

Net-Epic Armageddon: Talons of the Emperor

Talons of the Emperor Introduction

10,000 years ago, the Custodians were created by the Emperor as his companions and sworn bodyguards. While they were created to defend the Throne World, the Custodes have recognized that the most effective way to safeguard Terra is to take a proactive hand in the ongoing battle against Mankind's innumerable foes. Guided by his psychic divinations and the intelligence gathered by shadow agents, they strike down demagogues and warlords who might otherwise raise invasion forces against the heart of the Imperium. Alongside them fight the Sisters of Silence, a secretive order of psychic blanks to whom falls the task of protecting the Imperium from Rogue psykers and sorcerers. Together, they form the Talons of the Emperor – and where they take to the field, no foe of the Emperor has any hope of stopping them.

Talons of the Emperor armies have a strategy rating of 5. Legio Custodes formations have an initiative rating of 1+, Sisters of Silence formations have an initiative rating of 2+. Talons of the Emperor can spend up to 50% of the total points value on Lords of War.

Line Detachments

A Legio Custodes Line Detachment can only take each upgrade once.

Detachment	Unit	Upgrades	Cost
Hykanatoi Detachment	6 Sentinel Guard OR 6 Custodian Guard OR 6 Sagittarum Guard	Custodes Captain General OR Tribune Coronus Grav-Carrier OR Land Raider Phobos OR Teleport	350 pts
Kataphraktai Detachment	6 Custodes Agamatus Jetbike Units OR 6 Vertus Praetor Jetbikes	Tribune	300 pts

Support Detachments

Three Support Detachments may be chosen per Line Detachment. Legion Custodes Support Detachments can only take each upgrade once.

Detachment	Unit	Upgrades	Cost
Tharanatoi Detachment	4 Aquilion Terminators	Captain General OR Tribune Coronus Grav-Carrier OR Land Raider Phobos OR Teleport	375 pts
Ephoroi Detachment	4 Allarus Custodes	Captain General OR Tribune Coronus Grav-Carrier OR Land Raider Phobos OR Teleport	375 pts
Hetaeron Detachment	4 Hetaeron Custodes	Captain General OR Tribune Coronus Grav-Carrier OR Land Raider Phobos OR Teleport	375 pts
Venatari Detachment	4 Venatari Custodes	Teleport	375 pts
Pallas Grav-Attack Squadron	3 Pallas Grav-Attack vehicles		250 pts

Talons of the Emperor Special Army rules

++The Talons of the Emperor have trained for centuries in the art of war. In the smaller scale, their training is seen more specifically, but when zoomed out to the scale of an Epic battle – their skills are reminiscent, if not a direct copy, of the Adeptus Astartes way of fighting. As such, their rules mimic to a very large degree Adeptus Astartes rules of warfare++

Special Rules:

The Emperor's Chosen.

The Talons of the Emperor are the Emperor's elite, forged in his image and his blood. They gain the following special rules

++It takes 2 Blast markers to suppress a Talons of the Emperor unit or kill a unit in a broken formation (ignoring any leftover Blast markers).++

++Legio Custodes formations are only considered broken if they have 2 Blast markers per unit in the formation (as opposed to the standard one blast marker per unit). ++

++Legio Custodes formations only count half the number of blast markers in assault resolution (rounding down – note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). ++

++When a broken Legion Custodes formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Legio Custodes with the Leader special ability remove 2 Blast markers instead of 1. ++

++Legio Custodes formations halve the number of hits suffered when a formation loses an assault. ++



Talons of the Emperor

++New Rules++

Armourbane

Armourbane weaponry is tailored for the strict destruction of armoured vehicles - whether it is high-velocity sabot rounds, or super-hot plasma. Hits generated by Armourbane weapons reduce the targets saving throw by one (-1). This modifier only applies to hits generated using Anti-Tank (AT), Close Combat (CC), or Firefight (FF) to-hit value or the Armourbane weapon and can only be allocated against Light Vehicles (LV), Armoured Vehicles (AV), or War Engines (WE). This effect is ignored when used against infantry (INF).

Fleshbane

Some weapons utilize ammunition that is exceptionally effective against infantry, such as radiological shrapnel, biological rounds, or chemical munitions. Hits generated by Fleshbane weapons reduce the targets saving throw by one (-1). This modifier only applies to hits generated using Anti-personnel (AP), Close Combat (CC), or Firefight (FF) to-hit value or the Fleshbane weapon and can only affect be allocated against infantry (INF) or Light Vehicles (LV). This effect is ignored when used against Armoured Vehicles (AV), or War Engines (WE).

Null:

Enemy formations within 15cm do not benefit from the Inspiring, Leader, or Daemonic Foci special rules. This ability cannot be used while a Sisters of Silence stand is embarked inside a transport.

Detachment	Unit	Upgrades	Cost
Sisters of Silence Detachment	4 Prosecutor Sisters of Silence OR 4 Vigilator Sisters of Silence OR 4 Witchseeker Sisters of Silence	Kharon Pattern Acquisitor Grav-Tank OR Deimos Patten Rhino	250 pts
Morotoi Detachment	4 Custodes Dreadnought variants	Achillus Contemptor Galatus Contemptor Venerable Contemptor Telemon Dreadnought (2 variants)	350 pts
Caladius Grav-Tank Squadron	3 Caladius Grav-Tanks OR 3 Annihilator Caladius Grav-Tanks		325 pts

Lords of War

Talons of the Emperor may spend up to 50% of the points on Lords of War.

Detachment	Unit	Upgrades	Cost
Orion Assault Squadron	1-2 Orion Assault Ships		300 pts each
Ares Strike Squadron	1-2 Ares Gunships		275 pts each
Equinox Interceptor Squadron	2 Custodes Equinox Interceptors		250 pts

Upgrades

Name	Description	Cost
0-1 Captain General	Add 1 Captain General to the detachment	100 pts
Tribune	Add 1 Tribune to the detachment	50 points
Teleport	Add the teleport special rule to each unit in the formation	50 pts
Coronus Grav-Carrier	Add enough Coronus Grav-Carrier units to transport the entire detachment (each holds 2 stands of Infantry or 1 stand of Aquillon Terminators)	75 pts each
Kharon Pattern Acquisitor	Add enough Kharon Pattern Acquisitor units to transport the entire detachment (each holds 2 stands of infantry)	75 pts each
Land Raider Phobos	Add enough Land Raider Phobos units to transport the entire detachment (each holds 2 stands of Infantry or 1 stand of Aquillon Terminators)	75 pts each
Deimos Rhinos	Add enough Deimos Rhino units to transport the entire detachment (each holds 2 stands of infantry)	Free

++When modelling Custodes on bases, it is ok to keep 3 models on the base rather than the 5 normally shown. This can be don't to shown the elite quality of warriors that the Custodes possess in their retinue, and since the models are quite bulkier than their marine counterparts, this also helps to space them out per-say.++

++Please relay any play test information on the forums. I will continually update the PDF to reflect the most current iteration of the rules changes. It is my hope that Custodes becomes just a normal army in Epic-EA as any other army will, so please help by playtesting and giving detailed reports on what might need changes. Thank you for your support!++