

CODEX

DARK TEMPLAR



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CODEX: DARK TEMPLAR

Welcome to Codex: Dark Templar, dedicated to collecting, painting and gaming with Dark Templar Space Marines in the Warhammer 40,000 battle game.

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WHY COLLECT A DARK TEMPLAR SPACE MARINE ARMY?

It is widely acknowledged that Space Marine armies are one of the best choices for first time gamers. However, a standard codex chapter may not always be appealing to more experienced gamers. With Codex: Dark Templar, the intention has been to create a more intriguing hook for potential Marine gamers, with enough details to create an accurate Dark Templar force based on the list and characters within this book, but also giving gamers plenty of room to develop their own interpretations and variations on the ideas displayed.

THE ARMY LIST & HOW TO USE IT

This Army List is only applicable in games where participants agree on the use of extra rules and characters. It is unusable under tournament conditions at this time. Instead of being a stand alone list, the Codex: Dark Templar should be used in conjunction with the standard Codex: Space Marines, and you will not be able to use the Dark Templar army list fully without reference to Codex: Space Marines and the Warhammer 40,000 Rulebook.

The standard Space Marine Force Organisational Chart applies to Dark Templar armies, as do most standard Space Marine Special Rules (see wargear section for details). All characters must be used exactly as described, and may not be given any additional wargear.



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Visit the accompanying website at <http://www.darktemplar.co.uk>

Many thanks to website visitors for their valuable contributions towards this project



++++++ STATUS REPORT ++++++
++++++ JAREK LORE ++++++
++++++ IMPERIAL INQUISITION ++++++

It has been over a year now since I first set foot on this strange world. I sought to find the elusive shadow behind curious reports, and drive it into the Emperor's light. My suspicions lay solely with the malignant evil of the Chaos powers, but what I unearthed here...none could have guessed.

They had been observing me for days, silent and invisible. I was aware of their presence, but found little evidence to their identity or exact locale. When I did find them, it was more a case of them revealing themselves to me. They are noble warriors, as with other Adeptus Astartes, but have a darkness burning deep within each of them. Chapter Master Talon Duun is a private man, almost distant at times with his own thoughts, yet a smouldering, intimidating presence none the less.

After gaining some measure of his confidence, I have been granted, albeit somewhat reluctantly, limited access to their ancient library - a great hall of dusty tomes, chronicling Templar history from the birth of their Primarch. Every battle and incident laid out in exquisite detail by dedicated scribes over millennia. Being part of the most righteous Imperial Inquisition, I am fully aware of how Imperial accounts of notable events have been distorted over time. Is not history written by the victors, to instill reverence and the loyalty of the masses toward their generals. Yet even I was taken aback at the level of inconsistency between Imperial and Templar narratives.

I am largely sceptical of the things that I have read here, and suspect many of these Templar teachings are borne out of folklore rather than fact. Who but the Beneficent Emperor himself can be sure, but for the sake of protocol I shall translate a brief synopsis as follows:

++ The Young Warrior ++

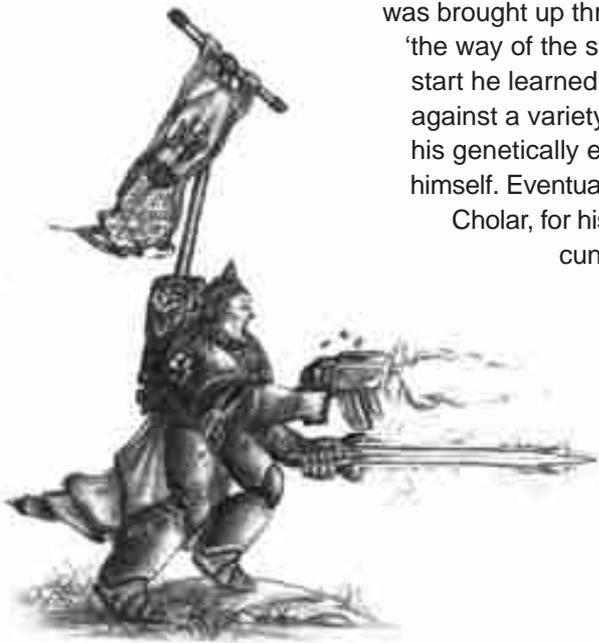
When the Chaos gods learned of the creation of the superhumans, they scattered the young primarchs throughout the universe in an attempt to dispel the threat. Amongst the twenty was one Tempus Praetor, future primarch of the Emperor's Templar. His capsule fell upon an arid, desert planet, at that time unchartered and inhospitable. He lay baking in the heat of three suns, until he willed himself to find shelter or die trying. He was found wandering aimlessly by a group of indigenous nomads, who took him

in and bathed his sores. The chief was convinced that young Praetor was a gift from the heavens, and adopted him as his own. As he grew, Praetor was brought up through the nomad initiations and teachings, including

'the way of the sword' - their religion of swordsmanship. From the start he learned to wield a combat blade and fight hand-to-hand against a variety of desert beasts. He excelled at everything due to his genetically enhanced abilities, unknown to all including Praetor himself. Eventually he came to challenge the tribe's warrior champion,

Cholar, for his position. They were set tests to prove their dexterity, cunning, brute strength and leadership, then finally combat to demonstrate swordsmanship and fighting ability.

It was during these trials that Praetor disappeared. The nomads, thinking him dead, wept bitterly for their loss. His foster-father never saw him again. In fact, the Imperium has found Praetor after years of searching and took him back to his true father. Arriving back on Terra, the young primarch was told who he was, and re-educated in Adeptus Astartes ways. He never forgot his swordsmanship, and proved himself a very worthy combateer.



++ The Emperor's Own ++

The Emperor created twenty legions of superhuman warriors, one for each of his primarch sons. The first three of these were named the Emperor's Own, and charged with protecting Terra and the Emperor personally. The first was the Emperor's Angels (known also as the Emperor's Guardian Angels) led by Lion El' Jonson. Another advocate of the sword, Jonson was the only primarch who could match Praetor in its use. The second of these chosen legions was the Emperor's Templar, proudly led by the young Praetor. Then came the Emperor's Children with Fulgrim as their primarch, cunning and ferocious. Wherever the Emperor went they followed, protecting him and killing his foes. For centuries the forces of the Imperium went forth, fighting Ork and Eldar, Chaos and Human, spreading the Emperors light throughout the universe - until the time of the Heresy.

++ The Heresy War ++

Details surrounding Horus' rise to power are well documented. His legion the Lunar Wolves, later renamed Sons of Horus, followed his every word, unaware that he had become a conduit for the Chaos gods and their plans. It was at this time that Horus approached each primarch in turn, twisting the words of the Emperor and arguing weakness within the Imperium. The All-Father was greatly disturbed by what he heard of Horus and his exploits. Fulgrim and his legion were dispatched by the Emperor to bring Horus back to Terra to explain his actions. However, Fulgrim and his marines never returned, and word soon spread of his siding with the Warmaster under promise of power and pleasure. Praetor was hit hard by this. Horus had been a great and worthy opponent when exercising close combat skills, and Fulgrim had been as a brother on Terra. Confused and in need of answers he sought out the traitors to confront them. Alas, once inside the Warmaster's realm the Templar was under the influence of Chaos, as Fulgrim before him. Horus was brimming with charisma, and slowly convinced Praetor that he was challenging the Emperor for the good of the Imperium. He persuaded the Templar primarch to, somewhat reluctantly, provide detailed orbital and ground defense information, as well as override codes, in order that Horus could take Terra with a minimum amount of bloodshed. This was done, and the Templar legion stood with the Warmaster on the day of the invasion. With two of his legions gone, and the Angels on crusade, the Emperor found himself with no Emperor's Own legions left. He took the Imperial Fists and Blood Angels onto the battlebarge to face Horus, at the cost of both his own life and that of the Blood Angel primarch Sanguinius. With the Warmaster defeated, the Chaos hold over the Templar was broken. His Emperor father had been mortally wounded, and Praetor sat distraught outside the Imperial palace. The realisation of his treachery flooded over him and he wept bitterly, overwhelmed with shame and grief.

++ The Exodus ++

Whilst the defeated Chaos forces were retreating back into the Eye of Terror, Tempus Praetor gathered his legion together. They were but a fraction of the masses that once stood proud on Terra, a place they could never return to except under sentence of death. In addition, the legion had lost its many Librarians and psykers to the Chaos gods, who had sucked them back into the warp for their own twisted pleasures. Weak of spirit and aimless in thought, Praetor sat wiping the blood stains from his sword. He remembered his foster-father and the nomad warriors of the desert, and he knew he would find clarity and direction there once again. Boarding any space-able vessel they could find, the remaining Emperor's Templar set out to find the desert foster world of their primarch. Praetor found himself drawn to the place without the need for navigation computers or starcharts, but what he found only saddened him further. Whether it had been the forces of Chaos or some marauding alien raiders, the planet stood devoid of life - blasted from orbit till nothing lived, or so was thought. Taking a detachment down to the planet surface Praetor found survivors, no more than a thousand in number, yet all nomad warriors descended from his foster-tribe. He took all on board, and they drifted on in their rag-tag convoy beyond the edges of chartered space until they found a planet they could call home.



++ The Holy Land ++

On a red desert planet they found what they were looking for. Their new home had an immense mountain range along its equator, dividing it evenly into two regions of vast desert. At each of its poles there were lush rainforests, where anomalous weather systems allowed the development of plant life and rivers. The nomads were separated into two tribes, one for the northern region and one for the south, where they would live and survive by their own means, with no future contact with the marines. In turn the marines would habit the mountainous territory, overseeing the welfare of the planet and all life on it, taking warriors from the tribes as required. Unbeknown to all at this time, the planet was once the homeworld of, and named after, a now extinct Eldar father race known as the Alor, their ruined cities and temples considered holy ground by all descendants. It was not long before a contingent of Craftworld warriors appeared, seemingly from nowhere to confront the Templar. They were from the Drasaan Craftworld, thousands of sleek troops in purple and white armour, determined to remove the trespassing humans from their holy land. The situation was tense, and neither side could afford a long or drawn out conflict. Weary of the rigours of the fighting on Terra, Praetor began a parley with the Drasaan Farseeer council. After weeks of negotiation the Eldar agreed a solution. In return for residing on the planet, the marines vowed to watch over and protect the Alor holy lands from any and all invaders, aided by the Eldar when it could be spared. Harlequins too came, intrigued by the fallen warriors of the Imperium. They were most interested in the well-being of the planet, and those who sought to protect it. The Templar were gifted the name 'Guardians of the Alor Spirit', as the Harlequins believed their Eldar forefathers still walked the land in spirit form.

++ The Dark Templar ++

Eager to know more about the Alor, Praetor educated himself in their ways and beliefs. He incorporated much of what he learned into the make up of his reborn legion so they should not forget their promise to the Eldar. He took the name Zerr'a Tuul, meaning 'Watcher of Souls' in the Alor tongue, as a sign of a new beginning. No longer deserving to call themselves the Emperor's Own, the legion's name was changed to the Dark Templar. They shed their golden yellow armour for black and dark shades, in respect for the passing of events, their new identity and obligations. They were few in number now, but had been given an opportunity to make amends for former failures. Ever since that time they have struck back at Chaos at every opportunity. The Great Feasting Hall pays testament to their dedication and valour, adorned with banners and trophies from age old battles.

++ In Conclusion ++

As the Emperor's Templar had not been seen or heard of since, presumed terminated entirely, it was decided to erase all reference to them, and others, from Imperial records to hide the extent of treachery. The Dark Angels came into existence as the remnants of the loyal Emperor's Angels. As new chapters emerged as part of the Second Founding, the forgotten Templar were also replaced. The Black Templar were made up from loyal Imperial Fist marines, to ensure no further stain on the Templar name. Should news of the Dark Templar ever be circulated, it would surely send shockwaves throughout the Imperium. Many of the Adeptus Astartes would be outraged at their existence, not least the Blood Angels, who sacrificed their primarch standing in for the wayward Templar. As for the Templar themselves, they continue to this day with their zealous retribution and bloody vengeance. They are reminded of their history every Alor year by way of a re-enacting of the terrible events. The Chaplains play the parts of the Chaos traitors, with the Master Chaplain portraying the Warmaster himself. It seems only they have the strength of mind to overcome the lure of Chaos whilst in their roles. The Primarch is represented by the Chapter Master, and the entire Chapter gathers around The Great Feasting Hall to observe and remember. This performance only enhances their desire for retribution. Does their drive to redeem themselves in the eyes of the Emperor know no bounds?





Brother Victus stood at the edge of the large crater, in the middle of which lay the burning wreck of the Ork Dreadnought. One of the clawed arms swung backwards and forwards spasmodically for a moment, before falling off completely. His fellow brothers were sweeping the area, searching for any of the greenskinned monsters which could have followed the machine. To his left, Brother Logan was kneeling on the ground, feeding another missile into his weapon. Victus looked around, searching for an enemy. The battle was near its end, and the Orks were few.

Victus felt the weight of the weapon in his hand; it felt good. The curved blade was somewhat different to the weapon he had trained with three hundred years ago, but the quality of the Eldar weapon was exceptional. Victus had been a close friend of an Eldar Howling Banshee, Lilala. It was a relationship some had condemned of, but the Farseers approved, and that was what mattered. Lilala and Victus had been fighting together during a Chaos incursion. Despite her prowess in battle, Lilala was no match for the Chaos Lord she met on the battlefield - the traitor had broken her with ease. It was Victus who prevented Lilala suffering a gruesome death at the hands of the Lord, his Lascannon slaying the monster. But it was too late for Lilala, she died of her wounds shortly after battle. Victus held the Powersword up - Lilala had given it to him before she passed away. The entire chapter was amazed when the Eldar Farseer allowed Victus to keep it. And keep it he had - the Eldar weapon had been carried by Victus to every battle.

Motion sensors inside Victus's helm blipped at him. Victus swung round to see Brother Logan explode as a crude rocket slammed into him. Half a dozen Orks, wearing gigantic mechanised suits of armour, were loping over the hill. The remaining Dark Templars raised their bolters; a hail of shots ricocheted off the primitive armour. Victus raised his pistol and fired a shot of burning plasma into the Ork who had killed Logan. The Ork died, a molten mix of flesh and metal. Victus charged forward, gliding his thumb over the runestone on the hilt of his sword. It crackled with a turquoise glow. Victus carved his way through the Orks - the combination of his excellent weapon, his skill, and the ineffectiveness of the Ork weapons meant the aliens didn't stand a chance. Very soon, there were five metallic corpses at his feet. Lowering his weapon, he looked about him, with the satisfaction of this small victory in the name of The Emperor; a victory none would ever know about.

DARK TEMPLAR SPECIAL RULES

And They Shall Know No Fear. Dark Templar marines follow this rule, as per Codex: Space Marines.

Librarians. The Templar lost all their Librarians and psykers when they were sucked back into the Warp with Horus's defeated forces. Subsequently The Dark Templar have no Librarians to field as part of an army.

Chaplains. Because of the terrible treachery in their history, the Dark Templar marines are extreme in their desire for repentance. Subsequently Chaplains as upholders of their faith, highly revered and able to bring the best out of the troops, hold the leadership position normally held by Captains.

Therefore Dark Templar forces don't have Captains and are led either by a Chaplain or the Chapter Master himself.

Limited Numbers. The bulk of the Templar chapter were lost during the Heresy war, and they have been slowly building in numbers ever since. Veteran marines, Terminators, Dreadnoughts, as well as Heavy Support vehicles, are scarce indeed. A maximum of twenty Veteran Space Marines may be taken, inclusive of any Veteran Sergeants, or Terminators in a Dark Templar army, regardless of size.

In addition there are restrictions on all Heavy Support vehicles and

Dreadnoughts, also regardless of army size.

Hate Chaos. The Templar hate Chaos, Slaanesh especially, and all who represent it, for as long as Chaos exists so shall the stain on Templar honour.

During their many incursions with Chaos forces the Templar have seen many horrors and abominations that would send other mortals insane, and so are not as susceptible to fear and panic.

When faced with a Chaos army all Templar units (not including Initiates or Allies) may add +1 to their Leadership characteristic (up to a max. of 10) for the duration of the battle - this represents the absolute focus the Templar marines have toward their self-proclaimed task of eliminating Chaos utterly.

Guardians of the Alor Spirit. As protectors of the Alor homeworld and Guardians of the Alor Spirit, The Dark Templar are respected by many of the Alor descendants. The Drasaan Craftworld Eldar and most Harlequins hold the Templar in high regard.

In game terms the Dark Templar may take an ally Drasaan Craftworld detachment when fighting to defend the Alor desert homeworld, as part of any Defence of Alor campaign, but no more than a third of total points available.

Harlequins will also fight alongside Templar, as they sympathise deeply with cultural alienation forced upon the marines, and their hatred of Slaanesh.

There are however some Eldar that feel humans have no place amongst their honoured ancestors, so incursions between Templar and Craftworld Eldar do still occur. Under these circumstances Drasaan Eldar are not available as allies - they will not fight against other Eldar Craftworlds alongside the humans.

Drasaan Aid. Being uniquely bonded to the Drasaan Craftworld has given many benefits to the under-resourced Templar. The Templar techs do what they can to maintain the Chapter's vehicles and Imperium technology using scavenged parts, but they can only do so much.

The Drasaan often aid the lacking Templar with limited access to Eldar technologies, which has led to two things: some vehicle upgrades are based around Eldar rather than Imperial technology; there has been a significant shift from land-based bikes to speeders within the Templar ranks.

In game terms, Land Speeders are eligible for Drasaan Vehicle Upgrades (see wargear list for details). Plus, for every Bike Squad chosen, at least one Land Speeder choice must be included also.

DARK TEMPLAR WARGEAR

Banner of Tuul 60pts

Replaces Chapter Banner in the standard Space Marine Wargear list. The Banner of Tuul may be taken by a Standard Bearer or a Chaplain, in armies of 2000+ points. The Banner of Tuul follows the rules for Chapter Banner in Codex: Space Marines.

Spirit Stone of Alor 25pts

Replaces, and follows the rules for, an Iron Halo in the standard Space Marine Wargear list.

Rune of Alor 10pts

A small charm bearing one of the Alor runes of protection. Wearer may re-roll one failed armour save per battle.

DRASAAN VEHICLE UPGRADES

Targeting Matrix 20pts

Allows Speeder to fire two weapons if moved no more than 12".

Holo-shielding 10pts

Attacker uses 2D6 when rolling for penetrating damage. Result of lowest number stands.



HQ



Chaplain

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	70	5	5	4	4	2	5	3	9	3+

WARGEAR

Crozius Arcanum, Rosarius

SPECIAL RULES

Independent Character: Unless accompanied by a Command Squad, a Chaplain is an independent character.

Command Squad: A Chaplain may be accompanied by a Command squad, see the special entry in the army list.

COMMAND SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	18	4	4	4	4	1	4	1	9	3+
Veteran Sergeant	+12	4	4	4	4	1	4	2	9	3+

SQUAD

The Command Squad consists of between five and ten Veteran Space Marines.

WEAPONS

Bolt Pistol, Close Combat Blade.

OPTIONS

The entire squad may replace their Bolt Pistol for a Bolter at the additional cost of +1 pt per model.

In addition, the entire squad may be equipped with Frag Grenades at an additional cost of +1 pt per model, and Krak Grenades at the additional cost of +2 pts per model.

SPECIAL RULES

Limited Numbers: Dark Templar Command Squad Marines are subject to the *Limited Numbers* ruling. See Dark Templar Special Rules for full details.

Characters: One model may be upgraded to an Apothecary, one model may be upgraded to a Techmarine, and one model may be upgraded to a Standard Bearer at no additional cost, and becomes eligible to relevant wargear upgrades.

One model may be upgraded to Veteran Sergeant at an additional cost of +12 pts, and may exchange his Close Combat Blade for a Power Sword at an additional cost of +15 pts, or a Power Fist at an additional cost of +25 pts.

Transport: The entire squad may be mounted in a Rhino at an additional cost of +50 pts, a Razorback at an additional cost of +70 pts (max. 6 marines), or a Land Raider at an additional cost of +250 pts.



ELITES



TERMINATORS

As veteran marines are quite scarce, and their experience invaluable, they are all by nature eligible to lead other squads as veteran sergeants. In addition, all of them will at some time be trained in the use of Terminator armour. Terminator squads do not require a sergeant to lead them, acting as a collective with total focus on the mission objective. Such a concentration of experience is often deadly for the Templar's foes.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	42	4	4	4	4	1	4	2	9	2+

TERMINATOR TACTICAL SQUAD

SQUAD

The squad consists of between five and ten Terminators.

WEAPONS

Storm Bolter, Power Fist.

OPTIONS

Any model may replace its Power Fist with a Power Sword at no additional cost, or a Chainfist at an additional cost of +5 pts. Up to two models may replace their Storm Bolter with an Assault Cannon at an additional cost of +20 pts, a Heavy Flamer at an additional cost of +10 pts, or a Cyclone Missile Launcher at an additional cost of +20 pts.

TERMINATOR ASSAULT SQUAD

SQUAD

The squad consists of between five and ten Terminators.

WEAPONS

Thunder Hammer & Storm Shield or a pair of Lightning Claws.

OPTIONS

Any model may replace its Close Combat weapons for a Storm Bolter & Power Fist, or Storm Bolter & Power Sword at no additional cost. The Power Fist may be upgraded to a Chainfist at an additional cost of +5 pts.

TERMINATOR SPECIAL RULES (EITHER SQUAD TYPE)

Limited Numbers: As in the *Limited Numbers* ruling, Terminators are scarce. See *Special Rules* for details.

Deep Strike: Space Marine models with Terminator armour may *Deep Strike*. See *Codex Space Marines* for full details.

Transport: The entire squad may be mounted in a Land Raider at an additional cost of +250 pts.

0-2 DREADNOUGHT

	Pts/Model	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	75	4	4	6(10)	12	12	10	4	2

WEAPONS & OPTIONS

See Codex: Space Marines for details

0-1 IMPERIAL ASSASSIN

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	42	5	5	4	4	2	5	3	10	4+

WEAPONS & OPTIONS

See Codex: Assassins for details

SPECIAL RULES

Condition: May only be taken if Inquisitor Lore is included as an HQ choice.

++ ONLY AVAILABLE IN DEFENCE OF ALOR SCENARIOS ++

0-1 HARLEQUIN TROUPE

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin	35	5	3	3	3	1	6	2	9	*

SQUAD

The troupe consists of between ten and twenty Harlequins.

WEAPONS

Shuriken Pistol and Close Combat Weapon

OPTIONS

Up to three Harlequins may replace their Close Combat Weapon with a Power Weapon at an additional cost of +6 pts per model. The entire troupe may be equipped with Frag Grenades at an additional cost of +2 pts per model.

SPECIAL RULES

Holo-Suit: Harlequins have no armour but always count as if in cover with a 4+ save (except for weapons that ignore cover saves). If assaulted by an enemy with cover negating grenades the save is also ignored. Harlequins receive no armour save in close combat - however they always fight in Initiative order.

Acrobatic: Harlequins ignore all difficult terrain, and may advanced 3D6 inches after winning an assault.

Mask of Fear: Any enemy unit fighting a Harlequin in close combat must reduce their Leadership by -1.

Fleet of Foot: Instead of shooting in the Shooting phase, a Harlequin may run D6 inches instead.

Dispersed Formation: Harlequin model must stay within 4 inches of another model in their unit - instead of the usual 2.

Shuriken Pistol: The standard weapon of Eldar troops, the Shuriken Pistol has the following profile:

Range: 12" Strength: 4 AP: 5 Type: Pistol



TROOPS



TACTICAL MARINE SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tactical Marine	15	4	4	4	4	1	4	1	8	3+
Veteran Marine Sergeant	+15	4	4	4	4	1	4	2	9	3+

SQUAD

The squad consists of one Tactical Marine Sergeant and between four and nine Tactical Marines.

WEAPONS & OPTIONS

See Codex: Space Marines for details

SPECIAL RULES

Limited Numbers: Dark Templar Veteran Marine Sergeants are subject to the *Limited Numbers* ruling. See Dark Templar Special Rules for full details.

Transport: The entire squad may be mounted in a Rhino at an additional cost of +50 pts, a Razorback at an additional cost of +70 pts (max. 6 marines), or a Land Raider at an additional cost of +250 pts.

DARK TEMPLAR RECON MARINE SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Recon Marine	15	4	4	4	4	1	4	1	8	3+
Veteran Marine Sergeant	+15	4	4	4	4	1	4	2	9	3+

SQUAD

The squad consists of one Recon Marine Sergeant and four Recon Marines.

WEAPONS

Bolter, Auspex

OPTIONS

One Recon Marine may replace his weapons with one of the following: Heavy Bolter at +5 pts; Missile Launcher at +10 pts; Lascannon at +15 pts. Up to two Recon Marines may replace their Bolter with a Sniper Rifle at an additional cost of +7 pts. The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts. The entire squad may be equipped with Frag Grenades at an additional cost of +1 pt per model, and Krak Grenades at the additional cost of +2 pts per model.

SPECIAL RULES

Limited Numbers: Dark Templar Veteran Marine Sergeants are subject to the *Limited Numbers* ruling. See Dark Templar Special Rules for full details.

Infiltrators: See Codex: Space Marines for details.

Move Through Cover: See Codex: Space Marines for details.

DARK TEMPLAR INITIATES SQUAD

Recruited tribesmen who are being inducted into the legions ranks. Already well versed in Templar law and teachings, these warriors have not yet had the marine implants to make them superhuman. Studying the 'way of the sword', their chosen weapon is a pair of short swords. The desperately low number of Dark Templar marines often forces commanders to field as yet unproven initiates such as these.

Initiate	10	3	3	3	3	1	4	1	7	4+
Marine Sergeant	15	4	4	4	4	1	4	1	8	3+

SQUAD

The squad consists of one Marine Sergeant and nine Marine Initiates.

WEAPONS

Initiates: Two Close Combat Blades

Sergeant: Bolt Pistol and Close Combat Blade

OPTIONS

The entire squad may be equipped with Frag Grenades at an additional cost of +1 pt per model.

SPECIAL RULES

Transport: The entire squad may be mounted in a Rhino at the additional cost of +50 pts.

Note: The *Limited Numbers* ruling does **not** apply to Marine Sergeants in Initiates squads, as they are not Veteran Marines, and do not have access to additional wargear.



“Let none amongst the Templar hide in fear - even the least of you shall get his chance. From the Master and his Guard to the youngest initiate, all must strive for retribution.”

Brother Chaplain Suul



FAST ATTACK



0-1 ASSAULT MARINE SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Assault Marine	25	4	4	4	4	1	4	1	8	3+
Veteran Marine Sergeant	+15	4	4	4	4	1	4	2	9	3+

SQUAD

The squad consists of one Assault Marine Sergeant and between four and nine Assault Marines.

WEAPONS & OPTIONS

See Codex: Space Marines for details

SPECIAL RULES

Limited Numbers: Dark Templar Veteran Marine Sergeants are subject to the *Limited Numbers* ruling. See Dark Templar Special Rules for full details.

0-1 BIKE SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Bike Marine	35	4	4	4	4(5)	1	4	1	8	3+
Veteran Marine Sergeant	+15	4	4	4	4(5)	1	4	2	9	3+

SQUAD

The squad consists of one Bike Marine Sergeant and between two and four Bike Marines.

WEAPONS & OPTIONS

See Codex: Space Marines for details

0-1 ATTACK BIKE SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	50	4	4	4	4(5)	1	4	2	8	2+

SQUAD

The squad consists of between one and three Attack Bikes.

WEAPONS & OPTIONS

See Codex: Space Marines for details

SPECIAL RULES

Limited Numbers: Dark Templar Veteran Marine Sergeants are subject to the *Limited Numbers* ruling. See Dark Templar Special Rules for full details.

Drasaan Aid: Dark Templar Bike Squads and Attack Bike Squads are subject to the *Drasaan Aid* ruling. See Dark Templar Special Rules for full details.

LAND SPEEDER SQUAD

SEE CODEX: SPACE MARINES FOR DETAILS

LAND SPEEDER TORNADO

SEE CODEX: SPACE MARINES FOR DETAILS

LAND SPEEDER TYPHOON

SEE CODEX: SPACE MARINES FOR DETAILS

SPECIAL RULES

Drasaan Aid: All Dark Templar Land Speeders are subject to the *Drasaan Aid* ruling. See Dark Templar Special Rules for full details.



HEAVY SUPPORT



DEVASTATOR MARINE SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Devastator Marine	15	4	4	4	4	1	4	1	8	3+
Veteran Marine Sergeant	+15	4	4	4	4	1	4	2	9	3+

SQUAD

The squad consists of one Devastator Marine Sergeant and between four and nine Devastator Marines.

WEAPONS & OPTIONS

See Codex: Space Marines for details

SPECIAL RULES

Limited Numbers: Dark Templar Veteran Marine Sergeants are subject to the *Limited Numbers* ruling. See Dark Templar Special Rules for full details.

0-1 PREDATOR ANNIHILATOR

SEE CODEX: SPACE MARINES FOR DETAILS

0-1 PREDATOR DESTRUCTOR

SEE CODEX: SPACE MARINES FOR DETAILS

0-1 LAND RAIDER

SEE CODEX: SPACE MARINES FOR DETAILS

0-1 WHIRLWIND

SEE CODEX: SPACE MARINES FOR DETAILS



TRANSPORTS



RHINO

	Pts/Model	Front	Side	Rear	BS
Rhino	50	11	11	10	4

WEAPONS & OPTIONS

See Codex: Space Marines for details

RAZORBACK

	Pts/Model	Front	Side	Rear	BS
Razorback	70	11	11	10	4

WEAPONS & OPTIONS

See Codex: Space Marines for details



Proximity alarms screamed throughout the underground complex. The trooper scanned the mass of information spilling across the console screen.

"Sensors detect a lone ship in high orbit, adjacent to the cloaked communications platform."

The sergeant of the watch leaned over the marine's shoulder.

"Do we know who they are?" he asked cautiously.

"They're Imperial, sir."

The trooper read on, paused, then turned slowly.

"They're Adeptus Astartes," he said grimly. "Indications are that it's a Dark Angel Strike Cruiser."

The sergeant turned away and groaned, "Well I guess it had to happen sometime."

A sharp voice sliced through the thickening atmosphere.

"Don't be too hasty in your assessment, brother."

It was Inquisitor Lore, who had entered the room unnoticed.

"They're just curious" he continued, "If we leave them alone, and stay out of sight, they should be gone in a couple of days. Besides, they've probably been dispatched to find me, and just followed the trail here - there's nothing to worry about if we stay calm."

"But sir," the trooper blurted out, "Chaplain Suul is out on assault maneuvers - he'll show up on their scanners!" Lore's face fell.

"In that case we could be in some trouble. They will most certainly send troops to investigate."

With that another console exploded into life, accompanied by the shriek of more alarms.

"A Thunderhawk just entered the atmosphere on an intercept with Suul's patrol," the trooper reported, "E.T.A. 5 minutes."



Kiss This!



HONDA
1980

HOW TO PAINT DARK TEMPLAR



Rather than give a definitive example, I want the colour scheme of your Dark Templar force to be open to your own interpretation - it just has to be dark! All the Dark Templar miniatures on display in this codex are taken from my own army, and are green/black in colour. If you wanted to replace the green in this combination to a blue, purple or even red then that is your choice, and helps make your Dark Templar army even more unique. However, for the purposes of this painting guide I will use my green/black scheme as the example.

Stage #1

Two watery thin Chaos Black undercoats are suggested for all Dark Templar. Ensure that all flash and mold lines have been filed off beforehand. Recommend any textures should be added to the base prior to painting.

Stage #2

Once undercoat dry, basecoat metallics in Boltgun Metal. At this stage the eyes should be painted with a couple of coats of thinned Skull White, followed by either a yellow or orange basecoat. The metallic areas should then be covered in a thinned Black Ink, followed by a little Chestnut Ink to simulate tarnishing and rust. Once dry any mistakes should be painted over, and all black areas given an additional coat of Chaos Black (eg. boltguns).

Stage #3

The armour can now be given a basecoat of Dark Angel Green/Chaos Black mix which should be sufficient for basic troops. For more important miniatures this basecoat usually starts as off-black, and build up highlights by adding Skull White to the mix. Be sure to add Chaos Black to the mix, even when highlighting, as this gives the highlight a more green/grey feel, and stops your Templar looking like Dark Angels! Alternatively drybrush the armour with a lighter shade of the basecoat.

Stage #4

Give the base a coat of Bestial Brown. Follow this with a Brown/Chestnut Ink wash if you wish. Once this is completely dry, drybrush with Bestial Brown followed by Bronzed Flesh and/or Bleached Bone. You may wish to add an extra final drybrush of Skull White.

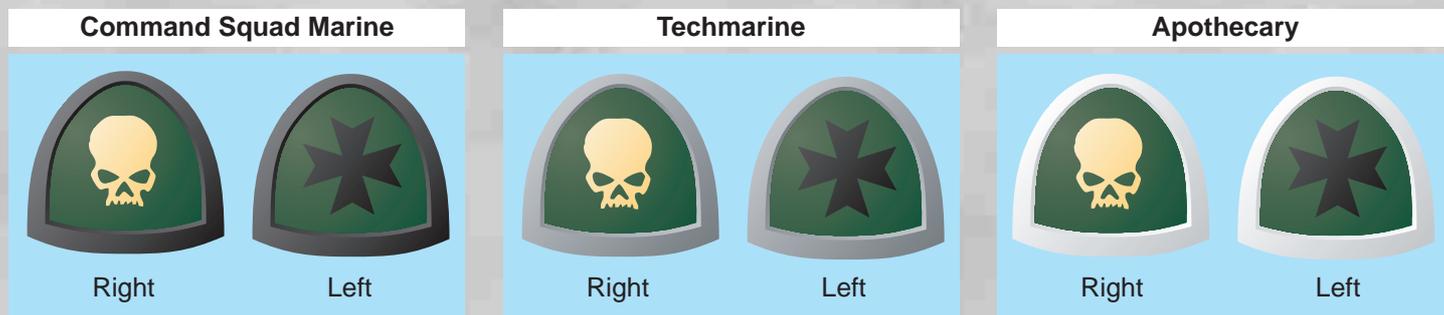
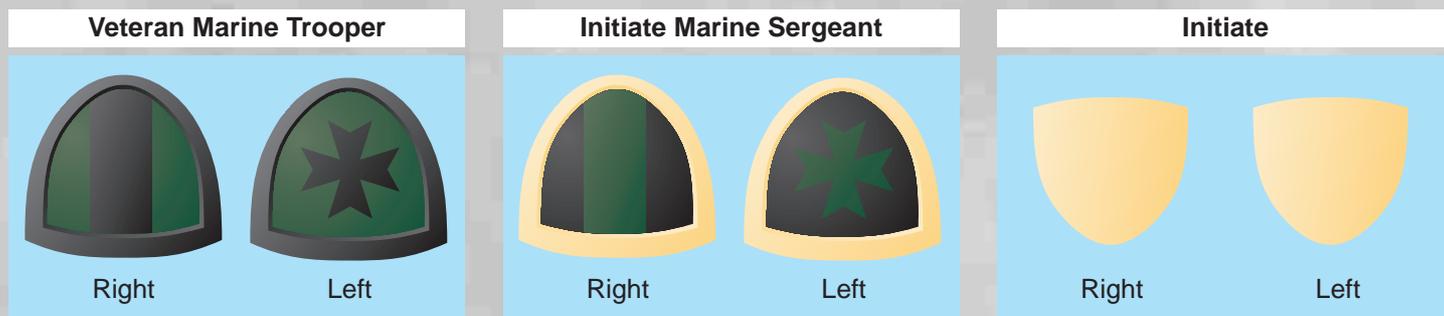
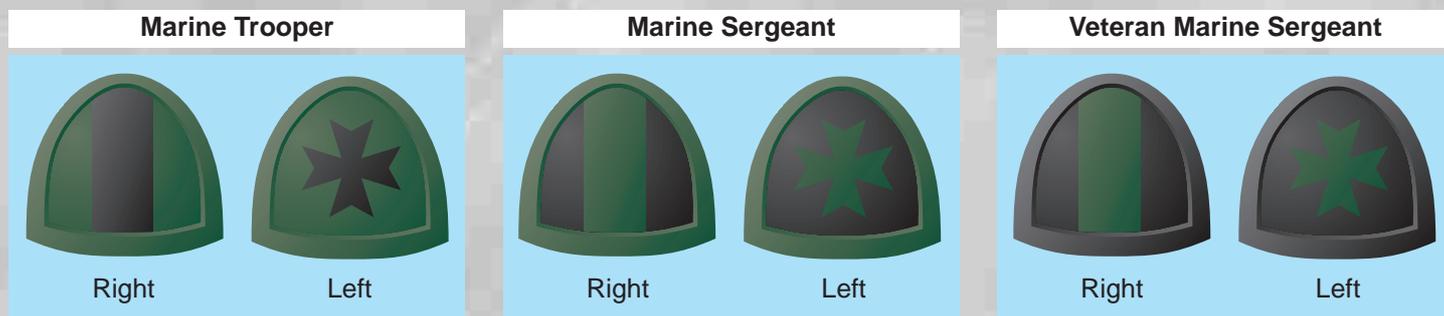
DARK TEMPLAR MARKINGS

The Dark Templar are so few in number that they do not require much identification, except for rank. All marines must be multi-disciplined and be able to fight in Tactical, Assault, Devastator and Recon squads as need dictates. With this in mind, all regular marines (exceptions being Command Squad marines and high ranking characters) bear a Tactical symbol, with no squad number, on their right shoulder pad to show they are flexible and able to fit into any squad at any time.

Initiates are the main exception to Dark Templar colour schemes and markings. Their armour shows no insignia or identification whatsoever, and their armour colour is a bone/white colour - the exact opposite of the Templar dark and black tones. This is to symbolise the Initiate's purity - not having had their marine implants yet, they are untouched by the tainted gene seed of the primarch, and so do not share the Templar dishonour and shame.

All characters, consisting of Chaplains, Master Chaplain, Chapter Master and Personal Guard, have the right to bear their own personal heraldry on their right shoulder pad, and banner when appropriate. These usually consist of Templar symbols and/or Alor markings. In contrast, troop banners are usually plain black or dark green.

If you decide to paint your Templar an alternative colour to green, then substitute accordingly in the diagrams below.



A TYPICAL DARK TEMPLAR FORCE



Having got your HQ and two Troop choices, what's next for your typical Dark Templar army? There are a couple of things you need to consider when making additional choices. First of all the Dark Templar are short of elite and specialist troops, so would typically contain more 'basic' Tactical marines than most other chapters. Secondly Heavy Support is also in short supply, so the likes of Vindicators and Predators are seldom seen in a small Dark Templar outfit - unless it has a specific objective.

The army pictured above is my own Dark Templar force, the first in existence based on this rulebook. As you can see, the bulk of the numbers are made up of Tactical marines, in three large squads at the front. I have several Heavy Weapons marines painted up so that a small Devastator squad can be 'thrown' together easily if needed. This then allows my Tactical squads to remain exclusively bolter/assault weapon, enabling them to move freely about the battlefield without being tied down by a move-or-fire Heavy Weapon. I found this a great option when fighting against Orks.

Next on my shopping list was a 10-man Assault squad to accompany my jump-pack Chaplain HQ. This squad can be awesome when used properly. The strength in numbers backed up with two plasma pistols, a veteran sergeant and my 5-Attacks Chaplain gives most opponents cause for concern. I have two veteran sergeants painted up for this squad, giving me the option of a Power Sword or Power Fist as necessary.

Whilst Elites and Heavy Support units may be scarce amongst the Dark Templar it would be silly to exclude them completely from an army list. Terminators are very useful in any battle, even if it's only to act as a distraction for your opponent. I've found this to be a useful ploy sometimes, as your underestimated Tactical units are left alone to wreak the real damage. Similarly a Dreadnought will worry your adversary, and rarely lives to see the end of a battle. If either of these Elite units do manage to get stuck in, then the enemy bodycount will rise dramatically. My Heavy Support slot is covered by a Whirlwind, a superb (and cheap) option that will do well against most opponents - pretty useless against marines though I've found. This is soon to be joined by a Dark Templar Land Raider - an expensive choice but who could resist!

You will also see that I've added a Terminator armour clad Chaplain, to back up my Termies if needed, and the solitary figure of an Inquisitor, for when those Chaos daemons just won't go down. These additional HQ units allow me a more flexible approach when considering pre-battle tactics. It also means I've got most scenarios covered when making up a specific point sized army.

So that's my army, and my take on a Dark Templar force. There are several Dark Templar specific units within the army list that have not appeared within my own miniature lineup. Strange you may think, if the above is supposed to be the definitive Dark Templar army. Maybe, but I also have to be practical. I don't often get the opportunity to use my Dark Templar special rules, so my army has to be a legal Codex: Space Marines list too. I hope you enjoy the codex as much as I did writing it. Have fun.

MINIATURE SHOWCASE



Lone Psyker: Inquisitor Jarek Lore



Godlike: Master Chaplain Kamor Taal



Unstable: Brother Chaplain Suul

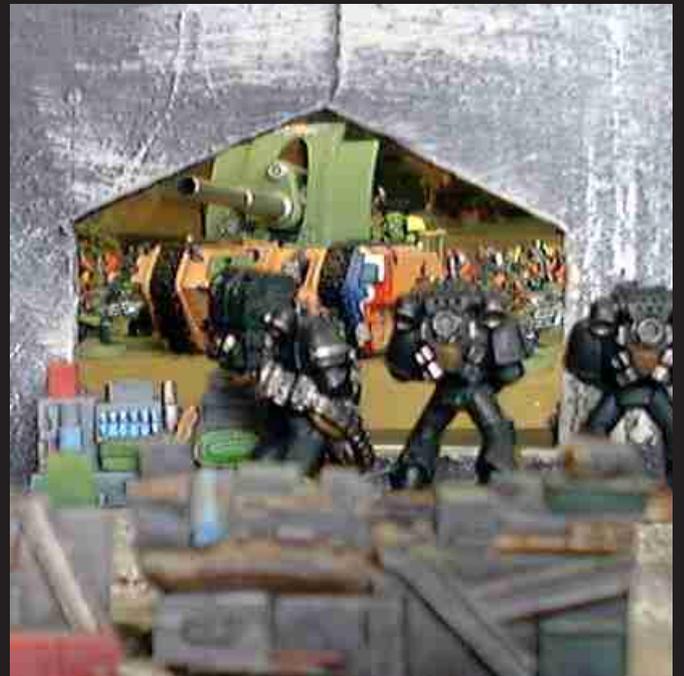


Dark Templar Initiate



Command Squad Veteran





THE DARK TEMPLAR - CHAPTER MASTER TALON DUUN



Like the Masters before him, Talon Duun is the epitome of Templar philosophy. As figurehead of the chapter, Duun commands reverence and loyalty befitting a god, and men follow his every word without question. As a Master Swordsman, he has fought Daemons, Warlords and Champions, dispatching them all back to their evil masters.

NOTE: THE CHAPTER MASTER IS ONLY AVAILABLE IN GAMES OF 2000+ PTS

WARGEAR

Master-Crafted Storm Bolter, Artificer Armour, Terminator Honours, Frag Grenades, Purity Seals, Spirit Stone of Alor, *Blade of Retribution*.

Points	WS	BS	S	T	W	I	A	Ld	Sv
180	(6)	5	4	4	3	5	(4)	10	(2+)

SPECIAL RULES

Independent Character: Unless accompanied by a Personal Guard, Duun is an independent character and follows all the special rules as given in the Warhammer 40,000 rulebook.

Bodyguard Squad: Duun may be accompanied by a Personal Guard, see the special entry in the army list. Note that Duun and his Personal Guard count as a single HQ choice.

Swordmaster: Exquisite mastery in the Templar Way of the Sword gives Duun +1 Weapons Skill.

Godlike: Talon Duun's presence can turn the tide of any battle. Any model within 6" of the Chapter Master passes all Morale tests automatically. If the Chapter Master is killed, all units must take an immediate Morale test with -2 modifier. However, when fighting against Chaos, if this test is failed the unit assaults the nearest enemy rather than falling back.

Blade of Retribution

The very blade that Zerr'a Tuul, Dark Templar Primarch, wielded. It was stained by the blood of loyal marines during the Heresy War and remained hidden for centuries. Taken by an ancient Eldar Farseer, it was cleansed in their holy fire to be used to defend the Alor homeland. The Blade is a Power Sword that can be used *single handed* giving the user +1 Strength, or double handed and is treated as a Power Fist. In addition, the Blade always wounds Chaos daemons on 4+, regardless of Toughness.



*“There can be no rest my brothers -
no respite in our war against the Chaos hordes.
For as long as a single servant of these twisted gods
exists, so shall the stain on Templar honour”*

- Master Chaplain Kamor Taal, *before the assault on Tolarn Prime*

KAMOR TAAL - MASTER CHAPLAIN

With the voice of a god, and an intimidating presence, Kamor Taal is the most respected and revered of the Templar Chaplains. His words can soothe the most troubled of brethren, or whip up an insane battle frenzy. One of the few surviving marines from Amon Daar's era as Chapter Master, his experience and prowess is unmatched, save that of Talon Duun himself.

Points	WS	BS	S	T	W	I	A	Ld	Sv
130	5	5	4	4	2	5	(4)	10	(2+)

WARGEAR

Storm Bolter, Master-Crafted Crozius Arcanum, Rosarius, Terminator Armour, Purity Seals.

SPECIAL RULES

Independent Character: Unless accompanied by a Personal Guard squad, Taal is an independent character and follows all the special rules as given in the Warhammer 40,000 rulebook.

Bodyguard Squad: Taal may be accompanied by a Personal Guard squad, see the special entry in the army list. Note that Taal and his Personal Guard squad count as a single HQ choice.

Revered: Kamor Taal's very presence has the ability to inspire his brother marines. Any model within 6" of the Master Chaplain, uses Taal's Leadership statistic for any Morale tests.

PERSONAL GUARDS

Templar Champions who have chosen a life of solitude, dedication and sacrifice in pursuit of perfection in 'the way of the sword'. It is from these select few that future Chapter Masters will emerge. Exceptional swordsmen and most trusted warriors, they stand with the Master Chaplain and Chapter Master as escorts and bodyguards.

Points	WS	BS	S	T	W	I	A	Ld	Sv
57	5	4	4	4	1	4	2	9	3+

SQUAD

The Personal Guard Squad consists of between two and four Personal Guards.

WEAPONS

Storm Bolter, Power Sword, Frag Grenades, Terminator Honours.

SPECIAL RULES

Conditions: The Personal Guard are only available on games of 2000+ points where the Chapter Master and/or Master Chaplain are present. A maximum of four Personal Guards are available at any one time. Therefore if Personal Guard squads are required for both Chapter Master and Master Chaplain in the same battle, they may only take two Personal Guards each.

Terminator Armour: If the HQ character that they are accompanying is wearing Terminator armour the Personal Guard marines must have Terminator armour also, at no additional points cost.

'Take the Bullet': If the HQ character that they are accompanying fails an armour saving throw during the Shooting phase of a battle (Template weapons and Close Combat do not count), then one of the Personal Guards may attempt to 'take the bullet'. Roll a D6, with the following results:

1. Both HQ and Guard take a wound; 2-5 Attempt unsuccessful, HQ takes a wound; 6. Guard takes bullet (1 wound), HQ survives.

JAREK LORE - IMPERIAL INQUISITOR



Lore's experience fighting daemons and Chaos is vast. His nonconformist views on Imperial protocols has often landed him in trouble, and earned him a reputation within some circles on Terra for being untrustworthy. He however, considers himself extremely loyal to the Emperor, and more aware than most of the knife edge on which humanity sits - unprepared to destroy valuable resources in the name of heresy.

Points	WS	BS	S	T	W	I	A	Ld	Sv
95	4	4	3	3	3	4	3	10	3+

WARGEAR

Power Sword, Rosarius, *Psycannon*.

SPECIAL RULES

Psycannon: See special rules as given in the Warhammer 40,000 rulebook.

Daemon Hunter: See special rules as given in the Warhammer 40,000 rulebook.

Independent Character: Unless accompanied by a Command Squad, Lore is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: Lore may be accompanied by a Command squad, see the special entry in the army list. Note that Lore and his Command squad count as a single HQ choice.

Loyal: Inquisitor Lore will not fight against armies containing Imperial Space Marines, Sisters of Battle, or loyal Imperial Guard.

BROTHER CHAPLAIN SUUL



Suul is intense, and feared by his own troops. Touched by Chaos as a scout he is unstable and untrusted. Considered on trial by Taal, Suul's unreliability is tolerated only because of his close combat skills and insane bravery, plus his ability to instill such heroism into his troops.

Points	WS	BS	S	T	W	I	A	Ld	Sv
110	5	5	4	4	2	5	(5)	9	3+

WARGEAR

Crozius Arcanum, Rosarius, Jump Pack, Bolt Pistol, Terminator Honours, Frag Grenades.

SPECIAL RULES

Independent Character: Suul is an independent character.

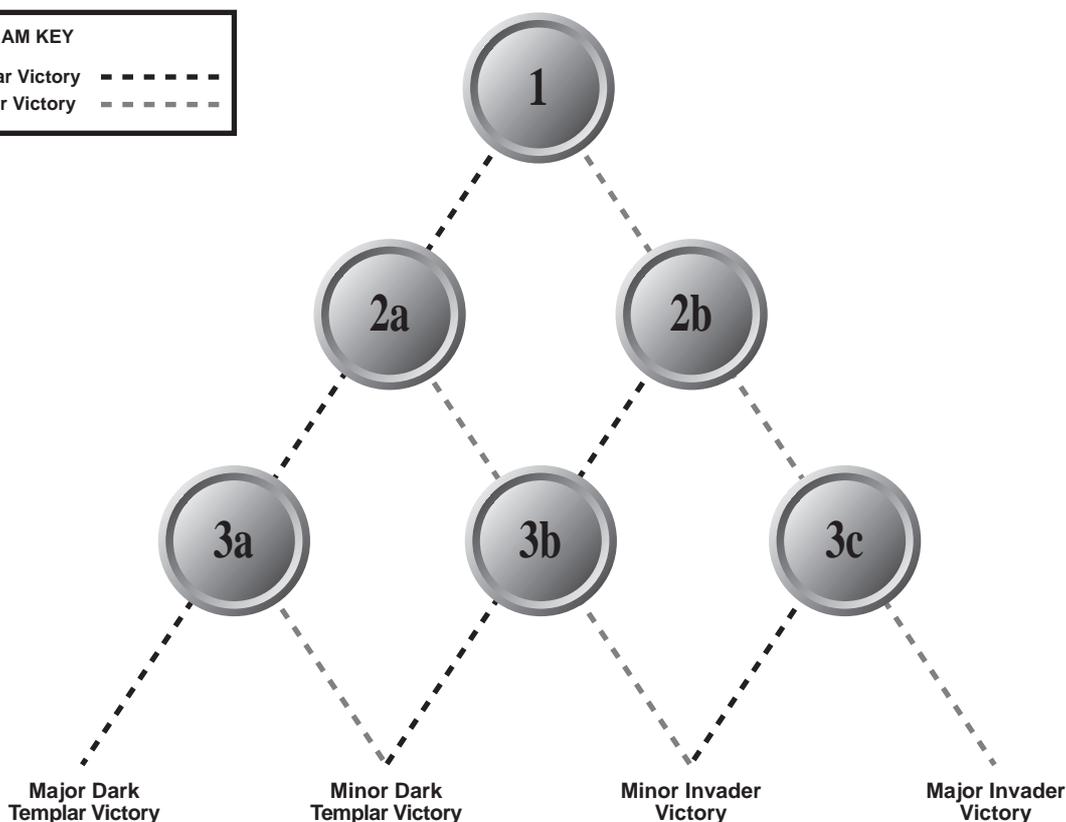
Unstable: When Suul fights against Chaos he risks becoming overpowered by hatred. Roll a D6 at beginning of each Dark Templar turn. On the roll of a 1, Suul becomes enraged and rushes to assault the nearest enemy. Move him his full 12" towards the nearest enemy unit during the Movement phase. If within 6" he must assault it during the Assault phase. If accompanied by a squad, it follows him.

DEFENCE OF ALOR CAMPAIGN



Many times during their time on Alor, the Dark Templar have had to stop invasions from the likes of Chaos, Orks and Dark Eldar. These conflicts are usually drawn out, and very costly to the Templar. To aid them in their duty to defend the planet from invaders, the Drasaan Craftworld Eldar will lend support from their ranks of Guardians and Aspect Warriors.

In game terms a 'Defence of Alor' campaign can be fought over anything from three missions to as many as you like. The Dark Templar player always starts as defender in the first mission, and has the option of taking Harlequins as an Elite choice, and Drasaan Eldar as a 2nd detachment (see Special Rules for details). Below is a suggested example of what a small 'Defence of Alor' campaign might consist of.



Overall Campaign Objective:

Invader - Find and capture a rumoured Eldar Webway gate, which would give total access to Eldar Craftworlds, and perhaps the secret Black Library. This will likely involve taking the entire planet. Leave no survivors.

Dark Templar - Protect the planet Alor. No Eldar artifacts or shrines are to be lost to the invaders. The Eldar Webway gate should be especially protected, at any and all costs.

Mission1: Bunker Assault Mission. Dark Templar play as defender.

Mission2a: Patrol Mission.

Mission2b: Blitz Mission. Dark Templar play as defender.

Mission3a: Breakout Mission. Dark Templar play as defender.

Mission3b: Meat Grinder Mission.

Mission3c: Take and Hold Mission. Dark Templar play as defender. Objective is a Drasaan Eldar Warp Gate leading to the Drasaan Craftworld, and subsequently the Webway.

This can of course be expanded to include more than the 3 'rounds' of combat shown in this example. You may wish to include the experience points option, and should refer to the Warhammer 40k rulebook for further information.

CODEX

DARK TEMPLAR

*“See me and cower, spawn of Chaos -
for I am Death, and I seek Retribution”*

Talon Duun - THE Dark Templar



Inside you will find:

The forgotten First Founding Legion, erased from history for terrible treachery - but now they're reborn, and fighting towards the total annihilation of Chaos.

- **ARMY LIST.** Rules and information including new troop types, such as Initiates, available only to Dark Templar armies.
- **HISTORY.** The history and background to the Dark Templar marines, illustrating their part in the Heresy War and struggle for survival ever since.
- **SPECIAL CHARACTERS.** Complete rules and background information for five Dark Templar characters including Chapter Master Talon Duun, Master Chaplain Kamor Taal, and Imperial Inquisitor Jarek Lore.
- **MINIATURES.** Dark Templar painting and insignia guide, plus photographs of troop types.
- **CAMPAIGN.** Example 'Defence of Alor' campaign, that includes Eldar allies.

This is a supplement to **Codex: Space Marines**. You must possess a copy of **Codex: Space Marines** and the **Warhammer 40,000 Rulebook** in order to fully use the contents of this book.

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For the latest info visit the Codex: Dark Templar site:

<http://www.darktemplar.co.uk>



Created in the
United Kingdom