

New Roster (Warhammer 40,000 9th Edition) [39 PL, 5CP, 750pts]

Patrol Detachment 0CP (Imperium - Adeptus Custodes) [39 PL, 5CP, 750pts]

Rules: *Aegis of the Emperor, Sworn Guardians, Talons of the Emperor, The Emperor's Chosen*

Configuration [6CP]

Battle Size [6CP]

Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Shield Host

Selections: Solar Watch

Categories: CONFIGURATION

HQ [6 PL, -1CP, 108pts]

Shield-Captain [6 PL, -1CP, 108pts]

Selections: Captain-Commander [-1CP], Castellan Axe [5pts], Inspiring Leader, Misericordia [3pts], Peerless Warrior

Categories: CHARACTER, FACTION: ADEPTUS CUSTODES, FACTION: IMPERIUM, INFANTRY, SHIELD-CAPTAIN, HQ, FACTION: SOLAR WATCH, SOLAR WATCH WARLORD

Abilities: *Aegis of The Emperor, Inspirational Fighter, Inspiring Leader (Aura), Peerless Warrior, Unit: Shield-Captain, Weapon: Castellan Axe (Melee), Castellan Axe (Ranged), Misericordia*

Warlord

Selections: Warlord

Categories: WARLORD

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Inspirational Fighter	You can re-roll hit rolls of 1 made for friendly ADEPTUS CUSTODES units within 6" of this model.	
Inspiring Leader (Aura)	Add 1 to the Leadership characteristic of friendly units whilst they are within 6" of this WARLORD.	Warhammer 40,000 Core Book
Peerless Warrior	Each time you make a hit roll of 6+ for your Warlord in the Fight phase, they can immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Shield-Captain	6"	2+	2+	5	5	6	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Castellan Axe (Melee)	Melee	Melee	+3	-2	D3		
Castellan Axe (Ranged)	24"	Rapid Fire 1	4	-1	2		
Misericordia	Melee	Melee	User	-2	1	When the model fights, it may make 1 additional attack with this weapon unless using a storm shield	

Troops [14 PL, 284pts]

Custodian Guard Squad [7 PL, 142pts]

Categories: FACTION: ADEPTUS CUSTODES, CUSTODIAN GUARD, INFANTRY, TROOPS, FACTION: SOLAR WATCH

Abilities: *Aegis of The Emperor*

Custodian [52pts]

Selections: Sentinel Blade [2pts], Storm Shield [5pts]

Abilities: *Storm shield*, **Unit:** *Custodian*, **Weapon:** *Sentinel Blade (Melee)*, *Sentinel Blade (Ranged)*

Custodian [45pts]

Selections: Guardian Spear

Unit: *Custodian*, **Weapon:** *Guardian Spear (Melee)*, *Guardian Spear (Ranged)*

Custodian [45pts]

Selections: Guardian Spear

Unit: *Custodian*, **Weapon:** *Guardian Spear (Melee)*, *Guardian Spear (Ranged)*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Custodian	6"	2+	2+	5	5	3	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Guardian Spear (Melee)	Melee	Melee	+1	-3	D3		
Guardian Spear (Ranged)	24"	Rapid Fire 1	4	-1	2		
Sentinel Blade (Melee)	Melee	Melee	User	-3	D3		
Sentinel Blade (Ranged)	12"	Pistol 2	4	0	1		

Custodian Guard Squad [7 PL, 142pts]

Categories: FACTION: ADEPTUS CUSTODES, CUSTODIAN GUARD, INFANTRY, TROOPS, FACTION: SOLAR WATCH

Abilities: *Aegis of The Emperor*

Custodian [52pts]

Selections: Sentinel Blade [2pts], Storm Shield [5pts]

Abilities: *Storm shield*, **Unit:** *Custodian*, **Weapon:** *Sentinel Blade (Melee)*, *Sentinel Blade (Ranged)*

Custodian [45pts]

Selections: Guardian Spear

Unit: *Custodian*, **Weapon:** *Guardian Spear (Melee)*, *Guardian Spear (Ranged)*

Custodian [45pts]

Selections: Guardian Spear

Unit: *Custodian*, **Weapon:** *Guardian Spear (Melee)*, *Guardian Spear (Ranged)*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Custodian	6"	2+	2+	5	5	3	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Guardian Spear (Melee)	Melee	Melee	+1	-3	D3		
Guardian Spear (Ranged)	24"	Rapid Fire 1	4	-1	2		
Sentinel Blade (Melee)	Melee	Melee	User	-3	D3		
Sentinel Blade (Ranged)	12"	Pistol 2	4	0	1		

Elites [14 PL, 263pts]

Custodian Wardens [8 PL, 170pts]

Categories: FACTION: ADEPTUS CUSTODES, FACTION: IMPERIUM, INFANTRY, CUSTODIAN WARDENS, ELITES, FACTION: SOLAR WATCH

Abilities: *Aegis of The Emperor, Binding Oaths*

Warden [60pts]

Selections: Castellan Axe [5pts], Misericordia

Unit: *Warden*, **Weapon:** *Castellan Axe (Melee), Castellan Axe (Ranged), Misericordia*

Warden [55pts]

Selections: Guardian Spear, Misericordia

Unit: *Warden*, **Weapon:** *Guardian Spear (Melee), Guardian Spear (Ranged), Misericordia*

Warden [55pts]

Selections: Guardian Spear, Misericordia

Unit: *Warden*, **Weapon:** *Guardian Spear (Melee), Guardian Spear (Ranged), Misericordia*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Binding Oaths	Roll a D6 each time a model in this unit loses a wound; on a 6 the damage is ignored and the wound is not lost	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Warden	6"	2+	2+	5	5	3	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Castellan Axe (Melee)	Melee	Melee	+3	-2	D3		
Castellan Axe (Ranged)	24"	Rapid Fire 1	4	-1	2		
Guardian Spear (Melee)	Melee	Melee	+1	-3	D3		
Guardian Spear (Ranged)	24"	Rapid Fire 1	4	-1	2		
Misericordia	Melee	Melee	User	-2	1	When the model fights, it may make 1 additional attack with this weapon unless using a storm shield	

Vexillus Praetor [6 PL, 93pts]

Selections: Guardian Spear [5pts], Misericordia [3pts], The Swiftsilver Talon, Vexilla Imperius

Categories: CHARACTER, FACTION: ADEPTUS CUSTODES, FACTION: IMPERIUM, INFANTRY, VEXILUS PRAETOR, ELITES, FACTION: SOLAR WATCH

Abilities: *Aegis of The Emperor, Custodes Vexilla, The Swiftsilver Talon, Vexilla Imperius,*

Unit: *Vexillus Praetor, Weapon: Guardian Spear (Melee), Guardian Spear (Ranged), Misericordia, The Swiftsilver Talon (melee), The Swiftsilver Talon (shooting)*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Custodes Vexilla	You can re-roll failed morale tests for friendly IMPERIUM INFANTRY and BIKER units within 6" of this model. In addition, when you add this model to your army, choose one of the following vexillas for this model to carry:	
The Swiftsilver Talon	A model with this Relic can shoot and charge in a turn in which it Advanced or Fell Back.	
Vexilla Imperius	ADEPTUS CUSTODES models (other than VEHICLES) add 1 to their Attacks characteristic whilst their unit is within 6" of any friendly VEXILUS PRAETORS with this vexilla.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Vexillus Praetor	6"	2+	2+	5	5	5	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Guardian Spear (Melee)	Melee	Melee	+1	-3	D3		
Guardian Spear (Ranged)	24"	Rapid Fire 1	4	-1	2		
Misericordia	Melee	Melee	User	-2	1	When the model fights, it may make 1 additional attack with this weapon unless using a storm shield	
The Swiftsilver Talon (melee)	Melee	Melee	+1	-3	D3	-	
The Swiftsilver Talon (shooting)	24"	Assault 4	4	-1	2	-	

Fast Attack [5 PL, 95pts]

Pallas Grav-Attack [5 PL, 95pts]

Selections: Twin Arachnus Blaze Cannon

Categories: FACTION: ADEPTUS CUSTODES, FLY, FAST ATTACK, FACTION: IMPERIUM, VEHICLE, FACTION: SOLAR WATCH

Abilities: Explodes, Flare Shielding, Hover Tank, **Unit:** Pallas Grav-Attack, **Weapon:** Twin Arachnus Blaze Cannon (beam), Twin Arachnus Blaze Cannon (burst)

Abilities	Description	Ref
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wounds	
Flare Shielding	This model has a 5+ invulnerable save.	
Hover Tank	Instead of measuring distances to and from this model's base, measure to and from the model's hull or base (whichever is closer).	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Pallas Grav-Attack	16"	6+	2+	5	6	8	2	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Twin Arachnus Blaze Cannon (beam)	36"	Heavy 2	7	-4	3	When resolving an attack made with this weapon against a VEHICLE unit, you can re-roll the wound roll.	
Twin Arachnus Blaze Cannon (burst)	24"	Heavy 6	5	-2	1 -		

Force Rules

Aegis of the Emperor: Models with the Aegis of the Emperor special rule have a 5+ invulnerable save.

In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored. ()

Sworn Guardians: If your army is Battle-forged, all ADEPTUS CUSTODES INFANTRY and ADEPTUS CUSTODES BIKER units in ADEPTUS CUSTODES Detachments gain this ability.

A unit with this ability that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of the same objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal. ()

Talons of the Emperor: If your army is Battle-forged, units with the SISTERS OF SILENCE Faction keyword can be included in an ADEPTUS CUSTODES Detachment in your army, without preventing that Detachment from being an ADEPTUS CUSTODES Detachment. Note that this does not prevent ADEPTUS CUSTODES units in that Detachment from gaining any Detachment abilities (e.g. The Emperor's Chosen and the Sworn Guardians abilities), however SISTERS OF SILENCE units cannot themselves gain any Detachment abilities. Similarly, those SISTERS OF SILENCE units are ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game) and when determining your army's Faction. (Psychic Awakening VIII: War of the Spider p42)

The Emperor's Chosen: If your army is Battle-forged, all ADEPTUS CUSTODES INFANTRY and ADEPTUS CUSTODES BIKER units in ADEPTUS CUSTODES Detachments gain this ability.

This unit's invulnerable save is improved by 1 (to a maximum of 3+) ()

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