

BLACK TEMPLARS SPACE MARINES CRUSADE LIST

“The Black Templars have their origins in the Great Crusade-Era Imperial Fists, in a group originally known as the Templar Brethren. They wore all-black armor and had black crosses on their right pauldron and shields, and were sworn to protect the Temple of Oaths. Their commander and First Captain of the Imperial Fists, Sigismund, started the tradition of the Emperor's Champion, in which a Templar would challenge the enemy's champions to single combat. After the Heresy had ended and Roboute Guilliman called for the Second Founding, Sigismund took his Templar Brethren to found the Black Templars.

They express their fury through burning heretical texts (as kindling for the actual heretics), pwning mutants, and skull fuc#ing aliens. But you might say, "Isn't that what every other Spess Mebreen chapter does?" Well you'd be right, but they are the most pro-active about it, celebrations on finishing one crusade involve declaring a new crusade, recruits are taken from all the planets they've been on then sent to join the fighting so that they never have to slow down, and they usually fight by zerg rushing their enemies with hundreds (and sometimes thousands) of heavily power armoured super humans holding power weapons while screaming a litany of curses at the top of their superhuman lungs. Also unlike other Chapters, they don't have scout teams, as they think they're not righteously angry enough. Instead all new Neophytes (read: meatshields) are given some [gear] and schooled in the field by a fully appointed Marine (called an "Initiate").”

Anon - 1d4chan

Forces

The Black Templars Space Marines Army List uses the datasheets from the *Black Templars Forces* section and the *Black Templars Crusade Fleet Support Forces* section.

Using the Army List

The following army list allows you to field an army based on a Black Templars Space Marines army. It can also be used as a “stand in” army.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Black Templars army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, a Crusader detachment consists of six *Tactical Space Marines* units for 275 points and may include the *Commander* and *Vindicators* 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 taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, a Crusader detachment could include one *Commander* and one *Vindicator*. If both were taken it would cost $275 + 50 + 75 = 400$ points.

Black Templars armies maintain their own Air Support forces as listed in the *Crusade Fleet Support* section. A maximum of up to a third of the points available to the army may be spent on these formations.



SPECIAL RULE – They Shall Know No Fear

The *They Shall Know No Fear* rule applies to all Black Templars formations.

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marines Unit or kill a Unit in a broken Formation (ignore any leftover Blast markers).
- Space Marines formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marines formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marines formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

FAQ

Q: How many Blast markers does a broken Space Marines unit count as having when working out the result of an assault?

A: One per unit.

SPECIAL RULE – Crusaders of the Emperor

Black Templars are a crusading army and spend more time onboard spacecraft than many other chapters. A Black Templars army must include a spacecraft. The Black Templars player does not have to deploy any of their army within the spacecraft if they do not want to (in this case it is assumed that the Black Templars have already landed on the planet before the battle commences).

SPECIAL RULE – Emperor’s Champion

A Black Templars army must include one (only) Emperor’s Champion unit. The Emperor’s Champion has the *Sniper* ability allowing it to choose which enemy model is hit, and also gives that enemy a -1 save modifier.

SPECIAL RULE – Neophytes

Crusader and Bike formations may include Neophyte units; with up to one Neophyte stand per Initiate (Tactical or Bike unit) in the formation.

SPECIAL RULE – Zeal

Sword Brethren and Assault Terminator formations receive a +1 modifier to their action test when carrying out an Engage action.

SPECIAL RULE – Space Marines Transports

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. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can’t take extras along to cover any losses!

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 having “plus transport” in the Units Section of the army list opposite.

Also note that you don’t have to take Rhinos if you don’t want to. 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 Planetfall). Note that if you choose to do this you will also require at least one Space Marines Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Space Marines player may choose which formations with the “plus transport” aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

FAQ

Q: If a formation comes with Rhinos, and can also take Land Raiders and Razorbacks via upgrades, how do you determine how many Rhinos the formation receives?

A: Add any Land Raiders to the formation first. Next, add any number of Razorbacks to the formation, up to the number required to transport those units not being transported in Land Raiders. Finally, the formation receives Rhinos to transport those units not being transported in Land Raider or Razorbacks.

SPECIAL RULE – Superior Tactics

All Space Marines armies are highly flexible and tactical. Before each tournament game the Space Marines player may choose which formations with the ‘plus transport’ aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

BLACK TEMPLARS SPACE MARINES CRUSADE LIST

V1.0.20 [2019-10-27]

Black Templars Space Marines armies have a Strategy Rating of 5.
All Black Templars Formations have an initiative rating of 1+.

BLACK TEMPLARS CRUSADE FLEET FLAGSHIP		
<i>(A Black Templars army must contain a space craft [mandatory])</i>		
FORMATION	CORE UNITS	COST
Crusade Spacecraft	1 Strike Cruiser OR	200 points
	1 Battle Barge	350 points

BLACK TEMPLARS DETACHMENTS			
<i>(A Black Templars army may contain any number of Black Templars Detachments)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Crusaders	6 Tactical units plus transport	Commander, Dreadnought, Emperor's Champion, Hunter, Land Raider, Neophytes, Razorback, Stormraven Transports	275 points

BLACK TEMPLARS SUPPORT DETACHMENTS			
<i>(Up to 2 may be taken for each Black Templars Crusaders Detachment)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Assault Terminators	4 Assault Terminator Units <i>[May only be taken once per army]</i>	Commander, Land Raiders	350 points
Bikes	5 Bike Units	Attack Bike, Commander, Neophyte Bikes	200 points
Deathstorm Drop Pods	4 Deathstorm Drop Pods (<i>Whirlwind Launcher or Flack Cannon or Assault Cannon</i>) <i>[May only be taken once per army]</i>	Deathstorm Drop Pods	200 points
Land Raiders	4 Land Raiders or Land Raider Crusaders in any combination	Commander, Hunter, Vindicators	325 points
Land Speeders	5 Land Speeders or Land Speeder Tornados in any combination.	Commander, Typhoons	200 points
Predators	4 Predator Annihilators or Predator Destructors in any combination	Commander, Hunter, Vindicators	250 points
Stormraven Gunships	4 Stormraven Gunships	None	220 points
Sword Brethren	6 Sword Brethren Units plus transport	Commander, Emperor's Champion, Hunter, Jump Packs, Razorback, Stormraven Transports	200 points
Terminators	4 Terminator Units	Commander, Land Raiders	350 points
Vindicators	4 Vindicators	Commander, Hunter, Vindicators	225 points
Whirlwinds	4 Whirlwinds	Commander, Hunter	300 points

BLACK TEMPLARS UPGRADES		
<i>(Each allowed upgrade may be taken once per Black Templars Detachment, Support Detachment and Crusade Fleet Support)</i>		
FORMATION	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Commander	Add 1 Black Templars Commander Character to a unit in the formation. The Commander may be a Castellan (Captain), or a Chaplain , or 1 Space Marines Commander per army may be a Marshal (Supreme Commander)	+50 points OR +100 points
Deathstorm Drop Pods	Add up to 2 additional Deathstorm Pods	+50 points each
Dreadnoughts	Add up to 2 Dreadnoughts (<i>Hellfire or Tactical in any combination</i>)	+50 points each
Emperor's Champion	Add 1 Emperor's Champion Character to an appropriate formation. One formation in the army must take this upgrade. This upgrade can only be taken once <u>per army</u> (<i>same as Marshal /Supreme Commander</i>).	+30 points
Hunter	Add 1 Hunter	+75 points
Jump Packs	Add <i>Jump Pack</i> ability to all Sword Brethren units in the formation.	Free
Land Raiders	Add up to 4 Land Raiders or Land Raider Crusaders	+75 points each
Neophytes	Add 2, 4 or 6 Neophyte units	+40 points per 2
Neophyte Bikes	Add up to 5 Neophyte Bike units	+25 points each
Razorback	Add any number of Razorbacks, up to the number required to transport the formation	+25 points each
Stormraven Transports	Add any number of Stormraven Transports, up to the number required to transport the entire formation	+35 points each
Typhoons	Replace 1-2 Land Speeders with an equal number of Land Speeder Typhoons	+25 points
	Replace 3-5 Land Speeders with an equal number of Land Speeder Typhoons	+50 points
Vindicators	Add 1 or 2 Vindicators	+50 points each

BLACK TEMPLARS CRUSADE FLEET SUPPORT		
<i>(Up to 1/3 of an army's points may be spent on Crusade Fleet Support formations)</i>		
FORMATION	CORE UNITS	COST
Landing Craft	1 Landing Craft	350 points
Stormtalon Squadron	2 Stormtalon Interceptors	150 points
Thunderhawk Gunship	1 Thunderhawk Gunship	200 points

BLACK TEMPLARS FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marshal	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	<i>Invulnerable Save, Leader, Supreme Commander</i>
Castellan	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	<i>Invulnerable Save, Leader, Commander</i>
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	<i>Invulnerable Save, Leader, Inspiring</i>
Emperor's Champion	CH	n/a	n/a	n/a	n/a	Black Sword	(base contact)	(Assault Weapons), MW, EA(+1), Sniper	<i>Invulnerable Save, Fearless, Inspiring</i>
Assault Terminator	INF	15cm	4+	2+	5+	Lightning Claws Cyclone Launcher	(base contact) (15cm) 15cm	(Assault Weapons), MW, EA(+1) (Small Arms) AP6+ /AT6+	<i>Reinforced Armour, Teleport, Thick Rear Armour, Fearless</i>
Bike (Initiate)	INF	25cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Mounted, Infiltrator</i>
Neophyte	INF	15cm	5+	5+	5+	Bolt Pistols	(15cm)	(Small Arms)	<i>Expendable</i>
Neophyte Bike	INF	25cm	5+	5+	5+	Twin Bolters	(15cm)	(Small Arms)	<i>Mounted, Infiltrator, Expendable</i>
Sword Brethren	INF	15cm	4+	3+	4+	Bolters	(15cm)	(Small Arms)	<i>First Strike, Jump Packs: Speed 30cm if fitted with Jump Packs</i>
Tactical (Initiate)	INF	15cm	4+	4+	4+	Bolters Missile Launcher	(15cm) 45cm	(Small Arms) AP5+ /AT6+	
Terminator	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters 2x Assault Cannon	(base contact) (15cm) 30cm	(Assault Weapons), MW, EA(+1) (Small Arms) AP5+ /AT5+	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>
Attack Bike	LV	25cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	(15cm) 15cm	(Small Arms), MW MW5+	<i>Skimmer, Scout</i>
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+ /AT5+ AP5+	<i>Skimmer, Scout</i>
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+ /AT5+ AP5+	<i>Skimmer, Scout</i>
Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher Twin Lascannon <u>OR</u> Power Fist Assault Cannon	45cm 45cm (base contact) 30cm	AP5+ /AT6+ AT4+ (Assault Weapons), MW, EA(+1) AP5+ /AT5+	<i>Walker. A Dreadnought is armed with a Missile Launcher and Twin Lascannon (Hellfire) <u>OR</u> a Power Fist and Assault Cannon (Tactical), not both – select one option before the game.</i>
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+ /AA4+	
Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport: May carry 1 Terminator unit or 2 of the following units: Neophyte, Sword Brethren, Tactical</i>
Land Raider Crusader	AV	25cm	4+	5+	5+	2x Hurricane Bolters Twin Assault Cannon	(15cm) 30cm	(Small Arms), EA (+1) AP4+ /AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport: May carry 1.5 Terminator unit or 3 of the following units: Neophyte, Sword Brethren, Tactical</i>
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT4+	
Predator Destructor	AV	30cm	4+	6+	3+	2x Heavy Bolter Autocannon	30cm 45cm	AP5+ AP5+ /AT6+	
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter <u>OR</u> Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>A Razorback is armed with either a Twin Heavy Bolter <u>OR</u> a Twin Lascannon, not both – select one option before the game. Transport: May carry 1 of the following units: Neophyte, Sword Brethren and Tactical.</i>
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	<i>Transport: May carry 2 of the following units: Neophyte, Sword Brethren, Tactical.</i>
Stormraven Gunship	AV	35cm	5+	6+	4+	Twin Heavy Bolter Twin Assault Cannon Rockets 2x Bloodstrike Missiles	30cm 30cm 30cm 60cm	AP4+ /AA4+, FxF AP4+ /AT4+ AT4+, FxF AT3+ Single Shot	<i>Planetfall, Reinforced Armour, Skimmer</i>
Stormraven Transports	AV	35cm	5+	6+	4+	Twin Heavy Bolter Twin Assault Cannon	30cm 30cm	AP4+ /AA4+, FxF AP4+ /AT4+	<i>Planetfall, Reinforced Armour, Skimmer Transport: May carry 1 Terminator unit or 2 of the following units: Neophyte, Sword Brethren, Tactical. May <u>also</u> carry 1 dreadnought unit.</i>
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+ /AT4+, Ignore Cover	<i>Walker</i>
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Indirect Fire	

BLACK TEMPLARS CRUSADE FLAG SHIP, FLEET SUPPORT AND OTHER FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	<i>Transport:</i> May carry 20 of the following units: Tactical, Assault, Sword Brethren, Neophyte, Neophyte Bike, Bike, Terminator or Dreadnought units; plus 20 of the following vehicles: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 6 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board.
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	<i>Slow and Steady:</i> May not be used on the first two turns of a battle unless the scenario specifically says otherwise. <i>Transport:</i> May carry 60 of the following units: Tactical, Assault, Sword Brethren, Neophyte, Neophyte Bike, Bike, Terminator or Dreadnought units; plus 60 of the following vehicles: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board.
Drop Pod	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+/AT5+	<i>Planesfall.</i> <i>Transport:</i> May carry 1 formation that includes only Tactical, Sword Brethren and Dreadnought units. Each pod carries 1 Tactical unit <u>or</u> 1 Sword Brethren unit <u>or</u> 1 Dreadnought unit. <i>Deathwind:</i> After the drop pod lands, its Deathwind immediately attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the Drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim crossfire.
Deathstorm Drop Pod	Special	Immobile	5+	-	5	Whirlwind Launcher <u>OR</u> Assault Cannon <u>OR</u> Flack Launcher	45cm 30cm 30cm	1BP AP5+/AT5+ AP5+/AA5+	<i>The Deathstorm Drop Pod does not carry troops.</i> Each Deathstorm Drop Pod is armed with either a Whirlwind Launcher <u>OR</u> a Flack Cannon <u>OR</u> an Assault Cannon. All Deathstorms in the formation are aimed with the same weapon type - not mixed. On the turn that it arrives the formation is placed and <u>may</u> immediately attack one enemy unit within range. The formation is <u>not</u> removed at the end of the turn and is treated as a regular (immobile / 0cm speed) formation for activations in any subsequent turns.
Landing Craft	AC/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+/AA5+ AT4+	<i>DC4, Planesfall, Fearless, Reinforced Armour.</i> <i>Transport:</i> May carry 12 infantry units, Attack Bikes and Dreadnoughts. Terminators and Dreadnoughts take up two spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos. <i>Critical Hit Effect:</i> The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.
Stormtalon	AC	Fighter	5+	n/a	n/a	Twin Assault Cannon Twin Heavy Bolter	30cm 15cm	AP4+/AT4+/AA5+, FwA AP4+/AA5+, FxF	
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Battle Cannon 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, RF AP4+/AA5+, LF	<i>DC2, Reinforced Armour</i> <i>Transport:</i> May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. <i>Critical Hit Effect:</i> The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.

Change log

V1.0.11 [2017-10-29]

- stormraven transport
reduced cost to 35 points each
removed rockets from ranged weapons
twin heavy bolters now have AA4+
- neophyte/neophyte bike
added 'expendable' attribute

V1.0.12 [2017-10-30]

- emperors champion
added inspiring
increased cost to 30pt
- bikes/neophyte bikes
added infiltrator

V1.0.13 [2017-11-27]

- bike, neophyte bike and attack bike
reduced speed from 35cm to 25cm
(retaining infiltrator ability)

V1.0.14 [2017-11-29]

- redacted

V1.0.15 [2017-01-30]

- Copy/paste error; upgraded Battle Barge to be same as Codex Astartes (was previously same as Strike Cruiser).
- Deathstorm DP notes didn't reference flack cannon as an option.
- Army listing for Deathstorm DP didn't reference flack cannon as an option.

V1.0.16 [2017-02-12]

- Deathstorm DP now has FF value (but no CC).
As it can shoot ranged every turn it kind of makes sense that it has some kind of shooty armament, even if it can't CC.

V1.0.17 [2019-06-04]

- (vanilla) Assault Marines removed entirely.
- Assault Terminator shooting range dropped to 15cm and AP adjusted from 5+ to 6+.
- Neophytes are now (up to) 1:1 added to Crusader and Bikes formations (this is fluffy).
- Sword Brethren can now optionally take jump packs, will reduce transport options if taken but boost speed.
- Sword Brethren removed Infiltrate ability.
- Sword Brethren removed Land Raiders for transports.
- Clarify that Deathstorms can only have 1 weapon type for all drop pods in the formation.

- Sword Brethren reduce pts back to 275, they have no shooting and are 3+ CC -> compare to Tactical which can shoot and is 4+ CC, i.e. a swap.
- Added 'Zeal' special rule which applies to Sword Brethren and Assault Terminators.
- Assault Terminators removed Invul Save.
- Sword Brethren added First Strike.
- Neophyte and NBike CC from 4+ to 5+
- Neophyte to 20pt (per unit) and NBike to 25pt based on calculation.
- Sword Brethren points changed to 6 for 200pt, (33.33pt per unit) based on calculation.

V1.0.18 [2019-06-11]

- Deathstorm now have a single weapon type for all units in formation.
- All but Thunderhawk Gunship option (saturation bomber and transport removed).
- Assault Terminators get 'fearless'.

V1.0.19 [2019-09-11]

- Deathstorm moved from Crusade Fleet Support to Support Detachments (kept in fleet support as that's where regular Drop Pods are).

V1.0.20 [2019-10-23]

- Move SC to a separate block on the list of its own.

Design Notes

Overview: The formation/unit selection for the BT is actually quite limited there are relatively few formations types that can be taken and of those a number are 'single take'.

The BT list almost entirely eschews any heavy units (titans, heavy tanks) and those taken are almost token offering (whirlwinds, predators). Denying the list access to suitable number and variety of assault focus units destroys the reason for having the list.

Each of the following features of the list has been thoughtfully contemplated, revised and developed.

Emperor's Champion: Has *Inspiring*, *Fearless*, *Invulnerable Save*, and *Sniper*, which is quite a haul. It doesn't get the standard *leader* keyword. Intended as an altered 'go-it-alone' Chaplain. Is reduced to 30pt because it's mandatory which could be considered an imposition. The included features are congruent with the fluff, which is my #1 reference point.

Neophytes: Entirely intended to boost assault/engage capabilities and resilience. The BT are intended to be running Engage actions almost exclusive so why wouldn't they boost this aspect. It is comparable with other armies (orks). It is also highly compatible with the fluff - there are no scouts, there are neophytes 'up to 1:1' as per BT codex.

Flag Ship: The mandatory space craft sits at the very (fluffy) heart of the list. To reflect this, it is now also in a separate detachment block on the list. Helps to imply that it's not an option. Similar precedent/layout to Eldar list (Avatar/Wraithgate). Also, I believe it shouldn't count towards the Fleet Support cost/percentage due to a) mandatory and b) fluff reasons (no ship, no fleet, no templars).

Fleet Ownership: The army is meant to be a crusading force, self-sustaining/maintaining, they're not at the whims of 3rd party operators to ferry them from hotspot to hotspot. The plus side is that all aircraft including space craft activate on a 1 because they're marines not allies. This is technically the same as the (old) marines lists where strike cruiser and battle barge were also part of the marine detachments, not allies.

Stormravens: The Stormraven Transports are intended to help or compliment the drop pod assault force focus. The 'plus dreadnought' is to be found on other lists (i.e. the old blood angels list I built from and also in some of the old 28mm codexes – can research further if required).

The SR Gunship variant is kind of a token offering. Possibly a 'shooty'/'tank' option if you're planning on deploying everything from the space craft and don't want predators on the ground. Much like taking Land Raiders as their own formation, feels 'meh', but nice to have options.

Sword Brethren: With Assault Marines removed from the list, SB are the closest thing to dedicated assault formation. Their shooting capabilities are non-existent. Have added *First Strike* to make them mildly appealing – but they don't deserve an extra attack. The only plus they really have going for them is a variety of transport options available. Basically, they're designed to be fast and access everywhere.

They *can* (optionally) be fitted with *Jump Packs* rather than taking Rhinos etc. Jump Pack troops can be loaded into Stormraven Transports or Drop Pods (if it can fit a dreadnought it can fit a Jump Pack). You'd really want to be combining these guys with a secondary formation (Castellan/ Captain ability) for assaults unless you're taking on something super-lightweight).

Deathstorm: Absolutely, these guys can take and contest objectives. If an earthshaker can, these guys can. Being immobile does not negate ability to take/contest, in fact immobile units are allowed to garrison, implying that it's not only permissible but encouraged. From a fluff perspective there's a servitor or something strapped into the pod actively blowing things away each turn it's on the board... so it's contesting.

All Deathstorms units carry the same weapon type (all assault cannons, all flack cannon etc). I contemplated mega-flack loadout but it's effectively the same as an imperial guard Hydra squadron.

These are now part of 'Support Formations' previously 'Crusade Fleet Formations' due to a) being not AC and b) similar to Stormravens which (can) insert by planetfall but c) are ground entities not air entities. Drop pods muddy the waters but are (aside from being 0 points therefore not contributing to %) are also removed. Think of them as planetfalling earthshaker platforms.

Assault Terminators: True, they are assaulty, which is entirely the point. They lack all but the most rudimentary shooting/FF capability but still retain it, so as to be not entirely useless (they're terminators) against skimmer lists. 2+CC is good, but it needs to be better than regular terminators (otherwise they're just terminators with no shooting, begging the question, 'why bother?'), and given they're reduce FF from 3+ to 5+ they should be adjusted to compensate. Zeal helps. They can only be taken once per army and are intended to fulfil a specific role/function, i.e. spearhead / *distraction carnifex*.

So here is a direct line comparison...

AT:	4	2	5	(CC) EA(+1) MW	reo, teleport, thick rear, fearless	zeal	15cm AP6/AT6
T:	4	3	3	(CC) EA(+1) MW	reo, teleport, thick rear		2 30cm AP5/AT5

Zeal: In order for the Assault Terminators not to be just sh1t terminators they now have a boost +1 when engaging. Same for Sword Brethren. Common with other assault-based armies (Orks, Knights)... now marines.