

ADEPTUS CUSTODES – SHIELD HOST ARMY RULE



Created deep in the Emperor's Palace using esoteric gene-alchemies and other, even more mysterious processes, the warriors of the Adeptus Custodes are the Emperor's personal bodyguards. Known as the Ten Thousand, they are the most elite warriors in the entire Imperium, and are armed and armoured to match. In battle, they deploy highly flexible fighting forces, from peerless infantry and lightning-fast jetbikes to indomitable combat walkers and line-shattering battle tanks. It is in melee combat that they truly excel, however, each warrior having mastered the nuanced and subtle fighting stances designed to dominate the Custodians' many enemies.

MARTIAL KA'TAH

At the start of the Fight phase, select one Ka'tah Stance from the list below to be active for your army until the end of the phase. While a Ka'tah Stance is active for your army, each unit from your army with this ability gains the relevant ability.

KAPTARIS STANCE

Kaptaris is optimised to trap enemy units in close combat with the Custodes, where the elite warriors can eliminate them.

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

DACATARAI STANCE

This aggressive fighting style has been adapted for the Custodes to deal with hordes of foes who vastly outnumber them.

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

RENDAX STANCE

Masters of Rendax are superlative monster and war-machine hunters.

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



ADEPTUS CUSTODES – SHIELD HOST DETACHMENT RULE

If your Army Faction is **ADEPTUS CUSTODES**, you can use this Shield Host Detachment rule.

AEGIS OF THE EMPEROR

The cellular alchemy that creates the warriors of the Adeptus Custodes leaves them forever touched by a spark of the Emperor's own greatness. Beyond their martial might and incorruptible nobility, this energy manifests itself as an almost supernatural warding, as though the Custodians were protected by the hand of the Emperor.

ADEPTUS CUSTODES models from your army have the Feel No Pain 4+ ability against mortal wounds.



ADEPTUS CUSTODES – SHIELD HOST STRATAGEMS

If you are using the Shield Host Detachment rule, you can use these Shield Host Stratagems.

SLAYERS OF NIGHTMARES

SHIELD HOST – BATTLE TACTIC STRATAGEM

In an age plagued by monstrous foes, when primordial horrors from the darkest void circle Humanity's dying light, still the Adeptus Custodes stand strong.

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, each time a model in your unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Wound roll.

AVENGE THE FALLEN

SHIELD HOST – BATTLE TACTIC STRATAGEM

The loss of a single Talon of the Emperor is commemorated by the tolling of the Bell of Lost Souls on Terra, and by their comrades' bloody vengeance on the battlefield.

1CP

WHEN: Start of the Fight phase.

TARGET: One **ADEPTUS CUSTODES** unit from your army that is below its Starting Strength and has not been selected to fight this phase.

EFFECT: Until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit. If that unit is Below Half-strength, until the end of the phase, add 2 to the Attacks characteristic of those melee weapons instead.

UNWAVERING SENTINELS

SHIELD HOST – EPIC DEED STRATAGEM

Custodians will not be moved from their objective.

2CP

WHEN: Start of the Fight phase.

TARGET: One **ADEPTUS CUSTODES** unit from your army (excluding **ANATHEMA PSYKANA** units) that is within range of an objective marker.

EFFECT: Until the end of the phase, your unit has the Fights First ability.

ARCANE GENETIC ALCHEMY

SHIELD HOST – BATTLE TACTIC STRATAGEM

The Adeptus Custodes are individually engineered on a molecular level using secrets of genetic alchemy that render them virtual demigods in battle.

2CP

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

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

EFFECT: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

ADEPTUS CUSTODES – SHIELD HOST STRATAGEMS

If you are using the Shield Host Detachment rule, you can use these Shield Host Stratagems.

VIGIL UNENDING

SHIELD HOST – EPIC DEED STRATAGEM

The Custodes are determined that every second of their lives will be spent committed to the Emperor, and they do not yield while their duty remains unfulfilled, rising from the blood and ashes to continue their vigil.

1CP

WHEN: Your Command phase.

TARGET: One ADEPTUS CUSTODES INFANTRY unit from your army (excluding ANATHEMA PSYKANA units).

EFFECT: One destroyed model (excluding CHARACTER models) is returned to your unit with its full wounds remaining.

RESTRICTIONS: You cannot target the same unit with this Stratagem more than once per battle.

SWORN GUARDIANS

SHIELD HOST – STRATEGIC PLOY STRATAGEM

The Adeptus Custodes smash apart their foes without slowing, securing the Emperor's realm with bloody efficiency and then advancing to new positions.

1CP

WHEN: Your Movement phase.

TARGET: One ADEPTUS CUSTODES unit from your army (excluding ANATHEMA PSYKANA units) within range of an objective marker you control.

EFFECT: That objective marker remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn.



ADEPTUS CUSTODES – SHIELD HOST ENHANCEMENTS

If you are using the Shield Host Detachment rule, you can use these Shield Host Enhancements.

UNSTOPPABLE DESTROYER

This warrior is implacable on the field, the Emperor's will made manifest. No foe can hope to stop him achieving his goals, and those who stand before his battle fury see their death swiftly approaching.

- **ADEPTUS CUSTODES** model only (excluding **ANATHEMA PSYKANA** models). Each time the bearer ends a Charge move, select one enemy unit within Engagement Range of the bearer and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.
- Once per battle, after the bearer's unit ends a Charge move, all enemy units within 6" of the bearer must take a Battle-shock test.

INSPIRATIONAL EXEMPLAR

This warrior epitomises the martial genius of the Adeptus Custodes. His judgement is sound, his tactical acumen impeccable.

- **ADEPTUS CUSTODES** model only (excluding **ANATHEMA PSYKANA** models). The bearer has a Leadership characteristic of 5+.
- Once per battle, at the start of any phase, you can select one friendly **ADEPTUS CUSTODES** unit that is Battle-shocked and within 12" of the bearer; that unit is no longer Battle-shocked.

VEILED BLADE

An ancient weapon that burns with a bitterly cold and dark energy, the Veiled Blade is bestowed upon a Custodian who has vowed to recover that which should remain hidden from Humanity, and return it to the Dark Cells.

- **ADEPTUS CUSTODES** model only (excluding **ANATHEMA PSYKANA** models). Add 2 to the Attacks characteristic of the bearer's melee weapons.
- Once per battle, at the start of any Command phase, triple the bearer's Objective Control characteristic until the end of the turn.

CEASELESS HUNTER

This warrior never relents in the pursuit of his quarry – any apparent withdrawal he makes merely brings death to his foe sooner.

- **ADEPTUS CUSTODES** model only (excluding **ANATHEMA PSYKANA** models). The bearer's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.
- Once per battle, when an enemy unit ends a Normal, Advance or Fall Back move within 9" 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".





CUSTODIAN GUARD

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



RANGED WEAPONS

	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

	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

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.

Sentinel Storm: Once per battle, in your Shooting phase, after this unit has shot, it can shoot again.

WARGEAR ABILITIES

Praesidium Shield: Add 1 to the bearer's Wounds characteristic.

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

4+

INVULNERABLE SAVE



**FACTION KEYWORDS:
ADEPTUS CUSTODES**

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, CUSTODIAN GUARD

CUSTODIAN GUARD

These warriors form the backbone of the shield companies, and every one is a terrifying force of destruction equal to the strongest of the foe. Whether armed with guardian spear or sentinel blade, their shots are perfectly placed, and every cut, thrust and parry is a masterclass in bladesmanship.



WARGEAR OPTIONS

- Any number of models can each have their guardian spear replaced with 1 sentinel blade and 1 praesidium shield.
- 1 model's guardian spear can be replaced with one of the following:
 - 1 vexilla and 1 misericordia
 - 1 vexilla, 1 misericordia and 1 praesidium shield

UNIT COMPOSITION

- 4-5 Custodian Guard

Every model is equipped with: guardian spear.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, CUSTODIAN GUARD



FACTION KEYWORDS:
ADEPTUS CUSTODES

CUSTODIAN WARDENS

M T SV W LD OC

6" 6 2+ 3 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Castellan axe [ASSAULT]	24"	2	2+	4	-1	2
Guardian spear [ASSAULT]	24"	2	2+	4	-1	2

MELEE WEAPONS

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

ABILITIES

CORE: Deep Strike

FACTION: Martial Ka'tah

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.

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.

WARGEAR ABILITIES

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

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, IMPERIUM, CUSTODIAN WARDENS



FACTION KEYWORDS:
ADEPTUS CUSTODES

CUSTODIAN WARDENS

Veterans with centuries of service, Custodian Wardens are level-headed warriors who have sworn to fight as living fortresses no foe shall breach. With frightening intensity and wills of iron, these warriors cleave their foes in two with immense sweeps that are driven by their prodigious physical strength.



WARGEAR OPTIONS

- Any number of models can each have their guardian spear replaced with 1 castellan axe.
- 1 model can be equipped with 1 vexilla.

UNIT COMPOSITION

- 4-5 Custodian Wardens

Every model is equipped with: guardian spear.

KEYWORDS: INFANTRY, IMPERIUM, CUSTODIAN WARDENS



FACTION KEYWORDS:
ADEPTUS CUSTODES

ALLARUS CUSTODIANS

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



RANGED WEAPONS

	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

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

ABILITIES

CORE: Deep Strike

FACTION: Martial Ka'tah

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.

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.

WARGEAR ABILITIES

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

INVULNERABLE SAVE

4+



KEYWORDS: INFANTRY, TERMINATOR, IMPERIUM, ALLARUS CUSTODIANS

FACTION KEYWORDS:
ADEPTUS CUSTODES

ALLARUS CUSTODIANS

Even amongst the Adeptus Custodes, Allarus Custodians are renowned for their deeds. Teleporting into the most dangerous enemy strongholds, they rely upon the indomitable resilience of their Terminator plate to protect them as they hunt down demagogues and generals. Fighting as individual heroes, they swiftly tear the heart from their foe's defence.



WARGEAR OPTIONS

- Any number of models can each have their guardian spear replaced with 1 castellan axe.
- 1 model's guardian spear can be replaced with 1 vexilla and 1 misericordia.

UNIT COMPOSITION

- 2-6 Allarus Custodians

Every model is equipped with: balistus grenade launcher; guardian spear.

KEYWORDS: INFANTRY, TERMINATOR, IMPERIUM, ALLARUS CUSTODIANS



FACTION KEYWORDS:
ADEPTUS CUSTODES

VERTUS PRAETORS

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Salvo launcher	24"	1	2+	9	-2	3
Vertus hurricane bolter [RAPID FIRE 3, TWIN-LINKED]	18"	3	2+	4	0	1

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.

Quicksilver Execution: Once per battle, after this unit ends an Advance move, you can select one enemy unit (excluding MONSTER and VEHICLE units) 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.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, FLY, IMPERIUM, VERTUS PRAETORS



FACTION KEYWORDS:
ADEPTUS CUSTODES

VERTUS PRAETORS

Veteran warriors who have seen battle on a hundred worlds, these Custodians know that the value of speed is in directing their might precisely where and when it is needed most. Master combatants and marksmen both, they can place piercing strikes and deadly salvos with precision even when travelling at immense speeds.



WARGEAR OPTIONS

- Any number of models can each have their salvo launcher replaced with 1 Vertus hurricane bolter.

UNIT COMPOSITION

- 2-3 Vertus Praetors

Every model is equipped with: salvo launcher; interceptor lance.

KEYWORDS: MOUNTED, FLY, IMPERIUM, VERTUS PRAETORS



FACTION KEYWORDS:
ADEPTUS CUSTODES

PROSECUTORS

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Daughters of the Abyss: Models in this unit have the Feel No Pain 3+ ability against Psychic Attacks.

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.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, ANATHEMA PSYKANA, PROSECUTORS



FACTION KEYWORDS:
ADEPTUS CUSTODES

PROSECUTORS

Protected from the malevolence of witches by their rare anti-psychic mutation, and shielded from the bullets and blades of the foe by their finely crafted power armour, Prosecutors advance unflinching into the heart of battle. Their bolters thunder ceaselessly, each explosive shell ending another heretic life.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Prosecutor Sister Superior
- 3-9 Prosecutors

Every model is equipped with: boltgun; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, ANATHEMA PSYKANA, PROSECUTORS



FACTION KEYWORDS:
ADEPTUS CUSTODES

VIGILATORS

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



MELEE WEAPONS

Executioner greatblade
[ANTI-PSYKER 4+, DEVASTATING WOUNDS]

RANGE	A	WS	S	AP	D
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Melee	2	3+	5	-2	2
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ABILITIES

Daughters of the Abyss: Models in this unit have the Feel No Pain 3+ ability against Psychic Attacks.

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

KEYWORDS: INFANTRY, IMPERIUM, ANATHEMA PSYKANA, VIGILATORS



FACTION KEYWORDS:
ADEPTUS CUSTODES

VIGILATORS

The surest way to bring an end to a witch's malefic rampage is to strike their head from their body. Such is the doctrine of the Vigilators, who ghost across the battlefield before charging headlong into battle, their double-handed power blades singing a keening song of death.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Vigilator Sister Superior
- 3-9 Vigilators

Every model is equipped with: executioner greatblade.

KEYWORDS: INFANTRY, IMPERIUM, ANATHEMA PSYKANA, VIGILATORS



FACTION KEYWORDS:
ADEPTUS CUSTODES

WITCHSEEKERS

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Scouts 6"

Daughters of the Abyss: Models in this unit have the Feel No Pain 3+ ability against Psychic Attacks.

Sanctified Flames: Each time this unit shoots, after it has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

KEYWORDS: INFANTRY, IMPERIUM, ANATHEMA PSYKANA, WITCHSEEKERS



FACTION KEYWORDS:
ADEPTUS CUSTODES

WITCHSEEKERS

Witchseekers wield sanctified flamers as they hunt witches through tangled corridors and muddy trenchworks alike. Closing with their heretical quarry, they unleash a roaring conflagration to immolate the foe, as well as any pyre.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Witchseeker Sister Superior
- 3-9 Witchseekers

Every model is equipped with: Witchseeker flamer; close combat weapon.

KEYWORDS: INFANTRY, IMPERIUM, ANATHEMA PSYKANA, WITCHSEEKERS



FACTION KEYWORDS:
ADEPTUS CUSTODES

SHIELD-CAPTAIN

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Castellan axe [ASSAULT]	24"	2	2+	4	-1	2
Guardian spear [ASSAULT]	24"	2	2+	4	-1	2
Sentinel blade [ASSAULT, PISTOL]	12"	2	2+	4	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	3+	9	-1	3
Guardian spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Martial Ka'tah

Master of the Stances: At the start of the Fight phase, select one Ka'tah Stance. Until the end of the phase, that stance is active for this model's unit in addition to the one that is active. Once per battle, at the start of the Fight phase, all stances are active for this model's unit until the end of the phase.

Strategic Mastery: Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for OCP, even if that Stratagem has already targeted another unit from your army this phase.

WARGEAR ABILITIES

Praesidium shield: Add 1 to the bearer's Wounds characteristic.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, SHIELD-CAPTAIN



FACTION KEYWORDS:
ADEPTUS CUSTODES

SHIELD-CAPTAIN

Shield-Captains are among the greatest warriors in the Imperium. No matter which weapons they wield, they display absolute mastery of them. Their tactical and strategic abilities know few peers, and they read the ebb and flow of a war at a glance before directing their forces accordingly.



WARGEAR OPTIONS

- This model's guardian spear can be replaced with one of the following:
 - 1 castellan axe
 - 1 sentinel blade
 - 1 sentinel blade and 1 praesidium shield

UNIT COMPOSITION

- 1 Shield-Captain

This model is equipped with: guardian spear.

LEADER

This model can be attached to the following units:

- CUSTODIAN GUARD
- CUSTODIAN WARDENS

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, SHIELD-CAPTAIN



FACTION KEYWORDS:
ADEPTUS CUSTODES

BLADE CHAMPION

M T SV W LD OC

6" 6 2+ 6 6+ 2



MELEE WEAPONS

- Vaultswords – Behemor [PRECISION]
- Vaultswords – Hurricanus [SUSTAINED HITS 1]
- Vaultswords – Victus [DEVASTATING WOUNDS]

RANGE	A	WS	S	AP	D
Melee	6	2+	7	-2	2
Melee	9	2+	5	-1	1
Melee	5	2+	6	-3	3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, BLADE CHAMPION

ABILITIES

CORE: Deep Strike, Leader

FACTION: Martial Ka'tah

Martial Inspiration: While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit. In addition, once per battle, this model's unit is eligible to declare a charge in a turn in which it Advanced.

Legacy of Combat: You can target this model's unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS CUSTODES

BLADE CHAMPION

A Blade Champion is a living weapon in the Emperor's hand. His role is to identify the greatest battlefield threat – be that a mighty leader, a host of killers or a deadly war engine – then to employ his archeotech blades and specialised fighting styles to ensure their swift and absolute destruction.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Blade Champion

This model is equipped with: vaultswords.

LEADER

This model can be attached to the following units:

- CUSTODIAN GUARD
- CUSTODIAN WARDENS

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, BLADE CHAMPION



FACTION KEYWORDS:
ADEPTUS CUSTODES

ALEYA

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



MELEE WEAPONS

Somnus [ANTI-PSYKER 4+, DEVASTATING WOUNDS]

RANGE	A	WS	S	AP	D
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Melee	4	2+	6	-3	3
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ABILITIES

CORE: Feel No Pain 5+, Leader, Scouts 6"

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.

Daughter of the Abyss: This model has the Feel No Pain 3+ ability against Psychic Attacks.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, ALEYA



FACTION KEYWORDS:
ADEPTUS CUSTODES

ALEYA

Aleya is a veteran of her order and is a ferocious and dedicated hunter of witches and sorcerers. Over many years she has developed incredible tactical perception, as well as a deep knowledge of her quarry. She employs these skills to seek out rogue psykers, cutting them down with sweeps of her blade, Somnus.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Aleya – EPIC HERO

This model is equipped with: Somnus.

LEADER

This model can be attached to the following units:

- PROSECUTORS
- VIGILATORS
- WITCHSEEKERS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, ALEYA



FACTION KEYWORDS:
ADEPTUS CUSTODES

ANATHEMA PSYKANA RHINO

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

One Shot: The bearer can only shoot with this weapon once per battle.

	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

Daughters of the Abyss: This model has the Feel No Pain 3+ ability against Psychic Attacks.

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

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, ANATHEMA PSYKANA, RHINO



FACTION KEYWORDS:
ADEPTUS CUSTODES

ANATHEMA PSYKANA RHINO

The Rhinos of the Silent Sisterhood are more than just armoured personnel carriers. Many have served the Imperium for hundreds, if not thousands of years. Highly rugged vehicles, their spacious capacity and powerful engines help them to safely carry their deadly cargo of Sisters into the fiercest of battles.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Anathema Psykana Rhino

This model is equipped with: storm bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 ANATHEMA PSYKANA INFANTRY models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, ANATHEMA PSYKANA, RHINO



FACTION KEYWORDS:
ADEPTUS CUSTODES

KNIGHT-CENTURA

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



RANGED WEAPONS

	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

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	2+	3	0	1
Executioner greatblade [ANTI-PSYKER 4+, DEVASTATING WOUNDS]	Melee	3	2+	5	-2	2

ABILITIES

CORE: Leader, Scouts 6"

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.

Daughter of the Abyss: This model has the Feel No Pain 3+ ability against Psychic Attacks.

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.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, ANATHEMA PSYKANA, KNIGHT-CENTURA



FACTION KEYWORDS:
ADEPTUS CUSTODES

KNIGHT-CENTURA

Knight-Centuras are the leaders of Sisters of Silence cadres and the guardians of their traditions. They have earned the respect of their Sisters through years of service, impeccable fighting skills, immense power as Nulls and encyclopaedic knowledge of the witch and the sorcerer.



WARGEAR OPTIONS

- This model's executioner greatblade can be replaced with one of the following:
 - 1 master-crafted boltgun and 1 close combat weapon
 - 1 Witchseeker flamer and 1 close combat weapon

UNIT COMPOSITION

- 1 Knight-Centura

This model is equipped with: executioner greatblade.

LEADER

This model can be attached to the following units:

- PROSECUTORS
- VIGILATORS
- WITCHSEEKERS

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, ANATHEMA PSYKANA,
KNIGHT-CENTURA



FACTION KEYWORDS:
ADEPTUS CUSTODES

SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR

M T SV W LD OC

5" 7 2+ 7 6+ 2



RANGED WEAPONS

	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

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

ABILITIES

CORE: Deep Strike, Leader

FACTION: Martial Ka'tah

Defiant to the Last: If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Strategic Mastery: Once per battle round, you can select one model from your army with this ability and target that model with a Stratagem for OCP, even if that Stratagem has already been used on another unit from your army this phase.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, SHIELD-CAPTAIN



FACTION KEYWORDS:
ADEPTUS CUSTODES

SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR

A Shield-Captain is already one of the most formidable combatants and superlative strategists in the Imperium. When clad in a nigh-on impenetrable suit of auramite Terminator armour, they become more powerful still – a walking fortress of Imperial might able to teleport directly into battle in a blaze of golden light.



WARGEAR OPTIONS

- This model's guardian spear can be replaced with 1 castellan axe.

UNIT COMPOSITION

- 1 Shield-Captain in Allarus Terminator Armour

This model is equipped with: balistus grenade launcher; guardian spear.

LEADER

This model can be attached to the following unit:

- Allarus Custodians

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, SHIELD-CAPTAIN



FACTION KEYWORDS:
ADEPTUS CUSTODES

SHIELD-CAPTAIN ON DAWNEAGLE JETBIKE

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Vertus hurricane bolter [RAPID FIRE 3, TWIN-LINKED]	18"	3	2+	4	0	1
Salvo launcher	24"	1	2+	9	-2	3

MELEE WEAPONS

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

ABILITIES

CORE: Leader

FACTION: Martial Ka'tah

Sweeping Advance: While this model is leading a unit, each time that unit Consolidates, each model in that unit can move up to 6" instead of up to 3". In addition, once per battle, at the end of the Fight phase, if this model's unit is within Engagement Range of one or more enemy units, it can Fall Back as if it were your Movement phase or, if it is not within Engagement Range of one or more enemy units, it can make a Normal move as if it were your Movement phase.

Strategic Mastery: Once per battle round, you can select one model from your army with this ability and target that model's unit with a Stratagem for OCP, even if that Stratagem has already been used on another unit from your army this phase.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, FLY, IMPERIUM, DAWNEAGLE JETBIKE, SHIELD-CAPTAIN



FACTION KEYWORDS:
ADEPTUS CUSTODES

SHIELD-CAPTAIN ON DAWNEAGLE JETBIKE

All Shield-Captains are decisive warriors who suffer no impediment to their mission. Those Shield-Captains swiftest in thought and action soar into battle on Dawneagle jetbikes, plunging into the heart of the foe. Though these warriors appear arrogant, this is far from true – their self-assuredness is matched entirely by their skill.



WARGEAR OPTIONS

- This model's salvo launcher can be replaced with 1 Vertus hurricane bolter.

UNIT COMPOSITION

- 1 Shield-Captain on Dawneagle Jetbike

This model is equipped with: salvo launcher; interceptor lance.

LEADER

This model can be attached to the following unit:

- Vertus Praetors

KEYWORDS: MOUNTED, CHARACTER, FLY, IMPERIUM, DAWNEAGLE JETBIKE,
SHIELD-CAPTAIN



FACTION KEYWORDS:
ADEPTUS CUSTODES

TRAJANN VALORIS

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



RANGED WEAPONS

Watcher's Axe [ASSAULT]	RANGE	A	BS	S	AP	D
	24"	2	2+	5	-2	3

MELEE WEAPONS

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

ABILITIES

CORE: Deep Strike, Feel No Pain 5+, Leader

FACTION: Martial Ka'tah

Captain-General: While this model is leading a unit, you can ignore any or all modifiers to the characteristics of models in that unit and/or to any roll or test made for models in that unit (excluding modifiers to saving throws).

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.
- Models in this model's unit have the Fights First ability.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TRAJANN VALORIS



FACTION KEYWORDS:
ADEPTUS CUSTODES

TRAJANN VALORIS

Trajann Valoris' warrior prowess approaches that of the Primarchs of old. With the Watcher's Axe he can bisect the sarcophagus of a Chaos Helbrute in a single swing, or use its built-in bolt weapon – known as Eagle's Scream – to cut down enemy infantry with salvos of adamantine-tipped penetrator bolts.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Trajann Valoris – EPIC HERO

This model is equipped with: Watcher's Axe.

LEADER

This model can be attached to the following units:

- CUSTODIAN GUARD
- CUSTODIAN WARDENS

SUPREME COMMANDER

If this model is in your army, it must be your WARLORD.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TRAJANN VALORIS



FACTION KEYWORDS:
ADEPTUS CUSTODES

VALERIAN

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Feel No Pain 6+, Leader

FACTION: Martial Ka'tah

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

Hero of Lion's Gate: Once per battle round, you can re-roll one Hit roll, one Wound roll or one saving throw made for this model. In addition, 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.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SHIELD-CAPTAIN, VALERIAN



FACTION KEYWORDS:
ADEPTUS CUSTODES

VALERIAN

A headstrong warrior, Valerian is relatively new to the Custodes, but is already marked for greatness. His urge to bring death to the foes of the Emperor beyond Terra is much valued in these dark times, and countless enemies have fallen to his guardian spear, Gnosis.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Valerian – EPIC HERO

This model is equipped with: Gnosis.

LEADER

This model can be attached to the following units:

- CUSTODIAN GUARD
- CUSTODIAN WARDENS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SHIELD-CAPTAIN,
VALERIAN



FACTION KEYWORDS:
ADEPTUS CUSTODES

VENERABLE CONTEMPTOR DREADNOUGHT

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



RANGED WEAPONS

	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

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

ABILITIES

CORE: Deadly Demise 1

FACTION: Martial Ka'tah

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.

INVULNERABLE SAVE

5+

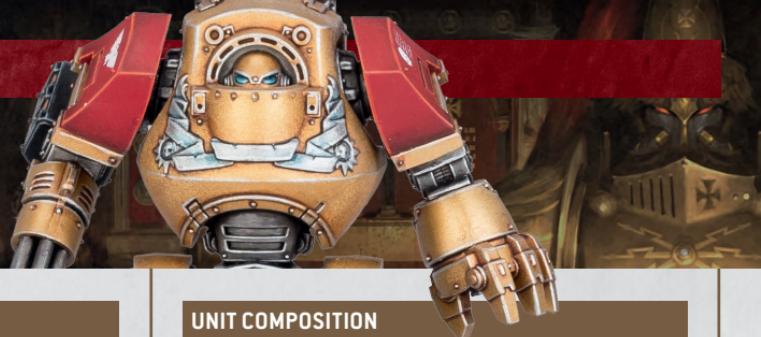
KEYWORDS: VEHICLE, WALKER, IMPERIUM, VENERABLE CONTEMPTOR DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS CUSTODES

VENERABLE CONTEMPTOR DREADNOUGHT

These towering combat walkers are piloted by centuries-old fallen heroes kept alive by irreplaceable technologies. Equipped with weapons that can melt armour and tear apart infantry, Venerable Contemptor Dreadnoughts inflict terrible damage, all while protected by atomantic shields and auto-repair protocols.



WARGEAR OPTIONS

- This model's multi-melta can be replaced with 1 Kheres-pattern assault cannon.

UNIT COMPOSITION

- 1 Venerable Contemptor Dreadnought

This model is equipped with: combi-bolter; multi-melta; Contemptor combat weapon.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, VENERABLE CONTEMPTOR DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS CUSTODES

VENERABLE LAND RAIDER

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



RANGED WEAPONS

	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
One Shot: The bearer can only shoot with this weapon once per battle.						
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

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

ABILITIES

CORE: Deadly Demise D6

FACTION: Martial Ka'tah

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.

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, SMOKE, VENERABLE LAND RAIDER



FACTION KEYWORDS:
ADEPTUS CUSTODES

VENERABLE LAND RAIDER

Land Raiders are heavily armed, mobile fortresses. Possessed of hyper-durable adamantine armour and a fearsome array of weapons, they and their cargo of Custodian warriors can turn the tide of war in a single salvo, and their machine spirits are so potent they can fight on even if the crew are slain.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Venerable Land Raider

This model is equipped with: 2 godhammer lascannons; twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **ADEPTUS CUSTODES INFANTRY** models.

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, SMOKE, VENERABLE LAND RAIDER



FACTION KEYWORDS:
ADEPTUS CUSTODES