective, even when outnumbered and surrounded on all sides! The Primaris are more durable, resisting Ld debuffs, being overwhelmed in combat, and can shrug off the worse of injuries thanks to their Transhuman Physiology!

Weaknesses: The army does not have any sacrificial units or cannon fodder to draw the enemy into traps. Using the many specialty units and the overall flexibility of this army will allow you to hold the enemy in position until you are ready to strike, or to pull back and fight on your own terms.

Army Abilities: The Space Marines have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its current weapon(s) for legal weapon options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.

Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.

Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack than remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Transhuman Physiology – This model has a 5+ Feel No Pain.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade – Reroll Dangerous Terrain Tests and failed Moved through Cover.
- Extra Armour – You may treat all Crew Stun Results as Weapon Disabled.
- Iron Halo – This model has a 4+ Invulnerability Save.
- Recovery Gear – Roll a d6, on 5+ repair Immobilized or Crew Stun result.
- Refractor Field – This model has a 5+ Invulnerability Save.
- Rosarius – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
 - 6" Aura, this model and target unit may reroll failed Ld Tests.
 - 6" Aura, this model and target unit gain A+1.
- Stormshield – This model gains Sv-1 (Improves by 1) and a 4+ Invulnerability Save.
- Terminator Honours – This model gains a 5+ Invulnerability Save.

Chapters

Space Marines form Chapters, each with their own traditions and combat doctrines that dictate how they conduct war in the 40k universe. Each Chapter has specialty rules that make the army more immersive to their lore and specialize their abilities on the battlefield. Your entire army MUST be from the same Chapter. Unique models will have the key word for which Chapter they must belong to if any.

Black Templar:

- Justified: All models in your army gain Ld+1. Datasheets with **Bold** already have this baked in.
- Righteous Zeal: All models in your army may reroll 1s To Wound in Melee on the phase they successfully Charged.

HQ 1-2 Slots

Grimaldus Grimaldus Cenobyte Servitor	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 6 4 5 11 3+ 6 4+ 4+ 4 4 1 3 1 8 4+	Points: 301 Composition: 1 Grimaldus 0-4 Cenobyte Servitors
Wargear Grimaldus: Plasma Pistol Croziurn Arcanum Frag Grenades Krak Grenades Rosarius Cenobyte Servitor: Relics of Helsreach	Options May take one B May take one C May take a unit of 4 Cenobyte Servitors for +82 points	Rules Grimaldus: Independent Character Infantry Unique Chief Chaplain Black Templars Adjusted Tactics Bolter Discipline Know No Fear Objective Secured Shock Assault Canticle of Hate – 6” Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Litany of Faith - 6” Aura, target Unit gain 5+ Invulnerability Save. Unmatched Zeal – 6” Aura, this model and target unit reroll failed To Hit rolls in Melee on the turn they count as Charging. You Swore to Me – 48” Aura, target unit that is not Grimaldus does not count as Destroyed on a 4+ for the purpose of claiming Victory Points by the Opponent.
Special Wargear: Relics of Helsreach – 6” Aura, this unit and target unit gain 5+	Special Wargear Upgrades: B Jump Pack +20 points C Rubicon Primaris +26 points	M+6, Fly, Deepstrike

Feel No Pain or a +1 to their Feel No Pain. Feel No Pains cannot get better than 4+. This Relic is cast as a unit, so long as at least one Cenobyte Servitor is alive.		W+1, A+1, gain 5+ Feel No Pain, Bulky, lose Objective Secured
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Selection	Name	Range	S	AP	Rules
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Croziium Arcanum	Melee And Flame	+2 And 5	4+ And 4+	Concussion And Assault 1, One Use Only
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

High Marshal Helbrecht Helbrecht	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 7 5 5 11 3+	Points: 531 Composition: 1 Helbrecht
Wargear Helbrecht: Combi Melta Sword of the High Marshals Frag Grenades Krack Grenades Orbital Strike Iron Halo	Options May take one B	Rules Helbrecht: Independent Character Monstrous Infantry Chapter Master Black Templars Bolter Discipline Know No Fear Deepstrike Furious Charge Night Vision Shock Assault Steady Very Bulky Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Crusade of Wrath – 6" Aura, this model and target unit may reroll all failed Charge rolls. Master of the Fleet – Helbrecht's Orbital Strikes are not One Use Only. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like

		normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear:	Special Wargear Upgrades: B Rubicon Primaris +13 points	M+2, A+1, gain Feel No Pain 5+, lose Deepstrike, Steady

Selection	Name	Range	S	AP	Rules
R	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter
M	Sword of the High Marshals	Melee	+1	2+	Extra Attack 2
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5

Advisors 0-3/Troop Slot Purchased

Emperor's Champion Champion	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 6 5 10 3+	Points: 200 Composition: 1 Champion
Wargear Champion: Bolt Pistol The Black Sword Frag Grenades Krak Grenades Armour of Faith	Options May take one B	Rules Champion: Independent Character Infantry Chapter Champion Black Templars Know No Fear Counterattack Objective Secured Shock Assault Chapter Champion – This model may reroll all failed To Hit and To Wound rolls. Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge.
Special Wargear: Armour of Faith – 4+ Invulnerability Save	Special Wargear Upgrades: B Rubicon Primaris +16 points	A+1. Gain Transhuman Physiology, Bulky, Stubborn. Lose Objective Secured, Grenades.

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	The Black Blade	Melee	+2	2+	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Troops 2-6 Slots

Crusader Squad Sword Brother Initiate Neophyte	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 10 3+ 6 3+ 3+ 4 4 2 4 1 9 3+ 6 3+ 3+ 4 4 2 4 1 8 4+	Points: 199 Composition: 1 Sword Brother 4-9 Initiates 0-10 Neophytes
Wargear Sword Brother: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Initiate: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Neophyte: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades	Options May take up to 5 more Initiates for +39 points each May take up to 10 Neophytes for +33 points each Sergeant may swap Boltgun for OR, P, M, or A Sergeant may swap Bolt Pistol for P or M Sergeant may swap Krak Grenades for G Up to two Initiates may swap Boltgun for H, M, or S Any Initiate may swap Combat Knife for Chainsword Any Neophyte may swap Shotgun for NR	Rules Sword Brother: Character Infantry Black Templars Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Initiate: Infantry Black Templars Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Neophyte: Infantry Black Templars Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault
Special Wargear:	Special Wargear Upgrades: A Stormshield +10 points	

Selection	Name	Range	S	AP	Rules
R	Boltgun	24	4	5+	Rapid Fire 1, Bolter
NR	Shotgun	12	4	-	Assault 2, Scatter
NR +1 point	Boltgun	24	4	5+	Rapid Fire 1, Bolter

OR +2 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
OR +6 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1, Bolter
OR +8 points	Combi Grav	18 Or 24	* Or 4	- Or 5+	Rapid Fire 1, Grav Or Rapid Fire 1, Bolter
OR +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter
OR +23 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter
P	Bolt Pistol	12	4	5+	Pistol 1
P +3 points	Hand Flamer	Flame	3	6+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P +8 points	Grav Pistol	12	*	-	Pistol 1, Grav
P +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Combat Knife	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +3 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
M +10 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
M +18 points	Thunderhammer	Melee	10	1+	Slow, Monsterbane
S +4 points	Flamer	Flame	4	5+	Assault 1
S +6 points	Grav Gun	18	*	-	Rapid Fire 1, Grav
S +6 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +21 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
H +7 points	Heavy Flamer	Flame	5	4+	Assault 1
H +9 points	Heavy Bolter	36	5	4+	Heavy 3
H +14 points	Plasma Cannon	36	7	2+	Heavy 1, 3" Blast, Gets Hot!
H +14 points	Grav Cannon	30	*	-	Heavy 1, 3" Blast, Grav
H +19 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane Or Heavy 1, 3" Blast
H +21 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
H +27 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane)
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast
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Primaris Crusader Squad Sword Brother Initiate Neophyte	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 10 3+ 6 3+ 3+ 4 4 2 4 2 9 3+ 6 3+ 3+ 4 4 2 4 2 8 4+	Points: 204 Composition: 1 Sword Brother 4-9 Initiate 0-10 Neophytes
Wargear Sword Brother: Heavy Bolt Pistol Power sword Frag Grenades Krak Grenades Initiate: Heavy Bolt Pistol Combat Knife Frag Grenades Krak Grenades Neophyte: Bolt Pistol Chainsword Frag Grenades Krak Grenades	Options May take up to 5 more Initiates for +40 points each May take up to 10 Neophytes for +35 points each Sergeant may swap Heavy Bolt Pistol for OP Sergeant may swap Power Sword for OM Sergeant may swap Krak Grenades for G Any Initiate may swap Heavy Bolt Pistol for IP or IR Any Initiate may swap Combat Knife for IM Any Neophyte may swap Bolt Pistol for NR	Rules Sword Brother: Character Infantry Black Templars Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Initiate: Infantry Black Templars Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Neophyte: Infantry Black Templars Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
OP	Heavy Bolt Pistol	18	4	4+	Pistol 1
OP +5 points	Pyre Pistol	Flame	3	4+	Pistol 1
OM	Power Sword	Melee	+1	3+	None

OM +1 points	Power Axe	Melee	+2	4+	None
OM +7 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
IP	Heavy Bolt Pistol	18	4	4+	Pistol 1
IR +1 point	Auto Bolt Rifle	24	4	6+	Assault 3
IR +4 points	Pyre Pistol	Flame	3	4+	Pistol 1
IR +6 points	Heavy Flamer	Flame	5	4+	Assault 1
IM	Combat Knife	Melee	User	-	Extra Attack 1
IM +0 points	Chainsword	Melee	User	6+	Rending
IM +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
NP	Bolt Pistol	12	4	5+	Pistol 1
NP +0 points	Shotgun	12	4	-	Assault 2, Scatter
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Elites 0-3 Slots

Sword Brethren Sergeant Marine	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 4 10 3+ 6 2+ 2+ 4 4 2 4 3 9 3+	Points: 272 Composition: 1 Sergeant 4-9 Marines
Wargear Sergeant: Heavy Bolt Pistol Chainsword Frag Grenades Krak Grenades Marine: Heavy Bolt Pistol Chainsword Frag Grenades Krak Grenades	Options May take up to 5 more Marines for +53 points each Sergeant may swap Krak Grenades for G Any model may swap Heavy Bolt Pistol for P Any model may swap Chainsword for M Any model may swap Heavy Bolt Pistol and Chainsword for SM	Rules Sergeant: Character Infantry Black Templars Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Marine: Infantry Black Templars Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Heavy Bolt Pistol	18	4	4+	Pistol 1
P +5 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P +5 points	Pyre Pistol	Flame	3	4+	Pistol 1
R +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 4+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter
M	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
M +18 points	Thunderhammer	Melee	10	1+	Slow, Monsterbane
SM +2 points	Dual Lightning Claws	Melee	User	3+	Extra Attack 1, Reroll failed To Hit and To Wound rolls
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast