

✠ ZEALOUS CRUSADERS ✠

In this fan-made document you will find rules for Battle-forged armies that include Black Templars Detachments – that is, Detachments that only include **BLACK TEMPLARS** units.

SUPPLEMENT

This document is a supplement to both *Codex: Space Marines* and *Psychic Awakening: Faith and Fury* – you will need a copy of both books to use the rules that follow. The intent is for these rules to be used instead of those found on page 44 of *Faith and Fury*. This supplement has been developed on the [Bolter & Chainsword forum](#) by Warhammer 40'000 fans for Warhammer 40'000 fans. It is unofficial and is not authorised by Games Workshop Ltd. The artwork included is by Mikhail Savier or the Games Workshop Studio and is used without permission.

ABILITIES

If your army is Battle-forged, all units from your army with the Combat Doctrines ability (see *Codex: Space Marines*) gain the Righteous Zeal, Kill Them All, No Pity! No Remorse! No Fear!, and Vows abilities, so long as every unit from your army (except for those that are **UNALIGNED**) are **BLACK TEMPLARS**.



RIGHTEOUS ZEAL

Whilst most Space Marines under heavy fire or facing insurmountable odds in close combat will fall back to better counter-attack, the Black Templars will often hurl themselves at the enemy with even greater determination and fervent anger, their own casualties only serving to spur them on faster, hungry for vengeance on the slayers of their brethren.

If an **INFANTRY** unit is forced to make a Morale test during the Morale phase and succeeds it, the unit may immediately make a Consolidate move as if it was in the 6th step of the Fight Phase.

KILL THEM ALL

Black Templars are so zealous in their persecution of the enemies of the Emperor that they will often try to kill the nearest enemy to them, even when shooting a more distant enemy might be more tactically sound.

If an **INFANTRY** or **BIKER** unit is selected to shoot at any other than the closest visible enemy unit, roll 2D6. If the score is higher than the unit's highest Leadership characteristic, the unit must instead shoot at the closest visible enemy unit.

NO PITY! NO REMORSE! NO FEAR!

Black Templars battle brothers fight with righteous anger and are loath to retreat before an enemy.

Units automatically pass Morale tests if they are within 1" of any enemy units.

VOWS

Before the battle, the Emperor's Champion leads his brethren in prayer and contemplation of their sacred duty to the Emperor. Roused to incredible heights of righteous zeal, the Black Templars swear mighty oaths to bring ruin upon the foes of the Emperor.

If your army contains an **EMPEROR'S CHAMPION** then before deployment, you may select one of the Vows below. The effects of the selected Vow last until the end of the battle.

▪ **SUFFER NOT THE UNCLEAN TO LIVE**

All units add +1 to their Strength. In addition to this, during the Fight Phase, they will fight last even if they charged.

▪ **UPHOLD THE HONOUR OF THE EMPEROR**

INFANTRY units gain no benefit to their saving throws from cover. Instead, they gain a 6+ Invulnerable save. In addition to this when an **INFANTRY** unit takes Morale test, no more than one model can flee.

▪ **ABHOR THE WITCH, DESTROY THE WITCH**

Units with the Concealed Positions rule ignore its effects. After deployment but before determining who takes the first turn, all units must make a D6" move towards the closest visible enemy unit. In addition to this, if a unit is targeted by a psychic power, it can attempt to resist it by taking a Deny the Witch test.

▪ **ACCEPT ANY CHALLENGE, NO MATTER THE ODDS**

At the start of the Charge Phase, units must declare a charge if they are eligible to do so. In addition to this, when resolving an attack made with a melee weapon by a model with this ability against an enemy unit in a turn in which that model made a charge move, was charged or performed a Heroic Intervention, you can re-roll the hit roll.

ABHOR THE WITCH

Such is the sacred revulsion in which the Black Templars hold witches and warlocks that they will never fight alongside such abominations.

A **BLACK TEMPLARS** Detachment may never include a **LIBRARIAN**. In addition to this, any non-**BLACK TEMPLARS** Detachment in the same army may not include **PSYKER** units except for **GREY KNIGHTS** Detachments.

CHOSEN CHAMPION

On the eve of battle, as the Black Templars gather to hear the benedictions of the Chaplains, one among them may receive a vision from the Emperor that speaks of the future, the past and the great deeds he will perform in His service. Once the warrior confesses what he has seen to the Chaplains, they will bless him with the Litanies of Hate, anointing him as the Emperor's Champion, and he will be gifted with the Black Sword and the Armour of Faith.

The Chapter Champion Stratagem cannot be used to affect **BLACK TEMPLARS** units.

