

CUSTODES SPECIAL RULES

RAPID FIRE	Adeptus Custodes can Rapid Fire their bolt weapons in the same manner as Space Marines.
THE EMPEROR'S SHIELD	All Adeptus Custodes are Immune to Psychology and will never flee nor break. If they join a unit of the Imperium (any Space Marine, Imperial Guard, Adeptus Mechanicus or Sisters of Battle units) that unit is also Immune to Psychology while the Custodes is alive. Should the Custodes fall then the unit must take an immediate break test.
	Though they may form squads of their own, Adeptus Custodes are foremost trained as individuals and bodyguards, not soldiers. As such they each count as a Heroic Character and may join or leave units freely. If they do form a Squad of their own then they cannot leave that unit for the remainder of the battle. Any individual Custodes may be attached to any allied Character during deployment. They count as forming a unit with that Character and may never go more than 2" away. If they are moved away for whatever reason then they must make a compulsory move (normal or run) to be as close to the assigned Character as possible.
THE TEN THOUSAND	Each and every Custodian Guard is a vital asset for the Imperium, a genetic legacy of the Emperor second only to the Primarchs themselves. They are the Imperium's finest. As such each loss is a deep wound to the Imperium itself. Every Custodes killed is worth 1 Victory Point. If an entire squad or a character is killed they are worth an additional Victory Point.
AEGIS OF THE EMPEROR	Adeptus Custodes each have a spark of the Emperor's own greatness. All Custodes models have a 5+ nullify against any psychic attacks which targets them or if they are within a powers' area of effect.
FROM GOLDEN LIGHT	Any models in Allarus Terminator Armour may deploy via the rules for Teleportation (see Wargear Book pg.77). Due to their more advanced technology the Custodes play may either choose to re-roll the Scatter Dice or a single D10. Remember to add 50% of the model's or unit's points cost in order to Teleport them into battle.

CUSTODES WARGEAR LIST

CUSTODES WEAPONS

Name	POINTS
Guardian Spear	12
Sentinel Blade & Stormshield	19
Misericordia	3
Castellan Axe*	14

*Characters & Allarus Terminators or Custodian Wardens only

ARMOUR

Name	POINTS
Custodian Armour	23
Allarus Terminator Armour	38

GRENADES

Name	POINTS
Blind	2
Frag	3
Krak	3
Melta bombs*	5
Plasma	3
Photon Flash	2

*May not be fired from a grenade launcher but may be carried.

ADEPTUS CUSTODES ARMY LIST

Characters	25%	Up to a quarter of the points value of the army may be spent on troops taken from the Characters section.
Squads	25%+	At least one quarter of the points value of the army must be spent on troops from the Squads section.
Support	50%	Up to 50% of the points value of the army may be spent on vehicles from the support section of the army list.

CHARACTERS

0-1 SHIELD-CAPTAIN.....102 points

The warriors of the Adeptus Custodes disregard the idea of blind obedience, and look with disdain upon those who follow the orders of their superiors without question. Every Custodian has a voice, and is expected to use it; as such, the Ten Thousand respect only those who have proved themselves worthy, whose judgment, strategic skill and strength of mind have been shown again and again. Such Custodians are called Shield-Captains, and their fellows follow them with loyalty and dedication.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shield-Captain	5	8	7	6	6	4	7	4	10

WEAPONS: The Shield-Captain must be armed with a weapon from the Custodes wargear list.

ARMOUR: The Shield-Captain must select either Custodian armour (+23 points) or Allarus terminator armour (+38 points).

WARGEAR: The Shield-Captain may have up to 3 Wargear cards.

STRATEGY: The Shield-Captain has a Strategy Rating of 5.

SPECIAL: If taken in an all Custodes force, a Shield-Captain *must* be the commander.

0-1 VEXILUS PRAETOR.....61 points

The Adeptus Custodes are a glorious and much celebrated force. In the earliest days of the Imperium they marched to war alongside the Emperor himself, presenting a magnificent spectacle which echoed the majesty of the master of Mankind. Just as their weapons and armour have always been fashioned to reflect his martial glory, so too are the proud standards known as vexillas, which are borne to war by some of the most veteran Custodians. Few shield companies march to war without Vexillas rising above them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Vexilus Praetor	5	7	6	5	5	3	6	3	10

WEAPONS: The Vexilus Praetor must be armed with a weapon from the Custodes wargear list.

ARMOUR: The Vexilus Praetor must select either Custodian armour (+23 points) or Allarus terminator armour (+38 points).

WARGEAR: The Vexilus Praetor may have up to 1 Wargear card. In addition the Vexilus Praetor must take one of the following:

Vexilla Imperius – Custodes models within 6’’ gain +1 Attack (+20 points).

Vexilla Defensor – Any Imperium models within 9’’ gain a 5++ save vs. ranged weapons. Models cannot use personal fields while within the Defensor’s area of effect (+35 points).

Vexilla Magnifica – Enemy units are at -1 To Hit with ranged attacks against Custodes models within 6’’ (+50 points)

0-1 BLADE CHAMPION.....136 points

Blade Champions are afforded one of the greatest honours amongst the Custodes. After achieving many great deeds, their many names are etched within the Tome Eternal, which sits in the Emperor's own Throne Room. Sitting below Shield-Captains in rank and serve as the second-in-command in Shield Companies, they act as leaders of smaller Adeptus Custodes forces. In battle Blade Champions act as hunters of the highest caliber, seeking out and slaying key enemy commanders and champions in duels. Blade Champions often accrue unofficial bands of companions from within the Custodes and Sisters of Silence, leading them into battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Blade Champion	5	8	5	5	5	3	8	4	10

WEAPONS: The Blade Champion is armed with a Vaultsword.

ARMOUR: The Blade Champion wears Custodian Armour (5++/2+ save).

WARGEAR: The Blade Champion may have up to 1 Wargear card.

STRATEGY: The Shield-Captain has a Strategy Rating of 4 and may lead any Custodes force of 1,000 points or less.

SPECIAL: **Consummate Swordsman:** The Blade Champion may parry twice. In addition they may re-roll fumbles.

Legacy of Combat: The Blade Champion's follow-up move is doubled to 4".

VAULTSWORD

In the hands of a Blade Champion the Vaultsword is an incredibly versatile weapon, capable of bisecting the most monstrous creatures, cutting down enemy infantry or running enemy commanders through. Before any attack rolls are made the Blade Champion may choose any of the abilities below or make their attacks as normal.

BEHEMOR The Blade Champion's attacks are at +2 Strength and cause D3 damage against models with a T7+ only.

HURRICANIS Models in base contact with the Blade Champion count as one less for out numbering purposes.

VICTUS The Blade Champion may re-roll failed wound rolls against enemy Characters.

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR	DAM	SAVE MOD	ARMOUR PEN	Special
Vaultsword	Close combat only				6	1	-3	2D6+6	See rules

SQUADS

ALLARUS TERMINATOR

SQUAD.....122 points per model

The Allarus Custodians deploy with sudden fury to tear the throat from the enemy army. Where a strongpoint must be cracked wide open, a traitor warship boarded or a foul demagogue slain even as he stands amidst his dedicated bodyguards, there are the Allarus Custodians unleashed. These warriors wear suits of Allarus Terminator plate, expertly crafted armour whose worth can be measured in worlds. Their weapons, too, are formidable, guardian spears twice the height of a man, or castellan axes that can lop the head from an Ork psyker with a single blow. Allarus Custodians eliminate key targets, sow anarchy and confusion through unsuspecting forces and completely destabilise the foe's formations.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Allarus Custodian	5	7	6	5	5	4	6	3	10

- SQUAD:** The squad consists of between 1-3 Allarus Terminators.
- WEAPONS:** Guardian spear and Ballistus grenade launcher.
- ARMOUR:** Allarus terminator armour (5++/3+ save on 2D6).
- WARGEAR:** Any model may exchange their Guardian spear for a Castellan axe for +2 points.
- All models must take up to two types of grenade
- Any model may take a Misericordia for +3 points.
- SPECIAL:** Allarus Custodians may teleport into battle for an additional 50% of their total points costs (*see From Golden Light*).

CUSTODIAN WARDENS

SQUAD.....107 points per model

Custodian Wardens are known amongst their comrades as level-headed and endlessly patient watchmen. Upon accepting the robes that mark their station they swear binding oaths to fight as immovable sentinels, a living fortress of auramite and sinew that no foe will ever breach. Each Warden's oaths are personal, written by the Custodian himself after a full year's contemplation in meditation upon the precipitous ledges of the Gallowtower. To break these vows would be worse than death to these warriors, and their determination to uphold them bolsters their already formidable wills to something of truly frightening intensity. by some of the most veteran Custodians. Few shield companies march to war without Vexillas rising above them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Custodian Warden	5	7	6	5	5	4	6	3	10

- SQUAD:** The squad consists of between 3-5 Custodian Wardens.
- WEAPONS:** Guardian spear.
- ARMOUR:** Custodian armour (5++/2+ save).
- WARGEAR:** Any model may exchange their Guardian spear for a Castellan axe for +2 points.
- Any model may take a Misericordia for +3 points.
- SPECIAL:** Binding Oaths – Custodian Wardens may ignore any wounds suffered by attacks of Strength 7 or less on a D6 roll of 6+.

CUSTODIAN GUARD

SQUAD.....83 points per model

Bright and resplendent in gleaming gold, the Adeptus Custodes stride into war with the confidence their imposing stature gives them. Bullets and shrapnel ricochet from gilded breastplates – these warriors are armoured with the finest wargear, carrying the blessing of the Emperor himself. With their guardian spears they spin, parry and thrust, their immense strength cutting down the enemy as the built-in bolters deal death from afar. The Adeptus Custodes' minds carry judgment – and their fists carry death.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Custodian Guard	5	6	5	5	5	3	5	3	10

- SQUAD:** The squad consists of between 3-5
- WEAPONS:** Guardian spear.
- ARMOUR:** Custodian armour (5++/2+ save).
- WARGEAR:** Any model may replace their Guardian Spear for a Sentinel Blade and Storm Shield for +7 points.
- Any model may take a Misericordia for +3 points.

VERTUS PRAETORS

SQUAD.....145 points per model

Squads of Vertus Praetors swoop into battle astride powerful Dawneagle jetbikes. Veteran warriors who have seen conflict on a hundred worlds, these Custodians know the true value of speed: not simply to bring the enemy to bear, but to direct their might precisely where and when it is needed most. Wherever they see their comrades hardest pressed, there the Vertus Praetors strike like golden lightning to bolster them. They scream across the battlefield, rapidly outflanking and encircling the heaviest enemy vehicles – even enemy aircraft are not safe, for by combining their fire Vertus Praetors are able to weave airborne webs of flakk into which hurtling enemy craft slam with terminal results.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Custodian Guard	5	6	5	5	5	3	5	3	10

- SQUAD:** The squad consists of between 1-3 Vertus Praetors.
- WEAPONS:** Interceptor lance and Hurricane bolter.
- ARMOUR:** Custodian Armour (5++/2+ save).
- WARGEAR:** Each model rides a Dawneagle jetbike.
- Any model may replace its Hurricane bolter with a Salvo-launcher for +17 points.
- Any model may take a Misericordia for +3 points.

SUPPORT

VENERABLE CONTEMPTOR

DREADNOUGHT.....165 points + weapons

M	WS	BS	S	I	A	LD
6	7	6	7	6	4	10

WEAPONS: Kheres assault cannone for +55 points or Multi-melta for +65 points.

Must take a Power fist with a combi-bolter for +15 points.

OPTIONS: A Venerable Contemptor Dreadnought may be fitted with auto-launchers carrying frag or blind grenades at a cost of 5 points.

SPECIAL: **Atomantic Shielding:** This model has a 5++ save.

Unyielding Ancient: Before the battle starts roll a D6. This is the 'dice pool' for reducing damage results on the damage table. Each time a damage result is made you may expend a number from the dice pool to reduce the damage result – e.g. turning a '5' into a '3' by expending 2 points from the pool. A damage result can never be reduced to below 1.

VENERABLE LAND RAIDER...280 points

The Land Raider is considered the finest land-borne transport in the Adeptus Terra, and those of the Custodian Guard are the most venerated of all. The tank's adamantium hide, massively thick and layered with ceramite reinforcement, has such incredible resilience that it can drive through a barrage of artillery fire without slowing. When the metal-toothed jaws at the front yawn wide, the Custodian Guard within charge out to smash the enemy lines into disarray.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Custodian Guard	5	6	5	5	5	3	5	3	10

CREW: One Adeptus Custodes Driver and two Adeptus Custodes gunners.

WEAPONS: Twin-linked lascannon in each side mount and twin-linked heavy bolters in the pintle mount. All these weapons have targeters. In addition the crew are armed with Guardian Spears.

ARMOUR: Custodian Armour (5++/2+ save).

OPTIONS: A Venerable Landraider may be fitted with auto-launchers carrying frag or blind grenades at a cost of 5 points.

It may also be armed with a pintle-mounted Multi-melta for +65 points.

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR.	DAM	SAVE MOD.	ARMOUR PEN.	Special
Kheres Assault Cannon	0-12	12-32	+1	-	9	D12	-3	D6+D12+9	SF3, Re-roll 1 Jam

ADEPTUS CUSTODES WEAPON SUMMARY

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR.	DAM.	SAVE MOD.	ARMOUR PEN.	Special
Guardian Spear <i>Ranged</i>	CC 0-12	CC 12-24	CC +1	CC -	6 4	1 1	-2 -1	2D6+6 1D6+4	Parry
Castellan Axe <i>Ranged</i>	CC 0-12	CC 12-24	CC +1	CC -	7 4	D3/1* 1	-4 -1	2D6+D3+7 1D6+4	*Sweep Attack <i>See rules</i>
Sentinel Blade <i>Ranged</i>	CC 0-6	CC 6-12	CC +1	CC -	6 4	1 1	-3 -1	2D6+6 1D6+4	Parry Sustained fire 1
Ballistus Grenade Launcher	0-6	6-12	+1	-1	-	-	-	-	As grenade type <i>See rules</i>
Hurricane Bolter	0-12	12-24	-	-	4	1	-1	1D6+4	Sustained Fire 3 Ignores 1 st Jam
Salvo-launcher Flakkburst missile Melta missile	0-12 - -	12-24 - -	- See -	- <i>Rules</i> -	- 7 8	- 1 D6	- -3 -4	- 1D6+7 2D6+8	<i>Choose type below</i> Sustained fire 1 1" radius
Misericordia	Close combat only		Close combat only		User	1	-2	1D6+S	<i>See rules</i>
Interceptor Lance	Close combat only		Close combat only		7	D3*/1	-3	2D6+D3+7	*D3 damage on charge only <i>See rules</i>