WARHAMMER 40,000 CODEX:
BLACK TEMPLARS

Official Update Version 1.1

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules which require amendments to be made in older versions of our army books. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

ERRATA

Page 22 – Drop Pod Assault
Change the last sentence in the third paragraph to "Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle."

Page 28 – Space Marine Bike
Change "Space Marine Characters that have a Command Squad may not be mounted on a Bike." to "Space Marine Characters that have a Command Squad or a jump pack may not be mounted on a Bike.

Page 40 – Black Templar Bike Squadron, Options
Change "Up to three Initiates in the squad may exchange their bolt pistol for one of the following weapons:" to "Up to three Initiates in the squad may take one of the following weapons:"

AMENDMENTS

Page var. – Last Man Standing test
Ignore all references to Last Man Standing tests.

Page var. – 'Massacre' results
Ignore all references to 'Massacre' results.

Page 22 – "And they Shall Know no Fear..."
Change "pass Morale tests to regroup" to "pass Regroup tests"

Page 23 – Righteous Zeal
Change "that is not pinned or falling back" to "that has not gone to ground or is not falling back" in the first sentence of the second paragraph.

Page 23 – Mixed Armour
Ignore this special rule.

Page 23 – Kill Them All
Ignore "and follow the normal rules for target priority in the Warhammer 40,000 rulebook." in the last sentence.

Page 24 – Uphold the Honour of the Emperor
Ignore ", except by being entangled (see the Warhammer 40,000 rulebook)" in the second paragraph.

Page 25 – Abhor the Witch, Destroy the Witch
Ignore the last sentence of the first and second paragraphs.

Page 26 – Single-handed Weapons
Change the storm shield from "10 points" to "15 points"

Page 27 – Combat Shield
Change the last sentence to "The combat shield confers a 6+ invulnerable save."

Page 27 – Cyclone Missile Launcher
Change "as a missile launcher" to "as a heavy 2, missile launcher"

Page 28 – Holy Orbs of Antioch
Change ", rolling to hit as normal. If the Holy Orb hits, place the small Blast Template over a model in the target unit." to ". The Holy Orb of Antioch is a blast weapon."

Page 28 – Narthecium
Change the second paragraph to "As long as the Apothecary is alive, all models in his squad have the Feel No Pain special rule."

Page 28 – Signum
Change the last two sentences to "A model can use a signum in lieu of making a shooting attack of his own. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls to hit are made."

Page 28 – Storm shield
Change to "A storm shield is a solid shield that has an energy field generator built into it. The energy field is capable of deflecting almost any attack, even blows from lascannons and power weapons.
A model with a storm shield has a 3+ invulnerable save. A model equipped with a storm shield can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault."

Page 29 – Thunder Hammer
Change "but any model wounded by it and not killed" to "but any model that suffers an unsaved wound from it and is not killed"

Page 29 – Power of the Machine Spirit
Change to "The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting. Therefore, a vehicle that has moved at combat speed can fire two weapons, and a vehicle that has either moved at cruising speed, or has suffered a 'Crew Stunned' or 'Crew Shaken' result can fire a single weapon."

Page 29 – Terminator Armour
Change "Space Marines in Terminator armour are capable of moving and firing with heavy weapons." to "Space Marines in Terminator armour have the Relentless special rule."

Page 29 – Smoke Launchers
Change to "**SMOKE LAUNCHERS**
Smoke Launchers are used to temporarily obscure the vehicle behind concealing clouds of smoke, allowing it to cross open areas in greater safety. See the Vehicles section of the Warhammer 40,000 rulebook for details."

Page 36 – Techmarine, Blessing of the Omnissiah
Change "Falling Back, Locked or Pinned." to " falling back, locked in combat or gone to ground."

Page 38 – Transport Vehicles
Ignore the third sentence starting "The vehicles described here..." and ignore the last two sentences.

Page 38 and 48 – Deathwind Launcher, AP
Change "6" to "-".

Page 39 – Black Templars Assault Squad, Options
Change the last sentence to "Any model may exchange its bolt pistol for a storm shield for +15 points."

Page 39 – Land Speeder Typhoon
Change all 3 occurences of "Typhoon multiple missile launcher" to "typhoon missile launcher" and change "Range 48"; S 5; AP 5; Heavy 1, Blast, Twin-linked" to "Frag: Range 48"; S 4; AP 6; Heavy 2, Blast
 Krak: Range 48"; S 8; AP 3; Heavy 2"

Page 42 – Land Raider and Land Raider Crusader
Add "**Assault Vehicle:** Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so."

Page 48 – Shotgun, Strength
Change "3" to "4".

Page 48 – Typhoon missile
Change:"48"   5   5   Heavy 1, Blast, Twin-linked" to:
"(Frag)   48"   4   6   Heavy 2, Blast
 (Krak)   48"   8   3   Heavy 2"

FAQs

Q. When a unit with the And They Shall Know no Fear special rule regroups, do they get to immediately move up to 3" as well as moving as normal that turn? (p23)
A. Yes.

Q. When is the extra move for Abhor the Witch, Destroy the Witch executed? (p23)
A. This extra move is done after deployment, just before scout moves.

Q. Does the Kill them All! rule mean that I have to test not to fire at the closest enemy? (p23)
A. Yes, that rule still works perfectly as written, meaning that Black Templar infantry, jump infantry and bikes must test (with a -1 Ld modifier!) in order not to shoot at the closest target.

Q. Is a Fighting Company Standard the same as a Fighting Company Banner? (p28)
A. Yes, throughout the book the words 'standard' and 'banner' are used interchangeably.

Q. Can a vehicle with the 'Power of the Machine Spirit' fire a weapon on the turn the vehicle uses Smoke Launchers? (p29)
A. No.

Q. Does the Commander's Rites of Battle special rule affect only squads or does it also affect other Independent Characters? (p31)
A. It affects every model in the army.

Q. Can I field more than one Emperor's Champion? (p31)
A. No, you can only have one. The only way of fielding more than one Champion is to play a game with multiple detachments (see the main rulebook for more on multiple detachment games).

Q. Can I field the Emperor's Champion as my one compulsory HQ choice and no other HQs in the army? (p31)
A. Yes, even though he does not use up an HQ slot, he is still an HQ choice, and so he can fulfil the minimum HQ requirement.

Q. Can I field a Command Squad or a Sword Brethren Terminator Command Squad without a character to lead it? (p32)
A. No.

Q. Does a Techmarine's twin-linked plasma pistol on the servo-harness give an extra attack in close combat? (p36)
A. No.

Q: Can a Techmarine attempt to use his Blessing of the Omnissiah special rule to repair a vehicle he is currently embarked upon? (p36)
A: Yes.

Q: Can a Techmarine that is in base contact with multiple damaged vehicles attempt to repair them all? (p36)
A: No. A Techmarine can only ever make one repair attempt per turn.

Q: Can you use a Drop Pod on its own, with no squad inside? (p38)
A: Yes you can.

Q. Do Drop Pods count as immobilised the moment they touch down? Also, are any immobilised hits on them counted for weapon destroyed etc? (p38)
A. Yes.

Q: If a Drop Pod scatters off of the board when deep striking, what happens? (p38)
A: They will have to roll on the Deep Strike Mishap table.

Q. If Chaplain Grimaldus is removed from play by an attack that doesn't cause Wounds, can he use his 'Only in Death does Duty End' special rule to take a Leadership test to fight on with 1 Wound remaining? (p46)
A. No.

Last updated 4th January 2010