

Codex Adeptus Custodes



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The Legio Custodes

THE SPACE MARINES WERE NOT THE ONLY SUPER-WARRIORS CREATED BY THE EMPEROR. THE FIRST GROUP OF GENETICALLY ALTERED AND PSYCHOLOGICALLY MODIFIED TROOPS HE CREATED WERE HIS OWN PERSONAL BODY-GUARD; THE CUSTODIAN GUARD. THEIR DUTY WAS TO ENSURE THE SAFETY OF THE EMPEROR AT ALL TIMES.

STRONGER THAN A SPACE MARINE, THE CUSTODIAN IS A FEARSOME WARRIOR AND HAS AN UNBREAKABLE DEVOTION TO THE EMPEROR. THEY ARE HIS MOST LOYAL AND TRUSTED SERVANTS.

DURING THE HORUS HERESY THE CUSTODIANS WERE TASKED WITH DUTIES THAT NOW EXTEND BEYOND THOSE OF GUARDING THE EMPEROR'S PERSON. SMALL DETACHMENTS OF CUSTODIANS WERE TASKED TO ENSURE THE SPACE MARINE LEGIONS WERE FOLLOWING THE EMPERORS WILL.

THE CUSTODIAN GUARD IS ORGANISED IN A SIMILAR FASHION TO THE SPACE MARINES. THE MAIN DIFFERENCE IS THAT THE CUSTODIANS ARE LESS IN NUMBER THAN THE SPACE MARINES. THERE HAVE ONLY EVER BEEN A THOUSAND CUSTODIANS SEEN AT ANY ONE TIME.

THEY HAVE ACCESS TO ALL OF THE MYRIAD TYPES OF WEAPONS AND WARGEAR AVAILABLE TO THE SPACE MARINES. IN ADDITION TO THE MARINES' WARGEAR THEY ALSO HAVE ACCESS TO A VARIETY OF WEAPONS AND WARGEAR AVAILABLE ONLY TO THEMSELVES. AN EXAMPLE IS THE GUARDIAN SPEAR, A COMBINATION OF POWER AXE AND BOLTGUN, WHICH IS THE STANDARD ARMAMENT OF THE CUSTODIAN GUARD.



The Emperor of Mankind

" THE ORIGINS OF THE CUSTODIAN GUARD ARE SHROUDED IN MYTH AND LEGEND. THEY FOUGHT ALONGSIDE THE EMPEROR DURING THE UNIFICATION WARS ON TERRA. SOME SAY THAT THE CUSTODIAN GUARD ARE TO THE EMPEROR WHAT THE SPACE MARINES ARE TO THE PRIMARCHS; THAT THE EMPERORS OWN GENETIC MATRIX WAS USED IN THEIR CREATION AND THROUGH THIS THEIR LOYALTY TO HIM IS ASSURED. OTHERS ARGUE THAT THE CUSTODIANS ARE NOT LIKE THE EMPEROR AS A SPACE MARINE IS LIKE HIS PRIMARCH, AND THAT SOME OTHER SOURCE WAS USED AS A TEMPLATE FOR THEIR PHYSICAL AND PSYCHOLOGICAL FORM; A SOURCE THAT WAS LOST DURING THE ANARCHY OF THE AGE OF STRIFE. THE TRUTH WILL LIKELY NEVER BE KNOWN. "

"These men are my bodyguards, their lives forfeit to the guarantee of my physical safety. Of their loyalty to me there shall be no question nor doubt. I, and I alone, shall have the authority to stand in judgement over them. No other commander shall have them in battle nor in service. None shall bar them from me and none shall hamper or stall their mission. So it is decreed!"- The Emperor.



Famous Battles of the Adeptus Custodes

The Unification Wars (M28-M29)

During the Unification Wars on Terra in the 28th Millennium the emergent Emperor of Mankind created the first genetically enhanced warriors: The Legio Custodes. These warriors formed the personal guard of the Emperor Himself and along with the first Space Marines they conquered Terra from the feuding Warlords that had devastated the planet from the outset of the Age of Strife. Tyrants such as Kalagan of Ursh, Narthan Dume of the Panpacific Empire, Dalmoth Kyn and Cardinal Tang were all vanquished and order was restored to Terra by the late 29th Millennium.

The Great Crusade (M30)

After his conquest of Terra and subsequent alliance with the Martian Mechanicum the Emperor began his conquest of the galaxy. Although the disappearance of the infant Primarchs has been a major setback for the crusade, the newly created Space Marine Legions crushed all before them. World after world was re-conquered. Alien oppressors were routed or annihilated in a series of epic wars. Worlds infected with warp creatures were cleansed with powerful virus bombs and Vortex missiles in apocalyptic orbital barrages.

During the Crusade the Space Marine legions were reunited with their Primarchs. The planets on which the Primarchs had been raised and now dominated became the Legions' Homeworlds and they established permanent bases on them. From these new bases the legions could launch assaults on almost any enemy. The power of the Imperium was at its zenith. Nothing could stand in the way of the Emperor and his mighty army.

During the Great Crusade, the Custodes always kept a contingent with the Emperor for his protection, but also travelled individually as envoys, often aiding the Legions in their conquests.

The Battle of Gyros-Thravian (152.M30)

There are reckoned to be only a thousand of these elite warriors in total, although this is highly speculative. Only the Emperor and his inner circle know their exact number. Certainly only a thousand have ever been seen together at any one time, and then only once at the famous Battle of Gyros-Thravian, fought during the Great Crusade against the Ork warlord Gharkul Blackfang and his vast greenskin horde.

The Primarchs Horus, Rogal Dorn and Mortarion and their legions were vastly outnumbered and close to defeat when the Emperor lead an attack from his golden battle barge, the *Bucephelus*. At the head of a thousand Custodians, the Emperor struck at the very heart of the Ork horde, confronting Gharkul atop a towering Gargant. As the Emperor decapitated the giant, black-skinned Ork, the Custodians laid waste to the warlord's prime warriors. It is said that within moments over a hundred thousand greenskins died and the Waaaggh! was broken. Legend has it that only three custodians died at the battle, their names enshrined forever, engraved on the Emperors armour.

The Battle of Prospero

When Magnus the Red was declared a traitor, Leman Russ, Primarch of the Space Wolves was sent to apprehend him. With him went his Legion, the Chief Custodian Constantin Valdor, along with a sizable contingent of Custodians and Sisters of Silence.

Upon arrival the loyalists were surprised to find the orbital defences unmanned, and as such their Drop went uncontested. The battle would be savage, but with the might of the Custodians and the

psychic nullification powers of the Sisters of Silence the Thousand Sons were pushed back. At the temple of Tizca, Magnus summoned a flood to prevent access to the building. However Leman Russ and his warriors advance undaunted. While Valdor destroyed the Great Libraries of Prospero, Leman Russ duelled with Magnus and managed to break the Cyclops back over his knee. However Magnus and his legion escape destruction by teleporting the remnants of the Thousand Sons to the Planet of the Sorcerers.

The Siege of Terra

Throughout the Horus Heresy, the Custodians fought with courage, skill and determination against the forces of the Arch-Traitor. On Cadia several members of the guard were succumbed to massed waves of traitor marines.

When the final battle of the Heresy on Terra began, the guard was left leaderless, as Valdor was fighting on Prospero. The Emperor decreed that the Dreadnought Sagittarius should be awoken from his slumber to lead the Guard once more.

For the early days of the battle the forces of Horus threw themselves at the walls of the palace, unable to breach them despite their overwhelming numbers. The well crafted defences held firm. It was only when the massive titans of the Dark Mechanicum were unleashed was the forces of Horus able to break through. After days of bombardment a large breach was made in the wall, and the hordes of chaos flooded through. Sanguinius ordered the Custodian Guard to hold the breach, at least for a time, to allow the loyalists to regroup.

And so for many hours the Guard fought of wave after wave of traitors. None could stand before them, and untold thousands were slaughtered for only a few Custodians. It was only when members of the Traitor Legions lead the attacks did any advance happen. On the second day of this battle, the Custodians were pushed back by an attack made by elements of the World Eaters and Death Guard Legions, along with a massive Daemonic Horde. The Custodians fought valiantly, but it seemed they would be cut off. It was only when Sagittarius threw himself into the breach were the Custodians able to regroup.

Sanguinius ordered the Custodians to pull back behind the Ultimate Gate. Sagittarius stayed back to hold the breach, and for over 10 hours he fought, alone and surrounded. While many of the chaotic infantry was able to bypass him, the larger monsters and tanks could not, and he smote them by the hundred. Finally a wave of Bloodthirsters and World Eater veterans moved in to engage him. The Bloodthirster Skarbrand was broken in two by Sagittarius before the Primarch Angron stepped forward to finally destroy the Dreadnought.

The death of Sagittarius did not end the Custodians role in the battle. They would fight on until the Emperor rose from the Golden Throne to engage Horus aboard his flagship. A detachment of the Guard led by Envoy Captain Artulon followed him. This final struggle cost the lives of almost every member of the Guard that followed the Emperor on this endeavour. Artulon was slain by the Daemon Doombreed after being cut off, and during the fight between Horus and the Emperor, the Custodian Sentinel Justinian Arcadius intervened, but was slain by Horus himself; flayed by his terrible psychics. This sacrifice however inspired the Emperor to make his killing stroke against Horus, which ended the Heresy, but left him crippled and bound forever to the Golden Throne.

The Heresy was over, and the Custodians had been badly mauled, with over half of their number slain. They would not however give in to despair, even at the loss of the Emperor. Valdor would lead them against the Traitors in the time known as the Scouring.

The Scouring

The period after the Heresy is known as the Scouring. The forces loyal to the Emperor spend many decades driving the Traitor Legions to the region known as the Eye of Terror. During this campaign the Custodians fought with the Primarchs in many epic battles. Through sheer determination and skill they pushed the Traitors into the hell where they reside 10,000 years later. It was after this period that the Custodians changed their role forever. Three-Hundred of the Guard would lay down their armour, and adopt ceremonial black, while they guarded the Emperors body for eternity. The remainder of the Guard would keep the palace secure, and a fewer number again would roam the galaxy of covert missions, known only to the Valdor and the Emperor Himself.....

The Custodian Guard

Custodes Special Rules:

Custodian

Some say that the Custodian Guard are to the Emperor what the Space Marines are to the Primarchs; that the Emperors own genetic matrix was used in their creation and through this their loyalty to Him is assured. A model with the Custodian Rule receives the following abilities:

- Fearless
- Relentless
- Eternal Warrior
- Counter Attack
- Feel no Pain
- 5+ Invulnerable Save

Vehicles with this special rule instead have the following:

- 5+ Invulnerable Save

Models with the Custodian Rule also have the following rules associated with the way in which they operate as a squad. Their unit coherency is 4" rather than 2", due to the individualism each Custodian will have. However this will often mean squads are widely spaced. In close combat enemy models may direct attacks at any member of a squad with this special rule, as if they were each an Independant Character. (*Note the Companions Special Rule overrides this Special Rule*)

Nimbus of Purity

The members of the Custodian Guard receive the blessing of the Emperor. As such they are more resistant to the effects of Psychic powers than most. As such if any Squad with this rule is targeted by enemy Psychic Powers they may resist the power as if they had a Psychic Hood. Use the highest leadership value in the squad. Vehicles with this rule count as leadership 10.



Custodian Commanders

Centurions are the highest ranking Custodians before the Chief Custodian himself. Each of the ten Custodians commands a thousand Custodian Warriors. They command with a tactical brilliance that inspires those around to acts of untold valour.

Compared even with the most powerful of the Space Marines, a Centurion is a giant of a man, standing over a foot taller than any Astartes, and possessing the strength to best a dozen such warriors unarmed. On the battlefield they seek to prove this. Enemy leaders and champions are sought out and slain, for their death brings the foe closer to defeat.

Shield Captains are Custodians that are often chosen to lead one of the many Envoy detachments that are sent around the galaxy.

Chosen from among the Praetorian Jetbike Squads and the Foot Knight Brigades, Shield Captains embody the honour of the Guard, and as such they are often found at the forefront of any battle, leading their men to victory.

When a Centurion is killed the most skilled Shield Captain is chosen to replace him. A similar process is used to select a new Chief Custodian, but this has only ever had to be done once.



Centurion: Ws:8 Bs:5 S:5 T:4 W:4 I:6 A:5 Ld:10 Sv:2+

Shield Captain: Ws:7 Bs:5 S:5 T:4 W:3 I:6 A:4 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Spear (*Centurion Only*)
- Guardian Gladius (*Shield Captain Only*)
- Storm Shield (*Shield Captain Only*)
- Artificer Armour
- Iron Halo (*Centurion Only*)
- Custodian Ammunition
- Frag Grenades
- Krak Grenades (*Shield Captain Only*)

Special Rules:

- Custodian
- Nimbus of Purity
- Independant Character

Centurion Special Rules:

The Right of Command: As one of the highest ranking members of the Custodian Guard, Centurions' Command a great deal of respect among their fellow guardsmen. As such all Custodian Units within 12" of a Centurion count as having the Preferred Enemy (Everyone) special rule.

Mighty Warrior: Centurions are among the mightiest warriors in the Galaxy. As such Centurions will seek to slay the greatest warriors in single combat. When possible a Centurion must direct his close combat attacks against an enemy Independant Character or Monstrous Creature. If they manage to kill that model then they will get two kill-points if playing an Annihilation mission.

Shield Captain Special Rules:

Ave Imperator!: A Shield Captain maintains the honour of the Custodian Guard, and accordingly they must lead by example. As such they and any squad they join may re-roll any failed rolls to hit on any turn in which they assault into combat.

Custodian Envoys

Custodian Envoys are veteran members of the Custodian Guard that are sent on various mission throughout the Imperium.

In battle they are utterly fearless, having fought for centuries against the worst horrors of the galaxy. They also carry the blessing of the Emperor, which strengthens their resolve and the resolve of those around them.

It is the Emperor himself that sends the Envoys on their missions. Exactly what this mission may be, only they know, for even the Chief Custodian does not know their mission unless the Emperor were to decree it. They strike often unseen into the heart of enemy formations.

They epitomise what it is to be a Custodian, but their Independence often leads to competition between those Custodians within each squad. As the Custodian Guard are not trained as a unit, they will often fight as individuals, each trying to outdo the others. Even so every Custodian will still fight for their brothers, despite their rivalry.

Captain: Ws:6 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Envoy: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Spear
- Iron Halo (*Captain Only*)
- Artificer Armour
- Custodian Ammunition
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity

By His Decree: Envoys are sent on their various missions by the Emperor Himself. As such their word is law and none may command them. Non Custodian Independent Characters cannot join an Envoy Squad. Also all friendly Imperial Units within 12" are stubborn.

Deep Strike: Envoy Squads often deploy by teleportation. As such they (*And any Independent Characters attached*) may Deep Strike.



Custodian Sentinels

The Custodian Sentinels are the most elite organisation in the Imperium. There are three-hundred such warriors and these honoured Custodians are charged with the protection of the Emperor himself. They never leave his side, save when the Emperor dispatches a contingent of the Custodian Guard on distant missions. A small group of Sentinels will therefore guard this contingents commander.

Each Sentinel is as deadly as the mightiest of the Space Marines, and each can best a dozen such warriors unarmed.

After the Horus Heresy, and the Emperors internment into the Golden Throne, the Sentinels would never again leave Terra. They renamed themselves the Companions, and would always be at the Emperors side.

Only during the Age of Apostasy did they re-emerge. A small group attempted to make their way towards Vandire, halted only by Brides of the Emperor whom Vandire had convinced into becoming his personal bodyguards. After a long and fruitless discussion, the Custodes convinced the leader of the Brides, Alicia Dominica, to return with them to the presence of the Emperor. What happened during that moment is unknown, but the effects resulted in the Brides of the Emperor rebelling against Vandire, ending his reign once and for all.

Sentinel: Ws:6 Bs:5 S:4 T:4 W:3 I:5 A:3 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Spear
- Iron Halo
- Artificer Armour
- Custodian Ammunition
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity

Companions: The Sentinels are all members of the Emperors Companions. As such they are among the most elite bodyguards in the galaxy. As such any Independent Character that joins this unit cease to be one. They may still leave the unit as is they were.



Custodian Kataphracts

The Custodian Kataphracts form the most elite of the Sentinels. Only the most skilled of the Sentinels are permitted to wear a suit of Tactical Dreadnought Armour. With this most deadly of wargear the Kataphract is almost unstoppable; a Juggernaut of sheer power, the Kataphract crushes all opposition through sheer power.

As they are still part of the Sentinels, a Kataphract squad will operate as a bodyguard for the commander of the detachment. With the power of the Kataphracts at their disposal, Custodian Commanders can defeat any foe.

Each Kataphract is said to be able to defeat an army, and the few times they have been seen in combat, the foe was utterly crushed. During the Siege of Terra a trio of Kataphracts defeated an entire regiment of Imperial Army Traitors, along with over two companies of Iron Warrior Space Marines. Although these warriors were also killed, the devastation wrought by their heroic sacrifice emphasises the sheer power of the Kataphract.

Kataphract: Ws:6 Bs:5 S:4 T:4 W:3 I:5 A:4 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Emperor Gauntlet
- Custodian Terminator Armour
- Twin-Linked Boltgun
- Custodian Ammunition

Special Rules:

- Custodian
- Nimbus of Purity

Companions: The Kataphracts are all members of the Emperors Companions. As such they are among the most elite bodyguards in the galaxy. As such any Independent Character that joins this unit cease to be one. They may still leave the unit as is they were.

Kataphract: As the most elite of the Custodian Guard the Kataphracts are always seen in the thick of the fighting. They crush all before them and none can stay their wrath. It is said that even a single Kataphract can defeat an army. A model with this special rule gets an additional attack for every 6 he rolls to wound. This cannot generate any further bonus attacks. In addition to this any 6 they roll for any of their saves grant them an additional attack that round.



Custodian Foot Knights

The Custodian Foot Knights are a branch of the elite Praetorian Knights. They are the most gallant and virtuous of all Custodians, and their legendary heroics can turn the tide of battle.

Whereas the Praetorian Knights mounted on Jetbikes form the organisations offensive role, the Foot Knights form the defensive role of any Custodian formation. In battle they will interlock their storm shields and receive the charge of the foe, and then scatter them with sheer stubbornness and deadly skill. The foe will flee in terror from this seemingly impenetrable wall of man and armour.

The Custodian Shield Captains are elevated from the ranks of the Foot Knights, as they are deemed the most level headed of all Custodians. This reputation for cool headedness serves them well, as enemy warriors will often mistake their static defensive positions as weak points and send their veteran warriors to break through. When this happens they will find the exact opposite, and the Foot Knights will crush all before them, before beginning a methodical, but unstoppable advance after the initial enemy charge has been repulsed.

First Knight: Ws:6 Bs:5 S:4 T:4 W:2 I:5 A:4 Ld:10 Sv:2+

Foot Knight: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Gladius
- Storm Shield
- Artificer Armour
- Custodian Ammunition
- Frag and Krak Grenades

Special Rules:

- Custodian
- Nimbus of Purity

Hold the Line: When the Praetorian Knights fight on foot they are deployed in a defensive role. As such a unit of Foot Knights can re-roll any failed to hit rolls in an assault in which **they** were charged.



Custodian Tactical Squad

The majority of the Custodian Guards strength is split between the Tactical and Guard Squads. Each has their own distinctive role. The Tactical Squads form the backbone of most Custodian formations.

Armed with the rare Sanctus Pattern Boltgun, a Custodian Tactical Squad can defeat an enemy force many times their number, with nothing but a few well timed volleys, designed to cripple the enemy army's offensive capabilities.

Organised in a similar way to the Tactical Squads of the Adeptus Astartes, a Custodian Tactical Squad will often make use of more specialised weaponry. Meltaguns, and Missile Launchers help the Custodian Guard deal with enemy vehicles, whereas Flamers and Heavy Bolters can neutralise enemy infantry.

A Custodian Tactical Squad can deal with any threat, and as such they are prized by any commander for the efficiency in which they carry out their orders.

Envoy: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Custodian: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:2 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Sanctus Pattern Boltgun
- Bolt Pistol
- Close Combat Weapon
- Artificer Armour
- Custodian Ammunition
- Frag and Krak Grenades

Special Rules:

- Custodian
- Nimbus of Purity

Combat Squads: Custodian Tactical Squads may use the Combat Squads Special Rule as detailed in *Codex: Space Marines*.



Custodian Guard Squad

A Custodian Guard Squad is the standard fighting unit of the Legio Custodes. Armed with the Guardian Spear, a squad of Custodians can defeat any foe.

Their courage is unquestioned, and on the battlefield they are worth more than a thousand other warriors. While the individuality of the Custodians is widely known a Guard squad will still fight as a single unit to repel an attack, and sometimes this will be an advantage, as even a single Custodian can engage an entire enemy squad and win.

The individuality of each Custodes is further promoted by the fact that the processes required to produce them is not as refined or as simple as that of the Astartes and thus are not "mass-produced" as the Astartes are; meaning that each Custodian is a unique investment for the Imperium.

One ritual that the Custodes do share is the recognition of mighty deeds, manifested in the awarding of names, which are added to the Custodian's title to represent the actions he has performed in service to the Emperor.

Envoy: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Custodian: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:2 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Spear
- Artificer Armour
- Custodian Ammunition
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity



Praetorian Knights

The Praetorian Knights form the offensive arm of the elite Custodian units. Riding highly advanced Jetbikes dating from before the Age of Strife, the Praetorians can attack the foe before they even realise what struck them.

Among the most valiant warriors in the Imperium, the Praetorians can cripple an enemy attack with a single well placed charge.

Armed with a Guardian Lance the Praetorians can make short work of even the mighty Adeptus Astartes, and as such during the Horus Heresy their heroics were instrumental in holding the Emperors Palace during the Siege of Terra.

However the Praetorians do have one weakness; pride. They will often recklessly charge into the fray, which at times would seem suicidal, and were it not for them being Custodians they would likely never survive.

First Knight: Ws:6 Bs:5 S:4 T:4 (5) W:3 I:5 A:4 Ld:10 Sv:2+

Knight: Ws:5 Bs:5 S:4 T:4 (5) W:3 I:5 A:3 Ld:10 Sv:2+

Unit Type: Bikes (Jetbikes)

Wargear:

- Guardian Lance
- Power Weapon
- Artificer Armour
- Custodian Ammunition
- Custodian Jetbike
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity

Honour and Glory: The Praetorian Knights are the most impetuous of all Custodians. As such they have the Furious Charge. In addition to this they must charge if able to do so.



Custodian Infiltrators

Members of the Custodian Guard are trained in the arts of espionage and assassination. These are the so called Infiltrators, and it is their role to root out plots and threats to the Emperor long before they surface.

Several Infiltrators will be dispatched to participate in the so called Blood Games. The Blood Games involve maintain scrupulous surveillance on all the Imperial factions, infiltrate the households of suspicious individuals, and enter deep cover to test the tightness of their own security net and in doing so they can better protect the Emperor.

In other engagements a band of Custodian Infiltrators will work their way behind the enemy lines, and when the battle is in full swing they will strike from the shadows and eliminate key enemy leaders and positions.

They will also gather intelligence for the Imperial Commanders, though all manner of subtle espionage and guile.

Infiltrator: Ws:6 Bs:5 S:4 T:4 W:2 I:5 A:4 Ld:10 Sv:3+

Unit Type: Infantry

Wargear:

- Guardian Gladius
- Artificer Scout Armour
- Custodian Ammunition
- Frag and Krak Grenades
- Melta Bombs

Special Rules:

- Custodian
- Nimbus of Purity
- Infiltrate
- Scout
- Hit and Run
- Fleet

Loner: Infiltrators work alone. They require no assistance to complete their various covert missions. As such no Independant Character can ever join one. However secrecy has its benefits. A Custodian Infiltrator which outflanks may arrive from any board edge. There is no need to roll.

Vital Intel: An army with at least one Custodian Infiltrator gets +1 to their reserve rolls.



Brutus Support Squad

Brutus Squads form the heavy firepower support role that the Custodian Guard often requires.

Being the most elite of warriors counts for nothing if your warriors are blasted apart before you reach the enemy. Therefore the Brutus Squads will be armed with the heaviest weapons which are man-portable, and will provide mobile fire support for the Custodian Guard.

Each member of the squad is trained to operate almost individually, and the torrent of fire from a Brutus Squad can silence multiple enemy units at once.

As such it is a rare occurrence for a Custodian detachment to not include a squad of these warriors, for their accurate firepower is often essential for securing a victory.

Envoy: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Custodian: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:2 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Sanctus Pattern Boltgun
- Artificer Armour
- Custodian Ammunition
- Frag and Krak Grenades

Special Rules:

- Custodian
- Nimbus of Purity

Steady in the Ranks: Brutus Squads are famed for their disciplined fire coordination. As such before they fire their weapons the controlling player must nominate a target unit for each member of the Squad. This can mean that each member of the Squad shoots at a different enemy unit.



Custodian Ancient

From the Unification Campaigns to the Great Crusade, the fledgling Imperium has been fighting a near constant war. Even among warriors of such calibre as the Custodians there will be casualties. However such is the resilience of the Custodian Guard they often even the most horrendous wounds will not kill them, and it will simply cripple them beyond repair.

The armoured sarcophagus of a Dreadnought is a relatively is one way in which an injured Custodian can continue to fight for the Emperor.

Once within the sarcophagus the Custodian is reborn as a mighty engine of destruction. The armour of a Custodian Ancient is greatly enhanced, to the point where even direct hits from dedicated anti-tank weapons will struggle to destroy them.

The most revered and venerable of the Ancients will have untold centuries of experience and will therefore be an utterly deadly foe; near impossible to destroy and unstoppable once on the advance.

Ancient: Ws:6 Bs:5 S:6 I:5 A:5 Front:14 Side:13 Rear:11

Unit Type: Vehicle (Walker)

Wargear:

- Dreadnought Close Combat Weapon with a built in Twin-Linked Boltgun
- Twin-Linked Heavy Bolter
- Custodian Ammunition
- Searchlight
- Smoke Launchers
- Extra Armour

Special Rules:

- Custodian
- Nimbus of Purity

Venerable: A Custodian Ancient is extremely hard to cripple and whenever they suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

Ancient: The Custodian interred inside these mighty Walkers are the Original Custodians who served the Emperor before the Unification Wars. As such they are wise and experienced above all other. As such before the game starts you must choose one of the following special rules for the Ancient to have:

- Tank Hunter
- Furious Charge
- Deep Strike



Emperors Gift APC

Before the Horus Heresy the Emperor gifted the Mechanicum with an STC that would allow them to build a transport capable of skimming the battlefield. Its ultimate purpose was to traverse the webway, but the first of these vehicles were tested in the battles of the Great Crusade. Built upon the Rhino chassis, this new vehicle was found further enhanced with the inclusion of the so called shield of Terra; a specialized device that projected an energy field around the vehicle, which made it proof against most forms of attack.

During the War in the Web the Emperor gifted these APC's to the Custodian Guard and Sisters of Silence, and it proved invaluable in the battle, as its speed and durability would tip the balance of power in those struggles.

Exactly what happened to the designs after the Heresy is unknown, but there are reports of strange flying Rhino variants traversing the sky-lanes of Terra.

Emperors Gift: Bs:5 Front:11 (14) Side:11 (14) Rear:10 (14)

Unit Type: Vehicle (Tank, Skimmer)

Transport Capacity: 10

Fire Points: None

Access Points: Rear ramp and two side hatches

Wargear:

- Twin-Linked Boltgun
- Custodian Ammunition
- Searchlight
- Smoke Launchers
- Extra Armour

Shield of Terra: A protective device has been added to the Emperor's Gift. The device generates a powerful energy shield around the speeder. In game terms the field increases the armour value of the Emperor's Gift to 14 on all facings against all shooting attacks. Additionally, the Emperor's Gift can choose to have any result against itself on the Vehicle Damage chart re-rolled if desired. The result of the re-roll must be applied, even if more severe.

Special Rules:

- Custodian
- Nimbus of Purity

It is a Gift: By command of the Emperor only Adeptus Custodes units and characters may be transported in the Emperor's Gift.



Land Raider

The history of the Land Raider is long and complicated. Supposedly, the original designs for both the armour used in the Land Raider and the anti-gravitic plates used on the Land Speeder were discovered during an expedition deep in the Librarius Omnis on Mars by technoarchaeologist Arkhan Land, after whom the vehicles were named.

They were once used by all branches of the Imperium's armed forces, but during the Horus Heresy, their use was restricted to the Space Marines by decree of the Emperor himself. The popularity of this mighty war engine was so great, that a whole Forge World, Anvilus 9, was entirely turned over to Land Raider production.

Anvilus 9 was overrun by Traitor Tech-priests of the Dark Mechanicum at the beginning of the Horus Heresy, and Land Raider production suddenly slowed to a trickle. With Horus' forces threatening to overrun Terra, the Emperor stated that all Land Raiders still in Loyalist hands were to be reformed for exclusive use by the Space Marines, who were at the forefront of the fighting. After the Heresy, the decree of exclusive use remained in place. The decree has remained uncontested for ten thousand years, although a small number of Land Raiders have been manufactured for use by the Inquisition.

The Custodians Land Raiders are blessed by the Emperor and their Hulls are enhanced to resist even powerful psychic attacks.

Land Raider: Bs:5 Front:14 Side:14 Rear:14

Unit Type: Vehicle (Tank)

Transport Capacity: 12

Fire Points: None

Access Points: Assault ramp and two side hatches

Wargear:

- Twin-Linked Heavy Bolter
- Two Sponsoon mounted Twin-Linked Lascannons
- Custodian Ammunition
- Searchlight
- Smoke Launchers
- Extra Armour
- Assault Ramp

Special Rules:

- Custodian
- Nimbus of Purity
- Power of the Machine Spirit (See Codex: Space Marines)



Land Raider Spartan

The Land Raider Spartan is a variant of the Land Raider which is extensively used by the Custodian Guard. The Spartan was designed during the Horus Heresy to break through the 'Ring of Death' surrounding the city of Aries Prime on Mars.

It was originally the only Land Raider capable of transporting Terminators. The Spartan was armed with the standard Land Raider load-out of the day, two twin-linked lascannons and a twin-linked heavy bolter.

The vehicle is unique in that warriors transported inside can open the top hatch and fire from the Land Raiders top. This can make the Spartan an excellent line breaker tank.

Most Spartan pattern Land Raiders disappeared when the standard Land Raider was re-designed to carry Terminators.

Land Raider: Bs:5 Front:14 Side:14 Rear:14

Unit Type: Vehicle (Tank)

Transport Capacity: 20

Fire Points: 10 (Roof)

Access Points: Assault ramp and two side hatches

Wargear:

- Forward Facing Pintle Twin-Linked Heavy Bolter
- Two Sponsoon mounted Twin-Linked Lascannons
- Rear facing Pintle Twin-Linked Heavy Bolter
- Custodian Ammunition
- Searchlight
- Smoke Launchers
- Extra Armour
- Assault Ramp

Special Rules:

- Custodian
- Nimbus of Purity

Venerable: Only one in ten Land Raider hulls are worthy of adapting into Spartans and it is a task that the Martian Mechanicum take great pains over. The Vehicles Machine Spirit is tasked with its self repair and the preservation of its passengers rather than the ballistic duties demanded of it in other patterns. The Spartan is extremely hard to cripple and whenever they suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

Heavy Bolters: The Heavy Bolters cannot be fired from within the Spartan and may only be operated by passengers using the top fire point.

Fire Points: The Spartan is designed for its passengers to be able to use their own weapons in its defence with formidable protection. Up to six models may use the battlements with surround the castle-like top deck of the Spartan as a fire point. They may fire their own weapons or may use the forward and rear facing Heavy Bolters. The vehicle remains enclosed and the passengers cannot be harmed unless the vehicle is destroyed.



Amon Tauromachian, Custodes Infiltrator



Amon Tauromachian is the most experienced of the Custodian Infiltrators. He is the greatest participant of the Blood Games, and in doing so he has prevented many attempts on the Emperors life, as well as other imported members of the Imperiums highest ranking commanders.

He can infiltrate a position no matter how defended it may be, and this skill has served him well many a time.

Amon's skills are such that even the Imperiums Assassins are said to be as skilled as a child in comparison. The truth of this is debateable, but Amon has had contact with these deadly Assassins, and has lived to tell the tale, which shows his skill as an Infiltrator.

Amon vanished during the Siege of the Emperors palace, but evidence from the battle showed how he apparently slew over three companies of Emperors Children Space Marines while they were rampaging in the south of Terra.

Similar evidence of this level of skill was seen throughout the Scouring, and many Custodians, including Valdor believe he is hunting down the Emperors Children Legion, to avenge the civilians of Terra.

Amon: Ws:6 Bs:6 S:4 T:4 W:3 I:5 A:4 Ld:10 Sv:3+

Unit Type: Infantry

Wargear:

- Guardian Spear
- Power Weapon
- Bolt Pistol
- Artificer Scout Armour
- Custodian Ammunition
- Frag and Krak Grenades
- Melta Bombs
- Iron Halo

Special Rules:

- Custodian
- Nimbus of Purity
- Hit and Run
- Fleet
- Vital Intel

Master Infiltrator: Amon Tauromachian deploys using the Deep Strike rule, regardless of mission, to represent him concealing himself prior to battle. He must always Deep Strike into a piece of area terrain. If this terrain is classed as Impassable, Amon Tauromachian will not be destroyed but is instead placed within 1" of the terrain. If the Deep Strike roll would take Amon Tauromachian out of the boundaries of the chosen area terrain, he must be placed as close to the point indicated as possible without any part of his base leaving that terrain piece. Amon Tauromachian may act as normal on the turn he enters play.

Artulon, Custodian Envoy



Artulon often states that he has seen every facet of war. Having lived through the Age of Strife, the Unification Wars and the Great Crusade this may have been true, but Artulon has a notion for emphasizing deeds.

During the founding of the Custodian Guard Artulon was among the first to be created. Along with Sagittarius, Artulon would fight in some of the bloodiest struggles in the Imperiums early history. The most noteworthy of these battles was the apocalyptic battle of the fall of Ursh. This battle dwarfed all before it, and it even rivals the Battle of Terra in its sheer devastation. For nearly five weeks the forces of Unity and the armies of Ursh fought each other in the Gobi Wastelands, and as nearly 30 billion armed men tore at each other, the skies were devastated by a mighty duel of psychic energy, between the Emperor and the gathered sorcerers of Ursh. As the Emperor fought to break the psychic shielding of the Ursh capital, a horde of ravenous Khornate Daemons attempted to destroy him. Artulon and his warriors held back these daemons long enough for the Emperor to win his psychic duel. With the loss of their sorcerers the armies of Ursh crumbled before the Thunder Warriors and Custodian Guard.

Artulon gained a reputation for his dogged approach to war. He would follow orders to the letter, even if men died because of it. However he never failed in his missions, and never lost a single fight. In fact the only battle he ever lost was with the mighty Daemon Prince Doombreed. His warriors slain Artulon prepared to face his doom. No match for the greatest of Khorne's servants Artulon was ripped limb from limb; his mangled corpse forgotten in the dark corridors of Horus' flagship...

Artulon: Ws:6 Bs:5 S:4 T:5 W:3 I:5 A:4 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Spear
- Artificer Armour
- Custodian Ammunition
- Frag Grenades
- Iron Halo

Special Rules:

- Custodian
- Independent Character
- Nimbus of Purity
- By His Decree
- Deep Strike

By the Book: Artulon has a notion to carry out orders by the letter, and he will not stray from doctrine even slightly. This makes his a rigid leader, but it does mean the job gets done. The Envoy Squad he is part of counts as scoring as long as Artulon is alive.

Old Breed: Artulon is one of the oldest living Custodians which has not been interred into a Dreadnought. As such he has become very resilient even for a Custodian. As such he has +1 Toughness (Already Included above), and he may re-roll any failed Feel no Pain saves.



Constantin Valdor, Chief Custodian to the Emperor



Valdor is one of the greatest warriors in the galaxy. None save the Emperor and the Primarchs hold greater power.

As the Chief Custodian Valdor has the entire Legio Custodes at his command. During the latter half of the Great Crusade Valdor was the one who encouraged the Emperor to allow detachments of the Custodians to aid the Legions in their conquests without the Emperor's presence.

His greatest victory came in 152.M30, at the bloody battle of Gyros Thravian. Upon hearing of the near hopeless situation of the Primarchs at this battle The Emperor Himself led Valdor and one thousand other Custodians to save these Legions. Valdor masterminded the operation, and if his plan succeeded the Emperor would be able to face off against the Ork Gharkul Blackfang, and the Custodians would be able to inflict massive damage on his army. Valdors plan would succeed and Gharkul would die by the Emperors blade and Valdor's warriors would cripple the Waaaggh!

Following this battle Valdor would aid the Legions in many more victorious campaigns. However when the Heresy broke out Valdor was on Prospero with the Space Wolves and a detachment of Custodians to deal with the renegade Magnus.

Magnus was defeated, but Valdor and his warriors were unable to aid the Emperor in his final battle against the arch-traitor Horus. Following this great war Valdor did not lay down his arms to guard the Emperors body, but instead chose to lead the Custodian Guard against the Traitor Legions in the time known as the Scouring. Three Hundred Custodians would remain with the Emperor, during these dark days, but when the Imperium finally seemed secure Valdor and his warriors rejoined their comrades to guard the Emperors mortal remains. And so Valdor took his place as the Custodian representative in the council of the High Lords. Some believe that he holds his position, ten thousand years after the Heresy ended.

Valdor: Ws:9 Bs:6 S:5 T:5 W:5 I:6 A:6 Ld:10 Sv:1+

Unit Type: Infantry

Wargear:

- Guardian Spear
- Custodian Ammunition
- Frag Grenades
- Adamantine Cloak

Armour of Terra: Valdor's armour was gifted to him by the Emperor himself in recognition of his deeds. It gives Valdor a 1+ armour save (Rolls of a 1 still fail) and a 3+ invulnerable save

Standard of Terra: This standard was created before the Unification Wars and incorporates the original Imperial Eagle. One Sentinel Squad may carry the Standard of Terra instead of an Aquila Standard. It gives all models in the Squad a 3+ invulnerable save. Also all units within 18" receive the Fearless, Furious Charge and Rending Special Rule (For their Close Combat Attacks).

Special Rules:

- Custodian
- Independent Character
- Nimbus of Purity
- Preferred Enemy (Everyone)

Titanic Might: Such is the power of Valdor he may re-roll to wound with all of his close combat and shooting attacks.

Supreme Tactician: Valdor is one of the greatest tacticians in the Imperium. It was he who masterminded the defeat of Gharkul Blackfang. As such an army that includes Valdor steals the initiative on a 4+.

Master of the Legio Custodes: An army that includes Valdor counts all non-vehicle units with the Custodian Special Rule as Scoring.

Haedo Emankon, Custodian Guardisman

Haedo Emankon is everything a Custodian should aspire to be; loyal, skilled and totally dedicated to the defence of the Emperor.

Emankon was the first of the Imperiums warriors to ever use the war-cry "For the Emperor!". During the savage war with Cardinal Tang, Emankon inspired the Unity armies onto the advance by bellowing this war-cry, and from that moment on the warriors under the Emperors command would use this war-cry on a million worlds.

During the Great Crusade Emankon fought with courage and skill. Despite his obvious skill, he has never been elevated through the ranks of the Custodian Guard, even with the losses which the Guard suffered throughout the Heresy.

Emankon believes it is his only duty to serve and not to lead, something which Valdor often laments, for Emankon would be a fine addition to the Custodian high command.....

Emankon: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Spear
- Artificer Armour
- Custodian Ammunition
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity

For the Emperor: It was Emankon that first used this war-cry during the battles against Cardinal Tang on Terra. Once per game Emankon can utter this phrase at the start of the movement phase. For the remainder of the turn all Imperial Units within 24" receive +1 attack and strength.



Justinian Arcadius, Custodian Sentinel

Justinian Arcadius was one of the newest recruits into the Custodian Guard. Having risen through the ranks through sheer bravado, he has become a prodigy and many senior Custodians see a grand future for this youth, should he temper his pride.

Famed for his breakneck assaults while part of the Praetorian Knights, he was elevated to the rank of Custodian Sentinel after saving the life of Valdor at the Battle of Gyros-Thravian. By the end of the crusade he had earned himself over 300 names.

During the Horus Heresy, Arcadius would fight with the Guard on Terra, and it was during the War in the Web that Arcadius won near eternal glory. A mighty Lord of Change breached the Imperial Lines, accompanied by a host of slaving Plaguebearers and Horrors. Justinian led a mere half dozen Sentinels in a counter-attack that saw not only the lesser daemons defeated, but the Lord of Change as well.

During the Siege of Terra Justinian witnessed the fall of Sagittarius, and the mighty duel between the Bloodthirster and Sanguinius. He would later join the Emperor in his assault on Horus' flagship. Justinian would be separated from his comrades, and he fought his way through the ship, and eventually he stumbled onto the bridge, where he came across a terrible sight. Sanguinius was dead and the Emperor was mauled and close to death also. Putting aside his doubt Justinian charged the Warmaster, but was no match. His form was disintegrated by the power of Horus' psychics.

His death however inspired the Emperor to destroy the Warmaster and end the Heresy. However none save the Emperor knew of Justinian's sacrifice, and so he would be forgotten, like many of the greatest heroes of the Imperium, past and present.

Arcadius: Ws:6 Bs:5 S:5 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Spear
- Artificer Armour
- Custodian Ammunition
- Iron Halo
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity

Hot Tempered: Having recently been elevated from the ranks of the Praetorian Knights, Justinian has yet to adjust to the calm nature of the Sentinels. As such Justinian's Sentinel Squad must take a leadership test at the start of the movement phase. If they pass they may act as normal. However if they fail they receive the Rage and Furious Charge special rule for that turn.



Mikaelor Corbernus, Custodian Shield Captain



Corbernus: Ws:7 Bs:5 S:5 T:4 W:3 I:5 A:5 Ld:10 Sv:2+

Unit Type: Infantry

Wargear:

- Guardian Gladius
- Storm Shield
- Artificer Armour
- Custodian Ammunition
- Frag and Krak Grenades

Special Rules:

- Custodian
- Independent Character
- Nimbus of Purity
- Ave Imperator!
- Hold the Line

Xeno Hatred: Mikaelor often lets his intense hatred of xeno races cloud his tactical sense. So far this has not cost him a victory, but this could easily change. Mikaelor Corbernus and any squad he joins have the Preferred Enemy (Xenos) special rule. In addition if they are fighting against any non-human race they also receive the Fleet and Rage special rules.

Mikaelor Corbernus is a highly skilled Shield Captain of the Custodian Guard. He has fought for the Emperor since the early days of the Unification Campaigns, and has earned great honours since that time.

During the six day battle of Loen against the Scandians it was Corbernus that cut down the H'rud overlord, after slaughtering its entire regiment of protectors. He would later earn greater fame after he single-handedly captured the most heavily defended space-port in the rings of Jupiter. However it was during these battles against the aliens infesting the outer-reaches of the Solar System, that he first came to despise the alien. During one of these campaigns he witnessed one of his oldest friends being flayed alive by a frenzied insect like race of aliens, and he subsequently flew into a blinding rage, and massacred the creatures. Since that day he has fought ever harder when combating the alien horrors of the galaxy.

During the Horus Heresy he would accompany Valdor to Prospero, and take on the treacherous Thousand Sons legion. What happened to Corbernus after this day, nobody knows, but such was his skill he is likely still alive.

Sagittarius, The First



Sagittarius holds a special honour among the Custodian Guard. He is The First, meaning he was the first Custodian created by the Emperor long before the Unification Wars.

Sagittarius was created to be the ultimate bodyguard; utterly incorruptible and totally dedicated to his duty. He was imbued with a portion of the Emperors immortality and vitality. Sagittarius was however the first of many. The other Custodians created would be commanded by Sagittarius, and they would guard the Emperor in his quest to unite humanity.

He would prove his might in the campaigns of Unification of Terra, and his greatest battle honour was the storming of Kalagan of Ursh's final stronghold. Sagittarius bested Kalagan and his entire daemonic bodyguard single handed, while his Custodian brethren destroyed the Warlords possessed warriors. This act earned Sagittarius with the blessing of the Emperor and permanent leadership of the Custodian Guard.

However Sagittarius would suffer a grave misfortune in the early years of the Great Crusade. Roughly 100 years after its commencement, Sagittarius was struck down by mica-dragon on Luther McIntyre IX. In fact it was Angron of the World Eaters that saved Sagittarius from death. Angron went on to throttle the mica-dragon with his bare hands. It was from this beast which his twin axes were made.

Sagittarius was mortally wounded and only the implantation into a Dreadnought Sarcophagus saved his life. Sagittarius' mind was fractured by his wounds and he no longer had the capacity to command, but he was still a mighty warrior. Constantin Valdor was given command of the Custodian Guard. For the remainder of the Great Crusade Sagittarius would fight with distinction. Valdor managed to surpass his achievements of tactical ability, but not his valour in combat.

Sagittarius would fight in the War in the Web, where he slew a pair of Great Unclean ones after they breached one of the Mechanicum's defence lines.

It was during the Siege of Terra that Sagittarius finally fell. He commanded the Custodian Guard for the first time since his fateful day on Luther McIntyre IX. It seemed that after all these years Sagittarius had finally regained his composure. He and Sanguinius would command the Imperial Forces within the Sanctum with deadly efficiency. When the outer wall was breached Sagittarius lead the Custodian Guard in a counter attack to buy time for the Imperial forces to fall back to the Ultimate Gate. When it seemed his warriors would be cut off, he ordered them to fall back. Sagittarius then flung himself headlong into the chaos horde. For 10 hours Sagittarius held the forces of Chaos alone, but even his mighty armoured frame could not hold back the tide forever. The Primarch Angron stepped forward to face the Ancient Dreadnought, and a deadly duel ensued. Sagittarius held his own for a short time, before Angron cleft him in twain with a mighty blow from his runesword. As he did Sagittarius' reactor detonated showering Angron and the chaos horde with razor sharp fragments.

And so fell The First. His name would live on in the Custodian Guards legend even in the 41st Millennium, symbolising courage, honour and duty.

Sagittarius:

Ws:8 Bs:6 S:8 I:6 A:6 Front:14 Side:14 Rear:12

Unit Type: Vehicle (Walker)

Wargear:

- Dreadnought Close Combat Weapon with a built in Twin-Linked Sanctus Pattern Boltgun
- Twin-Linked Heavy Bolter **or** Twin-Linked Multi-Melta
- Custodian Ammunition
- Searchlight
- Smoke Launchers
- Extra Armour
- Iron Halo
- Blessed Hull
- Ceramite Shielding

Special Rules:

- Custodian
- Nimbus of Purity
- Furious Charge
- Tank Hunter

Venerable: Sagittarius is extremely hard to cripple and whenever he suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

The First: Sagittarius is the original Custodian Guardian, interred in the sarcophagus of a Dreadnought during the Great Crusade. He was the original Chief Custodian and as such is a master in the art of war. An army that includes Sagittarius may choose what deployment type to use in a mission and also what table edge they deploy on.

Master of the Ancients: Sagittarius still commands. He leads the other Custodian Ancients to war. As such an army that includes Sagittarius can include up to two Custodian Ancients as Troop choices in addition to the ones as Heavy Support.

Custodian Wargear

Here you will find a description of the various pieces of Wargear available to the Custodian Guard.

Tools of the Custodians

Adamantine Cloak: The Cloaks sometimes worn by the Centurions are woven with thread made from the Emperors own hair. It gives the wearer +1 Toughness and allows them to ignore the first unsaved wound they suffer provided that the attack did not ignore his armour save.

Artificer Armour: The armour worn by the Custodians is crafted by the finest artisans in the Imperium. It offers superb protection above even power armour. It gives its wearer a 2+ armour save.

Artificer Scout Armour: The armour worn by the Custodian Infiltrators is a lighter version of the Mk1 thunder armour worn by the Space Marine Legions. It has subsequently been modified to the point where a Custodian is not encumbered by it at all. It gives its wearer a 3+ armour save.

Aquila Standard: This standard is fashioned after the Imperial Aquila and is sometimes carried to battle by the Sentinels. It counts as a Locator Beacon (See Codex: Space Marines). Also all friendly units within 12" count as scoring one wound more than they actually did in any assault they are involved in.

Autocannon: This weapon fires high calibre shells in rapid succession. It has the following profile:

Range:48" **Strength:**7 **Ap:**4 **Type:** Heavy 2

Boltgun: The standard weapon of the Space Marine Legions, the humble boltgun is also attached to guardian Spears to provide the Custodian Guard with long range firepower. It has the following profile:

Range:24" **Strength:**4 **Ap:**5 **Type:** Rapid Fire

Bolt Pistol: These weapons are smaller versions of boltguns. Some Custodians carry them as sidearm's. They have the following profile:

Range:12" **Strength:**4 **Ap:**5 **Type:** Pistol

Chainfist: Sometimes the Kataphracts will need a weapon to cut through even the most powerful enemy fortifications. A Chainfist counts as a power fist except its rolls 2D6 for armour penetration rolls.

Custodian Ammunition: The Custodian Guard use a variety of rare bolts which are saved exclusively for their use. Custodian Ammunition is used in Boltguns (Including the Sanctus Pattern), Bolt Pistols and Heavy Bolters. You must pick which type of ammunition your squad will use before firing the gun. They have a different profile depending on what weapon they are used for:

Boltgun Ammunition:

Imperius Bolts: These bolts are made from the same alloy that the Custodians armour is made. As such it has greater armour penetration. They have the following profile:

Range:30" **Strength:**5 **Ap:**4 **Type:** Rapid Fire,

Oblivion Bolts: These bolts generate a powerful electrical surge when they detonate. They can incapacitate even the largest foes. They have the following profile:

Range:18" **Strength:**4 **Ap:**5 **Type:** Assault 2, Rending

Bolt Pistol Ammunition:

Scythe Bolts: These bolts have proximity sensors which detonate the bolt slightly before they hit their target. The result is they shred the foe in a shower of razor sharp fragments. They have the following profile:

Range:12" **Strength:**3 **Ap:**- **Type:** Assault 3

Heavy Bolter Ammunition:

Foebane Bolts: These bolts carry a lethal neurotoxin that can melt through rockcrete and can even kill a Space Marine in seconds. They have the following profile:

Range:36" **Strength:**x **Ap:**3 **Type:** Heavy 3, Poisoned (2+)

Tempest Bolts: These bolts incorporate tiny plasma shock generators that emit electromagnetic and thermal radiation when the shell detonates. They have the following profile:

Range:36" **Strength:**5 **Ap:**4 **Type:** Heavy 3

In addition they cause a glancing hit against a vehicle if a 6 is rolled for armour penetration.

Custodian Jetbike: The Custodian Praetorians ride to war on highly advanced Jetbikes that originate from the Dark Age of Technology. They count as an Eldar Jetbike due to the advanced technology that is incorporated into each one. They are armed with a Twin-Linked Boltgun.

Custodian Terminator Armour: The Terminator Armour worn by the Custodian guard is the finest available in the Imperium. It gives the wearer a 2+ armour save and a 4+ invulnerable save and the ability to Deep Strike. Also such is the skill that went into their construction, Custodians can make a Sweeping Advance while wearing this armour.

Digital Weapons: Some helmets worn by the Custodian Guard incorporate tiny lasers which are only effective in close quarters. As such a model with this piece of wargear may re-roll a single failed to wound roll each assault phase.

Flamer: These weapons spew a highly volatile liquid chemical that ignites on contact with the air. It has the following profile:

Range:Template **Strength:**4 **Ap:**5 **Type:** Assault 1

Frag Grenades: See the Warhammer 40,000 Rulebook.

Guardian Gladius: These are smaller versions of the Guardian Spear. They count as a power weapon, and they give its wielder +1 strength. They also incorporate a built in bolt pistol.

Guardian Lance: The lances used by the Praetorian Knights are light enough to be used in a single hand, but are unwieldy when not charging. They count as power weapons that give its wielder +2 Strength and +1 attack when charging. However they cannot be used in a turn where its wielder did not charge.

Guardian Spear: This is the iconic weapon of the Custodian Guard. It consists of a large Power Halberd with a built in Boltgun. It counts as a two-handed power weapon that gives its wielder +2 strength. It also includes a built in boltgun.

Heavy Bolter: An enormous version of the boltgun, the Heavy Bolter fire fist-sized shells at a staggering rate. It has the following profile:

Range:36" **Strength:**5 **Ap:**4 **Type:** Heavy 3

Heavy Flamer: The Heavy Flamer is the ultimate weapon for clearing fortifications and purging the enemy at close range. It has the following profile:

Range:Template **Strength:**5 **Ap:**4 **Type:** Assault 1

Immolator Lance: These weapons fire a blast of flame that can melt through almost anything. . It has the following profile:

Range:Template **Strength:**6 **Ap:**4 **Type:** Assault 1, Rending, Lance

It also counts as a Chainfist in close combat.

Imperator Gauntlet: This ornate Gauntlet incorporates toxin injectors that can cripple almost any foe. They count as a power weapon that have the poisoned (3+) special rule.

Imperious Missile Launcher: This variant of the standard Imperial Missile Launcher fires larger versions of the missiles used in the standard weapon. It can fire one of two missiles each turn:

Frag Missile:

Range:48" **Strength:**5 **Ap:**5 **Type:** Heavy 1, Blast

Krak Missile:

Range:48" **Strength:**9 **Ap:**3 **Type:** Heavy 1

Iron Halo: This icon contains a powerful force-field. It gives its wearer a 4+ Invulnerable save.

Krak Grenades: See the Warhammer 40,000 Rulebook.

Lascannon: This powerful laser weapon can fire blasts capable of shattering most enemy vehicles. It has the following profile:

Range:48" **Strength:**9 **Ap:**2 **Type:** Heavy 1

Melta Bombs: See Warhammer 40,000 Rulebook.

Meltagun: These weapons are lethal against armour and fortifications, literally reducing it to molten slag. It has the following profile:

Range:12" **Strength:**8 **Ap:**1 **Type:** Assault 1, Melta

Multi-Melta: This gun is a larger version of the Meltagun. It has the following profile:

Range:24" **Strength:**8 **Ap:**1 **Type:** Heavy 1, Melta

Plasma Gun: Plasma Guns fire a bolt of energy that explodes on impact, generating the destructive heat of a small sun. It has the following profile:

Range:24" **Strength:**7 **Ap:**2 **Type:** Rapid Fire, Gets Hot!

Power Fist: See Warhammer 40,000 Rulebook.

Power Weapon: See Warhammer 40,000 Rulebook.

Sanctus Pattern Boltgun: The weapon used by Custodian Tactical Squads is a long range version of the standard boltgun. It has the following profile:

Range:30" **Strength:**4 **Ap:**5 **Type:** Rapid Fire

In addition any special ammunition fired from this gun adds 6" to its range.

Storm Shield: This shield incorporates a very powerful energy shield. It gives its bearer a 3+ invulnerable save. However it is unwieldy, so a model with one can never claim the +1 attack for having two close combat weapons.

Vehicle Wargear

Anointed Standard: These standards carry the symbol of the Custodian Guard and are woven with psychically charged material. As such any Vehicle with this upgrade ignores the effects of psychic powers on a D6 roll of a 4+.

Assault Ramp: The front hatch on a Land Raider is designed in a way to allow those inside to charge directly into close combat with the enemy. As such any unit that disembarks from the front hatch of a vehicle with this upgrade may assault regardless of how far the vehicle moved.

Blessed Hull: Many of the vehicles used by the Custodians are blessed by the Emperor Himself. As such a vehicle with this upgrade is immune to the lance special rule. In addition any Daemon that attempts to attack the vehicle in close combat must first pass a toughness test or take an automatic Strength 4 Ap-hit.

Ceramite Shielding: In order to resist the heat of melta weapons and thermal blasts the vehicle is armoured with thick ceramite shielding. Melta Bombs and weapons with the 'Melta' special rule never roll an extra dice for armour penetration against a vehicle with this upgrade.

Custodian Ammunition: The Custodian Guard use a variety of rare bolts which are saved exclusively for their use. Custodian Ammunition is used in Boltguns (Including the Sanctus Pattern), and Heavy Bolters when on vehicles. You must pick which type of ammunition your vehicle will use before firing the gun. They have a different profile depending on what gun they are fired from:

Boltgun Ammunition:

Imperius Bolts: These bolts are made from the same alloy that the Custodians armour is made. As such it has greater armour penetration. They have the following profile:

Range:30" **Strength:**5 **Ap:**4 **Type:** Rapid Fire

Penetrator Bolts: These bolts heat up as they accelerate. They can punch through even the thickest armour They have the following profile:

Range:24" **Strength:**6 **Ap:**6 **Type:** Rapid Fire, Rending

Heavy Bolter Ammunition:

Foebane Bolts: These bolts carry a lethal neurotoxin can melt through rockcrete and can even kill a Space Marine in seconds. They have the following profile:

Range:36" **Strength:**x **Ap:**3 **Type:** Heavy 3, Poisoned (2+)

Exorcist Bolts: These bolts are psychically charged and were first used during the War in the Web. They have the following profile:

Range:36" **Strength:**6 **Ap:**3 **Type:** Heavy 3, Ignores Invulnerable Saves

Dreadnought Close Combat Weapon: See Warhammer 40,000 Rulebook.

Extra Armour: The vehicle is fitted with additional armour plating. As such a vehicle with this upgrade will count any Crew Stunned Results as Crew Shaken instead.

Hunter-Killer-Missile: Some tanks are equipped with an external missile launcher that carries a long ranged anti-tank rocket. It counts as an extra weapon and has the following profile:

Range:Unlimited **Strength:**8 **Ap:**3 **Type:** Heavy 1, One Shot

Rotary Lascannon: This weapon is a triple-barrelled Lascannon variant that is sometimes equipped on Imperial Tanks. It has the following profile:

Range:48" **Strength:**9 **Ap:**2 **Type:** Heavy (D3)

Searchlight: See Codex: Space Marines.

Smoke Launchers: See Warhammer 40,000 Rulebook.



Adeptus Custodes Army List

The following army list enables you to field an Adeptus Custodes army and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

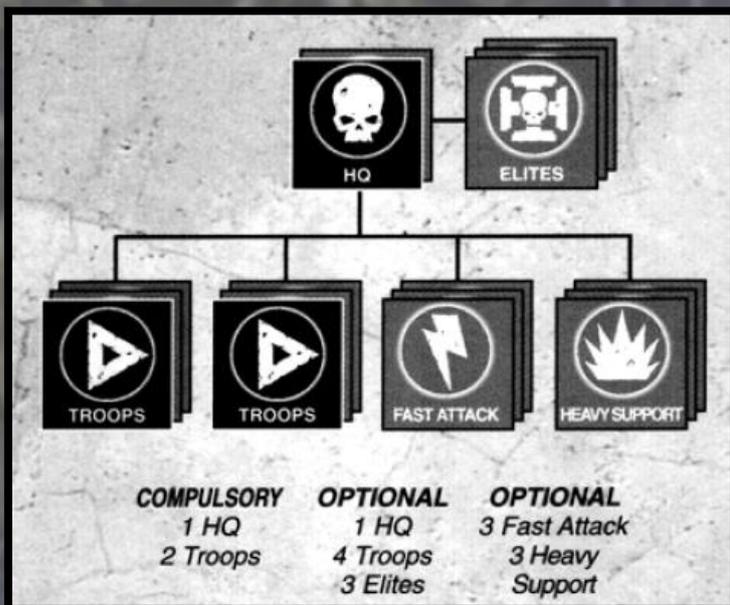
Using the Army List

The Adeptus Custodes army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.

Using a Force Organisation Chart

The army list is used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each greytoned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection.



Unit Profile: This section will show the profile of any models the unit can include.

Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Unit Type: This refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding movement, shooting, assault, etc.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Custodian Guard section or the Universal Special Rules section of the Warhammer 40,000 rulebook.

Dedicated Transport: Where applicable, this section refers to any transport vehicles the unit may take. The Transport Vehicles section of the Warhammer 40,000 rulebook explains how these dedicated transport vehicles work.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both provided you pay the points cost.



HQ

Constantin Valdor, Chief Custodian to the Emperor.....365pts

Valdor: Ws:9 Bs:6 S:5 T:5 W:5 I:6 A:6 Ld:10 Sv:1+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear:

- Guardian Spear
- Custodian Ammunition
- Armour of Terra
- Frag Grenades
- Adamantine Cloak

Special Rules:

- Custodian
- Independant Character
- Nimbus of Purity
- Preferred Enemy (Everyone)
- Titanic Might
- Supreme Tactician
- Master of the Legio Custodes

Options:

- One Custodian Sentinel Squad may carry the **Standard of Terra** for 50pts

Mikaelor Corbernus, Custodian Shield Captain.....280pts

Mikaelor: Ws:7 Bs:5 S:5 T:4 W:3 I:5 A:5 Ld:10 Sv:2+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear:

- Guardian Gladius
- Storm Shield
- Custodian Ammunition
- Artificer Armour
- Frag and Krak Grenades

Special Rules:

- Custodian
- Nimbus of Purity
- Ave Imperator!
- Hold the Line
- Xeno Hatred



HQ

Artulon, Custodian Envoy.....225pts

Artulon: Ws:6 Bs:5 S:4 T:5 W:3 I:5 A:4 Ld:10 Sv:2+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear:

- Guardian Spear
- Custodian Ammunition
- Artificer Armour
- Iron Halo
- Frag Grenades

Special Rules:

- Custodian
- Independant Character
- Nimbus of Purity
- By His Decree
- Deep Strike
- By the Book
- Old Breed

Sagittarius, The First.....300pts

Sagittarius: Ws:8 Bs:6 S:8 I:6 A:6 Front:14 Side:14 Rear:12

Composition: 1 (Unique)

Unit Type: Vehicle (Walker)

Wargear:

- Dreadnought Close Combat Weapon
with a built in Twin-Linked Sanctus Pattern Boltgun
- Twin-Linked Heavy Bolter **or**
Twin-Linked Multi-Melta
- Custodian Ammunition
- Searchlight
- Smoke Launchers
- Extra Armour
- Iron Halo
- Blessed Hull
- Ceramite Shielding

Special Rules:

- Custodian
- Nimbus of Purity
- Furious Charge
- Tank Hunter
- The First
- Venerable
- Master of the Ancients

HQ

Custodian Centurion.....220pts

Centurion: Ws:8 Bs:5 S:5 T:4 W:4 I:6 A:5 Ld:10 Sv:2+

Composition: 1 Centurion

Unit Type: Infantry

Wargear:

- Guardian Spear
- Artificer Armour
- Iron Halo
- Custodian Ammunition
- Frag Grenades

Special Rules:

- Custodian
- Independant Character
- Nimbus of Purity
- The Right of Command
- Mighty Warrior

Options:

May take any of the following:

- Custodian Terminator Armour (*Replaces Artificer armour and Iron Halo*) - 10pts
- Power Fist – 25pts
- Adamantine Cloak – 30pts
- Melta Bombs – 5pts
- Digital Weapons – 10pts

Custodian Shield Captain.....195pts

Shield Captain: Ws:7 Bs:5 S:5 T:4 W:3 I:6 A:4 Ld:10 Sv:2+

Composition: 1 Shield Captain

Unit Type: Infantry

Wargear:

- Guardian Gladius
- Storm Shield
- Artificer Armour
- Custodian Ammunition
- Frag and Krak Grenades

Special Rules:

- Custodian
- Independant Character
- Nimbus of Purity
- Ave Imperator!

Options:

Replace Guardian Gladius with:

- Custodian Jetbike, Guardian Lance and Power Weapon – 35pts

He may also have:

- Digital Weapons – 10pts
- Melta Bombs – 5pts



ELITES

Custodian Sentinels.....360pts

Sentinel: Ws:6 Bs:5 S:4 T:4 W:3 I:5 A:3 Ld:10 Sv:2+

Justinian: Ws:6 Bs:5 S:5 T:4 W:3 I:5 A:3 Ld:10 Sv:2+

Composition: 3 Sentinels

Unit Type: Infantry

Wargear:

- Guardian Spear
- Artificer Armour
- Iron Halo
- Custodian Ammunition
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity
- Companions
- Hot Tempered
(Justinian Arcadius Only)

Options:

- An additional two Sentinels may be added for 120pts each.
- Any Sentinel may take Digital Weapons for 10pts per model.
- Any Sentinel may have a power fist for 15pts per model.
- One Sentinel may carry the Aquila Standard for 35pts.
- One Sentinel in the army may be upgraded to Justinian Arcadius for 30pts.

Transport: A Sentinel Squad may take any Dedicated Transport.

Custodian Kataphracts.....405pts

Kataphract: Ws:6 Bs:5 S:4 T:4 W:3 I:5 A:4 Ld:10 Sv:2+

Composition: 3 Kataphracts

Unit Type: Infantry

Wargear:

- Emperor Gauntlet
- Custodian Terminator Armour
- Twin-Linked Boltgun
- Custodian Ammunition

Special Rules:

- Custodian
- Nimbus of Purity
- Companions
- Kataphract

Options:

- An additional two Kataphracts may be added for 135pts each.
- Any Kataphract may take Digital Weapons for 10pts per model.
- Any Kataphract may replace their Emperor Gauntlet with a Chainfist for 20pts.
- Up to two Kataphracts may replace their Emperor Gauntlet and Twin-Linked Boltgun for an Immolator Lance for 35pts.

Transport: A Kataphract Squad may take a Land Raider or Land Raider Spartan as a Dedicated Transport.



ELITES

Custodian Foot Knights.....285pts

First Knight: Ws:6 Bs:5 S:4 T:4 W:2 I:5 A:4 Ld:10 Sv:2+

First Knight: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Composition: 1 First Knight and 2 Foot Knights

Unit Type: Infantry

Wargear:

- Guardian Gladius
- Storm Shield
- Custodian Ammunition
- Artificer Armour
- Frag and Krak Grenades

Special Rules:

- Custodian
- Nimbus of Purity
- Hold the Line

Options:

- An additional two Foot Knights may be added for 90pts each.
- The First Knight may take Digital weapons for 10pts.
- One Foot Knight may replace his Storm Shield and Guardian Gladius for an Immolator Lance for 25pts.

Transport: A Foot Knight Squad may take any Dedicated Transport.

Custodian Envoys.....250pts

Captain: Ws:6 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Envoy: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Composition: 1 Captain and 2 Envoys

Unit Type: Infantry

Wargear:

- Guardian Spear
- Artificer Armour
- Custodian Ammunition
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity
- By His Decree
- Deep Strike

Options:

- An additional two Envoys may be taken for 80pts each.
- The Captain may take Digital Weapons for 10pts. He may also take Melta Bombs for 5pts.
- Any squad member may take a power fist for 15pts per model.

Transport: An Envoy Squad may take any Dedicated Transport.

TROOPS

Custodian Tactical Squad.....155pts

Envoy: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Custodian: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:2 Ld:10 Sv:2+

Composition: 1 Envoy and 2 Custodians

Unit Type: Infantry

Wargear:

- Artificer Armour
- Sanctus Pattern Boltgun
- Bolt Pistol
- Custodian Ammunition
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules:

- Custodian
- Nimbus of Purity
- Combat Squads

Options:

- An additional seven Custodians may be taken for 50pts each.
- The Envoy may replace his close combat weapon for a power weapon (5pts) or a power fist (15pts). He may also take Melta Bombs for 5pts.
- Up to three Custodians may replace their Sanctus Pattern Boltguns for: a Meltagun (10pts), a Plasma Gun (15pts), or a Flamer (5pts).
- One Custodian may replace his Sanctus Pattern Boltguns for: a Multi-Melta (15pts) or a Heavy Flamer (10pts).

Transport: A Tactical Squad may take an Emperors Gift APC as a Dedicated Transport.

Custodian Guard Squad.....165pts

Envoy: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Custodian: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:2 Ld:10 Sv:2+

Haedo Emankon: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Composition: 1 Envoy and 2 Custodians

Unit Type: Infantry

Wargear:

- Guardian Spear
- Artificer Armour
- Custodian Ammunition
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity
- For the Emperor
(Haedo Emankon Only)

Options:

- An additional seven Custodians may be taken for 55pts each.
- The Envoy may take Melta-Bombs for 5pts.
- Two Custodians may replace their Guardian Spears with an Immolator Lance for 35pts per model.
- One Custodian Guard Squad may upgrade its Envoy to Haedo Emankon for 35pts.

Transport: A Guard Squad may take an Emperors Gift APC as a Dedicated Transport.

Fast Attack

Praetorian Knights.....425pts

First Knight: Ws:6 Bs:5 S:4 T:4 (5) W:3 I:5 A:4 Ld:10 Sv:2+

Knight: Ws:5 Bs:5 S:4 T:4 (5) W:3 I:5 A:3 Ld:10 Sv:2+

Composition: 1 First Knight and 2 Knights

Unit Type: Bikes (Jetbikes)

Wargear:

- Guardian Lance
- Power Weapon
- Artificer Armour
- Custodian Ammunition
- Custodian Jetbike
- Frag Grenades

Special Rules:

- Custodian
- Nimbus of Purity
- Honour and Glory

Options:

- The First Knight may take Melta-Bombs for 5pts.
- Any Knight may take an Immolator Lance for 35pts or a Multi-Melta for 15pts. This replaces the Boltguns in the Jetbike.

Custodian Infiltrators.....150pts each

Infiltrator: Ws:6 Bs:5 S:4 T:4 W:2 I:5 A:4 Ld:10 Sv:2+

Amon Tauromachian: Ws:6 Bs:6 S:4 T:4 W:3 I:5 A:4 Ld:10 Sv:2+

Composition: 1–3 Infiltrators (Each acts independently)

Unit Type: Infantry

Wargear:

- Guardian Gladius (*Infiltrator Only*)
- Artificer Scout Armour
- Custodian Ammunition
- Frag and Krak Grenades
- Melta Bombs

Amon Tauromachian

- Guardian Spear
- Power Weapon
- Bolt Pistol
- Iron Halo

Special Rules:

- Custodian
- Nimbus of Purity
- Infiltrate (*Infiltrator Only*)
- Scout (*Infiltrator Only*)
- Hit and Run
- Fleet
- Loner (*Infiltrator Only*)
- Vital Intel
- Master Infiltrator (*Amon Tauromachian Only*)

Options:

- Any Infiltrator can take a single power fist for 25pts.
- One Infiltrator in the army may be upgraded to Amon Tauromachian for 35pts.

Heavy Support

Brutus Support Squad.....155pts

Envoy: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:3 Ld:10 Sv:2+

Custodian: Ws:5 Bs:5 S:4 T:4 W:2 I:5 A:2 Ld:10 Sv:2+

Composition: 1 Envoy and 2 Custodians

Unit Type: Infantry

Wargear:

- Sanctus Pattern Boltgun
- Artificer Armour
- Custodian Ammunition
- Frag and Krak Grenades

Special Rules:

- Custodian
- Nimbus of Purity
- Steady in the Ranks

Options:

- An additional two Custodians may be taken for 50pts each.
- The Envoy may take Melta-Bombs for 5pts.
- Four Custodians may replace their Sanctus Pattern Boltguns with: a Multi-Melta (10pts), a Heavy Bolter (10pts), an Autocannon (10pts), an Imperius Missile Launcher (25pts) or a Lascannon (20pts).

Custodian Ancient.....265pts

Ancient: Ws:6 Bs:5 S:6 I:5 A:5 Front:14 Side:13 Rear:11

Composition: 1

Unit Type: Vehicle (Walker)

Wargear:

- Dreadnought Close Combat Weapon
with a built in Twin-Linked Sanctus Pattern Boltgun
- Twin-Linked Heavy Bolter
- Custodian Ammunition
- Searchlight
- Smoke Launchers
- Extra Armour

Special Rules:

- Custodian
- Nimbus of Purity
- Venerable
- Ancient

Options:

- May replace his Twin-Linked Heavy Bolter for a Twin-Linked Multi-Melta for 15pts, or a Rotary Lascannon for 25pts.
- May take any of the following: Blessed Hull (15pts), Ceramite Shielding (15pts), Anointed Standard (35pts)

Dedicated Transports

Emperors Gift APC.....100pts

Emperors Gift: Bs:5 Front:11 (14) Side:11 (14) Rear:10 (14)

Unit Type: Vehicle (Tank, Skimmer)

Transport Capacity: 10

Fire Points: None

Access Points: Rear ramp and two side hatches

Wargear:

- Twin-Linked Boltgun
- Custodian Ammunition
- Searchlight
- Smoke Launchers
- Extra Armour
- Shield of Terra

Special Rules:

- Custodian
- Nimbus of Purity
- It is a Gift

Options:

- May take a Pintle mounted Plasma Gun for 15pts
- May take any of the following: Blessed Hull (15pts), Ceramite Shielding (15pts).

Land Raider.....260pts

Land Raider: Bs:5 Front:14 Side:14 Rear:14

Unit Type: Vehicle (Tank)

Transport Capacity: 12

Fire Points: None

Access Points: Assault ramp and two side hatches

Wargear:

- Twin-Linked Heavy Bolter
- Two Sponsoon mounted Twin-Linked Lascannons
- Searchlight
- Smoke Launchers
- Custodian Ammunition
- Assault Ramp
- Extra Armour

Special Rules:

- Custodian
- Nimbus of Purity
- Power of the Machine Spirit

Options:

- May take a Pintle mounted Plasma Gun for 15pts
- May take any of the following: Blessed Hull (15pts), Ceramite Shielding (15pts).

Dedicated Transports

Land Raider Spartan.....300pts

Spartan: Bs:5 Front:14 Side:14 Rear:14

Unit Type: Vehicle (Tank)

Transport Capacity: 20

Fire Points: 10 (Roof)

Access Points: Assault ramp and two side hatches

Wargear:

- Forward Facing Pintle Twin-Linked Heavy Bolter
- Two Sponsoon mounted Twin-Linked Lascannons
- Rear facing Pintle Twin-Linked Heavy Bolter
- Smoke Launchers
- Searchlight
- Custodian Ammunition
- Assault Ramp
- Extra Armour

Special Rules:

- Custodian
- Nimbus of Purity
- Venerable
- Heavy Bolters
- Fire Points

Options:

- May take a Pintle mounted Plasma Gun for 15pts
- May take any of the following: Blessed Hull (15pts), Ceramite Shielding (15pts), Anointed Standard (35pts).



Do not question the Will of the Emperor!