

F.R.A.G. Black Templars FAQ v1.0

This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.

Q: The ATSKNF states that Space Marines automatically pass "Morale tests to regroup". Is a test to regroup a Morale test?

A: The reference to a "Morale test" is in error; it should read: "tests to regroup" instead [clarification].

Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?

A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].

Q: If a Black Templar Drop Pod's scatter would take it on top of a friendly unit or off the table is the scatter reduced as if it were landing in impassable terrain?

A: Treat friendly models as impassable terrain and reduce the scatter as needed. If the scatter takes the Pod even partially off the table it suffers a Deep Strike mishap. Make one roll for both the Pod and the embarked models on the mishap table [clarification].

Q: Can a Templar Drop Pod arrive on its own while the unit that purchased it is deployed normally?

A: No, Black Templar units that take a Drop Pod must arrive in them [RAW].

Q: Do tournament missions count as "standard missions" for using Templar Drop Pods?

A: Yes, all missions in tournaments count as a standard mission for this purpose [clarification].

Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?

A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

Q: Pg 22 says: "A character who is leading or attached to a squad does not stop being an independent character for the purposes of close combat" but the rulebook seems to contradict this. Which rule is correct?

A: The codex takes precedence, so Black Templar characters with a retinue still attack, and are attacked, as a separate unit from their retinue [RAW].

Q: Is a Chaplain that is attached to another character's retinue unit worth a Kill Point if the entire unit is wiped out?

A: Yes [clarification].

Q: For the 'Righteous Zeal' special rule, what is meant by a 'Massacre' result?

A: Ignore this reference as it pertains to a previous edition of the rules. Instead, a unit suffering from 'Righteous Zeal' just makes a normal consolidation move that must take them closer to the nearest enemy unit [clarification].

Q: Is the 'Righteous Zeal' rule used for Morale Checks outside of the enemy's Shooting phase (now that Morale Checks are taken in any phase a unit suffers 25% casualties)?

A: No, just for checks caused in the enemy's Shooting phase [RAW].

Q: If a Templar unit that has '[gone] to ground' passes its Morale Check in the enemy Shooting phase, does it get to make a consolidate move? If so, does this remove the unit from its '[gone] to ground' status?

A: The unit makes its consolidation move and then continues to follow the 'going to ground' rules and therefore cannot move, shoot or assault in its next turn [RAW].

Q: Do Templar units following the 'Uphold the Honor of the Emperor' vow benefit from the cover save provided by intervening units and the cover bonus for 'going to ground'?

A: No they do not [RAW]. Also, ignore any reference to "being entangled as this was removed from the rules in the latest edition.

Q: If a unit is embarked on a vehicle, when rolling for the 'Abhor the Witch Destroy the Witch' consolidation move is just one roll made for the transport vehicle and the unit inside?

A: Yes, although if the embarked unit has Crusader Seals that bonus does apply to the roll [clarification].

Q: Can persistent Psychic abilities (such as a 'Tyranid Psychic Scream' or Eldar 'Veil of Tears') be nullified by 'Abhor the Witch, Destroy the Witch'?

A: No. Persistent abilities can never fully be nullified or cancelled [clarification].

Q: The 'Abhor the Witch, Destroy the Witch' vow allows all Templars to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this?

A: For this purpose, the model, or the unit they are part of, will be 'affected' by a (non-persistent) power if it will:

- target them.
- wound, kill or remove them from play.
- cause them to take a Ld or other characteristic test.
- force them to move or stop them from moving.
- force them to re-roll any dice.

[clarification]

Also, in regards to Abhor the Witch, Destroy the Witch, ignore the references to "Concealment" and "Minor psychic powers" as neither is used in the current rules.

Q: Can a model be equipped with both a Space Marine Bike and a Jump Pack?

A: A model may take only one or the other [clarification].

Q: Can a model/unit with an Auspex/Surveyor fire at every infiltrating unit within 4D6", or just one?

A: A model/unit with an Auspex/Surveyor waits until all infiltrators have been set up, rolls 4D6" once, and may then fire once at each enemy unit within this distance (provided they are also within range and line of sight). If both sides have units with Auspexes/Surveyors, randomly determine which player fires his units first [clarification].

Q: Is the shooting granted by an Auspex/Surveyor subject to the Night Fighting rules?

A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex/Surveyor distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired at [RAW].

Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex/Surveyor shooting? If so, how many times may it be used?

A: They may be used each time the model or unit shoots at an enemy infiltrating unit. Using these weapons or abilities before the game does not limit their use in the first turn [clarification].

Q: Can Bionics be used against an attack that would normally cause 'Instant Death' if the model didn't also have 'Adamantine Mantle'?

A: No they cannot [rules change].

Q: When a Chaplain who is not attached to a Command Squad takes Cenobyte Servitors, does he and the Servitors form a 'retinue' unit?

A: Yes. This means, among other things, they take morale checks if they lose at least 25% casualties in a single phase, and give up Victory Points as normal for a unit. The one exception is that the unit is worth only one total Kill Point if destroyed [clarification].

Q: Can a Chaplain who takes Cenobyte Servitors still join a friendly unit? If so, how does this combined unit fight in close combat?

A: A Chaplain with Servitors may still join another unit and if he does so the Servitors join the unit as well. In close combat, when attacking, and being attacked, the Chaplain counts as one unit, while his Servitors count as a second unit and the unit they are joined to counts as a third unit [clarification].

Q: Does the Holy Orbs of Antioch use the standard rules for determining where a blast weapon lands?

A: Yes [clarification].

Q: Can a Narthecium be used against shooting attacks that don't allow a save at all (if the AP is equal or lower than the target's armor save)?

A: Yes [RAW].

Q: Can a Narthecium be used against an attack that would normally cause 'Instant Death' if the model wasn't immune to Instant Death (such as with the 'Adamantine Mantle')?

A: No it cannot [rules change].

Q: Does a Servo arm apply Powerfist status to all of a Techmarine's attacks? If not, can this additional powerfist attack be used in the same round a Techmarine uses another special weapon?

A: The powerfist ability only applies to the additional attack and may be utilized in the same round the Techmarine uses another special weapon [rules change].

Q: Do Black Templar models in Terminator Armor always count as stationary when shooting a rapid fire weapon? Can they assault the same turn they shoot a rapid fire or heavy weapon?

A: They may assault the same turn they shoot with rapid fire or heavy weapons [rules change]. They do not, however always count as stationary when shooting a rapid fire weapon (just with heavy weapons) [RAW].

Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?

A: No [clarification].

Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?

A: No [clarification].

Q: How exactly do Templar Smoke Launchers work?

A: Templar smoke launchers downgrade all penetrating hits to glancing hits [RAW].

Q: If the Emperor's Champion is involved in a combat with an Independent Character with a retinue (so he can't direct his attacks against the enemy IC) does he still have to move into base contact with the IC?

A: Yes as the Emperor's Champion never backs away from a challenge no matter what the odds [RAW].

Q: Can a Chaplain in Terminator Armor take Cenobyte Servitors?

A: No [RAW].

Sword Brethren Terminator Command Squad: Have both 'Terminator Armor' and 'Terminator Honors' with the accompanying statistical upgrades already included in their profile [clarification].

Q: Can a Command Squad or Sword Brethren Terminator Command Squad be taken as an HQ choice without an accompanying character leading it?

A: No [clarification].

Sword Brethren Terminator & Terminator Assault Squads: Have both 'Terminator Armor' and 'Terminator Honors' with the accompanying statistical upgrades already included in their profile [clarification].

Q: Can a Techmarine (including one with a full Servo-Harness) be equipped with either a Bike or Jump Pack? If equipped with Terminator armor does he retain his Servo-arm/full Servo-Harness?

A: Yes, a Techmarine with a Servo-arm/Full Servo-harness may have a bike or Jump Pack. If equipped with Terminator Armor he retains his Servo-arm but may not upgrade to a Full Servo-Harness [RAW].

Q: A Templar Drop Pod is listed as being 'Type: Immobile', what does that mean?

A: It means that it cannot move once it lands, and counts in all respects as a vehicle that has suffered an Immobilized damage result (which cannot be repaired in any way) [clarification].

Q: Can a Black Templar Drop Pod fire on the turn it lands?

A: Yes, as it has a specific rule allowing it to do so [RAW].

Land Raider / Land Raider Crusader: Both have the 'Assault Vehicle' special rule that allows disembarking models to assault in the same turn.

Q: If a Land Raider (or Crusader) is transporting a mix of models in Power Armor and Terminator Armor; how many models in total can they carry?

A: In this case only, the basic Land Raider may transport 10 models total, the Crusader may carry 15. Models in Terminator armor count as two models for this purpose. Other types of models may also be transported and count as a single model unless specified otherwise [rules change].

Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?

A: Yes [RAW].

Q: Does Helbrecht's Iron Halo count as the one Iron Halo the army may take?

A: Yes [RAW].

Q: Does the Furious Charge Veteran Skill that his Command Squad must purchase count as the one Veteran Skill the unit can take?

A: Yes [clarification].

Q: If Helbrecht is fighting an existing combat and is charged by another enemy unit does he get +D3 Attacks that round? What about if he charges into an existing combat?

A: Helbrecht only gets the +D3 attacks when it is **his** first round of any particular combat [clarification].

Q: If Grimaldus is removed from play by something that doesn't cause wounds (such as an Ork Shokk Attack Gun) does 'Only in Death does Duty End' save him?

A: No, only when he loses his last wound (or suffers Instant Death) does his rule take effect [RAW].