



# ADEPTUS CUSTODES

## FACTION PACK: VERSION 1.0

Legal for matched play from 20th June 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

### WHAT'S NEW?

This is the first iteration of this Faction Pack for this edition of Warhammer 40,000, combining some earlier updates with new revisions designed to smooth the transition. As such, all of the following content should be regarded as new, and individual changes are not highlighted. The next time this document is updated, this section will summarise what has been added or changed.

### CONTENTS

<b>Detachments</b> .....	<b>2</b>
<b>Might of the Moritoi</b> .....	<b>2</b>
<b>Silent Hunters</b> .....	<b>3</b>
<b>Tharanatoi Hammerblow</b> .....	<b>4</b>
<b>Lions of the Emperor</b> .....	<b>5</b>
<b>Solar Spearhead</b> .....	<b>7</b>
<b>Imperial Armour Datasheets</b> .....	<b>9</b>
<b>Rules Updates</b> .....	<b>35</b>

## UNIQUE: ARMOURY

# MIGHT OF THE MORITOI

AURAMITE-CLAD DREADNOUGHTS STRIDE INTO THE FOE AND CRUSH THEM WITH ANCIENT WEAPONRY



### DETACHMENT RULES

#### MARCH OF THE HONOURED DEAD

*The fallen warriors interred in ancient Dreadnought sarcophagi are ever eager for battle, and their hulking forms propel them towards the foe at a deadly pace.*

Friendly **ADEPTUS CUSTODES WALKER** units:

- Have +2" **M**.
- Have +1 to **advance rolls** and **charge rolls**.

This **detachment** has the **ARMOURY** tag and cannot be taken with another **ARMOURY detachment**.

### ENHANCEMENTS

#### INTERRED EXPERTISE **UPGRADE**

*The eldest warriors of the Moritoi are revered champions with centuries of battle experience, whose strikes efficiently exploit their foes' every weakness.*

**ADEPTUS CUSTODES WALKER** unit only. This unit's attacks can:

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

#### AURAMITE SARCOPHAGUS **UPGRADE**

*These ancient sarcophagi are hardened with age and threaded with Dark Age mechanisms. When the warrior within slams their metallic form into the foe, they can crack armour, pulverise bone and wreck enemy war machines.*

**ADEPTUS CUSTODES WALKER** unit only. When you target this unit with the **Crushing Impact stratagem**, that use is -1 **CP**.

### FLAWLESS CONSTRUCTION

1CP

#### MIGHT OF THE MORITOI STRATAGEM

Adeptus Custodes Dreadnoughts possess expertly wrought armoured forms that contain ancient and esoteric technology, including auto-repair subroutines and reactive field generators.

**WHEN:** Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **ADEPTUS CUSTODES WALKER** unit.

**TARGET:** That **ADEPTUS CUSTODES WALKER** unit.

**EFFECT:** Attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.



### UNSTOPPABLE ADVANCE

1CP

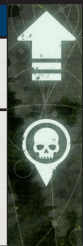
#### MIGHT OF THE MORITOI STRATAGEM

Even the most formidable obstacles give way to the ancient warriors of the Moritoi, ruptured and trampled underfoot or barged aside with howl of empowered servos.

**WHEN:** Your Movement phase, when a friendly **ADEPTUS CUSTODES WALKER** unit is **selected to move**.

**TARGET:** That **ADEPTUS CUSTODES WALKER** unit.

**EFFECT:** Your unit has **MOBILE**.



### PRIORITISED ERADICATION

1CP

#### MIGHT OF THE MORITOI STRATAGEM

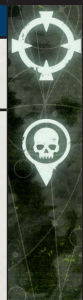
When lauded Telemon pilots turn their pitiless optics upon a proximal threat, the storm of accelerated firepower that ensues leaves naught but smoking ruin.

**WHEN:** Your Shooting phase, when a friendly **TELEMON HEAVY DREADNOUGHT** unit is **selected to shoot**.

**TARGET:** That **TELEMON HEAVY DREADNOUGHT** unit.

**EFFECT:** Your unit's:

- Arachnus Storm Cannon weapons have **[RAPID FIRE 6]**.
- Iliastus Accelerator Culverin weapons have **[RAPID FIRE 2]**.



# SILENT HUNTERS

PREY RECOIL FROM THE SKIN-CRAWLING PRESENCE OF THE SISTERHOOD'S HUNTERS



## DETACHMENT RULES

### SKIN-CRAWLING DISORIENTATION

The mere presence of the Silent Sisterhood's Blanks triggers a sense of agitated revulsion in their enemies. The foe's discipline breaks down, and watchful focus becomes elusive, allowing positions to be given away and granting the Sisters opportunities to conduct vital strategic operations.

- When a friendly **ANATHEMA PSYKANA** unit is selected to make an **advance move**, that **advance move** does not prevent that unit from being **eligible to start an action**.
- Friendly **ANATHEMA PSYKANA** units have the following ability:  
**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**.

## ENHANCEMENTS

### ENCIRCLING HUNTER

Possessed of years' experience hunting duplicitous and evasive witches, this Knight-Centura is skilled in ensuring every escape route is covered and their unknowing target reeling in horror and confusion.

**ANATHEMA PSYKANA** model only. When both players have deployed their armies, you can redeploy up to three friendly **ANATHEMA PSYKANA INFANTRY** units. When doing so, you can set those units up in **strategic reserves**, regardless of how many units are already in **strategic reserves**.

### PSYK-OUT GRENADES **UPGRADE**

These small, artificer-wrought explosives are deadly enough to lesser foes. Yet the favoured prey of the Sisters of Silence are excruciated or stunned by the grenades' psi-refractive particles, convulsing in a vortex of despair.

**ANATHEMA PSYKANA** unit only.

- This unit has **EXPLOSIVES**.
- When you target this unit with the **Explosives stratagem**, if you select an enemy **PSYKER** unit, you can re-roll rolls to determine whether that enemy unit suffers a **mortal wound**.

## DEATHSONG SCYTHES

1CP

### SILENT HUNTERS STRATAGEM

After stalking their sorcerous prey in silence, the charge of the Vigilators is accompanied by a keening song of death emitted by their scything greatblades as they are swept in eviscerating arcs.

**WHEN:** Fight phase, when a friendly **VIGILATORS** unit is **selected to fight**.

**TARGET:** That **VIGILATORS** unit.

**EFFECT:**

- Your unit's melee attacks have **[LANCE]**.
- Your unit's melee attacks that target a **PSYKER** unit have +1 **A**.



## UMBRAL PROSECUTION

1CP

### SILENT HUNTERS STRATAGEM

When they have cornered their quarry at close range, Prosecutors fire their Umbra-pattern bolters in rapid bursts that sow strings of armour-shredding shots amongst the enemy.

**WHEN:** Your Shooting phase, when a friendly **PROSECUTORS** unit is **selected to shoot**.

**TARGET:** That **PROSECUTORS** unit.

**EFFECT:** Your unit's Boltgun weapons have:

- **[RAPID FIRE 2]**.
- +1 **AP**.



## SYNCHRONISED INFERNO

1CP

### SILENT HUNTERS STRATAGEM

Coordinating through a rapid exchange of Thoughtmark, Witchseekers unleash a flesh-melting inferno of all-consuming promethium from their flamers.

**WHEN:** Your Shooting phase, when a friendly **WITCHSEEKERS** unit is **selected to shoot**.

**TARGET:** That **WITCHSEEKERS** unit.

**EFFECT:** Your unit's **[TORRENT]** ranged attacks have **[BLAST 1]**.



UNIQUE: LIONS

# THARANATOI HAMMERBLOW

TERMINATOR-ARMoured WARRIORS CRUSH THE ENEMIES OF THE THRONE IN SWIFT ASSAULTS



## DETACHMENT RULES

### THE HAMMER FALLS

Whether striking from amidst roiling teleport flares or advancing from outflanking positions, the most heavily armoured of the Adeptus Custodes hit their foes in terrifyingly sudden incursions.

If a friendly **ADEPTUS CUSTODES TERMINATOR** unit made an **ingress move** this turn, that unit can re-roll **charge rolls**.

This **detachment** has the **LIONS** tag and cannot be taken with another **LIONS detachment**.

## ENHANCEMENTS

### MNEMO-LOCKED SHRINE CIPHER

This encrypted activation code dates back to before the Emperor's compact with Mars. Committed to the enhanced memory of the bearer, it can be uttered to cut through a teleportarium shrine's layers of ageing protocols to deliver armoured death in the blink of an eye.

**ADEPTUS CUSTODES TERMINATOR** model only. In your first Movement phase, this unit can make an **ingress move**.

### EFFICIENT AGGRESSION

This heavily armoured commander constantly seeks opportunities to exploit the foe's show of force, leading advances into the teeth of the enemy where lesser warriors would quail.

**ADEPTUS CUSTODES TERMINATOR** model only. (Once per turn, per army) In your opponent's Shooting phase, when an enemy unit has shot, if this unit lost a wound as a result of those attacks, this unit can make a **surge move** of up to D6+1".

## HARDENED RESOLVE

1CP

### THARANATOI HAMMERBLOW STRATAGEM

Steeling their souls and bracing their indomitable armour, heavily girded Custodians will cleave to their duty and reject attempts to cut them down.

**WHEN:** Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **ADEPTUS CUSTODES TERMINATOR** unit.

**TARGET:** That **ADEPTUS CUSTODES TERMINATOR** unit.

**EFFECT:** Your unit has +1 T.



## UNLEASH THE LIONS

1CP

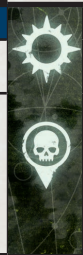
### THARANATOI HAMMERBLOW STRATAGEM

Heroic bands of Terminator-armoured Custodians engage entire armies in unrelenting battle.

**WHEN:** Your Command phase.

**TARGET:** One friendly **ALLARUS CUSTODIANS/AQUILON CUSTODIANS** unit that is on the battlefield.

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



## ELECTROEXORCIST SATURATION

1CP

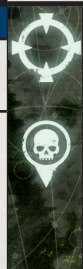
### THARANATOI HAMMERBLOW STRATAGEM

A concussive barrage of specialist grenades enables Allarus Custodians to maximise the destructive potential of their arm-mounted launchers against their massed enemies.

**WHEN:** Your Shooting phase, when a friendly **ADEPTUS CUSTODES TERMINATOR** unit is **selected to shoot**.

**TARGET:** That **ADEPTUS CUSTODES TERMINATOR** unit.

**EFFECT:** Your unit's Ballistus Grenade Launcher weapons have D3+3 A.





# LIONS OF THE EMPEROR

Many of the galaxy's warrior cultures accept the time-honoured truth that there is greater strength in numbers. Not so for the champions of the Adeptus Custodes, the Lions of the Emperor. Each of them is an army unto themselves, a warrior of legend gifted with terrifying strength, armoured in nigh-impenetrable golden plate and possessing limitless resolve. When the greatest Custodians take to the field at once, those auric-armoured champions have no need to pool their resources in order to smite their foes. Relying instead upon their superhuman strength and mastery of martial ka'tahs, they hurl themselves into the midst of the enemy, sweeping aside gunlines, eviscerating rampaging monsters and obliterating enemy war machines with terrifying ease.

## DETACHMENT RULE



### AGAINST ALL ODDS

*The Adeptus Custodes are outnumbered on every battlefield upon which they fight, yet no matter the foe, and no matter their number, the Lions of the Emperor will prevail.*

Each time a model in an **ADEPTUS CUSTODES** unit from your army (excluding **VEHICLES**) makes an attack, if there are no other friendly units within 6" of that unit, add 1 to the Hit roll and add 1 to the Wound roll.



## ENHANCEMENTS



### SUPERIOR CREATION

*The cellular alchemy by which this heroic warrior was forged has rendered them breathtakingly resilient.*

**ADEPTUS CUSTODES INFANTRY** model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

### PRAESIDIUS

*Fashioned by the Terran armourer Annah Tsvochakin in the latter years of the 32nd millennium, the stunningly worked Praesidius is a singular artefact. Nestled within its golden form are a series of microshield generators and stealth emitters. Employing a modification of displacer technology, the shield generates small localised displacement bubbles at the point of impact, literally beaming bolts, bullets and the tips of blades harmlessly away from its bearer.*

**ADEPTUS CUSTODES** model only. The bearer has the Lone Operative and Stealth abilities.

### FIERCE CONQUEROR

*This Captain-Commander has trained extensively to face multiple foes at once, knowing that the Custodes will always be outnumbered.*

**SHIELD-CAPTAIN** model only. At the start of the Fight phase, until the end of the phase, add 2 to the Attacks characteristic of melee weapons equipped by the bearer for every 5 enemy models within 6" of the bearer (rounding down).

### ADMONIMORTIS

*A relic of the Dread Host, this towering blade was wrought to make a bloody example of those who dare to set themselves against the might of Terra.*

**SHIELD-CAPTAIN** model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 3, and improve the Armour Penetration and Damage characteristics of those weapons by 1.



### GILDED CHAMPION

LIONS OF THE EMPEROR – STRATEGIC PLOY STRATAGEM

*The shining champions of the Adeptus Custodes are looked upon in awe by all who witness their grim arts. Their judgement is without flaw, and their tactical acumen utterly impeccable.*

1CP

**WHEN:** Any phase, just after an **ADEPTUS CUSTODES CHARACTER** model from your army has used an ability on its datasheet that states it can only be used 'once per battle'.

**TARGET:** That **ADEPTUS CUSTODES CHARACTER** model.

**EFFECT:** Your model can use that 'once per battle' ability one additional time during the battle (but not in the same phase).

**RESTRICTIONS:** You cannot use this Stratagem on the same **ADEPTUS CUSTODES CHARACTER** model more than once per battle.



### DEFIANT TO THE LAST

LIONS OF THE EMPEROR – STRATEGIC PLOY STRATAGEM

*The harder the battle, and the heavier their losses, the more resolute the Lions of the Emperor become.*

1CP

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **ADEPTUS CUSTODES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 2 to the result if that model has the **CHARACTER** keyword. On a 4+, do not remove it from play; the destroyed model can fight after the attacking unit has finished making its attacks (when doing so, it is treated as having 1 wound remaining), and is then removed from play.



### PEERLESS WARRIOR

LIONS OF THE EMPEROR – BATTLE TACTIC STRATAGEM

*With every strike, the Lions of the Emperor prove themselves the masters of single combat, even when engaging the mightiest foes.*

1CP

**WHEN:** Fight phase.

**TARGET:** One **ADEPTUS CUSTODES** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the phase, melee weapons equipped by models in your unit have the **[PRECISION]** ability.



### UNLEASH THE LIONS

LIONS OF THE EMPEROR – STRATEGIC PLOY STRATAGEM

*Heroic bands of Terminator-armoured Custodians engage entire armies in unremitting battle.*

1CP

**WHEN:** Your Command phase.

**TARGET:** One **ALLARUS CUSTODIANS** or **AQUILON CUSTODIANS** unit from your army that is on the battlefield.

**EFFECT:** That unit is split into separate units, each containing one model. These new units each have a Starting Strength of 1.



### MANOEUVRE AND FIRE

LIONS OF THE EMPEROR – STRATEGIC PLOY STRATAGEM

*The Adeptus Custodes are unremitting in their advance, laying down punishing fire even as they manoeuvre to new positions.*

1CP

**WHEN:** Your Movement phase, just after an **ADEPTUS CUSTODES** unit from your army Falls Back.

**TARGET:** That **ADEPTUS CUSTODES** unit.

**EFFECT:** Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.



### SWIFT AS THE EAGLE

LIONS OF THE EMPEROR – STRATEGIC PLOY STRATAGEM

*Although every Custodian is devastatingly fast on the battlefield, with preternatural reactions to match, the Lions of the Emperor are outstanding even among their peers.*

1CP

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has shot.

**TARGET:** One **ADEPTUS CUSTODES** unit from your army (excluding **VEHICLE** units) that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Your unit can make a Normal move of up to D6".



# SOLAR SPEARHEAD

Within the deepest engine vaults of the Imperial Palace, the ancient and mighty vehicles of the Custodians reside. Auramite-clad combat walkers bristling with arcane weapons are roused from stasis, ready to be unleashed upon the galaxy's battlefields. Venerable Land Raiders as old as the Imperium are awoken by complex rituals and prepared for war. When battle dawns, these dread engines of destruction stride or rumble towards the cowering foe, their guns emitting furious torrents of destruction. Those brave or foolish enough to stand before this armoured spearhead are crushed beneath the tread of auric battle tanks or smashed to a bloody pulp by wrathful interred champions.

## DETACHMENT RULE



### AURIC ARMOUR

*The venerable war engines of the Adeptus Custodes possess aggressive machine spirits.*

- While an **ADEPTUS CUSTODES VEHICLE** unit from your army is at Starting Strength, unless that unit is an **AIRCRAFT** or it is Battle-shocked, add 2 to the Objective Control characteristic of models in that unit.
- While an **ADEPTUS CUSTODES VEHICLE** unit from your army is below Starting Strength, each time a model in that unit makes an attack, re-roll a Hit roll of 1.
- While an **ADEPTUS CUSTODES VEHICLE** unit from your army is Below Half-strength, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

### MORITOI ANCIENTS

*The Adeptus Custodes' honoured fallen are ever eager for battle.*

Add 2" to the Move characteristic of models in **ADEPTUS CUSTODES WALKER** units from your army and add 1 to Advance and Charge rolls made for such units.

## KEYWORDS



In the Muster Armies step, you can select up to 2 **ADEPTUS CUSTODES WALKER** models from your army. The selected units gain the **CHARACTER** keyword.

**Designer's Note:** *This means that the selected models can be given Enhancements and one of them can be selected as your **WARLORD**.*

## ENHANCEMENTS



### ADAMANTINE TALISMAN

*This amulet contains a reservoir of promethium harvested from the wreckage of one of the Adeptus Custodes' most ancient Land Raiders. The fluid is said to possess the last lingering traces of that ancient vehicle's bellicose machine spirit, inspiring greater might and ferocity within its bearer.*

**ADEPTUS CUSTODES** model only. Improve the Attacks, Strength and Damage characteristics of melee weapons equipped by the bearer by 1.

### AUGURY UPLINK

*The war engines of the Adeptus Custodes possess an array of augury equipment that combines to build an intricate picture of the unfolding conflict, enabling the bearer to tap into this accumulated data stream, detect incoming threats and angle their armour to repel the worst of enemy attacks.*

**ADEPTUS CUSTODES** model only. The bearer has the Feel No Pain 5+ ability.

### HONOURED FALLEN (AURA)

*The eldest warriors of the Moritoi are revered champions with centuries of battle experience, and their presence on the battlefield is inspirational.*

**ADEPTUS CUSTODES VEHICLE** model only. While a friendly **ADEPTUS CUSTODES INFANTRY** or **ADEPTUS CUSTODES MOUNTED** unit is within 6" of the bearer, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

### VETERAN OF THE KATAPHRAKTOI

*This champion has served amongst the Kataphraktoi and is a master at coordinating swift armoured assaults.*

**ADEPTUS CUSTODES INFANTRY** or **ADEPTUS CUSTODES MOUNTED** model only. In your Command phase, select one **ADEPTUS CUSTODES VEHICLE** or **ADEPTUS CUSTODES MOUNTED** unit within 6" of the bearer. Until the start of your next Command phase, that unit is eligible to shoot in a turn in which it Fell Back.





### FLAWLESS CONSTRUCTION

SOLAR SPEARHEAD – BATTLE TACTIC STRATAGEM

*The vehicles of the Adeptus Custodes are the finest examples of their kind. Their expertly wrought armoured forms contain ancient and esoteric technology, including auto-repair subroutines and reactive field generators.*



1CP

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **ADEPTUS CUSTODES VEHICLE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets a model in your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.



### EMPEROR'S VENGEANCE

SOLAR SPEARHEAD – BATTLE TACTIC STRATAGEM

*Even as death's cold embrace falls upon them, Custodians vent the last of their wrath upon the foe.*



1CP

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **ADEPTUS CUSTODES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if your unit has the **WALKER** keyword. On a 4+, do not remove it from play; The destroyed model can fight after the attacking unit has finished making its attacks (when doing so, it is assumed to have 1 wound remaining), and is then removed from play.



### WRATHFUL ADVANCE

SOLAR SPEARHEAD – BATTLE TACTIC STRATAGEM

*The golden-armoured onslaught smashes through the enemy line, trapping the foe and preventing their escape.*



1CP

**WHEN:** Fight phase, just before an **ADEPTUS CUSTODES** unit from your army Piles In.

**TARGET:** That **ADEPTUS CUSTODES** unit.

**EFFECT:** Until the end of the phase, each time a model in your unit makes a Pile-in move, it can move up to D3+3" instead of up to 3".



### UNSTOPPABLE

SOLAR SPEARHEAD – STRATEGIC PLOY STRATAGEM

*Armoured in adamantine and possessed of furious machine spirits, the vehicles of the Adeptus Custodes are almost impossible to stop in their tracks.*



1CP

**WHEN:** Your Movement phase or your Charge phase.

**TARGET:** One **ADEPTUS CUSTODES VEHICLE** or **ADEPTUS CUSTODES MOUNTED** unit from your army.

**EFFECT:** Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.



### RELENTLESS PERSECUTION

SOLAR SPEARHEAD – STRATEGIC PLOY STRATAGEM

*Custodians coax wrathful fury from their war engines' machine spirits to hunt down and eliminate their foes at speed.*



1CP

**WHEN:** Your Movement phase, just after an **ADEPTUS CUSTODES VEHICLE** unit from your army Advances.

**TARGET:** That **ADEPTUS CUSTODES VEHICLE** unit.

**EFFECT:** Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced. If your unit has the **WALKER** keyword, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced instead.



### PUNISHMENT INESCAPABLE

SOLAR SPEARHEAD – STRATEGIC PLOY STRATAGEM

*The Ten Thousand are relentless in pursuing the Emperor's foes and thorough in their annihilation. No armour, sorcery or hiding place can shield an enemy from their wrath.*



1CP

**WHEN:** Your Shooting phase.

**TARGET:** One **ADEPTUS CUSTODES** unit from your army that has not been selected to shoot this phase.

**EFFECT:** Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability, and until the end of the phase, each time a model in your unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and/or any or all modifiers to the Hit roll.

# CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS

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

4+

INVULNERABLE SAVE

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Adrasite spear	18"	1	2+	5	-2	3
Pyrithite spear [MELTA 2]	12"	1	2+	9	-4	D6

## MELEE WEAPONS

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

## ABILITIES

CORE: **Deep Strike**

FACTION: **Martial Ka'tah**

**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.

**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.

KEYWORDS: INFANTRY, IMPERIUM, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS



FACTION KEYWORDS:  
ADEPTUS CUSTODES

## CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS

*The signature armaments of the Custodian Guard combine deadly power blades and integrated ranged weapons. While guardian spears are the most recognisable of these potent devices, for specialised tasks the bolt weapons they mount can be exchanged for the adrathic destructors of adrasite spears or the melta beams of pyrithite spears.*

### WARGEAR OPTIONS

- Any number of models can each have their adrasite spear replaced with 1 pyrithite spear.

### UNIT COMPOSITION

- 5 Custodian Guard with Adrasite and Pyrithite Spears

Every model is equipped with: adrasite spear.

### CUSTODIAN GUARD

If an **ADEPTUS CUSTODES** model from your army with the Leader ability can be attached to a **CUSTODIAN GUARD** unit, it can be attached to this unit instead.

**KEYWORDS:** INFANTRY, IMPERIUM, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS



**FACTION KEYWORDS:** ADEPTUS CUSTODES

# SAGITTARUM CUSTODIANS

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

4+

INVULNERABLE SAVE

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: **Deep Strike**

FACTION: **Martial Ka'tah**

**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.

**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.

KEYWORDS: INFANTRY, IMPERIUM, SAGITTARUM CUSTODIANS



FACTION KEYWORDS:  
**ADEPTUS CUSTODES**

# SAGITTARUM CUSTODIANS

*In contrast with most warriors of the Adeptus Custodes, the Sagittarum Guard specialise in the slaying of foes at range, laying down fearsome volleys from their adrastus bolt calivers or using the same weapons to obliterate closer threats with pinpoint disintegration beams, switching between firing modes with faultless skill.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 5 Sagittarum Custodians

Every model is equipped with: adrastus bolt caliver; misericordia.

## CUSTODIAN GUARD

If an **ADEPTUS CUSTODES** model from your army with the Leader ability can be attached to a **CUSTODIAN GUARD** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, SAGITTARUM CUSTODIANS



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# AQUILON CUSTODIANS

M

5"

T

7

SV

2+

W

4

LD


6+


OC

2

4+

INVULNERABLE SAVE

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

## ABILITIES

CORE: **Deep Strike**

FACTION: **Martial Ka'tah**

**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.

**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.

KEYWORDS: INFANTRY, TERMINATOR, IMPERIUM, AQUILON CUSTODIANS



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# AQUILON CUSTODIANS

*Aquilon Custodians are the heavy assault infantry of the Custodian Guard, each warrior imbued with armour and wargear of ancient provenance and impeccable craftsmanship. Encased within flexible but highly durable Aquilon-pattern Terminator armour, they stride through the most perilous war zones to mete out death.*

## WARGEAR OPTIONS

- Any number of models can each have their lastrum storm bolter replaced with one of the following:
  - 1 infernus firepike
  - 1 twin adrathic destructor
- Any number of models can each have their solerite power gauntlet replaced with 1 solerite power talon.

## UNIT COMPOSITION

- 3-6 Aquilon Custodians

**Every model is equipped with:** lastrum storm bolter; solerite power gauntlet.

## LIONS OF THE EMPEROR

If a model from your army with the Leader ability can be attached to an **ALLARUS CUSTODIANS** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, TERMINATOR, IMPERIUM, AQUILON CUSTODIANS



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# CONTEMPTOR-ACHILLUS DREADNOUGHT

M

6"

T

9

SV

2+

W

10

LD

6+


OC

3

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Achillus dreadspear	12"	1	2+	9	-2	3
Infernus incinerator [TORRENT, IGNORES COVER]	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	RANGE	A	WS	S	AP	D
Achillus dreadspear [LANCE]	Melee	5	2+	12	-2	D6+1

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Martial Ka'tah**

**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 a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR-ACHILLUS DREADNOUGHT



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# CONTEMPTOR-ACHILLUS DREADNOUGHT

*The Contemptor-Achillus adds still greater refinement to an already celebrated blueprint – the revered Contemptor Dreadnought – arming its occupant with a mighty dreadspear equally capable of searing through foes at range or vanquishing them with a single thrust of its glowing blade.*

## WARGEAR OPTIONS

- This model's 2 lastrum storm bolters can be replaced with one of the following:
  - 2 infernus incinerators
  - 2 twin adrathic destructors
  - 1 lastrum storm bolter and 1 infernus incinerator
  - 1 lastrum storm bolter and 1 twin adrathic destructor
  - 1 infernus incinerator and 1 twin adrathic destructor

## UNIT COMPOSITION

- **1 Contemptor-Achillus Dreadnought**

**This model is equipped with:** 2 lastrum storm bolters; Achillus dreadspear.

---

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR-ACHILLUS DREADNOUGHT




FACTION KEYWORDS:  
ADEPTUS CUSTODES


# AGAMATUS CUSTODIANS

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

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Adrathic devastator	18"	1	2+	7	-2	3
Lastrum bolt cannon [SUSTAINED HITS 1]	36"	3	2+	6	-1	1
Twin las-pulsar [TWIN-LINKED]	24"	2	2+	9	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Interceptor lance [LANCE]	Melee	5	2+	7	-2	2

## ABILITIES

**FACTION:** Martial Ka'tah

**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.

**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.

KEYWORDS: MOUNTED, FLY, FRAME, IMPERIUM, AGAMATUS CUSTODIANS



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# AGAMATUS CUSTODIANS

*Agamatus Custodians take Gyrfalcon-pattern jetbikes as their steeds, the machines' power supporting the heavy armour of their riders and the powerful lastrum bolt cannon or other arcane weaponry. Closing with the enemy, Agamatus Custodians unleash this firepower with precision, before dealing a death blow with their interceptor lances.*

## WARGEAR OPTIONS

- Any number of models can each have their lastrum bolt cannon replaced with one of the following:
  - 1 adrathic devastator
  - 1 twin las-pulsar

## UNIT COMPOSITION

- 3-6 Agamatus Custodians

**Every model is equipped with:** lastrum bolt cannon; interceptor lance.

## JETBIKE OUTRIDERS

If a model from your army with the Leader ability can be attached to a **VERTUS PRAETORS** unit, it can be attached to this unit instead.

KEYWORDS: MOUNTED, FLY, FRAME, IMPERIUM, AGAMATUS CUSTODIANS



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# VENATARI CUSTODIANS

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

4+

INVULNERABLE SAVE

## RANGED WEAPONS

	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

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

## ABILITIES

CORE: **Deep Strike**

FACTION: **Martial Ka'tah**

**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 OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

## WARGEAR ABILITIES

**Tarsis Buckler:** The bearer has a Wounds characteristic of 4.

KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIUM, VENATARI CUSTODIANS



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# VENATARI CUSTODIANS

*The role of Venatari Custodian is vaunted as a high honour within the Adeptus Custodes, bestowed upon those with the most aquiline combat senses. These airborne hunting squads make masterful use of their archeotech jump packs to strike from the skies, swooping into the enemy's midst to deliver swift ruin with their pistols and polearms.*

## WARGEAR OPTIONS

- Any number of models can each have their Venatari lance replaced with 1 kinetic destroyer and 1 tarsus buckler.

## UNIT COMPOSITION

- 3-6 Venatari Custodians

Every model is equipped with: Venatari lance.

## JUMP PACKS

This unit cannot embark within a **VENERABLE LAND RAIDER**.

KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIUM, VENATARI CUSTODIANS



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# PALLAS GRAV-ATTACK

M	T	SV	W	LD	OC
12"	8	2+	9	6+	2

5+

INVULNERABLE SAVE

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Twin arachnus blaze cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	8	2+	5	-1	1

## MELEE WEAPONS

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

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Martial Ka'tah**

**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.

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, PALLAS GRAV-ATTACK



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# PALLAS GRAV-ATTACK

*Designed as a highly manoeuvrable hunter-killer, the Pallas Grav-attack provides the Adeptus Custodes with a rapid strike capacity, using its agility and versatile twin arachnus blaze cannon to inflict devastating hit-and-run assaults on the enemy, or to hunt down fleeing targets that have evaded Custodes ground troops.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Pallas Grav-attack

**This model is equipped with:** twin arachnus blaze cannon; armoured hull.


KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, PALLAS GRAV-ATTACK




FACTION KEYWORDS:  
ADEPTUS CUSTODES

# TELEMON HEAVY DREADNOUGHT

M T SV W LD OC  
8" 10 2+ 12 6+ 4  
4+ INVULNERABLE SAVE

 RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	2+	7	0	1
Telemon caestus	Melee	5	2+	12	-2	3

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Martial Ka'tah**

**Guardian Eternal:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

**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.

## 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.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, TELEMON HEAVY DREADNOUGHT



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# TELEMON HEAVY DREADNOUGHT

*The honour of interment within a Telemon Heavy Dreadnought falls to the most lauded of Custodians, whose battle prowess is deemed a match for the Telemon's sheer power. Encased within, such souls fight on alongside their brethren, whether surging forward with righteous fury or repelling assaults with their spiculus bolt launcher.*

## WARGEAR OPTIONS

- This model's 2 iliastus accelerator culverins can be replaced with one of the following:
  - 2 arachnus storm cannons
  - 2 Telemon caestus and 2 twin plasma projectors
  - 1 iliastus accelerator culverin and 1 arachnus storm cannon
  - 1 iliastus accelerator culverin, 1 Telemon caestus and 1 twin plasma projector
  - 1 arachnus storm cannon, 1 Telemon caestus and 1 twin plasma projector

## UNIT COMPOSITION

- **1 Telemon Heavy Dreadnought**

**This model is equipped with:** 2 iliastus accelerator culverins; spiculus bolt launcher; armoured feet.


KEYWORDS: VEHICLE, WALKER, IMPERIUM, TELEMON HEAVY DREADNOUGHT




FACTION KEYWORDS:  
ADEPTUS CUSTODES

# CALADIUS GRAY-TANK

M T SV W LD OC  
10" 11 2+ 14 6+ 4  
5+ **INVULNERABLE SAVE**

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

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Martial Ka'tah**

**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.

KEYWORDS: **VEHICLE, FLY, FRAME, IMPERIUM, CALADIUS GRAY-TANK**



FACTION KEYWORDS:  
**ADEPTUS CUSTODES**

# CALADIUS GRAV-TANK

*The Caladius Grav-tank fuses some of the heaviest firepower in the Custodian Guard arsenal with a highly mobile, resilient chassis. Taking as its principal armament either a twin iliastus accelerator cannon or a twin arachnus heavy blaze cannon, the Caladius excels in a range of battlefield roles, far outmatching more primitive vehicles of its class.*

## WARGEAR OPTIONS

- This model's twin iliastus accelerator cannon can be replaced with 1 twin arachnus heavy blaze cannon.

## UNIT COMPOSITION

- 1 Caladius Grav-tank

**This model is equipped with:** twin iliastus accelerator cannon; twin lastrum bolt cannon; armoured hull.



KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, CALADIUS GRAV-TANK



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# CORONUS GRAV-CARRIER

M T SV W LD OC  
12" 12 2+ 16 6+ 5  
5+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin arachnus blaze cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	8	2+	5	-1	1
Twin lastrum bolt cannon [SUSTAINED HITS 1]	36"	3	2+	6	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

## ABILITIES

**CORE:** Deadly Demise D6

**FACTION:** Martial Ka'tah

**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.

## 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.

**KEYWORDS:** VEHICLE, TRANSPORT, FLY, FRAME, IMPERIUM, CORONUS GRAV-CARRIER



**FACTION KEYWORDS:**  
ADEPTUS CUSTODES

# CORONUS GRAV-CARRIER

*Coronus Grav-carriers are the primary tactical transports of the Adeptus Custodes. Their repulsor suspensor technology and flare shielding grants them the speed and survivability to engage or evade myriad threats at will, punishing targets with their potent turret weapons as they speed their elite passengers to the forefront of battle.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Coronus Grav-carrier

**This model is equipped with:** twin arachnus blaze cannon; twin lastrum bolt cannon; armoured hull.

## TRANSPORT

This model has a transport capacity of 8 **ADEPTUS CUSTODES INFANTRY** models.

KEYWORDS: VEHICLE, TRANSPORT, FLY, FRAME, IMPERIUM, CORONUS GRAV-CARRIER



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# ORION ASSAULT DROPSHIP

M

14"

T

12

SV

2+

W

22

LD


6+


OC

0

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arachnus heavy blaze cannon	36"	4	2+	12	-3	D6+1
Spiculus heavy bolt launcher [BLAST]	36"	D6+6	2+	7	-1	2
Twin lastrum bolt cannon [SUSTAINED HITS 1]	36"	3	2+	6	-1	1

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

## ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Martial Ka'tah**

**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.

KEYWORDS: **VEHICLE, TRANSPORT, FLY, FRAME, IMPERIUM, ORION ASSAULT DROPSHIP**



FACTION KEYWORDS:  
**ADEPTUS CUSTODES**

# ORION ASSAULT DROPSHIP

*The heavily armoured Orion is a superlative assault craft designed to weather attacks while it deploys its formidable cargo of Custodian Guard. With bolt and energy weapons blazing, the Orion swiftly clears a landing zone and unleashes its passengers, before soaring skyward to rain death upon any other threats that enter its sights.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Orion Assault Dropship

**This model is equipped with:** 2 arachnus heavy blaze cannons; 2 twin lastrum bolt cannons; 2 spiculus heavy bolt launchers; armoured hull.

## TRANSPORT

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.

KEYWORDS: VEHICLE, TRANSPORT, FLY, FRAME, IMPERIUM, ORION ASSAULT DROPSHIP



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# ARES GUNSHIP

M

T

SV

W

LD

OC

-

12

2+

22

6+

-

5+

INVULNERABLE SAVE

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

## ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Martial Ka'tah**

**Infernus Firebombs:** Each time this model ends a Normal move, you can select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover. In addition, roll one D6 for each model in that unit: for each 6, that unit suffers 1 mortal wound.

## 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.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, FRAME, IMPERIUM, ARES GUNSHIP



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# ARES GUNSHIP

*The Ares Gunship first earned its reputation on Ancient Terra, and has quashed the Emperor's enemies on hundreds of worlds since. Most terrifying of the Ares' offensive capabilities is the arachnus magna-blaze cannon, whose extreme energies can pierce the densest armour, leaving a trail of wrecks and corpses wherever the Ares deploys.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Ares Gunship

**This model is equipped with:** 2 arachnus heavy blaze cannons; arachnus magna-blaze cannon; armoured hull.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, FRAME, IMPERIUM, ARES GUNSHIP



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# CONTEMPTOR-GALATUS DREADNOUGHT

M

6"

T

9

SV

2+

W

10

LD

6+

OC

3

4+

INVULNERABLE SAVE

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Martial Ka'tah**

**Galatus Shield:** Each time a melee attack targets this model, subtract 1 from the Wound roll.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR-GALATUS DREADNOUGHT



FACTION KEYWORDS:  
ADEPTUS CUSTODES

# CONTEMPTOR-GALATUS DREADNOUGHT

*Like the Sentinel Guard of the ancient Legio Custodes, the Contemptor-Galatus is armed with a power blade and battle shield, albeit of a type greatly superior in size and potency. Coupled with the already resilient Contemptor chassis, this wargear enables the Galatus to stride through the inferno of battle with impunity, slaying elite infantry and crippling vehicles.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Contemptor-Galatus Dreadnought

This model is equipped with: Galatus warblade.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR-GALATUS DREADNOUGHT



FACTION KEYWORDS:  
ADEPTUS CUSTODES



# ADEPTUS CUSTODES

## RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

## UPDATES

### AURIC CHAMPIONS DETACHMENT

#### Martial Philosopher Enhancement

Change third sentence to:

'Once per battle, in your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of the bearer, if the bearer's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".'

#### Shoulder the Mantle Stratagem

Change to:

'WHEN: Your Movement phase, before the Reinforcements step.

TARGET: One **ADEPTUS CUSTODES CHARACTER** model from your army that is not leading a unit.

EFFECT: Select one friendly unit (excluding Battle-shocked and Attached units) within 2" horizontally and 5" vertically of your model that it could lead (as described in the Leader section of its datasheet). Your model attaches to that unit as a Leader. Change that unit's Starting Strength accordingly.'

#### Assemblage of Might Detachment Rule

Change to:

'At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model in an **ADEPTUS CUSTODES CHARACTER** unit from your army makes an attack that targets that enemy unit, add 1 to the Wound roll.'

### SHIELD HOST DETACHMENT

#### SHIELD HOST DETACHMENT,

#### Martial Mastery Detachment Rule

Change first paragraph to:

'At the start of the battle round, you can select one of the bullet points below. If you do, until the start of the next battle round, that bullet point's effects apply.'

#### Castellan's Mark Enhancement

Change to:

'**SHIELD-CAPTAIN** model only. After both players have deployed their armies, you can select up to two **ADEPTUS CUSTODES** units from your army (excluding **ANATHEMA PSYKANA** units) and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.'

### TALONS OF THE EMPEROR DETACHMENT

#### Taloned Pincer Stratagem, Target Section

Change 9" to 8".

#### Champion of the Imperium Enhancement

Change to:

'**ADEPTUS CUSTODES** model only. The range of the bearer's Null Aegis or Deadly Unity ability (see left) is increased to 9".'

### DATASHEETS

#### Shield-Captain on Dawneagle Jetbike and Vertus Praetors, Ranged Weapons

- **Salvo launcher:** Add **[TWIN-LINKED]**, change Strength to '10', AP to '-3', and Damage to 'D6+1'.
- **Vertus hurricane bolter:** Change AP to '-1' and Damage to '2'.

#### Shield-Captain on Dawneagle Jetbike, Profile

Change Toughness characteristic to '7' and Wounds characteristic to '8'.

#### Valerian, Core Abilities

Add 'Deep Strike'.

#### Vertus Praetors

- **Profile:** Change Toughness characteristic to '7' and Wounds characteristic to '5'.
- **Quicksilver Execution Ability:** change to:  
'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.'

#### Anathema Psykana Rhino, Shield-Captain on Dawneagle Jetbike, Venerable Land Raider, Vertus Praetors – Keywords section

Add the **'FRAME'** keyword.

## FAQS

**Q:** *If I am using the Auric Champions Detachment and an **ADEPTUS CUSTODES CHARACTER** model that is leading a unit from my army is destroyed (e.g. by an attack with the **[PRECISION]** ability), does the Assemblage of Might Detachment rule still apply to the remaining models in that unit until the start of my next Command phase?*

**A:** No.

**Q:** *If an enemy model is within 12" of any part of a unit that is led by a **CHARACTER** with the Radiant Mantle Enhancement when that enemy model selects targets for its attacks, do those attacks suffer from the -1 Hit roll penalty?*

**A:** Yes.