

BLACK TEMPLARS – RIGHTEOUS CRUSADERS

DETACHMENT RULE

The Black Templars are the most zealous of all the Space Marine Chapters. To them, the Emperor is a literal deity, and there is no oath they will not swear, no vow they will not take or bloody act of battlefield worship they will not perform in his name.



If your Army Faction is **ADEPTUS ASTARTES**, you can use this Righteous Crusaders Detachment rule.

RESTRICTIONS

- Your army cannot include any **ADEPTUS ASTARTES PSYKER** models, and cannot include any of the following models that do not have the **BLACK TEMPLARS** keyword: **GLADIATOR LANCER**; **GLADIATOR REAPER**; **GLADIATOR VALIANT**; **IMPULSOR**; **REPULSOR**; **REPULSOR EXECUTIONER**.
- Your army can include **BLACK TEMPLARS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

TEMPLAR VOWS

On the eve of battle, the warriors of a Black Templars crusade gather together to be led in prayer and contemplation by their Chaplains. In their righteous zeal, united in their hatred of the foe, they swear a mighty vow to uphold in the battle ahead.

At the start of the first battle round, select one of the four Templar Vows below to be active for **ADEPTUS ASTARTES** units from your army until the end of the battle.

- **Suffer Not the Unclean to Live:** Melee weapons equipped by models in this unit have the **[LETHAL HITS]** ability.
- **Uphold the Honour of the Emperor:** Models in this unit have the Feel No Pain 6+ ability and a Leadership characteristic of 5+.
- **Abhor the Witch, Destroy the Witch:** Models in this unit have a 4+ invulnerable save against Psychic Attacks and melee weapons equipped by models in this unit have the **[ANTI-PSYKER 4+]** ability.
- **Accept Any Challenge, No Matter the Odds:** Melee weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.





BLACK TEMPLARS – RIGHTEOUS CRUSADERS

STRATAGEMS

If you are using the Righteous Crusaders Detachment rule, you can use these Righteous Crusaders Stratagems.



1CP

FERVENT ACCLAMATION

RIGHTEOUS CRUSADERS – EPIC DEED STRATAGEM

The magnetic force of this Black Templar's oratory inspires his fellow warriors to swear great vows, even in the midst of the battle.

WHEN: Your Command phase.

TARGET: One **ADEPTUS ASTARTES CHARACTER** unit from your army.

EFFECT: Select one Templar Vow that is not active for your army. Until the start of your next Command phase, while that **CHARACTER** is leading a unit, models in that unit gain the benefits of that vow in addition to the vow selected to be active for your army at the start of the battle.



1CP

NO ESCAPE

RIGHTEOUS CRUSADERS – STRATEGIC PLOY STRATAGEM

Glowing blades and revving chainswords close off the foe's every avenue of escape.

WHEN: Your opponent's Movement phase, when an enemy unit (excluding **VEHICLES** and **MONSTERS**) is selected to Fall Back.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is within Engagement Range of that enemy unit.

EFFECT: Roll one D6, adding 1 to the result if the Accept Any Challenge, No Matter the Odds vow is active for your army. On a 4+, that enemy unit cannot Fall Back this phase and must Remain Stationary. Otherwise, that enemy unit can Fall Back this phase, but if it does, all models in that unit must take a Desperate Escape test.



1CP

DEVOUT PUSH

RIGHTEOUS CRUSADERS – STRATEGIC PLOY STRATAGEM

With a zealous cry, the Black Templars press forward towards victory.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **ADEPTUS ASTARTES** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can make a Normal move of up to D6", but it must end that move closer to the enemy unit that just shot. If the Abhor the Witch, Destroy the Witch vow is active for your army, your unit can make a Normal move of up to 6" instead, but it must end that move either closer to the enemy unit that just shot, or closer to the closest enemy **PSYKER** unit.



BLACK TEMPLARS – RIGHTEOUS CRUSADERS

STRATAGEMS

If you are using the Righteous Crusaders Detachment rule, you can use these Righteous Crusaders Stratagems.



ARMOUR OF CONTEMPT

RIGHTEOUS CRUSADERS – BATTLE TACTIC
STRATAGEM

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

1CP

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.



CRUSADER'S WRATH

RIGHTEOUS CRUSADERS – BATTLE TACTIC
STRATAGEM

The Black Templars channel their fervour into a hate-fuelled flurry of blows.

1CP

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 a melee attack, improve the Armour Penetration characteristic of that attack by 1. If the Suffer Not The Unclean to Live vow is active for your army, add 1 to the Strength characteristic of that attack as well.



VICIOUS RIPOSTE

RIGHTEOUS CRUSADERS – EPIC DEED STRATAGEM

Every blow struck against a Black Templar is answered in kind. Even as they are laid low, their blades still lash out at the enemies of the divine Emperor.

1CP

WHEN: 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if the Uphold the Honour of the Emperor vow is active for your army. On a 4+, do not remove the destroyed model from play; it can fight after the attacking model's unit has finished making its attacks, and is then removed from play.



BLACK TEMPLARS – RIGHTEOUS CRUSADERS

ENHANCEMENTS

If you are using the Righteous Crusaders Detachment rule, you can use these Righteous Crusaders Enhancements.

PERDITION'S EDGE

With blades carved from noctilith, these axes separate the victim's soul from the warp briefly as the death blow is delivered. What is only a moment in reality feels like an eternity of damnation to the departing spirit – punishment for their sins against the immortal Emperor.

ADEPTUS ASTARTES model only.

- Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1.
- If the Suffer Not the Unclean to Live vow is active for your army, add 1 to the Attacks characteristic of the bearer's melee weapons as well.

WITCHSEEKER BOLTS

With casings forged from the blades of fallen battle-brothers and blessed by the devout priests of the Ministorum, these bolt rounds have an unerring habit of finding their way to the heart of the witch.

ADEPTUS ASTARTES model only.

- The bearer's ranged weapons have the **[PRECISION]**, **[ANTI-PSYKER 4+]** and **[DEVASTATING WOUNDS]** abilities.
- If the Abhor the Witch, Destroy the Witch vow is active for your army, each time the bearer makes a ranged attack that targets a **PSYKER** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

SIGISMUND'S SEAL

This sheet of paper-thin adamantine is inscribed with an oath of moment taken by Sigismund under the gaze of the Emperor himself. Such a relic is gifted only to a warrior displaying exemplary martial prowess, galvanising the battle-brothers around them to reach new heights of righteous ferocity.

ADEPTUS ASTARTES model only.

- Improve the Attacks characteristic of the bearer's melee weapons by 1.
- While the bearer is leading a unit, if the Accept Any Challenge, No Matter the Odds vow is active for your army, each time a model in that unit makes a melee attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

TÄNNHAUSER'S BONES

Marshal Tännhauser was martyred at the hands of the Black Legion at the decisive battle of the Rutger's Reach Crusade. His bones, encased in small reliquaries, were distributed amongst the warriors of that crusade during the victory sermon. Each is a potent reminder of duty and the expectations placed upon every Black Templar.

ADEPTUS ASTARTES model only.

- Each time an attack is allocated to the bearer, halve the Damage characteristic of that attack.
- While the bearer is leading a unit, if the Uphold the Honour of the Emperor vow is active for your army, models in that unit have the Feel No Pain 5+ ability.





CHAPLAIN GRIMALDUS

M	T	SV	W	LD	OC	
6"	4	3+	4	5+	1	GRIMALDUS
6"	4	3+	1	8+	1	CENOBYTE SERVITOR



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-2	2
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Oath of Moment**

Litanies of the Devout: While **CHAPLAIN GRIMALDUS** is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Hit roll.

Temple Relics: In your Command phase, if this unit contains one or more Cenobyte Servitor models, select one Relics of the Emperor Ascendant ability (see left). Until the start of your next Command phase, this unit's Chaplain Grimaldus model has that ability.

INVULNERABLE SAVE

4+

RELICS OF THE EMPEROR ASCENDANT

Banner of Fallen Crusaders: This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

Remnant of the Fallen Temple: Models in this unit have the Feel No Pain 5+ ability.

Sceptre of Anointing: Improve the Armour Penetration characteristic of melee weapons equipped by models in this unit by 1.

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

KEYWORDS – ALL MODELS: **INFANTRY, IMPERIUM, TACTICUS**
GRIMALDUS: CHARACTER, EPIC HERO, GRENADES, CHAPLAIN GRIMALDUS

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

CHAPLAIN GRIMALDUS

High Chaplain Grimaldus is a beacon of Imperial faith. His fortitude is such that many of his brothers believe him invincible. His will is singular, his zeal coldly furious, and his martial skill attested by the trail of broken foes laid at his heels. His Cenobyte Servitors lurch to war at his side, bearing with them holy relics of the faith.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaplain Grimaldus – EPIC HERO
- 3 Cenobyte Servitors

Chaplain Grimaldus is equipped with: plasma pistol; artificer crozius.

Every Cenobyte Servitor is equipped with: close combat weapon.

LEADER

This unit can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- PRIMARIS CRUSADER SQUAD
- PRIMARIS SWORD BROTHERS

KEYWORDS – ALL MODELS: INFANTRY, IMPERIUM, TACTICUS |
GRIMALDUS: CHARACTER, EPIC HERO, GRENADES, CHAPLAIN GRIMALDUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

CRUSADER SQUAD

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	0	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: Oath of Moment

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

CRUSADER SQUAD

Mingling Initiates and their Neophyte charges, led by a battle-tempered Sword Brother, Crusader Squads combine maniacal zeal with the posthuman might of the Adeptus Astartes. Often equipped for the close-quarters fighting style favoured by the Black Templars, they carry their crusade into the heart of enemy lines.



- 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



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

HIGH MARSHAL HELBRECHT

M

6"

T

4

SV

2+

W

5

LD

5+

OC



2




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Ferocity [ANTI-INFANTRY 4+, DEVASTATING WOUNDS]	24"	2	2+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
 Sword of the High Marshals – one-handed	Melee	12	2+	6	-3	1
 Sword of the High Marshals – two-handed	Melee	6	2+	8	-3	3

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS, CHAPTER MASTER, HIGH MARSHAL HELBRECHT

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Crusade of Wrath: While this model is leading a unit, add 1 to the Strength characteristic of melee weapons equipped by models in that unit and each time an attack is made with such a weapon, a successful unmodified Hit roll of 5+ scores a Critical Hit.

High Marshal: At the start of the Fight phase, select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: ADEPTUS ASTARTES, BLACK TEMPLARS

HIGH MARSHAL HELBRECHT

Helbrecht is the living embodiment of his Chapter's warrior spirit. Wielding the Sword of the High Marshals, he storms into the fray, bellowing oaths of vengeance as he leads the unstoppable charge. His battle-brothers follow him without question, for they believe where High Marshal Helbrecht treads, so too walks the Emperor himself.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 High Marshal Helbrecht – EPIC HERO

This model is equipped with: Ferocity; Sword of the High Marshals.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INTERCESSOR SQUAD
- PRIMARIS CRUSADER SQUAD
- PRIMARIS SWORD BROTHERS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS, CHAPTER MASTER, HIGH MARSHAL HELBRECHT



FACTION KEYWORDS: ADEPTUS ASTARTES, BLACK TEMPLARS

PRIMARIS CRUSADER SQUAD

M	T	SV	W	LD	OC
6"	4	4+	2	6+	2
6"	4	3+	2	6+	2

PRIMARIS NEOPHYTE

OTHER MODELS



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Neophyte firearm [ASSAULT]	18"	2	3+	4	0	1
Pyre pistol [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

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

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



FACTION KEYWORDS: ADEPTUS ASTARTES, BLACK TEMPLARS

PRIMARIS CRUSADER SQUAD

Infused with the posthuman might of the Primaris miracle, these Crusader Squads storm into battle with bolt rifles blazing and Astartes chainswords howling. Initiates aim jets of fire from their pyreblasters or swing crackling power fists into their foes, while hard-eyed Neophytes fight furiously to prove their martial worth.



WARGEAR OPTIONS

- The Primaris Sword Brother's heavy bolt pistol can be replaced with 1 pyre pistol.
- Any number of Primaris Neophytes can each have their bolt pistol and Astartes chainsword replaced with 1 Neophyte firearm and 1 close combat weapon.
- Any number of Primaris Initiates can each have their bolt rifle replaced with 1 heavy bolt pistol and 1 Astartes chainsword.
- For every 10 models in this unit, up to 2 Primaris Initiates can each have their bolt rifle replaced with one of the following:
 - 1 heavy bolt pistol and 1 power fist
 - 1 pyreblaster

UNIT COMPOSITION

- 1 Primaris Sword Brother
- 5-11 Primaris Initiates
- 4-8 Primaris Neophytes

The Primaris Sword Brother is equipped with: heavy bolt pistol; power weapon.

Every Primaris Initiate is equipped with: bolt pistol; bolt rifle; close combat weapon.

Every Primaris Neophyte is equipped with: bolt pistol; Astartes chainsword.

ATTACHED UNIT

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

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



FACTION KEYWORDS: ADEPTUS ASTARTES, BLACK TEMPLARS

PRIMARIS SWORD BRETHREN

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1



🎯 RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Pyre pistol [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1

⚔️ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Master-crafted power weapon	Melee	4	2+	5	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN LINKED]	Melee	5	3+	5	-2	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, PRIMARIS SWORD BRETHREN



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

ABILITIES

FACTION: Oath of Moment

Vow-sworn Bladesmen: At the start of the Fight phase, you can select one of the following effects to apply to melee weapons equipped by models in this unit until the end of the phase:

- Add 1 to the Attacks characteristic of those weapons.
- Add 1 to the Damage characteristic of those weapons.

PRIMARIS SWORD BROTHERN

Every Sword Brother has earned their place amongst the Marshal's household through acts of unswerving faith and spectacular violence. On the battlefield they are a reaping whirlwind, unstoppable, uncompromising and armed with a lethal assortment of weapons that they turn upon the enemy in the Emperor's name.



WARGEAR OPTIONS

- Any number of Primaris Sword Brothers can each have their Astartes chainsword replaced with 1 power weapon.
- For every 5 models in this unit, 1 Primaris Sword Brother's Astartes chainsword can be replaced with 1 thunder hammer.
- For every 5 models in this unit, 1 Primaris Sword Brother's heavy bolt pistol can be replaced with 1 plasma pistol.
- For every 5 models in this unit, up to 2 Primaris Sword Brothers can each have their heavy bolt pistol replaced with 1 pyre pistol.
- The Sword Brother Castellán's heavy bolt pistol and Astartes chainsword can be replaced with one of the following:
 - 1 combi-weapon and 1 Astartes chainsword.
 - 1 combi-weapon and 1 master-crafted power weapon.
 - 1 heavy bolt pistol and 1 master-crafted power weapon.
- For every 5 models in this unit, 1 Primaris Sword Brother's heavy bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Sword Brother Castellán
- 4-9 Primaris Sword Brothers

Every model is equipped with: heavy bolt pistol; Astartes chainsword.

ATTACHED UNIT

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, PRIMARIS SWORD BROTHERN



**FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS**

THE EMPEROR'S CHAMPION



M

6"

T

4

SV

2+

W

5

LD

6+



OC


1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
 Black Sword – strike [PRECISION]	Melee	6	2+	8	-3	3
 Black Sword – sweep	Melee	10	2+	6	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS, THE EMPEROR'S CHAMPION

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Skilful Parry: Once per phase, when a melee attack is allocated to this model and the saving throw is failed, you can change the Damage characteristic of that attack to 0.

Sigismund's Heir: Each time this model makes a melee attack that targets a CHARACTER unit, add 1 to the Wound roll.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: ADEPTUS ASTARTES, BLACK TEMPLARS

THE EMPEROR'S CHAMPION

A humble warrior touched by greatness, the Emperor's Champion strides to battle wreathed in divine light. The furious blows of the enemy ring from his nigh-impenetrable Armour of Faith. In return, the Emperor's Champion seeks out the leaders of the foe and, with sweeping blows from his Black Sword, strikes them down.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Emperor's Champion – EPIC HERO

This model is equipped with: bolt pistol; Black Sword.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INTERCESSOR SQUAD
- PRIMARIS CRUSADER SQUAD
- PRIMARIS SWORD BROTHERS
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS, THE EMPEROR'S CHAMPION



FACTION KEYWORDS: ADEPTUS ASTARTES, BLACK TEMPLARS

CASTELLAN

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	2+	4	-1	1
Master-crafted power weapon	Melee	4	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Target Priority: This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, LIEUTENANT, CASTELLAN**



FACTION KEYWORDS: **ADEPTUS ASTARTES, BLACK TEMPLARS**

CASTELLAN

A Castellan leads each of a crusade's Fighting Companies and acts as a conduit for their Marshal's will. Charged with the physical and spiritual purity of active Chapter Keeps, they have honed a patient wisdom that they draw upon in battle, alongside their tactical precision and close-quarters ferocity.



WARGEAR OPTIONS

- This model's combi-weapon can be replaced with 1 heavy bolt pistol.
- This model's master-crafted power weapon can be replaced with 1 Astartes chainsword.

UNIT COMPOSITION

- 1 Castellan

This model is equipped with: combi-weapon; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- PRIMARIS CRUSADER SQUAD
- PRIMARIS SWORD BRETHERN
- STERNGUARD VETERAN SQUAD

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, LIEUTENANT, CASTELLAN



FACTION KEYWORDS: ADEPTUS ASTARTES, BLACK TEMPLARS

MARSHAL

M

6"

T

4

SV

3+

W

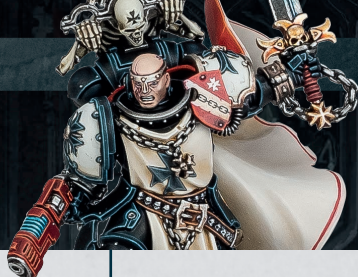
5

LD

6+

OC

1



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
▶ Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, CAPTAIN, MARSHAL

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, you can target one unit from your army with this ability with a Stratagem for OCP, and can do so even if another unit from your army has already been targeted by that Stratagem this phase.

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

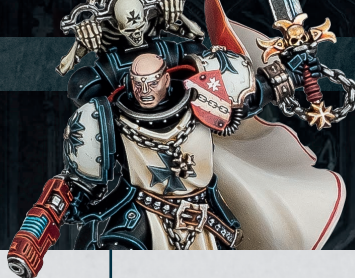
INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

MARSHAL

Each Black Templars crusade is led by a Marshal. Similar in rank to the Captains of other Chapters, Marshals are fearsome combatants and paragons of strategic acumen. Ensuring a crusade's purity and success is a sacred duty, and Marshals fight with sanctified relic weapons while acting as beacons of pious fervour for their warriors.



WARGEAR OPTIONS

- This model's plasma pistol can be replaced with one combi-weapon.

UNIT COMPOSITION

- 1 Marshal

This model is equipped with: plasma pistol; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- PRIMARIS CRUSADER SQUAD
- PRIMARIS SWORD BROTHERS
- STERNGUARD VETERAN SQUAD


KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, CAPTAIN,
MARSHAL




FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS GLADIATOR LANCER

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Lancer laser destroyer [HEAVY]	72"	2	3+	14	-4	D6+3
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR LANCER

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Aquila Optics: Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS GLADIATOR LANCER

With pinpoint accuracy, the Gladiator Lancer picks off the heaviest enemy armour, laser destroyer punching smouldering holes in their hulls. Such is the range of its heavy cannon that it can eliminate threats to the Space Marines before they encounter them, storming past burning wrecks to claim their objectives.

WARGEAR OPTIONS

- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following:
 - 1 ironhail heavy stubber
 - 1 multi-melta
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 **Gladiator Lancer**

This model is equipped with: Lancer laser destroyer; 2 storm bolters; armoured hull.


KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR LANCER




FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS GLADIATOR REAPER

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Tempest bolter [RAPID FIRE 4]	24"	4	3+	4	-1	1
Twin heavy onslaught gatling cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	12	3+	6	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Rotating Death: This model's twin heavy onslaught gatling cannon has the [SUSTAINED HITS 2] ability when targeting INFANTRY units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR REAPER



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS GLADIATOR REAPER

When the cannons of the Gladiator Reaper spin to full pitch, the droning makes the teeth of all nearby itch with the intensity of the vibrations. Within seconds, thousands of spent casings pour over the battle tank's armoured hide as enemies are erased from existence by the storm of fire.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 ironhail heavy stubber
 - 1 multi-melta
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Gladiator Reaper

This model is equipped with: 2 tempest bolters; twin heavy onslaught gatling cannon; armoured hull.


KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR REAPER




FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS GLADIATOR VALIANT

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin las-talon [TWIN-LINKED]	36"	2	3+	10	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Ferocious Assault: Each time this model makes an attack with its twin las-talon that targets the closest eligible **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT**



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS GLADIATOR VALIANT

The Valiant lays down blistering volleys of fire as it escorts transports or supports infantry in ferocious fighting, crossing rushing watercourses, sucking marshlands and bubbling lava lakes with equal ease. Its twin las-talons spit death at the foe, making short work of enemy armour and cracking open fortified positions.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 ironhail heavy stubber
 - 1 multi-melta
 - This model can be equipped with 1 Icarus rocket pod.
-

UNIT COMPOSITION

- 1 Gladiator Valiant

This model is equipped with: 2 multi-meltas; twin las-talon; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT






FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS IMPULSOR

M	T	SV	W	LD	OC
12"	9	3+	11	6+	2




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
 Bellicatus missile array – frag [BLAST]	48"	D6	3+	4	0	1
 Bellicatus missile array – Icarus [ANTI-FLY 2+]	48"	D3	3+	8	-1	2
 Bellicatus missile array – krak	48"	1	3+	8	-2	D6
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Ironhail skytalon array [ANTI-FLY 4+, SUSTAINED HITS 1]	36"	8	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 6**

FACTION: **Oath of Moment**

Assault Vehicle: Units can disembark from this **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

WARGEAR ABILITIES

Orbital Comms Array (Aura): While a friendly **ADEPTUS ASTARTES** unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Shield Dome: The bearer has a 5+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS IMPULSOR

Equipped with vectored thrusters that make it faster than any other gravitic tank in the Space Marines' armouries, the Impulsor is a highly adaptable transport used by all Primaris Space Marines for rapid insertion and flanking manoeuvres. It is particularly favoured by Vanguard forces.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 ironhail heavy stubber
 - 1 multi-melta
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following:
 - 1 bellicatus missile array
 - 1 ironhail skytalon array
 - 1 orbital comms array
 - 1 shield dome

UNIT COMPOSITION

- 1 Impulsor

This model is equipped with: 2 storm bolters; armoured hull.

TRANSPORT

This model has a transport capacity of 7 **TACTICUS** or **PHOBOS INFANTRY** models. It cannot transport **JUMP PACK** models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR




FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS REPULSOR

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Hunter-slayer missile [INDIRECT FIRE, ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Las-talon	36"	2	3+	10	-3	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Repulsor defensive array	24"	18	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Emergency Combat Embarkation: Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one **ADEPTUS ASTARTES** unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of any enemy units and every model in that unit is within 3" of this **TRANSPORT**, it can embark within this **TRANSPORT**. The charging unit can then select new targets for its charge.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS REPULSOR

Clad in advanced armour plating and armed for any battlefield situation, the Repulsor not only transports its passengers safely, it also provides superb fire support. Dangerous terrain is little impediment to it, its ventral plates channelling gravitic energies that crush obstacles beneath the vehicle's mass.

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 las-talon.
- This model can be equipped with 1 multi-melta.

UNIT COMPOSITION

- 1 Repulsor

This model is equipped with: heavy onslaught gatling cannon; hunter-slayer missile; Repulsor defensive array; twin heavy bolter; armoured hull.

TRANSPORT

This model has a transport capacity of 14 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.




KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR





FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS REPULSOR EXECUTIONER

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy laser destroyer [HEAVY]	72"	2	3+	16	-4	D6+4
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
 Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
 Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Repulsor Executioner defensive array	24"	10	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR EXECUTIONER

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Executioner: Each time this model makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS REPULSOR EXECUTIONER

Based on the Repulsor chassis, the Repulsor Executioner sacrifices some transport capacity to accommodate powerful turret weaponry. Even the largest battle tanks can be crippled by the beam of a heavy laser destroyer, while the incinerating blasts of a macro plasma incinerator can obliterate infantry formations.

WARGEAR OPTIONS

- This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer.
- This model can be equipped with one of the following:
 - 1 ironhail heavy stubber
 - 1 multi-melta
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Repulsor Executioner

This model is equipped with: heavy onslaught gatling cannon; macro plasma incinerator; Repulsor Executioner defensive array; twin heavy bolter; twin Icarus ironhail heavy stubber; armoured hull.

TRANSPORT








This model has a transport capacity of 6 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.


KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR EXECUTIONER



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS ARMOURY

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	5	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
 Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
 Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
 Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
 Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

WEAPON LISTS

Some **BLACK TEMPLARS** models can be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.



