

LEGIO CUSTODES CUSTODIAN VENATARI SQUAD

210 POINTS

Often referred to as the Emperor's 'Hunting Eagles', the Custodian Venatari are specialists in neutralising threats to the Emperor amidst the sprawling towers and spire-tops of the Imperial Palace. Veterans of the Blood Games, their ranks contain those with the proven skill to master the rare and sophisticated flight system and archaeotech weapons they use.

	WS	BS	S	T	W	I	A	Ld	Sv
Custodian Venatari	5	5	5	5	2	5	2	9	3+

Unit Composition

- 3 Custodian Venatari

Unit Type

- Jump Infantry (Character)

Wargear

- Custodian jump harness
- Tarsus buckler and archaeotech kinetic destroyer
- Plasma & krak grenades
- Refractor field

Special Rules

- Legio Custodes
- Crusader
- Bulky
- Move Through Cover
- Fleet
- Auramite Pinions

A Custodian Venatari Squad may be chosen as a Fast Attack choice for the Talons of the Emperor army list found in The Horus Heresy Book Seven – Inferno.

Options

- The squad may include:
 - Up to 7 additional Custodian Venatari+65 points each
- Any Custodian Venatari may replace their Tarsus buckler and archaeotech kinetic destroyer for a:
 - Venatari lance.....+10 points each
- The entire Custodian Venatari Squad may be equipped with:
 - Melta bombs.....+5 points each

Custodian Jump Harness

The Custodian jump harness provides a 3+ armour save and the Auramite Pinions special rule.

Auramite Pinions

A model with this special rule has an invulnerable save of 4+ when locked in close combat.

Archaeotech Kinetic Destroyer

Weapon	Range	Str	AP	Type
Archaeotech kinetic destroyer	12"	7	3	Pistol, Master-crafted, Fan-burst

Fan-burst: On the roll of a 6 To Hit, the bearer may make an extra shooting attack with this weapon (up to a maximum of six rolls To Hit).

Tarsus Buckler

Weapon	Range	Str	AP	Type
Tarsus buckler	Melee	+1	3	Melee, Energy Nullifier

Energy Nullifier: The AP value of any attack made against a model bearing wargear with the Energy Nullifier rule is reduced by 1 (for example, the attacks of a power sword striking a model equipped with a Tarsus buckler are resolved at AP 4 instead of AP 3).

Venatari Lance

Weapon	Range	Str	AP	Type
- Power blade	Melee	As User/+1*	3/2*	Melee, Lightning Blows, Two-handed, Specialist Weapon
- Archaeotech repeater	12"	7	3	Assault 2, Master-crafted

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