



COMBAT PATROL: BLACK TEMPLARS

SIGUARD'S CRUSADERS

There are many Black Templars crusades plying the darkness between the stars and seeking out wars to be fought in the name of the God-Emperor. For each mighty host, another crusading force comprises a compact but potent band of zealous Space Marines such as this one, led by the uncompromising Marshal Siguard, determined to bring the fires of their faith to every corner of the Emperor's realm.

This Combat Patrol includes the units shown below.

A Marshal Siguard (1 model)

- This model is equipped with: plasma pistol; master-crafted power weapon.

B Primaris Crusader Squad (10 models)

- 1 Primaris Sword Brother is equipped with: heavy bolt pistol; power weapon.
- 2 Primaris Initiates are equipped with: heavy bolt pistol; Astartes chainsword.
- 2 Primaris Initiates are equipped with: bolt pistol; bolt rifle; close combat weapon.
- 1 Primaris Initiate is equipped with: pyreblaster; bolt pistol; close combat weapon.
- 2 Primaris Neophytes are equipped with: bolt pistol; Astartes chainsword.
- 2 Primaris Neophytes are equipped with: Neophyte firearm; close combat weapon.

C Intercessor Squad (5 models)

- Every model is equipped with: bolt pistol; bolt rifle; close combat weapon.

D Black Templars Impulsor (1 model)

- This model is equipped with: multi-melta; 2 storm bolters; armoured hull; orbital comms array.





<p>Bolt rifle</p>	<p>Master-crafted power weapon</p>	<p>Bolt rifle</p>
<p>Plasma pistol</p>		
<p>Initiate</p>	<p>Marshal Siguard</p>	<p>Intercessor</p>

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SIGUARD'S CRUSADERS

ABILITIES

The datasheets required to use Siguard's Crusaders can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet, and is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your **MARSHAL** model is your **WARLORD** and has the Crusaders' Fervour Enhancement. You can replace this with Righteous Defiance.

DEFAULT ENHANCEMENT

CRUSADERS' FERVOUR

The religious fervour and self-righteous ferocity of the Black Templars are legendary. When focused upon the foe by a sufficiently charismatic leader, these traits become weapons in their own right.

Add 1 to the Attacks characteristic of melee weapons equipped by models in the bearer's unit.

OR

OPTIONAL ENHANCEMENT

RIGHTEOUS DEFIANCE

Such is the strength of this warrior's conviction in the righteousness of his cause that he can – by sheer inflexible force of will – shrug off even the most grievous hurts. Moreover, his mere presence is enough to inspire his battle-brothers to follow his example.

The bearer has the Feel No Pain 5+ ability. In addition, once per battle, when the bearer's unit is selected as the target of an attack, it can use this ability. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 4+ ability.

SECONDARY OBJECTIVES

You will use the Path of Purgation secondary objective. You can replace this with Sacred Vow.

DEFAULT SECONDARY OBJECTIVE

PATH OF PURGATION

The bloody path to victory in the God-Emperor's name leads ever onward into the heart of the enemy's ranks. On that road the faithful warrior will never run short of foes to slay nor heretics to smite.

At the end of the battle, you score 8VP if one or more **ADEPTUS ASTARTES** units from your army (excluding Battle-shocked units) are within your opponent's deployment zone. If your **WARLORD** is not Battle-shocked and is wholly within your opponent's deployment zone, you score 10VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

SACRED VOW

Since their earliest days it has been the way of the Black Templars to swear great and binding vows before battle. It is a mark of great and proven faith to fulfil these pious oaths in the sight of one's battle-brothers.

From the second battle round onwards, at the start of the battle round, select one enemy unit that is not destroyed to be your army's target that battle round. At the end of that battle round, you score 3VP if your army's target for that battle round was destroyed by a melee attack made by an **ADEPTUS ASTARTES** model from your army. If that **ADEPTUS ASTARTES** model has the **PRIMARIS CRUSADER SQUAD** keyword, you score 4VP instead.

STRATAGEMS

You can use the following Stratagems:



SHIELD OF ZEAL

SIGUARD'S CRUSADERS – BATTLE TACTIC STRATAGEM

When prosecuting the foe at close quarters, the zealous aggression of the Black Templars reaches such fever pitch that they can simply ignore pain and even severe injury.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the attacking model is within 6" of your unit, models in your unit have a 4+ invulnerable save against that attack. Primaris Neophyte models have a 5+ invulnerable save against that attack instead.



HATE-FUELLED STRENGTH

SIGUARD'S CRUSADERS – BATTLE TACTIC STRATAGEM

The Black Templars' disgust for the heresies of their foes lends punishing might to their blows.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target, you can re-roll the Hit roll.



GOADED TO FURY

SIGUARD'S CRUSADERS – STRATEGIC PLOY STRATAGEM

To fire upon the Black Templars is to stoke their outrage that the enemies of Mankind would dare raise arms against the God-Emperor's chosen warriors. Their response is typically as aggressive as it is immediate.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Your unit can make a Normal move, but must end that move as close as possible to that enemy unit.

MARSHAL SIGUARD

M T SV W LD OC

6" 4 3+ 5 6+ 1

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

A perfect exemplar of all it means to be a Black Templar Marshal, Siguard leads his brothers to war with blade brandished high and plasma pistol blazing. His ferocious zeal is an inspiration to those who fight alongside him, convincing them that the God-Emperor is watching and guiding their hands in battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

LEADER

This model can be attached to the following units: **INTERCESSOR SQUAD, PRIMARIS CRUSADER SQUAD**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, MARSHAL, SIGUARD

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

PRIMARIS CRUSADER SQUAD

M T SV W LD OC

6" 4 4+ 2 6+ 2 PRIMARIS NEOPHYTE

6" 4 3+ 2 6+ 2 OTHER MODELS



Combat Patrol Datasheet

Infused with the posthuman might of the Primaris miracle, these Crusader Squads storm into battle with bolt rifles blazing and Astartes chainswords howling. Initiates aim jets of fire from their pyreblasters, while hard-eyed Neophytes fight furiously to prove their martial worth.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	18"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Neophyte firearm [ASSAULT]	18"	2	3+	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power weapon	Melee	3	3+	5	-2	1

ABILITIES

CORE: **Scouts 6"**

FACTION: **Oath of Moment**

Righteous Zeal: You can re-roll Advance and Charge rolls made for this unit.

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models. If you do so, one of those units must contain the Primaris Initiate models and the other unit must contain the remaining models.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, TACTICUS, PRIMARIS CRUSADER SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Combat Patrol Datasheet

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, TACTICUS, INTERCESSOR SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS

BLACK TEMPLARS IMPULSOR

M	T	SV	W	LD	OC
12"	9	3+	11	6+	2



Combat Patrol Datasheet

Equipped with vectored thrusters that make it faster than any other gravitic tank in the Space Marines' armouries, the Impulsor is a highly adaptable transport used by all Primaris Space Marines for rapid insertion and flanking manoeuvres. It is particularly favoured by Vanguard forces.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3, Firing Deck 6

FACTION: Oath of Moment

Assault Vehicle: Units can disembark from this **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

TRANSPORT

This model has a transport capacity of 6 **TACTICUS** or **PHOBOS INFANTRY** models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLACK TEMPLARS