

C O D E X

IMPERIUM - ADEPTUS CUSTODES

newvision

INHALTSVERZEICHNIS

FRAKTIONSREGELN	5
DATASHEETS	6
Agamatus Custodians	6
Aleya	8
Allarus Custodians	10
Anathema Psykana Rhino	12
Aquilon Custodians	14
Ares Gunship	16
Blade Champion	17
Caladius Grav-tank	19
Contemptor-Achillus Dreadnought	21
Contemptor-Galatus Dreadnought	23
Coronus Grav-carrier	24
Custodian Guard	26

Custodian Guard with Adrasite and Pyrithite spears	28
Custodian Wardens	29
Guardian of the Throne [Crucible]	31
Kataphraktoi Exemplar [Crucible]	34
Knight-Centura	37
Null Maiden [Crucible]	39
Orion Assault Dropship	42
Pallas Grav-attack	44
Prosecutors	45
Sagittarum Custodians	46
Shield-Captain	47
Shield-Captain in Allarus Terminator Armour	49
Shield-Captain on Dawneagle Jetbike	51
Telemon Heavy Dreadnought	53
Trajann Valoris	55
Valerian	57
Venatari Custodians	59

Venerable Contemptor Dreadnought	61
Venerable Land Raider	63
Vertus Praetors	65
Vigilators	66
Witchseekers	67
PUNKTELISTE	68

FRAKTIONSREGELN

MARTIAL KA'TAH

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

AGAMATUS CUSTODIANS

225–450 PTS

M12"

T6

SV2+

W4

LD6+

OC2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic devastator	18"	1	2+	7	-2	3
Lastrum bolt cannon	SUSTAINED HITS 136"	3	2+	6	-1	1
Twin las-pulsar	TWIN-LINKED24"	2	2+	9	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor Lance	LANCEMelee	5	2+	7	-2	2
Interceptor Lance	LANCEMelee	5	2+	7	-2	2
Interceptor Lance	LANCEMelee	5	2+	7	-2	2

AUFSTELLUNG

3-6x Agamatus Custodian (Lastrum bolt cannon) oder Agamatus Custodian (Adrathic devastator) oder Agamatus Custodian (Twin las-pulsar)
Equipped with: Adrathic devastator, Lastrum bolt cannon, Twin las-pulsar, Interceptor Lance

ABILITIES

- Implacable Vanguard**
Once per battle, in your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.
- Turbo Boost**
Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

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.
- 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

◆ Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



ALEYA

55 PTS



M	T	SV	W	LD	OC	5+
6"	3	3+	4	6+	1	

MELEE WEAPONS

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

AUFSTELLUNG

1x Aleya
Equipped with: Somnus

ABILITIES

CORE - Leader

Ceaseless Vigilance

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nulled:

- While a unit is nulled, that unit has +3" detection range.

Daughter of the Abyss

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

Tactical Perception

While this model is leading a unit, models in that unit have the Fights First ability.

Tenacious Spirit

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

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

◆ Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

◆ 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.



ALLARUS CUSTODIANS

110–330 PTS



M

5"

T

7

SV

2+

W

4

LD

6+

OC

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	4	2+	9	-1	3
Guardian Spear	Melee	5	2+	7	-2	2
Misericordia	Melee	5	2+	5	-2	1

AUFSTELLUNG

2-6x Allarus Custodian (Guardian Spear) oder Allarus Custodian (Castellan Axe) oder Allarus Custodian (Vexilla & Misericordia)

Equipped with: Balistus grenade launcher, Castellan axe, Guardian Spear, Misericordia

ABILITIES

From Golden Light

Once per battle, at the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Slayers of Tyrants

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

Vexilla

Add 1 to the Objective Control characteristic of models in the bearer's unit.

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).*



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.

◆ Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



IMPERIUM - ADEPTUS CUSTODES

ANATHEMA PSYKANA
RHINO

65 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	D6
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Anathema Psykana Rhino

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

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.

ABILITIES

Ceaseless Vigilance

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nulled:

- While a unit is nulled, that unit has +3" detection range.

Daughter of the Abyss

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

Self Repair

At the start of your Command phase, this model regains 1 lost wound.

Transport (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).*



CORE RULES

◆ **Deadly Demise D3**

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

◆ **Firing Deck 2**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding **[ONE SHOT]** weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



AQUILON CUSTODIANS

195–390 PTS

M

5"

T

7

SV

2+

W

4

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernus firepike IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Lastrum storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Twin adrathic destructor TWIN-LINKED	18"	1	2+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solerite power gauntlet	Melee	5	2+	8	-2	2
Solerite power talon	Melee	7	2+	7	-2	1

AUFSTELLUNG

3-6x Aquilon Custodian (Gauntlet & Lastrum bolter) oder Aquilon Custodian (Gauntlet & Twin adrathic destructor) oder Aquilon Custodian (Gauntlet & Infernus firepike) oder Aquilon Custodian (Talon & infernus firepike) oder Aquilon Custodian (Talon & Lastrum bolter) oder Aquilon Custodian (Talon & Twin adrathic destructor)

Equipped with: Infernus firepike, Lastrum storm bolter, Twin adrathic destructor, Solerite power gauntlet, Solerite power talon

ABILITIES

From Golden Light

Once per battle, at the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

Heavy Assault Infantry

Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Wound roll of 1.

WEAPON RULES

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).

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

◆ 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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



ARES GUNSHIP

580 PTS



M	T	SV	W	LD	OC	
-	12	2+	22	6+	-	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arachnus heavy blaze cannon	36"	4	2+	12	-3	D6+1
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

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

ABILITIES

Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Infernus Firebombs

At the end of your Movement phase, select one visible enemy unit (excluding AIRCRAFT/ Lone Operative units) within 24" of this unit:

- That enemy unit cannot have the benefit of cover until the end of your next Shooting phase.
- Roll one D6 for each model in that enemy unit: for each 6, that enemy unit suffers 1 mortal wound.

CORE RULES

Deadly Demise D6

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

Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



BLADE CHAMPION

110 PTS



M	T	SV	W	LD	OC	
6"	6	2+	6	6+	2	4+

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Vaultwords - Behemor PRECISION	Melee	6	2+	7	-2	2
► Vaultwords - Hurricanis SUSTAINED HITS 1	Melee	9	2+	5	-1	1
► Vaultwords - Victus DEVASTATING WOUNDS	Melee	5	2+	6	-3	3

AUFSTELLUNG

1x Blade Champion

Equipped with: ► Vaultwords - Behemor, ► Vaultwords - Hurricanis, ► Vaultwords - Victus

ABILITIES

CORE - Leader

Martial Inspiration

Once per battle, in your Charge phase, this model's unit is eligible to declare a charge in a turn in which it Advanced.

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:

- Custodian Guard
- Custodian Guard with Adrasite and Pyrrhite 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

◆ 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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



IMPERIUM - ADEPTUS CUSTODES

CALADIUS GRAV-TANK

210 PTS



M

10"

T

11

SV

2+

W

14

LD

6+

OC

4

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin arachnus heavy blaze cannon	TWIN-LINKED	48"	4	2+	12	-3 D6+2
Twin iliastus accelerator cannon	RAPID FIRE 4 TWIN-LINKED	48"	4	2+	10	-1 3
Twin lastrum bolt cannon	SUSTAINED HITS 1	36"	3	2+	6	-1 1

MELEE WEAPONS

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

AUFSTELLUNG

1x Caladius Grav-tank

Equipped with: Twin arachnus heavy blaze cannon, Twin iliastus accelerator cannon, Twin lastrum bolt cannon, Armoured hull

Wargear Options:

- This model can replace its Twin iliastus accelerator cannon with Twin arachnus heavy blaze cannon.

ABILITIES

Advanced Firepower

Each time this model makes an attack with its Twin iliastus accelerator cannon that targets an enemy unit (excluding MONSTERS and VEHICLES), that attack has the [LETHAL HITS] ability. Each time this model makes an attack with its Twin arachnus heavy blaze cannon that targets an enemy MONSTER or VEHICLE unit, that attack has the [LETHAL HITS] ability.

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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).

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

◆ **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**

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



CONTEMPTOR-ACHILLUS DREADNOUGHT

155 PTS



M	T	SV	W	LD	OC	
6"	9	2+	10	6+	3	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Achillus dreadspear	12"	1	2+	9	-2	3
Infernus incinerator	12"	D6	N/A	6	-1	1
Lastrum storm bolter	24"	2	2+	5	-1	1
Twin adrathic destructor	18"	1	2+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Achillus dreadspear	Melee	5	2+	12	-2	D6+1

AUFSTELLUNG

1x Contemptor-Achillus Dreadnought

Equipped with: Achillus dreadspear, Infernus incinerator, Lastrum storm bolter, Twin adrathic destructor

Wargear Options:

- This model must be equipped with 2 of: Infernus incinerator, Lastrum storm bolter, Twin adrathic destructor.

ABILITIES

Dread Foe

Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

WEAPON RULES

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.

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

◆ **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**

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



CONTEMPTOR-GALATUS DREADNOUGHT

165 PTS



M6"

T9

SV2+

W10

LD6+

OC3

4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Galatus warblade	IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Galatus warblade	Melee	8	2+	8	-2	3

AUFSTELLUNG

1x Contemptor-Galatus Dreadnought

Equipped with: Galatus warblade

ABILITIES

Galatus Shield

Each time a melee attack targets this model subtract 1 from the Wound roll.

WEAPON RULES

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).

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

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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

CORONUS GRAV-CARRIER

180 PTS



M

12"

T

12

SV

2+

W

16

LD

6+

OC

5

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin arachnus blaze cannon DEVASTATING WOUNDS	24"	8	2+	5	-1	1
TWIN-LINKED						
Twin lastrum bolt cannon SUSTAINED HITS 1	36"	3	2+	6	-1	1

MELEE WEAPONS

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

AUFSTELLUNG
1x Coronus Grav-carrier
Equipped with: Twin arachnus blaze cannon, Twin lastrum bolt cannon, Armoured hull

ABILITIES

- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Fire Support**
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Coronus Grav-carrier (Transport)
Capacity: This model has a transport capacity of 8 Adeptus Custodes Infantry models.

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.*

- 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

◆ **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").

◆ **Martial Ka'tah**

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



CUSTODIAN GUARD

170–215 PTS



M	T	SV	W	LD	OC	
6"	6	2+	3	6+	2	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Guardian Spear ASSAULT	24"	2	2+	4	-1	2
Sentinel Blade ASSAULT PISTOL	12"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Guardian Spear	Melee	5	2+	7	-2	2
Misericordia	Melee	5	2+	5	-2	1
Sentinel Blade	Melee	5	2+	6	-2	1

AUFSTELLUNG

4-5x Custodian Guard (Guardian Spear) oder Custodian Guard (Sentinel Blade & Praesidium Shield) oder Custodian Guard (Vexilla, Praesidium Shield & Misericordia)

Equipped with: Guardian Spear, Sentinel Blade, Misericordia

ABILITIES

Praesidium Shield

Add 1 to the bearer's Wounds characteristic.

Sentinel Storm

Once per battle, in your Shooting phase, after the unit has shot, it can shoot again.

Stand Vigil

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. While this unit is within range of an objective marker you control, you can re-roll the Wound roll instead.

Vexilla

Add 1 to the Objective Control characteristic of models in the bearer's unit.

WEAPON RULES

ASSAULT

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

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.



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.

◆ Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS

250 PTS



M6"

T6

SV2+

W3

LD6+

OC2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrasite spear	18"	1	2+	5	-2	3
Pyrrhite spear	12"	1	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Adrasite spear	Melee	5	2+	7	-2	2
Pyrrhite spear	Melee	5	2+	7	-2	2

AUFSTELLUNG

5x Custodian Guard (Adrasite spear) oder Custodian Guard (Pyrrhite spear)
Equipped with: Adrasite spear, Pyrrhite spear

ABILITIES

No Foe Shall Stand

Once per battle, at the start of your Shooting phase, this unit can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] and [IGNORES COVER abilities].

Stand Vigil

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. While this unit is within range of an objective marker you control, you can re-roll the Wound roll instead.

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

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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.
- RENDAX STANCE
Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



CUSTODIAN WARDENS

200–250 PTS



M

6"

T

6

SV

2+

W

3

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian Spear ASSAULT	24"	2	2+	4	-1	2
Guardian Spear ASSAULT	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	4	2+	9	-1	3
Castellan axe	Melee	4	2+	9	-1	3
Guardian Spear	Melee	5	2+	7	-2	2
Guardian Spear	Melee	5	2+	7	-2	2

AUFSTELLUNG

4-5x Custodian Warden (Guardian Spear) oder Custodian Warden (Castellan axe) oder Custodian Warden w/ Vexilla

Equipped with: Castellan axe, Guardian Spear

Wargear Options:

- Each Custodian Warden w/ Vexilla can replace its Guardian Spear with Castellan Axe.

ABILITIES

- Living Fortress**

Once per battle, at the start of any phase, this unit can use this ability. If it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability.
- Resolute Will**

While a CHARACTER is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.
- Vexilla**

Add 1 to the Objective Control characteristic of models in the bearer's unit.

WEAPON RULES

- ASSAULT**

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



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.

◆ Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



GUARDIAN OF THE THRONE

[CRUCIBLE]

130 PTS

M6"

T6

SV2+

W6

LD6+

OC2

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
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian spear 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
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+	Melee	3	2+	5	-2	2
DEVASTATING WOUNDS						
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
► Vaultwords - Behemor PRECISION	Melee	6	2+	7	-2	2
► Vaultwords - Hurricanis SUSTAINED HITS 1	Melee	9	2+	5	-1	1
► Vaultwords - Victus DEVASTATING WOUNDS	Melee	5	2+	6	-3	3



AUFSTELLUNG

1x Guardian of the Throne [Crucible]

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

Wargear Options:

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

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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



KATAPHRAKTOI EXEMPLAR

[CRUCIBLE]

150 PTS

M

12"

T

7

SV

2+

W

8

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus grenade launcher BLAST	18"	D6	2+	4	-1	1
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian spear 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
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+	Melee	3	2+	5	-2	2
DEVASTATING WOUNDS						
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
► Vaultwords - Behemor PRECISION	Melee	6	2+	7	-2	2
► Vaultwords - Hurricanis SUSTAINED HITS 1	Melee	9	2+	5	-1	1
► Vaultwords - Victus DEVASTATING WOUNDS	Melee	5	2+	6	-3	3



AUFSTELLUNG

1x Kataphraktoi Exemplar [Crucible]

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

Wargear Options:

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

ABILITIES

CORE - Leader, Leader

Abyssal Void

Models in this unit have the Lone Operative ability.

Fiend Slayer

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

Singular Expertise

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

Swift Onslaught

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

Leader

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

WEAPON 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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



KNIGHT-CENTURA

55 PTS



M6"

T3

SV3+

W4

LD6+

OC1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted boltgun RAPID FIRE 1	24"	1	2+	4	0	2
Witchseeker flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	2+	3	0	1
Close combat weapon	Melee	3	2+	3	0	1
Executioner Greatblade ANTI-PSYKER 5+	Melee	3	2+	5	-2	2

DEVASTATING WOUNDS

AUFSTELLUNG

1x Knight-Centura

Equipped with: Master-crafted boltgun, Witchseeker flamer, Close combat weapon, Executioner Greatblade

Wargear Options:

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

ABILITIES

CORE - Leader

Ceaseless Vigilance

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nulled:
- While a unit is nulled, that unit has +3" detection range.

Corner the Quarry

Each time an enemy unit (excluding MONSTERS and VEHICLES) that is within Engagement Range of this model's unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Daughter of the Abyss

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

Seeker's Instincts

While this model is leading a unit, add 2" to the Move characteristic of models in that unit and add 2 to Advance and Charge rolls made for that unit.

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.

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).

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.

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.

◆ 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.



NULL MAIDEN [CRUCIBLE]

65 PTS



M6"

T3

SV3+

W4

LD6+

OC1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus grenade launcher BLAST	18"	D6	2+	4	-1	1
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian spear 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
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+	Melee	3	2+	5	-2	2
DEVASTATING WOUNDS						
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, Pyrrhite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ► Vaultwords - Behemor, ► Vaultwords - Hurricanis, ► Vaultwords - Victus

Wargear Options:

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

ABILITIES

CORE - Leader, Leader

Abyssal Void

Models in this unit have the Lone Operative ability.

Daughter of the Abyss

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

Singular Expertise

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

Swift Onslaught

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

Leader

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

WEAPON 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

20"

T

12

SV

2+

W

22

LD

6+

OC

0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arachnus heavy blaze cannon	36"	4	2+	12	-3	D6+1
Spiculus heavy bolt launcher	36"	D6+6	2+	7	-1	2
Twin lastrum bolt cannon	36"	3	2+	6	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Orion Assault Dropship

Equipped with: Arachnus heavy blaze cannon, Spiculus heavy bolt launcher, Twin lastrum bolt cannon, Armoured hull

ABILITIES

- Assault Dropship**
If a unit disembarks from this TRANSPORT before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.
- Damaged: 1-7 wounds remaining**
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Transport (Transport)
Capacity: This model has a transport capacity of 12 ADEPTUS CUSTODES INFANTRY models. This model can also transport 1 VENERABLE CONTEMPTOR DREADNOUGHT, 1 CONTEMPTOR-ACHILLUS DREADNOUGHT or 1 CONTEMPTOR GALATUS-DREADNOUGHT; while doing so, its transport capacity is reduced to 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).

CORE RULES

◆ **Deadly Demise D6**

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

◆ **Hover**

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

◆ **Martial Ka'tah**

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



PALLAS GRAV-ATTACK

100 PTS



M

12"

T

8

SV

2+

W

9

LD

6+

OC

2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin arachnus blaze cannon DEVASTATING WOUNDS	24"	8	2+	5	-1	1

TWIN-LINKED

MELEE WEAPONS

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

AUFSTELLUNG

1x Pallas Grav-attack

Equipped with: Twin arachnus blaze cannon, Armoured hull

ABILITIES

Merciless Hunter
In your Shooting phase, each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Wound roll.

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.*

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

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ADEPTUS CUSTODES

PROSECUTORS

45–85 PTS



PROSECUTOR SISTER SUPERIOR

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

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1

AUFSTELLUNG

1x Prosecutor Sister Superior - Equipped with: Boltgun, Close combat weapon
3-9x Prosecutor

ABILITIES

Ceaseless Vigilance

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nulled:
- While a unit is nulled, that unit has +3" detection range.

Daughters of the Abyss

Models in this unit have the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.
Purity of Execution
Each time a model in this unit makes a ranged attack that targets a Psyker unit, that attack has the [PRECISION] and [DEVASTATING WOUNDS] abilities.

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).*

CORE RULES

⚔ Fights First

While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).



SAGITTARUM CUSTODIANS

225 PTS

SAGITTARUM CUSTODIAN

M6"

T6

SV2+

W3

LD6+

OC2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrastus bolt caliver SUSTAINED HITS 1	36"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Misericordia	Melee	4	2+	5	-2	1

AUFSTELLUNG

5x Sagittarum Custodian - Equipped with: Adrastus bolt caliver, Misericordia

ABILITIES

Disintegration Beams

Once per battle, at the start of your Shooting phase, this unit can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the Devastating Wounds ability.

Saturation Volleys

In your Shooting phase, after this unit has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the hit roll.

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

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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the **[LETHAL HITS]** ability.



SHIELD-CAPTAIN

110 PTS



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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian Spear ASSAULT	24"	2	2+	4	-1	2
Pyrithite Spear MELTA 2	12"	1	2+	9	-4	D6
Sentinel Blade ASSAULT PISTOL	12"	2	2+	4	-1	2
Sentinel Blade ASSAULT PISTOL	12"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	2+	9	-1	3
Guardian Spear	Melee	7	2+	7	-2	2
Pyrithite Spear	Melee	7	2+	7	-2	2
Sentinel Blade	Melee	7	2+	6	-2	1
Sentinel Blade	Melee	7	2+	6	-2	1

AUFSTELLUNG

1x Shield-Captain

Equipped with: Castellan axe, Guardian Spear, Pyrithite Spear, Sentinel Blade**Wargear Options:**

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

ABILITIES

CORE - Leader**Master of the Stances**

Once per battle round, when this model's unit is selected to fight, it can use this ability. If it does, until that fight is resolved, both Ka'tah Stances are active for that unit, instead of only one.

Praesidium Shield

Add 1 to the bearer's Wounds characteristic.

Strategic Mastery

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

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.

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.

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.

◆ Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR

130 PTS



M

5"

T

7

SV

2+

W

7

LD

6+

OC

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	2+	9	-1	3
Guardian Spear	Melee	7	2+	7	-2	2

AUFSTELLUNG

1x Shield-Captain in Allarus Terminator Armour

Equipped with: Balistus grenade launcher, Castellan axe, Guardian Spear

Wargear Options:

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

ABILITIES

CORE - Leader

Auramite and Adamantite

Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, each time an attack is allocated to this model, change the Damage characteristic of that attack to 1.

Strategic Mastery

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

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).*



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.

◆ Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



SHIELD-CAPTAIN ON DAWNEAGLE JETBIKE

140 PTS



M	T	SV	W	LD	OC	
12"	7	2+	8	6+	2	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Salvo launcher TWIN-LINKED	24"	1	2+	10	-3	D6+1
Vertus hurricane bolter RAPID FIRE 3 TWIN-LINKED	18"	3	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor lance LANCE	Melee	6	2+	7	-2	2

AUFSTELLUNG

1x Shield-Captain on Dawneagle Jetbike

Equipped with: Salvo launcher, Vertus hurricane bolter, Interceptor lance

Wargear Options:

- This model can replace its Salvo launcher with Vertus hurricane bolter.

ABILITIES

CORE - Leader

Strategic Mastery

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Sweeping Advance

Once per battle, at the end of the Fight phase, if this model's unit fought this phase, if it is within Engagement Range of one or more enemy units, it can make a Fall Back move or, if it is not within Engagement Range of one or more enemy units, it can make a Normal 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

◆ 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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



IMPERIUM - ADEPTUS CUSTODES

TELEMON HEAVY DREADNOUGHT

225 PTS



M

8"

T

10

SV

2+

W

12

LD

6+

OC

4

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arachnus storm cannon DEVASTATING WOUNDS	24"	12	2+	6	-1	1
Iliastus accelerator culverin	48"	4	2+	9	-1	3
Spiculus bolt launcher BLAST	36"	D6+3	2+	5	0	1
Twin plasma projector TORRENT TWIN-LINKED	12"	D3	N/A	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	2+	7	0	1
Telemon Caestus	Melee	5	2+	12	-2	3

AUFSTELLUNG

1x Telemon Heavy Dreadnought

Equipped with: Arachnus storm cannon, Iliastus accelerator culverin, Spiculus bolt launcher, Twin plasma projector, Armoured feet, Telemon Caestus

Wargear Options:

This model must be equipped with 2 of: Arachnus storm cannon, Iliastus accelerator culverin, Telemon caestus and twin plasma projector.

ABILITIES

- Damaged: 1-4 wounds remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Devoted to Destruction**
If this model is equipped with 2 Telemon caestus weapons in addition to its armoured feet weapon, add 2 to the Attacks characteristic of those Telemon caestus weapons.
- Guardian Eternal**
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

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.

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

◇ 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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



TRAJANN VALORIS

135 PTS



M6"

T6

SV2+

W7

LD5+

OC2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eagle's Scream ASSAULT	24"	2	2+	5	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Watcher's Axe	Melee	6	2+	10	-2	3

AUFSTELLUNG
1x Trajann Valoris
Equipped with: Eagle's Scream, Watcher's Axe

ABILITIES

CORE - Leader

Captain-General

While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or all modifiers to the Hit roll.

Feel No Pain

5+

Moment Shackle

Once per battle, at the start of the Fight phase, you can select one of the following to take effect until the end of the phase:

- This model's Watcher's Axe melee weapon has an Attacks characteristic of 12.
- This model has a 2+ invulnerable save.

Leader

This model can be attached to the following units:

- Custodian Guard
- Custodian Guard with Adrasite and Pyrrhite 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).



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.

◆ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ 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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



VALERIAN

110 PTS



M	T	SV	W	LD	OC	
6"	6	2+	6	6+	2	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gnosis ASSAULT	24"	3	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gnosis	Melee	7	2+	8	-3	2

AUFSTELLUNG

1x Valerian

Equipped with: Gnosis

ABILITIES

CORE - Leader

Golden Laurels

While this model is leading a unit, each time a melee attack targets that unit, worsen that Armour Penetration characteristic of that attack by 1.

Hero of Lion's Gate

Once per battle, after making a Hit roll, Wound roll or saving throw for this model, you can change the result of that roll to an unmodified 6.

Leader

This model can be attached to the following units:

- Custodian Guard
- Custodian Guard with Adrasite and Pyrrhite 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).



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.

◆ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ 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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



VENATARI CUSTODIANS

150–300 PTS



M	T	SV	W	LD	OC	
10"	6	2+	3	6+	2	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kinetic destroyer PISTOL SUSTAINED HITS 1	12"	2	2+	6	-1	1
Venatari lance ASSAULT	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tarsis buckler	Melee	5	2+	5	-2	1
Venatari lance LANCE	Melee	5	2+	7	-2	2

AUFSTELLUNG

3-6x Venatari Custodian (Venatari lance) oder Venatari Custodian (Kinetic Destroyer & Tarsus Buckler)

Equipped with: Kinetic destroyer, Venatari lance, Tarsis buckler

ABILITIES

Strike from the Skies

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Swooping Dive

Once per battle, you can target this unit with the Rapid Ingress Stratagem for 0 CP, and can do so even if you have already targeted a different unit with that Stratagem that phase.

Tarsis Buckler

The bearer has a Wounds characteristic of 4.

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.

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.

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

◆ 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

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



VENERABLE CONTEMPTOR DREADNOUGHT

170 PTS



M	T	SV	W	LD	OC	
6"	9	2+	10	6+	3	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Kheres-pattern assault cannon DEVASTATING WOUNDS	24"	6	2+	7	-1	1
Multi-melta MELTA 2	18"	2	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Contemptor combat weapon	Melee	5	2+	12	-2	3

AUFSTELLUNG

1x Venerable Contemptor Dreadnought

Equipped with: Combi-bolter, Kheres-pattern assault cannon, Multi-melta, Contemptor combat weapon

Wargear Options:

- This model can replace its Multi-melta with Kheres-pattern assault cannon.

ABILITIES

Unyielding Ancient

The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.

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.*

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).*



CORE RULES

◆ **Deadly Demise 1**

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

◆ **Martial Ka'tah**

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



IMPERIUM - ADEPTUS CUSTODES

VENERABLE LAND
RAIDER

220 PTS



M	T	SV	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Godhammer lascannon	48"	2	2+	12	-3	D6+1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1
Twin heavy bolter 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

Equipped with: 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

Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Transport (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 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

◆ **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").

◆ **Martial Ka'tah**

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the **[LETHAL HITS]** ability.



VERTUS PRAETORS

145–215 PTS



M	T	SV	W	LD	OC	
12"	7	2+	5	6+	2	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Salvo launcher TWIN-LINKED	24"	1	2+	10	-3	D6+1
Vertus hurricane bolter RAPID FIRE 3 TWIN-LINKED	18"	3	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor lance LANCE	Melee	5	2+	7	-2	2
Interceptor lance LANCE	Melee	5	2+	7	-2	2

AUFSTELLUNG

2-3x Vertus Praetor (Salvo Launcher) oder Vertus Praetor (Hurricane Bolter)

Equipped with: Salvo launcher, Vertus hurricane bolter, Interceptor lance

ABILITIES

Quicksilver Execution

Once per battle, after this unit ends a normal or Advance move, you can select one enemy unit (excluding MONSTERS and VEHICLES) that it moved over during that move, then roll one D6 for each model in this unit; for each 2+, that enemy unit suffers 2 mortal wounds.

Turbo Boost

Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

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

◆ Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the **[LETHAL HITS]** ability.



VIGILATORS

50-100 PTS



VIGILATOR SISTER SUPERIOR

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

⌘ MELEE WEAPONS

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

AUFSTELLUNG

1x Vigilator Sister Superior - Equipped with: Executioner greatblade
3-9x Vigilator

ABILITIES

Ceaseless Vigilance

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nulled:

- While a unit is nulled, that unit has +3" detection range.

Daughters of the Abyss

Models in this unit have the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Deft Parry

Each time a melee attack targets this unit, subtract 1 from the Hit roll.

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

◆ Fights First

While every model in a unit has this ability, that unit is a Fights First unit. See the Resolve Fights First Combats step in the Fight phase (12.04).



IMPERIUM - ADEPTUS CUSTODES

WITCHSEEKERS

50-100 PTS



WITCHSEEKER SISTER SUPERIOR

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

⚔ RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Witchseeker flamer	IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1

AUFSTELLUNG

1x Witchseeker Sister Superior - Equipped with: Witchseeker flamer, Close combat weapon
3-9x Witchseeker

ABILITIES

Ceaseless Vigilance

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nullled:
- While a unit is nullled, that unit has +3" detection range.

Daughters of the Abyss

Models in this unit have the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Sanctified Flames

In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

WEAPON RULES

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).

TORRENT

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

CORE RULES

⚔ Fights First

While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).

⚔ 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.



PUNKTELISTE

EINHEIT	PUNKTE
Agamatus Custodians	225 pts (bis 3 Modelle) · 450 pts (ab 4 Modellen)
Aleya	55 pts
Allarus Custodians	110 pts (bis 2 Modelle) · 165 pts (3 Modelle) · 275 pts (4–5 Modelle) · 330 pts (ab 6 Modellen)
Anathema Psykana Rhino	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Aquilon Custodians	195 pts (bis 3 Modelle) · 390 pts (ab 4 Modellen)
Ares Gunship	580 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Blade Champion	110 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Caladius Grav-tank	210 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Contemptor-Achillus Dreadnought	155 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Contemptor-Galatus Dreadnought	165 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Coronus Grav-carrier	180 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Custodian Guard	170 pts (bis 4 Modelle) · 215 pts (ab 5 Modellen) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Custodian Guard with Adrasite and Pyrrhite spears	250 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Custodian Wardens	200 pts (bis 4 Modelle) · 250 pts (ab 5 Modellen) · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Guardian of the Throne [Crucible]	130 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
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	100 pts
Prosecutors	45 pts (bis 4 Modelle) · 50 pts (5 Modelle) · 75 pts (6–9 Modelle) · 85 pts (ab 10 Modellen)
Sagittarum Custodians	225 pts
Shield-Captain	110 pts
Shield-Captain in Allarus Terminator Armour	130 pts
Shield-Captain on Dawneagle Jetbike	140 pts
Telemon Heavy Dreadnought	225 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Trajann Valoris	135 pts

EINHEIT	PUNKTE
Valerian	110 pts
Venatari Custodians	150 pts (bis 3 Modelle) · 300 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Venerable Contemptor Dreadnought	170 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Venerable Land Raider	220 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Vertus Praetors	145 pts (bis 2 Modelle) · 215 pts (ab 3 Modellen)
Vigilators	50 pts (bis 4 Modelle) · 55 pts (5 Modelle) · 90 pts (6–9 Modelle) · 100 pts (ab 10 Modellen)
Witchseekers	50 pts (bis 4 Modelle) · 55 pts (5 Modelle) · 90 pts (6–9 Modelle) · 100 pts (ab 10 Modellen)