

LEGIO CUSTODES TELEMON HEAVY DREADNOUGHT

300 POINTS

Fewer than a handful of Telemon Dreadnoughts are to be found within the ranks of the Legio Custodes, each intended to stand sentinel over its charges no matter the force brought against it. In part this rarity is due to the cost in labour and resources for the creation of such a superlative engine of war, for each bears at least one plate worked by the Emperor's own hand, and also the rarity of appropriate candidates to control them. The honour of interment in one of the few existing Telemon sarcophagi is awarded only to the most celebrated warriors within the sodalities of the Legio Custodes, and until a worthy candidate finds his end in battle, the Dreadnoughts stand silent and empty. Despite this, the sheer power of an unleashed Telemon class Dreadnought far outweighs the trials of its construction, for few can stand against the array of esoteric, hand-crafted weapons that grace its chassis or the ferocious will and warrior skill of the master Custodian interred within.

Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Telemon Dreadnought	6	5	9	13	13	12	5	4	4

Unit Composition

- 1 Telemon Heavy Dreadnought

Unit Type

- Vehicle (Walker, Character)

Wargear

- Two Telemon Caestus with inbuilt Proteus plasma projectors
- One torso-mounted Spiculus bolt launcher
- Smoke launchers
- Searchlight
- Extra armour
- Armoured ceramite
- Multi-layer refractor field

Special Rules

- Move Through Cover
- Unyielding Sentinel
- Indomitable Charge

The Legio Custodes Telemon Heavy Dreadnought is a Heavy Support choice for the Talons of the Emperor army list found in The Horus Heresy Book Seven – Inferno.

Options

- A Telemon Heavy Dreadnought may exchange either or both of its Telemon Caestus and inbuilt Proteus plasma projector for an:
 - Arachnus storm cannon+30 points
 - Iliastus accelerator culverin.....+25 points

Indomitable Charge

When charging, this model inflicts D6 Hammer of Wrath hits rather than just one.

Unyielding Sentinel

If this model suffers a penetrating hit, two dice must be rolled to determine the result on the Vehicle Damage table and the highest roll discarded before the final results are decided.

Multi-layer Refractor Field

A multi-layer refractor field confers a 4+ Invulnerable save, increasing to 3+ against weapons with the Blast special rule or that use a template of any kind.

Arachnus Storm Cannon

	Range	Str	AP	Type
- Concentrated Blast	72"	9	1	Heavy 2, Exo-shock
- Burst Fire	48"	7	3	Heavy 7

Exo-shock: If this weapon successfully scores a penetrating hit on a target, roll a D6. On the roll of a 4+, a second automatic penetrating hit is inflicted on the same target, against which cover saves may not be taken.

Iliastus Accelerator Culverin

	Range	Str	AP	Type
Iliastus accelerator culverin	36"	7	2	Heavy 5, Rending, Heliothermic Detonation

Heliothermic Detonation: If any target suffers one or more unsaved wounds from this weapon and is not slain, they must take an immediate Toughness test. If that test is failed, they suffer Instant Death. If a vehicle suffers a penetrating hit from this weapon, add +1 to the result rolled on the Vehicle Damage table.

Proteus Plasma Projector

	Range	Str	AP	Type
Plasma projector	Template	5	2	Assault 1, Gets Hot

Telemon Caestus

	Range	Str	AP	Type
Caestus	Melee	x2	2	Melee, Shred, Murderous Strike

Murderous Strike: Attacks with this rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against these wounds separately to any other wounds the attack inflicts.

Spiculus Bolt Launcher

	Range	Str	AP	Type
Spiculus launcher	48"	5	4	Heavy 5, Rending, Volley Fire

Volley Fire: If the bearer does not move in the Movement phase, it may double the number of shots fired by this weapon. Note that the Relentless special rule does not allow models to move and claim the benefit of this special rule.