



CODEx: BLACK TEMPLARS FAQ

Q. *Can I field more than one Emperor's Champion?*

A. No, you can only have one. The only way of fielding more than one Champion is to play a game with multiple detachments (see the main rulebook for more on multi-detachment games).

Q. *Can I field the Emperor's Champion as my one compulsory HQ choice and no other HQs in the army?*

A. Yes, even though he does not use up an HQ slot, he is still an HQ choice, and so he can fulfill the minimum HQ requirement.

Q. *Is a Fighting Company Standard the same as a Fighting Company Banner?*

A. Yes, throughout the book the words 'standard' and 'banner' are used interchangeably.

Q. *Does a Techmarine's twin-linked plasma pistol on the servo-harness give an extra attack in close combat?*

A. Yes.

Q. *Do Drop Pods count as immobilised (and hence worth 15VP) the moment they touch down? Also, are any immobilised hits on them counted for weapon destroyed etc?*

A. Yes.

Q. *Does the Commander's Rites of Battle special rule affect only squads or does it also affect other independent characters?*

A. It affects every model in the army.

Questions arising from the new edition of Warhammer 40,000

Q. *Does the 'Kill them All!' rule mean that I have to test not to fire at the closest enemy?*

A. Yes, that rule still works perfectly as written, meaning that Black Templar infantry, jump infantry and bikes must test (with a -1 Ld modifier!) in order not to shoot at the closest target.

Q. *What is a 'Last Man Standing' test? And what about a 'Massacre'?*

A. Please ignore all references to the 'Last Man Standing' and 'Massacre!' rules, which have been deleted from the new (5th) edition of 40K.

Q. *What is a 'pinned' unit?*

A. A pinned unit is simply a unit that has failed a pinning test and has gone to ground.

Q. *What is the 'Mixed Armour' special rule?*

A. The rules for units with mixed armour are now under 'Complex Units', on page 25 of the 40K rulebook.

Q. *When is the extra move for 'Abhor the witch, destroy the witch' executed?*

A. This extra move is done after deployment, just before scout moves.