

# *The templars of martyrdom*

The templars of martyrdom are a 4th founding successor chapter of the IMPERIAL FISTS. A fleet-based chapter, they crusade throughout the stars seeking those worthy of their heritage. They are specialised in siege warfare, and the longer they fight the longer they endure, yet depending on their role they can be as defensive as the crimson fists, as zealous as the black templars, as tactical as the retributors and as aggressive as the hospitallers. They are firm believers of the emperor's divinity, due to the visions the librarians of the chapter receive, which gives them ties to both the Mechanicus of Mars and the Ecclesiarchy.

They are known for their heroic last stands and epic duels against enemy leaders, and have been compared to Salamanders for their compassion to loyal Imperial men and women, which makes them great companions with the astra militarum. However, as honourable as they may be, they aren't seen as allies by every part of the imperium. The iron hands, and their successors, have an honest disdain for them. They are seen as "fanatics" and "illogical" for their actions during joint campaigns (same can be said for the Deathwatch). Simultaneously, they do not partake in missions or ceremonies with the dark angels, since their looks and demeanour of secrecy and distrust is off-putting for the purest sons of Dorn. Apart from that, they hold great relationships with the adepta sororitas and other adeptus astartes chapters. When in campaign with these, they put brothers more akin to the allied chapter or order militant to work closely with the aforementioned. And the more "unfitting" brothers are used as well, however these don't make contact or missions conjoined. And lastly, they are not on either positive or negative terms with the Inquisition, high lords of Terra, adeptus custodes and sisters of silence.

They are, surprisingly, a codex compliant chapter.

Yet they give their own personal touches to their veteran, command and devastator roles. Such as loincloths for every roles, black armour for devastators, plenty of red markings for sergeants, and golden details for their veteran, the so-called, "golden emissaries". But this will be explained upon later, like the known heroes of the chapter.

## **TABLETOP RULES:**

Being a codex-compliant chapter, they get the entire benefits of the OATH OF MOMENT.

- You can re-roll the hit roll.
- You get a plus one to wound.

### **-The grace of gold-**

From the second battle round onward, you must choose for each unit a "graceless" enemy unit. This unit must, at all costs, be obliterated.

You may choose, for each purpose desired, a "golden touch" (a unit cannot choose a "graceless" enemy unit if it has already been chosen, and the buff only work for the allied unit's specific "graceless" enemy unit)

### **-The divine light of the Emperor-**

Ranged weapons equipped by models in this unit have the [LETHAL HITS] rule (if the model already has that rule, it gets a +1 to hit)

-The Emperor's smite-

Melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] rule (if the model already has that rule, it gets a +1 to wound)

From the fourth battle round onward, you must choose another "golden touch" for each unit (this "golden touch" is stackable with the previous ones, and it doesn't need to be triggered by the "graceless" unit).

-Humanity's shield-

Every model in this unit gets a +5 [FEEL NO PAIN] (If it already has this rule, it gets a +1 for it).

-The galaxy must only be his-

Every model in this unit gets a +1 to their OC (objective control).

### **-ROLES IN THE CHAPTER-**

Battle roles:

Tactical



Jack of all trades, tactical marines usually wield bolters, bolt pistols and tactical knives. Due to their adaptability, they are usually seen performing duties such as assassination or taking out high-risk objectives, in small forces. And, if so needed, they can change their loadouts to better fit the possible scenarios. Other possible weapons, armours and equipment to be used by them can be:

- Grenade launchers
- Auspex scanners
- Power weapons
- Plasma pistols
- Thunder hammers

- Power fists
- Phobos armour
- Gravis armour
- Eliminator sniper rifles
- Las-fusils
- Heavy bolters
- Heavy bolt rifles
- Special issue bolt pistols
- Bolt carbines
- Combat knives
- Melta guns
- Plasma incinerators
- Pyreblasters
- Storm bolters

And plenty more to bring destruction to the enemies of mankind.

### Assault



These marines are usually seen being the vanguard of sieges, outfitted with jump-packs, they can reach high velocities and be so manoeuvrable that enemies can barely keep up with them. Standard marines of this role are equipped with heavy bolt pistols and chainswords, but they can also be equipped with some previously mentioned melee weapons, inferno pistols, flamers, melta guns and eviscerators.

### Devastator



This rank is quite a special one, unlike in other chapters. The black armour signifies their abandonment of purity, as their only purpose is pure destruction, and their orange helmets are a reference to the flames from which they burn the heretic, mutant and witch. Armed with the heaviest and most devastating armament, such as:

- Las Cannons
- Multi-meltas
- Heavy bolters
- Grav-cannons
- Rocket launchers

These battle-brothers are used for both defense and offense.

### Sergeant



The commanders of devastator, assault and tactical squads are renowned for their roles as strict and pragmatic figures of respect. They are in a never ending search for their squads to be as efficient as possible, yet, they can be compassionate towards their brothers, imperium citizens and other forces of the imperium. Their loadout depends on the squad they are leading.

Veterans, captains, lieutenants



Veterans are the elite of every space marine chapter, outfitted with the best weaponry and armour. These heroes, the golden emissaries, fulfill the roles of higher command and stronger forces to annihilate the enemy. Their name is given to them for the visions the librarians of the chapter receive, and when these do so, they give the rank of “golden emissary” to whichever battle brother was seen during these. Their armour’s hands are smeared with liquid gold, to represent how they were given grace by the god emperor of mankind itself, and so must give his touch to both the holy and unholy. The difference between command and conflict roles is purely visual. Captains, lieutenants and the chapter master wear capes, meanwhile other marines may have plenty of additions to their armour, yet they are unallowed to wear these.

#### Chapter master



“The golden one” is the title granted to the templar’s chapter master. They are the god-emperor’s will made manifest.

For the entirety of the chapter's existence, they have wielded the same weaponry. A relic power fist and a relic plasma pistol dating to the Horus-Heresy. They are, by all means, heroes of the Imperium. And they are the ones who bring light in the darkest of times.

Librarians, chaplains, apothecaries and techmarines

**Recruitment:**

They often search for avid candidates in a similar fashion as the Imperial fists, looking for the strongest and most defiant of all. Whenever they find a possible one, they ask their librarians to use foresight to see into the future of the aspirant. If they hold value to the chapter, they are accepted and the indoctrination process begins.