

The Black Templars Crusade List

Version 3

By Stuart Teasdale, based on the work of the previous Army Champion.

Background

Black Templar Units

The Black Templars are allowed to use the following new units. All other units that may be used in a Black Templar army are covered in section 5.3.1 of the Epic: Armageddon rulebook and on the Black Templar Army Reference Sheet.

EMPEROR'S CHAMPION				
Type	Speed	Armour	Close Combat	Firefight
Character	Na	Na	Na	Na
Weapon	Range	Firepower		
Black Sword	(base contact)	Assault weapon, macro-weapon, extra attack (+1), first strike		
Notes:	Character, Invulnerable Save, Inspiring			

Design Note: The first strike ability represents the Champion challenging enemies to a duel.

BLACK TEMPLAR NEOPHYTES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapon	Range	Firepower		
Shotguns & Bolt Pistols	(15cm)	Small Arms		
Notes:	None			

LAND RAIDER CRUSADER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	5+	5+	5+
Weapon	Range	Firepower		
Frag Launchers	(Base contact)	Assault weapon		
Hurricane Bolters	(15cm)	Small Arms, Extra Attack (+1)		
Twin Assault Cannon	30cm	AP4+/AT4+		
Multi-Melta	15cm	MW5+ and/or Small Arms, macro-weapon, extra attack (+1)		
Notes:	Reinforced Armour. Thick Rear Armour, Transport (May carry two Terminator units OR three of the following units: Black Templar Tactical, Scout or Neophyte units)			

THUNDERHAWK ANNIHILATOR				
Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Fighter-bomber	4+	Na	Na
Weapon	Range	Firepower		
Annihilator Cannon	45cm	MW2+, Titan Killer (D3), Fixed Forward		
2x Twin Lascannon	45cm	AT4+/AA4+, Fixed Forward		
Twin Heavy Bolter	15cm	AP4+/AA5+, Right Arc		
Twin Heavy Bolter	15cm	AP4+/AA5+, Left Arc		
Notes:	Reinforces Armour, Thick Rear Armour			

Black Templar Army List

Black Templar Space Marine armies have a strategy rating of 5. All Black Templar formations have an initiative rating of 1+

Special Rules

The Space Marines are a highly mobile army. Because of this the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! The Rhinos are added after any other transport unit upgrades are taken for the formation, and only sufficient will be supplied to carry the units that can't fit into the other transport vehicles.

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as have 'plus transport' in the units section of the detachment list below.

Also note that you don't have to take the Rhinos if you don't want too. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for Planetfall (see section x.x). Note that you will require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Using The Army List

The following army list allows you to field an army based on a Black Templar's crusading army. It can also be used as a 'stand in' army list for any of the Black Templar's successor chapters.

The Black Templars are organised into small formations called detachments. Important Note: At least a third of the detachments taken for the army must be Black Templar detachments.

Each detachment is made up of several units, and may also include a number of extra units called upgrades. The detachments that may be taken are shown on the chart below. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 200 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

Designers Notes: At least a third of the detachments in a Black Templar army must be 'Black Templar' detachments (i.e. the one with 6 Tactical units). In addition the army may not take Imperial Navy or Titan Legion units. These two things represent the fact that the chapter usually operates on its own as a crusading force reclaiming planets for the Emperor. The bulk of Black Templar crusade is made up of Black Templar Space Marines, that operates as an autonomous force without the aid of the Navy, Titan Legions or Imperial Guard.

Detachments			
Detachment Type	Units	Upgrades Allowed	Cost
Assault	Four Assault Units	Commander, Vindicator, Land Speeder	175 points
Bike	Five Bike Units	Commander, Attack Bike	200 points
Black Templar	Six Black Templar Initiate units plus transport	Commander, Emperor's Champion, Dreadnought, Razorbacks, Hunter, Vindicator, Neophytes, Crusader	300 points
Landing Craft	One Landing Craft	None	350 points
Land Raider	Four Land Raiders	Commander, Hunter, Vindicator	400 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Predators	Four Predators (may choose any combination of Annihilators or Destructors)	Commander, Hunter, Vindicator	300 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Sword Brethren	Four Terminator units	Commander, Crusader, Dreadnought, Vindicator	325 points
Thunderhawk	One Thunderhawk Gunship	Annihilator	200 points
Vindicator	Four Vindicators	Commander, Hunter	300 points

Upgrades		
Upgrade	Units	Cost
1 Emperor's Champion	Add one Emperor's Champion	50 points
Annihilator	Replace Thunderhawk Gunship with Thunderhawk Annihilator	50 points
Attack Bike	Replace any number of Bike units with 1 Attack bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captian (known as a Castellan in the Black Templar crusade) or a Chaplain. One Space Marine Commander in the army may be a Supreme Commander (Called a Marshal in a Black Templar Crusade)	50 points (+50 points if Supreme Commander)
Crusader	Add up to three Land Raider Crusaders	100 points each
Dreadnought	Add up to four Dreadnoughts	50 points each
Hunter	Add one Hunter	75 points
Land Speeders	Add two Land Speeders	75 points
Neophyte	Add one to six Neophyte units plus transport	25 points each
Razorbacks	Add up to six Razorbacks	+25 points each
Typhoon//Tornado	Replace any number of Land Speers with 1 Land Speeder Tornato or Typhoon each	+10 points per Tornado, +25 points per Typhoon
Vindicator	Add one Vindicator	75 points