

# TALONS OF THE EMPEROR

HoR

## INFERNO, BOOK 7, HORUS HERESY, ADEPTUS CUSTODES CODEX

This team list uses the FW Blackbook, Horus Heresy Book 7 Inferno, and the Adeptus Custodes Codex from GW. All rules not listed here will be drawn from there, mainly weapons profiles. If a rule differs from the SOURCES, it will be clearly stated.

## FACTION KEYWORDS

All models in this list have the **Imperium, Custodes, Sisters of Silence, Talons** keywords.

## PSYCHIC ANATHEMA

Immune to ALL psychic powers and cannot be affected by them. All models/units with 12" suffer -1Ld, -2Ld if a psyker. Fearless and Psychic Anathema models are unaffected. Units within 12" of models with this rule must re-roll failed Deny the Witch attempts. Daemons within 12" suffer a -1T. All psykers within 12" suffer a -1 to the manifest roll, -2 when in base contact. Ex: 4+ needed to summon, 5+ within 12" and 6+ in b2b

## CADRE TACTICS

Any model/units with this rules must choose from the following before deployment commences:

**Infiltrate:** Hold in reserves as per HoR rules. When this model arrives, set it up anywhere on the table more than 9" from any enemy models. Counts as having moved but otherwise acts normally.

**Crusader:** roll 2d6 when Advancing and pick the highest.

**Stealth:** this model gets the benefit of cover even when in the open

## INVIOLEABLE PSYCHE

Immune to Fear and Pinning Tests, and can roll for Deny the Witch attempts, even without Psyker keyword. Does not suffer penalties to its Leadership when taking Morale tests.

## EX OBLIVIO

Psychic models within 6" generate Powers at a -2 on their roll. If any psychic model is in b2b with a model with this rules, they must take a Ld test before generating warp charges. If the test is failed, they suffer a wound at -2 AP, and may not use any psychic powers that turn, should they survive.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-15 Core models
- 0-5 Special models

# TEAM LEADERS

## CUSTODES SHIELD CAPTAIN

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain	6"	2+	2+	5	5	4	3	9	2+/4++
EQUIPMENT	<ul style="list-style-type: none"> <li>- Guardian Spear</li> <li>- Balistus Grenade Launcher</li> <li>- Frag, Krak, and Plasma Grenades</li> <li>- Allarus Terminator Armour</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> <li>- From Golden Light</li> </ul> <p>During deployment, you can set up this model in reserves. At the end of any of your movement phases they can teleport directly to battle. Set them up anywhere on the battlefield that is more than 9" away from any enemy model</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May be equipped with any item from the Wargear Upgrades list</li> <li>- May replace Guardian Spear and Balistus Grenade launcher with one item from the Melee Weapons List</li> <li>- May take a Misericordia</li> </ul>								
KEYWORDS	Imperium, Custodes, Infantry								

## CUSTODES TRIBUNE

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain	6"	2+	2+	5	5	3	3	9	2+/5++
EQUIPMENT	<ul style="list-style-type: none"> <li>- Guardian Spear</li> <li>- Frag, Krak, and Plasma Grenades</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May be equipped with any item from the Wargear Upgrades list</li> <li>- May be equipped with any item from the Ranged Weapons list</li> <li>- May replace Guardian Spear with one item from the Melee Weapons List</li> <li>- May take a Misericordia</li> </ul>								
KEYWORDS	Imperium, Custodes, Infantry								

## CUSTODES VEXILUS TRIBUNE

65

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain	6"	2+	2+	5	5	4	3	9	2+/5++
EQUIPMENT	- Guardian Spear - Frag and Krak Grenades								
RULES	- Inspiring Presence								
OPTIONS	- May be equipped with any item from the Wargear Upgrades list - May replace Guardian Spear with one item from the Melee Weapons List - Must Choose one of the following Vexilia: <ul style="list-style-type: none"> <li>• Custodes Vexillia <span style="float: right;">20 pts</span>                              - May re-roll failed morale/nerve tests for friendly models within 3"</li> <li>• Vexillia Imperius <span style="float: right;">40 pts</span>                              - May add +1 to the Attack for any friendly model within 2"</li> <li>• Vexillia Defensor <span style="float: right;">20 pts</span>                              - May add +1 to any invul save for friendly models within 3"</li> <li>• Vexillia Magnifica <span style="float: right;">30 pts</span>                              - Opponents subtract 1 for To Hit rolls (Shooting) for any friendly models within 3"</li> </ul>								
KEYWORDS	Imperium, Custodes, Infantry								

## SISTERS OF SILENCE OBLIVION KNIGHT-CENTURA

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Centura	7"	2+	3+	3	3	3	3	9	2+/4++
EQUIPMENT	- Execution Blade - Bolt Pistol - Frag Krak, Psykout Grenades								
RULES	- Inspiring Presence, Inviolable Psyche, Psychic Anathema, Ex Oblivio, Cadre Tactics								
OPTIONS	- May replace her execution blade with one item from the Sister's Melee Weapons List - May replace her bolt pistol with one item from the Sister's Ranged Weapons List								
KEYWORDS	Imperium, Sister of Silence, Infantry								

# CORE

CUSTODIAN GUARD									
	40								
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Custodes	6"	2+	2+	5	5	2	2	8	2+/5++
EQUIPMENT	- Guardian Spear								
RULES									
OPTIONS	<ul style="list-style-type: none"> <li>- May upgrade to a Warden of the Vault               <ul style="list-style-type: none"> <li>• Replaces Guardian spear with Castellan Axe</li> </ul> </li> <li>- May upgrade to a Sentinel Guardian               <ul style="list-style-type: none"> <li>• Replaces Guardian Spear with a Sentinel Warblade and Praesidium Shield</li> </ul> </li> <li>- May take a Misericordia</li> </ul>								
KEYWORDS	Imperium, Custodes, Infantry								

SISTERS OF SILENCE OBLIVION KNIGHT									
	13								
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sister	7"	3+	3+	3	3	1	2	8	3+/6++
EQUIPMENT	<ul style="list-style-type: none"> <li>- Execution Great Blade</li> <li>- Bolt Pistol</li> <li>- Frag , Krak, Psykout Grenades</li> <li>- Voidsheen Cloak</li> </ul>								
RULES	- Inviolable Psyche, Psychic Anathema, Ex Oblivio, Fanatic Discipline, Cadre Tactics								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace her execution blade with one item from the Sister's Melee Weapons List</li> <li>- For every 5 Oblivion Knights, one may replace her bolt pistol with an item from the Sister's Ranged Weapons List</li> </ul>								
KEYWORDS	Imperium, Sister of Silence, Infantry								

## ALLARUS TERMINATOR

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(You may only take one Allarus Terminator in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	2+	2+	5	5	3	2	9	2+/4++
EQUIPMENT	- Castellan Axe - Balistus Grenade Launcher								
RULES	- From Golden Light During deployment, you can set up this model in reserves. At the end of any of your movement phases they can teleport directly to battle. Set them up anywhere on the battlefield that is more than 9" away from any enemy model								
OPTIONS	- May exchange his Castellan Axe for a Guardian Spear - May take a Misericordia								
KEYWORDS	Imperium, Custodes, Infantry, Terminator								

## SISTERS OF SILENCE PROSECUTOR

12

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sister	7"	3+	3+	3	3	1	2	8	3+
EQUIPMENT	- Boltgun - Krak, Plasma, Psykout Grenades								
RULES	- Inviolable Psyche, Psychic Anathema, Ex Oblivio, Fanatic Discipline, Cadre Tactics								
OPTIONS	- May replace her Boltgun and CCW with two Bolt Pistols for free. Gains Gunslinger								
KEYWORDS	Imperium, Sister of Silence, Infantry								

## SISTERS OF SILENCE PURSUER

11

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sister	7"	3+	3+	3	3	1	1	8	3+
EQUIPMENT	- Bolt Pistol - CCW - Frag, Krak, Psykout Grenades -Beasts (minimum 3, maximum of 5)								
RULES	- Inviolable Psyche, Psychic Anathema, Ex Oblivio, Fanatic Discipline, Is not slowed by terrain when moving and charging, Rolls 2D6 when advancing and picks the highest - Single Unit (The entire Pursuer Team counts as a single Core choice for model availability) - Beasts (A Sisters Pursuer uses the normal rules for Injury during a Campaign. Beasts, however, are easy to replace. If a Beast must make an Injury roll it does not use the normal chart, instead roll a D6: 1 = <i>Dead!</i> , 2+ = <i>Full Recovery</i> . Also, Beast models may never claim an Objective or carry anything. If the Sisters Pursuer rolls a <i>Dead!</i> result during a Campaign, a replacement may be bought for 15 pts IF there are still Beasts left alive)								
OPTIONS									
KEYWORDS	Imperium, Sister of Silence, Infantry, Beast								

## PURSUER BEAST SQUAD



(You may only take one beast squad for every three Sisters Pursuers in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyber-Jackal	8"	3+	5+	4	4	1	2	5	5+
Steeltalon Wing	10"	4+	0+	3	2	3	3	5	-
EQUIPMENT	- See Options								
RULES	- Jackal: Gains 2 Attacks on the charge, Non-Learning, Is not slowed by terrain when moving and charging, Rolls 2D6 when advancing and picks the highest - Talon: Non-Learning, Is not slowed by terrain when moving and charging, Rolls 2D6 when advancing and picks the highest								
OPTIONS	- One in three Cyber-Jackals may be equipped with one of the following: Flamer                                15pts Meltagun                                20pts -A Beast Squad must take up to three Beasts (to a maximum of five) Cyber-Jackal                                15pts Steeltalon Wing                                10pts <b>Imperial Training:</b> Beasts are trained continuously, and are readily available. During a Campaign, if a member of the Beast Squadron must make an Injury roll it does not use the normal chart, instead roll a D6: 1 = <i>Dead!</i> , 2+ = <i>Full Recovery</i> . Also, Beasts may never claim an Objective or carry anything (such as Relics).								
KEYWORDS	Imperium, Sister of Silence, Beast								

# SPECIAL

## AQUILON TERMINATOR

(You may only take one Aquilon Terminator in your kill team)

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	2+	2+	5	5	3	3	9	2+/5++
EQUIPMENT	<ul style="list-style-type: none"> <li>- Lastrum Storm Bolter</li> <li>- Solerite Power Gauntlet</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- From Golden Light</li> </ul> <p>During deployment, you can set up this model in reserves. At the end of any of your movement phases they can teleport directly to battle. Set them up anywhere on the battlefield that is more than 9" away from any enemy model</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May exchange his Solerite power gauntlet for a Solerite Power Talon</li> <li>- May exchange his Lastrum Storm Bolter for an Infernus Firepike</li> <li>- May take a Misericordia</li> </ul>								
KEYWORDS	Imperium, Custodes, Infantry, Terminator								

## VENATARI CUSTODIAN

45

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	12"	2+	2+	5	5	3	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Kinetic Destroyer</li> <li>- Tarsus Buckler</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Tarsus Buckler: When resolving an attack made with a weapon that has an Armour Penetration characteristic of -1 against a model equipped with a tarsus buckler, that weapon has an Armour Penetration characteristic of 0 for that attack.</li> <li>- Airborne Hunters: During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can be equipped with a Venatari lance instead of kinetic destroyer and tarsus buckler</li> <li>- May take a Misericordia</li> </ul>								
KEYWORDS	Imperium, Custodes, Infantry								

## HETAERON GUARDIAN

65

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	2+	2+	5	5	3	3	10	2+/5++
EQUIPMENT	- Guardian Spear - Krak and Plasma Grenades								
RULES									
OPTIONS	- May exchange his Guardian Spear for one item from the Melee Weapons List - May be equipped with any item from the Wargear Upgrades list - May upgrade one weapon to be Master-crafted - May take a Misericordia								
KEYWORDS	Imperium, Custodes, Infantry								

## AGAMATUS JETBIKE

(You may only take one Agamatus Jetbike in your kill team)  
(You may only take one type of Jetbike in your kill team)

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	14"	2+	2+	5	6	3	3	9	2+/5++
EQUIPMENT	- Interceptor Lance - Gyrfalcon Jetbike (Lastrum Bolt Cannon)								
RULES									
OPTIONS	- May swap its Lastrum Bolt Cannon for one item from the Jetbike Weapons List - May take a Misericordia								
KEYWORDS	Imperium, Custodes, Jetbike								

## SISTERS OF SILENCE WITCHSEEKER

11

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran Sister	7"	3+	3+	3	3	1	2	8	3+
EQUIPMENT	- Flamer - Krak, Plasma, Psykout Grenades								
RULES	- Inviolable Psyche, Psychic Anathema, Ex Oblivio, Fanatic Discipline, Cadre Tactics								
OPTIONS	- May swap her Flamer for a Grenade Launcher with Frag, Krak, Psykout Greandes								
KEYWORDS	Imperium, Sister of Silence, Infantry								



## SAGITTARUM GUARDIAN

40

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	2+	2+	5	5	3	2	8	2+/5++
EQUIPMENT	- Adrastus Bolt Caliver								
RULES									
OPTIONS	- May take a Misericordia								
KEYWORDS	Imperium, Custodes, Infantry								

## VERTUS PRAETOR JETBIKE

(You may only take one Vertus Praetor Jetbike in your kill team)  
(You may only take one type of Jetbike in your kill team)

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	14"	3+	3+	5	6	3	3	9	2+/5++
EQUIPMENT	- Hurricane Bolters - Interceptor Lance - Dawneagle Jetbike - Frag and Krak Grenades								
RULES									
OPTIONS	- May swap its Hurricane Bolters for one item from the Jetbike Weapons List - May take a Misericordia								
KEYWORDS	Imperium, Custodes, Jetbike								

# ARMOURY

## Wargear Upgrades

Area-Shrike  
Praesidium Shield (Non-terminator Only)

## Ranged Weapons

Archeotech Pistol  
Infernus Firepike (Aquila Only)

## Melee Weapons

Sentinel Warblade  
Solerite Power Gauntlet  
Solerite Power Talon  
Castellan Axe  
Paragon Spear  
Paragon Blade  
Misericordia  
Pyrithite Spear

## Jetbike Weapons

Adrathic Devastator (Agamatus Only)  
Twin Las-Pulsar (Agamatus Only)  
Flahhburst Missiles (Vertus Only)

## Sister's Melee Weapons

Power Axe  
Proteus Nuero-Lash (Leader Only)  
Paragon Blade (Leader Only)

## Sister's Ranged Weapons

Hand Flamer  
Needle Pistol  
Archeotech Pistol (Leader Only)  
Plasma Pistol  
Grenade Launcher (Leader Only)

RELIC	DESCRIPTION
Gatekeeper	Replaces Guardian Blade only-----
Eagle's Eye	Artificer Helmet that improves bearers invul save by +1
The Praetorian Plate	Terminator Only, When you set the bearer up, choose one friendly model on the table. At the end of your opponents charge phase, if there is a model within 1" of that model you may move the bearer and set them up within 3" of the friendly model and within 1" of any enemy model. The bearer is not counted as having charged
The Veiled Blade	Replaces Sentinel Blade only-----
Emperor's Light	Replaces Misericordia only-----
Auric Shackles	Your opponent must subtract 1 from their models Attack characteristic for enemy Leaders within 6" of this model. If this model slays the enemy warlord in the fight phase, they gain D3 VP instead of 1

Digital Lasers	+1 A added to models characteristics
Arae Shrike	When an enemy attempts to land via Deep Strike within 6" of a model with an Arae-shrike, roll a D6 and on a 5+, the unit goes back into Reserves even if immune to these type of effects
Aquilon Terminator Armour	2+/4++, may fire Heavy or Salvo weapons as if Stationary, may not make advances
Custodes Armour	2+ Save, and unaffected by terrain
Praesidium Shield	6+ Invul, -1 To Hit in CC, cannot use a two handed weapon, claim the benefit of an additional CC weapon, or gain the increased Guardian Spear profile when charging
Vrantine Armour	Confers a 3+ Save
Voidsheen Cloak	6++ Invulnerable save. 4 ++ against multi-damage weapons
Enhanced Voidsheen Cloak	4++ Invulnerable save. 3++ against multi-damage weapons

WEAPON	RNG	TYPE	S	AP	D	Pts	ABILITIES
Balistus Grenade Launcher	12"	Assault D3	4	-3	1	0	-
Castellan Axe (Shooting)	24"	Rapid Fire 1	4	-1	2	14	-
Combi-Bolter	24"	Rapid Fire 2	4	0	1	2	-
Guardian Spear (Shooting)	24"	Rapid Fire 1	4	-1	2	12	-
Hurricane Bolter	24"	Heavy 6	4	0	1	10	-
Multi-Melta	24"	Heavy 1	8	-4	D6	27	If the target is within half range, roll two dice when inflicting damage with it, and discard the lowest result
Flakburst Missiles	24"	Heavy D3	7	-1	D3	25	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 against all other targets
Sentinel Blade (Shooting)	12"	Pistol 2	4	0	1	9	-
Paragon Spear (shooting)	24"	Rapid Fire 1	5	-1	2	25	-
Infernus Firepike	12"	Heavy D6	6	-1	1	20	This weapon automatically hits
Lastrum Storm Bolter	24"	Rapid Fire 2	5	-1	1	15	-
Lastrum Boltcannon	36"	Heavy 3	6	-2	2	20	-
Adrathic Devastator	18"	Heavy 2	6	-3	D3	20	-
Corvae Las-Pulsar	36"	Heavy D3	9	-3	D6	45	-
Adrastus Bolt Caliver						25	
- Bolt Volley	30"	Assault 3	5	-1	1		-
- Disintegration Beam	12"	Assault 1	5	-3	D3		-

