

LEGACIES OF THE AGE OF DARKNESS

Legio Custodes

THIRD EDITION - VERSION 1.0

FOREWORD

This document supplements the Army Lists found in the *Liber Custodes* Army Book for Warhammer: The Horus Heresy – Age of Darkness 3rd Edition, allowing players to include Expanded Units in their battles. Within are a selection of Units that can be included in a Detachment that uses the Legio Custodes Army List.

This document is not a stand-alone product. In order to make full use of the Rules provided, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* is required, in addition to *Liber Custodes*. Additionally, certain Rules may reference other publications for the use of that Rule only – in such cases it will be specifically noted as part of that Rule which additional books are required.

‘CORE’ AND ‘EXPANDED’ ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core Units and Expanded Units. All of the Units in this document are ‘Expanded’ Units.

Both types of Unit may be freely used in any Horus Heresy Battle, and this category does not affect their availability as part of an Army or Detachment or the Rules for their use during a Battle.

As new Units and Models are released, their Army List Profiles will clearly state if those Units are Core or Expanded Units, and future publications may shift the category of a given Unit, with any such changes clearly noted in the Unit’s Army List Profile.



CONTENTS

Adrasite Guard Sodality	3	Sagittarum Guard Sodality	5
Pyrrhite Guard Sodality	4		





ADRASITE GUARD SODALITY

UNIT COMPOSITION: 6 ADRASITE GUARDS

360 Points

- May include up to 6 additional Adrasite Guards at +60 Points per Model.

When the ranks of the Hykanatoi are called together en masse, individual Sodalities will occasionally be outfitted with the Adrasite spear, a rare guardian weapon which substitutes the guardian spear's lastrum bolter component for an Adrathic firearm. So equipped, these 'Adrasite Sodalities' hunt down the most monstrous creatures and constructs among their enemy's hosts, matching peerless bladework with the annihilating energies of their Adrathic arsenal.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Adrasite Guard	8	5	5	5	5	2	5	3	10	10	8	8	2+	6+

WARGEAR

- Adrasite spear
- Misericordia

TRAITS

- Loyalist
- Legio Custodes
- The Sodality

SPECIAL RULES

- Bulky (2)
- Eternal Warrior (1)
- Lightning Blows
- Vanguard (2)

TYPE

- Infantry

OPTIONS

- One Adrasite Guard in this Unit may have its adrasite spear exchanged for one magisterium vexilla for Free.

WARGEAR

Adrasite Spear

A rare counterpart to the guardian spear, Adrasite spears mount not bolters but compact Adrathic disintegration beamers, specialised sub-weapons issued against the deadliest of expected foes.

This Weapon has both a Ranged and Melee Profile.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Adrasite spear	12	1	5	2	2	Rending (6+)	Assault, Disintegrator
Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Adrasite spear	1	A	+1	2	1	Impact (AM)	Power





PYRITHITE GUARD SODALITY

UNIT COMPOSITION: 6 PYRITHITE GUARDS

360 Points

- May include up to 6 additional Pyrrhite Guards at +60 Points per Model.

Incorporating a short ranged melta weapon in place of the guardian spear's typical bolter, Pyrrhite spears are wielded by the Legio Custodes in circumstances where vehicle mounted anti-armour weaponry is unavailable. Often fielded in the press of hive cities or the depths of voidcraft, 'Pyrrhite Sodalities' can blast through fortifications and engage armoured elements against which bolter fire would prove insufficient, whilst maintaining the same fearsome melee prowess for which the Custodians are famed.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Pyrrhite Guard	8	5	5	5	5	2	5	3	10	10	8	8	2+	6+

WARGEAR

- Pyrrhite spear
- Misericordia

TRAITS

- Loyalist
- Legio Custodes
- The Sodaloty

SPECIAL RULES

- Bulky (2)
- Eternal Warrior (1)
- Lightning Blows
- Vanguard (2)

TYPE

- Infantry

OPTIONS

- One Pyrrhite Guard in this Unit may have its pyrrhite spear exchanged for one magisterium vexilla for Free.

WARGEAR

Pyrrhite Spear

Originating with the wars of Unification, when the nascent Legio Custodes had yet to obtain their expansive arsenal of dedicated support vehicles, Pyrrhite spears are one of several sub-variants of the guardian spear, featuring a melta weapon as its ranged component to provide specialised anti-armour firepower.

This Weapon has both a Ranged and Melee Profile.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Pyrrhite spear	6	1	8	2	2	Melta (3)	Assault, Melta
Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Pyrrhite spear	1	A	+1	2	1	Impact (AM)	Power

SPECIAL RULES

Melta (X)

The beams of energy generated by melta weaponry dissipate over long ranges. When used at close quarters, however, their effect on armoured vehicles is devastating.

This Special Rule increases the amount of Damage against Vehicles when Shooting Attacks are made within a specific range.

If at least one Model in a Unit with the Vehicle Type that is targeted by a Shooting Attack made by a Model using a Weapon with this Special Rule is within a range equal to or less than the value specified by X, that attack has the Armourbane Special Rule and the Damage of Penetrating Hits caused by that attack is doubled.





SAGITTARUM GUARD SODALITY

UNIT COMPOSITION: 6 SAGITTARUM GUARDS

240 Points

- May include up to 6 additional Sagittarum Guards at +40 Points per Model.

Though less common within the ranks of the Legio Custodes than their peers, those warriors who comprise the Sagittarum Guard nevertheless fulfil a vital role within the Legio's order of battle, for their art of war – unlike much of the Custodian Guard – is focussed on the slaying of the foe at range and upon the devastating application of firepower. When the Emperor walked the battlefields of the Great Crusade, their task was to precisely excise the greatest threats among the enemy assault, annihilating it in the actinic fire of weapons whose like had been unseen in such numbers since the dreaded Dark Age of Technology.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Sagittarum Guard	8	5	5	5	5	2	5	2	10	10	8	8	2+	6+

WARGEAR

- Adrastus bolt caliver
- Misericordia

TRAITS

- Loyalist
- Legio Custodes
- The Sodaloty

SPECIAL RULES

- Bulky (2)
- Eternal Warrior (1)
- Vanguard (2)

TYPE

- Infantry

OPTIONS

- One Sagittarum Guard in this Unit may have its Adrastus bolt caliver exchanged for one magisterium vexilla for Free.

WARGEAR

Adrastus Bolt Caliver

A hybrid of Imperial pattern bolt weapon designs and Dark Age of Technology 'Adrathic' 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.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Adrastus bolt caliver							
- Bolt volley (Primary)	36	2	6	4	2	Heavy (FP), Combi	Bolt
- Adrathic beam (Secondary)	24	1	6	2	2	Rending (6+), Limited (1), Combi	Disintegrator

