

BLACK TEMPLARS SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Marshal	5	5	4	4	3	5	3	10	3+
Castellan	5	5	4	4	2	5	3	9	3+
Emperor's Champion	6	4	4	4	2	5	2	10	2+
Master of Sanctity	5	5	4	4	3	5	3	10	3+
Reclusiarch	5	5	4	4	2	5	3	9	3+
Cenobyte Servitor	4	3	3	4	1	3	1	8	4+
Sword Brethren	4	4	4	4	1	4	1	8	3+
Initiate	4	4	4	4	1	4	1	8	3+
Neophyte	3	3	4	4	1	4	1	7	4+
Terminator	4	4	4	4	1	4	2	9	2+
Techmarine	4	4	4	4	2	4	2	9	3+
Tech Servitor	3	3	3	3	1	3	1	8	5+
Combat Servitor	4	3	3	3	1	3	1	8	4+
Gun Servitor	3	4	3	3	1	3	1	8	4+
Space Marine Biker	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+



LIFE IS THE EMPEROR'S CURRENCY, SPEND IT WELL

ARMOUR

	Front	Side	Rear	BS
Rhino	11	11	10	4
Razorback	11	11	10	4
Land Speeder	10	10	10	4
Predator	13	11	10	4
Vindicator	13	11	10	4
Land Raider	14	14	14	4

ARMOUR

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

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Shotgun	12"	3	-	Assault 2
M. launcher (Krak)	48"	8	3	Heavy 1*
M. launcher (Frag)	48"	4	6	Heavy 1, Blast*
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Deathwind	12"	5	6	Heavy 1, Large Blast
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked

* A missile launcher can fire either frag or krak missiles.

See the Warhammer 40,000 rulebook for an explanation of weapon types.

ORDNANCE

Weapon	Range	Str.	AP	Type
Demolisher	24"	10	2	Ord. 1/Large Blast