

# TEMPLAR TEST CODEX

VERSION 4.7.1

*WHEREIN THE READER CAN DISCOVER AN ATTEMPT TO ADD MORE DEPTH TO TEMPLAR BASED CHAPTERS BY AMENDING THE EXISTING CODEX WITH SPECIALIZED RULES, ADDITIONAL LIMITATIONS, AND TEMPLARS SPECIFIC EQUIPMENT. HOPEFULLY, THIS PROCESS WILL GENERATE A SOLID RECOMMENDATION FOR A BALANCED AND COMPETITIVE TEMPLARS FORCE THAT IS BOTH FUN TO PLAY AND FUN TO PLAY AGAINST.*

THIS WORK IS THE PRODUCT OF MUCH DISCUSSION AND DELIBERATION. CHIEF AMONG THE CONTRIBUTORS ARE THE MEMBERS OF THE BOLTER AND CHAINWORD SPACE MARINE DISCUSSION BOARD. JOIN OUR BLACK TEMPLAR DISCUSSIONS THERE AT:

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## **+ + + NOTICE + + +**

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## ARMY LIST

Templar armies use the units from Codex: Space Marine, Codex: Armageddon, and the new entries described below. This list replaces all previous lists.

**HEADQUARTERS:** Emperor's Champion (*Does not* occupy a slot on the Force Organization Chart), Templar Heroes, Templar Chaplain, and Templars Commandery

**ELITE:** Sword Brothers Squad and Dreadnought

**TROOPS:** Templar Tactical Squad

**FAST ATTACK:** Templar Assault Squad, Templar Bike Squadron, Attack Bike Squadron, Land Speeder Squadron, Land Speeder Tornado, and Land Speeder Typhoon

**HEAVY SUPPORT:** Predator Annihilator, Predator Destructor, Vindicator, Land Raider, Land Raider Crusader

# TEMPLAR SPECIAL RULES

## Drop Pods

As per Codex: Space Marine

## Mixed Armor

As per Codex: Armageddon

## Order of the Sword

High Marshals, Marshals, Castellans, Templar Chaplains, and Sword Brothers Knights, and Sword Brothers are members of the *Order of the Sword*. All members of the Order of the Sword have earned the honorific 'Sword Brother' and are granted the right to bear a personal coat of arms. In addition, Sword Brothers train to earn the Crux Templarum, an honor which signifies mastery of the Space Marine weapons arsenal and the right to wear a suit of the Templar's sacred Tactical Dreadnought Armor. The +1 Attack bonus from Terminator Honors has already been included in the characteristics of these units and may not be taken again. In addition, these units do not receive an additional +1 Attack Bonus if equipped with Terminator armor.

## Righteous Zeal

As per Codex: Armageddon, except Righteous Zeal only affects Templar units with one or more Sword Brothers among their number. If a Templar unit is not accompanied by a Sword Brother, that unit is not subject to Righteous Zeal and follows the standard Marine guidelines for 'And They Shall Know No Fear'. A unit loses the benefit of Righteous Zeal at the end of any phase in which that unit's last remaining Sword Brother is slain.

## Crusade Attrition

The burden of constant crusading is acutely felt among the Templars. This is especially true among Sword Brothers and other crusade veterans whose faith and devotion often surpass the endurance of their flesh. For this reason, a Templar army is allowed only one Elites choice for every full 750 points of army size. For example, a 1000 point army could have a maximum of one Elites unit, a 1500 point army could have a maximum of two Elites units, and so on.

## Devotional Seals

Instead of Purity Seals, Templars receive Devotional Seals for acts of courage and piety. Templars units may purchase them for +2 pts per model. Neophytes may not be given Devotional Seals. When a unit with a model that has Devotional Seals is forced to fall back, one less die is rolled to calculate Fall Back distance. (Ex. A Templars Assault Squad would roll 2d6 and a Templars Troop Squad would roll 1d6). This represents the unit's reluctance to fall back, choosing instead to risk their lives pressing forward for the glory of the Emperor. If one model in a unit has Devotional Seals, the entire unit gains the benefits. Any unit containing a model with Devotional Seals counts as having Devotional Seals for the entire game, even if that model has been slain and is no longer in play.

## Faith in the Emperor

For millennia Templar doctrine has taught that faith is the strongest weapon mankind has to bring to bear on the terrors that oppose them. This belief is so intense that they view skulking about behind cover to be the way of the heretic and apostate. To them, such behavior is a breach of honor and a serious violation of one's Faith in the Emperor. For this reason, Templar Space Marines may NEVER benefit from cover saves. All effects of cover that impact the determination of LOS or Initiative still apply. Neophytes and vehicles without WS are not affected.

## Oaths of Devotion

Templars are the most devout of the Space Marines. On the eve of every battle, the Templar Chaplain leads his assembled brethren in an Oath of Devotion that galvanizes the Templars for the trials that lay ahead. This oath, the very center of the Templars' unshakable faith in the Emperor and sense of duty to one another, often spurs the Templars to perform almost supernatural acts of valor. While many attribute these feats to the iron discipline and deep sense of honor instilled within each Templar, some believe that it is the favor of the Emperor and his protecting hand that propels the Templar to glory in innumerable, desperate battles throughout the galaxy.

At the beginning of the game, the Templar Player selects an Oath from the three Oaths of Devotion: 'We are vessels of the Emperor's Wrath', 'We shall not suffer the unclean to live', and 'We will accept any challenge, no matter the odds'. Once selected, this Oath binds the entire Templar force. To determine the effect that this Oath will have on the upcoming battle, consult the tables below:

## **OATHS OF DEVOTION: WE ARE VESSELS OF THE EMPEROR'S WRATH**

The Templar, charged with the protection of humanity and preserving the honor of the Emperor, take offence when the faithful stray from the path of righteousness. As a result, Rebels, Apostate Demagogues, Planetary Governors, and Traitor Marines have all learned that there are few things as merciless, terrible, and swift as the Templar delivering news of the Emperor's displeasure. When the Templars pledge themselves as vessels of the Emperor's Wrath, the Templar Player's opponent should roll d3 (d6/2, round up) and consult the number rolled on the list below. The effect described will apply to the upcoming battle.

### **1. WE ARE FEAR INCARNATE**

Radiating hatred and loathing for the heretic and alien, the Templars tear into the enemy with merciless and unyielding conviction. For the duration of the battle, when a Templars squad wins an assault, the defeated squad receives -2 to its Morale Check. This *does not* affect units or models that are Fearless or that automatically pass Morale Checks.

### **2. WE BRING DEATH**

Seeds of blasphemy and unrest can not be left to fester and grow among the faithful. Death is the only gift for those that shun the Emperor's Light. At the start of each Templar Player Turn, any single Templar squad may be designated as the recipient of "WE BRING DEATH". If this squad participates in HTH combat during the Assault Phase of the Templar Player's turn, a Faith Test must be made by rolling less than or equal to the highest Ld in the squad. This Faith Test is made prior to any rolls 'To Hit' and if the test is successful, each model in that squad receives +1 Attack for the duration of the Templar Player's Assault Phase. If the test fails, the squad fights normally.

### **3. THE LITANY OF HATRED**

Driven by faith and chanting the Litany of Hatred, the Templars show their enemies no mercy, no remorse, and no fear. When a Templar unit breaks an enemy in hand-to-hand combat, it can not opt to consolidate. Instead, it **MUST** advance, if it would normally be allowed to do so. When determining the distance for this advance, the Templar Player rolls an extra die and discards the lowest result. This advance is treated as a sweeping advance, with all the benefits and disadvantages that this entails. Models in Terminator Armor are not affected.

## **OATHS OF DEVOTION: WE SHALL NOT SUFFER THE UNCLEAN TO LIVE**

Templars have no tolerance for the alien, unholy, or even the wayward among humanity. The existence of heresy, in any form, is blasphemy against the Holy Emperor. The only punishment for Blasphemy is death. When the Templars pledge themselves to purge the unclean, the Templar Player's opponent should roll d3 (d6/2, round up) and consult the number rolled on the list below. The effect described will apply to the upcoming battle.

### **1. SPARE NOT THE LOST**

Templars train relentlessly to perfect the close quarter battle drills they employ to deliver the Emperor's Vengeance to heretics, aliens, and other miscreants. The merciless precision and unrelenting strength of these attacks allow the Templars to add +1 to their dice roll when rolling to wound in close combat (Ex. If you need 4+ to wound, then you would succeed with a 3+). A roll of 1 always fails. Since the Templars must summon this holy strength, they strike at -1 Initiative. Neophytes strike and wound normally.

### **2. TAKE HEED, DARKNESS COMETH**

The Templar are so attuned to the presence of vileness that they can sense the approach of the impure. Immediately before Turn One begins, a Templar player may reposition one (1) ELITE, TROOPS, or FAST ATTACK unit to a more suitable location within the Templar player's deployment zone.

### **3. THROUGH HOLY FIRE SHALT THOU BE SWEEPED AWAY**

Once per battle, at the beginning of the Templar player's Shooting Phase, a single Templar squad may be selected to execute a close order bolter drill that maximizes target saturation. For the remainder of that Shooting Phase, the designated squad may fire weapons that rapid-fire as if the squad were stationary, even if they have moved.

## **OATHS OF DEVOTION: WE SHALL ACCEPT ANY CHALLENGE, NO MATTER THE ODDS**

In their service to the Emperor, the Templars must often face the enemies of Humanity both outnumbered and without support. In such instances, the Templars fight with a disciplined ferocity that comes from knowing they are the righteous defenders of Mankind. When the Templars pledge themselves to accept any challenge, the Templar Player's opponent should roll d3 (d6/2, round up) and consult the number rolled on the list below. The effect described will apply to the upcoming battle.

### **1. BY THE MANNER OF THEIR DEATH WE SHALL KNOW THEM**

Once per battle, at the beginning of any Assault Phase, the Templar player may select a single Templar squad as a recipient of BTMOTD. These Templars will ignore the most grievous of wounds and overwhelming odds and will fight on to complete the Emperor's Work. Members of this squad can reroll any armor save failed during that particular Assault Phase. BTMOTD can not negate hits from attacks whose strength is double the targets toughness, or hand to hand combat attacks that allow no armor save. Any rerolled saves must be accepted.

### **2. WITH THE BLOOD OF MARTYRS...**

The Templars are driven by honor and duty to carry out the Emperor's Work. Their unwillingness to fail, even in the direst circumstances, leads them to sacrifice themselves in incredible acts of martial courage. Once per battle, during any Assault Phase, a Templar Player may place the center of small blast marker over any Sword Brother and make a Faith Test by rolling less than or equal the Sword Brother's Ld. Success means that the Sword Brother uses his shield, close combat weapon, or even his bare hands to claim the lives of the enemy in a desperate last stand. All enemy models that are under the marker receive a wound on a roll of 3+ (ignore armor saves), models partially under the marker are wounded on a 4+ (ignore normal saves). Regardless of the outcome the Sword Brother is removed from play as a casualty at the end of the Assault Phase in which WTBO is used. In the Assault Phase in which it is used, this attack replaces any and all of the other attacks that the Sword Brother may have made. Note: Failure of the Faith Test means that the Sword Brother fights as he would normally and that WTBO can not be attempted again for the remainder of the game.

### **3. MALLEUS DIABOLUS**

When engaged with those that have strayed from the Emperor's Grace, Templars fight with unnatural, uncompromising fervor. The Templars **MUST** assault the enemy if they are in range at the start of the Assault Phase. They **MUST** also advance if they win a combat, if they would normally be allowed to do so. In close combat, the raw fury of these attacks allows the Templars to always hit on a 3+, regardless of their opponent's WS. (This vow has no affect upon vehicles since they do not have a WS). Neophytes fight normally. If only Neophytes remain in a unit, *Malleus Diabolus* no longer applies to that unit. Dreadnoughts in the army *are* affected. Note: The Templars may not take any action in earlier phases that would prevent them from assaulting.

# TEMPLAR UNITS

## HEADQUARTERS

TEMPLAR HEROES										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Castellan	45	4	4	4	4	1	4	3	9	3+
Marshal	60	5	5	4	4	2	5	4	9	3+
High Marshal	75	5	5	4	4	3	5	4	10	3+

**Options:** Additional equipment may be purchased from the Templar Armory.

### Special Rules:

**Order of the Sword:** Templar Heroes are members of the Order of the Sword and are subject to any advantages or disadvantages that apply to Sword Brothers.

**Devotional Seals:** Templar Heroes are equipped with Devotional Seals at no additional cost.

**Commandery:** Templar Heroes may be accompanied by a Commandery. A Templar Hero and his Commandery count as a single HQ choice.

**Independent Character:** Unless accompanied by one or more Templar Commandery models, a Templar Hero is an independent character and follows the Independent Character special rules in the Warhammer 40,000 rulebook.

TEMPLAR CHAPLAIN										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Templar Chaplain	85	5	5	4	4	2	5	4	9	3+

**Weapons:** Crozius Arcanum and Rosarius

**Options:** Additional equipment may be purchased from the Templar Armory.

### Special Rules:

**Order of the Sword:** Templar Chaplains are members of the Order of the Sword and are subject to any advantages or disadvantages that apply to Sword Brothers.

**Litany of Devotion:** Intoning prayers from the Benediction of War, the Templar Chaplain is able inspire the Emperor's Faithful to shrug off severe wounds and press on to perform acts of fanatical bravery and courage. At the beginning of each game turn (Turn 1, Turn 2, etc) the Templar Player must make a Faith Test by rolling equal to or less than the Templar Chaplain's Ld on 2d6. If successful, Templar squad within 6" of the Templar Chaplain gain a 6+ INV save until the following turn, otherwise there is no effect. Neophytes affected by Litany of Devotion can not take cover saves.

**Devotional Seals:** The Templar Chaplain is equipped with Devotional Seals at no additional cost.

**Always an Independent Character:** The Templar Chaplain always fights as an independent character and may never be accompanied by a Commandery.

EMPEROR'S CHAMPION										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Emperor's Champion	105	5	4	4	4	2	5	2	9	2+

The Emperor's Champion **MUST** be taken in a Templars army even if both players have agreed not to use special characters.

**Wargear:** Artificer armor, Terminator honors (bonus included above), devotional seals, iron halo, master-crafted bolt pistol, and the *Black Sword*. The Emperor's Champion must be used exactly as described below and can not purchase additional weapons or wargear.

### Special Rules:

As per Codex: Armageddon

TEMPLAR COMMANDERY										
	Points/ Model	WS	BS	S	T	W	I	A	Ld	Sv
Sword Brothers Knight	27	4	4	4	4	1	4	2	9	3+

A Templars Commandery may only accompany HQ units that can retain a Commandery.

**Squad:** Each Templar Hero may have a Commandery of up to eight Sword Brothers Knights.

**Weapons & Options:** Bolt pistol, close combat weapon, and frag grenades

**Options:** For +5pts, a Sword Brothers Knight may be removed from the Commandery and assigned to lead the following units: Templars Squad, Templars Assault Squad, Templars Bike Squad. Any number of squads may be led by a Sword Brothers Knight and only one Sword Brothers Knight can be assigned per squad. Once attached to a squad, a Sword Brothers Knight remains with that unit for the duration of the battle.

Sword Brothers Knights assigned to other squads have access to the Templar Armory and must purchase additional wargear at those costs. Wargear (jump pack, bike, etc.) **MUST** be purchased if it is standard equipment for the squad to which the Sword Brother is assigned.

Templar Commandery models that are not assigned to lead other units may be equipped as follows:

Two Sword Brothers Knights may trade their bolt pistol and close combat weapon for a flamer for +6 pts, a meltagun for +10 pts, or a plasma gun for +6 pts. Two Sword Brothers Knights may exchange their close combat weapon for a power weapon for +10pts or a power fist for +15 pts. Any Sword Brother Knight may trade his bolt pistol for a Crusader Shield for +10pts.

The entire squad may be equipped with krak grenades at +2 pts per model and melta bombs at +4 pts per model.

### Special Rules:

**Order of the Sword:** Each Sword Brothers Knight is a member of the Order of the Sword and is subject to any advantages or disadvantages that apply to Sword Brothers.

**Devotional Seals:** Each Sword Brothers Knight is equipped with Devotional Seals at no additional cost.

**Characters:** One model in the Commandery may be upgraded to an Apothecary, one model may be upgraded to a Techmarine, and one model may be upgraded to Standard Bearer. Any of these characters may purchase equipment from the Templar Armory.

**Transport Vehicle:** A Character and his Commandery may be mounted in a Rhino for an additional cost of +50pts, or Razorback for an additional cost of +70 pts. Land Raider Transport vehicle variants must be purchased separately as a Heavy Support choice. Commandery transports can purchase upgrades as normal.

## ELITES

SWORD BROTHERS SQUAD										
	Points/ Model	WS	BS	S	T	W	I	A	Ld	Sv
Sword Brother	25	4	4	4	4	1	4	2	9	3+

**Squad:** The Sword Brothers Squad consists of between five and eight Sword Brothers.

**Weapons:** Bolt pistol, close combat weapon, and frag grenades

**Options:** Sword Brothers Squads do not have access to the Templar Armory and can only be equipped as described below.

### **Either:**

Two Sword Brothers may trade their bolt pistol and close combat weapon for a flamer for +6 pts, a meltagun for +10 pts, or a plasma gun for +6 pts. Two Sword Brothers may exchange their bolt pistol for a Crusader Shield for +10pts and either exchange their close combat weapon for a power weapon for +10 pts or a power fist for +15 pts.

The entire squad may be equipped with krak grenades at +2 pts per model and melta bombs at +4 pts per model.

### **Or:**

The entire squad may be equipped with Terminator Armor for +18 per model. When so equipped, each model will begin with power fist and storm bolter.

Any number of models in the squad may exchange their power fists for power weapons at no additional cost or they may exchange them for chainfists for +5 pts, or thunder hammers for +5 pts.

Up to two models in the squad may exchange their storm bolters for Crusader Shields at +5pts, heavy flamers at +10pts, or assault cannons at +20 pts or they may exchange their power fists for Cyclone missile launchers at +20 pts.

### **Special Rules:**

**Order of the Sword:** Each Sword Brother is a member of the Order of the Sword and is subject to any advantages or disadvantages that apply to Sword Brothers.

**Devotional Seals:** Each model of the Sword Brothers Squad is equipped with Devotional Seals at no additional cost.

**Deep Strike:** Sword Brothers equipped with Terminator Armor may *Deep Strike*.

**Transport Vehicle:** If appropriate, a Sword Brother Squad may be mounted in a Rhino for an additional cost of +50pts, or Razorback for an additional cost of +70 pts. Sword Brothers equipped with Terminator Armor may only ride in Land Raider Transport vehicles purchased separately as a Heavy Support. Sword Brother transports may purchase upgrades as normal.

## DREADNOUGHT

SEE CODEX: SPACE MARINES

## TROOPS

TEMPLAR TACTICAL SQUAD										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	15	4	4	4	4	1	4	1	8	3+
Neophyte	11	3	3	4	4	1	4	1	7	4+

**Squad:** Per Codex: Armageddon entry for Black Templars Squad

**Weapons:** Per Codex: Armageddon entry for Black Templars Squad

**Character:** The Templar Tactical Squad may be joined by a Sword Brothers Knight from the Templar Commandery. See the Templar Commandery entry in the HQ section for details.

**Options:** Per Codex: Armageddon entry for Black Templars Squad

**Transport:** Per Codex: Armageddon entry for Black Templars Squad

## FAST ATTACK

TEMPLAR ASSAULT SQUAD										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Initiates	25	4	4	4	4	1	4	1	8	3+

**Squad:** The squad consists of between five and ten Initiates. Each model has a jump pack. Templars Assault Squads can not remove their jump packs.

**Weapons:** Bolt Pistol, close combat weapon, frag grenades.

**Character:** The Templar Assault Squad may be joined by a Sword Brother Knight from the Templar Commandery. See the Templar Commandery entry in the HQ section for details.

**Options:** The entire squad may be equipped with Krak grenades at +2 pts per model and melta bombs at +4 pts per model.

Up to two models in a squad may either exchange their bolt pistol with a plasma pistol for +5 pts, or may exchange their close combat weapon for a power weapon for +10 pts, or a power fist for +15 pts. Any model may exchange its bolt pistol for a Crusader Shield for +12 pts.

### Special Rules:

**Deep Strike:** Templar models equipped with jump packs may *Deep Strike*.

TEMPLAR BIKE SQUADRON										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Initiate Biker	35	4	4	4	4 (5)	1	4	1	8	3+
Neophyte Biker	25	3	3	4	4 (5)	1	4	1	7	4+

**Squad:** Per Codex: Armageddon entry for Black Templars Bike Squadron

**Weapons:** Per Codex: Armageddon entry for Black Templars Bike Squadron

**Character:** The Templars Bike Squadron may be joined by a Sword Brother Knight from the Templar Commandery. See the Templar Commandery entry in the HQ section for details.

**Options:** Per Codex: Armageddon entry for Black Templars Bike Squadron

**ATTACK BIKE SQUADRON**

**SEE CODEX: SPACE MARINE**

**LAND SPEEDER SQUADRON**

**SEE CODEX: SPACE MARINE**

**LAND SPEEDER TORNADO**

**SEE CODEX: SPACE MARINE**

**LAND SPEEDER TYPHOON**

**SEE CODEX: SPACE MARINE**

### ***HEAVY SUPPORT***

**PREDATOR ANNIHILATOR**

**SEE CODEX: SPACE MARINE**

**PREDATOR DESTRUCTOR**

**SEE CODEX: SPACE MARINE**

**VINDICATOR**

**SEE CODEX: SPACE MARINE**

**LAND RAIDER**

**SEE CODEX: SPACE MARINE**

**LAND RAIDER: CRUSADER**

**SEE CODEX: ARMAGEDDON**

## TEMPLAR ARMORY

A Templar Character or Independent Character may carry two weapons, but only one of these may be a two-handed weapon. Within these limits, a Templar Character or Independent Character may replace any weapons he has with weapons from the Templar Armory. Unless otherwise specified, each Character or Independent Character may select up to 100 points of wargear. Duplicate items may not be purchased for a single model and all wargear and weapons must be appropriately represented on the model.

Templars **DO NOT** pick wargear from Codex: Space Marines and must gather all equipment from the list provided below. Where it is necessary, special item descriptions have been included to explain relics and other Templar equipment.

**One-Handed Weapons:** (Models wearing terminator armor can only use wargear and weapons marked with a “\*\*”.)

Bolt Pistol:	1 pt
Bolt Pistol-Flamer:	5 pts
Chainfist (Terminators only):	30 pts*
Close combat weapons:	1 pt
Crusader Sword (Independent Characters Only):	20 pts*
Plasma Pistol:	15 pts
Power Fist:	25 pts*
Power Weapon:	15 pts*
Crusader Shield:	15 pts*
Thunder Hammer:	30 pts*

**Two-Handed Weapons:** (Models wearing terminator armor can only use wargear and weapons marked with a “\*\*”.)

Bolter:	2 pts
<i>Combi-weapons:</i>	
Bolter-flamer:	10 pts*
Bolter-Plasma:	10 pts*
Bolter-Meltagun:	15 pts*
Storm Bolter:	5 pts*

**Wargear:** (Models wearing terminator armor can only use wargear and weapons marked with a “\*\*”.)

Artificer Armor:	20 pts
Auspex:	2 pts*
Bionics:	10 pts*
Crusader Mantle:	5 pts *
Crusade Banner (Standard Bearer Only):	50 pts
Frag Grenades:	1 pt
Holy Relic:	30 pts*
Jump Pack:	20 pts
Krak Grenades	2 pts
Personal Litanies:	10 pts
Malleus Hereticus:	10 pts*
Master-Crafted weapon:	15 pts*
Melta Bombs:	5 pts
Narthecium (Apothecary Only):	25 pts
Devotional Seals:	2 pts/model for entire squad*
Reductor (Apothecary Only):	5 pts
Incense of Malediction (Chaplain Only):	20 pts*
Sacred Standard (Standard Bearer Only):	15 pts
Servo Arm (Tech Marine Only):	30 pts
Signum (Tech Marine Only):	15 pts
Space Marine Bike:	35 pts
Teleport Homer:	5 pts*
Terminator Honors:	15 pts
Terminator Armor (Does not include weapons; Independent Characters Only):	15 pts

## TEMPLAR WARGEAR

The rules below describe how the specialized equipment used by the Templars works within the game. Items not listed here function exactly as they are described in the Warhammer 40k rulebook, Codex: Space Marines, or Codex: Armageddon. Any wargear chosen **MUST** be represented on the model.

**Bolt Pistol-Flamer:** This weapon normally functions as a pistol, but once per battle, it can be used in lieu of one HTH attack to engulf nearby enemies with a blast of purifying flame. This flame attacks at STR 4 AP 5. Normal flamer saves apply. To determine targets that are hit, place the edge of the small blast template against the base of the model with the Bolt Pistol-Flamer and oriented in the direction that the model is firing. Models fully or partially under the template are automatically hit.

**Crusade Banner:** This banner represents the honor of the Crusade. Many Crusade Banners are thousands of years old and have been carried by the holiest of Templar warriors. Crusade Banners combine the effects of Sacred Standards and Holy Relics included in Codex: Space Marine. A Crusade Banner may only be taken by forces of 2000 points or greater. In addition, if the bearer of a Crusade banner is slain, do not remove the model. Place the model on its side and leave it on the tabletop. The first Templar to reach the fallen hero will retrieve the Crusade Banner and may do nothing else that turn. If there are any Templars within 6" of the Crusade Banner, one of them **MUST** move to retrieve it. Until the Crusade Banner has been retrieved, the Templars will not fall back and will fight with a +1 WS. If the Templars are unable to recover the Crusade Banner before the battle ends, then regardless of other conditions, they automatically lose the game.

**Crusader Mantle:** The Mantle is a loose garment worn over a Sword Brother's armor in the manner of a cloak or robe. The Crusader Mantle is usually white, to signify purity of faith, or black, to represent devotion unto death. In either instance, a Templar Cross is emblazoned across the front of the garment. In play, the wearer of the Crusader Mantle can reroll a single failed Ld based test each turn (Faith Tests, Morale Check, etc.)

**Crusader Shield:** This metallic, energy-reinforced shield is specifically designed for use in boarding actions and other close quarters combat situations. While the energy generator is too small to produce a ranged attack, it does allow a model with a Crusader Shield to replace its normal save with a 4+ invulnerable save in close combat. This save may only be used against one opponent per turn (defender chooses), and may not be combined with a rosarius of iron halo save. Additionally, when models armed with power weapons (not Power Fists) or close combat weapons don a Crusader Shield, they receive an additional +1 attack modifier to reflect shield bashing and other offensive shield techniques. Note: When a single-handed weapon *counts as a Power Fist* (Thunder Hammer, etc.), the +1 Attack does not apply and in combat situations where a weapon *counts as two-handed* (Crusader Sword ability, etc), both the +1 Attack *and* the 4+ INV do not apply.

**Crusader Sword:** These are rare and sacred relics that have been carried into battle by the most revered of warriors and faithful martyrs. The Crusader Sword functions as a power weapon and can be called upon once per battle to smite the foes of the Emperor as if it were a power fist. When used in this manner, the sword counts as two handed. This attack counts as a single attack and replaces all other attacks that the model could make in the turn that it is used. Activation of the sword's power requires a successful Faith Test by rolling less than or equal to his Ld on 2d6. Failure means that the sword functions as a power weapon for the remainder of the battle. Due to the holy nature of these weapons, they are only entrusted to the care of Independent Characters and can not be purchased by other units with access to the Templar Armory.

**Personal Litanies:** Many Sword Brothers adopt the practice of inscribing their power armor with quotes from the *Malleus Hereticus*, descriptions of the miracles they have witnessed, or personal revelations about the Emperor's Grace. For the pure of faith, Personal Litanies cloak the wearer with the protective hand of the Emperor. Once per battle, the wearer of Personal Litanies may take his normal armor save as if it were Invulnerable. Use of this protection requires a successful Faith Test by rolling less than or equal to his Ld on 2d6. Failure means that the power of the litanies was not activated and can not be called upon for the remainder of the battle.

**Malleus Hereticus:** This ancient tome is said to have been penned in the early years following the Horus Heresy by the renowned Templar Chaplain Phaeton Richter. It contains his writings and teachings concerning the vile nature of the heretic and a retelling of his victories over demons and their consorts. Passages read aloud from the Malleus Hereticus will inspire nearby units to acts of great heroism. Any unit which is within 6" of a model with the Malleus Hereticus may use the bearer's unmodified Leadership Value for any Morale Checks or Pinning Tests that they are required to make.

## TEMPLAR WARGEAR (cont.)

***Incense of Malediction:*** This incense is ignited during pre-battle prayers and ceremonies. It is carried into battle inside ceremonial censers that spread the scent of the burning oils and unguents across the battlefield. A unit under the influence of the Incense of Malediction will be steadfast in the face of overwhelming odds, as each member will believe that the Emperor is protecting them. Incense of Malediction counts as a single-handed weapon for purposes of wargear allocation, but can not be used as a weapon. Any squad within 6" of a model carrying Incense of Malediction takes Leadership Tests when shooting inflicts 50% or more casualties, rather than the normal 25%.

## VEHICLE UPGRADES

As per Codex: Space Marine

## PLAYTESTING

It would be a great help to this effort if you could playtest this codex and send us information about your battles. You can join our online discussions at:

<http://pub7.ezboard.com/fthebolterandchainswordcodexarmageddon>

Or email me directly at: [blacktemplar@attbi.com](mailto:blacktemplar@attbi.com)

If you do decide to participate, when you post information about your battle on the discussion board or email me, please include as much of the following as you can:

- 1) Points used
- 2) Mission played, and who was attacker/defender
- 3) Rough army lists for each army
- 4) Who won, and details if possible as to why
- 5) What worked, what didn't rules-wise. Which rules were forgotten, or got in the way of the fun. Etc.
- 6) Anything else you feel is important. (We got this far because folks took an interest and thought of great new ideas and submitted suggestions.)

Thank you in advance for any help that you can offer!

Imperator lo volt!!!