

C O D E X

IMPERIUM - ADEPTUS CUSTODES

classic-sw

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FRAKTIONSREGELN

AEGIS OF THE EMPEROR

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

AQUILA COMMANDER

At the start of the battle round, if a model with this ability is your Warlord, gain 1CP.

DAUGHTERS OF THE ABYSS

- Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.

- Friendly Anathema Psykana units with this ability have the following ability:

Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.

MARTIAL KA'TAH

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

FRAKTIONSKRAM

DAUGHTER OF THE ABYSS

ABILITIES

This model has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

UEBERSICHT

Aquilan Shield

Not a Shell Wasted, Pareldor's Caducatrix

Auric Champions

Inspirational Exemplar, Shroud of the Hidden Blade, Superior Creation

Dread Host

Flawless Bladework, Auric Exemplar

Emissaries Imperatus

Edge of the Blade, Auriferous Orb

Emperor's Chosen

From the Hall of Armouries, Radiant Mantle

Grav-Assault Force

Combat Deployment, Anti-Gravitic Mobility

Guardians of the Throne

Bane of Abominations, Emperor's Light, Castellan's Mark, Eagle's Eye

Honoured Companions

Arae-shrike, Celeritous Sentries

Lions of the Emperor

Lightning Descent, Leonine Ferocity

Might of the Moritoi

Memento Moritoi, Augury Uplink

Null Maiden Vigil

Oblivion Knight, Huntress' Eye

Shadowkeepers

Unstoppable Destroyer, Genalchemic Warding

Solar Watch

Sally Forth, Auric Eagle

AQUILAN SHIELD

 1 DP · TAKE AND HOLD

ENHANCEMENTS

- Not a Shell Wasted

10 pts

Adeptus Custodes Infantry model only. This unit's ranged attacks have +1 A.
- Pareldor's Caducatrix

30 pts

ADEPTUS CUSTODES model only. (Once per battle, per army) At the start of any phase, this model heals D3+3 wounds.

DETACHMENT-REGEL

While a friendly Adeptus Custodes unit (excluding Monster/Vehicle units) is within range of an objective, ranged attacks that target that unit with a S greater than that unit's T have -1 to wound rolls.

Favoured ka'tah: Salvus

Additional Effect: Your unit's ranged attacks have +6" R.

STRATAGEMS

1 CP

AQUILAN SHIELD STRATAGEM · WAHAPEDIA

MOVEMENT

MANOEUVRE AND FIRE

When: Your Movement phase, when a friendly Adeptus Custodes unit is selected to make a fall-back move.

Target: That ADEPTUS CUSTODES unit.

Effect: That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP

AQUILAN SHIELD STRATAGEM · WAHAPEDIA

SHOOTING

TIP OF THE TALON

When: Your Shooting phase, when a friendly Adeptus Custodes unit is selected to shoot.

Target: That ADEPTUS CUSTODES unit.

Effect: Your unit's ranged attacks that target an enemy unit within 9" of your unit have +1 S.

1 CP

AQUILAN SHIELD STRATAGEM · WAHAPEDIA

MOVEMENT

RAPID REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a fall-back move.

Target: One friendly Adeptus Custodes Infantry unit that was engaged with that enemy unit at the start of the phase.

Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

AURIC CHAMPIONS

▽ 1 DP · PURGE THE FOE

ENHANCEMENTS

Inspirational Exemplar

10 pts

(Once per battle round, per army) At the start of any phase, you can select one friendly battle-shocked Adeptus Custodes unit within 9" of the bearer: that unit is no longer battle-shocked.

Shroud of the Hidden Blade

20 pts

This model has:

- Stealth
- Lone Operative

Superior Creation

30 pts

(Once per battle, per army)

At the end of a phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged with 3 wounds remaining.

DETACHMENT-REGEL

In your Command phase, you can select one enemy unit to be a dreadful foe unit until the start of your next Command phase. Friendly Adeptus Custodes Character models' attacks that target a dreadful foe unit have +1 to wound rolls.

STRATAGEMS

1 CP

AURIC CHAMPIONS STRATAGEM · WAHAPEDIA

FIGHT

DUTY UNTO DEATH

When: Fight phase, when an enemy unit targets a friendly Adeptus Custodes unit.

Target: That ADEPTUS CUSTODES unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if that model is a Character model: On a 3+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP

AURIC CHAMPIONS STRATAGEM · WAHAPEDIA

ANY

GILDED CHAMPION

When: Any phase, when a friendly Adeptus Custodes Character model has used a (Once per battle, per unit) datasheet ability.

Target: That ADEPTUS CUSTODES CHARACTER model.

Effect: Your model can use that (Once per battle, per unit) datasheet ability one additional time, but not in the same phase.

Restriction: You cannot use this stratagem on the same ADEPTUS CUSTODES CHARACTER model more than once per battle.

DREAD HOST

▽ 1 DP · PURGE THE FOE

ENHANCEMENTS

Flawless Bladework

15 pts

ADEPTUS CUSTODES model only. This model's melee attacks have [Sustained Hits 1].

Auric Exemplar

15 pts

ADEPTUS CUSTODES model only. This model's melee attacks have [Cleave 1].

DETACHMENT-REGEL

Friendly Adeptus Custodes units can re-roll charge rolls.

Favoured ka'tah: Dacatarai

Additional Effect: When an enemy unit engaged with your unit makes a pile-in/consolidation move, -2" from that pile-in/consolidation move.

STRATAGEMS

2 CP

DREAD HOST STRATAGEM · WAHAPEDIA

MOVEMENT

GOLDEN LIGHT OF THE MOIRAIDES
When: Your Movement phase, when a friendly Adeptus Custodes unit is selected to make an ingress move.
Target: That ADEPTUS CUSTODES Unit.
Effect: Until the start of your next turn: Attacks that target your unit have -1 to hit rolls. Enemy units cannot target your unit with snap shooting attacks.

1 CP

DREAD HOST STRATAGEM · WAHAPEDIA

MOVEMENT

PRETERNATURAL RAPIDITY
When: Your Movement phase, when a friendly Adeptus Custodes unit ends an advance move.
Target: That ADEPTUS CUSTODES unit.
Effect: That advance move does not prevent your unit from being eligible to declare a charge.

1 CP

DREAD HOST STRATAGEM · WAHAPEDIA

FIGHT

LIGHTNING WRATH
When: Fight phase, when a friendly Adeptus Custodes unit is selected to make a pile-in move.
Target: That ADEPTUS CUSTODES unit.
Effect: When making that pile-in move, your unit can move up to D3+3".

ENHANCEMENTS

Edge of the Blade

15 pts

Adeptus Custodes model only. If this unit made a charge move this turn, this model's attacks can:

- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

Auriferous Orb

20 pts

ADEPTUS CUSTODES model only. This model has the following weapon:

DETACHMENT-REGEL

Friendly Adeptus Custodes units have Fights First.

Favoured Ka'tah: Conservai

Additional Effect: Until the end of the turn, being selected to make an advance/fall-back move does not prevent your unit from being eligible to start an action.

STRATAGEMS

1 CP

EMISSARIES IMPERATUS STRATAGEM · WAHAPEDIA

CHARGE

SELFLESS SERVICE
When: End of your opponent's Charge phase.
Target: One friendly unengaged Adeptus Custodes unit within 6" of an enemy unit. You can only select a VEHICLE unit if it is a CHARACTER/WALKER unit.
Effect: Declare a charge with your unit: When making the charge roll, if the result is greater than 6 (after modifiers), change it to 6. When selecting charge targets, you can select any enemy units that are within 6" of your unit and within the maximum distance.

1 CP

EMISSARIES IMPERATUS STRATAGEM · WAHAPEDIA

FIGHT

BEARERS OF HIS LIGHT
When: Fight phase, when a friendly Adeptus Custodes unit is selected to fight.
Target: That ADEPTUS CUSTODES unit.
Effect: Your unit's melee attacks can ignore modifiers to hit rolls and wound rolls.

1 CP

EMISSARIES IMPERATUS STRATAGEM · WAHAPEDIA

FIGHT

SLAYERS OF NIGHTMARES
When: Fight phase, when a friendly Adeptus Custodes unit is selected to fight.
Target: That ADEPTUS CUSTODES unit.
Effect: Your unit's melee attacks that target a unit with a T greater than this unit's T have +1 to wound rolls.

EMPEROR'S CHOSEN

1 DP · PRIORITY ASSETS

ENHANCEMENTS

From the Hall of Armouries

15 pts

ADEPTUS CUSTODES model only. This model's melee attacks have [Devastating Wounds].

Radiant Mantle

40 pts

Adeptus Custodes Infantry model only. Attacks that target this unit have -1 to hit rolls.

DETACHMENT-REGEL

When a friendly Adeptus Custodes unit is selected to attack, that unit's attacks can:

- Re-roll one hit roll.
- Re-roll one wound roll.

Favoured ka'tah: Rendax

Additional Effect: You can select one enemy MONSTER/VEHICLE unit engaged with your unit and roll one D6:

- On a 1-2, that enemy unit suffers 1 mortal wound.
- On a 3-5, that enemy unit suffers D3 mortal wounds.
- On a 6, that enemy unit suffers 3 mortal wounds.

STRATAGEMS

1 CP

EMPEROR'S CHOSEN STRATAGEM · WAHAPEDIA

MOVEMENT

IMPENETRABLE BASTION
When: End of your Movement phase.
Target: One friendly Adeptus Custodes unit (excluding Monster/Vehicle units).
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

EMPEROR'S CHOSEN STRATAGEM · WAHAPEDIA

SHOOTING

IN AURAMITE CLAD
When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly Adeptus Custodes unit (excluding Custodian Wardens units).
Target: That ADEPTUS CUSTODES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

EMPEROR'S CHOSEN STRATAGEM · WAHAPEDIA

ANY

SUPERHUMAN FOCUS
When: End of any phase.
Target: One friendly Adeptus Custodes unit that is not readied.
Effect: Your unit is readied.
Restriction: You cannot select the same unit as the target of this stratagem more than once per battle round.

ENHANCEMENTS

Combat Deployment

20 pts

When a friendly Adeptus Custodes unit is selected to make a disembark move from this unit, until the end of the turn:

- That unit can re-roll charge rolls.
- Enemy units cannot target that unit with snap shooting attacks.

Anti-Gravitic Mobility

15 pts

When this unit makes a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot.

DETACHMENT-REGEL

Friendly Grav-Assault units have 4+ InSv against ranged attacks.

STRATAGEMS

1 CP

GRAV-ASSAULT FORCE STRATAGEM · WAHAPEDIA

SHOOTING

ADVANCED STABILISERS
When: Your Shooting phase, when a friendly grav-assault unit is selected to shoot.
Target: That GRAV-ASSAULT unit.
Effect: Your unit's ranged attacks have [Assault].

1 CP

GRAV-ASSAULT FORCE STRATAGEM · WAHAPEDIA

SHOOTING

INEVITABLE ANNIHILATION
When: Your Shooting phase, when a friendly grav-assault unit is selected to shoot.
Target: That GRAV-ASSAULT unit.
Effect: Your unit can ignore modifiers to your unit's: BS. Hit rolls.

1 CP

GRAV-ASSAULT FORCE STRATAGEM · WAHAPEDIA

ANY

VICTORY BEFORE DEATH
When: Any phase, when a friendly grav-assault unit within range of an objective is destroyed.
Target: That GRAV-ASSAULT unit. You can target that unit with this stratagem even though it is destroyed.
Effect: Select one objective that: Your unit was controlling when it was destroyed. Has no enemy units (excluding AIRCRAFT units) within range of it. That objective is secured.

GUARDIANS OF THE THRONE

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Bane of Abominations 20 pts

This model's attacks that target an enemy Character/Monster/Vehicle unit have +1 to wound rolls.

Emperor's Light 15 pts

—

Castellan's Mark 25 pts

When both players have deployed their armies, you can redeploy up to three friendly Adeptus Custodes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Eagle's Eye 30 pts

- This model has +1 W.
- (Once per battle, per army) When attacks are allocated to this model, you can use this ability. If you do, this model has 3+ InSv.

DETACHMENT-REGEL

In the Fight phase, when a friendly Adeptus Custodes unit is selected to fight, that unit's melee attacks have:

- [SUSTAINED HITS 1]
- Or: [LETHAL HITS]

STRATAGEMS

1 CP

GUARDIANS OF THE THRONE
STRATAGEM · WAHAPEDIA

MOVEMENT

SWIFT AS THE EAGLE

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Trusted Sentinel unit.

Target: That TRUSTED SENTINEL unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

GUARDIANS OF THE THRONE
STRATAGEM · WAHAPEDIA

SHOOTING

IN AURAMITE CLAD

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly Adeptus Custodes unit (excluding Custodian Wardens units).

Target: That ADEPTUS CUSTODES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

GUARDIANS OF THE THRONE
STRATAGEM · WAHAPEDIA

MOVEMENT

UNLIMITED ENDURANCE

When: Your Movement phase, when a friendly Adeptus Custodes unit ends an advance move.

Target: That ADEPTUS CUSTODES unit.

Effect: Until the end of the turn: Your unit's ranged attacks have [Assault]. That advance move does not prevent your unit from being eligible to declare a charge.

1 CP

GUARDIANS OF THE THRONE
STRATAGEM · WAHAPEDIA

SHOOTING

PRIME TARGET

When: Your Shooting phase, when a friendly Adeptus Custodes unit is selected to shoot.

Target: That ADEPTUS CUSTODES unit.

Effect: Your unit's ranged attacks can: Re-roll one hit roll. Re-roll one wound roll. Re-roll one damage roll.

1 CP

GUARDIANS OF THE THRONE
STRATAGEM · WAHAPEDIA

FIGHT

SHIELD OF HONOUR

When: Start of the Fight phase.

Target: One friendly Adeptus Custodes Infantry/Mounted unit.

Effect: When an enemy model engaged with your unit selects targets, if that enemy model does not select your unit as the target of all of its attacks, that enemy model's attacks have: -1 to hit rolls. -1 to wound rolls.

1 CP

GUARDIANS OF THE THRONE STRATAGEM ·
WAHAPEDIA

ANY

SUPERHUMAN FOCUS

When: End of any phase.

Target: One friendly Adeptus Custodes unit that is not readied.

Effect: Your unit is readied.

Restriction: You cannot select the same unit as the target of this Stratagem more than once per battle round.

ENHANCEMENTS

Arae-shrike

20 pts

Enemy units that are selected to make an ingress move cannot be set up within 12" of this unit.

Celeritous Sentries

15 pts

(Once per phase, per unit)

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

DETACHMENT-REGEL

While a friendly Trusted Sentinel unit is within range of an objective, that unit's attacks can re-roll wound rolls of 1.

STRATAGEMS

1 CP

HONOURÉD COMPANIONS
STRATAGEM · WAHAPEDIA

MOVEMENT

SWIFT AS THE EAGLE
When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Trusted Sentinel unit.
Target: That TRUSTED SENTINEL unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP

HONOURÉD COMPANIONS STRATAGEM ·
WAHAPEDIA

FIGHT

AVENGE THE FALLEN
When: Fight phase, when a friendly Trusted Sentinel unit that is below starting strength is selected to fight.
Target: That TRUSTED SENTINEL unit.
Effect: Your unit's melee attacks (excluding those made by Character models) have +2 A.

1 CP

HONOURÉD COMPANIONS STRATAGEM ·
WAHAPEDIA

FIGHT

EMPEROR'S DOMAIN
When: Fight phase, when a friendly Trusted Sentinel unit is selected to make a consolidation move.
Target: That TRUSTED SENTINEL unit.
Effect: You can select the objective consolidation mode for that consolidation move, regardless of that consolidation move's Before Moving restrictions. This means your unit can move out of engagement range with enemy units, provided it meets the conditions of the objective consolidation mode.

ENHANCEMENTS

Lightning Descent

20 pts

In your first Movement phase, this unit can make an ingress move.

Leonine Ferocity

20 pts

(Once per phase, per unit)

You can target this unit with the Rapid Ingress stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

DETACHMENT-REGEL

At the end of your opponent's Fight phase, if a friendly Adeptus Custodes Terminator unit is unengaged, you can place that unit in strategic reserves.

STRATAGEMS

1 CP

LIONS OF THE EMPEROR
STRATAGEM · WAHAPEDIA

COMMAND

UNLEASH THE LIONS

When: Your Command phase.

Target: One friendly Adeptus Custodes Terminator unit that has 2+ models.

Effect: Your unit is split into separate units, each containing one model. These new units each have a starting strength of 1.

2 CP

LIONS OF THE EMPEROR
STRATAGEM · WAHAPEDIA

SHOOTING

VIGIL UNENDING

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly Adeptus Custodes Terminator unit.

Target: That ADEPTUS CUSTODES TERMINATOR unit.

Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP

LIONS OF THE EMPEROR STRATAGEM ·
WAHAPEDIA

CHARGE

FURY OF THE EMPEROR

When: Your Charge phase, when a friendly Adeptus Custodes Terminator unit that made an ingress move this turn is selected to declare a charge.

Target: That ADEPTUS CUSTODES TERMINATOR unit.

Effect: Your unit has +2 to charge rolls.

ENHANCEMENTS

<div>Memento Moritoi</div> <div>This model's melee attacks have +1 A, S and D.</div>	30 pts
<div>Augury Uplink</div> <div>This model has Feel No Pain 5+.</div>	30 pts

DETACHMENT-REGEL

- While a friendly Adeptus Custodes Dreadnought unit is at starting strength, that unit has +2 OC.
 - While a friendly Adeptus Custodes Dreadnought unit is below starting strength, that unit's attacks can re-roll hit rolls of 1.
- While a friendly Adeptus Custodes Dreadnought unit is below half-strength, that unit's attacks can:
- Re-roll hit rolls of 1.
 - Re-roll wound rolls of 1.

STRATAGEMS

<div><div>1 CP</div><div>MIGHT OF THE MORITOI STRATAGEM · WAHAPEDIA</div><div>MOVEMENT</div></div> <div><div>UNCEASING ONSLAUGHT</div><div>When: Your Movement phase, when a friendly Adeptus Custodes Dreadnought unit ends an advance move.</div><div>Target: That ADEPTUS CUSTODES DREADNOUGHT unit.</div><div>Effect: Your unit's ranged attacks have [Assault] until the end of the turn. That move does not prevent your unit from being eligible to declare a charge.</div></div>	<div><div>1 CP</div><div>MIGHT OF THE MORITOI STRATAGEM · WAHAPEDIA</div><div>SHOOTING</div></div> <div><div>HONOURED INTERRED</div><div>When: Your Shooting phase or the Fight phase.</div><div>Target: One friendly Adeptus Custodes Dreadnought unit.</div><div>Effect: Your unit has the following ability: Honoured Interred (Aura): Friendly Adeptus Custodes units within 6" of this unit can re-roll hit rolls of 1.</div></div>
	<div><div>1 CP</div><div>MIGHT OF THE MORITOI STRATAGEM · WAHAPEDIA</div><div>CHARGE</div></div> <div><div>UNSTOPPABLE MOMENTUM</div><div>When: Your Movement/Charge phase, when a friendly Adeptus Custodes Dreadnought unit is selected to move or declares a charge.</div><div>Target: That ADEPTUS CUSTODES DREADNOUGHT unit.</div><div>Effect: Your unit has Mobile.</div></div>

NULL MAIDEN VIGIL

 1 DP · DISRUPTION

ENHANCEMENTS

Oblivion Knight

15 pts

This unit's attacks have:

- +1 to hit rolls.
- Or: If this unit targets a Psyker/battle-shocked unit, +1 to hit rolls and wound rolls.

Huntress' Eye

10 pts

In your Movement phase, you can select one visible enemy unit within 12" of this unit. That unit makes a battle-shock roll, with -1 to that battle-shock roll.

DETACHMENT-REGEL

- When mustering your army, you can select a friendly Anathema Psykana Character model to be your Warlord.
- Friendly Prosecutor Squad units have Battleline.
- Friendly Anathema Psykana units have the Creeping Dread ability.

STRATAGEMS

1 CP

NULL MAIDEN VIGIL STRATAGEM · WAHAPEDIA

SHOOTING

PSY-CHAFF VOLLEY

When: Your Shooting phase, when a friendly Prosecutor squad unit has shot.

Target: That PROSECUTOR SQUAD unit.

Effect: Select one enemy unit hit by those attacks. That unit is prosecuted until the end of the turn: Attacks that target a prosecuted unit have +1 AP.

1 CP

NULL MAIDEN VIGIL STRATAGEM · WAHAPEDIA

SHOOTING

PURGATION SWEEP

When: Your Shooting phase, when a friendly Witchseeker squad unit is selected to shoot.

Target: That WITCHSEEKER SQUAD unit.

Effect: Your unit's [Torrent] attacks have: +1 A. Or: If those attacks target a PSYKER/battle-shocked unit, +2 A.

1 CP

NULL MAIDEN VIGIL STRATAGEM · WAHAPEDIA

FIGHT

ANATHEMA BLADEMASTERY

When: Fight phase, when a friendly Vigilator squad unit is selected to fight.

Target: That VIGILATOR SQUAD unit.

Effect: Your unit's attacks have: [Sustained Hits 1] Or: [Lethal Hits].

SHADOWKEEPERS

 1 DP · PURGE THE FOE

ENHANCEMENTS

Unstoppable Destroyer

25 pts

Adeptus Custodes Infantry model only. When this unit is selected to make a pile-in/consolidation move:

- This unit can move up to 4".
- You can select any consolidation mode for that consolidation move, regardless of that consolidation move's Before Moving restrictions.

Genalchemic Warding

30 pts

ADEPTUS CUSTODES model only. This model has Feel No Pain 5+.

DETACHMENT-REGEL

While a friendly Adeptus Custodes unit (excluding Monster/Vehicle units) is within range of an objective, melee attacks that target that unit with a S greater than that unit's T have -1 to wound rolls.

Favoured ka'tah: Kaptaris

Additional Effect: You can select one enemy unit engaged with your unit. That enemy unit must make a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

STRATAGEMS

2 CP

SHADOWKEEPERS STRATAGEM · WAHAPEDIA

MOVEMENT

NO ESCAPE

When: Your opponent's Movement phase, when an enemy unit ends a fall-back move.

Target: One friendly unengaged Adeptus Custodes Infantry unit that is within 6" of that enemy unit.

Effect: Declare a charge with your unit. When selecting charge targets, you can only select enemy units that made a fall-back move this phase and are within the maximum distance.

1 CP

SHADOWKEEPERS STRATAGEM · WAHAPEDIA

FIGHT

GRIM RESPONSIBILITY

When: Fight phase, when a friendly Adeptus Custodes Infantry unit is selected to fight.

Target: That ADEPTUS CUSTODES unit.

Effect: Your unit's melee attacks have [Lethal Hits: Character/Monster].

1 CP

SHADOWKEEPERS STRATAGEM · WAHAPEDIA

FIGHT

INDOMITABLE GUARDIANS

When: Your opponent's Fight phase, when an enemy unit has fought.

Target: One friendly Adeptus Custodes unit that is within range of an objective and is eligible to fight.

Effect: Your unit has Fights First and must be the next unit you select to fight.

SOLAR WATCH

1 DP · RECONNAISSANCE

ENHANCEMENTS

Sally Forth

30 pts

Adeptus Custodes Shield-Captain model only. At the start of your Charge phase, select one friendly Adeptus Custodes Infantry unit within 6" of this model. If that unit made an advance move this turn, that advance move does not prevent that unit from being eligible to declare a charge.

Auric Eagle

15 pts

Adeptus Custodes Infantry/Mounted unit only (excluding Terminator units). This unit has +1 to advance rolls and charge rolls.

DETACHMENT-REGEL

When a friendly Adeptus Custodes unit makes a fall-back move, that fall-back move does not prevent that unit from being eligible to charge.

Favoured ka'tah: Calistus

Additional Effect: Your unit has +2" M.

STRATAGEMS

1 CP

SOLAR WATCH STRATAGEM · WAHAPEDIA

MOVEMENT

AT SPEAR'S LENGTH

When: Your Movement phase, when a friendly Adeptus Custodes unit is selected to make a fall-back move.

Target: That ADEPTUS CUSTODES unit.

Effect: That fall-back move does not prevent your unit from being eligible to shoot.

1 CP

SOLAR WATCH STRATAGEM · WAHAPEDIA

MOVEMENT

INEXORABLE

When: Your Movement phase, when a friendly Adeptus Custodes unit is selected to move.

Target: That ADEPTUS CUSTODES unit.

Effect: Until the end of the turn, your unit can ignore modifiers to your unit's: M. Advance rolls and charge rolls.

1 CP

SOLAR WATCH STRATAGEM · WAHAPEDIA

CHARGE

GRAVIMETRIC GRENADE

When: Start of your opponent's Charge phase.

Target: One friendly unengaged Adeptus Custodes unit.

Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls.

ALEYA [LEGENDS] - IMPERIUM - ADEPTUS
CUSTODES

55 PTS

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Aleya [Legends]
Equipped with: Somnus

KEYWORDS:

Aleya, Epic Hero, Character, Infantry, Imperium, Anathema Psykana, Leader, Emissaries

FACTION KEYWORDS:

Anathema Psykana

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Somnus ANTI-PSYKER 5+, DEVASTATING WOUNDS	Melee	4	2+	6	-3	3

ABILITIES

CORE - Leader

- Tactical Perception

This unit has Fights First.
- Tenacious Spirit

- While this unit is below starting strength, this unit's attacks have +1 to hit rolls.
- While this unit is below half-strength, this unit's attacks have +1 to wound rolls.
- Leader

This model can be attached to the following units: PROSECUTORS, VIGILATORS, WITCHSEEKERS

WEAPON ABILITIES

- Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

FACTION RULES

- Daughters of the Abyss

- Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.
- Friendly Anathema Psykana units with this ability have the following ability:
Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.

CORE RULES

- Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ALEYA [LEGENDS] - IMPERIUM - ADEPTUS
CUSTODES

55 PTS

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Aleya [Legends]
Equipped with: Somnus

KEYWORDS: Aleya, Epic Hero, Character, Infantry, Imperium, Anathema Psykana, Leader, Emissaries
FACTION KEYWORDS: Anathema Psykana

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

ALLARUS CUSTODIANS - IMPERIUM -
ADEPTUS CUSTODES

180–270 PTS

ALLARUS CUSTODIAN

M	T	Sv	W	LD	OC
7"	8	2+	6	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

2-3x Allarus Custodian - Equipped with: Balistus grenade launcher, Castellian axe, Guardian Spear (40mm)

Wargear Options:

- This model can replace its Castellian Axe with Guardian Spear.

KEYWORDS: Allarus Custodians, Imperium, Terminator, Infantry, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher ASSAULT, BLAST 1	18"	3	2+	5	-1	1
Castellian axe ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2
Guardian Spear ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellian axe	Melee	3	2+	10	-2	4
Guardian Spear	Melee	6	2+	8	-2	2

ABILITIES

Slayers of Tyrants

This unit's melee attacks that target a unit with a T greater than this unit's T have +1 to wound rolls.

Vexilla

- This unit has +1 OC.
- This unit can ignore modifiers to this unit's Ld.

WEAPON ABILITIES

Assault

Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a **BLAST** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **BLAST X**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **BLAST 2** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire

This ability always takes the form **RAPID FIRE X**. Each time you gather attack dice for a **RAPID FIRE** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **RAPID FIRE 1** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

ALLARUS CUSTODIANS - IMPERIUM -
ADEPTUS CUSTODES

180–270 PTS

ALLARUS CUSTODIAN

M	T	Sv	W	LD	OC
7"	8	2+	6	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

2-3x Allarus Custodian - Equipped with: Balistus grenade launcher, Castellan axe, Guardian Spear (40mm)

Wargear Options:

- This model can replace its Castellan Axe with Guardian Spear.

KEYWORDS: Allarus Custodians, Imperium, Terminator, Infantry, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

ANATHEMA PSYKANA RHINO - IMPERIUM -
ADEPTUS CUSTODES

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

AUFSTELLUNG 1x Anathema Psykana Rhino (Hull) Equipped with: Hunter-killer missile, Storm Bolter, Armoured tracks	KEYWORDS: Anathema Psykana, Vehicle, Dedicated Transport, Transport, Smoke, Imperium, Frame, Anathema Psykana Rhino FACTION KEYWORDS: Anathema Psykana
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile <small>ONE SHOT</small>	48"	1	2+	14	-3	D3+3
Storm Bolter <small>RAPID FIRE 2</small>	24"	2	3+	5	-1	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Assault Vehicle In your Movement phase, when this unit ends an advance move, units embarked within this unit can make a shock disembark move.
Creeping Dread (Aura) In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.

TRANSPORT

Anathema Psykana Rhino This model has a transport capacity of 12 ANATHEMA PSYKANA INFANTRY models.
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WEAPON ABILITIES

One Shot Each weapon with this ability can only be selected to make attacks with once per battle. If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again. If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
Rapid Fire This ability always takes the form [RAPID FIRE X] . Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step. <i>Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).</i>

FACTION RULES

Daughters of the Abyss - Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks. - Friendly Anathema Psykana units with this ability have the following ability: Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.
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ANATHEMA PSYKANA RHINO - IMPERIUM -
ADEPTUS CUSTODES

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

AUFSTELLUNG 1x Anathema Psykana Rhino (Hull) Equipped with: Hunter-killer missile, Storm Bolter, Armoured tracks	KEYWORDS: Anathema Psykana, Vehicle, Dedicated Transport, Transport, Smoke, Imperium, Frame, Anathema Psykana Rhino FACTION KEYWORDS: Anathema Psykana
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CORE RULES

Deadly Demise D3 This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6"). <i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i>
Firing Deck 2 This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence: 1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase). 2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons). 3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons. 4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

AQUILON TERMINATORS WITH SOLARITE POWER GAUNTLETS - IMPERIUM - ADEPTUS CUSTODES

285 PTS

AQUILON TERMINATOR

M	T	Sv	W	LD	OC
7"	8	2+	6	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Aquilon Terminator - Equipped with: Adrathic Combi-destructor, Solarite Power Gauntlet (50mm)

KEYWORDS: Infantry, Imperium, Terminator, Aquilon Terminators with Solarite Power Gauntlets, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic Combi-destructor	12"	2	2+	5	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solarite Power Gauntlet	Melee	5	2+	10	-2	3

ABILITIES

Dread Foe

This unit's melee attacks that target a unit (excluding MONSTER/VEHICLE units) have +1 AP.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AQUILON TERMINATORS WITH SOLARITE POWER TALONS - IMPERIUM - ADEPTUS CUSTODES

275 PTS

AQUILON TERMINATOR

M	T	Sv	W	LD	OC
7"	8	2+	6	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Aquilon Terminator - Equipped with: Solarite Power Talons, Infernus Firepike, Lastrum Storm Bolter (50mm)

Wargear Options:

- This model can replace its Lastrum Storm Bolter with Infernus Firepike.

KEYWORDS: Infantry, Imperium, Terminator, Emissaries, Aquilon Terminators with Solarite Power Talons

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernus Firepike <small>BLAST 2, TORRENT</small>	12"	3	-	5	-1	1
Lastrum Storm Bolter <small>RAPID FIRE 3</small>	24"	3	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solarite Power Talons <small>SUSTAINED HITS 2</small>	Melee	6	2+	6	-2	1

ABILITIES

Reap a Terrible Tally

This unit's attacks that target an Infantry unit can:

- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

AQUILON TERMINATORS WITH SOLARITE POWER TALONS - IMPERIUM - ADEPTUS CUSTODES

275 PTS

AQUILON TERMINATOR

M	T	Sv	W	LD	OC
7"	8	2+	6	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

3x Aquilon Terminator - Equipped with: Solarite Power Talons, Infernus Firepike, Lastrum Storm Bolter (50mm)

Wargear Options:

- This model can replace its Lastrum Storm Bolter with Infernus Firepike.

KEYWORDS: Infantry, Imperium, Terminator, Emissaries, Aquilon Terminators with Solarite Power Talons

FACTION KEYWORDS: Adeptus Custodes

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

ARES GUNSHIP - IMPERIUM - ADEPTUS CUSTODES

580 PTS

M	T	Sv	W	LD	OC
-	12	2+	22	6+	-

INVULNERABLE
SAVE



AUFSTELLUNG

1x Ares Gunship (160mm)
Equipped with: 2x Arachnus heavy blaze cannon, Arachnus magna-blaze cannon, Armoured hull

KEYWORDS: Vehicle, Aircraft, Fly, Imperium, Ares Gunship, Emissaries
FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Arachnus heavy blaze cannon	36"	4	2+	12	-3	D3+3
Arachnus magna-blaze cannon	48"	3	2+	18	-4	D6+6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

Infernus Firebombs

- At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative and Aircraft units) within 24" of this unit:
- Ranged attacks that target that enemy unit have [IGNORES COVER] until the end of your next turn,
 - Roll one D6 for each model in that enemy unit:
 - On a 6, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

BLADE CHAMPION - IMPERIUM - ADEPTUS CUSTODES

175 PTS

M	T	Sv	W	LD	OC
8"	7	2+	7	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Blade Champion (40mm)

Equipped with: ▶ Vaultswords - Behemor, ▶ Vaultswords - Hurricanis, ▶ Vaultswords - Victus

KEYWORDS: Blade Champion, Infantry, Character, Imperium, Leader, Emissaries

FACTION KEYWORDS: Adeptus Custodes

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
▶ Vaultswords - Behemor DEVASTATING WOUNDS	Melee	5	2+	10	-3	3
▶ Vaultswords - Hurricanis CLEFT 1, SUSTAINED HITS 1	Melee	10	2+	6	-1	1
▶ Vaultswords - Victus PRECISION	Melee	8	2+	8	-3	2

ABILITIES

CORE - Leader

Swift Onslaught

This unit can:

- Re-roll advance rolls.
- Re-roll charge rolls.

Sword of the Throne

At the start of the first battle round, select one enemy unit to be this model's mark.

- This model's attacks that target this model's mark have +1 to wound rolls.
- Each time this model's mark is destroyed, select one enemy unit to be this model's mark.

Leader

This model can be attached to the following units: CUSTODIAN GUARD, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS, CUSTODIAN WARDENS, SAGITTARUM CUSTODIANS

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

BLADE CHAMPION - IMPERIUM - ADEPTUS CUSTODES

175 PTS

M	T	Sv	W	LD	OC
8"	7	2+	7	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG
1x Blade Champion (40mm)
Equipped with: ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

KEYWORDS: Blade Champion, Infantry, Character, Imperium, Leader, Emissaries
FACTION KEYWORDS: Adeptus Custodes

FACTION RULES

- Aegis of the Emperor**
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.
- Martial Ka'tah**
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.
Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

- Cleave**
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).
Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).
- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

CALADIUS ANNIHILATOR GRAV-TANK -
IMPERIUM - ADEPTUS CUSTODES

250 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	5+	4

INVULNERABLE
SAVE



AUFSTELLUNG

1x Caladius Annihilator Grav-tank (150 x 95mm)

Equipped with: Arachnus Blaze Carronade, Twin Lastrum Bolt Cannon, Twin Neutronium Cascade Projectors, Armoured hull

Wargear Options:

- This model can replace its Twin Lastrum Bolt Cannon with Twin Neutronium Cascade Projectors.

KEYWORDS: Vehicle, Fly, Imperium, Frame, Grav-assault, Caladius Annihilator Grav-tank, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arachnus Blaze Carronade <small>LETHAL HITS: MONSTER/VEHICLE</small>	48"	4	2+	12	-3	D6+2
Twin Lastrum Bolt Cannon <small>SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	2+	6	-2	2
Twin Neutronium Cascade Projectors <small>BLAST 1, TORRENT, TWIN-LINKED</small>	12"	3	-	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	4	4+	6	0	1

ABILITIES

Advanced Firepower

This unit's ranged attacks that target a MONSTER/VEHICLE unit can:

- Re-roll one hit roll.
- Re-roll one wound roll.
- Re-roll one damage roll.

Flare Shields

This unit has a 4+ InSv against ranged attacks.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CALADIUS ANNIHILATOR GRAV-TANK -
IMPERIUM - ADEPTUS CUSTODES

250 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	5+	4

INVULNERABLE
SAVE



AUFSTELLUNG

1x Caladius Annihilator Grav-tank (150 x 95mm)

Equipped with: Arachnus Blaze Carronade, Twin Lastrum Bolt Cannon, Twin Neutronium Cascade Projectors, Armoured hull

Wargear Options:

- This model can replace its Twin Lastrum Bolt Cannon with Twin Neutronium Cascade Projectors.

KEYWORDS: Vehicle, Fly, Imperium, Frame, Grav-assault, Caladius Annihilator Grav-tank, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CALADIUS GRAV-TANK - IMPERIUM -
ADEPTUS CUSTODES

230 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	5+	4

INVULNERABLE
SAVE



AUFSTELLUNG

1x Caladius Grav-tank (170x109mm Oval Base)

Equipped with: Twin Iliastus Accelerator Cannon, Twin Lastrum Bolt Cannon, Twin Neutronium Cascade Projectors, Armoured hull

Wargear Options:

- This model can replace its Twin Lastrum Bolt Cannon with Twin Neutronium Cascade Projectors.

KEYWORDS: Vehicle, Fly, Imperium, Caladius Grav-tank, Frame, Grav-assault, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Iliastus Accelerator Cannon RAPID FIRE 4, SUSTAINED HITS 1: NON-MONSTER/VEHICLE	48"	4	2+	10	-1	3
Twin Lastrum Bolt Cannon SUSTAINED HITS 1, TWIN-LINKED	36"	3	2+	6	-2	2
Twin Neutronium Cascade Projectors BLAST 1, TORRENT, TWIN-LINKED	12"	3	-	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	4	4+	6	0	1

ABILITIES

Destructor Optics

This unit's ranged attacks that target a unit (excluding MONSTER/VEHICLE) have +1 AP.

Flare Shields

This unit has a 4+ InSv against ranged attacks.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CALADIUS GRAV-TANK - IMPERIUM -
ADEPTUS CUSTODES

230 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	5+	4

INVULNERABLE
SAVE



AUFSTELLUNG

1x Caladius Grav-tank (170x109mm Oval Base)

Equipped with: Twin Iliastus Accelerator Cannon, Twin Lastrum Bolt Cannon, Twin Neutronium Cascade Projectors, Armoured hull

Wargear Options:

- This model can replace its Twin Lastrum Bolt Cannon with Twin Neutronium Cascade Projectors.

KEYWORDS: Vehicle, Fly, Imperium, Caladius Grav-tank, Frame, Grav-assault, Emissaries

FACTION KEYWORDS: Adeptus Custodes

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CONTEMPTOR-ACHILLUS DREADNOUGHT -
IMPERIUM - ADEPTUS CUSTODES

230 PTS

M	T	Sv	W	LD	OC
9"	10	2+	12	5+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Contemptor-Achillus Dreadnought (60mm)

Equipped with: Adrathic combi-destroyer, Dreadspear, Lastrum storm bolter, Twin Infernus incinerator

Wargear Options:

- This model must be equipped with 2 of: Twin Infernus incinerator, Lastrum storm bolter, Adrathic combi-destroyer.

KEYWORDS: Vehicle, Imperium, Walker, Contemptor-Achillus Dreadnought, Dreadnought, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic combi-destroyer	12"	2	2+	5	-2	3
Dreadspear	18"	2	2+	10	-3	D3+2
Lastrum storm bolter RAPID FIRE 3	24"	3	2+	5	-1	1
Twin Infernus incinerator BLAST 2, TORRENT, TWIN-LINKED	12"	3	-	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadspear LANCE	Melee	5	2+	12	-3	D3+3

ABILITIES

Unyielding Ancient

Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

CONTEMPTOR-ACHILLUS DREADNOUGHT -
IMPERIUM - ADEPTUS CUSTODES

230 PTS

M	T	Sv	W	LD	OC
9"	10	2+	12	5+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Contemptor-Achillus Dreadnought (60mm)

Equipped with: Adrathic combi-destroyer, Dreadspear, Lastrum storm bolter, Twin Infernus incinerator

Wargear Options:

- This model must be equipped with 2 of: Twin Infernus incinerator, Lastrum storm bolter, Adrathic combi-destroyer.

KEYWORDS: Vehicle, Imperium, Walker, Contemptor-Achillus Dreadnought, Dreadnought, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

CONTEMPTOR-GALATUS DREADNOUGHT -
IMPERIUM - ADEPTUS CUSTODES

220 PTS

M	T	Sv	W	LD	OC
9"	10	2+	12	5+	3

INVULNERABLE
SAVE



AUFSTELLUNG
1x Contemptor-Galatus Dreadnought (60mm)
Equipped with: Warblade

KEYWORDS: Contemptor-Galatus Dreadnought, Vehicle, Walker, Imperium, Dreadnought, Emissaries
FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Warblade BLAST 2, TORRENT, TWIN-LINKED	12"	4	-	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warblade CLEFT 1, SUSTAINED HITS 1: NON-MONSTER/VEHICLE	Melee	8	2+	10	-2	3

ABILITIES

Unyielding Ancient
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.
Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CONTEMPTOR-GALATUS DREADNOUGHT -
IMPERIUM - ADEPTUS CUSTODES

220 PTS

M	T	Sv	W	LD	OC
9"	10	2+	12	5+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Contemptor-Galatus Dreadnought (60mm)

Equipped with: Warblade

KEYWORDS: Contemptor-Galatus Dreadnought, Vehicle, Walker, Imperium, Dreadnought, Emissaries

FACTION KEYWORDS: Adeptus Custodes

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

CORONUS GRAV-CARRIER - IMPERIUM -
ADEPTUS CUSTODES

225 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	5+	5

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Coronus Grav-carrier (170x109mm Oval Base)
Equipped with: Twin Arachnus Blaze Cannon, Twin Lastrum Bolt Cannon, Twin Neutronium Cascade Projectors, Armoured hull
Wargear Options:
■ This model can replace its Twin Lastrum Bolt Cannon with Twin Neutronium Cascade Projectors.

KEYWORDS: Vehicle, Transport, Fly, Imperium, Coronus Grav-carrier, Frame, Grav-assault, Emissaries
FACTION KEYWORDS: Adeptus Custodes

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Arachnus Blaze Cannon <small>TWIN-LINKED</small>	24"	2	2+	10	-3	D3+2
Twin Lastrum Bolt Cannon <small>SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	2+	6	-2	2
Twin Neutronium Cascade Projectors <small>BLAST 1, TORRENT, TWIN-LINKED</small>	12"	3	-	7	-2	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	4	4+	6	0	1

ABILITIES

Assault Vehicle
In your Movement phase, when this unit ends an advance move, units embarked within this unit can make a shock disembark move.

Flare Shields
This unit has a 4+ InSv against ranged attacks.

Repulsor Suspensor Technology
(Once per phase, per unit)
In your opponent's Shooting phase, when an enemy unit has shot, if this unit lost a wound as a result of those attacks and is unengaged, this unit can make a normal move* of up to D6".

TRANSPORT

Coronus Grav-carrier
This model has a transport capacity of 8 Adeptus Custodes Infantry models. It cannot transport Jump Pack models.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORONUS GRAV-CARRIER - IMPERIUM -
ADEPTUS CUSTODES

225 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	5+	5

INVULNERABLE
SAVE



AUFSTELLUNG

1x Coronus Grav-carrier (170x109mm Oval Base)

Equipped with: Twin Arachnus Blaze Cannon, Twin Lastrum Bolt Cannon, Twin Neutronium Cascade Projectors, Armoured hull

Wargear Options:

- This model can replace its Twin Lastrum Bolt Cannon with Twin Neutronium Cascade Projectors.

KEYWORDS: Vehicle, Transport, Fly, Imperium, Coronus Grav-carrier, Frame, Grav-assault, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CUSTODIAN GUARD SODALITY - IMPERIUM
- ADEPTUS CUSTODES

240 PTS

CUSTODIAN GUARD

M	T	Sv	W	LD	OC
8"	7	2+	5	5+	3

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Custodian Guard - Equipped with: Guardian Spear (40mm)

KEYWORDS: Custodian Guard Sodality, Infantry, Battleline, Imperium, Trusted Sentinel, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Guardian Spear ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Guardian Spear	Melee	6	2+	8	-2	2

ABILITIES

Impenetrable Defence

This unit's attacks have [SUSTAINED HITS 1: non-MONSTER/VEHICLE] if any of the following apply:

- This unit is within range of an objective.
- The target of those attacks is within range of an objective.

Vexilla

- This unit has +1 OC.
- This unit can ignore modifiers to this unit's Ld.

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CUSTODIAN GUARD SODALITY - IMPERIUM - ADEPTUS CUSTODES

240 PTS

CUSTODIAN GUARD

M	T	Sv	W	LD	OC
8"	7	2+	5	5+	3

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Custodian Guard - Equipped with: Guardian Spear (40mm)

KEYWORDS: Custodian Guard Sodality, Infantry, Battleline, Imperium, Trusted Sentinel, Emissaries

FACTION KEYWORDS: Adeptus Custodes

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CUSTODIAN GUARD SODALITY WITH
ADRASITE SPEARS [LEGENDS] - IMPERIUM
- ADEPTUS CUSTODES

200 PTS

CUSTODIAN GUARD

M	T	Sv	W	LD	OC
8"	7	2+	5	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Custodian Guard - Equipped with: Adrasite spear

KEYWORDS: Infantry, Imperium, Emissaries, Trusted Sentinel, Custodian Guard Sodality with Adrasite Spears

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrasite spear	18"	2	2+	8	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Adrasite spear	Melee	6	2+	8	-2	2

ABILITIES

Stand Vigil

This unit's attacks can:

- Re-roll wound rolls of 1.
- Or: If this unit is within range of an objective, re-roll wound rolls

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CUSTODIAN GUARD SODALITY WITH
PYRITHITE SPEARS [LEGENDS] - IMPERIUM
- ADEPTUS CUSTODES

215 PTS

CUSTODIAN GUARD

M	T	Sv	W	LD	OC
8"	7	2+	5	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Custodian Guard - Equipped with: Pyrithite spear

KEYWORDS: Infantry, Imperium, Emissaries, Trusted Sentinel, Custodian Guard Sodality with Pyrithite Spears

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pyrithite spear <small>MELTA 2</small>	12"	1	2+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Pyrithite spear	Melee	6	2+	8	-2	2

ABILITIES

No Foe Shall Stand

(Once per battle, per unit)

This unit's ranged attacks have [LETHAL HITS] and [IGNORES COVER].

WEAPON ABILITIES

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

CUSTODIAN WARDENS - IMPERIUM -
ADEPTUS CUSTODES

200–295 PTS

CUSTODIAN WARDEN

M	T	Sv	W	LD	OC
8"	7	2+	6	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

2-3x Custodian Warden - Equipped with: Guardian Spear, Castellian axe (40mm)

Wargear Options:

- This model can replace its Guardian Spear with Castellian Axe.

KEYWORDS: Custodian Wardens, Infantry, Imperium, Trusted Sentinel, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castellian axe ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2
Guardian Spear ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellian axe	Melee	3	2+	10	-2	4
Guardian Spear	Melee	6	2+	8	-2	2

ABILITIES

Living Fortress

Attacks that target this unit have -1AP.

Vexilla

- This unit has +1 OC.
- This unit can ignore modifiers to this unit's Ld.

WEAPON ABILITIES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CUSTODIAN WARDENS - IMPERIUM -
ADEPTUS CUSTODES

200–295 PTS

CUSTODIAN WARDEN

M	T	Sv	W	LD	OC
8"	7	2+	6	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

2-3x Custodian Warden - Equipped with: Guardian Spear, Castellán axe (40mm)

Wargear Options:

- This model can replace its Guardian Spear with Castellán Axe.

KEYWORDS: Custodian Wardens, Infantry, Imperium, Trusted Sentinel, Emissaries

FACTION KEYWORDS: Adeptus Custodes

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

GUARDIAN OF THE THRONE [CRUCIBLE] -
IMPERIUM - ADEPTUS CUSTODES

130 PTS

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Guardian of the Throne [Crucible]
Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus
Wargear Options:
■ This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
■ This model can be equipped with up to 2x Sentinel blade.
■ This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
■ This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Guardian of the Throne, Crucible, Emissaries
FACTION KEYWORDS: Adeptus Custodes

🔫 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher BLAST	18"	D6	2+	4	-1	1
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian spear ASSAULT	24"	2	2+	4	-1	2
Master-crafted boltgun RAPID FIRE 1	24"	1	2+	4	0	2
Pyrrhite spear MELTA 2	12"	1	2+	9	-4	D6
Salvo launcher TWIN-LINKED	24"	1	2+	10	-3	D6+1
Sentinel blade ASSAULT, PISTOL	12"	2	2+	4	-1	2
Vertus hurricane bolter RAPID FIRE 3, TWIN-LINKED	18"	3	2+	4	-1	2
Witchseeker flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	2+	9	-1	3
Close combat weapon	Melee	4	2+	3	0	1
Executioner greatblade ANTI-PSYKER 5+, DEVASTATING WOUNDS	Melee	3	2+	5	-2	2
Guardian spear	Melee	7	2+	7	-2	2
Interceptor lance LANCE	Melee	6	2+	7	-2	2
Misericordia EXTRA ATTACKS	Melee	2	2+	5	-2	1
Pyrrhite spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1

GUARDIAN OF THE THRONE [CRUCIBLE] -
IMPERIUM - ADEPTUS CUSTODES

130 PTS

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Guardian of the Throne [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Guardian of the Throne, Crucible, Emissaries
FACTION KEYWORDS: Adeptus Custodes

➤ Vaultswords - Behemor PRECISION	Melee	6	2+	7	-2	2
➤ Vaultswords - Hurricanis SUSTAINED HITS 1	Melee	9	2+	5	-1	1
➤ Vaultswords - Victus DEVASTATING WOUNDS	Melee	5	2+	6	-3	3

ABILITIES

CORE - Leader, Leader

Abyssal Void

Models in this unit have the Lone Operative ability.

Ka'tah Master

Once per phase, you can re-roll one Hit roll or one Wound roll for an attack made by this model.

Singular Expertise

While this model is not leading a unit, each time this model makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Swift Onslaught

While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader

This model can be attached to the following units: Allarus Custodians

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

GUARDIAN OF THE THRONE [CRUCIBLE] - IMPERIUM - ADEPTUS CUSTODES

130 PTS

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Guardian of the Throne [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrithite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrithite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrithite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Guardian of the Throne, Crucible, Emissaries
FACTION KEYWORDS: Adeptus Custodes

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

GUARDIAN OF THE THRONE [CRUCIBLE] -
IMPERIUM - ADEPTUS CUSTODES

130 PTS

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Guardian of the Throne [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Guardian of the Throne, Crucible, Emissaries
FACTION KEYWORDS: Adeptus Custodes

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

GYRFALCON JETBIKE SODALITY -
IMPERIUM - ADEPTUS CUSTODES

260 PTS

GYRFALCON JETBIKE

M	T	Sv	W	LD	OC
12"	8	2+	9	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

2x Gyrfalcon Jetbike - Equipped with: Solarite Power Lance, Adrathic Devastator, Lastrum Bolt Cannon, Twin Corvae Las-pulser, Arachnus Volley Cannon (75 x 42mm)

Wargear Options:

- This model can replace its Lastrum Bolt Cannon with Adrathic Devastator, Twin Corvae Las-pulser or Arachnus Volley Cannon.

KEYWORDS: Mounted, Fly, Imperium, Gyrfalcon Jetbike Sodality, Emissaries
FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic Devastator	18"	3	2+	8	-2	3
Arachnus Volley Cannon <small>DEVASTATING WOUNDS, SUSTAINED HITS 1</small>	24"	8	2+	5	-1	1
Lastrum Bolt Cannon <small>SUSTAINED HITS 1</small>	36"	3	2+	6	-2	2
Twin Corvae Las-pulser <small>TWIN-LINKED</small>	18"	1	2+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solarite Power Lance <small>LANCE</small>	Melee	5	2+	8	-2	3

ABILITIES

Death Blow

If this unit made a charge move this turn, this unit's melee attacks have +1 AP.

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

GYRFALCON JETBIKE SODALITY -
IMPERIUM - ADEPTUS CUSTODES

260 PTS

GYRFALCON JETBIKE

M	T	Sv	W	LD	OC
12"	8	2+	9	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

2x Gyrfalcon Jetbike - Equipped with: Solarite Power Lance, Adrathic Devastator, Lastrum Bolt Cannon, Twin Corvae Las-pulser, Arachnus Volley Cannon (75 x 42mm)

Wargear Options:

- This model can replace its Lastrum Bolt Cannon with Adrathic Devastator, Twin Corvae Las-pulser or Arachnus Volley Cannon.

KEYWORDS: Mounted, Fly, Imperium, Gyrfalcon Jetbike Sodality, Emissaries
FACTION KEYWORDS: Adeptus Custodes

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KATAPHRAKTOI EXEMPLAR [CRUCIBLE] -
IMPERIUM - ADEPTUS CUSTODES

150 PTS

M	T	Sv	W	LD	OC
12"	7	2+	8	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Kataphraktoi Exemplar [Crucible]
Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus
Wargear Options:
■ This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
■ This model can be equipped with up to 2x Sentinel blade.
■ This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
■ This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Imperium, Crucible, Kataphraktoi Exemplar, Mounted, Dawneagle Jetbike, Fly, Emissaries
FACTION KEYWORDS: Adeptus Custodes

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher BLAST	18"	D6	2+	4	-1	1
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian spear ASSAULT	24"	2	2+	4	-1	2
Master-crafted boltgun RAPID FIRE 1	24"	1	2+	4	0	2
Pyrrhite spear MELTA 2	12"	1	2+	9	-4	D6
Salvo launcher TWIN-LINKED	24"	1	2+	10	-3	D6+1
Sentinel blade ASSAULT, PISTOL	12"	2	2+	4	-1	2
Vertus hurricane bolter RAPID FIRE 3, TWIN-LINKED	18"	3	2+	4	-1	2
Witchseeker flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	2+	9	-1	3
Close combat weapon	Melee	4	2+	3	0	1
Executioner greatblade ANTI-PSYKER 5+, DEVASTATING WOUNDS	Melee	3	2+	5	-2	2
Guardian spear	Melee	7	2+	7	-2	2
Interceptor lance LANCE	Melee	6	2+	7	-2	2
Misericordia EXTRA ATTACKS	Melee	2	2+	5	-2	1
Pyrrhite spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1

KATAPHRAKTOI EXEMPLAR [CRUCIBLE] -
IMPERIUM - ADEPTUS CUSTODES

150 PTS

M	T	Sv	W	LD	OC
12"	7	2+	8	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Kataphraktoi Exemplar [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultwords - Behemor, ➤ Vaultwords - Hurricanis, ➤ Vaultwords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Imperium, Crucible, Kataphraktoi Exemplar, Mounted, Dawneagle Jetbike, Fly, Emissaries

FACTION KEYWORDS: Adeptus Custodes

➤ Vaultwords - Behemor PRECISION	Melee	6	2+	7	-2	2
➤ Vaultwords - Hurricanis SUSTAINED HITS 1	Melee	9	2+	5	-1	1
➤ Vaultwords - Victus DEVASTATING WOUNDS	Melee	5	2+	6	-3	3

ABILITIES

CORE - Leader, Leader

Abyssal Void

Models in this unit have the Lone Operative ability.

Fiend Slayer

Each time this model makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

Singular Expertise

While this model is not leading a unit, each time this model makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Swift Onslaught

While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader

This model can be attached to the following units: Allarus Custodians

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

KATAPHRAKTOI EXEMPLAR [CRUCIBLE] -
IMPERIUM - ADEPTUS CUSTODES

150 PTS

M	T	Sv	W	LD	OC
12"	7	2+	8	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Kataphraktoi Exemplar [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Imperium, Crucible, Kataphraktoi Exemplar, Mounted, Dawneagle Jetbike, Fly, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

KATAPHRAKTOI EXEMPLAR [CRUCIBLE] -
IMPERIUM - ADEPTUS CUSTODES

150 PTS

M	T	Sv	W	LD	OC
12"	7	2+	8	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Kataphraktoi Exemplar [Crucible]
Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus
Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Imperium, Crucible, Kataphraktoi Exemplar, Mounted, Dawneagle Jetbike, Fly, Emissaries
FACTION KEYWORDS: Adeptus Custodes

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Martial Ka'tah
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.
Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KNIGHT-CENTURA - IMPERIUM - ADEPTUS
CUSTODES

55 PTS

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight-Centura (32mm)

Equipped with: Master-crafted Flamer, Master-crafted boltgun, Executioner Greatblade, Gun Stock

Wargear Options:

- This model can replace its Executioner Greatblade with Master-crafted Flamer or Master-crafted boltgun.

KEYWORDS: Knight-Centura, Infantry, Anathema Psykana, Imperium, Character, Leader

FACTION KEYWORDS: Anathema Psykana

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Flamer <small>ANTI-PSYKER 4+, ASSAULT, BLAST 2, TORRENT</small>	12"	4	-	4	-1	1
Master-crafted boltgun <small>ANTI-PSYKER 4+, ASSAULT, RAPID FIRE 1</small>	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner Greatblade <small>ANTI-PSYKER 5+, CLEAVE 1, DEVASTATING WOUNDS: PSYKER</small>	Melee	4	2+	5	-2	2
Gun Stock	Melee	3	3+	3	0	1

ABILITIES

CORE - Support

Corner the Quarry

When an enemy unit (excluding MONSTERS/VEHICLES) engaged with this unit makes a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

Creeping Dread (Aura)

In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.

Seeker's Instincts

- This unit has +2" M.
- This unit can re-roll advance rolls and charge rolls.

Leader

This model can be attached to the following units:

- Prosecutors
- Vigilators
- Witchseekers

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

KNIGHT-CENTURA - IMPERIUM - ADEPTUS
CUSTODES

55 PTS

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight-Centura (32mm)

Equipped with: Master-crafted Flamer, Master-crafted boltgun, Executioner Greatblade, Gun Stock

Wargear Options:

- This model can replace its Executioner Greatblade with Master-crafted Flamer or Master-crafted boltgun.

KEYWORDS: Knight-Centura, Infantry, Anathema Psykana, Imperium, Character, Leader

FACTION KEYWORDS: Anathema Psykana

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Daughters of the Abyss

- Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.
 - Friendly Anathema Psykana units with this ability have the following ability:
- Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.

CORE RULES

Cleave

This ability always takes the form **[CLEAVE X]**. Each time you gather attack dice for a **[CLEAVE]** weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a **[CLEAVE 1]** weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KNIGHT-CENTURA - IMPERIUM - ADEPTUS CUSTODES

55 PTS

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight-Centura (32mm)

Equipped with: Master-crafted Flamer, Master-crafted boltgun, Executioner Greatblade, Gun Stock

Wargear Options:

- This model can replace its Executioner Greatblade with Master-crafted Flamer or Master-crafted boltgun.

KEYWORDS: Knight-Centura, Infantry, Anathema Psykana, Imperium, Character, Leader

FACTION KEYWORDS: Anathema Psykana

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

NULL MAIDEN [CRUCIBLE] - IMPERIUM -
ADEPTUS CUSTODES

65 PTS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Null Maiden [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Crucible, Null Maiden, Anathema Psykana, Emissaries
FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher BLAST	18"	D6	2+	4	-1	1
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian spear ASSAULT	24"	2	2+	4	-1	2
Master-crafted boltgun RAPID FIRE 1	24"	1	2+	4	0	2
Pyrrhite spear MELTA 2	12"	1	2+	9	-4	D6
Salvo launcher TWIN-LINKED	24"	1	2+	10	-3	D6+1
Sentinel blade ASSAULT, PISTOL	12"	2	2+	4	-1	2
Vertus hurricane bolter RAPID FIRE 3, TWIN-LINKED	18"	3	2+	4	-1	2
Witchseeker flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	2+	9	-1	3
Close combat weapon	Melee	4	2+	3	0	1
Executioner greatblade ANTI-PSYKER 5+, DEVASTATING WOUNDS	Melee	3	2+	5	-2	2
Guardian spear	Melee	7	2+	7	-2	2
Interceptor lance LANCE	Melee	6	2+	7	-2	2
Misericordia EXTRA ATTACKS	Melee	2	2+	5	-2	1
Pyrrhite spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1

NULL MAIDEN [CRUCIBLE] - IMPERIUM -
ADEPTUS CUSTODES

65 PTS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Null Maiden [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrihite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrihite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrihite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Crucible, Null Maiden, Anathema Psykana, Emissaries
FACTION KEYWORDS: Adeptus Custodes

➤ Vaultswords - Behemor PRECISION	Melee	6	2+	7	-2	2
➤ Vaultswords - Hurricanis SUSTAINED HITS 1	Melee	9	2+	5	-1	1
➤ Vaultswords - Victus DEVASTATING WOUNDS	Melee	5	2+	6	-3	3

ABILITIES

CORE - Leader, Leader

Abyssal Void

Models in this unit have the Lone Operative ability.

Daughter of the Abyss

This model has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Singular Expertise

While this model is not leading a unit, each time this model makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Swift Onslaught

While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader

This model can be attached to the following units: Allarus Custodians

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

NULL MAIDEN [CRUCIBLE] - IMPERIUM -
ADEPTUS CUSTODES

65 PTS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Null Maiden [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrrhite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Crucible, Null Maiden, Anathema Psykana, Emissaries
FACTION KEYWORDS: Adeptus Custodes

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

NULL MAIDEN [CRUCIBLE] - IMPERIUM -
ADEPTUS CUSTODES

65 PTS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Null Maiden [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrihite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ► Vaultswords - Behemor, ► Vaultswords - Hurricanis, ► Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrihite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrihite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Crucible, Null Maiden, Anathema Psykana, Emissaries
FACTION KEYWORDS: Adeptus Custodes

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

ORION ASSAULT DROPSHIP - IMPERIUM -
ADEPTUS CUSTODES

690 PTS

M	T	Sv	W	LD	OC
14"	12	2+	22	6+	0

INVULNERABLE
SAVE



AUFSTELLUNG

1x Orion Assault Dropship (160mm)
Equipped with: 2x Arachnus heavy blaze cannon, 2x Spiculus heavy bolt launcher, 2x Twin lastrum bolt cannon, Armoured hull

KEYWORDS: Vehicle, Transport, Fly, Imperium, Orion Assault Dropship, Emissaries
FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Arachnus heavy blaze cannon	36"	4	2+	12	-3	D3+3
2x Spiculus heavy bolt launcher BLAST 2	36"	8	2+	7	-1	2
2x Twin lastrum bolt cannon SUSTAINED HITS 1, TWIN-LINKED	36"	3	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

Assault Dropship

In your Movement phase, when a friendly Adeptus Custodes unit is selected to make a tactical disembark move from this unit, if that unit is then selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

TRANSPORT

Orion Assault Dropship

This model has a transport capacity of 12 Adeptus Custodes Infantry models. Or 1 Dreadnought models. While transporting 1 Dreadnought unit, this unit also has a transport capacity of 6 Adeptus Custodes Infantry models.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

ORION ASSAULT DROPSHIP - IMPERIUM -
ADEPTUS CUSTODES

690 PTS

M	T	Sv	W	LD	OC
14"	12	2+	22	6+	0

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Orion Assault Dropship (160mm)
Equipped with: 2x Arachnus heavy blaze cannon, 2x Spiculus heavy bolt launcher, 2x Twin lastrum bolt cannon, Armoured hull

KEYWORDS: Vehicle, Transport, Fly, Imperium, Orion Assault Dropship, Emissaries
FACTION KEYWORDS: Adeptus Custodes

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

PALLAS GRAV-ATTACK - IMPERIUM - ADEPTUS CUSTODES

135 PTS

M	T	Sv	W	LD	OC
12"	9	2+	10	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Pallas Grav-attack (105x70mm Oval Base)

Equipped with: Twin Arachnus Blaze Cannon, Twin Iliastus Accelerator Fusil, Armoured hull

Wargear Options:

- This model can replace its Twin Iliastus Accelerator Fusil with Twin Arachnus Blaze Cannon.

KEYWORDS: Vehicle, Fly, Pallas Grav-attack, Imperium, Frame, Grav-assault, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Arachnus Blaze Cannon <small>TWIN-LINKED</small>	24"	2	2+	10	-3	D3+2
Twin Iliastus Accelerator Fusil <small>RAPID FIRE 2, TWIN-LINKED</small>	48"	2	2+	10	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	4	4+	6	0	1

ABILITIES

Flare Shields

This unit has a 4+ InSv against ranged attacks.

Mobile Hunter

In your Shooting phase, when this unit has shot, you can use this ability. If you do:

- This unit can make a normal move of up to D6".
- This unit is not eligible to declare a charge until the end of the turn.

WEAPON ABILITIES

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

PALLAS GRAV-ATTACK - IMPERIUM - ADEPTUS CUSTODES

135 PTS

M	T	Sv	W	LD	OC
12"	9	2+	10	5+	2

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Pallas Grav-attack (105x70mm Oval Base)
Equipped with: Twin Arachnus Blaze Cannon, Twin Iliastus Accelerator Fusil, Armoured hull
Wargear Options:
■ This model can replace its Twin Iliastus Accelerator Fusil with Twin Arachnus Blaze Cannon.

KEYWORDS: Vehicle, Fly, Pallas Grav-attack, Imperium, Frame, Grav-assault, Emissaries
FACTION KEYWORDS: Adeptus Custodes

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

PROSECUTOR SQUAD - IMPERIUM -
ADEPTUS CUSTODES

45–90 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	2

AUFSTELLUNG

4-10x Prosecutor (32mm)

Equipped with: Boltgun, Gun Stock

KEYWORDS: Prosecutor Squad, Imperium, Infantry, Anathema Psykana

FACTION KEYWORDS: Anathema Psykana

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun ANTI-PSYKER 4+, ASSAULT, RAPID FIRE 1	24"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gun Stock	Melee	3	3+	3	0	1

ABILITIES

Creeping Dread (Aura)

In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.

Purity of Execution

In your Shooting phase, you can select one visible enemy unit within 18" of this unit. That unit is detected.
- While a unit is detected, that unit has +3" detection range.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Daughters of the Abyss

- Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.
- Friendly Anathema Psykana units with this ability have the following ability:
Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.

SAGITTARUM CUSTODIANS SODALITY

[LEGENDS] - IMPERIUM - ADEPTUS CUSTODES

185 PTS

SAGITTARUM CUSTODIAN

M	T	Sv	W	LD	OC
8"	7	2+	5	5+	3

INVULNERABLE
SAVE



AUFSTELLUNG

3x Sagittarum Custodian - Equipped with: Adrastus bolt caliver, Misericordia

KEYWORDS: Infantry, Imperium, Sagittarum Custodian Sodality, Emissaries, Trusted Sentinel

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrastus bolt caliver SUSTAINED HITS 1	36"	3	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Misericordia	Melee	4	2+	6	-2	1

ABILITIES

Disintegration Beams

(Once per battle, per unit)

In your Shooting phase, you can use this ability. If you do, this unit's ranged attacks have [DEVASTATING WOUNDS].

Saturation Volleys

In your Shooting phase, after this unit has shot, you can select one enemy non-Monster/Vehicle unit hit by those attacks. That unit is suppressed until the start of your next turn:

- While a unit is suppressed, that unit's attacks have -1 to hit rolls.

WEAPON ABILITIES

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

SAGITTARUM CUSTODIANS SODALITY

[LEGENDS] - IMPERIUM - ADEPTUS CUSTODES

185 PTS

SAGITTARUM CUSTODIAN

M	T	Sv	W	LD	OC
8"	7	2+	5	5+	3

INVULNERABLE
SAVE



AUFSTELLUNG

3x Sagittarum Custodian - Equipped with: Adrastus bolt caliver, Misericordia

KEYWORDS: Infantry, Imperium, Sagittarum Custodian Sodality, Emissaries, Trusted Sentinel

FACTION KEYWORDS: Adeptus Custodes

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

SENTINEL GUARD SODALITY - IMPERIUM -
ADEPTUS CUSTODES

240 PTS

SENTINEL GUARD

M	T	Sv	W	LD	OC
8"	7	2+	5	5+	3

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Sentinel Guard - Equipped with: Sentinel Blade (40mm)

KEYWORDS: Infantry, Battleline, Imperium, Trusted Sentinel, Sentinel Guard Sodality, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sentinel Blade ASSAULT, CLOSE-QUARTERS	12"	4	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sentinel Blade	Melee	5	2+	6	-2	2

ABILITIES

Praesidium Shield

Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Stand Vigil

This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE] if any of the following apply:

- This unit is within range of an objective.
- The target of those attacks is within range of an objective.

Vexilla

- This unit has +1 OC.
- This unit can ignore modifiers to this unit's Ld.

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SENTINEL GUARD SODALITY - IMPERIUM -
ADEPTUS CUSTODES

240 PTS

SENTINEL GUARD

M	T	Sv	W	LD	OC
8"	7	2+	5	5+	3

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Sentinel Guard - Equipped with: Sentinel Blade (40mm)

KEYWORDS: Infantry, Battleline, Imperium, Trusted Sentinel, Sentinel Guard Sodality, Emissaries
FACTION KEYWORDS: Adeptus Custodes

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

SHIELD-CAPTAIN - IMPERIUM - ADEPTUS CUSTODES

180 PTS

M	T	Sv	W	LD	OC
8"	7	2+	8	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Shield-Captain (40mm)

Equipped with: Castellan Axe, Guardian Spear, Pyrihite Spear, Eternity-pattern Paragon Blade

Wargear Options:

- This model can replace its Pyrihite Spear & Praesidium shield with Paragon Blade & Praesidium Shield, Guardian Spear or Castellan Axe.

KEYWORDS: Shield-Captain, Imperium, Character, Infantry, Leader, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castellan Axe ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2
Guardian Spear ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2
Pyrihite Spear ASSAULT, MELTA 2	12"	1	2+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan Axe	Melee	5	2+	10	-2	4
Eternity-pattern Paragon Blade PRECISION	Melee	6	2+	10	-3	3
Guardian Spear CLEAVE 1	Melee	8	2+	8	-2	2
Pyrihite Spear CLEAVE 1	Melee	8	2+	8	-2	2

ABILITIES

CORE - Leader

Master of the Ka'tahs
(Once per battle round, per unit)
If this unit is not readied, you can use this ability. If you do, this unit is readied.

Praesidium Shield
Attacks allocated to this model have -1 D.

Vengeful Surge
(Once per battle, per unit)
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit lost a wound as a result of those attacks, this unit can make a surge move of up to D6+2"

Leader
This model can be attached to the following units: CUSTODIAN GUARD, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS, CUSTODIAN WARDENS, SAGITTARUM CUSTODIANS

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

SHIELD-CAPTAIN - IMPERIUM - ADEPTUS CUSTODES

180 PTS

M	T	Sv	W	LD	OC
8"	7	2+	8	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Shield-Captain (40mm)
Equipped with: Castellan Axe, Guardian Spear, Pyrrhite Spear, Eternity-pattern Paragon Blade
Wargear Options:
■ This model can replace its Pyrrhite Spear & Praesidium shield with Paragon Blade & Praesidium Shield, Guardian Spear or Castellan Axe.

KEYWORDS: Shield-Captain, Imperium, Character, Infantry, Leader, Emissaries
FACTION KEYWORDS: Adeptus Custodes

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Aquila Commander
At the start of the battle round, if a model with this ability is your Warlord, gain 1CP.

Martial Ka'tah
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.
Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).
Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

SHIELD-CAPTAIN IN ALLARUS
TERMINATOR ARMOUR - IMPERIUM -
ADEPTUS CUSTODES

185 PTS

M	T	Sv	W	LD	OC
7"	8	2+	9	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Shield-Captain in Allarus Terminator Armour (40mm)
Equipped with: Balistus grenade launcher, Castellan Axe, Guardian Spear
Wargear Options:
■ This model can replace its Guardian Spear with Castellan Axe.

KEYWORDS: Terminator, Shield-Captain, Infantry, Imperium, Character, Leader, Emissaries
FACTION KEYWORDS: Adeptus Custodes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher <small>ASSAULT, BLAST 1</small>	18"	3	2+	5	-1	1
Castellan Axe <small>ASSAULT, RAPID FIRE 2</small>	24"	2	2+	5	-1	2
Guardian Spear <small>ASSAULT, RAPID FIRE 2</small>	24"	2	2+	5	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan Axe	Melee	5	2+	10	-2	4
Guardian Spear <small>CLEAVE 1</small>	Melee	8	2+	8	-2	2

ABILITIES

CORE - Leader

Archeotech Teleport-shunter
(Once per battle, per unit)
In your Movement phase, if this unit is unengaged and has not been selected to move this phase, you can use this ability. If you do, place this unit in strategic reserves and this unit must make an ingress move this phase.

Master of the Ka'tahs
(Once per battle round, per unit)
If this unit is not readied, you can use this ability. If you do, this unit is readied.

Leader
This model can be attached to the following units: ALLARUS CUSTODIANS, AQUILON CUSTODIANS

WEAPON ABILITIES

Assault
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

SHIELD-CAPTAIN IN ALLARUS
TERMINATOR ARMOUR - IMPERIUM -
ADEPTUS CUSTODES

185 PTS

M	T	Sv	W	LD	OC
7"	8	2+	9	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Shield-Captain in Allarus Terminator Armour (40mm)

Equipped with: Balistus grenade launcher, Castellán Axe, Guardian Spear

Wargear Options:

■ This model can replace its Guardian Spear with Castellán Axe.

KEYWORDS:

Terminator, Shield-Captain, Infantry, Imperium, Character, Leader, Emissaries

FACTION KEYWORDS:

Adeptus Custodes

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Aquila Commander

At the start of the battle round, if a model with this ability is your Warlord, gain 1CP.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

SHIELD-CAPTAIN ON DAWNEAGLE
JETBIKE - IMPERIUM - ADEPTUS
CUSTODES

205 PTS

M	T	Sv	W	LD	OC
12"	8	2+	10	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Shield-Captain on Dawneagle Jetbike (75x42mm Oval Base)

Equipped with: Hurricane bolter, Salvo launcher, Interceptor lance

Wargear Options:

- This model can replace its Salvo launcher with Hurricane bolter.

KEYWORDS: Imperium, Mounted, Character, Fly, Shield-Captain, Leader, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hurricane bolter RAPID FIRE 3, TWIN-LINKED	18"	3	2+	5	-1	2
Salvo launcher	24"	2	2+	10	-2	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor lance LANCE	Melee	8	2+	8	-2	2

ABILITIES

CORE - Leader

Master of the Ka'tahs

(Once per battle round, per unit)

If this unit is not readied, you can use this ability. If you do, this unit is readied.

Sweeping Advance

(Once per battle, per unit)

At the end of the Fight phase, if this unit was eligible to fight this phase:

- If this unit is unengaged, this unit can make a normal move.
- Or: if this unit is engaged, this unit can make a fall-back move.

Leader

This model can be attached to the following units: AGAMATUS CUSTODIANS, VERTUS PRAETORS

WEAPON ABILITIES

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

SHIELD-CAPTAIN ON DAWNEAGLE
JETBIKE - IMPERIUM - ADEPTUS
CUSTODES

205 PTS

M	T	Sv	W	LD	OC
12"	8	2+	10	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Shield-Captain on Dawneagle Jetbike (75x42mm Oval Base)

Equipped with: Hurricane bolter, Salvo launcher, Interceptor lance

Wargear Options:

- This model can replace its Salvo launcher with Hurricane bolter.

KEYWORDS: Imperium, Mounted, Character, Fly, Shield-Captain, Leader, Emissaries

FACTION KEYWORDS: Adeptus Custodes

FACTION RULES

- Aegis of the Emperor**

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.
- Aquila Commander**

At the start of the battle round, if a model with this ability is your Warlord, gain 1CP.
- Martial Ka'tah**

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

- Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

TELEMON HEAVY DREADNOUGHT -
IMPERIUM - ADEPTUS CUSTODES

280 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	5+	4

INVULNERABLE
SAVE



AUFSTELLUNG

1x Telemon Heavy Dreadnought (100mm)

Equipped with: Adrathic Desolator, Arachnus Storm Cannon, Iliastus Accelerator Culverin, Spiculus bolt launcher, Twin Neutronium Cascade Projectors, Caestus Fist, Dual Caestus Fists

Wargear Options:

- This model can replace its Dual Fists and 2 Projectors with Adrathic Desolator, 1 Fist and 1 Projectors, Arachnus Storm Cannon, 1 Fist and 1 Projectors or Iliastus Accelerator Culverin, 1 Fist and 1 Projectors.

KEYWORDS: Vehicle, Imperium, Telemon Heavy Dreadnought, Walker, Dreadnought, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic Desolator	24"	4	2+	10	-2	4
Arachnus Storm Cannon DEVASTATING WOUNDS, SUSTAINED HITS 1	24"	12	2+	6	-1	1
Iliastus Accelerator Culverin RAPID FIRE 3	48"	3	2+	10	-1	3
Spiculus bolt launcher BLAST 2	36"	6	2+	5	-1	1
Twin Neutronium Cascade Projectors BLAST 1, TORRENT, TWIN-LINKED	12"	3	-	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Caestus Fist	Melee	5	2+	14	-3	4
Dual Caestus Fists TWIN-LINKED	Melee	7	2+	14	-3	4

ABILITIES

Guardian Eternal

Ranged attacks that target this unit have -1 D.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

TELEMON HEAVY DREADNOUGHT -
IMPERIUM - ADEPTUS CUSTODES

280 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	5+	4

INVULNERABLE
SAVE



AUFSTELLUNG

1x Telemon Heavy Dreadnought (100mm)

Equipped with: Adrathic Desolator, Arachnus Storm Cannon, Iliastus Accelerator Culverin, Spiculus bolt launcher, Twin Neutronium Cascade Projectors, Caestus Fist, Dual Caestus Fists

Wargear Options:

- This model can replace its Dual Fists and 2 Projectors with Adrathic Desolator, 1 Fist and 1 Projectors, Arachnus Storm Cannon, 1 Fist and 1 Projectors or Iliastus Accelerator Culverin, 1 Fist and 1 Projectors.

KEYWORDS: Vehicle, Imperium, Telemon Heavy Dreadnought, Walker, Dreadnought, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

TRAJANN VALORIS - IMPERIUM - ADEPTUS CUSTODES

265 PTS

M	T	Sv	W	LD	OC
8"	7	2+	10	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Trajann Valoris (40mm)
Equipped with: Eagle's Scream, Watcher's Axe

KEYWORDS: Trajann Valoris, Epic Hero, Character, Infantry, Imperium, Leader, Emissaries
FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eagle's Scream ASSAULT, RAPID FIRE 2	24"	2	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Watcher's Axe CLEAVE 1	Melee	6	2+	12	-3	4

ABILITIES

CORE - Leader

Captain-General (Aura)
Friendly Adeptus Custodes units (excluding MONSTER/VEHICLE units) within 6" of this model can:
- Re-roll hit rolls of 1
- Re-roll wound rolls of 1

Moment Shackle
(Once per battle, per army)
At the start of any phase, you can select one of the following to take effect until the end of the phase:
- This model's Watcher's Axe weapon has +3 A.
- This model has 3+ InSv.

Leader
This model can be attached to the following units: ALLARUS CUSTODIANS, AQUILON TERMINATORS WITH SOLARITE POWER GAUNTLETS, AQUILON TERMINATORS WITH SOLARITE POWER TALONS, CUSTODIAN GUARD SODALITY, CUSTODIAN GUARD SODALITY WITH ADRASITE SPEARS, CUSTODIAN GUARD SODALITY WITH PYRITHITE SPEARS, CUSTODIAN WARDENS, SAGITTARUM CUSTODIANS SODALITY, SENTINEL GUARD SODALITY

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Aquila Commander
At the start of the battle round, if a model with this ability is your Warlord, gain 1CP.

TRAJANN VALORIS - IMPERIUM - ADEPTUS CUSTODES

265 PTS

M	T	Sv	W	LD	OC
8"	7	2+	10	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Trajann Valoris (40mm)

Equipped with: Eagle's Scream, Watcher's Axe

KEYWORDS: Trajann Valoris, Epic Hero, Character, Infantry, Imperium, Leader, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).
Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

VALERIAN [LEGENDS] - IMPERIUM -
ADEPTUS CUSTODES

130 PTS

M	T	Sv	W	LD	OC
8"	7	2+	8	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Valerian [Legends]
Equipped with: Gnosis

KEYWORDS: Valerian, Infantry, Character, Imperium, Shield-Captain, Epic Hero, Leader, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gnosis ASSAULT, RAPID FIRE 2	24"	3	2+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gnosis	Melee	7	2+	8	-3	3

ABILITIES

CORE - Leader

- Golden Laurels

Attacks that target this unit have -1 AP.
- Hero of Lion's Gate

(Once per battle, per unit)
After making a hit roll, wound roll or save roll for this model, you can change the result to an unmodified 6.
- Leader

This model can be attached to the following units: CUSTODIAN GUARD, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS, CUSTODIAN WARDENS, SAGITTARUM CUSTODIANS

WEAPON ABILITIES

- Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

- Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.
- Aquila Commander

At the start of the battle round, if a model with this ability is your Warlord, gain 1CP.
- Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.
Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

VALERIAN [LEGENDS] - IMPERIUM -
ADEPTUS CUSTODES

130 PTS

M	T	Sv	W	LD	OC
8"	7	2+	8	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

1x Valerian [Legends]

Equipped with: Gnosis

KEYWORDS: Valerian, Infantry, Character, Imperium, Shield-Captain, Epic Hero, Leader, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

VENATARI WITH KINETIC DESTROYERS -
IMPERIUM - ADEPTUS CUSTODES

255 PTS

VENATARI

M	T	Sv	W	LD	OC
12"	7	2+	5	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Venatari - Equipped with: Kinetic destroyer, Tarsis buckler (40mm)

KEYWORDS: Imperium, Infantry, Fly, Jump Pack, Venatari with Kinetic Destroyers, Explosives, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kinetic destroyer ASSAULT, CLOSE-QUARTERS, SUSTAINED HITS 1	18"	4	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tarsis buckler SUSTAINED HITS 1	Melee	5	2+	6	-2	1

ABILITIES

Neutronium Cascade Mine
(Once per battle, per unit)

At the start of any phase, you can select one enemy unit within 3" of this unit and roll one D6. On a 2+:

- That enemy unit suffers D3 mortal wounds.
- Or: if that enemy unit is a VEHICLE/MONSTER unit that enemy unit suffers 2D3 mortal wounds.

Strike from the Skies
In your Shooting phase, if this unit made an ingress move this turn, this unit's ranged attacks can re-roll hit rolls.

Take Wing
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

WEAPON ABILITIES

Assault
Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

VENATARI WITH KINETIC DESTROYERS -
IMPERIUM - ADEPTUS CUSTODES

255 PTS

VENATARI

M	T	Sv	W	LD	OC
12"	7	2+	5	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Venatari - Equipped with: Kinetic destroyer, Tarsis buckler (40mm)

KEYWORDS: Imperium, Infantry, Fly, Jump Pack, Venatari with Kinetic Destroyers, Explosives, Emissaries

FACTION KEYWORDS: Adeptus Custodes

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

VENATARI WITH VERUTUM LANCES -
IMPERIUM - ADEPTUS CUSTODES

270–300 PTS

VENATARI

M	T	Sv	W	LD	OC
12"	7	2+	5	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Venatari - Equipped with: Verutum Lance (40mm)

KEYWORDS: Imperium, Infantry, Fly, Jump Pack, Venatari with Kinetic Destroyers, Explosives, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Verutum Lance ASSAULT	18"	1	2+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Verutum Lance LANCE, PRECISION	Melee	5	2+	7	-2	2

ABILITIES

Neutronium Cascade Mine
(Once per battle, per unit)

At the start of any phase, you can select one enemy unit within 3" of this unit and roll one D6. On a 2+:

- That enemy unit suffers D3 mortal wounds.
- Or: if that enemy unit is a VEHICLE/MONSTER unit that enemy unit suffers 2D3 mortal wounds.

Swift Ruin
(Once per phase, per army)

You can target this unit with the Rapid Ingress stratagem regardless of any other uses of that stratagem this phase. If you do:

- That use is -1CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Take Wing

At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

VENATARI WITH VERUTUM LANCES -
IMPERIUM - ADEPTUS CUSTODES

270–300 PTS

VENATARI

M	T	Sv	W	LD	OC
12"	7	2+	5	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Venatari - Equipped with: Verutum Lance (40mm)

KEYWORDS: Imperium, Infantry, Fly, Jump Pack, Venatari with Kinetic Destroyers, Explosives, Emissaries

FACTION KEYWORDS: Adeptus Custodes

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

VENERABLE CONTEMPTOR
DREADNOUGHT [LEGENDS] - IMPERIUM -
ADEPTUS CUSTODES

220 PTS

M	T	Sv	W	LD	OC
9"	10	2+	12	5+	3

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Venerable Contemptor Dreadnought [Legends]

Equipped with: Combi-bolter, Kheres-pattern assault cannon, Multi-melta, Contemptor Fist

Wargear Options:

■ This model can replace its Multi-melta with Kheres-pattern assault cannon.

KEYWORDS: Venerable Contemptor Dreadnought, Vehicle, Walker, Imperium, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Kheres-pattern assault cannon SUSTAINED HITS 1	24"	6	2+	7	-2	2
Multi-melta MELTA 3	18"	2	2+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Contemptor Fist	Melee	5	2+	12	-3	D3+3

ABILITIES

Unyielding Ancient

(Once per battle, per unit)

At the end of a phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged and with 3 wounds remaining

WEAPON ABILITIES

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

VENERABLE CONTEMPTOR
DREADNOUGHT [LEGENDS] - IMPERIUM -
ADEPTUS CUSTODES

220 PTS

M	T	Sv	W	LD	OC
9"	10	2+	12	5+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Venerable Contemptor Dreadnought [Legends]
Equipped with: Combi-bolter, Kheres-pattern assault cannon, Multi-melta, Contemptor Fist
Wargear Options:
■ This model can replace its Multi-melta with Kheres-pattern assault cannon.

KEYWORDS: Venerable Contemptor Dreadnought, Vehicle, Walker, Imperium, Emissaries
FACTION KEYWORDS: Adeptus Custodes

FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.
Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

VENERABLE LAND RAIDER [LEGENDS] -
IMPERIUM - ADEPTUS CUSTODES

230 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	7+	5

AUFSTELLUNG
1x Venerable Land Raider [Legends]
Equipped with: 2x Godhammer lascannon, Hunter-killer missile, Storm bolter, Twin heavy bolter, Armoured tracks
Wargear Options:
■ This model can be equipped with 1x Hunter-killer missile.

KEYWORDS: Venerable Land Raider, Transport, Vehicle, Imperium, Smoke, Frame, Emissaries
FACTION KEYWORDS: Adeptus Custodes

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Godhammer lascannon	48"	2	2+	12	-3	D3+3
Hunter-killer missile <small>ONE SHOT</small>	48"	1	2+	14	-3	D3+3
Storm bolter <small>RAPID FIRE 2</small>	24"	2	2+	5	-1	1
Twin heavy bolter <small>RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	2+	5	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move.

TRANSPORT

Venerable Land Raider
This model has a transport capacity of 6 ADEPTUS CUSTODES INFANTRY models.

WEAPON ABILITIES

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

VENERABLE LAND RAIDER [LEGENDS] -
IMPERIUM - ADEPTUS CUSTODES

230 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	7+	5

AUFSTELLUNG
1x Venerable Land Raider [Legends]
Equipped with: 2x Godhammer lascannon, Hunter-killer missile, Storm bolter, Twin heavy bolter, Armoured tracks
Wargear Options:
■ This model can be equipped with 1x Hunter-killer missile.

KEYWORDS: Venerable Land Raider, Transport, Vehicle, Imperium, Smoke, Frame, Emissaries
FACTION KEYWORDS: Adeptus Custodes

FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

VERTUS PRAETORS - IMPERIUM -
ADEPTUS CUSTODES

220–330 PTS

M	T	Sv	W	LD	OC
12"	8	2+	7	5+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

2-3x Vertus Praetor (75x42mm Oval Base)

Equipped with: Hurricane bolter, Salvo launcher, Interceptor lance

Wargear Options:

- Each Vertus Praetor can replace its Salvo launcher with Hurricane bolter.

KEYWORDS: Fly, Mounted, Imperium, Vertus Praetors, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hurricane bolter RAPID FIRE 3, TWIN-LINKED	18"	3	2+	5	-1	2
Salvo launcher	24"	2	2+	10	-2	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor lance LANCE	Melee	6	2+	8	-2	2

ABILITIES

Quicksilver Execution

If this unit made a charge move this turn, this unit's melee attacks have [SUSTAINED HITS 1]

WEAPON ABILITIES

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

VIGILATOR SQUAD - IMPERIUM -
ADEPTUS CUSTODES

50–100 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

AUFSTELLUNG 4-10x Vigilator (32mm) Equipped with: Executioner greatblade	KEYWORDS: Vigilator Squad, Anathema Psykana, Infantry, Imperium FACTION KEYWORDS: Anathema Psykana
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⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner greatblade <small>ANTI-PSYKER 5+, DEVASTATING WOUNDS: PSYKER</small>	Melee	3	3+	5	-2	2

ABILITIES

Creeping Dread (Aura) In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.
Deft Parry Melee attacks that target this unit have -1 to hit rolls.

WEAPON ABILITIES

Anti This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound. <i>Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.</i>
Devastating Wounds Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks. Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost. <i>Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.</i>

FACTION RULES

Daughters of the Abyss - Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks. - Friendly Anathema Psykana units with this ability have the following ability: Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.
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WITCHSEEKER SQUAD - IMPERIUM -
ADEPTUS CUSTODES

55–110 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

AUFSTELLUNG 4-10x Witchseeker (32mm) Equipped with: Flamer, Gun Stock	KEYWORDS: Witchseeker Squad, Anathema Psykana, Infantry, Imperium FACTION KEYWORDS: Anathema Psykana
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer ANTI-PSYKER 4+, ASSAULT, BLAST 1, TORRENT	12"	3	-	4	-1	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gun Stock	Melee	3	3+	3	0	1

ABILITIES

Creeping Dread (Aura) In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.
Sanctified Flames In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll* with -1 to that battle-shock roll if that enemy unit is a Psyker unit..

WEAPON ABILITIES

Anti This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound. <i>Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.</i>
Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
Blast Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead. <i>Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).</i>
Torrent Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Daughters of the Abyss - Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks. - Friendly Anathema Psykana units with this ability have the following ability: Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.
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WITCHSEEKER SQUAD - IMPERIUM -
ADEPTUS CUSTODES

55–110 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

AUFSTELLUNG 4-10x Witchseeker (32mm) Equipped with: Flamer, Gun Stock	KEYWORDS: Witchseeker Squad, Anathema Psykana, Infantry, Imperium FACTION KEYWORDS: Anathema Psykana
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CORE RULES

Scouts 7" This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following: <ul style="list-style-type: none">- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.- If that unit is wholly within your deployment zone, it can make a scout move.- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.
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PUNKTELISTE

EINHEIT	PUNKTE
Aleya [Legends]	55 pts
Allarus Custodians	180 pts (bis 2 Modelle) · 270 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Anathema Psykana Rhino	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Aquilon Terminators with Solarite Power Gauntlets	285 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Aquilon Terminators with Solarite Power Talons	275 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Ares Gunship	580 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Blade Champion	175 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Caladius Annihilator Grav-tank	250 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Caladius Grav-tank	230 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Contemptor-Achillus Dreadnought	230 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Contemptor-Galatus Dreadnought	220 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Coronus Grav-carrier	225 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Custodian Guard Sodality	240 pts · ab der 4. gleichnamigen Einheit im Heer: +30 pts
Custodian Guard Sodality with Adrasite Spears [Legends]	200 pts
Custodian Guard Sodality with Pyrithite Spears [Legends]	215 pts
Custodian Wardens	200 pts (bis 2 Modelle) · 295 pts (ab 3 Modellen) · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Guardian of the Throne [Crucible]	130 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Gyrfalcon Jetbike Sodality	260 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Kataphraktoi Exemplar [Crucible]	150 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Knight-Centura	55 pts
Null Maiden [Crucible]	65 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Orion Assault Dropship	690 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Pallas Grav-attack	135 pts
Prosecutor Squad	45 pts (bis 4 Modelle) · 50 pts (5 Modelle) · 80 pts (6–9 Modelle) · 90 pts (ab 10 Modellen)
Sagittarum Custodians Sodality [Legends]	185 pts
Sentinel Guard Sodality	240 pts · ab der 4. gleichnamigen Einheit im Heer: +30 pts
Shield-Captain	180 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Shield-Captain in Allarus Terminator Armour	185 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Shield-Captain on Dawneagle Jetbike	205 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Telemon Heavy Dreadnought	280 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Trajann Valoris	265 pts
Valerian [Legends]	130 pts
Venatari with Kinetic Destroyers	255 pts · ab der 3. gleichnamigen Einheit im Heer: +25 pts

EINHEIT	PUNKTE
Venatari with Verutum Lances	270 pts (bis 3 Modelle) · 300 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Venerable Contemptor Dreadnought [Legends]	220 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Venerable Land Raider [Legends]	230 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Vertus Praetors	220 pts (bis 2 Modelle) · 330 pts (ab 3 Modellen) · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Vigilator Squad	50 pts (bis 4 Modelle) · 55 pts (5 Modelle) · 90 pts (6–9 Modelle) · 100 pts (ab 10 Modellen)
Witchseeker Squad	55 pts (bis 4 Modelle) · 60 pts (5 Modelle) · 100 pts (6–9 Modelle) · 110 pts (ab 10 Modellen)

ENHANCEMENTS — AQUILAN SHIELD

ENHANCEMENT	PUNKTE
Not a Shell Wasted	10 pts
Pareldor's Caducatrix	30 pts

ENHANCEMENTS — AURIC CHAMPIONS

ENHANCEMENT	PUNKTE
Inspirational Exemplar	10 pts
Shroud of the Hidden Blade	20 pts
Superior Creation	30 pts

ENHANCEMENTS — DREAD HOST

ENHANCEMENT	PUNKTE
Flawless Bladework	15 pts
Auric Exemplar	15 pts

ENHANCEMENTS — EMISSARIES IMPERATUS

ENHANCEMENT	PUNKTE
Edge of the Blade	15 pts
Auriferous Orb	20 pts

ENHANCEMENTS — EMPEROR'S CHOSEN

ENHANCEMENT	PUNKTE
From the Hall of Armouries	15 pts
Radiant Mantle	40 pts

ENHANCEMENTS — GRAV-ASSAULT FORCE

ENHANCEMENT	PUNKTE
Combat Deployment	20 pts
Anti-Gravitic Mobility	15 pts

ENHANCEMENTS — GUARDIANS OF THE THRONE

ENHANCEMENT	PUNKTE
Bane of Abominations	20 pts
Emperor's Light	15 pts
Castellan's Mark	25 pts
Eagle's Eye	30 pts

ENHANCEMENTS — HONOURED COMPANIONS

ENHANCEMENT	PUNKTE
Arae-shrike	20 pts
Celeritous Sentries	15 pts

ENHANCEMENTS — LIONS OF THE EMPEROR

ENHANCEMENT	PUNKTE
Lightning Descent	20 pts
Leonine Ferocity	20 pts

ENHANCEMENTS — MIGHT OF THE MORITOI

ENHANCEMENT	PUNKTE
Memento Moritoi	30 pts
Augury Uplink	30 pts

ENHANCEMENTS — NULL MAIDEN VIGIL

ENHANCEMENT	PUNKTE
Oblivion Knight	15 pts
Huntress' Eye	10 pts

ENHANCEMENTS — SHADOWKEEPERS

ENHANCEMENT	PUNKTE
Unstoppable Destroyer	25 pts
Genalchemic Warding	30 pts

ENHANCEMENTS — SOLAR WATCH

ENHANCEMENT	PUNKTE
Sally Forth	30 pts
Auric Eagle	15 pts