

WHAT THE 40K

# WHAT THE FAQ

## Talons of the Emperor 10th ed.

Version 1.0

WHAT THE FAQ is a fan-made, unofficial, non-profit game mod for Warhammer 40,000.

### TALONS OF THE EMPEROR DETACHMENT

This document outlines a modification for a custom/homebrew Custodes Detachment intended to provide players which desire to play their Sisters of Silence alongside their Adeptus Custodes an improved set of mechanics which are more thematically rich and viable, offering a unique gameplay hook relative to the official detachment's offerings.

### SUGGESTED DATASHEET MODS

#### TRANSPORTS

In order to facilitate the dream the official Transport standards for the Adeptus Custodes 10th edition datasheets need amending. They were simply not written with the Sisters of Silence in mind.

- Specifically, the SoS Rhino affords 12 **ANATHEMA PSYKANA INFANTRY** slots, but the Venerable Landraider only has 6 slots for **ADEPTUS CUSTODES INFANTRY**..Which is the Faction Keyword for the Sisters of Silence models.
  - And so..... 12 SoS can fit in a rhino but only 6 can fit in a Land Raider..It's dumb.

To remedy this, consider applying the following **TRANSPORT** standards to the **VENERABLE LAND RAIDER**, **CORONUS GRAV-CARRIER**, and the **ORION ASSAULT DROPSHIP**.

- **VENERABLE LAND RAIDER**: 12 **INFANTRY** Slots, models with bases 40mm or greater take up 2 slots.
- **CORONUS GRAV-CARRIER**: 16 **INFANTRY** Slots, models with bases 40mm or greater take up 2 slots.
- **ORION ASSAULT DROPSHIP**: 24 **INFANTRY** Slots, models with bases 40mm or greater take up 2 slots.

#### VALERIAN AND ALEYA

This narrative pair has zero rules interactions. Consider applying the following ability to **VALERIAN**'s datasheet.

- While this model is within 3" of **ALEYA**, both models gain the Lone Operative ability, and increase the OC characteristic of both models by 1.

# TALONS OF THE EMPEROR

DETACHMENT RULES	ENHANCEMENTS
<p><b>TRUSTED COMPANIONS</b>  <i>The Custodians and the Silent Sisters often fought as one during the earliest days of the Imperium.</i></p> <p>When mustering your army, Sisters of Silence models can join <b>CUSTODIAN GUARD</b>, <b>SAGITTARUM CUSTODIANS</b>, and <b>CUSTODIAN WARDENS</b> units. Those models can be either <b>PROSECUTORS</b>, <b>VIGILATORS</b> or <b>WITCHSEEKERS</b>. When doing so,</p> <ul style="list-style-type: none"> <li>• The point cost of such a model should be added to the joined unit.</li> <li>• You cannot join more than 5 Sisters of Silence models to a unit.</li> <li>• Those models have the Stateline and Wargear specified on their datasheets.</li> <li>• Those models add their abilities and keywords from their datasheet to their joined unit's datasheet while they are part of the joined unit.</li> <li>• Models in a unit which contains <i>Sisters of Silence</i> models and <i>Custodes</i> models gain the <b>TALONS OF THE EMPEROR</b> keyword.</li> <li>• One <b>ANATHEMA PSYKANA CHARACTER</b> can be attached to a <b>TALONS OF THE EMPEROR</b> unit even if one model with the Leader ability has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their Original Starting Strengths.</li> </ul> <p><b>DOMINION</b>  <i>The Talons of the Emperor possess unparalleled battlefield presence.</i></p> <p>In your Command phase, <b>TALONS OF THE EMPEROR</b> units can be split into two or more units. When splitting a unit using this ability, make a note of which models form each of the new units.</p> <p><b>SUPREME AUTHORITY</b>  <i>The Talons of the Emperor heed no authority but their own.</i></p> <p>Your army cannot include any models without the <b>ADEPTUS CUSTODES</b> Faction Keywords.</p>	<p><b>LETHAL UNITY - 15 pts</b>  <i>This warrior is well versed in fighting alongside the Sisters of Silence.</i></p> <p><b>BLADE CHAMPION</b> or a <b>SHIELD-CAPTAIN</b> model only.            While the bearer has the <b>TALONS OF THE EMPEROR</b> keyword, each time the bearer's unit is selected to make any attacks select 1 <b>ANATHEMA PSYKANA</b> model in the unit. Until the end of the phase, The bearer and the selected model, score Critical Hits on 5+.</p> <p><b>GODSTRIKE GATEWAY - 25 pts</b>  <i>Through use of ancient Godstrike-pattern teleportariums, the Talons of the Emperor can deploy straight into the heart of battle.</i></p> <p><b>BLADE CHAMPION</b> or a <b>SHIELD-CAPTAIN</b> model only.            Models in the bearer's unit gain the <b>Deep Strike</b> ability. In addition if the bearer is a <b>SHIELD-CAPTAIN</b> once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP.</p> <p><b>PRAETORIAN CREST- 30 pts</b>  <i>This auramite crest has been adapted to incorporate an ancient empyric beacon and archeotech teleport-shunter that allows its wearer to leap directly through the warp, to the aid of those he is sworn to defend.</i></p> <p><b>BLADE CHAMPION, SHIELD-CAPTAIN, SHIELD-CAPTAIN ON DAWNEAGLE JETBIKE</b> or <b>SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR</b> model only.            Once Per Battle, at the end of your opponent's Charge phase, if this model is on the battlefield, you can select one enemy unit that made a Charge move this phase. Remove the bearer from the battlefield, if he was attached to a unit as a Leader, he no longer is and immediately becomes his own unit. Then set him up on the battlefield within Engagement Range of that enemy unit. The bearer counts as having made a Heroic Intervention.</p> <p><b>NULLIFICATION - 20 pts</b>  <i>This Knight Centura is able to focus her null-field to a knife edge driving it into the minds of nearby foes.</i></p> <p><b>KNIGHT-CENTURA</b> model only.            While an enemy unit is in Engagement range with the bearer units, models in that unit must subtract 1 from their OC characteristic to a minimum of 1.</p>

<b>STRATAGEMS</b>	
<p><b>QUARRY SEEKER - 1CP</b>  <b>TALONS OF THE EMPEROR - BATTLE TACTIC STRATAGEM</b>  <i>Even when set upon by the foe, Witchseekers stop at nothing when seeking their quarry.</i></p> <p><b>WHEN:</b> Fight phase.</p> <p><b>TARGET:</b> One unit from your army or two <b>TALONS OF THE EMPEROR</b> units which contain <b>WITCHSEEKER</b> models from your army that have not been selected to fight this phase.</p> <p><b>EFFECT:</b> Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".</p>	<p><b>REALM CLAIMERS - 1CP</b>  <b>TALONS OF THE EMPEROR - EPIC DEED STRATAGEM</b>  <i>With a clarity of purpose the Talons of the Emperor reclaim the stars in the Emperor's name.</i></p> <p><b>WHEN:</b> Your Movement phase.</p> <p><b>TARGET:</b> One unit from your army or two <b>TALONS OF THE EMPEROR</b> units from your army, within range of an objective marker you control.</p> <p><b>EFFECT:</b> Those objective markers remain under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn.</p>
<p><b>PROSECUTION VOLLEY - 1CP</b>  <b>TALONS OF THE EMPEROR - BATTLE TACTIC STRATAGEM</b>  <i>With a clarity of mind, Prosecutors can mark out and exploit the vulnerabilities of key targets.</i></p> <p><b>WHEN:</b> Your Shooting phase.</p> <p><b>TARGET:</b> One unit from your army or two <b>TALONS OF THE EMPEROR</b> units which contain <b>PROSECUTORS</b> models from your army, and one enemy unit that is an eligible target for all of those units.</p> <p><b>EFFECT:</b> Until the end of the phase, while the target has wounds remaining your units can only target that enemy unit. Each time a model in one of your units makes an attack add 1 to the Wound Roll.</p> <ul style="list-style-type: none"> <li>• If that enemy unit is below Half Strength, Improve the AP characteristic of that attack by 1.</li> </ul>	<p><b>HUNT AS ONE - 1CP</b>  <b>TALONS OF THE EMPEROR - STRATEGIC PLOY STRATAGEM</b>  <i>Custodians and Null Maidens cover one another seamlessly as they manoeuvre to corner their prey.</i></p> <p><b>WHEN:</b> Start of your Movement phase.</p> <p><b>TARGET:</b> One unit from your army or two <b>TALONS OF THE EMPEROR</b> units from your army, within range of an objective marker you control.</p> <p><b>EFFECT:</b> Until the end of the turn, your units are eligible to shoot and/or declare a charge in a turn in which they Fell Back.</p>
<p><b>VIGILANT UNMAKING - 1CP</b>  <b>TALONS OF THE EMPEROR - BATTLE TACTIC STRATAGEM</b>  <i>With spears and crackling blades poised, the Talons of the Emperor are prepared for any foul foe.</i></p> <p><b>WHEN:</b> Start of the Fight phase.</p> <p><b>TARGET:</b> One unit from your army or two <b>TALONS OF THE EMPEROR</b> units which contain <b>VIGILATOR</b> models from your army, and one enemy unit that is an eligible target for all of those units.</p> <p><b>EFFECT:</b> Until the end of the phase, while the target has wounds remaining your units can only target that enemy unit. Each time a model in one of your units makes an attack add 1 to the Wound Roll.</p> <ul style="list-style-type: none"> <li>• If that enemy unit is below Half Strength, Improve the AP characteristic of that attack by 1.</li> </ul>	<p><b>EMPEROR'S AEGIS - 1CP</b>  <b>TALONS OF THE EMPEROR - STRATEGIC PLOY STRATAGEM</b>  <i>When the eye of the Emperor is upon his champions, no foul trickery of the foe can prevail.</i></p> <p><b>WHEN:</b> Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.</p> <p><b>TARGET:</b> One unit from your army or two <b>TALONS OF THE EMPEROR</b> units.</p> <p><b>EFFECT:</b> Until the end of the phase, your unit has the <b>Feel No Pain 4+++</b> ability against <b>[PSYCHIC]</b> attacks, damage caused by <b>[DEVASTATING WOUNDS]</b> and Mortal Wounds.</p>

**Designer Notes for v1.0 - When printing this PDF, feel free to exclude this page.**

**Talons of the Emperor**

For version 1.0 check out the published YouTube video.

<https://youtu.be/oha7NpA4fKI>