CODEX

IMPERIUM - ADEPTUS CUSTODES

newvision

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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.

IMPERIUM - ADEPTUS CUSTODES

DETACHMENT OVERVIEW

13 Detachments

Aquilan Shield
3 Stratagems · 2 Enhancements

Auric Champions
2 Stratagems · 3 Enhancements

Dread Host
3 Stratagems · 2 Enhancements

Emissaries Imperatus
3 Stratagems · 2 Enhancements

Emperor's Chosen
3 Stratagems · 2 Enhancements

Grav-Assault Force
3 Stratagems · 2 Enhancements

Guardians of the Throne
6 Stratagems · 4 Enhancements

Honoured Companions
3 Stratagems · 2 Enhancements

Lions of the Emperor
3 Stratagems · 2 Enhancements

Might of the Moritoi
3 Stratagems · 2 Enhancements

Null Maiden Vigil
3 Stratagems · 2 Enhancements

Shadowkeepers
3 Stratagems · 2 Enhancements

Solar Watch
3 Stratagems · 2 Enhancements

IMPERIUM - ADEPTUS CUSTODES

AQUILAN SHIELD

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

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 RULE

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 (3/3)

1 CP AQUILAN SHIELD STRATAGEM 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 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.

1 CP AQUILAN SHIELD STRATAGEM 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.

IMPERIUM - ADEPTUS CUSTODES

AURIC CHAMPIONS

2 Stratagems · 3 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (3)

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 RULE

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 (2/2)

1 CP AURIC CHAMPIONS STRATAGEM 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 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.

IMPERIUM - ADEPTUS CUSTODES

DREAD HOST

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (2)

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 RULE

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 (3/3)

2 CP · DREAD HOST STRATAGEM · 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 · 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 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".

IMPERIUM - ADEPTUS CUSTODES

EMISSARIES IMPERATUS

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

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 RULE

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 (3/3)

1 CP EMISSARIES IMPERATUS STRATAGEM 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 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 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.

IMPERIUM - ADEPTUS CUSTODES

EMPEROR'S CHOSEN

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

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 RULE

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 (3/3)

1 CP EMPEROR'S CHOSEN STRATAGEM 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 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 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.

IMPERIUM - ADEPTUS CUSTODES

GRAV-ASSAULT FORCE

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

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 RULE

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

STRATAGEMS (3/3)

1 CP GRAV-ASSAULT FORCE STRATAGEM 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 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 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.

IMPERIUM - ADEPTUS CUSTODES

GUARDIANS OF THE THRONE

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP GUARDIANS OF THE THRONE STRATAGEM 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 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 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 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 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 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.

IMPERIUM - ADEPTUS CUSTODES

HONOURED COMPANIONS

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

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 RULE

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

STRATAGEMS (3/3)

1 CP HONOURED COMPANIONS STRATAGEM 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 HONOURED COMPANIONS STRATAGEM 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 HONOURED COMPANIONS STRATAGEM 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.

IMPERIUM - ADEPTUS CUSTODES

LIONS OF THE EMPEROR

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

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 RULE

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 (3/3)

1 CP · LIONS OF THE EMPEROR STRATAGEM · 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 · 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 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.

IMPERIUM - ADEPTUS CUSTODES

MIGHT OF THE MORITOI

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Memento Moritoi — 30 pts

This model's melee attacks have +1 A, S and D.

Augury Uplink — 30 pts

This model has Feel No Pain 5+.

DETACHMENT RULE

- 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 (3/3)

1 CP MIGHT OF THE MORITOI STRATAGEM MOVEMENT

UNCEASING ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Custodes Dreadnought unit ends an advance move.
Target: That ADEPTUS CUSTODES DREADNOUGHT unit.
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.

1 CP MIGHT OF THE MORITOI STRATAGEM SHOOTING

HONOURED INTERRED

When: Your Shooting phase or the Fight phase.
Target: One friendly Adeptus Custodes Dreadnought unit.
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.

1 CP MIGHT OF THE MORITOI STRATAGEM CHARGE

UNSTOPPABLE MOMENTUM

When: Your Movement/Charge phase, when a friendly Adeptus Custodes Dreadnought unit is selected to move or declares a charge.

Target: That ADEPTUS CUSTODES DREADNOUGHT unit.

Effect: Your unit has Mobile.

IMPERIUM - ADEPTUS CUSTODES

NULL MAIDEN VIGIL

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

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 RULE

- 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 (3/3)

1 CP · NULL MAIDEN VIGIL STRATAGEM · 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 · 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 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].

IMPERIUM - ADEPTUS CUSTODES

SHADOWKEEPERS

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (2)

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 RULE

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 (3/3)

2 CP SHADOWKEEPERS STRATAGEM 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 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 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.

IMPERIUM - ADEPTUS CUSTODES

SOLAR WATCH

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

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 RULE

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 (3/3)

1 CP SOLAR WATCH STRATAGEM 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 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 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.

IMPERIUM - ADEPTUS CUSTODES

ALEYA [LEGENDS]

55 PTS

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

5+

MELEE WEAPONS

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

AUFSTELLUNG

1x Aleya [Legends]

Equipped with: Somnus

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 RULES

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.

CORE 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.

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.

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.

IMPERIUM - ADEPTUS CUSTODES

ALLARUS CUSTODIANS

180–270 PTS

ALLARUS CUSTODIAN

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher [ASSAULT] [BLAST 1]	18"	3	2+	5	-1	1
Castellan 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
Castellan axe	Melee	3	2+	10	-2	4
Guardian Spear	Melee	6	2+	8	-2	2

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.

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 RULES

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).

CORE RULES

Aegis of the Emperor

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

ANATHEMA PSYKANA RHINO

70 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Anathema Psykana Rhino (Hull)

Equipped with: Hunter-killer missile, Storm Bolter, Armoured tracks

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.

Anathema Psykana Rhino (Transport)
Capacity: This model has a transport capacity of 12 ANATHEMA PSYKANA INFANTRY models.

WEAPON RULES

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).

KEYWORDS: Anathema Psykana, Vehicle, Dedicated Transport, Transport, Smoke, Imperium, Frame, Anathema Psykana Rhino

CORE 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.

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").

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.

IMPERIUM - ADEPTUS CUSTODES

AQUILON TERMINATORS WITH SOLARITE POWER GAUNTLETS

285 PTS

AQUILON TERMINATOR

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

4+

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

AUFSTELLUNG

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

ABILITIES

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

CORE RULES

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

AQUILON TERMINATORS WITH SOLARITE POWER TALONS

275 PTS

AQUILON TERMINATOR

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

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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.

CORE RULES

Aegis of the Emperor

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

ARES GUNSHIP

580 PTS

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

5+

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

AUFSTELLUNG

1x Ares Gunship (160mm)

Equipped with: 2x Arachnus heavy blaze cannon, Arachnus magna-blaze cannon, Armoured hull

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).

CORE RULES

Aegis of the Emperor

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

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").

IMPERIUM - ADEPTUS CUSTODES

BLADE CchampION

175 PTS

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

4+

MELEE WEAPONS

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

AUFSTELLUNG

1x Blade Champion (40mm)

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

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 RULES

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).*

CORE RULES

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

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).

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.

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.

IMPERIUM - ADEPTUS CUSTODES

CALADIUS ANNIHILATOR GRAV-TANK

250 PTS

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arachnus Blaze Carronade LETHAL HITS: MONSTER/VEHICLE	48"	4	2+	12	-3	D6+2
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

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.

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 RULES

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.

TWIN-LINKED

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

CORE RULES

◈ Aegis of the Emperor

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

◈ 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").

◈ 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.

IMPERIUM - ADEPTUS CUSTODES

CALADIUS GRAV-TANK

230 PTS

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

5+

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

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.

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 RULES

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.

CORE RULES

Aegis of the Emperor

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

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").

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.

IMPERIUM - ADEPTUS CUSTODES

CONTEMPTOR-ACHILLUS DREADNOUGHT

230 PTS

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic combi-destructor	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

AUFSTELLUNG

1x Contemptor-Achillus Dreadnought (60mm)

Equipped with: Adrathic combi-destructor, 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-destructor.

ABILITIES

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

WEAPON RULES

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.

CORE RULES

Aegis of the Emperor

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

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").

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.

IMPERIUM - ADEPTUS CUSTODES

CONTEMPTOR-GALATUS DREADNOUGHT

220 PTS

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

4+

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 CLEAVE 1 SUSTAINED HITS 1: NON-MONSTER/VEHICLE	Melee	8	2+	10	-2	3

AUFSTELLUNG

1x Contemptor-Galatus Dreadnought (60mm)

Equipped with: Warblade

ABILITIES

Unyielding Ancient

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

WEAPON RULES

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.

CORE RULES

Aegis of the Emperor

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

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").

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.

IMPERIUM - ADEPTUS CUSTODES

CORONUS GRAV-CARRIER

225 PTS

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Arachnus Blaze Cannon TWIN-LINKED	24"	2	2+	10	-3	D3+2
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

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.

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".

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

WEAPON RULES

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).*

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

Aegis of the Emperor

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

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").

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.

IMPERIUM - ADEPTUS CUSTODES

CUSTODIAN GUARD SODALITY

240 PTS

CUSTODIAN GUARD

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

4+

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

AUFSTELLUNG

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

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 RULES

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).

CORE RULES

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

CUSTODIAN GUARD SODALITY WITH ADRASITE SPEARS [LEGENDS]

200 PTS

CUSTODIAN GUARD

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

4+

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

AUFSTELLUNG

3x Custodian Guard - Equipped with: Adrasite spear

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

CORE RULES

Aegis of the Emperor

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

CUSTODIAN GUARD SODALITY WITH PYRITHITE SPEARS [LEGENDS]

215 PTS

CUSTODIAN GUARD

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

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

3x Custodian Guard - Equipped with: Pyrithite spear

ABILITIES

No Foe Shall Stand
(Once per battle, per unit)
This unit's ranged attacks have [LETHAL HITS] and [IGNORES COVER].

WEAPON RULES

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.

CORE RULES

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

CUSTODIAN WARDENS

200–295 PTS

CUSTODIAN WARDEN

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

4+

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

MELEE WEAPONS

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

AUFSTELLUNG

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

Wargear Options:

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

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 RULES

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).

CORE RULES

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

GUARDIAN OF THE THRONE [CRUCIBLE]

130 PTS

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

4+

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
Pyrithite 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
Pyrithite spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1
➤ 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

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.

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 RULES

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).

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).*

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

GYRFALCON JETBIKE SODALITY

260 PTS

GYRFALCON JETBIKE

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

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

ABILITIES

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

WEAPON RULES

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.

CORE RULES

Aegis of the Emperor

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

KATAPHRAKTOI EXEMPLAR [CRUCIBLE]

150 PTS

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

4+

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
Pyrithite 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
Pyrithite spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1
➤ 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

AUFSTELLUNG

1x Kataphraktoi Exemplar [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.

ABILITIES

CORE - Leader, Leader

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

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 RULES

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).*

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).*

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.

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.

IMPERIUM - ADEPTUS CUSTODES

KNIGHT-CENTURA

55 PTS

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Flamer [ANTI-PSYKER 4+] [ASSAULT] [BLAST 2] TORRENT	12"	4	-	4	-1	1
Master-crafted boltgun [ANTI-PSYKER 4+] [ASSAULT] [RAPID FIRE 1]	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner Greatblade [ANTI-PSYKER 5+] CLEAVE 1 [DEVASTATING WOUNDS: PSYKER]	Melee	4	2+	5	-2	2
Gun Stock	Melee	3	3+	3	0	1

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.

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

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

FACTION: Anathema Psykana 55 PTS

WEAPON RULES

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).*

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).*

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).

◈ 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.

◈ 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.

◈ 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.

IMPERIUM - ADEPTUS CUSTODES

NULL MAIDEN [CRUCIBLE]

65 PTS

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

5+

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
Pyrithite 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
Pyrithite spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1
➤ 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

AUFSTELLUNG

1x Null Maiden [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.

ABILITIES

CORE - Leader, Leader

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

FACTION: Adeptus Custodes 65 PTS

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 RULES

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).*

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).*

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.

IMPERIUM - ADEPTUS CUSTODES

ORION ASSAULT DROPSHIP

690 PTS

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

5+

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

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

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.

Orion Assault Dropship (Transport)
Capacity: 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 RULES

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).*

KEYWORDS: Vehicle, Transport, Fly, Imperium, Orion Assault Dropship, Emissaries

CORE RULES

Aegis of the Emperor

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

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").

Hover

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

IMPERIUM - ADEPTUS CUSTODES

PALLAS GRAV-ATTACK

135 PTS

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

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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.

CORE RULES

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

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").

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.

IMPERIUM - ADEPTUS CUSTODES

PROSECUTOR SQUAD

45–90 PTS

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

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

AUFSTELLUNG

4-10x Prosecutor (32mm)

Equipped with: Boltgun, Gun Stock

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 RULES

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).

CORE 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]

185 PTS

SAGITTARUM CUSTODIAN

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

4+

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

AUFSTELLUNG

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

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 RULES

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).*

CORE RULES

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

SENTINEL GUARD SODALITY

240 PTS

SENTINEL GUARD

M	T	SV	W	LD	OC	
8"	7	2+	5	5+	3	4+

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

AUFSTELLUNG

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

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 RULES

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

CORE RULES

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

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.

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.

SHIELD-CAPTAIN

180 PTS

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

4+

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
Pyrithite 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
Pyrithite Spear CLEAVE 1	Melee	8	2+	8	-2	2

AUFSTELLUNG

1x Shield-Captain (40mm)

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

Wargear Options:

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

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 RULES

ASSAULT

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

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).*

CORE 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.

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).

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.

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.

IMPERIUM - ADEPTUS CUSTODES

SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR

185 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher [ASSAULT] [BLAST 1]	18"	3	2+	5	-1	1
Castellan 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
Castellan Axe	Melee	5	2+	10	-2	4
Guardian Spear CLEAVE 1	Melee	8	2+	8	-2	2

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.

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 RULES

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).

CORE 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.

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).

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.

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.

IMPERIUM - ADEPTUS CUSTODES

SHIELD-CAPTAIN ON DAWNEAGLE JETBIKE

205 PTS

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

4+

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

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.

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 RULES

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.

CORE 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.

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.

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.

IMPERIUM - ADEPTUS CUSTODES

TELEMON HEAVY DREADNOUGHT

280 PTS

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

4+

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

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.

ABILITIES

Guardian Eternal
Ranged attacks that target this unit have -1 D.

WEAPON RULES

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).*

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

◈ Aegis of the Emperor

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

◈ 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").

◈ 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.

IMPERIUM - ADEPTUS CUSTODES

TRAJANN VALORIS

265 PTS

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

4+

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

AUFSTELLUNG

1x Trajann Valoris (40mm)

Equipped with: Eagle's Scream, Watcher's Axe

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 RULES

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).*

CORE 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.

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).

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.

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.

IMPERIUM - ADEPTUS CUSTODES

VALERIAN [LEGENDS]

130 PTS

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

4+

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

AUFSTELLUNG

1x Valerian [Legends]

Equipped with: Gnosis

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 RULES

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).

CORE 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.

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.

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.

IMPERIUM - ADEPTUS CUSTODES

VENATARI WITH KINETIC DESTROYERS

255 PTS

VENATARI

M	T	SV	W	LD	OC
12"	7	2+	5	6+	2

4+

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

AUFSTELLUNG

3x Venatari - Equipped with: Kinetic destroyer, Tarsis buckler (40mm)

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 RULES

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).*

CORE RULES

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

VENATARI WITH VERUTUM LANCES

270–300 PTS

VENATARI

M	T	SV	W	LD	OC
12"	7	2+	5	6+	2

4+

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

AUFSTELLUNG

3x Venatari - Equipped with: Verutum Lance (40mm)

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 RULES

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.

CORE RULES

Aegis of the Emperor

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

VENERABLE CONTEMPTOR DREADNOUGHT [LEGENDS]

220 PTS

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

5+

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

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.

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 RULES

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).*

CORE RULES

Aegis of the Emperor

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

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").

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.

IMPERIUM - ADEPTUS CUSTODES

VENERABLE LAND RAIDER [LEGENDS]

230 PTS

M	T	SV	W	LD	OC
10"	12	2+	16	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Godhammer lascannon	48"	2	2+	12	-3	D3+3
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

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.

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.

Venerable Land Raider (Transport)
Capacity: This model has a transport capacity of 6 ADEPTUS CUSTODES INFANTRY models.

WEAPON RULES

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.

CORE RULES

Aegis of the Emperor

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

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").

IMPERIUM - ADEPTUS CUSTODES

VERTUS PRAETORS

220–330 PTS

M	T	SV	W	LD	OC
12"	8	2+	7	5+	2

4+

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

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.

ABILITIES

Quicksilver Execution
If this unit made a charge move this turn, this unit's melee attacks have [SUSTAINED HITS 1]

WEAPON RULES

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.

CORE RULES

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

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.

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.

IMPERIUM - ADEPTUS CUSTODES

VIGILATOR SQUAD

50–100 PTS

M	T	SV	W	LD	OC
7"	3	3+	1	6+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner greatblade **ANTI-PSYKER 5+** **DEVASTATING WOUNDS: PSYKER**	Melee	3	3+	5	-2	2

AUFSTELLUNG

4-10x Vigilator (32mm)

Equipped with: Executioner greatblade

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 RULES

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.*

CORE 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.

IMPERIUM - ADEPTUS CUSTODES

WITCHSEEKER SQUAD

55–110 PTS

M	T	SV	W	LD	OC
7"	3	3+	1	6+	1

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

AUFSTELLUNG

4-10x Witchseeker (32mm)

Equipped with: Flamer, Gun Stock

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 RULES

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).

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

CORE 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.

◈ 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.

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

EINHEIT	PUNKTE
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

EINHEIT	PUNKTE
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
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

ENHANCEMENT	PUNKTE
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

ENHANCEMENT	PUNKTE
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