

FORGE WORLD RULES CLARIFICATIONS FOR THE HORUS HERESY TALONS OF THE EMPEROR ARMY LIST VI.0

With the release of *The Horus Heresy: Age of Darkness Rulebook*, certain rules in the Forge World Horus Heresy Army List and Campaign books required review and clarification. The following is an errata pertaining to the Legio Custodes as are found in **The Horus Heresy Book Seven – Inferno**.

Please note that this document only re-issues rules and profiles which have been altered and that any Legio Custodes rules not re-listed here are still in full effect.

TALONS OF THE EMPEROR APPENDIX (PAGE 242):

The Talons of the Emperor is a new army faction which combines a number of disparate agencies of the Imperium under the direct authority of the Emperor. For the purposes of creating a Talons of the Emperor Detachment, units from the Legio Custodes, Sisters of Silence, Officio Assassinorum and Ordo Sinister faction army lists may be used in combination, taking account of their own unique faction special rules.

Allegiance:

Each of the individual factions of the Talons of the Emperor are considered to be Agents of the Emperor and may only be taken in an army with a Loyalist Allegiance. A Talons of the Emperor Detachment may ally with any other Loyalist faction Detachment (other than Blackshields) as Fellow Warriors.

LEGIO CUSTODES

LEGIO CUSTODES SPECIAL RULE

Preternatural Skill

Any model with this special rule gains a bonus of +1 to their Initiative in the Assault phase if their Weapon Skill is greater than that of the model(s) which they are fighting.

LEGIO CUSTODES WARGEAR

Praesidium Shield

Ornate precursors to the later storm shields, the Praesidium shields of the Legio Custodes are forged from all but indestructible layered ceramite and resilient alloys reinforced with inbuilt field generators.

A Praesidium Shield increases the invulnerable save of the bearer by 1 (e.g., a 5+ becomes a 4+), to a maximum of 3+. It also imposes a -1 penalty on To Hit rolls of opponents who direct their attacks against the model in the Assault phase, to a maximum of 6+. A model equipped with a Praesidium shield however cannot use a weapon with the Two-handed special rule, claim the benefit of an additional close combat weapon in assault or use the increased close combat profile when charging for a Guardian spear-type weapon.

Arae-shrikes (Page 243)

Ancient devices of the Dark Age of Technology which twist and distort electromagnetic signals, these counter-intelligence devices are considered blasphemous in principle and arcane function by the Mechanicum, and persist only in the hands of the Emperor's retinue. By the use of malificadjinn and hostile blight-code, they pervert the data-readouts of unshielded cogitators and telemetry plotters with lying reports and malign falsehood, and what they cannot deceive, they simply blind and deafen with a shrieking multi-frequency cacophony.

- **Deep Strike Interference:** When an enemy unit attempts to land via Deep Strike within 12" of a model equipped with an Arae-shrike, roll a D6 before they determine the result of their Deep Strike landing. On a 4+, the unit suffers a Deep Strike Mishap instead of landing – note that even models usually immune to Deep Strike Mishaps such as those that have Inertial Guidance systems or who do not usually scatter while Deep Striking are still subject to this effect.
- **Targeting Interference:** When a unit containing one or more models with an Arae-shrike is targeted by a weapon with the Barrage type, the attacking player must roll an additional D6 for the weapon's Scatter distance and pick the highest two results. A Hit on the Scatter dice remains a Hit however.

LEGIO CUSTODES ASSAULT WEAPONS

Solerite Power Gauntlets & Power Talons (Page 244)

First fashioned in the pattern of ancient relics to arm the elite of the Thunder Warriors, the Solerite power gauntlets and their raptor-taloned variants are potent weapons. They differ from the standard power fists and claws utilised by the Legiones Astartes in both the near-irreplaceable artefact power coils which energise their disruption field generators and the nigh-indestructible materials their casings and blades are fashioned from, forged as they are in furnaces recovered from the ancient Tempest galleries near Terra's molten core.

Weapon	Range	Str	AP	Type
Solerite power gauntlet	–	x2	1	Melee, Master-crafted, Unwieldy
Solerite power talons	–	+2	3	Melee, Shred, Master-crafted

LEGIO CUSTODES RANGED WEAPONS

Adrastus Bolt Caliver (Page 245)

Developed as a hybrid of later pattern Imperium bolt weapon designs and Dark Age of Technology 'Adrastite' disintegration beam weapons prohibited from general Great Crusade issue, the Adrastus bolt caliver is a potent shoulder arm serving as a portable heavy weapon for the Legio Custodes. This combination weapon is able to unleash a fusillade of explosive rounds at long range with the potency of the heavy bolters carried by the Legiones Astartes, or at shorter ranges fire a disintegration beam able to rip a target apart at a molecular level, causing its victims to cease to exist in a howling flare of energy.

Weapon	Range	Str	AP	Type
Adrastus bolt caliver				
- Bolt volley	30"	5	4	Assault 3
- Disintegration beam	12"	5	2	Assault 1, Instant Death, Armourbane, Gets Hot

Combination Weapon: A model with an Adrastus bolt caliver can fire it either as a volley of bolter fire or a disintegration beam in the Shooting phase – you must declare which is used before any dice are rolled. If a unit is equipped with this weapon, then the controlling player must decide and declare which mode is being used by each model, and the unit does not have to entirely fire on the same mode. Note that unlike conventional combi-weapons, the disintegration beam can be fired multiple times during the game.

LEGIO CUSTODES SHIELD CAPTAIN (PAGE 252)

190 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Shield Captain	6	5	5	5	4	6	5	10	2+

Unit Composition

- 1 Shield Captain

Unit Type

- Infantry (Character)

Wargear

- Guardian spear
- Close combat weapon
- Iron halo
- Plasma & krak grenades
- Custodes armour

Special Rules

- Legio Custodes
- Bulky
- Crusader
- Counter-attack
- Precision Strikes
- Precision Shots
- Independent Character

Options

- The Shield Captain may be equipped with any of the following:
 - Melta bombs.....+5 points
 - Arae-shrikes+2 points
 - Teleportation transponder+5 points
 - Archaeotech pistol+20 points
 - Praesidium shield+20 points
 - Digital lasers+10 points
- The Shield Captain may replace their Guardian spear with one of the following options:
 - Sentinel warblade Free
 - Solerite power gauntlet.....+15 points
 - Solerite power talon.....+15 points
 - A pair of Solerite power talons+20 points
 - Pyrihite spear.....+15 points
 - Adrastite spear+10 points
 - Paragon spear+20 points
- A single Legio Custodes Shield Captain in your army may be upgraded to a Legio Custodes Tribune for +25 points so long as the Detachment they are a part of is of 2,000 points or more.

The Legio Custodes Shield Captain is a HQ choice for the Talons of the Emperor army list found in The Horus Heresy Book Seven – Inferno.

Legio Custodes Tribune
 A Legio Custodes Tribune retains all the rules and options listed previously, but gains the Fearless and Eternal Warrior special rules. In addition, you may select rather than randomly determine a Warlord Trait for them. If present in your Primary Detachment, a Legio Custodes Tribune must be your Warlord unless Constantin Valdor, Jenetia Krole or the Emperor of Mankind is also present.

CONSTANTIN VALDOR (PAGE 256)

CAPTAIN-GENERAL OF THE LEGIO CUSTODES, THE SHIELD OF THE EMPEROR, THE FIRST OF THE TEN THOUSAND

275 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Constantin Valdor	7	5	5	5	5	6	5	10	2+

Unit Composition

- Constantin Valdor

Unit Type

- Infantry (Character)

Wargear

- The Apollonian spear
- Iron halo
- Plasma & krak grenades
- Arae-shrike
- Digital lasers*
- Custodian armour

*Note that the additional close combat attack is already included in Constantin Valdor's profile.

Special Rules

- Legio Custodes
- Fearless
- Bulky
- Crusader
- Counter-attack
- Precision Strikes
- Precision Shots
- Eternal Warrior
- Independent Character
- Warlord Trait (if Constantin Valdor is the army's Warlord, he has the Shadow of the Throne trait rather than rolling randomly)

The Apollonian Spear

Believed to be crafted by the hand of the Emperor Himself and once wielded by His own hand in battle as far back as the Unification Wars in which He rose to power on Terra, the Apollonian spear was given to Valdor upon his accession to the mantle of Chief Custodian, and it has served no other since. Like the signature armament of the Custodian Guard, it incorporates both a power blade and inbuilt bolter weapon, though in both cases these are of a potency far exceeding those even the Emperor's elite carry into battle.

	Range	Str	AP	Type
Power blade	Melee	+1/+2*	2	Melee, Lightning Blows, Molecular Severance, Specialist Weapon
Hyper-velocity bolter	18"	5	2	Assault 2, Concussive

*Use the second profile if the model has charged this turn.

Lightning Blows: Every roll of a '6' To Hit with this weapon generates another attack with the same weapon at the same Initiative step. These extra attacks do not themselves generate further attacks.

Molecular Severance: Any To Wound roll of a 4+ with this weapon inflicts Instant Death, or in the case of a vehicle causes a penetrating hit regardless of the target's Armour value. In addition, any successful invulnerable save made against wounds from this weapon must be re-rolled.

Warlord Trait: The Shadow of the Throne

Constantin Valdor carries with him the authority of Terra itself, and there is little by way of resource or technology that is available to the vast Imperium of humanity he cannot requisition or command if he wills it.

If Constantin Valdor is your Warlord he may re-roll attempts to seize the initiative in missions where this is a factor. Additionally, if Constantin Valdor is your Warlord he gains the Teleportation Transponders item of wargear and may also grant one unit with the Legio Custodes special rule Teleportation Transponders at no additional cost.

Constantin Valdor is a HQ choice for the Talons of the Emperor army list found in The Horus Heresy Book Seven – Inferno.

LEGIO CUSTODES CONTEMPTOR-ACHILLUS DREADNOUGHT (PAGE 262)

200 POINTS

	WS	BS	S	Armour					I	A	HP
				Front	Side	Rear					
Achillus Dreadnought	6	5	8	13	13	11		5	4	3	

Unit Composition

- 1 Contemptor-Achillus Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Two Dreadnought close combat weapons with inbuilt Lastrum storm bolters*
- Smoke launchers
- Searchlight
- Refractor field
- Extra armour

*Note that the bonus close combat attack is already included in the Achillus Dreadnought's profile.

Special Rules

- Fleet
- Move Through Cover
- Counter-attack

Options

- An Achillus Dreadnought may be equipped with an:
 - Achillus dreadspear with in-built Corvae las-pulser.....+60 points
- An Achillus Dreadnought may replace any of its Lastrum storm bolters with one of the following:
 - Twin-linked Adrathic destructor+15 points each
 - Single Infernus incinerator +5 points each

Contemptor-Achillus Dreadspear

In addition to their standard armament, such is the dexterity and power of the Achillus pattern Dreadnoughts of the Legio Custodes that they are able to wield scaled-up versions of the iconic spear of their Legio with devastating power.

Weapon	Range	Str	AP	Type
Achillus dreadspear	Melee	10	2	Melee, Impaling, Master-crafted

Impaling: In the Assault phase on a turn in which this model has charged, To Hit rolls of 6 with this weapon are resolved as Destroyer Hits.

The Legio Custodes Contemptor-Achillus Dreadnought is an Elites choice for the Talons of the Emperor army list found in The Horus Heresy Book Seven – Inferno.

LEGIO CUSTODES AGAMATUS JETBIKE SQUADRON (PAGE 272)

225 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Custodian Agamatus	5	5	5	6	2	5	2	9	2+

Unit Composition

- 3 Custodian Agamatus

Unit Type

- Jetbike (Character)

Wargear

- Power Spear
- Plasma & krak grenades
- Legio Custodes Gyrfalcon Jetbike with a Lastrum bolt cannon
- Custodian armour
- Refractor field

Special Rules

- Legio Custodes
- Deep Strike
- Split Fire

Options

- The Legio Custodes Agamatus Jetbike Squadron may include:
 - Up to three additional Custodian Agamatus+75 points each
- The entire squad may be given melta bombs+5 points each
- Any Custodian Agamatus may replace its Lastrum bolt cannon with one of the following options:
 - Adrathic devastator+15 points each
 - Twin-linked Corvae las-pulser+35 points each

The Legio Custodes Agamatus Jetbike Squadron is a Fast Attack choice for the Talons of the Emperor army list found in The Horus Heresy Book Seven – Inferno.

Legio Custodes Gyrfalcon Pattern Jetbike

More powerful even than the Scimitar pattern associated with the Legiones Astartes, the Gyrfalcon is a heavy design akin more to an armoured one-man speeder than a true jetbike. In addition, it augments its grav-repellor systems with a plasma-thrust motor for huge temporary bursts of speed.

The Legio Custodes Gyrfalcon pattern Jetbike operates under the standard rules for Jetbikes found in *The Horus Heresy: Age of Darkness Rulebook*. In addition, it increases the rider's Toughness by +1 (this bonus has already been included in the profile shown above) and failed Charge distances may be re-rolled when using the Jetbike.

LEGIO CUSTODES TELEMON HEAVY DREADNOUGHT

300 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Telemon Dreadnought	6	5	9	13	13	12	5	4	4

Unit Composition

- 1 Telemon Heavy Dreadnought

Unit Type

- Vehicle (Walker, Character)

Wargear

- Two Telemon Caestus with inbuilt Proteus plasma projectors*
- One torso-mounted Spiculus bolt launcher
- Smoke launchers
- Searchlight
- Extra armour
- Armoured ceramite
- Multi-layer refractor field

*Note that the bonus close combat attack is already included in the Telemon Dreadnought's profile.

Special Rules

- Move Through Cover
- Unyielding Sentinel
- Indomitable Charge

The Legio Custodes Telemon Heavy Dreadnought is a Heavy Support choice for the Talons of the Emperor army list found in The Horus Heresy Book Seven – Inferno.

Options

- A Telemon Heavy Dreadnought may exchange either or both of its Telemon Caestus and inbuilt Proteus plasma projector for an:
 - Arachnus storm cannon+30 points
 - Iliastus accelerator culverin.....+25 points

Indomitable Charge

When charging, this model inflicts D6 Hammer of Wrath hits rather than just one.

Unyielding Sentinel

If this model suffers a penetrating hit, two dice must be rolled to determine the result on the Vehicle Damage table and the highest roll discarded before the final results are decided.

Multi-layer Refractor Field

A multi-layer refractor field confers a 4+ Invulnerable save, increasing to 3+ against weapons with the Blast special rule or that use a template of any kind.

Arachnus Storm Cannon

	Range	Str	AP	Type
- Concentrated Blast	72"	9	1	Heavy 2, Exo-shock
- Burst Fire	48"	7	3	Heavy 7

Exo-shock: If this weapon successfully scores a penetrating hit on a target, roll a D6. On the roll of a 4+, a second automatic penetrating hit is inflicted on the same target, against which cover saves may not be taken.

Iliastus Accelerator Culverin

	Range	Str	AP	Type
Iliastus accelerator culverin	36"	7	2	Heavy 5, Rending, Heliothermic Detonation

Heliothermic Detonation: If any target suffers one or more unsaved wounds from this weapon and is not slain, they must take an immediate Toughness test. If that test is failed, they suffer Instant Death. If a vehicle suffers a penetrating hit from this weapon, add +1 to the result rolled on the Vehicle Damage table.

Proteus Plasma Projector

	Range	Str	AP	Type
Plasma projector	Template	5	2	Assault 1, Gets Hot

Telemon Caestus

	Range	Str	AP	Type
Caestus	Melee	x2	2	Melee, Shred, Murderous Strike

Murderous Strike: Attacks with this rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against these wounds separately to any other wounds the attack inflicts.

Spiculus Bolt Launcher

	Range	Str	AP	Type
Spiculus launcher	48"	5	4	Heavy 5, Rending, Volley Fire

Volley Fire: If the bearer does not move in the Movement phase, it may double the number of shots fired by this weapon. Note that the Relentless special rule does not allow models to move and claim the benefit of this special rule.