

Custodes Liga (Warhammer 40,000 9th Edition) [46 PL, -2CP, 999pts]

Patrol Detachment OCP (Imperium - Adeptus Custodes) [46 PL, -2CP, 999pts]

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

Configuration

Detachment Command Cost

Categories: CONFIGURATION

Shield Host

Selections: Dread Host

Categories: CONFIGURATION

HQ [9 PL, -1CP, 175pts]

Shield-Captain on Dawneagle Jetbike [9 PL, -1CP, 175pts]

Selections: Auric Aquilas, Captain-Commander [-1CP], Indomitable Constitution, Interceptor Lance, Salvo Launcher, Superior Creation, Warlord

Categories: BIKER, CHARACTER, FACTION: ADEPTUS CUSTODES, FLY, FACTION: IMPERIUM, SHIELD-CAPTAIN, HQ, FACTION: DREAD HOST, DREAD HOST WARLORD, WARLORD

Abilities: *Aegis of The Emperor, Auric Aquilas, Implacable Vanguard, Indomitable Constitution, Inspirational Fighter, Superior Creation*, **Unit:** *Shield-Captain on Dawneagle Jetbike (Indomitable Constitution)*, **Weapon:** *Interceptor Lance, Salvo Launcher (Flakkburst), Salvo Launcher (Melta)*

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.	
Auric Aquilas	BIKER model only. This model has a 3+ invulnerable save. In addition, you can re-roll failed charge rolls made for this model.	
Implacable Vanguard	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	
Indomitable Constitution	Add 2 to the Wounds characteristic of this model.	
Inspirational Fighter	You can re-roll hit rolls of 1 made for friendly ADEPTUS CUSTODES units within 6" of this model.	
Superior Creation	Each time your Warlord loses a wound, roll a D6; on a 5+ your Warlord does not lose that wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Shield-Captain on Dawneagle Jetbike (Indomitable Constitution)	14"	2+	2+	5	6	9	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Interceptor Lance	Melee	Melee	+1	-3	D3	You can re-roll failed wound rolls for this weapon on a turn in which the bearer made a successful charge	
Salvo Launcher (Flakkburst)	24"	Heavy D3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Blast.	
Salvo Launcher (Melta)	24"	Heavy 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE	

Troops [14 PL, 309pts]

Custodian Guard Squad [7 PL, 156pts]

Categories: FACTION: ADEPTUS CUSTODES, CUSTODIAN GUARD, INFANTRY, TROOPS, FACTION: DREAD HOST

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 [52pts]

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

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

Custodian [52pts]

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

Abilities: *Storm shield*, **Unit:** *Custodian*, **Weapon:** *Sentinel Blade (Melee)*, *Sentinel Blade (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
Sentinel Blade (Melee)	Melee	Melee	User	-3	D3		
Sentinel Blade (Ranged)	12"	Pistol 2	4	0	1		

Sagittarum Custodians [7 PL, 153pts]

Categories: FACTION: ADEPTUS CUSTODES, FACTION: IMPERIUM, INFANTRY, TROOPS, CORE, FACTION: DREAD HOST

Abilities: *Aegis of The Emperor*

Sagittarum Custodian [53pts]

Selections: Adrastus Bolt Caliver, Misericordia [3pts]

Unit: *Sagittarum Custodian*, **Weapon:** *Adrastus Bolt Caliver*, *Adrastus Bolt Caliver (Bolt Volley)*, *Adrastus Bolt Caliver(Disintegration beam)*, *Misericordia*

Sagittarum Custodian [50pts]

Selections: Adrastus Bolt Caliver

Unit: *Sagittarum Custodian*, **Weapon:** *Adrastus Bolt Caliver*, *Adrastus Bolt Caliver (Bolt Volley)*, *Adrastus Bolt Caliver(Disintegration beam)*

Sagittarum Custodian [50pts]

Selections: Adrastus Bolt Caliver

Unit: *Sagittarum Custodian*, **Weapon:** *Adrastus Bolt Caliver*, *Adrastus Bolt Caliver (Bolt Volley)*, *Adrastus Bolt Caliver(Disintegration beam)*

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.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Adrastus Bolt Caliver						When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.	
Adrastus Bolt Caliver (Bolt Volley)	36"	Assault 3	5	-1	2	-	
Adrastus Bolt Caliver(Disintegration beam)	15"	Assault 1	5	-3	3		
Misericordia	Melee	Melee	User	-2	1	When the model fights, it may make 1 additional attack with this weapon unless using a storm shield	

Elites [9 PL, 220pts]

Allarus Custodians [9 PL, 220pts]

Categories: FACTION: ADEPTUS CUSTODES, FACTION: IMPERIUM, INFANTRY, TERMINATOR, ALLARUS CUSTODIANS, ELITES, FACTION: DREAD HOST

Abilities: *Aegis of The Emperor, From Golden Light, Slayers of Tyrants*

Allarus Custodian [3 PL, 75pts]

Selections: Ballistus Grenade Launcher, Castellan Axe [5pts]

Unit: *Allarus Custodian, Weapon: Ballistus Grenade Launcher, Castellan Axe (Melee), Castellan Axe (Ranged)*

Allarus Custodian [3 PL, 75pts]

Selections: Ballistus Grenade Launcher, Castellan Axe [5pts]

Unit: *Allarus Custodian, Weapon: Ballistus Grenade Launcher, Castellan Axe (Melee), Castellan Axe (Ranged)*

Allarus Custodian [3 PL, 70pts]

Selections: Ballistus Grenade Launcher, Guardian Spear

Unit: *Allarus Custodian, Weapon: Ballistus Grenade Launcher, 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.	
From Golden Light	During deployment, you can set up this model in a Godstrike-pattern teleportarium array instead of placing it on the battlefield. At the end of any of your movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from any enemy models	
Slayers of Tyrants	When models in this unit pile in and consolidate, they can move up to 3" towards the nearest enemy CHARACTER even if it is not the nearest enemy model, so long as they finish this move within 1" of an enemy unit.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Ballistus Grenade Launcher	12"	Assault	D3	4	-3	1	Blast
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	

Heavy Support [14 PL, -1CP, 295pts]

Telemon Heavy Dreadnought [14 PL, -1CP, 295pts]

Selections: Arachnus Storm Cannon [15pts], Eternal Penitent [-1CP], Spiculus Bolt Launcher

Categories: FACTION: ADEPTUS CUSTODES, HEAVY SUPPORT, FACTION: IMPERIUM, VEHICLE, FACTION: DREAD HOST

Abilities: *Eternal Penitent, Explodes, Guardian Eternal, Reinforced Atomantic Barriers, Unyielding Ancient*, **Unit:** *Telemon Heavy Dreadnought 1 (8-14 wounds) (Eternal Penitent), Telemon Heavy Dreadnought 2 (4-7 wounds) (Eternal Penitent), Telemon Heavy Dreadnought 3 (1-3 wounds) (Eternal Penitent)*, **Weapon:** *Arachnus Storm Cannon (beam), Arachnus Storm Cannon (burst), Spiculus Bolt Launcher*

Telemon Caestus

Selections: Twin Plasma Projector

Weapon: *Telemon Caestus, Twin Plasma Projector*

Abilities	Description	Ref
Eternal Penitent	Use this Stratagem before the battle. Select one ADEPTUS CUSTODES DREADNOUGHT unit from your army. Increase that unit's Attacks characteristic by 1. You can re-roll charge rolls made for that unit. Each ADEPTUS CUSTODES DREADNOUGHT unit from your army can only be selected for this Stratagem once.	
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6, it explodes and each unit within 6" suffers D3 mortal wounds.	
Guardian Eternal	Each time an attack is allocated to this model, subtract 1 from the damage characteristic of that attack (to a minimum of 1).	
Reinforced Atomantic Barriers	This model has a 4+ invulnerable save.	
Unyielding Ancient	Roll a D6 each time this model 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
Telemon Heavy Dreadnought 1 (8-14 wounds) (Eternal Penitent)	8"	2+	2+	8	8	14	5	8	2+	
Telemon Heavy Dreadnought 2 (4-7 wounds) (Eternal Penitent)	6"	3+	3+	8	8	14	5	8	2+	
Telemon Heavy Dreadnought 3 (1-3 wounds) (Eternal Penitent)	4"	4+	4+	8	8	14	5	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Arachnus Storm Cannon (beam)	36"	Heavy 2	8	-4	3	When resolving an attack made with this weapon against a Vehicle unit, you can re-roll the wound roll.	
Arachnus Storm Cannon (burst)	24"	Heavy 6	7	-2	1	-	
Spiculus Bolt Launcher	24"	Heavy 5	5	-1	1	Each time this weapon is selected to shoot with, if this model has not moved this turn, change this weapon's type to Heavy 10.	
Telemon Caestus	Melee	Melee	x2	-3	4	Each time the bearer fights, it makes 1 additional attack with this weapon.	
Twin Plasma Projector	12"	Heavy 2d3	6	-2	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.	

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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