

BLACK TEMPLARS - COMMAND EDITION (WARHAMMER 40,000 9TH EDITION) [16 PL, 3CP, 355PTS]

PATROL DETACHMENT OCP (IMPERIUM - ADEPTUS ASTARTES - BLACK TEMPLARS) [16 PL, 3CP, 355PTS]

RULES: *AND THEY SHALL KNOW NO FEAR, ANGELS OF DEATH, BOLTER DISCIPLINE, COMBAT DOCTRINES, RIGHTEOUS ZEAL, SHOCK ASSAULT, VOWS*

CONFIGURATION [3CP]

BATTLE SIZE [3CP]

Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]
Categories: CONFIGURATION

CHAPTER SELECTION: BLACK TEMPLARS

Categories: CONFIGURATION, PC: BT

DETACHMENT COMMAND COST

Categories: CONFIGURATION

GAMETYPE

Selections: Open
Categories: CONFIGURATION

HQ [5 PL, 105PTS]

PRIMARIS CAPTAIN [5 PL, 105PTS]

Selections:

Frag & Krak grenades, Paragon of Fury, The Aurillian Shroud, Warlord

Categories:

FACTION: ADEPTUS ASTARTES, CAPTAIN, CHARACTER, FACTION: IMPERIUM, INFANTRY, PRIMARIS, HQ, WARLORD

Rules:

Angels of Death

HEAVY BOLT PISTOL, MASTER-CRAFTED POWER SWORD AND RELIC SHIELD [15PTS]

Selections:

Heavy Bolt Pistol, Master-crafted power sword [5pts], Relic Shield [10pts]

Abilities

Description

Ref

Iron Halo

This model has a 4+ invulnerable save.

Paragon of Fury

• Add 1 to this Warlord's Strength characteristic

• After this Warlord finishes a Charge move, roll one D6 for each enemy model that is within Engagement range of it; on a 5+ that model's unit suffers 1 mortal wound

Relic Shield

Each time the bearer suffers a mortal wound, roll a D6; on a 4+, that mortal wound is ignored. Add 1 to armour saving throws made for the bearer.

Rites of Battle

While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1

The Aurillian Shroud

Once per battle, at the start of either player's Command phase, the bearer can unveil the Aurillian Shroud. If it does, until the start of your next Command phase, the bearer has the following ability: 'Aurillian Shroud (Aura): While a friendly BLACK TEMPLARS CORE INFANTRY unit is within 3" of this model, models in that unit have a 4+ invulnerable save.'

Unit

M

WS

BS

S

T

W

A

Ld

Save

Ref

Primaris Captain

6"

2+

2+

4

4

6

5

9

3+

Weapon

Range

Type

S

AP

D

Abilities

Ref

Frag grenades

6"

Grenade D6

3

0

1

Blast.

Heavy Bolt Pistol

18"

Pistol 1

4

-1

1

-

Krak grenades

6"

Grenade 1

6

-1

D3

-

Master-crafted power sword

Melee

Melee

+1

-3

2

-

TROOPS [5 PL, 100PTS]

ASSAULT INTERCESSOR SQUAD [5 PL, 100PTS]

Categories:

FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, ASSAULT INTERCESSOR SQUAD, CORE, INTERCESSORS, TROOPS

Rules:

Angels of Death, Combat Squads

4x ASSAULT INTERCESSOR [76PTS]

Selections:

4x Astartes Chainsword, 4x Frag & Krak grenades, 4x Heavy Bolt Pistol

ASSAULT INTERCESSOR SGT [24PTS]

Selections:

Astartes Chainsword, Frag & Krak grenades, Plasma pistol [5pts]

Unit

M

WS

BS

S

T

W

A

Ld

Save

Ref

Assault Intercessor

6"

3+

3+

4

4

2

2

7

3+

Assault Intercessor Sgt

6"

3+

3+

4

4

2

3

8

3+

Weapon

Range

Type

S

AP

D

Abilities

Ref

Astartes Chainsword

Melee

Melee

User

-1

1

When the bearer fights, it makes 1 additional attack with this weapon.

Frag grenades

6"

Grenade D6

3

0

1

Blast.

Heavy Bolt Pistol

18"

Pistol 1

4

-1

1

-

Krak grenades

6"

Grenade 1

6

-1

D3

-

Plasma pistol, Standard

12"

Pistol 1

7

-3

1

-

Plasma pistol, Supercharge

12"

Pistol 1

8

-3

2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

FAST ATTACK [6 PL, 150PTS]

OUTRIDER SQUAD [6 PL, 150PTS]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, BIKER, PRIMARIS, OUTRIDER SQUAD, CORE, FAST ATTACK

Rules: Angels of Death

2x OUTRIDER [100PTS]

Selections: 2x Astartes Chainsword, 2x Frag & Krak grenades, 2x Heavy Bolt Pistol, 2x Twin Bolt rifle

OUTRIDER SGT [50PTS]

Selections: Astartes Chainsword, Frag & Krak grenades, Heavy Bolt Pistol, Twin Bolt rifle

Abilities

Description

Ref

Devastating Charge

Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 2 to the Attacks characteristic of models in this unit

Turbo-boost

When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Outrider	14"	3+	3+	4	5	4	2	7	3+	
Outrider Sgt	14"	3+	3+	4	5	4	3	8	3+	

Weapon

Range

Type

S

AP

D

Abilities

Ref

Astartes Chainsword

Melee

Melee

User

-1

1

When the bearer fights, it makes 1 additional attack with this weapon.

Frag grenades

6"

Grenade D6

3

0

1

Blast.

Heavy Bolt Pistol

18"

Pistol 1

4

-1

1

-

Krak grenades

6"

Grenade 1

6

-1

D3

-

Twin Bolt rifle

30"

Rapid Fire 2

4

-1

1

FORCE RULES

And They Shall Know No Fear: Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers ()

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

Bolter Discipline: Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

Combat Doctrines: (See page 125 of Codex Space Marines) ()

Righteous Zeal: - You can re-roll Advance rolls and charge rolls made for units with this tactic.

- Each time a model with this tactic would lose a wound as a result of a mortal wound, roll one D6; on a 5+, that wound is not lost ()

Shock Assault: Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

Vows: If every unit in your army (excluding UNALIGNED units) has the BLACK TEMPLARS keyword, then every unit that has the Combat Doctrines ability (see Codex: Space Marines) and is in a BLACK TEMPLARS Detachment gains the Templar Vows ability, below:

TEMPLAR VOWS
At the end of the Read Mission Briefing step, you can select one of the following Templar Vows

- Suffer Not the Unclean to Live
- Uphold the Honour of the Emperor
- Abhor the Witch, Destroy the Witch
- Accept any Challenge, No Matter the Odds

Until the end of the battle, all units from your army with the Templar Vows ability gain the effects of the selected vow. The effects of each vow can be found on pages 44-45. Each vow provides a series of abilities as well as a passion. Each passion is a drawback that affects Black Templars units while they are under the effects of that vow. ()

SELECTION RULES

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

Combat Squads: Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models. ()