

FORGE WORLD ADEPTUS CUSTODES

RULES PREVIEW

The following presents rules for a small selection of Adeptus Custodes units from the Forge World range. This is a preview of what to expect from a future Forge World Imperial Armour publication. All rules in this document reflect an early version of the development process and are entirely experimental and subject to change in future publications. As such, these rules are best tested with the agreement of all players involved.

The datasheets which follow represent some of the rarest technologies available to the Custodes in the 41st Millennium. These datasheets limit the number of units of each kind available in a Detachment; however these restrictions are not final. In a future Imperial Armour volume, we intend to expand the role of Forge World's range of models within the wider forces of the Adeptus Custodes.

As well as acting as a taster for things to come, this is an opportunity for fans of Warhammer 40,000 and the Adeptus Custodes to playtest rules for Forge World, contributing to the game you love! While we appreciate all comments and suggestions, in practice we find that the actual experience of games played is worth a great deal more than the theoretical. If you would like to contribute to the play testing of these rules, follow the instructions below:

Please make sure that you use the subject line **"FWCUSTODES"** and note that you **must** use the headers below to provide us with your feedback. When writing any feedback email, please repeat the same format for each individual unit, item of wargear or ability you wish to discuss.

- The unit's datasheet which this feedback refers to.
- The number of games played using this unit and Faction keywords used in these games.
- The item of wargear or ability to which this feedback relates.
- Suggestions relating to the above unit's wargear or ability and the rationale for these.
- Suggestions regarding the points values for the unit and its abilities.

Any messages not in the above format or not related to the units in this preview pack will be discarded. We will not respond to emails but all of them will be looked at and your feedback will be considered where applicable. Please send your feedback to **forgeworld@gwplc.com**.

UNIT POINTS COST		
UNIT	MODELS PER UNIT	POINTS PER MODEL
Contemptor-Achillus	1	160
Contemptor-Exemplar	1	150
Caladius Grav-tank	1	220
Coronus Grav-carrier	1	285

MELEE WEAPONS POINTS COST	
WEAPON	POINTS PER WEAPON
Achillus dreadspear	75
Dreadnought combat weapon (single/pair)	40/50

RANGED WEAPONS POINTS COST	
WEAPON	POINTS PER WEAPON
Twin Arachnus las-blaze	60
Heavy flamer	17
Twin Iliastus accelerator cannon	70
Twin las-pulsar	60
Lastrum storm bolter	5
Twin Lastrum bolt cannon	25
Plasma ejector	30

13
POWER

CONTEMPTOR-ACHILLUS DREADNOUGHT

DAMAGE

Some of a Contemptor-Achillus' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
7-12+	9"	2+	2+
4-6	6"	3+	3+
1-3	4"	4+	4+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor-Achillus	*	*	*	7	7	12	4	9	2+

A Contemptor-Achillus Dreadnought is a single model. It is equipped with two Lastrum storm bolters and an Achillus dreadspear.
You may only include one of these units per Detachment in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Achillus dreadspear (shooting)	36"	Heavy D3	9	-3	D3	-
Achillus dreadspear (melee)	Melee	Melee	x2	-3	D6	Any Damage rolls less than 3 that are made for this weapon count as 3.
Lastrum storm bolter	24"	Rapid Fire 2	5	-1	1	-
ABILITIES	<p>Impaling Lunge: In any turn in which this unit has successfully made a charge move, any melee attacks which hit on a 6 cause 1 mortal wound each, in addition to their usual damage.</p> <p>Atomantic Shielding: This model has a 5+ invulnerable save.</p> <p>Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.</p> <p>Atomantic Overload: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes and each unit within 2D6" suffers D3 mortal wounds.</p> <p><i>Designer's Note: Further wargear options and Dreadnoughts will be available alongside this unit's rules in a future Imperial Armour volume.</i></p>					
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES					
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR-ACHILLUS DREADNOUGHT					

13
POWER

CONTEMPTOR-EXEMPLAR DREADNOUGHT

DAMAGE

Some of a Contemptor-Exemplar's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
7-12+	9"	2+	2+
4-6	6"	3+	3+
1-3	4"	4+	3+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor-Exemplar	*	*	*	7	7	12	4	9	2+

A Contemptor-Exemplar is a single model. It is equipped with two Dreadnought combat weapons and two Lastrum storm bolters.
You may only include one of these units per Detachment in your army.

Designer's Note: The Contemptor-Exemplar Dreadnought does not currently have a model – you may however choose to represent it with another Contemptor Dreadnought model.


WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Lastrum storm bolter	24"	Rapid Fire 2	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Plasma ejector	8"	Heavy D6	7	-3	1	This weapon automatically hits its target.
Twin las-pulsar	36"	Heavy 2D3	9	-3	D3	-
WARGEAR OPTIONS	<ul style="list-style-type: none"> A Contemptor-Exemplar may choose to take one heavy weapon from the following list, replacing one Dreadnought combat weapon and one Lastrum storm bolter: <ul style="list-style-type: none"> Twin las-pulsar One or both Lastrum storm bolters may be exchanged for one of the following: <ul style="list-style-type: none"> Heavy flamer Plasma ejector 					
ABILITIES	<p>Atomantic Shielding: This model has a 5+ invulnerable save.</p> <p>Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.</p> <p>Atomantic Overload: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D3 mortal wounds.</p> <p><i>Designer's Note: Further wargear options and Dreadnoughts will be available alongside this unit's rules in a future Imperial Armour volume.</i></p>					
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<div><div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div>16</div><div>POWER</div></div><div>CALADIUS GRAV-TANK</div></div>										<div><div>DAMAGE</div><div>Some of a Caladius Grav-tank's characteristics change as it suffers damage in battle, as shown below:</div></div>																																						
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<div><div>ABILITIES</div><div><p>Hover Tank: Instead of measuring distances to and from this model's base, measure to and from the model's hull or base (whichever is closer).</p><p>Gravitic Backwash: Models attempting to make Melee attacks against this unit suffer -1 to all hit rolls (to a maximum of 6+).</p><p>Flare Shielding: This model has a 6+ invulnerable save.</p><p>Enhanced Auramite Alloys: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.</p><p>Gravitic Cascade: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it explodes and each unit within 6" suffers D3 mortal wounds.</p><p><i>Designer's Note:</i> Further wargear options and tanks will be available alongside this unit's rules in a future Imperial Armour volume.</p></div></div>																																																
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DAMAGE

Some of a Caladius Grav-tank's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-14+	16"	2+	3
4-7	12"	3+	D3
1-3	8"	4+	1

<div><div><div>19 POWER</div></div><div>CORONUS GRAV-CARRIER</div></div>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Coronus Grav-carrier	*	6+	*	6	8	18	*	9	3+	
A Coronus Grav-carrier is a single model. It is equipped with a twin Arachnus las-blaze and a twin Lastrum bolt cannon. You may only include one of these units per Detachment in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Twin Arachnus las-blaze	When firing this weapon, select one of the two profiles below:									
- Beam mode	36"	Heavy 2		9	-3	D6	-			
- Burst mode	24"	Heavy D6		5	-1	D3	-			
Twin Lastrum bolt cannon	36"	Heavy 6		6	-2	1	-			
ABILITIES	<p>Hover Tank: Instead of measuring distances to and from this model's base, measure to and from the model's hull or base (whichever is closer).</p> <p>Gravitic Backwash: Models attempting to make Melee attacks against this unit suffer -1 to all hit rolls (to a maximum of 6+).</p> <p>Flare Shielding: This model has a 6+ invulnerable save.</p> <p>Enhanced Auramite Alloys: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.</p> <p>Gravitic Cascade: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it explodes and each unit within 6" suffers D3 mortal wounds.</p> <p><i>Designer's Note: Further wargear options and tanks will be available alongside this unit's rules in a future Imperial Armour volume!</i></p>									
TRANSPORT	This model can transport 6 ADEPTUS CUSTODES INFANTRY models.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES									
KEYWORDS	VEHICLE, TRANSPORT, FLY, CORONUS GRAV-CARRIER									

DAMAGE			
Some of a Coronus Grav-carrier's characteristics change as it suffers damage in battle, as shown below:			
REMAINING W	M	BS	A
9-18+	14"	2+	3
5-8	10"	3+	D3
1-4	6"	4+	1

DAMAGE

Some of a Coronus Grav-carrier's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
9-18+	14"	2+	3
5-8	10"	3+	D3
1-4	6"	4+	1