

# LEGIO CUSTODES ORION ASSAULT DROPSHIP

605 POINTS

Created as a dedicated super-heavy assault dropship for the Legio Custodes, the Enyalas pattern Orion can carry a full task force of the Emperor's Talons into combat. Protected by frontal armour superior to that of the Legiones Astartes Thunderhawk Gunship, its Arachnus heavy blaze cannon and heavy bolters can swiftly clear a landing zone of hostile infantry and armour with brutal efficiency, allowing the units within to deploy before it soars back into the sky to unleash death upon any foe who dares approach.

## Armour

	BS	Front	Side	Rear	HP
Orion Assault Dropship	5	13	12	11	7

## Unit Composition

- 1 Orion Assault Dropship

## Unit Type

- Super-heavy Flyer (Hover, Transport)

## Wargear

- Two Arachnus pattern heavy blaze cannon
- Two nose-mounted twin-linked Lastrum bolt cannon
- Two Spiculus heavy bolt launchers
- Extra armour
- Armoured Ceramite
- Eclipse shield
- Macro Arae-shrike
- Armoured Cockpit

## Special Rules

- Assault Vehicle
- Grav-backwash
- Deep Strike

## Access Points

- One access ramp on the rear of the fuselage.

## Transport Capacity

- The Orion Assault Dropship has a transport capacity of 24 models, which may include a single Custodes Contemptor-Achillus Dreadnought or Contemptor-Galatus Dreadnought (counting as 10 models each).

The Legio Custodes Orion Assault Dropship is a Lords of War choice for the Talons of the Emperor – Legio Custodes army list found in The Horus Heresy Book Seven – Inferno.

## Macro Arae-shrike

Ancient blight-code relays with the ability to pervert enemy cogitators and auguries are the subject of myth and baleful legend among many clades of the Mechanicum. The macro Arae-shrike fitted to all patterns of Enyalas pattern super-heavy flyers are even more effective than their smaller counterparts. While they are of no use in stealth operations, for the distortion they create forewarns the enemy of the approach of the Emperor's servants, in open warfare they obscure the exact position of the craft and foil attempts to intercept its arrival with any accuracy.

- **Deep Strike Interference** – See page 243 of *The Horus Heresy Book Seven – Inferno*.
- **Targeting Interference** – See page 243 of *The Horus Heresy Book Seven – Inferno*.
- **Interception Interference** – When this model enters the battlefield, and any enemy units declare the use of the Interceptor special rule to fire upon it, the intercepting player must roll a D6 for each unit that is attempting Interceptor fire after all such attacks have been declared. If any dice results in a 3 or less then that unit may not make an Interceptor attack that turn, but may fire as normal in its next Shooting phase.

## Eclipse Shield

A prototype variant of the flare shield based on Selenite technology, not only does the eclipse shield retard kinetic force and directed energy streams, but it also absorbs photons. Thus, when activated by heavy incoming fire, the shield appears as a midnight black energy field, completely obscuring the Orion as it screams towards its drop zone.

An eclipse field operates against shooting attacks that strike the Orion's Front arc. It reduces the Strength of attacks by weapons with the Template or Blast type by -2 and the Strength of other shooting attacks by -1. If a shooting attack targeting the Orion's Front arc inflicts a glancing hit or penetrating hit from any weapon attack then the Orion immediately gains the Shrouded special rule against all subsequent shooting attacks targeting it in the Front arc during the same phase. An eclipse shield has no effect on close combat attacks or attacks inflicted by the Destroyer special rule.

## Grav-backwash

Whilst operating as a Hovering flyer, and as long as it has not been Immobilised, any enemy models targeting the Orion during the Fight sub-phase suffer a -2 To Hit modifier.

## Spiculus Heavy Bolt Launcher

	Range	Str	AP	Type
Spiculus heavy bolt launcher	48"	7	4	Heavy 3, Rending