

CODEX

ADEPTUS CUSTODES













ADEPTUS CUSTODES

'OURS IS THE DUTY ABSOLUTE. OURS IS THE VIGIL THAT MUST NEVER END. OURS IS THE TIMELESS HONOUR, THE WILLING SACRIFICE, THE PENITENCE ENDURING. WE STAND A WATCH THAT WILL NEVER BE RELIEVED, AND WE STAND IT GLADLY OUT OF ADORATION FOR HE WHO GAVE US LIFE, AND WHOSE LIFE WE MUST, IN TURN, PRESERVE. WE WILL NEVER EARN ABSOLUTION, FOR WE DO NOT DESERVE IT, BUT THOSE WHO BELIEVE THAT WOULD GIVE US PAUSE ARE FOOLS.'

- Shield-Captain Tybalus Maxin





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INTRODUCTION

Welcome, auramite-clad Custodian, to *Codex: Adeptus Custodes*. Within the hallowed pages of this relic-tome, you will find pages replete with lore on the most ancient and powerful Adeptus Custodes and Sisters of Silence, as well as means to deploy them on the battlefield. Beauteous artwork and glorious photography also lie within, depicting the manifest greatness of the Talons of the Emperor.

This mighty host of warriors have access to the most fearsome weaponry and nigh on impervious armour in the Imperium. The Adeptus Custodes are a highly flexible force with a range of hard-hitting infantry, indomitable combat walkers, lightning-fast jetbikes and thundering battle tanks. Supplemented by the haunting and graceful Sisters of Silence, they are almost invulnerable to the enemy's psychic attacks. Combining all these elements can give you a highly versatile and extraordinarily powerful force on the tabletop – shattering the enemy when on the attack and withstanding enormous punishment in defence.

The Custodes' shield companies and the Vigils of the Sisters of Silence provide great scope for theming your collection, and forging a great narrative with them.

Using the lore and rules in this volume, you can create a compelling story for what your army's purpose is in the galaxy – whether it serves as part of a Torchbearer fleet, is striking out on a devastating pre-emptive assault against an enemy of the Emperor or is seeking an evil artefact to prevent it from falling into the clutches of an enemy. Thanks to the unique Crusade rules in this book, you can grow and develop your army with each battle you fight, enabling you to write the glorious history of every squad and hero as they slaughter enemies and suffer injuries in the course of their perilous missions.

The splendorous photography and artwork that fill this book display the Adeptus Custodes and Sisters of Silence on and off the battlefield. Alongside the pages of lore, they give great insight into these mysterious and ancient militant orders – known collectively as the Talons of the Emperor. The imagery gives a unique view of these troops, and is an excellent resource when you consider how you would like to paint your miniatures, as well as being a stunning feast for the eyes.

In this book, you'll find everything you need to rally a mighty host of your own, ready to eliminate threats to Terra and the Emperor himself. There are datasheets for every model in the range, alongside Warlord Traits, Stratagems, Relics and unique rules for a number of the Adeptus Custodes' shield hosts. With these fabled secrets, you can hone your collection of golden warriors into such a force that even the Emperor's greatest foes will tremble at the thought of facing you.

THEY ARE THE EMPEROR'S BODYGUARD, HIS TEN THOUSAND, THE GOLDEN DEATH. THEY ARE HIS NOBLE EMISSARIES AND HIS PITILESS EXECUTIONERS. BY THEIR HANDS ARE HIS SECRETS PROTECTED AND HIS VAULTS GUARDED. UNSWERVING IN THEIR LOYALTY AND UNSHAKEABLE IN THEIR PURPOSE, THEY ARE THE SYMBOLS OF THE EMPEROR'S UNSTOPPABLE WRATH. FOR TEN THOUSAND YEARS HAVE THEY STOOD SENTINEL OVER THE MASTER OF MANKIND AND DEFENDED HIS GLORIOUS PALACE.

THEY ARE THE FINEST WARRIORS IN THE IMPERIUM, PHYSICALLY AND MENTALLY FASHIONED TO A DESIGN NONE BUT THE EMPEROR HIMSELF CAN EVER TRULY UNDERSTAND. THEY ARE AN ELEVATED ELITE, WHOSE RAW STRENGTH AND WILLPOWER ARE INSURMOUNTABLE. EACH IS HIGHLY INDEPENDENT AND IS AN ARMY UNTO HIMSELF. CLAD IN NIGH ON IMPREGNABLE AURAMITE ARMOUR, IT IS WITH INDIVIDUALLY CRAFTED WEAPONS THAT THE CUSTODES CUT DOWN ANY WHO THREATEN THE EMPEROR.

FOR TEN THOUSAND YEARS THEY OPERATED IN THE GALAXY IN SECRET. NO MORE. NOW THEY STRIDE THE STARS IN NUMBERS NOT SEEN IN MILLENNIA. WOE BETIDE THOSE WHO OPPOSE THEM.



what are they truly, these guardians in gold? what dark secrets have gone into their making? what depths were plumbed to bring about their creation?





ORIGINS OF THE CUSTODES

The Adeptus Custodes have been a part of the Imperium for as long as records exist. They were the Emperor's companions throughout the Great Crusade and before – advising, standing by his side and protecting him through some of the greatest conflicts in all of Human history. The story of their origins is known to few but themselves, and for outsiders it is all but impossible to learn anything about them.

ANCIENT ORIGINS

No student of Imperial history knows how far back in time the Adeptus Custodes can trace their origins. Even the oldest and most fragmentary accounts – recovered by Roboute Guilliman's Logos Historica Verita – include quotes that refer to the Emperor being escorted by tall and mighty warriors clad in gold. Debate rages as to when the Emperor first crafted the Custodians. Most agree, however, that he would have inherited vast amounts of knowledge on gene-forging from numerous scientist-kings and technodemagogues – those that ruled over Terra's disparate tribes during Old Night and the dark periods that followed. Legend has it that the Emperor rose around this time, and with his unimaginable intellect was able to make use of accumulated troves of genetomantic lore. It is this, the learned few argue, that allowed the Emperor to make the Custodes. The truth is hidden within crude cave etchings, hieroglyphics, stasis-locked scads of parchment and gene-sealed tomes no living person can open. These fragments speak of trusted bodyguards and advisors, and great victories won against monstrous beings. Some historitors know such texts exist, and are frustrated to no end by the fact that they can never access them. Most are lost or hidden, whether that be on Terra, Mars or a handful of other worlds.

There is a similar lack of detail about the Custodes' role in the Horus Heresy, that goes even beyond the usual sparsity of apocryphal sources that refer to that dark time. It is thought that the first Custodes leader was a warrior named Constantin Valdor, who disappeared from records after the Horus Heresy. Many scholars with decades of experience – or in some cases more – believe that the Custodes fought against the Thousand Sons on the traitorous Legion's home world of Prospero, and defended the Imperial Palace during Horus' assault against the Throneworld. A handful suggest that the Custodes fought a war parallel to that of the Horus Heresy before the Siege of Terra, one that only they could have won, the details of which are now lost to time. It is impossible to separate myth from fact. Now, if folk know of the Custodes at all it is as towering golden giants who bestrode the stars at the Emperor's command, living embodiments of his holy light given physical form or gilded dragons of Terran myth, whose talons tore the dark daemons of scripture asunder.

One thing is clear however – the Horus Heresy changed the Custodes forever. In the final stages of that horrendous conflict, the Emperor met Horus in single combat aboard the Arch-traitor's flagship, the *Vengeful Spirit*. He defeated and slew the Warmaster, but was mortally wounded by Horus in their titanic clash. In that moment – and for the only time before or since – the Custodes failed in their duty as the Emperor's bodyguards. For ten thousand years after, most Custodes never left the Imperial Palace or the Sol System, with only a handful making pre-emptive strikes where necessary elsewhere. Many donned black cloaks of mourning, and a near obsession to never leave the Golden Throne out of their sight took hold. They have ever borne the terrible shame of their failure, and have sought never to forget it, nor be absolved of it.

RECRUITMENT

If the Space Marines are the scions of the Primarchs, then the Custodes are the progeny of the Emperor. His might permeates them, burns in their eyes and flows through their veins as surely as their blood. Potential Custodians are taken in at a very young age to better survive – no older than late infancy – and it is a great honour for those of Terran noble houses to submit a son. Some clans have, in the past, given over entire generations of offspring to become inductees. When such individuals go forth to begin whatever process lies ahead of them, huge crowds line the Avenue of Sacrifice, cheering and chanting frenzied prayers. The Custodes also seek out suitable candidates by other means, or encounter them by chance on their missions to protect the Throneworld. What is clear is that none besides the Custodes themselves truly know what criteria they require. How a Custodian is made is an arcane and ancient process born out of the mind of the Emperor himself, made up of decades of alchemical augmentation, psychological and cognitive conditioning and memetic training.

CREATION

Custodes are created using technology dating back to the Dark Age of Technology, honed by the Emperor to make the perfect counsellors, bodyguards, warriors and executioners. To create beings with such a wide range of talents requires a total physical and mental rework on the candidate – the mindset and intelligence required to be of any use to such a being as the Emperor is immense to say the least.

The Adeptus Custodes' inductees are remade at a genetic level, their baser drives rendered inert and their beings turned towards aggression, fulfilment of duty and goal acquisition. This process involves incredibly intricate gene-craft and alchemistry as absolute and subtle as can be imagined, working upon the most minute level of the candidate's



cellular structure and genome. Only the most accomplished chirurgeons and bio-alchemists carry out this work, many themselves recipients of enhancements of one kind or another. They do so in gilded laboratories hidden far away from even the most determined of prying eyes. The work done to a candidate is thus invisible, the process unique to each inductee. There are no organ implantations or surgical grafting. What is done to the Custodes inductee is several degrees more exact and changing than work carried out to create a Space Marine, producing warriors much tougher, faster, stronger and with greater intelligence than the Adeptus Astartes. Some argue that the process even affects a Custodian's soul. Others theorise the change from inductee to Custodian is metaphysical, or that it involves biomancy and other psychic techniques. It is quite possible that the alchemists who create the Custodes do not themselves understand what they are doing, and are simply following procedures passed down to them by rote. It is thought that the Emperor himself, whose mind no Human – augmented or otherwise – could ever hope to match, once oversaw the ascension of each Custodian.

It is not just the body of a Custodian candidate that must change. Their mind must also be forged anew. A Custodian must be totally loyal, remorseless, vigilant and tireless. Their sense of duty to the Emperor must be all that matters to them, their discipline reaching deeper into their psyche than unconscious desire. A Custodian becomes duty. He becomes discipline. For this to happen, every inductee is mentally indoctrinated – their psyches are rebuilt from the ground up, creating mental architecture as well fortified as the Imperial Palace itself. They undergo thousands of hours of psychoconditioning, psycho-memetic drilling and mnemic training. Information is drilled into their minds at such a punishing rate that some are driven mad. The Custodes candidate's training and inculcation goes beyond the instilling of unstoppable determination. They must learn diplomacy, statecraft, astrogation, interstellar geography, history, philosophy, art, theosophy, artistry and countless other subjects – all of which they become true masters of. The Emperor once demanded their counsel, and so they have to be versed in any manner of subject that he might consult them on. This ensures that the Custodes retain the enlightenment and perspective commonplace during the Great Crusade. Additionally, the threats to the Emperor are so myriad that they may manifest in any way. A Custodian can trace the most innocent-sounding philosophical question to outright treachery, or forsee how a marauding alien force might grow to threaten Terra – even if it currently terrorises a remote system at the edge of the galaxy.

The Custodes are also aware of truths that no one else in the Imperium has ever learned. They know some of the galaxy's gravest secrets, for they must be able to face down and defeat the darkest terrors of the galaxy. They recognise how far Mankind has fallen from the original ideals of the Emperor, of enlightenment and common sense. The inductees learn that many truths cannot be shared, that some would cause wholesale damage to the Emperor's Imperium – as corrupted from his original vision as it has become. Some cannot handle this knowledge, or bear the tragedy of what the Human race has descended into since the Horus Heresy – when their forebears failed in their solemn duty. These candidates do not become Custodes, and so through this learning are the unworthy and the weak culled.



No outsider knows how long it takes to make a Custodian, or even whether there is some kind of formal process each inductee must follow. With every candidate being genetically distinct, it is quite possible that some need significantly more work than others to fulfil the great vision the Emperor had for his bodyguards. The individuality displayed by each Custodian seems to support such a view. Though the Emperor required unflinching loyalty, it seems clear that he desired the uniqueness of each of his bodyguards to be maintained.

Such is the intensity and brutality of the process candidates undergo; many thousands do not survive. It is of little surprise that the Custodes have become known as the Ten Thousand – the harsh processes they go through mean it is highly unlikely that their numbers could ever substantially exceed such a figure. That being said, no one outside the Custodes knows the organisation's real strength, and it is a fact kept as secret as any in the entire Imperium. With so many Custodes fighting throughout the galaxy now, it is even harder than before to count. It is not impossible that the name 'Ten Thousand' has been cultivated to deliberately mask the organisation's true size, and to help deny that knowledge to any enemy.

Those survivors of the induction process that emerge as Custodians are changed in every way imaginable, their minds so altered that they have entirely new personalities. They are rendered physically perfect and their skills with all kinds of weapons are sublime. Custodians even change their names, choosing those of gods, kings or heroes drawn from the most ancient texts. With enormously extended lifespans, they do not grow old as Humans do, but they can be slain in combat. Members of their own families would not recognise them, should they be alive to see what has happened to their son, nephew or cousin – though many would claim they could out of pride.

Each Custodian is blessed with protections that leave them less vulnerable to the powers of both the psyker and the Null, making them perfectly suited to fight alongside the Sisters of Silence. Additionally, the Custodes never exhibit psychic powers of their own as, though battlefield psykers are undoubtedly powerful living weapons, they are also incredibly unstable ones. Their minds are prone to invasion by warp entities, and this is a danger no Custodian will ever face. It appears that the Emperor wished for no chink in the defences of his bodyguards, thus granting them no gift of psychic ability.

In all this, a Custodian is designed to be the death of any being or creature that might threaten the Emperor, and so they are superior in every way – as comparable to a Space Marine as a Space Marine is to an unaugmented Human. They are the greatest Mankind has to offer, though few can say for sure if they are Human any longer.

SISTERS OF SILENCE

Also known as the Pale Scourge, the Soulless Ones, the Eyrine, the Null-Maidens and the Daughters of the Abyss, the Sisters of Silence are highly specialised witch finders. They are experts in hunting down rogue psykers, dangerous warlocks and depraved sorcerers – both Human and alien. Their remit to hunt down magi and witches ensures that they are constantly at war, for these nefarious foes dwell everywhere. Hardened warriors all, they pronounce the Emperor's judgement with bolt, flame and blade.

Every member of the Silent Sisterhood has the Pariah gene and is thus what the Imperium refers to as a Pariah, Null or Blank. One in a trillion, Pariahs appear to have no presence in the warp. They are, for all intents and purposes, soulless. Rather than a flickering light in the empyrean – as most Human souls are said to be – a Blank's soul is more like a yawning void, a black pit of nothingness that devours the unlight of the warp. To psykers, whose presence and sensitivity in the warp is greater than that of others, this makes the Sisters of Silence anathema. The mere presence of one of these Nulls is soul draining. The psyker's connection to the warp breaks down and their spells and powers dissipate and fail. In realspace, being soulless does not make a Blank some kind of harmless automaton, instead they have a tangible effect on others. Those around them who aren't psykers still recoil in their presence. It is as if the body reacts in a preternatural way to something it knows is contrary to the natural order of existence. This effect makes the Sisters of Silence feared on an instinctive level, and gives them enormous advantage in both battle and interrogation – though it has made it difficult for them to secure allies in the Imperium's endless internal political squabbles.



The origins of the Sisters of Silence are even more mysterious than those of the Custodians. Some scholars contend that the Emperor, being such a powerful psychic being, would never have initiated the creation of a warrior order of Nulls. Others argue that only a being with his foresight and wisdom could have done such a thing. All sources are fragmentary at best, and often quote distant and lost works. Most of the Silent Sisterhood's early achievements – if any record was made in the first place – are now forgotten or dismissed as apocrypha, though the limited sources agree that the Sisters had access to areas only the Emperor and the Custodes could enter. Regardless of their origins, it seems obvious that the purpose of the Silent Sisterhood's formation was to hunt down and capture – or eliminate – psykers of all kinds throughout the Imperium. They have been nominally a part of the Adeptus Astra Telepathica for all of their existence, though in practise have always had a significant autonomy from this organisation. The Sisters of Silence see to their own recruitment, finding the strongest Blanks on their own missions or being given them by Rogue Traders and other shady operatives – even such strong-willed individuals seek to dispose of Blanks as quickly as possible. These novices are subjected to the harshest training regimens and test of loyalty. They take the Vow of Tranquillity upon completion of their training, in which they swear eternal duty and silence.

None doubt the Silent Sisterhood played a role in the Horus Heresy, and what sources remain often obliquely allude to them fighting alongside the Emperor's Custodians. What is clear is that they fell from grace in that terrible conflict's aftermath. Their numbers were much reduced by the fighting, and many of those that survived were scattered or lost. Without the Emperor to support them, and with the Custodians looking inward after their failure to protect the Master of Mankind, the natural aversion many felt towards Blanks led the Sisters' political enemies to drive them out of positions of influence. With their numbers so depleted and spread out, they lacked the strength to assert themselves against the growing power of the Ecclesiarchy – which argued that soulless creatures could not possibly have faith. For years, many of those who had been aware of the Silent Sisterhood's existence believed the order to have been disbanded. They were wrong.



THE HALLOWED VAULTS

The Talons of the Emperor have permission to access gene-sealed vaults and adamantine-shielded archive bunkers deep beneath the Himalayic Shelf that are closed to all others. To protect them is just one of many responsibilities held by these ancient and esoteric orders. Their duties are varied, specialised and fathomless in their complexity. Should they fail, the consequences for the Imperium would be beyond disastrous. Thus, they are never allowed a moment of laxity or introspection.

The most learned of Imperial historitors cannot even imagine what treasures and horrors are kept within the Imperial Palace's vaults, archives and gaols. There are more chambers and cells than anyone can name, and much of what lies therein is so dreadful that they could bring about the fall of Humanity, or shatter the sanity of any unaugmented Human that learned of them. Relics of the Dark Age of Technology – such as the Lament of Unreason, the Black Periapt of Rai'Then'yl and the hideous Tri-blight Amulet – are kept under psychically charged lock and key, behind metres-thick slabs of gene-sealed adamantine that are covered in runic wards. There are also xenos artefacts, some all that remains of civilisations that became extinct millions of years ago. The vaults not only hold artefacts and relics, however. They also hold beings. It That Craves, Subject XI and One Of The Fell are but a handful of thousands. At times, the Custodes have even had to hold back the horrifying denizens of the rune-locked vaults from breaking free of their imprisonment.

THE COMPANIONS

Only the Adeptus Custodes may decide who can have an audience with the Emperor. Such an honour is granted in only the most unusual circumstances. Not one enemy has gained access to his throne room in ten thousand years. This responsibility falls to the Companions – a three-hundred strong force of Custodians who serve as the direct bodyguards of the Emperor. Each is hand-picked by the Captain-General following a painstaking assessment based on the candidate's performance in battle, mental acuity and spiritual fortitude, alongside many other factors. Rank and veteran status have no bearing on selection. For the Custodians, there is no more important duty.

When about their duties, the Companions are arranged in ranks around the Golden Throne. They stand completely still, unspeaking and poised on the cusp of readiness. This they do for incredible amounts of time, though they can rotate out of their position for rest. Even with periods of recovery, this task is a purgatorial one that is both mentally and spiritually exhausting. When the Captain-General decides a Companion has served long enough, they are replaced. This is no dishonour, merely a pragmatic recognition that no Custodian can fulfil such a duty indefinitely.

ETERNAL VIGIL

The list of duties that fall to the Custodes is long and ever-adapting as new threats emerge. Custodians oversee the soul-bonding ritual, in which thousands of psykers each day are drained of their life force to sustain the Emperor, and thus the Astronomican. The Custodes are also responsible for the defence of the Imperial Palace, a fortress as large as a small nation. To ensure the Emperor's safety, however, the Custodes must look beyond the palace's walls, beyond Terra and out into the Sol System. Here, they have outposts, relay and augur stations and keeps from which they monitor every ship that enters Sol space. Finally, their vigil extends to the rest of the galaxy, for out there are threats unnumbered to be found.

The denizens of the cells try to speak to me, to probe my mind. They offer temptations, gifts and power. I do not even laugh at them. Duty and service is all I require.

THE GREAT TITHE

Known also as the Psyker Cull, the Hunt That Never Ends, the Grand Harvesting and Terra's Due, the Great Tithe is the process by which the Imperium deals with its population's psykers. Every world in the Imperium is required to hand over its psykers when the Black Ships of the Adeptus Astra Telepathica arrive. The Sisters of Silence garrison these dark vessels, their presence ensuring the collected witches cannot use their powers.

Black Ships are cruiser or battle cruiser variants uniquely optimised for gaoling psykers and transporting them. They often travel alone and may encounter worlds in the throes of upheaval of rebellion, so are heavily armed, even carrying exterminatus-grade weaponry. Black Ships are rigged for extended operations and can function for years without resupply. They are outfitted with complex stealth systems which mean they can travel unnoticed by signal and auspex scan. Internally, a Black Ships' structure is interlaced with systems designed to block the psychic powers of those wretched souls held within its cells. It also has cryo-crypts and stasis chambers for the most dangerous prisoners, and many of its systems are automated, so fewer vulnerable Human crew are required.

When a Black Ship is full of prisoners, it returns to Terra, where its captives are handed over to the Scholastica Psykana for processing. Before this, however, many vessels will have their Human cargo processed at any one of numerous secret worlds, anchorages, outposts and collection-node stations, to prevent overcrowding around Terra and also to shield it from additional risk. The Sisters of Silence rule these places and give few outsiders access.



WAR ZONE: TERRA

No world in the Imperium is better defended than Terra. It is shielded by layer after layer of protections of all kinds, and defended and maintained by all manner of organisations against the endless threats the galaxy holds. Even with all of these in place, however, the Custodes must be eternally vigilant. Dangers and foes continue to lurk in Terra's darkest places.

The Imperial Palace is the largest and most impregnable fortress in the Imperium. Sprawling across an entire mountain range, the circumference of its walls is thousands of miles long. Once it was a structure of incomparable beauty – a testament to Mankind's engineering, architectural and cultural achievements. Since then, necessity – as well as devastation inflicted during the Siege of Terra – has made it brutish, ugly and functional, as endless ordnance batteries, bulwarks, towers and other defensive placements were added. Edifices raised up with the grandeur of the Cult Imperialis have also taken their place in the millennia since the Siege of Terra.

Over time the Imperial Palace has grown more and more immense. The towering spires of its macrohabs and spaceports break through the atmosphere and rise into the void. Its sub-levels dig deep into Terra's holy bedrock, in some places reaching hundreds of miles deep. The palace's corridors, chambers, vaults, fastnesses and plazas are so multitudinous that no single record lists them all. Many are old, buried and unused, and there are doubtless many archeotech wanderers none know of in the layers that have built up over time.

The societal sub-nations, clan holdings and techno-urbanic serf tribes that dwell within the palace's walls could populate star systems.

The Adeptus Custodes watch over the palace and all of Terra. They analyse every face in the colossal throngs of pilgrims and refugees that flood the streets and passageways. They stand vigil in sanctums and armouries, man spaceports and fortifications, and inspect the countless batteries of orbital guns. They seed listening devices, spyservitors and dictalarcenous subroutines through hives and hab-blocks alike. They gather and analyse every scrap of information they can from even the darkest reaches of the Sol System, feeding ship names, population movements, labourers' shift schedules, demagogues' sermons, vox intercepts and more into macrocogitators the size of battleships. The data prophecies that emerge from these vast engines aid the Ten Thousand in their eternal guard. The Custodes even planted spies in the work gangs cleansing the Imperial Fists' mighty star fortress Phalanx after its escape from daemonic invasion – many other Space Marine Chapters also have little idea that some of their serfs report to the Ten Thousand in secret.

Terra itself is populated by many trillions. Great numbers are obscured from the view of conventional order-keepers – such as Enforcers, Literati, Frateris Militia and Adeptus Arbites – by the vastness of the underhives, factorums and archive stacks they dwell in, alongside the sheer mass of the population itself. Thus, the Custodes are always at work rooting out and eliminating threats on Terra itself. In the years before Trajann Valoris' rise to Captain-General, the Custodes put down a number of bloody queue-wars between pilgrim tribes within the Imperial Palace itself. Over the same period, the Dark Cells' inmates grew restless, and the support servitors operating there experienced outbreaks of extreme madness. Years later, a Genestealer Cult known as the Wyrms of the Ur-tendril was discovered within the Nordafrik under-archives, and subsequently purged by Trajann Valoris at the head of a huge shield host. The threat of the Genestealer Cults is insidious indeed. Most recently, a force of Talons of the Emperor – led by the Blade Champion Aristothes Carvellan – raced to the Arcology Veracitum Neglis to capture a Patriarch of the Pauper Princes known as the Begeter, suffering heavy casualties in the process. The Ten Thousand know that it is only a matter of time before the latest threat is uncovered.

THE SOLAR FASTNESS

The Sol System's inviolability surpasses that of any other system in the Imperium. An attacking foe would find themselves under near overwhelming assault from the moment of their arrival, and the deeper they plunged into the system, the more intense the response would be. The outer-system is laced with colossal fields of void mines and sentry turrets. The halo-belt boasts countless star forts, garrisoned by dedicated Astra Militarum and Militarum Tempestus regiments who drill night and day in counter-invasion manoeuvres. The system is prowled by monitors and vacuum-hardened hunter servitors, as well as squadrons from Battlefleet Solar – such as the 1st Terran Battle Cruiser Armada. Weapons platforms gaze out into space, their augur systems ever searching for targets. Dock-fortresses and fighter bases litter the void, the craft that call them home ready to strike out on a moment's notice.

The Adeptus Mechanicus, Grey Knights, Adeptus Assassinorum, Inquisition and other organisations have their own assets in the Sol System, only adding to its formidable defences. The Adeptus Custodes are the linchpin of all this, carrying out their own patrols and vetting Imperial staff. Their surprise sweeps and inspections follow no pattern anyone can discern and therefore work to avoid. They garrison military facilities on Luna, Venus, Pluto and others, as well as extra-system fortresses such as the Oracle Maximus, Prescience, Talon Aegis and Eyrie Prime star keeps. Few outside their order have any knowledge of the extent of their holdings. The Custodes also monitor the teeming millions that stream to Terra each day, managing the system by which these workers, refugees and pilgrims are organised, vetted and checked along the strict corridors of space their ships are permitted to use.


THE IMPERIAL PALACE
Being a cartographic representation of the most holy demesnes of the Imperial Palace on Terra.
THE INDOMITOR BASTION
THE TOWER AQUILANE
THE DARK CELLS
THE NEXUS ADMINISTRATA
THE SANCTUM OF A THOUSAND EYES
THE SANCTUM IMPERIALIS
ASCENSOR'S GATE
THE LION'S GATE
AVENUE OF SACRIFICE
THE SPRAWL MAGNIFICAN
VIGILATUM ORBITAL BATTERY
FORTRESS OF THE TRIBUNATE
KATABATIC SLOPES
THE VICTORIS ABSOLUTE



Theodorik's lips were dry. He tried to lick them, but could not.

Even after a year I'm still not used to it, he thought.

The Custodians had taken his tongue on completion of his fifteen years of scribal training. A precaution in case of capture – one of many to keep the knowledge he had safe. Others were far less visible, and much more painful. He had already learned many things eagerly sought after by the wrong kind of people, or creatures.

'And the risen Primarch, the thirteenth of his kind, did return to Terra – an event most unexpected…' dictated Custodian Archilos Vantar.

Besides the rumble of his stentorian voice, which filled the entire chamber, the only sound was that of the scratching of quills against parchment and the gentle tapping of augmetic fingers on dataslates. Scores of scribes, just like Theodorik, worked away. All were draped in robes of deepest black. All were shaved bald and had the symbol of the Aquila, laurel and thunderbolts tattooed to their foreheads – a further mark of the Custodians' protection and ownership. A scribe of the Ten Thousand could rely on being left in peace – even by senior elements of other Imperial organisations – by virtue of the marks. None dared tempt the wrath of the Emperor's guardians.

All were eunuchs. The Ten Thousand had no time for base Human distractions.

'…and with all honour, respect and dignity was this son welcomed upon the Throneworld by the people, the Emperor's High Lords and the Adeptus Custodes…'

The chamber – the Cataloguia Dicatatior itself – was perfectly circular and lit by roaring braziers, lumen strips and candles set into the top of hovering servo-skulls. Custodian Vantar stood upon a plinth in the centre, scores of identical desks surrounding and facing towards him. At each one sat a scribe. The chamber was designed entirely with dictation in mind – the perfect shape for a Custodian's voice to reach every scribe without him ever having to project or repeat a word.

'…it was by quick verdict that Roboute Guilliman of Macragge was declared Lord Commander of the Imperium, an authority he had not held for ten millennia. The High Lords applauded the great appointment and the masses cheered, for these were dark days indeed…'

Theodorik followed every word spoken by the Custodian. He wielded his quill as a master swordsman wields his favoured blade, with incredible deftness and familiarity. With augmetic hands, he applied the perfect amount of pressure to his quill upon the parchment. The digits secured it in such a way that there were no slips, blots of ink or spillages, and so that he could return to the ink well as Vantar paused – ensuring he never lost his place. Failure in this would lead to lobotomy.

'…many changes did the thirteenth Primarch initiate. Great multitudes were the pedantries he abolished and bureaucratic processes he cast aside. Many enemies did he create, both amongst the highest and lowest. But his greatest foe was the Archenemy, and to defeat it and preserve the Emperor's great realm was the cause for which his every decision was made…'

Theodorik's hands had been replaced with augmetics halfway through his training. Human hands were insufficient for the Custodians' needs. They ached and tired. They could neither form the words spoken in the complex and archaic script types demanded by the Custodians, nor in the requisite language assigned to each scribe. Not at pace with the rate at which the Custodians spoke, at least.

'…and then did it tear the galaxy asunder; the Cicatrix Maledictum; the Great Rift…'

Theodorik suppressed a shudder.

Focus, he thought.

'…Terra was assailed. The light of the Astronomican dimmed. There was much misery and pain and disorder upon the Throneworld, from highest peak to deepest underhive. Heathen practises bloomed as the feeble masses thronged and mobbed in riotous cults and heretical gatherings. Madness reigned. The Ten Thousand suppressed it, and multitudes of the weak and the dangerous were culled…'

Theodorik did not react. His purpose was to write what was said, and nothing else. The thought of rebellion did not inspire any kind of pause in him regardless – he served the Adeptus Custodes, and he knew better than most the fate of any who stood against them.

The Custodians demanded that the words said be recorded in every Terran language in every media.





Some scribes wrote in various kinds of High Gothic in leather-bound codices, while others tapped Low Gothic characters onto dataslates in myriad dialects. It was upon reams of parchment that Theodorik wrote Crusade-Era Sud-Merikan Middle Gothic. Fifteen years of continuous practise and surgeo-inculcation ensured perfect fluency. He had learned since childhood, and it would be the same for his successors after he grew too old to be of use to the Custodians.

'…the Battle of the Lion's Gate followed, and victory was won by the sacrifices and efforts of the Silent Sisterhood, the Ten Thousand and the Ultramarines of the Adeptus Astartes – Roboute Guilliman's own gene-sons. Fierce was their determination, sublime was their skill and deep was their devotion. Many of the Ten Thousand fell, warriors who had made their vigil for millennia laid low…'

Theodorik had heard little of the Battle of the Lion's Gate, only that there was one. He had been in this chamber at the time, recording the deeds of the Lions in Auramite Clad shield company. He knew better than to enquire of the battle's events. His ilk were told only what the Custodians deemed absolutely necessary, and they were to be grateful for knowing no more. That had never stopped him from imagining what it must be like to see the Ten Thousand at war.

What a sight it must have been, he thought. *So many heroes upon the field at once! How beautiful! How inspiring!*

'…in the battle's aftermath did the risen Primarch and Captain-General Trajann Valoris meet. Locked away was their discourse. Behind wards, psy-protections, a dozen locks and more did they discuss the future, and what would become of the Ten Thousand and of the Imperium…'

Theodorik continued to scratch away. He couldn't even begin to imagine the manner in which a Primarch and the Captain-General would address each other.

Such a meeting of minds, he marvelled. *The sophistication of their logic, the genius of their insight, the wonder of their ability to follow argument and piece together seemingly random fragments of data and intelligence. What can they not achieve when both put their intellects to singular purpose?*

'…after many days, it was agreed. Formally amended was the role of the Ten Thousand. The palace would remain secure in their hands but, outward into the galaxy, more would fight than have in ten thousand years. Many are the threats to the Emperor, and they must be extinguished wherever they are found…'

Praise be to Him, Theodorik prayed. *Our enemies will know the true meaning of fear when the impaling spear of the auric demigods reaches across the stars to skewer them wherever they are. What can our Imperium not achieve with the Ten Thousand marching abroad en masse? How many false idols will be toppled? How many xenos races put to the spear? How many traitors purged and their foul domains made sacrosanct? The Emperor protects – as threats to his people arise, he reaches out to shield them with his own guard!*

'…many tasks did the Adeptus Custodes undertake, all of vital import. Many was the number of fortresses reinforced, rearmed and rebuilt. Even the best-hidden arch-heretics were to be hunted down and slain. The Emperor's gift of Primaris technology was to be taken to the beleaguered Chapters of the Adeptus Astartes. Warp routes to Terra were to be made safe. Artefacts unnumbered and vital to the Imperium were to be secured, and either destroyed or brought to Terra for confinement…'

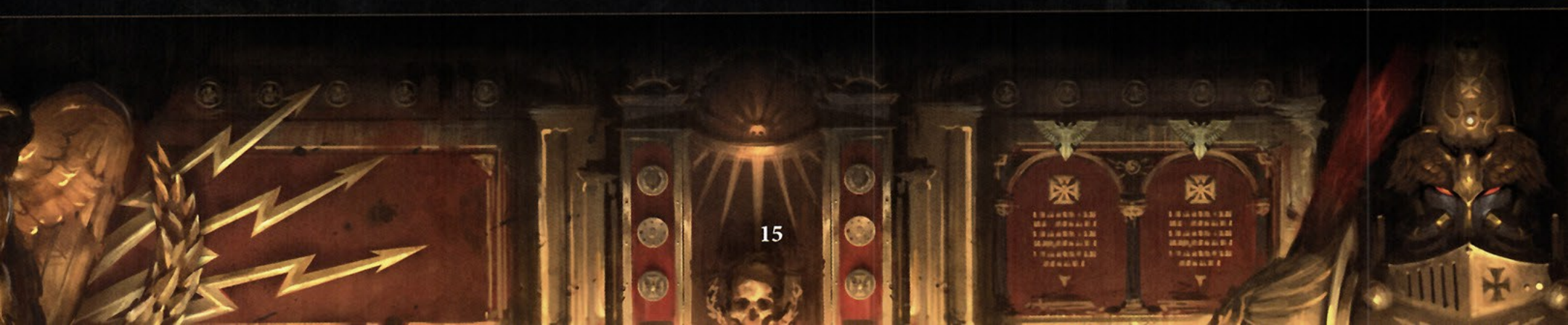
This will be the beginning of a new age for Humanity, Theodorik thought. *Though night closes in, the light will beat it back. What can resist these beings?*

He wished nothing more than to look on Vantar, but he could not. To glance away from his work, even for a moment, was to betray a lack of focus and risk censure.

'…with the aid of oracular doomscryers and astropathic intercepts – and with no small thanks to the Eyes of the Emperor – were more and more threats identified. In pursuit of these did the Ten Thousand despatch many of its number with the Indomitus Crusade of Roboute Guilliman. No greater expedition had been carried out by Mankind for ten millennia. Its endeavours would be akin to striking the nests of murderous insectoids, knowing that the creatures that emerged must be exterminated. For the sake of the Throne, for the sake of Terra, for His sake. Scriptum Finitis,' Vantar concluded.

Theodorik put his quill down, lowered his head and placed both his hands on the desk, one either side of his work. There he would remain until his writing was collected and Vantar departed.

Keep Him safe. Keep Him safe. Keep us safe, he prayed.





TALONS OF THE EMPEROR

Not since the Great Crusade have the Talons of the Emperor been so visibly active in the wider galaxy. Armed with some of the most devastating weaponry available to any branch of the Imperial military, they smite rogue psykers, purge mutant uprisings, stamp out rebellions and curtail the insidious schemes of alien and traitor alike in service of the Golden Throne.

ADEPTUS CUSTODES

For ten thousand years the Adeptus Custodes have maintained the security of the Sol System, the Throneworld and the Imperial Palace itself. They have done this in myriad ways, and when not actively pursuing threats to the Emperor, they are in a constant state of learning and training. The Custodes conduct fractal thought exercises, years-long strategic cogitations and elaborate hallucinarium mock conflicts, all in preparation for any danger that may present itself – including an all out siege of Terra. The Blood Games are another way in which the Custodes train and improve their defences. In these exercises, a Custodian is nominated as invader or assassin, and they have the task of testing routes of attack to breach the Imperial Palace's walls and reach the Golden Throne – or one of Terra's other key infrastructure sites. By this method, Custodes identify and resolve weaknesses, and the tenacity and determination of the Custodian himself is tested and improved. Even after the Emperor was sat atop the Golden Throne, the Custodes launched forays out into the wider galaxy where they deemed there to be threats grave enough. It was upon Guilliman's return, however, that the Custodes truly took up arms to go out into the galaxy in larger numbers, to stamp out threats to the Emperor far and wide.

The Custodes were designed to be the death of anything they might have to face in any context, and are tireless, vigilant and remorseless. When they strike, they can annihilate foes much greater in number and who have advantage of supply, defensive walls and geographic position. Nonetheless, the Custodes are not an army per se, and are not expected to prosecute war. Instead, their purpose is to utterly dominate any battlezone they fight in. They are a paramilitary force, not a strategic one, created to serve as bodyguards and eliminators of specific threats. The Custodes have always benefitted from the Magisterium Lex Ultima, rendering them beyond all

In auramite clad, we march and stand. With spear in hand, we fight. Gifts they are all, from the Emperor Himself. By guarding Him, we offer gratitude for that which he has bestowed upon us.

ARMOUR

The armour worn by each Custodian is unique to them, tailored to fit their precise dimensions. Each suit is fitted with highly sensitive proximity sensors that make it almost impossible for an enemy to catch the wearer by surprise, and powerful refractor field generators that render them impervious to harm. Their suits are made of auramite, an immense, tough substance with a colour that can be tinted on a molecular level.

The Vratine armour of the Silent Sisterhood is similar in fashion to Space Marine power armour, combined with an ancient void mail of unknown origin. Such is the technology used to produce it, that it offers both incredible protection and gives the wearer complete freedom of movement.





law save that of the Emperor. Thanks to this, they can draw upon every facet of the Imperium's military, and it is this they use to command any vessel they require to traverse the stars, or to serve any other purpose they deem necessary. Some ships have served with the Custodes on so many occasions they have effectively become permanently attached to the Ten Thousand. Nonetheless, the Custodes maintain some warships of their own – notably Falchion-class battleships. On occasion, Custodians must respond so swiftly to a threat that there is no time to commandeer a vessel, and so maintaining their own immediately available battleships is essential to them. The Magisterium Lex Ultima also means that none can give the Custodes orders besides the Emperor himself. Even Guilliman can only request their aid, and it is to the Imperium's great benefit that Valoris agreed that the Custodes should take a more active role in the galaxy. In fact, the Captain-General was more than willing, having already begun preparing his order for greater activity beyond the Sol System.

Nothing is spared to ensure that the Custodes have the very best wargear in the Imperium, in any volume they require. In acquiring their vast arsenal of weaponry, the Custodes have no regard whatsoever for the amount of resources required, nor the rarity of the components necessary. They are armed deliberately to be able to deal with threats both within the realm of Mankind and without – being better equipped in every way imaginable is just one way in which the Custodes assure their superiority.

Every Custodian's weapons are handcrafted especially for him by entire generations of hereditary artisans, whose families have only ever worked for the Custodes. These craftsmen themselves have been gene-forged to enhance traits of dexterity and extreme patience, which improve their skills even further. Every weapon and piece of wargear is an individual masterwork and a sublime example of craftsmanship. In addition to incredible efficacy in battle, every weapon is a work of art, decorated with unique flourishes and designs. It is even possible that – in the very deep past – entire sub-cults of the old Mechanicum were cloistered within the Imperial Palace to produce some elements of the Custodes' weaponry.

SISTERS OF SILENCE

Before Roboute Guilliman's return, the Sisters of Silence were exiled, operating in virtual secrecy. At best, they were ignored by the wider Imperium. At worst, they were persecuted by its most fanatical elements, with some even burned as witches. This all changed with the Primarch's return. He remembered the Sisters' value and importance, and knew that with the forces of Chaos being never more powerful, he would need warriors with the Sisters' unique skills. After the Battle of Luna, where he fought alongside them, he declared the Dispensatus Anathema. Those Sisters who had stood beside him were to be despatched to find others of their kind in neighbouring sectors. Many of those they discovered came to Terra, their collective sense of duty still strong.

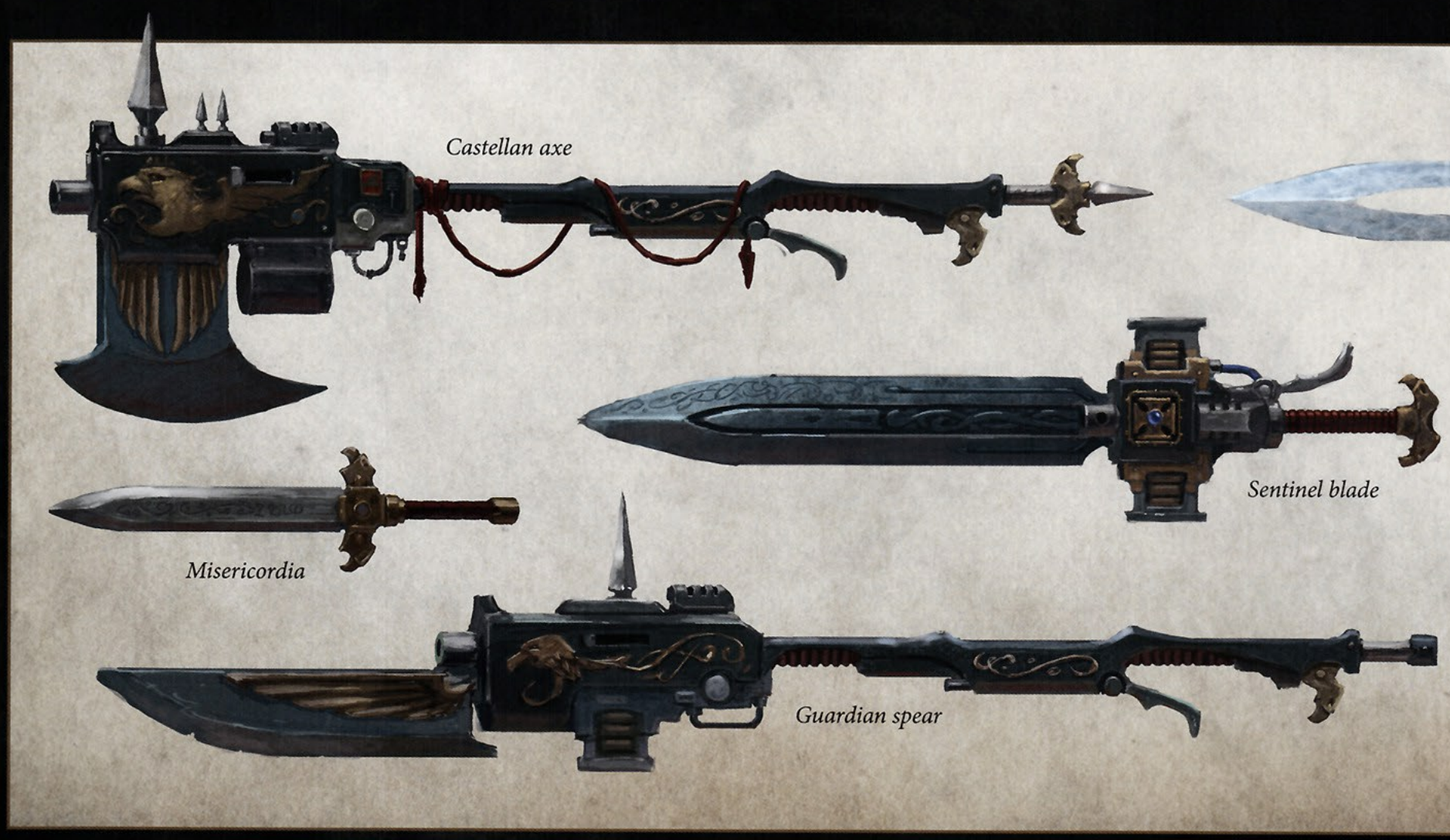
Guilliman ordered the restoration of the Somnus Citadel on Luna – the Sisters' ancient fortress that had been abandoned during the Horus Heresy and had since fallen into ruin. He also appointed Sister Asurma – of the convent on the planet Yllax – as Sister-Commander of the entire Silent Sisterhood. She has vowed to grow her ranks, as well as never let her Order's power be weakened by other Imperial bodies. There is much work to be done in this regard, as new prison-fortresses are built for the ever swelling numbers of psykers claimed by the Great Tithe, and old and abandoned keeps that the Sisters once managed are restored. This has not been easy. Even with Guilliman's support, the Sisters' old enemies – the Ecclesiarchy to name one – have not gone away, and are very concerned with the Silent Sisterhood's sudden renaissance.

The Sisters of Silence have played a significant role in the Indomitus Crusade, with a portion of their number joining every fleet. Their strange powers – which they can project if circumstances demand – calm the tumultuous energies of the warp. Their ships race to relieve worlds beleaguered by the threat of the psyker, and the Sisters' increased activity in the galaxy has led to the slaughter of countless warlocks and witches – both traitor and alien alike. As the number of psykers seems to have grown, the Sisters of Silence have come into their own. They are immune to empyric power – their minds cannot be taken over, their bodies cannot be possessed and their perceptions cannot be altered by psychic influence. Many Sisters fight alongside the Adeptus Custodes of the Torchbearer fleets – rapidly moving forces, whose sole purpose is to seek out Space Marine Chapters and give them the secrets of Belisarius Cawl's Primaris technology. The Silent Sisterhood is quickly earning a reputation for indispensability amongst Imperial command. On countless occasions, the Sisters have prevented armadas from being consumed by the warp on dangerous journeys, or turned the tide in battles thought lost to the forces of the Archenemy.

With new-found support, organisation and confidence, the Sisters of Silence have stepped up their activity in every regard – though in comparison to most other Imperial forces they remain vanishingly rare. Still, the Sisters are a relentless force who answer to none but the Golden Throne. They are coldly rational, possess great tactical discipline and are as adept at utilising stealth and counter-surveillance as they are at launching rapid, overlapping assaults of bolter, flamer and blade. The Silent Sisterhood knows the value of shock, awe and terror, capitalising on their horrific abilities to destroy mind-plagued soldiers, mutants, armed cults or psychically compelled puppets. Used to being outnumbered, they strike quickly to avoid being overwhelmed and specialise in close-quarter combat. Despite all the terrors they have witnessed, their conditioning and determination drive them again and again to confront the unspeakable horrors they face. Few can stand against them when the Sisters commit to action.

In addition to serving with the Indomitus Crusade Fleets, the Silent Sisterhood pursues its own agendas and fights its own wars. Some battle alongside the Inquisition and infamous hunter-squads of the Black Ships. Formations of Sisters have infiltrated the hyperspatial tunnels of the webway, neutralised spectral attacks in strategically vital war zones and raided daemon worlds revealed by the ebbing and flowing of the Great Rift.

There is a hint of feral barbarism in the manner and appearance of the Sisters of Silence. Their armour is ornate and knightly, inset with gems and with flourishes of Imperial iconography, and they have topknots of long hair that they leave unshorn unless a sworn quarry has escaped them. Their cadres and sub-units frequently adopt totem-like names



referring to predatory animals. For all the cold rationale of the Silent Sisterhood, for all its precision and careful training and discipline, they are hunters. To hunt is to fulfil a primal Human urge, one that brings out the thrill of the chase and even bloodlust. The Sisters, though soulless, are thus not totally above the ways of the Humanity into which they are born and fight for.

In the Era Indomitus, much of the Silent Sisterhood's more esoteric weaponry – that with which it prosecuted its missions during the Great Crusade – have long since been lost to time. One of Sister-Commander Asurma's priorities is to rearm. The Sisters of Silence once had vast amounts of technology that was never even heard of, let alone used, outside of their ranks. Past Sisters had access to vast arrays of psi-negation and disruption technology, as well as bespoke vehicles and other assets – some of which were rumoured to have been fashioned by the Emperor himself. The equipment the Sisters still have is, as it always was, extremely resource-intensive. The required materials are rare and obscure, and even harder to acquire in quantity since the emergence of the Great Rift. Nonetheless, Asurma has ordered their acquisition to be made a priority, and is backed by Roboute Guilliman.

THOUGHTMARK

The Sisters of Silence take a vow of silence upon completing training. This prevents them from speaking of the terrible knowledge they must learn to understand their prey. It also ensures that they never speak words of clemency to their foes. Their silence is emphasised further by the portcullis-style armoured gorget most wear, which completely covers the lower portion of their face.

Though they do not speak, Sisters of Silence still need to be able to communicate with others of their order, as well as those outside. They use a ritualised form of sign language called Thoughtmark to communicate with each other, which combines gestures and body language. With this they speak anything from simple battle orders to highly intricate concepts pertaining to the nature of witchcraft. When engaging with others, this speech can be rendered audible by techno-linguis systems that allow sign forms to be machine-readable at great speed, or even output them as vox signals if needed. Alternatively, they are translated by the Proloquors – acolytes of the order yet to take their vows.

Some outsiders learn to translate or use Thoughtmark themselves, to an extent. The Custodes have made a point of being able to understand Sisters of Silence signs, trusting in the Null-Maidens' wisdom, knowledge and loyalty. It is a language much easier to translate than wield, for its subtle and nuanced movements were not designed for beings even as deft as the Custodes, who when clad in their armour cannot replicate many of the more complex gesture combinations.

The Sisters are fluent in other non-verbal means of communication, such as voidsys and graph-binarc, for conversing with other Imperial forces. In times past, they were fluent in the battle-signs of the Legiones Astartes, though over time much of this skill has been lost or rendered redundant. The Sisters have either not fought alongside the Space Marines, or the hundreds of Chapters' signs have diverged and adapted.



Interceptor lance



Balistus grenade launcher

Watcher's Axe

'A wise man draws his swords when the time is right to wield them. A fool dies with blades still sheathed, fearing that there might yet come a time of greater need. For the sake of Emperor and Imperium both, we must take the fight to our enemies.'

- Trajann Valoris to Roboute Guilliman in the wake of the Lion's Gate Incursion







TRAJANN VALORIS

CAPTAIN-GENERAL; CHIEF CUSTODIAN; FIRST OF THE TEN THOUSAND

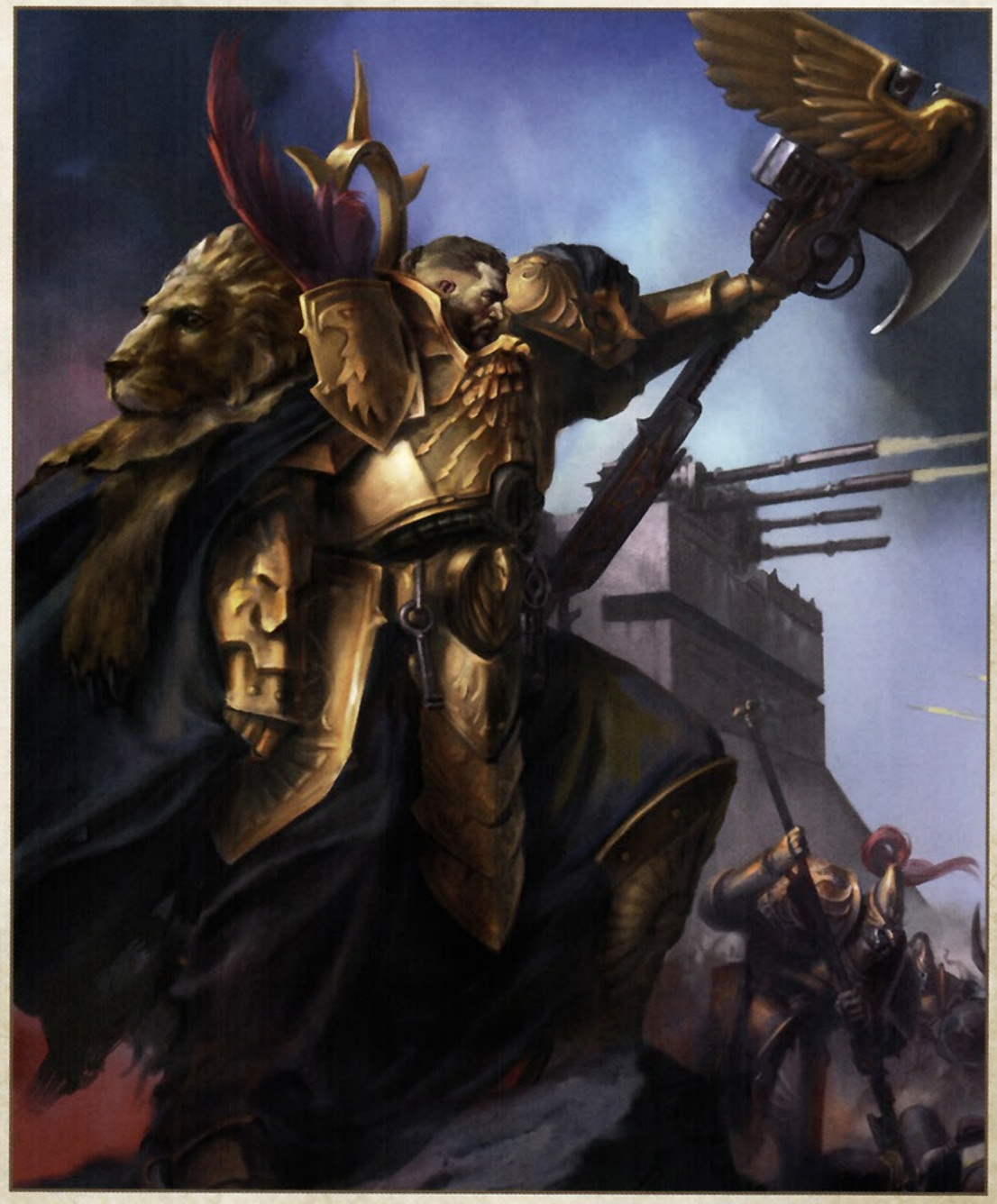
Many claim that Trajann Valoris is the greatest warrior to have ever held the title of Captain-General, one of the most powerful military appointments in the Imperium. Valoris is responsible for the overall defence of the Sol System, Terra, and the Emperor himself. He has stood amongst the ranks of the High Lords of Terra and leads great military campaigns of the Ten Thousand.

Trajann Valoris seems to have been marked for greatness from early on, having completed two Blood Games within the first ten years of his service. A superlative tactician and aggressive fighter, he was swiftly elevated to the Allarus Custodians. While there, he won many names for his heroic actions, which included breaking a system-wide network of Alpha Legion cult cells in Darjun, destroying the Ork Mega-Gargant factories of Big Mek 'Eavystomp and stamping out the early awakening of a Necron tomb on Zarthan VII.

Valoris later went on to serve twenty-two years amongst the Companions – the direct bodyguards of the Emperor – but was reassigned due to his clear desire to take the fight to the enemy and identify distant and inchoate threats. Shortly after he was promoted to Shield-Captain and spent centuries leading sorties from Terra. Recognising his aggression as a potential source of inefficiency, Valoris honed his temperament, deliberately matching his fierceness with comprehensive foreknowledge – which he did in part by cultivating networks of informants all over the Imperium. He became known for observing his enemies carefully, predicting their movements and launching a decisive blow, always attacking at the optimum time and place.

Valoris was declared Captain-General after the fall of Andros Launceddre, and took up the armaments of his new title. These include the huge polearm known as the Watcher's Axe, and the Castellan Plate – a suit of armour incorporating an auramite halo and a cloak made of woven adamantine thread, which flows like cloth but can turn aside blast and blade alike. He also carries the Moment Shackle, a relic from the Dark Age of Technology that lets Valoris trap fragments of temporal energy, slow local time or even excise split seconds from history.

Under Valoris' leadership, the number of Blood Games has increased tenfold, defences of stable warp routes to Terra have been strengthened, the Custodes' spy network has expanded and countless threats – both on Terra and beyond – have been expunged. He even called back some of the Sisters of Silence in secret before Guilliman's return. It was almost as if he had foreseen the Primarch's return to the Imperium. The Adeptus Custodes have never been in a better position to take the fight to the stars than with Valoris at the helm. Some have suggested that the Moment Shackle gives Valoris some kind of rare insight into what the future holds, helping him to make the most timely and important decisions. Regardless of the truth, his incredible leadership, martial and decision-making qualities make him an ideal leader for the Adeptus Custodes in the Era Indomitus.





A HOST OF HEROES

Every Custodian is a small army unto himself. Clad in the finest armour and wielding the most powerful weapons, few can go toe to toe with any one of the Ten Thousand. When the Custodes muster in number, immense forces indeed are needed to stand against the power of such a force, and the Custodes' targets are all but doomed.

Unlike the soldiers of other branches of the Imperial military, the warriors of the Custodes commonly fight as individuals, rather than in cohesive units. The Adeptus Custodes are more akin to a warrior aristocracy than a hierarchical fighting force like the Astra Militarum or Adeptus Astartes. Custodians operate within a system of meritocracy that sees success and ability afforded great honour, regardless of an individual's experience. This does not bring them disadvantage, however; in battle, it makes every squad – known to the Custodes as a sodality – a highly flexible unit that can be trusted to fulfil a role without overt command and control protocols being in place. Every Custodian, from the newly ascended to the Captain-General himself, is possessed of great tactical acumen. With their preternatural reaction speeds, wargear and physical strength combined, the Custodes have defeated enemies many times their own number.

Over the course of a Custodian's genetically extended lifetime, he will accrue a number of honour-names and titles. These are based on his glorious battlefield deeds, personal characteristics, life history and the given role he currently holds. Many names are derived from those of tyrants and lords from Terran legend. All lend to a culture that harks back to a history deeper than any other Imperial organisation, which separates the Custodes further from the rest of the Imperium and ties them closer to the timeless nature of the Emperor. Most of these names are kept secret, though some myths circulate that they are etched upon the inside of a Custodian's armour, or even microscopically onto their bones. Hundreds of symbolic or traditional titles are used within the Adeptus Custodes, such as Aquila Commander, Justus Supreme or Emperor's Headsman. Some they keep for life, such as Shieldsmith, which is awarded to any Custodian who has successfully won a Blood Game. Conversely, a Custodian who has stood amongst the Companions will forever be known as Honoured Watchman.



ORGANISATION

The Custodes' organisation is byzantine and ancient, with much of its structure, disposition and regulation kept secret. The Custodians' ranks are stratified and highly complex, and much of the reason for this is to deliberately misdirect those who wish to learn more about how they operate – though part of the reason is the slow evolution of the organisation. Even the most senior Imperial officials can only garner the barest scraps of information about how the Custodes organise themselves, and that is only what the Ten Thousand use publicly when fighting alongside other Imperial formations.

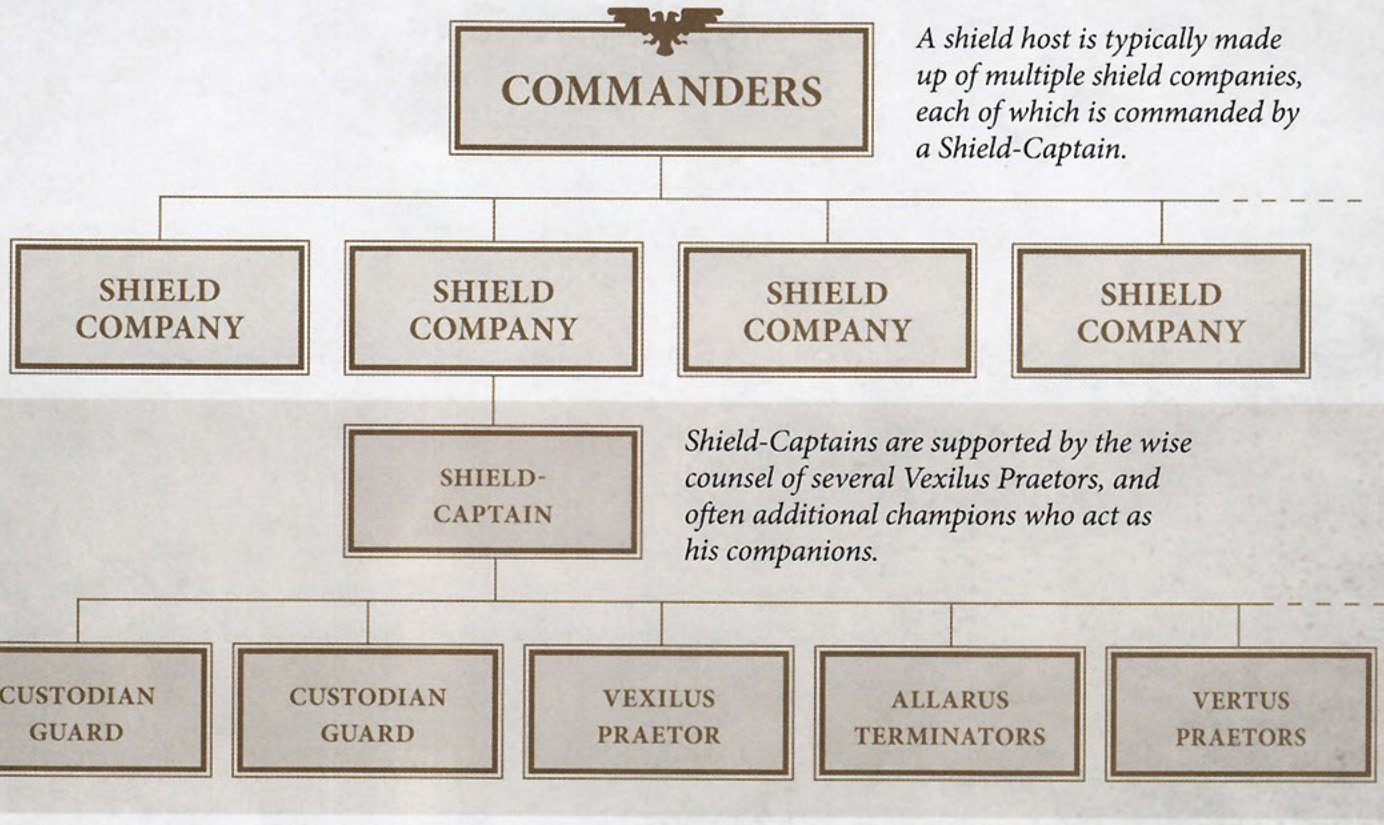
The organisation structure itself is unlike anything within the Imperium, with numerous overlapping orders and chambers. Many of these esoteric groups are as ceremonial in nature as they are indications of battlefield formations or functions. The Adeptus Custodes are led by the Captain-General, who has absolute authority over the entire organisation and speaks with the voice of the Emperor. He is advised by the Custodian Tribunate, ten veteran warriors who are among the keenest minds after the Captain-General in the Ten Thousand. They must serve for at least ten years, though their membership is rotated periodically to prevent complacency and ensure fresh wisdom comes to the fore. To join the Tribunate, a Custodian must have earned ten names and won three great victories. During their time of service, no member of the Tribunate takes to the battlefield unless in the most extreme circumstances – their entire focus is supporting the Captain-General in strategic and diplomatic matters.

Most Custodes belong to one of five broad orders. Though not battle formations, they are ceremonial groupings that date back millennia. The Hykanatoi order contains the main strength of the Custodes, and do not typically possess any obvious battlefield specialism. Allarus Custodians and other heavy units that can function as shock troops are often a part of the Tharanatoi order. A key function of the Adeptus Custodes has always been speed – they once had to be ready to accompany the Emperor wherever he went – and they must remain capable of responding to new threats with incredible fury. Reconnaissance and the ability to counterstrike are cornerstone skills and tasks of the Custodes, and the Kataphraktoi order has been an instrumental part of that – Vertus Praetors mounted upon Dawneagle jetbikes often being among its members. The Custodians have always behaved as a shadow force in the Imperium, the Ephoroi being exemplars of this. They have carried out missions of vital import to the Emperor's security for thousands

> beings fear that which they do not understand. That is why we must be unknowable. our mystery, as much as our strength, is what inspires fear in our enemies.

CUSTODES DEPLOYMENTS

The Adeptus Custodes differ from the vast majority of Imperial military organisations in that their armies obey only the loosest regimentation. Those Custodians that lead each force are permitted vast autonomy in selecting whatever forces they believe they will require to complete their mission, with only the broadest organisational guidelines by which to abide.



Imperatus Auxila

Supporting assets attached to shield companies are designated as Imperatus Auxila. These range from war engines and Dreadnoughts to seconded warships, and even non-combatant field agents.

Maximus Auxila

Shield hosts gather all the auxiliary assets of their shield companies under the single umbrella heading of Maximus Auxila. For practical purposes, however, these assets still fight with their parent shield companies.

No Custodian is formally or permanently attached to a single shield company or shield host, and many will fight for multiple such formations as and when needed. Nonetheless, shield companies can be reformed with many of the same Custodes for new missions.

of years, and their networks of spies and contacts are enormous. Many Custodes are involved in the process of carrying out covert missions on the Emperor's behalf, including counter-surveillance and assassination. The smallest order is the Moritoi, the 'honoured dead who walked'. These are the Adeptus Custodes' Dreadnoughts – combat walkers with fallen Custodes interred within – and they have much experience and wisdom.

SHIELD-CAPTAINS

The Shield-Captains are the most visible Custodian leaders to those few who have ever fought beside the Ten Thousand. Warriors of supreme insight, tactical acumen and knowledge, they lead military detachments. However, many Shield-Captains boast additional titles that they have been assigned or are linked to other duties they hold. These include Supreme Castellan, Master Guardian, Lord Protector, High Shieldsman, and a great many more. When a glorious host of Custodes goes to war, it is a Shield-Captain who takes charge, and he has enormous autonomy over which – and how many – warriors join his shield company.

SHIELD COMPANIES AND SHIELD HOSTS

A shield company is a temporary formation of Custodes brought together by a Shield-Captain, as and when a force is required. There appears to be no regulation as to what form a shield company takes, how many warriors may be a part of it or what orders or chambers they belong to – the Shield-Captain is granted the autonomy to draw upon whichever warriors and whatever assets he feels are best suited for the task. A Shield-Captain may draw upon significant numbers of Allarus Terminators if he believes he will have to fight in boarding actions, or Vertus Praetors if he expects to fight on vast open battlefields. He will also likely be joined by a number of senior warriors – such as Blade Champions – who act as the Shield-Captain's companions and who can also lead forces in their own right. A Shield-Captain may name the shield



company he forms, such as the Gilded Talons led by Archturus Paliades, or the Auric Blade led by Honorus Heliathon. Warriors may fight as a part of many shield companies during their lifetime, and a Shield-Captain may reform the same shield company on multiple occasions when he is assigned a task by the Captain-General.

Alongside its Custodian complement, a shield company is joined by a number of supporting assets, known as its Imperatus Auxila. These include warships, vehicles and Dreadnoughts, as well as non-combatant agents. On occasion, a number of shield companies are brought together into what is known as a shield host – collectively, the auxiliary units attached to such a formation are known as the Maximus Auxila, though in practise each shield company fights with its own Imperatus Auxila.

Shield hosts are only formed in rare circumstances, to undertake certain tasks or in the face of the direst threats. Like shield companies, they are created on a temporary basis, with the potential to be reformed if so desired or ordered. The Solar Furies shield host was first assembled out of no fewer than five shield companies in M36 – when a Necron tomb world awakened perilously close to Terra – and has been reformed many times since. A shield host can comprise two or more shield companies, and due to the very loose regimentation that the Custodes' armies work by, it is possible for any given shield host to be smaller than a large shield company. Whilst nominally shield hosts are temporary in nature, some have never been disbanded since their initial formation, the task for which they were founded having never concluded. Such permanent institutions include the Shadowkeepers, guarding the deepest vaults of the Imperial Palace; the Solar Watch, responsible for the borders of the Sol System; the Dread Host, who are the greatest bane of the Emperor's enemies; the Aquilan Shield, protecting some of the Imperium's most important heroes, and the Emperor's messengers known as the Emissaries Imperatus. Others include the Technologors Noctus Cognis, who garrison the Ferrum Raptoris star keep in orbit around Mars, watching over the Tech-Priests of the Red Planet and other forge worlds. Meanwhile, the Vigilia Circumspectus – or the Watchers of the Watchers – are a shield host who keep a close eye on the Inquisition, an organisation they see as a nest of potential dangers, and have been proven right on many, terrible occasions.

A shield host is commanded by the Shield-Captains of all its shield companies, who on occasion fight together on the battlefield. The Golden Brothers, Heralds Three and the Sevenshields are but three examples of groups of Shield-Captains who have won renown throughout the Custodes' history. There is little conflict in shared command, with Shield-Captains openly divulging wisdom and insights – combining them with the shrewd advice of the veteran Vexilors, the Custodes' standard bearers.

VENERABLE MACHINES

Ancient war engines, Venerable Contemptor Dreadnoughts use technology the Imperium can no longer replicate, such as atomantic shields that dispel laser blasts and incoming artillery shells. Auto-repair protocols, motive shrines and auto-sanctified backup systems take the strain should the auramite-clad chassis come under severe trauma. What is strangest of all about these combat walkers are their pilots. Should a warrior be so severely wounded he can no longer fight, he may be interred within a Dreadnought. These Custodians are reduced to nought but their brain and vital organs, placed within an amniotic tank and fused permanently with the Dreadnought's life support systems. From then on, they become one with the Dreadnought and live a twilight existence – the robotic body's legs become their legs, its vox emitter becomes their mouth and its sensoria becomes their eyes and ears. There are some tales of unharmed Custodians volunteering to be interred, perhaps as a result of some self-perceived shame, or an act of self-sacrifice to ensure the Ten Thousand always have these engines of destruction.

Land Raiders are formidable fighting vehicles, clad in hyper-durable adamantine armour, armed with fearsome weaponry and capable of transporting a full squad of warriors to battle. They are so powerful that the presence of just one can turn the tide of battle – formations of these battle tanks can even win wars. Venerable Land Raiders are extremely rare, requiring as much time and resources to produce as dozens of lesser vehicles. Among the most complex elements of their construction are their Magos-class machine spirits that, while noble, are bellicose and require time to tame. They are so powerful that they can fire the vehicle's weapons, operate its self-repair systems and even take over if the crew are slain. It is a testament to the Custodes' importance that their primary ground transport is this mighty vehicle – some of which have fought since the Great Crusade. They even have the ability to teleport Venerable Land Raiders into battle by using Godstrike-pattern teleportariums. Should the vehicles be deployed in this way, their hulls are warded against empyric corruption, as teleportation exposes them to the darkness of the warp.

It is rumoured that the Custodes have some war machines even rarer than Venerable Contemptor Dreadnoughts or Land Raiders. Stories persist of even mightier Dreadnoughts, immense golden gunships and incredibly robust anti-grav vehicles. If this is true, the Custodes are more powerful than most can even imagine.



DEEDS OF LEGEND

Arrian Porphyrius

I write now of Arrian Vespaysian Macrina Porphyrius. His full list of deeds runs as long as his guardian spear, the weapon named Praeses. But it is of his time with us, the Shadowkeepers, that I now put mnemo-quill to nano-vellum in memory of. Gone he is, in his final deed, hope of his return nil.

But what of the beginning? When his armour first underwent the aurum-molec tinting, when he first adopted our sable? Each day for a thousand days did he petition the Lockwarden to join us. He spoke of victories; of Blood Games. But he also spoke of patience; of resolve in the face of hardships; of the lessons learned from the witnessing of those beings and artefacts so evil their freedom cannot be tolerated. This did catch the Lockwarden's ear.

The trials, he passed. He stared into the nine eyes of the Souldelver for a day and a night and did not blink. He bested the Eight of the Skull while armed not with the spear nor clad in plate. For a day did he listen to the Granter of All Six Wishes before walking away unmoved. He breathed the fume of the Sevenfold Trimiasma for three hours and did not seek relief. In dozens more tests was he successful.

For nine-score and three years did he serve well. A keeper of patience and vigilance whom many admired. Only once before these dark days did he leave the vaults, and return he did with the Sorrow of Karakalla bound in warded chains. It resides with us still. Never again shall it haunt the stars.

The Maelstrom. In that place most foul was he lost, pursuing those secrets taken when the light failed and the Lion's Gate drowned in blood. The Chalice of Darkalabaster he sought. In the clutches of Huron's monsters it was. Never did he give up. Into the heart of the Maledictum they plunged in escape, he with them.

The galaxy is ancient. Many peoples have risen and fallen by the fell technologies of their own hand. Now we must cleanse the stars of their follies.



THE SHADOWKEEPERS

WARDERS OF THE DARK CELLS

There are terrible secrets locked away beneath the Emperor's palace – eldritch terrors from the depths of Old Night that could annihilate the Imperium. The duty of standing guard over them unto the end of time falls to the shield host known as the Shadowkeepers.

The Shadowkeepers hold the keys to the rune-locked portals hidden deep beneath the Imperial Palace. They alone know the ways by which the runic locks may be disengaged, the wards unbound and the sanctic circles breached. They alone know also that these things must never happen, for the Dark Cells hold such horrors that neither Mankind's sanity nor its empire would survive their release. The Shadowkeepers are devoted to this grim responsibility, patrolling the dark and silent corridors and vigilantly watching over the last terrors of Old Night. It is a task that would soon drive most people mad, for though neither sight nor sound can escape the forbidden cells, the air of those corridors is charged with dread. A perpetual menace thickens the shadows and makes them crawl. Even the superhumans of the Adeptus Custodes are forever on edge in those dark oubliettes, for the sense of unspeakable threat never wanes. It is a testament to the discipline and spiritual fortitude of the Shadowkeepers that they stand their guard unflinching, sometimes for decades at a time. If a Custodian leaves the Shadowkeepers, those who knew them before they undertook such onerous duties can immediately see how the experience has affected them. They are more watchful, more ruthless and less trusting. Few speak of what they have seen, heard or done, and so few can relate to them that many return to the host that watches the Dark Cells.

The ranks of this shield host include many Custodian Wardens – the endlessly patient watchmen whose oaths of protection help them to focus upon the task at hand, to the exclusion of all else. The leaders of these forbidding sentries carry ancient weapons of mysterious provenance, their use intended as a last resort should anything ever break free from the Dark Cells. To be a Custodian Warden, a warrior must have served for at least five centuries and – after a year of meditation upon the precipitous ledges of the Gallowtower – must make a personal oath they have written themselves. Once accepted as a Warden, they can be recognised by the ceremonial robes they wear over their armour, which marks their status. Every Warden vows to never give way to any foe and to be as unbreakable as the walls of the Imperial Palace. They are known amongst their comrades as level-headed and endlessly patient watchmen. To break their vows would be worse than death to these warriors, and their determination to uphold these promises bolsters their already formidable wills to something of truly frightening intensity.

For ten thousand years the Shadowkeepers have performed their duty, yet the coming of the Great Rift changed everything. With the power of Chaos spilling raw and seething into the spaces between the stars, new abominations have come to light. Worse still are the cells that stand suddenly empty – the entities and artefacts once contained within spirited away by some unholy force to curse the galaxy once more. Fearing the consequences of this, the Shadowkeepers have sent more warriors than ever before out into the galaxy. These gaolers must trammel that which should not be, slaughtering all who seek to impede them, before returning their foul prizes to the cells where they belong.

THE LOCKWARDEN

The Shield-Captain who leads the Shadowkeepers is known as the Lockwarden, a title that is borne in perpetuity and garners solemn respect from every other member of the Ten Thousand. The Lockwarden must be the sternest of all guardians and the most unrelenting and alert gaoler on the face of Terra. Moreover, should any creature or relic escape the Dark Cells – or a newly emerged threat needs to be imprisoned therein – it is the duty of the Lockwarden to personally oversee the operation. The Lockwardens have secured tens of thousands of such threats over the millennia.

The current incumbent of this position is Shield-Captain Borsa Thursk, who has been Lockwarden for a century and a half. He is a grim and frighteningly intense warrior, whose utter fearlessness and steely vigilance make him ideal for his role. It speaks volumes about the dire condition of the galaxy that Thursk only left Terra twice before the Cicatrix Maledictum emerged, yet he has barely set foot on the Throneworld since it yawned wide. He has vowed to never leave the Shadowkeepers until every lost artefact and dark power has been recovered, and under his leadership the shield host has grown in number. One of the most vital missions that elements of the Warders of the Dark Cells is undertaking was ordered by Trajann Valoris in such deep secrecy that it is kept even from most other Custodes. Alongside other select Custodians, they make for the ruined remains of Cadia. Thursk selected his finest warriors for the mission, and of the many tasks his warriors are undertaking far from the Throneworld, none cause him more unease.



THE AQUILAN SHIELD

THE GILDED GUARDIANS

Certain servants of the Emperor bear great responsibilities deemed directly relevant to the safety of Terra. Such esteemed figures are afforded the protection of the Aquilan Shield, at least until their usefulness is thought to be at its end.

As the doomscryers of the Imperial Palace sift through the tides of the empyrean for warnings of disaster, they also take note of those who – through example, thought or deed – are likely to avert such catastrophes before they threaten the Golden Throne. These fated individuals are honoured with the protection of the Aquilan Shield. In this way, even a small sodality of Custodians can ensure a significant martial or spiritual asset survives to act in the Emperor's defence.

The Aquilan Shield are an informal brotherhood laced through the ranks of the Adeptus Custodes. They typically operate in small warrior bands, journeying across the stars to stand watch over their charges wherever they may be. No warning is given, nor permission asked – the warriors of the Aquilan Shield appear as if from nowhere, avatars of the Emperor's will who announce their quarry to be under the protection of the Master of Mankind. Such an honour is beyond compare, and is rarely refused no matter the circumstances or the individual chosen. Those that have denied them have almost always ended up dead. Some suffer from a calamitous fall from grace, while the fate of many others is completely unknown.

Custodians who have once served amongst the Companions – those who personally protect the Golden Throne itself – commonly lend their talents to the grim bodyguards of the Aquilan Shield. Such Custodians have protected the lives of the greatest and most august personages in the Imperium – most notably the High Lords of Terra themselves. From the Master of the Navigators' Guild and the High Logisticar of the Adeptus Administratum, to the Lord Militant of the Imperium and the shadowed Master of the Officio Assassinorum, former Companions have acted as guardians for them all. To the Ten Thousand, such duties are simply an extension of their vows to protect the Emperor – in this case by safeguarding those assets most important to the successful running of his Imperium. Still, it is a role that has earned the Adeptus Custodes much favour in the eyes of Terra's noble elite.



The Aquilan Shield have also acted as bodyguards to Sororitas Canonesses, Lord Inquisitors, Astra Militarum generals, Space Marine Captains and even two crusade leaders bearing the title of Warmaster, staunchly ignoring the historic associations with he who first held that rank – the traitor Primarch, Horus. The Custodes of the Aquilan Shield have appeared amidst flares of golden light to watch over firebrand front line preachers, bewildered militia leaders and others of apparently little import and anonymous, lowly origin. The only unifying factor amongst them is that, while attending their duties beneath the gimlet gaze of the Emperor's own guards, these individuals are expected to achieve incredible things in the defence of the Throneworld – though they themselves rarely have any idea of the true significance of their actions. The Aquilan Shield fight to ensure such a future comes to pass, guarding their charges from harm until the exact moment the usefulness of the person under their protection is deemed spent. At that point, they depart without a word, leaving those they guarded to look to their own defence. Tragedy often follows, but this is of no concern to the Aquilan Shield – providing it does not jeopardise the safety of the Golden Throne.

One such action of the Aquilan Shield was the protection of Lieutenant Nathasian of the Cadian 86th. Slated for execution, he was spared when the grim-faced Custodians appeared in a blaze of golden light and cut down his commissariat, would-be executioners. Nathasian was then free to exercise his flair for unconventional tactics, which soon saw his promotion to Warmaster of an entire Imperial crusade. The Shuddering Stars were swept clear of Ork tribes, stopping Waaagh! Dakskrag in its tracks before it could descend upon the Sol System. In the wake of Nathasian's triumph, the Custodes departed as suddenly as they had arrived, and the commissariat saw Warmaster Nathasian dead before the day was out.

The Aquilan Shield will not always act in small groups. On occasion, the Custodes of this shield host must gather in greater numbers. Should the individual they seek to protect be surrounded by foes, they might have to fight their way to them. If the doomscryers detect a future hero of Terra early enough, they might not even have been born. If their future birth world is under threat from xenos invasion or controlled by heretics, then the Aquilan Shield will deploy to eliminate the danger so that the one they need to protect will actually come into existence. It is quite possible that these individuals will receive close protection from an Aquilan Shield sodality later in life also.



DEEDS OF LEGEND

Grateion Artabane

For sixty and three years did I serve as Companion – the youngest to ever hold such a position and thus be named Honoured Watchman. So long in His presence! There is not enough gratitude in all the galaxy I could have for the privilege of such a duty. Alas, as with all of the Hetaeron Guard, I could not stand watch over the Throne for eternity. I had not the strength. Eventually, I will return and serve longer, this I swear.

The Aquilan Shield was my calling when I left the Throne. For if I could not protect the Emperor himself, I would guard those doing his works. I read the Lictoran Rites, took the Varanghian Oaths and passed the Baltadjic Trials. I spent three decades learning of the doomscryers – how to interpret their words, what to dismiss as babble and what to accept as truth. I learned of past error as well as successful protections of my order.

My first duty while bedecked in the purpuran shades of my host was to shield a denizen of Piety; one who was barely adolescent. In the underhives in which he dwelt, we preserved his life from afar until the day the Black Templars came and took him aboard their ships. That boy's name was Helbrecht. Many have I shielded since. The Hospitaller Marcia Enra was one, by whom the seven plagues that assailed Cataydrah were healed and undone – many of Mortarion's own did I slay those months. Another was High Lord Veynd, whose safety I assured in the Red Razor Uprisings, and without whose deeds the toll of blood would have been a hundred times as high. Great or low, I have gone where the Emperor wilt and ensured His business done. This task I shall never cease, so long as I draw breath and my spear-arm remains strong. In my actions I am the Emperor's hand, and there are few greater honours.



DEEDS OF LEGEND

Konstans Pulkyria Herakloni

Near the Eye, we were, culling the demented whelps of Angron when we learned of the Battle of the Lion's Gate. What fury took our souls then! And what shame. We had failed. The Enemy had reached our gates. I wanted vengeance. Each of us did. When Oldorian Mefistal declared that we aboard the Aetropas would never rest from battle, I thumped the butt of my spear, Absortis, to the deck in accord. As did all with their weapons. I knew those of the Clotis and Lakesis would do the same. We of the Moiraides would make the Archenemy, and any others who threatened He on the Throne, tremble.

And to war we went. We slaughtered the Despoiler's warriors on Dakhorth, securing the xenos ruin known as the Echovault from their clutches. We did topple the fell fortress of the warband that called itself the Shattered Bone, putting the head of its leader upon a pike. It stood amidst the dust that was all we left intact of the fortress, even as we put their Emperor-given gene-seed to the torch. We cast aside the abominable empyric hosts of Drch'yyne'kyl on Klythes IV, sending them back to the torment from which they came.

Three hundred greenskins did Absortis pierce through upon Lenthis, where the brutes' psykers ranted and raved. The Silent Sisters killed many there, with bolt, blade and flame. The inferno of the burning xenos dead was as a second sun that illuminated the world both day and night. I did purge the depraved Aeldari from Bajil, before Aetropas destroyed their bloodstained, spike-walled arenas and heinous torture pits. Each one screamed as they died. I only hope that whatever they suffered equalled what they had inflicted on those we freed.

My task is not complete. The tendrils of Leviathan constrict the Segmentum Solar. The Archenemy runs rampant still. The Nachmund Gauntlet burns. The boiling cauldron of Octarius threatens to bubble over and drown sectors in blood. The nightmarish silence of the Pariah Nexus grows ever deeper.



THE DREAD HOST

INSTRUMENT OF THE EMPEROR'S WRATH

Fear is a familiar weapon to the Imperium, used to deter enemies and keep seething populations in line. Yet there is no terror as pure and absolute as that invoked when the Emperor's own fury is unleashed to punish his foes.

The Dread Host represents a breathtaking concentration of military might. It numbers hundreds of Custodians, organised into multiple shield hosts and transported aboard a trio of pre-heresy warships – the *Aetropas*, the *Clotis* and the *Lakesis* – collectively known as the *Moiraides*. The nature of this army is simple: it is the deliverer of the Emperor's judgement, his anger and his punishment made manifest.

Not for them the pinpoint rapid strike, the hidden war or the measured defensive action. Instead, the assembled Shield-Captains of the Dread Host identify the most visible and dramatic threats to the Segmentum Solar, and unleash upon them such overwhelming annihilation that it sends shock waves rolling through the warp itself. Sometimes, one warship is sent, sometimes two; only a handful of times in the Imperium's history have all three of the *Moiraides* loosed their passengers against a single foe. Yet always the effect is the same. Spearheaded by dozens of Allarus Custodians, the Dread Host falls upon their victims with unstoppable force. They slaughter the enemy's warriors and reduce their war engines to wreckage. They cast down false idols and set them aflame. They topple their foe's cities, sunder their strongholds, butcher their allies and decimate their followers. The Dread Host makes grisly examples of those who would dare lead such a challenge to the Emperor's dominion, accepting no surrender and foiling all bids at flight. By the time the Dread Host is finished, nothing remains of their luckless victims but the gruesome tales of their inevitable demise at the Emperor's hand.

The Dread Host have smashed unruly Ork Waaagh!s, obliterated rebellious star systems and crushed defiant traitor crusades. They have fought against enemies thousands of times their number and humbled them through strategy, speed and strength. With every campaign they spread the terror of the Emperor's wrath; the breathtaking bloodshed and absolute destruction they leave in their wake has dissuaded hundreds of uprisings and invasions before they could even begin.

ALLARUS CUSTODIANS

The expertly crafted suits of Terminator armour worn by Allarus Custodians have a worth measured in worlds. They are driven by magnatomic generator-shrines, articulated with Leonus-class actuators and made up of layers of auramite and adamantine. Despite the armour's enormous weight, the Custodian within retains full mobility and speed. Allarus Custodians are hand-picked from the most belligerent of the Ten Thousand and relish fighting in the most dangerous battles. Their killer instincts and wrath are honed to a fine point, though their aggression is fully leashed to their will. Wherever they strike, they cleave enemies in two, blow them apart with grenades or stun them with salvoes of projectiles that unleash bursts of electro-exorcist chaff. So aggressive and heroic are these warriors that, when the situation demands, they have been known to splinter their units entirely to fight as lone figures. They then eliminate key targets and sow anarchy before fresh Adeptus Custodes forces arrive to end the conflict. It is an effective tactic that has seen more than one heretic fortress fall from within.

so much in the galaxy is fit for purging. so many aliens must be exterminated. so many traitors must be rooted out. we will end them all.

THE SANCTUM OF A THOUSAND EYES

The stronghold of the Dread Host rises to dominate an entire district of the Imperial Palace. This heavily fortified armoured bastion is lit with electro-braziers and arc-lumen of immense size, all angled to under-light the five hundred enormous eagle statues that line the Sanctum's upper battlements – alongside banks of heavy defence lasers and cannons. Each as large as a super-heavy tank, these ominous sculptures are posed in vigilant stances, many staring up into the stellar gulf while the remainder peer down upon the thronged processionals below. Superstition runs rife that the eagles of the Sanctum of a Thousand Eyes can perceive disloyalty no matter where it lies, and that the Emperor looks through their avian eyes to see the darkness in men's hearts. To some extent this is true; each eagle contains a complex array of long-range augurs, servitor cogitation banks and multi-spectral listening devices that feed floods of information down into the Sanctum's data-shrines. This information is used by the Dread Host to isolate and annihilate threats to the Golden Throne. Sources of intelligence include the Eyes of the Emperor – former Custodians who have deemed themselves no longer fit for duty, whether that be because of extreme age, significant battlefield wounds, slight erosion of mental faculties and reaction time, or any other self-perceived weakness. After surrendering their wargear to the Hall of Armaments, they vanish into the void and serve the Emperor still. Working alone, or cultivating networks of informants, they watch, listen, learn and sometimes do battle. Should a threat arise, they give warning to the Custodians – often to the Dread Host specifically.



THE SOLAR WATCH

CASTELLANS OF THE BLESSED WORLDS

The Sol System is amongst the most heavily fortified of Mankind's stellar holdings. The Adeptus Custodes consider its worlds, star forts and space lanes to be extensions of their master's palace, and ensure that they are guarded accordingly.

From the vast orbital fortresses of Luna to the cloud-keeps of Jupiter and the deep-space star forts of the Halo Belt, Humanity maintains hundreds of strongholds throughout the Sol System. Billions of weapons point menacingly into the dark gulfs of space, ready to unleash spectacular devastation upon any foolish enough to threaten Mankind's seat of power. Armoured towers and gargoyle-festooned bastions loom over every approach, sanctified against the foul machinations of the Emperor's many foes. Entire fleets of Imperial Navy ships prowl the space lanes, vigilant for the slightest threat. Yet perhaps the most formidable of all Terra's outer defensive measures are the Custodians of the Solar Watch.

Consisting of several shield companies, the Solar Watch swear binding oaths to keep guard over the outer bastions of the Throneworld. They see themselves as the first true line of defence for the Imperial Palace, and it is their duty to ensure that no external threat ever makes it as far as Terra. To this end, they constantly patrol routes between the worlds and void-borne structures of the Sol System, ever vigilant for danger. Since the Battle of the Lion's Gate, the Solar Watch have stepped up their activities. They have brought hundreds more agents working at augur stations and pilgrim sancti-vetting docks into their employ. They have also added seven more stages to the process of gaining approval to approach Terra, extending it by years. The most significant change is their increased remit, which now extends to ensuring the security of the warp routes into Terra. This they do by monitoring and defending nearby systems with Mandeville Points that link directly to the Sol System.

One Solar Watch action in recent years was the destruction of Waaagh! Zagstomp. The greenskins had toppled the Iron Warriors' Citadel of Miseries after a gruelling three-year siege. They grew massive and powerful on a diet of constant warfare, and looted powerful war engines. Before they could leave to attack more worlds, Custodians of the Solar Watch materialised within the greenskins' capital ships, planting vortex implosion detonators on each one before teleporting back to their own vessels. When the vortex bombs exploded, the entire Ork fleet was consumed in a ferocious energy storm.

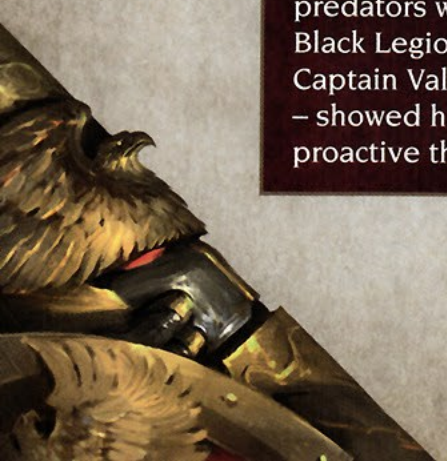
Though they typically travel via naval craft and interstellar trade ships, the Solar Watch maintain a formidable concentration of Venerable Land Raiders, and are typically able to deploy forces that are predominately – if not entirely – mechanised. This allows them to respond swiftly and with overwhelming force to any potentially threatening situation that may develop. While such dangers are not common within the Sol System, they are certainly not unheard of; the Solar Watch have been instrumental in bringing an end to daemon-worshipping cults, Inquisitorial coups and subtle xenos incursions on every world bar Mars. While their authority technically extends to the Red Planet, the Adeptus Custodes are wise enough to maintain cordial relations with the servants of the Omnissiah, and so travel to that world only occasionally. They keep their distance, expecting the Tech-Priests of Mars to censure their own deviants. Nevertheless, the Custodes know that Mars failed the test of loyalty once before, and may do so again – Cawl's work on the Primaris technology was greater indication than any of what can be hidden away on the Red Planet.

TALON SORTIES

The more aggressive of the Captain-Generals have traditionally charged the Solar Watch with performing sporadic Talon Sorties. These involve the shield host gathering shield-company-strength forces and launching strikes against prevailing threats in the systems closest to Terra, thus keeping them out of the Sol System.

The Solar Watch do not waste their resources in war zones already heavily invested in by Imperial forces. Rather, they sally out to destroy developing threats or eliminate enemies that have broken existing Imperial lines. Deploying aboard their Venerable Land Raiders, they slam into their enemies in fast-moving armoured spearheads. Prioritising the slaughter of command elements and heavy combat assets, the Solar Watch cripple their enemies' capacity to function as an army of conquest before abruptly withdrawing, leaving lesser Imperial forces to mop up what remains. After all, the duty of guarding the Sol System is a vital one, and the Solar Watch cannot leave their posts for long.

Nevertheless, the demands on the Solar Watch have grown considerably during the Era Indomitus. Threats circle the Sol System like ravenous predators with the stench of blood flooding their senses. The efforts of the Black Legion to destabilise warp routes to Terra – uncovered by Shield-Captain Valerian and Knight-Centura Aleya on Vorlese and other locations – showed how vulnerable the Sol System can be, and how much more proactive the Solar Watch must be to go about their duties successfully.





DEEDS OF LEGEND

Leontios Nikel Theodoso Galba

Nineteen years within the Icesteel Citadel of Umbriel did he first make Watch, upon answering the call of the Eternal Watchguard.

Twenty-three years did he reside aboard the Halys Magna, and eight times a hundred Infiltrators did he uproot and eliminate.

Twelve years did he maintain the Lone Vigil upon the Larissan Beacon, his watchfulness and patience unyielding.

For a hundred years did he sweep the Halo Belt, uncovering weakness, discovering treachery, making the Emperor's gaze felt by those traitors hiding in the darkness.

Upon his two-hundredth year did he partake in the Blood Games, his victory taking three years to complete. The title of Shieldsmith he took, but the truest prize was Terra's greater impregnability.

Under Shield-Captain Solomon Julianus Pertinax did he undertake his first Talon Sortie, striking at the cursed swine begot of Lorgar. Many heads did he take, many hideous icons did he shatter. Their rituals did he ruin, and Terra was made safe from one more threat.

Under Shield-Captain Gordian Hestilion did he undertake his second Talon Sortie. With the Silent Sisterhood did he stand against the plotters and schemers of the dying Aeldari. Their strands of fate did he cut, many of their destiny-weavers did he bring low as they screamed in the Sisters' presence. Thus did he remind us all that fate and trickery is nothing next to auramite and sharpened spear.

Under Shield-Captain Tacitus Karinus did he undertake his third Talon Sortie. In blinding light did the teleportariums deliver him unto the blackness of the Necrons' subterranean tombs. Many metallic monstrosities did he cleave and not one did rise to the surface. Incalculable was his fury.

For his victories was he declared Prefect, his centuries of service, diligence and honour rewarded. May we all follow his example; may I serve with his selflessness, skill and courage.



EMISSARIES IMPERATUS

HERALDS OF THE GOLDEN THRONE

In the days of the Great Crusade, the Emperor often entrusted crucial messages or artefacts to be borne by his Custodians to their destined recipients securely. It is a duty they still fulfil now, speaking with the authority of the Master of Mankind himself.

we stand in a new epoch. the galaxy is forever changed, the doom of mankind nearer than ever. we must listen for and to the emperor more than ever before. with him shall we overcome whatever lies ahead.

Though the Emperor has long been confined to the Golden Throne, there are those amongst the Ten Thousand who claim to hear their master's voice during their meditations, and to feel his hand guiding them. To their comrades there is no implication of divine intervention in this, for the Custodes have never viewed the Emperor as a god. They merely see their liege's indomitable will at work, reaching out from his shattered frame to direct his praetorians on Terra – and wherever duty may demand they venture – as he did when he could still walk amongst them.

Those who feel the Emperor's guidance the keenest become Emissaries Imperatus. They band together in like-minded groups and, through discussion and meditation, interpret what it is that the Master of Mankind wishes them to do. With the tacit approval of the Captain-General, they bear the Emperor's words across the Imperium to commanders who must hear them, or occasionally unlock some ancient device from the palace vaults and bequeath it to whichever champion can wield it best. Their words have redirected entire crusades, and seen threats intercepted and archeotech riches won that might otherwise have passed the Emperor's servants by. It was due to the insights of the Emissaries Imperatus that the Adeptus Mechanicus Explorator Crusade fleet, Gamma-Hades, was directed to Heng's World, so that they may prise the archeotech treasures from the grasp of the Orks who dwelt there. It was they who gifted the Captain of the Knights of Abhorrence's 2nd Company with the Axe Temprous, before he went to war against a Hrud infestation in the Ghoul Stars. It was they that Captain-General Trajann Valoris trusted to reach out to the scattered enclaves of the Sisters of Silence. He called them back in secret even before Guilliman openly declared that the Sisters be reincorporated officially into the Imperium's military.

For thousands of years the Emissaries Imperatus have been seen abroad,



The Defenders Obscurus were almost wiped out when we arrived, answering their call for aid. The Space Marines' fleet had been reduced to debris. Their fortress monastery was ablaze, its proud battlements breached, and the skies were dark with the flying monsters of the Ouroboris Tyranids. Though the situation seemed hopeless, my masters in the Imperial Fists struck. They would never abandon fellow sons of Dorn, not when a citadel erected in the name of their Primarch was near collapse. Our ships fought for hours, outnumbered ten to one. The Scion of Inwit was bitten in two by one voidbeast. The Pride of Dorn was riddled with monsters that wriggled like lampreys, and was consumed in its entirety. Then they came. We had heard of these Torchbearer fleets. Though only few in number, they lanced through the flanks of the unsuspecting ship-beasts – sending clouds of ichor spraying into space – then made straight for the fortress monastery. I was told the stories of what happened. Golden warriors cleaving through dozens of xenos; Silent Sisters quenching the beasts' heinous powers; Greyshields cleansing chamber after chamber. Victory was won, and the Defenders Obscurus were ready to rebuild.

- Helicta Chemin, Astropath





DEEDS OF LEGEND

Aurelius Jeriko Gantar

Serving as Blade Champion, you heard His voice. You felt its surety, its purposefulness, its strength, its wisdom and its urgency. You found us, joining Those Who Hear. Together, we performed the Pysidian Analytic, the Attalaetian Meditation and conducted the Debates of Epyst. From them we learned His instructions, and all were humbled. To Lier's Reach we went, a place on no cartograph younger than six thousand years. You spoke not and demanded silence; there was only one voice you cared to hear. Many spawn of the empyrean did you banish. Many traitors, heretics and mutants did you smite. You moved through the blade-motions with a grace and elegance no word can describe. Thus did you recover the thrice-cursed Mantle of Rue, and forever may it be suppressed.

but rarely and in small numbers. Yet with the return of Guilliman and the commencement of the Indomitus Crusade, their activity has increased considerably. When the Primarch announced his intention to bear the secrets of the Primaris Space Marines to the loyalist Chapters, there was some resistance from the Adeptus Custodes, who feared strengthening those who might one day rebel against the Master of Mankind. Dozens of Emissaries Imperatus stepped forwards to intercede, stating that this was the will of the Emperor. They accompanied Guilliman's Crusade, many of them taking to the air as Vertus Praetors – the quicker to deliver messages of reinforcement to the embattled Space Marines. The presence of the Adeptus Custodes also ensured that even the most traditional of Chapters accepted the Primaris warriors into their ranks. One does not decline a gift from the Emperor's own hand, after all.

VERTUS PRAETORS

Squads of Vertus Praetors swoop into battle astride powerful Dawneagle jetbikes. These veteran Custodians know that the true value of speed comes from directing their might precisely where and when it is needed most. Vertus Praetors strike like golden lightning to bolster their comrades wherever they are hardest pressed.

These airborne warriors act as the eyes and ears of their shield companies, soaring over the battlefield and voxing word of the enemy's movements. Their auto-senses are optimised for this task, boasting suites of data-augurs, optical auspicators and multispectral motion-oracles that allow them to detect and track even hidden foes. With a squadron of sharp-eyed Vertus Praetors circling overhead, Custodes forces are rarely caught unawares.

Each Vertus Praetor is a master combatant. They are expert marksmen, able to place perfect kill shots even while moving at breakneck pace through dense terrain. Their close quarters prowess is no less exceptional; a Vertus Praetor can open the throat of a heavily armoured foe in a single pass. They can also analyse even the most chaotic conflict in a heartbeat, reacting with incredible speed to evade obstacles and seize tactical opportunities.

The exceptional skill of the Vertus Praetors is augmented by their superlative wargear, such as the enormous interceptor lances they wield. Perfectly weighted, these fearsome weapons boast adamantine blades wreathed in disruptor fields. Vertus Praetors are masters of hit-and-run strikes, driving their lances clean through their precisely chosen targets before ripping them clear again as they speed past.

The greatest assets at the Vertus Praetors' disposal are their Dawneagle jetbikes. These are incredible, crusade-era vehicles wrought in auramite and adamantine. They are almost as large as light fighter craft and – while they are still grav-skimmers – can deliver a near supersonic turn of speed. Their hulls are phenomenally durable, allowing their riders to slam through walls and enemy warriors without being unseated, and they react pugnaciously to the slightest touch of the controls, jinking effortlessly through incoming fire. When armed with hurricane bolters, the Dawneagle can plough bloody furrows through enemy hordes. When equipped with salvo launchers, they become lightning-fast tank hunters. Screaming across the battlefield, Vertus Praetors on Dawneagle jetbikes rapidly outflank and encircle the heaviest enemy vehicles before annihilating them with melta missiles. Even the foe's aircraft are not safe, for by combining their fire the Vertus Praetors are able to weave airborne webs of flakk blasts into which hurtling enemy aircraft slam with terminal results.



SILENT VIGILS

After Roboute Guilliman declared the Dispensatus Anathema, the disparate Sisters of Silence scattered all over the Imperium were made a crucial element of its armed forces. One of the greatest changes of all was the establishment of the Vigils – the way by which the Silent Sisters were united and organised in this new era.

Those Sisters of Silence who fought alongside Roboute Guilliman during the Battle of Luna went out in search of others of their fragmented diaspora, on the returned Primarch's instructions. Guilliman knew that the wars ahead would require every weapon Humanity could bring to bear, and the Sisters' talents would be vital to stymying the powers of the warp. Many thousands came to Terra. These, Guilliman declared the Vigil Indomitus. This was the first step on the way to a reestablishment of the Silent Sisterhood within the Imperium.

Each band of Sisters that came to Terra had its own tactics, character and traditions formulated over ten thousand years of adapting in isolation to the grim horrors of a galaxy riven by the Heresy. The various groups became cadres of the Vigil Indomitus – sub-units of the Vigil entire. The Vigil Indomitus was much larger than the initial number that came to Terra – many of the groups that had made it through were but representatives of larger organisations despatched to answer the call. Very few entirely abandoned their self-imposed duties and crusades elsewhere in the Imperium. Most of the Vigil Indomitus' cadres adopted the gold and red of the Adeptus Custodes in honour of the respect afforded them by the Ten Thousand. Some, however, were headstrong and did not – though most incorporated the colours into their cadres in some way as a form of recognition.

As the fleets of the Indomitus Crusade reached out into the galaxy, more and more enclaves of Silent Sisters were discovered. Some were not found for years after the crusade was launched, but all were formed into Vigils and cadres, and regions of jurisdiction were given to many. There was no uniformity to the range of a Vigil's area of supervision – some watched over a single system, others an entire sector. The creation of a Vigil was often little more than a cosmetic affair.



A discovered group would be named a Vigil or cadre of a Vigil and given official jurisdiction over the area it had been operating in for thousands of years. Naturally, some of these groups were larger than others, and so commanded greater territory. Much of the real organisational work went into removing areas of overlap and ensuring every Imperial world was within the purview of one Vigil or another. Though much of this was done amicably, disagreements arose as some Vigils saw valuable recruiting grounds handed over to others, or felt that their resources would be greatly overstretched when given more territory. Other areas of difficulty were faced when small groups were expected to merge by Sister-Commander Asurma, in order to create a Vigil of more effective size, or when especially remote enclaves of Sisters were redeployed where their talents could be put to greater use. Much friction was created in this way, though the Sisters' commitment to duty – as well as the prospect of being more openly accepted by the Imperium – prevented most from coming to blows.

Each Vigil has great autonomy, answering only to the High Lords of Terra themselves. They are named most frequently for the area of space they are responsible for, or the world they are based on, such as the Vigil of Darius III, the Segritaes Nebula Vigil and the Reductus Sector Vigil. The martial strength of a Vigil varies, with some comprising many thousands of Sisters. As with the Vigil Indomitus, each new Vigil broke down its strength into cadres where it had the numbers to do so. Some cadres have adapted the colour scheme of their vigil – using the same colours in different combinations as they too develop their own identity and traditions – while others remain true to their origins. Most also are given unique designations, with some mixing coded meanings common to the Silent Sisterhood, and others remaining specific to their vigil. Many of these identities are totemic, even feral in their nature, such as the Bone Tigers of the Outer Solar Vigil and the Steel Drakes of the Reductus Sector Vigil. Cadres have access to all the resources of their Vigil, and though most can and do perform all the duties of the Sisters of Silence, some become specialised in particular tasks – investigating non-compliance with the Great Tithe, hunting fleeing psykers or monitoring specific regions of space.

Most Vigils operate out of a fortified keep known as a spire-convent. No two spire-convents are identical, and differ in form and layout according to the size, history, needs and preferences of the Vigil that uses them. The spire-convent of the Vigil of Orshan's Belt is built into the



former mountain-lair of an Ork chieftain, slaughtered during the Horus Heresy. The Vigil of Hrav-Ulan have adapted a city-sized mining rig that roves slowly across their home world on sets of tracks bigger than super-heavy tanks. The Stragithen XII Vigil's spire-convent is hidden beneath the ground, its corridors a cave network – the only sign of its presence is a ruined monastery sat atop a hillside, long forgotten by the barbaric native population. Though many Vigils have a spire-convent and a world they might consider their base of operations, at any one time many of their Sisters are on the move, whether they are hunting, carrying out investigations, seconded to Black Ships or monitoring trade routes.

RECRUITMENT

With their order restored to a place of importance in the Imperium, it has become much easier for the Sisters of Silence to recruit and expand their numbers. Virtually every Vigil is growing. The Great Tithe is one source, as the people of many worlds cannot tell the difference between the powers of a Blank and those of a psyker. Every Sister is expected by her superiors to be on the lookout for potential recruits when conducting missions and, in this era of growth, it is a duty gladly undertaken by many. Some Silent Sisters even seek out Pariahs who cannot join the Silent Sisterhood, for reasons such as ailment – such individuals are still dangerous in the hands of an enemy, and can serve instead as Culexus Assassins or Soul-guardians in the Emperor's Palace. The Sisters of Silence receive many recruits from Inquisitors, and it is rumoured that the Sisterhood secretly guard certain bloodlines and are husbanding many more of these than ever before. Stories explain that the Silent Sisters are doing this to maintain a guaranteed source of recruits, independent of any other Imperial branch. Some even speak of selective breeding, to in some way maximise the likelihood of Blanks of a certain level of potency being born – if such a thing is even possible. Any recruits to the Silent Sisterhood face enormously arduous training. They must master warrior skills, as well as learning how to project or suppress the auras of their abilities – many die in the process.



FLEET-BASED VIGILS

Some Vigils are fleet-based. A number of these are the descendants of Silent Sisters who never settled in the aftermath of the Horus Heresy, and since they have been rediscovered by the Imperium continue to carry out their duty ever on the move. Other Vigils have been created to be fleet-based, their purpose to join the battle groups of the Indomitus Crusade – these Vigils were formed in a number of ways. Volunteers were called for from existing Vigils in some cases. On other occasions, certain Vigils were expected to provide a number of warriors. This happened in the creation of the Nachmund Vigil, tasked with endlessly patrolling the Nachmund Gauntlet and the worlds at either end of this strategically vital link between Imperiums Sanctus and Nihilus. Some Vigils have been created in secret, their numbers deliberately chosen, such as the Vigil of Argo. This select group accompanied the Custodians' shield company aboard the *Scion of Argo*, on its mission to find the lost forge world of Morvane.

THE SPLENDOUR OF HOLY TERRA

There are few sights in the galaxy more magnificent than a host of Adeptus Custodes. Each Custodian is clad in the finest auramite armour, individually made to fit him. Though the colours most commonly associated with the Custodes are deep, rich reds and gleaming golds, this is far from uniform. The colours worn by a Custodian often depends on his shield company or shield host.

The natural colouration of auramite is a lustrous gold. However, through secret, painstaking and costly alchemical processes, auramite can be tinted, or its colour changed altogether on a molecular level. Shield companies have gone to war clad in auramite bearing all manner of hues. The gems set into their armour are individually mined from deep beneath the surface of Terra and hand cut by skilled artisans. Each gemstone is coloured in a highly precise manner, so that those of every Custodian in a shield company match perfectly. Should a Custodian join a new shield company, the stones will be extracted from his armour and replaced with gems of the appropriate shade.

Heraldry of the Adeptus Custodes

Though each Custodian's armour bears flourishes and decorations unique to them, there are some unifying elements. For example, their right shoulder guards depicts the Imperial Aquila. This is a sigil of eternal vigilance and a sign of the Custodian's mandate to enact the will of the Emperor by any means necessary.



Custodian Guard with guardian spear and misericordia



Custodian Guard with sentinel blade and praesidium shield

The Custodes reserve their fiercest hatred for the Heretic Astartes of the Traitor Legions who turned against the Emperor ten thousand years ago. These enemies they prosecute with relentless fury.







Custodian Warden with guardian spear and misericordia



Shield-Captain with guardian spear and misericordia



Vexilus Praetor with praesidium shield





Custodian Guard of the Solar Watch



Shield-Captain of the Emissaries Imperatus



Custodian Guard of the Shadowkeepers

On the death world of Crucior III, Sisters of Silence fought through treacherous mountains to purge Waaagh! Weirdgrob.





Prosecutor



Prosecutor



Vigilator



Witchseeker



Custodian Warden of the Aquilan Shield



Allarus Custodian of the Dread Host



Custodian Warden

Amidst the snow-coated ruins of a mountain-top basilica on Sansha XII, Custodes and Sisters of Silence purged a warband of the Word Bearers Traitor Legion. The Heretic Astartes dared to attempt to enact a grave ritual close to the Sol System itself.











Captain-General Trajann Valoris







Blade Champion

Trajann Valoris himself saw to the defeat of the Aeldari of Craftworld Ulthwé in the deserts of Halanga, where the xenos schemed against the Imperium.





Allarus Custodian with guardian spear and balistus grenade launcher



Vexilus Praetor in Allarus Terminator armour



Allarus Custodian with castellan axe and balistus grenade launcher

There are few enemies that can stand up to the might of the Allarus Custodians. The greenskins stood little chance upon the industrial world of Plarsdek, where the Custodes killed hundreds of the Orks' biggest brutes.





Vertus Praetors



Valerian



Aleya





Through the ruined cities, streets and basilicas of the Cardinal world of Bethelius, Vertus Praetors raced to slaughter the Black Legion invaders. Many traitors did they cull.

The Word Bearers were a tenacious and fanatical enemy. Devout worshippers of the Chaos Gods, they fought to the bitter end against the Adeptus Custodes, hoping to be rewarded by their deities for their actions. The Ten Thousand crushed them.







THE RULES

Welcome to the rules section of *Codex: Adeptus Custodes*. On the following pages you will find all the rules content you need to bring every aspect of the Adeptus Custodes and the Sisters of Silence to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to pursue the Emperor's work with narrative play, or perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests. Whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection .

Of course, there's no need to take it all in at once! Some of the content on the following pages – things like your army's datasheets and the rules for its weapons – will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content like Captain-Commander, which offers optional upgrades for particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, you will find bespoke content for Crusade forces that include Adeptus Custodes and Anathema Psykana units, such as unique Agendas, Battle Traits, Requisitions and more that allow you to capture how these units organise themselves and wage war across the battlefields of the 41st Millennium. Most indicative of this is Magisterium Lex Ultima, a unique aspect of Adeptus Custodes Crusade forces that allows them to pursue their own endeavours, use powerful Artefacts of the Vaults and gain Endeavour Rewards. Be warned though, for those who embark upon such endeavours carry a grave responsibility, and to abandon them will bring great dishonour upon your Crusade force.

'The hotter the forge, the finer the blade, or so they say. The forge of war in which we now find ourselves blazes hotter than anything the Imperium has seen in ten millennia. We of the Adeptus Custodes were built to endure these fires. They will not be our end. Instead, we will be honed to the finest cutting edge, that we may be the bane of even the foulest heretics.'

- Captain-General Trajann Valoris

BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 52)
Units in **ADEPTUS CUSTODES** and **ANATHEMA PSYKANA** Detachments gain additional abilities to better reflect how their units operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

SHIELD HOSTS (PG 53-59)
ADEPTUS CUSTODES units in **ADEPTUS CUSTODES** Detachments from your army can be assigned to a shield host. Shield Host Detachments will have access to unique rules that reflect the way those shield hosts fight on the battlefield.

STRATAGEMS (PG 60-63)
Adeptus Custodes and Sisters of Silence armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

CAPTAIN-COMMANDER (PG 64-65)
Shield-Captains in **ADEPTUS CUSTODES** Detachments from your army can be upgraded to Captain-Commanders. Doing so grants these prestigious warriors powerful new abilities.

ARMY RULES

WARLORD TRAITS (PG 66-67)
ADEPTUS CUSTODES and **ANATHEMA PSYKANA WARLORDS** from your army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat preferences and command style on the battlefield.

RELICS (PG 68-70)
ADEPTUS CUSTODES and **ANATHEMA PSYKANA CHARACTERS** can take powerful artefacts and famed weapons into battle. Called Relics of Terra and Relics of the Vigil respectively, these Relics and the rules they bestow are described in this section.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 71)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the ones printed here. These represent tactical and strategic goals unique to the Adeptus Custodes and Sisters of Silence. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 74-87)
The Adeptus Custodes and Sisters of Silence have access to a host of additional rules that enhance your Crusade experience and further personalise your Crusade force. These include bespoke Agendas, Requisitions, Battle Traits, Battle Scars and Crusade Relics that reflect the rich background of your army. Amongst the rules presented in this section is Magisterium Lex Ultima, where a Crusade force that contains the relevant **ADEPTUS CUSTODES** unit can pursue their own bespoke endeavours to do the Emperor's work.

DATASHEETS

DATASHEETS (PG 88-100)
This section is essential to all Adeptus Custodes and Sisters of Silence players, regardless of preferred play style, containing as it does the datasheets for **ADEPTUS CUSTODES** and **ANATHEMA PSYKANA** units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book

WARGEAR

WEAPON PROFILES (PG 101)
This section provides an alphabetical list of Adeptus Custodes and Anathema Psykana specific weapons featured in this Codex in one handy reference, and should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 102)
If you are playing a game that uses points values, you can use the alphabetical lists in this section to determine the cost of each unit from your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 103)
In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 104)
Here you will find a handy bullet-pointed rules reference that summarises some common Adeptus Custodes and Anathema Psykana rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Talons of the Emperor force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army or compete in a matched play mission.

Created from the contents of the Combat Patrol: Adeptus Custodes boxed set, this force can be used in a Battle-forged army and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

The army is led by a Shield-Captain on Dawneagle Jetbike, one of the finest warriors in the Imperium, who moves across the battlefield with unparalleled speed. Armed with a hurricane bolter or a salvo launcher, he can cut down light infantry or penetrate powerful warheads indiscriminately. Swathes of enemies are cut down by his deadly interceptor lance and, what's more, his Inspirational Fighter ability inspires nearby Custodians to enact the Emperor's work with renewed vigour.

The Custodian Guard are a highly capable Troops unit equipped with the finest weapons and armour available. They are capable of shrugging off the enemy's offense as they advance forward, all the while delivering deadly attacks with their guardian spears or sentinel blades. Once they close the distance, few can withstand the deadly swipes of their melee weapons, capable of cutting down even the toughest infantry.

Such an elite unit can still find itself outnumbered and outmanoeuvred. Such circumstances give rise to the Talons of the Emperor fighting in unison. Five Prosecutors and five Vigilators bolster the Custodes' force, able to secure the battlefield while the Custodians deal with the largest threat. The Sisters of Silence are not merely reduced to a background role, however, for they are equipped with boltguns to lend fire support and are armoured in Vratine armour – a durable protection that does not sacrifice agility.

Should the enemy deploy psykers, the Prosecutors and Vigilators step forward once more, for their Daughters of the Abyss ability (pg 88) not only allows them to nullify a psyker's potential to manifest psychic powers, but also to deal brutal salvoes when at close range.

This mighty force works best when battling in unison, with the Adeptus Custodes advancing into the thick of the fighting – using their durability and offensive power – while the Prosecutors lend fire support, engage psykers and ensure the force is not outmanoeuvred.





DETACHMENT ABILITIES

ADEPTUS CUSTODES

An **ADEPTUS CUSTODES** Detachment is one that only includes models with the **ADEPTUS CUSTODES** keyword (excluding models with the **ANATHEMA PSYKANA**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).

- **ADEPTUS CUSTODES** Detachments gain the Emperor's Legion, Host of Heroes and Watchers of the Throne abilities.
- **ADEPTUS CUSTODES** units in **ADEPTUS CUSTODES** Detachments gain the Shield Host Fighting Style ability.
- **ADEPTUS CUSTODES INFANTRY** units and **ANATHEMA PSYKANA** Troops units in **ADEPTUS CUSTODES** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).
- Each **ADEPTUS CUSTODES** model counts as one additional model when determining control of an objective marker. This is cumulative with any other rules that makes them count as additional models.

ANATHEMA PSYKANA

An **ANATHEMA PSYKANA** Detachment is one that only includes models with the **ANATHEMA PSYKANA** keyword (excluding models with the **VALERIAN**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).

ANATHEMA PSYKANA Troops units in **ANATHEMA PSYKANA** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

'The Emperor's realm is a festering ruin of overcrowded worlds drowning in their own ignorance and fear. It is a tumbledown ghetto that burns from end to end with the flames of war. They do not deserve their Emperor. They do not deserve us. None of that alters the fact that our duty must be done…'

- Telchor, Custodian Guard

EMPEROR'S LEGION

The Adeptus Custodes are the Emperor's own army. When such an assemblage of demigods marches to war, it is a gilded display of His might.

- You cannot include more **ANATHEMA PSYKANA** Troops units than you do **ADEPTUS CUSTODES** Troops units in each **ADEPTUS CUSTODES** Detachment from your army.
- You cannot include more **ANATHEMA PSYKANA** HQ units than you do **ADEPTUS CUSTODES** HQ units in each **ADEPTUS CUSTODES** Detachment from your army.
- You cannot select an **ANATHEMA PSYKANA** model as your **WARLORD**.

HOST OF HEROES

A single Shield-Captain commands each shield company in war.

You can include a maximum of one of each type of **SHIELD-CAPTAIN** (i.e. **GUARDIAN**, **ALLARUS** and **VERTUS**) unit in each **ADEPTUS CUSTODES** Detachment from your army.

WATCHERS OF THE THRONE

Warriors of the Adeptus Custodes are duty-bound protectors first and foremost.

For the purposes of the Look Out, Sir rule, each **ADEPTUS CUSTODES INFANTRY** and **ADEPTUS CUSTODES BIKER** model counts as 2 models for friendly **ADEPTUS CUSTODES CHARACTER** models of the same **<SHIELD HOST>**.

SHIELD HOST FIGHTING STYLE

Each shield host has its own way of waging war, suited to its particular combat traits. All **ADEPTUS CUSTODES** units with this ability, and all the models in them, gain a shield host fighting style so long as every unit in their Detachment that is assigned to a shield host is assigned to the same shield host. The fighting style gained depends upon which shield host they are assigned to, as shown on the following pages

Example: *A* **SHADOWKEEPERS** *unit with the Shield Host Fighting Style ability gains the Wardens of the Dark Cells fighting style.*

we have seen to our duties for over ten thousand years. we shall continue to see to them for eternity, and nothing less. anything else would be failure.

SHIELD HOSTS



If your army is Battle-forged, **<SHIELD HOST>** units in **ADEPTUS CUSTODES** Detachments gain access to the following shield host rules, provided every model in that Detachment that is assigned to a shield host is assigned to the same shield host. Such a Detachment is referred to as a Shield Host Detachment.

If your shield host is not listed in this section, it is treated as an **EMPEROR'S CHOSEN** shield host for the purposes of the following rules.

SHIELD HOST FIGHTING STYLE

All **<SHIELD HOST>** units in a Shield Host Detachment will gain a shield host fighting style, each of which includes two traits. The fighting style they gain depends upon which shield host they are assigned to.

Each fighting style also specifies a martial ka'tah (pg 89). Once per battle, when you select one of that ka'tah's stances to be active for your army, you can use this ability. If you do so, that ka'tah's other stance also becomes active for your army. That other ka'tah stance does not count as being selected as the active ka'tah stance, meaning you are not prevented from selecting it in the subsequent Command phase (providing you haven't already done so), and are able to use this ability even if you selected that other ka'tah stance to be active in your previous Command phase.

WARLORD TRAITS

Each shield host has an associated Shield Host Warlord Trait. If an **ADEPTUS CUSTODES <SHIELD HOST> CHARACTER** models gains a Warlord Trait, they can have the relevant Shield Host Warlord Trait instead of a Warlord Trait from page 66.

STRATAGEMS

Each shield host has an associated Shield Host Stratagem. If your army includes a Shield Host Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you can spend Command points to use the relevant Shield Host Stratagem in addition to those on pages 60-63.

RELICS OF TERRA

Each shield host has an associated Relic of Terra. If your army is led by a **<SHIELD HOST> WARLORD**, you can, when mustering your army, give the relevant Shield Host Relic to a **<SHIELD HOST> CHARACTER** model from your army instead of giving them a Relic of Terra from pages 68-69. Named characters and **VEHICLE** models cannot be given a Relic of Terra.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Terra your models have on your army roster.

SHIELD HOSTS

EMPEROR'S CHOSEN

Not every Custodian belongs to a shield host, for such organisations are a temporary formation of shield companies gathered for a particular purpose – though some have existed for ten thousand years without having been disbanded. Those Custodes not part of such a formation play just as vital a role in the service of the Emperor, and fight all over the galaxy in their liege's name.

SHIELD HOST FIGHTING STYLE: MAGNA IMPERATOR

The Adeptus Custodes are blessed with gifts the Emperor has given them – physical might, mental robustness and the most powerful arms and armour available.

Trait 1

Each time a unit with this trait is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit's attacks.

Trait 2

Each time a model in a unit with this trait would lose a wound as a result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

Martial Ka'tah: Rendax

ESTEEMED AMALGAM 1CP

Emperor's Chosen – Strategic Ploy Stratagem

Assemblies of Adeptus Custodes include warriors with an enormous range of combat experience against myriad foes. Together, these warriors are much greater than the sum of their parts.

Use this Stratagem in your Command phase. Select one **EMPEROR'S CHOSEN** unit from your army, then select one other shield host's fighting style (pg 54-59). Until the start of your next Command phase, the models in that unit have the traits of that shield host fighting style instead of the traits of the Magna Imperator fighting style.

WARLORD TRAIT: AURIC EXEMPLAR

The warlord embodies all the greatest traits of the Adeptus Custodes, and is admired by Custodians and others alike. Brave, loyal, steadfast and strong, they are among Humanity's finest. In battle, this warlord strikes down foe after foe with incredible precision.

Each time this **WARLORD** fights, after resolving all of its attacks, it can make a number of additional attacks equal to the number of enemy models destroyed as a result of its attacks during that fight (to a maximum of 4 additional attacks).

RELIC: PARAGON SPEAR

Paragon spears are among the most powerful and beautifully wrought guardian spears in the Custodes' arsenal, wielded most often by great Shield-Captains.

EMPEROR'S CHOSEN model equipped with a guardian spear only. This Relic replaces a guardian spear and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Paragon spear (shooting)	24"	Rapid Fire 1	5	-1	2
Paragon spear (melee)	Melee	Melee	+3	-5	2



SHADOWKEEPERS

The Shadowkeepers watch over the Dark Cells beneath the Imperial Palace and keep trammelled the dread entities and technologies sealed within. Should such potent and terrible manifestations appear abroad in the Imperium, it falls to the Shadowkeepers to capture and imprison them.

SHIELD HOST FIGHTING STYLE: WARDENS OF THE DARK CELLS

The Shadowkeepers are unrelenting in the pursuit of their quarry, whether it is being, beast or dark artefact. When apprehending their target, they are utterly focused and unstoppable.

Trait 1

While an enemy unit is within Engagement Range of a unit with this trait, subtract 1 from the Attacks characteristic of each model in that enemy unit.

Trait 2

Each time a model in a unit with this trait makes an attack against a **CHARACTER** unit, you can re-roll the wound roll.

Martial Ka'tah: Kaptaris

GRIM RESPONSIBILITY 1CP

Shadowkeepers – Battle Tactic Stratagem

The Shadowkeepers' role requires superhuman resolve and a fortitude of will so unbreakable that it is like unto a monolithic fortress. When set to their task, the Shadowkeepers shrug off the worst that their foes can throw at them, ignoring the sorest wounds through sheer force of determination. For their already outmatched enemies, it is a terrifying spectacle.

Use this Stratagem in any phase, when a **SHADOWKEEPERS** unit from your army (excluding **VEHICLE** units) is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from the Strength characteristic of that attack.

WARLORD TRAIT: LOCKWARDEN

The master of the Shadowkeepers is the Lockwarden, an especially stern master gaoler feared by all his charges. He must be implacable in defence and unrelenting on the attack.

Each time an attack made by this **WARLORD** is allocated to a **CHARACTER** unit, an invulnerable saving throw cannot be made against that attack.

RELIC: STASIS OUBLIETTE

This unassuming, rune-inscribed piece of arcane technology entraps its victim in a shimmering stasis prison for return to Terra.

SHADOWKEEPERS model only. At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer. That unit is not eligible to fight this phase until after all eligible units from your army have done so.



custodian warden jaeharl feldorus ghau has guarded the dark cells for seventeen years. it was ghau's blade that slew the slithering dreamer on tarnus iv, a grim achievement that is reflected in the new names inscribed within his armour.

SHIELD HOSTS

DREAD HOST

Fear is a familiar weapon to the Imperium, used to deter enemies and keep seething populations in line. There is no terror as pure and absolute as that invoked when the Emperor's own fury is unleashed to punish his foes. Such is the Dread Host, a weapon forged to strike at dawning threats and spread fear through absolute annihilation.

SHIELD HOST FIGHTING STYLE: INSTRUMENTS OF THE EMPEROR'S WRATH

The Dread Host are executioners and eliminators – the Emperor's wrath made manifest. Where they tread, the enemy are completely destroyed. No other result is acceptable.

Trait 1

Each time a model in a unit with this trait makes an attack that targets an enemy unit within 9" of it, the Armour Penetration characteristic of that attack is improved by 1.

Trait 2

You can re-roll charge rolls made for units with this trait.

Martial Ka'tah: Dacatarai

GOLDEN LIGHT OF THE MOIRAIDES 2CP

Dread Host – Strategic Ploy Stratagem

The Dread Host go to battle aboard the trio of terrifying pre-heresy warships known as the Moiraides. *These potent vessels teleport their passengers straight into battle, so that the Adeptus Custodes can begin their charge aboard a warship, and complete it surging from an explosion of golden light into the enemy's midst.*

Use this Stratagem in your Movement phase, when a **DREAD HOST** unit from your army is set up on the battlefield using the From Golden Light ability (pg 88). Until the start of your next turn:

- Each time an attack is made against that unit, subtract 1 from that attack's hit roll.
- Each time that unit declares a charge, enemy units that were targeted by that charge cannot fire Overwatch or Set to Defend against that charge.

WARLORD TRAIT: ALL-SEEING ANNIHILATOR

The Dread Host employ a near-prescient intelligence network to foresee their enemies' plans and weaknesses. This warlord employs that amassed knowledge to best direct his comrades' attacks.

In your Command phase, select this **WARLORD** or one friendly **DREAD HOST CORE** unit within 6" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, an unmodified hit roll of 6 scores 1 additional hit.

RELIC: ADMONIMORTIS

This towering castellan axe was wrought to make a bloody example of those who dare to set themselves against the might of Terra.

DREAD HOST model equipped with a castellan axe only. This Relic replaces a castellan axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Admonimortis (shooting)	24"	Rapid Fire 1	5	-1	2
Admonimortis (melee)	Melee	Melee	+3	-3	3



At the battle for the Corvinium mines of Triton, Custodian Guard Kallisarian Tristraen Desh impaled a Genestealer patriarch, ending its perilous cult uprising in a sizzling spray of ichor.

AQUILAN SHIELD

Certain servants of the Emperor bear great responsibilities deemed directly relevant to the safety of Terra. Such esteemed figures are afforded the protection of the Aquilan Shield, until their usefulness is thought to be at its end. These warriors devote every iota of their strength and will to the defence of their assigned charge, be that an Indomitus Crusade Fleetmaster or a lowly Imperial Guardsman turned visionary prophet.

SHIELD HOST FIGHTING STYLE: GILDED GUARDIANS

Knowledge as to the purpose of the Aquilan Shield's warriors is rare to any but themselves, and only they know what terrible events will occur if they fail. Thus, they fight with a tenacity and determination that is all but impossible for the foe to overcome.

Trait 1

CORE units with this trait are eligible to perform Heroic Interventions as if they were **CHARACTERS**.

Trait 2

Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model in a unit with this trait, that attack has an Armour Penetration characteristic of 0 instead.

Martial Ka'tah: Salvus

SHIELD OF HONOUR 1CP

Aquilan Shield – Strategic Ploy Stratagem

It is second nature for the warriors of the Aquilan Shield to place themselves between their charges and potential peril.

Use this Stratagem in your opponent's Shooting phase, when an enemy unit is selected to shoot with. Select one **IMPERIUM INFANTRY CHARACTER** unit from your army. Until the end of the phase, while that unit from your army is within 6" of a friendly **AQUILAN SHIELD CORE** unit, enemy units cannot target that **IMPERIUM INFANTRY CHARACTER** unit with ranged weapons.

WARLORD TRAIT: REVERED COMPANION

Years of interposing himself between his charges and the blades of their foes has left this warlord adept at turning and deflecting attacks.

Each time an attack is allocated to this **WARLORD**, halve the Damage characteristic of that attack (rounding up).

RELIC: PRAESIDIUS

Fashioned by the great Terran armourer Annah Tsvochakin in the latter years of M32, the stunningly worked storm shield named Praesidius is a singular artefact. Not only is its auramite surface finely worked and layered at a molecular level for greater durability, but nestled within its graven bulk are a series of microshield generators. Employing a never again replicated modification of displacer technology, the shield generates small localised displacement bubbles at the point of impact, literally beaming bolts, bullets and the tips of blades harmlessly away from Praesidius' bearer.

AQUILAN SHIELD model equipped with a praesidium shield only. Each time an attack is made against the bearer, subtract 1 from that attack's wound roll.



Tauramacchis Ossian is a custodian warden who nobly defended Arch-Cardinal Mumbres from daemonic assassins, and watched over High Lord Veynd during the Red Razor uprisings.

SHIELD HOSTS

SOLAR WATCH

The Solar Watch move fast and strike hard, launching their Talon Sorties to eliminate those threats in or around the Sol System itself. Their wrath is swift and terrible, delivered with a martial precision that few could match.

SHIELD HOST FIGHTING STYLE: TALON SORTIE

When the Solar Watch attack, they strike for the throat, reacting swiftly and devastatingly to any threats they perceive.

Trait 1

Add 1 to Advance and charge rolls made for units with this trait. If a unit with this trait has the Implacable Vanguard ability, add 7" to the Move characteristic of models in this unit instead of 6".

Trait 2

Units with this trait are eligible to declare a charge in a turn in which they Fell Back.

Martial Ka'tah: Calistus

THE EAGLE'S STRIKE — 1CP

Solar Watch – Strategic Ploy Stratagem

The Solar Watch prioritise the speedy elimination of their foes' command assets, tearing the throat from their army. The enemy are left reeling and confused, their command structure collapsing even as the Solar Watch strike the killing blow.

Use this Stratagem in any phase, when an enemy **WARLORD** is destroyed by a **SOLAR WATCH** unit from your army. Until the end of the battle, each time a Combat Attrition test is taken for an enemy unit, subtract 1 from that Combat Attrition test.

WARLORD TRAIT: SALLY FORTH

This warlord excels in directing fast and deadly offensives designed to close rapidly with the enemy, overwhelming the foe with a devastating concentration of force.

At the start of your Charge phase, select one friendly **SOLAR WATCH INFANTRY** unit within 6" of this **WARLORD**. Until the end of the phase, that unit is eligible to charge in a turn in which it Advanced.

RELIC: SWIFTSILVER TALON

Wrought from lightweight zephyrgeldt alloys, this remarkable spear is also imbued with a ferociously predatory machine spirit.

SOLAR WATCH model equipped with a guardian spear only. The bearer can shoot and charge in a turn in which it Fell Back. This Relic replaces a guardian spear and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Swiftsilver talon (shooting)	24"	Rapid Fire 1	4	-2	2
Swiftsilver talon (melee)	Melee	Melee	+2	-4	2

pydanoris calligus has achieved victory on mass-conveyor barges packed with cultists, and cut the heads from a cabal of xenos flesh-witches on yorlos before they could enact plots against the golden throne.



EMISSARIES IMPERATUS

In the days of the Great Crusade, the Emperor often entrusted crucial messages or artefacts to be borne by his Custodians. It is a duty they still fulfil now, speaking, acting and making war with the absolute authority of the Master of Mankind himself.

SHIELD HOST FIGHTING STYLE: HERALDS OF THE THRONE

Emissaries Imperatus are the first out into the darkness, bringing the light and word of the Emperor wherever they go.

Trait 1

At the start of the Fight phase, if a unit with this trait is within Engagement Range of any enemy units, it can fight first that phase.

Trait 2

Each time a model in a unit with this trait makes an attack, you can ignore any or all modifiers to the hit roll and wound roll.

Martial Ka'tah: Conservai

INTO THE DARKNESS 2CP/3CP

Emissaries Imperatus – Battle Tactic Stratagem

The Emissaries Imperatus hear the word of the Emperor himself. They will fulfil his will no matter the opposition, and brave the darkest regions of the galaxy to complete the tasks given to them.

Use this Stratagem at the start of the first battle round, before the first turn begins. Select one **EMISSARIES IMPERATUS CORE** unit from your army. That unit can make a Normal Move as if it were your Movement phase, but must end that move more than 9" away from any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. If that unit contains 4 or more models, this Stratagem costs 3CP; otherwise, it costs 2CP. You can only use this Stratagem once.

WARLORD TRAIT: VOICE OF THE EMPEROR

Where many amongst the Adeptus Custodes hold themselves remote and aloof from the lesser mortals around them, this warlord's booming oratory and inspirational rhetoric are meant for the ears and hearts of all loyal Imperial servants.

- Add 3" to the range of this **WARLORD**'s aura abilities to a maximum of 12" (this has already been added to the Voice of the Emperor aura ability below).
- This **WARLORD** has the following ability: '**Voice of the Emperor (Aura):** While a friendly **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** unit is within 9" of this model, add 1 to the Leadership characteristic of models in that unit.'

RELIC: HALO OF THE TORCHBEARER

This device brings light to the most impenetrable of darknesses, its magnificent gleam so bright that it can strike down foes.

EMISSARIES IMPERATUS model only.

- The bearer has the following ability: '**Halo of the Torchbearer (Aura):** While a friendly **EMISSARIES IMPERATUS** unit is within 3" of this model, it can ignore any or all modifiers to its Move characteristic, Advance rolls and charge rolls.'
- At the start of the Fight phase, roll one D6 for each enemy unit within 3" of this model. On a 3+, that enemy unit suffers 1 mortal wound, or D3 mortal wounds if that unit's Leadership characteristic is 7 or less.



It was Archimallus Tychor's Emperor-given insights that guided Adeptus Mechanicus explorator crusade fleet, Gamma-Hades, to the archeotech treasures of Heng's world. His squad had only just returned to Terra when the great Rift opened, and Tychor spoke out in favour of the Indomitus crusade.

STRATAGEMS

If your army includes any **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of **<SHIELD HOST>** on that Stratagem (if any) with the name of the shield host that your selected unit is assigned to.

ARCANE GENETIC ALCHEMY — 1CP/2CP

Adeptus Custodes – Battle Tactic Stratagem

The Adeptus Custodes are individually engineered on a molecular level using secrets of genetic alchemy that render them virtual demigods in battle.

Use this Stratagem in any phase, when an **ADEPTUS CUSTODES** unit from your army (excluding **VEHICLE** units) is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the enemy model making the attack may have. If that **ADEPTUS CUSTODES** unit contains 3 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

SWEEPING ADVANCE — 1CP

Adeptus Custodes – Battle Tactic Stratagem

Custodes riding jetbikes smash apart their foes without slowing, racing to new positions as soon as they've broken through.

Use this Stratagem in the Fight phase, when an **ADEPTUS CUSTODES BIKER** unit from your army consolidates. Until the end of the phase, each time a model in that unit makes a consolidation move, it can move an additional 3".

PRAESIDIUM SHIELDWALL — 1CP

Adeptus Custodes – Battle Tactic Stratagem

When units of Custodes form a wall with their praesidium shields, the enemy can do little to break through.

Use this Stratagem in the Fight phase, when a **CUSTODIAN GUARD** unit from your army is selected as the target of a melee attack, and every model in that unit is equipped with a praesidium shield. Until the end of the phase, each time a melee attack is made against that unit, subtract 1 from that attack's hit roll.

DEATH MARK — 1CP

Adeptus Custodes – Battle Tactic Stratagem

When Vigilators mark a target for death, its destruction is assured.

At the start of the first battle round, before the first turn begins, select one enemy unit. Until the end of the battle, each time a model in a **VIGILATORS** unit from your army makes an attack against that enemy unit, you can re-roll the hit roll.

AVENGE THE FALLEN — 1CP

Adeptus Custodes – Battle Tactic Stratagem

The loss of a Custodian is commemorated by the tolling of the Bell of Lost Souls on Terra, and by their comrades' bloody vengeance on the battlefield.

Use this Stratagem in the Fight phase, when an **ADEPTUS CUSTODES** unit from your army is selected to fight. Until the end of the phase:

- If that unit is below Starting Strength but not below Half-strength, add 1 to the Attacks characteristic of models in that unit.
- If that unit is below Half-strength, add 2 to the Attacks characteristic of models in that unit instead.

SLAYERS OF NIGHTMARES — 1CP/2CP

Adeptus Custodes – Battle Tactic Stratagem

In an age plagued by monstrous foes, when primordial horrors from the darkest void circle Humanity's dying light, still the Adeptus Custodes stand strong!

Use this Stratagem in the Fight phase, when an **ADEPTUS CUSTODES** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack against a unit with a higher Toughness characteristic than its own, add 1 to that attack's wound roll. If that **ADEPTUS CUSTODES** unit contains 3 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

TALONS OF THE EMPEROR — 1CP

Adeptus Custodes – Battle Tactic Stratagem

The Talons of the Emperor strike with deadly unity.

Use this Stratagem in any phase, after shooting or fighting with an **ADEPTUS CUSTODES** unit from your army. Select one friendly **ANATHEMA PSYKANA** unit within 6" of it. Until the end of the phase, each time a model in that **ANATHEMA PSYKANA** unit makes an attack, add 1 to that attack's hit roll.

PURGATION SWEEP — 1CP

Adeptus Custodes – Battle Tactic Stratagem

When set upon by the foe, Witchseekers stop at nothing to bring them down with torrents of burning promethium.

Use this Stratagem in your Shooting phase, when a **WITCHSEEKERS** unit from your army is selected to shoot, or in your opponent's Charge phase, when a **WITCHSEEKERS** unit from your army is selected to fire Overwatch. Until the end of the phase, add 1 to the Strength characteristic of witchseeker flamers models in that unit are equipped with.

VIGIL UNENDING 2CP

Adeptus Custodes – Epic Deed Stratagem

Only in death does duty end, and the Custodes are determined that every second of their lives will be spent committed to the Emperor.

Use this Stratagem in the Fight phase, when an **ADEPTUS CUSTODES CHARACTER** model from your army that has not already been selected to fight this phase is destroyed. Do not remove that model from play – it can fight after the attacking model's unit has finished making attacks. After resolving the destroyed **ADEPTUS CUSTODES CHARACTER** model's attacks, it is then removed.

WISDOM OF THE MORITOI 1CP

Adeptus Custodes – Epic Deed Stratagem

Each fallen champion who rests within the sarcophagus of a Dreadnought has seen a thousand battles and slain foes beyond counting. All such noble warriors are immensely inspiring to Custodes around them.

Use this Stratagem in your Command phase. Select one **ADEPTUS CUSTODES DREADNOUGHT** model from your army. Until the start of your next Command phase, that model gains either the Inspirational Warrior or the Aggressive Precision ability, as shown below:

Inspirational Warrior (Aura): While a friendly **<SHIELD HOST> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Aggressive Precision (Aura): While a friendly **<SHIELD HOST> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

RETRIBUTION OF THE MACHINE SPIRIT 1CP

Adeptus Custodes – Epic Deed Stratagem

There are many tales of machine spirits wreaking havoc on the foe, even after their crew are slain and their critical systems are failing.

Use this Stratagem in your Command phase. Select one **ADEPTUS CUSTODES MACHINE SPIRIT** model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

INDOMITABLE ENGINES 1CP

Adeptus Custodes – Epic Deed Stratagem

The belligerency of some Adeptus Custodes machine spirits makes them unyielding foes to face.

Use this Stratagem in any phase, when an **ADEPTUS CUSTODES VEHICLE** or **ANATHEMA PSYKANA VEHICLE** model from your army would lose a wound as the result of a mortal wound. Until the end of the phase, each time that model would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

EARNING OF A NAME 1CP

Adeptus Custodes – Epic Deed Stratagem

When a Custodian carries out a magnificent deed, he might earn a new name for his efforts.

Use this Stratagem when an enemy **CHARACTER** unit is destroyed as a result of a melee attack made by an **ADEPTUS CUSTODES CHARACTER** model (excluding named characters) from your army. Resolve one of the following for that **ADEPTUS CUSTODES CHARACTER** unit:

- Select one trait of a shield host fighting style that unit does not have (pg 54-59). Until the end of the battle, that unit gains that trait (in addition to any other fighting styles it has gained).
- Select one stance of one martial ka'tah (pg 89). Until the end of the battle, that unit always benefits from that stance (even if a martial ka'tah is not active for your army).

You can only use this Stratagem on each **ADEPTUS CUSTODES CHARACTER** unit from your army once. You cannot use this Stratagem in a Crusade battle; you must use the Earning of a Name Requisition instead (pg 76).

OPEN THE VAULTS 1CP

Adeptus Custodes – Requisition Stratagem

In dire need, the warriors of the Adeptus Custodes bear into battle weapons not used since the siege of the Imperial Palace.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** keyword. Select one **ADEPTUS CUSTODES CHARACTER** model from your army and give them one Relic of Terra, or select one **ANATHEMA PSYKANA CHARACTER** model from your army and give them one Relic of the Vigil. In either case, this must be a Relic they could have. Each Relic from your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

THE EMPEROR'S HEROES 1CP

Adeptus Custodes – Requisition Stratagem

Champions of the Talons of the Emperor could lead entire armies.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** keyword. Select one **ADEPTUS CUSTODES CHARACTER** model or one **ANATHEMA PSYKANA CHARACTER** model from your army and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait from your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

VICTOR OF THE BLOOD GAMES 1CP

Adeptus Custodes – Requisition Stratagem

What foe can withstand a warrior who has overcome the defences of Holy Terra itself?

Use this Stratagem before the battle, after a Warlord Trait is determined for an **ADEPTUS CUSTODES CHARACTER** model from your army (excluding named characters). You can generate one additional Warlord Trait for them. Each Warlord Trait from your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

ETERNAL PENITENT 1CP

Adeptus Custodes – Requisition Stratagem

Custodians tainted by dishonour seek penance through voluntary entombment in a Dreadnought's sarcophagus.

Use this Stratagem before the battle, when you are mustering your army. Select one **ADEPTUS CUSTODES DREADNOUGHT** unit from your army.

- Add 1 to that unit's Attacks characteristic.
- You can re-roll charge rolls made for that unit. If you could already re-roll charge rolls made that unit (e.g. if it has the Instruments of the Emperor's Wrath fighting style on page 56) add 1 to charge rolls made for that unit instead.

You can only use this Stratagem once.

FRATERNITY OF HEROES 1CP

Adeptus Custodes – Strategic Ploy Stratagem

Any Custodian would place himself in peril to protect his brothers without a moment's hesitation.

Use this Stratagem in the Heroic Interventions step of your opponent's Charge phase. Select one **ADEPTUS CUSTODES** unit from your army. Until the end of the phase, that unit is eligible to perform a Heroic Intervention as if it were a **CHARACTER** unit. If that unit is already eligible to perform a Heroic Intervention, it is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of an enemy unit, and when performing a Heroic Intervention with that unit, you can move each model in that unit up to 6".

MARTIAL DISCRETION 1CP/2CP

Adeptus Custodes – Strategic Ploy Stratagem

Adeptus Custodes fight in whatever manner necessary to achieve victory.

Use this Stratagem in your Command phase, after selecting a ka'tah stance (pg 89) to be active for your army. Select one **ADEPTUS CUSTODES** unit from your army, then select one ka'tah stance that is not active for your army. Until the start of your next Command phase, that unit benefits from that stance, instead of the active ka'tah stance(s) of your army. If that **ADEPTUS CUSTODES** unit contains 4 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

INDOMITABLE GUARDIANS 1CP

Adeptus Custodes – Strategic Ploy Stratagem

Custodians will not be moved from their objective.

Use this Stratagem in the Fight phase, after an enemy unit has fought. Select one **ADEPTUS CUSTODES** unit from your army that is in range of an objective marker and is eligible to fight: that unit fights next.

UNLEASH THE LIONS 1CP/2CP

Adeptus Custodes – Strategic Ploy Stratagem

Heroic bands of Allarus Custodians engage armies in fierce battle.

Use this Stratagem in your Command phase. Select one **ALLARUS CUSTODIANS** unit from your army that contains 2 or more models. Until the end of the battle, each model in that unit becomes its own unit. In Crusade battles, treat that unit as if it has the Combat Squads ability (see the Warhammer 40,000 Core Book), even if it could be more than 2 squads. If that **ALLARUS CUSTODIANS** unit contains 3 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

SHOULDER THE MANTLE 1CP

Adeptus Custodes – Strategic Ploy Stratagem

A comrade always stands ready to take a fallen leader's place.

Use this Stratagem when your **WARLORD** is destroyed. Select another **ADEPTUS CUSTODES CHARACTER** model from your army. Until the end of the battle, if that model does not have a Warlord Trait, it gains the Warlord Trait of that destroyed **WARLORD**. Then, until the end of the battle, that **ADEPTUS CUSTODES CHARACTER** model now counts as your **WARLORD** for all rules purposes. If any mission objective, secondary objective or Agenda rules are triggered when your **WARLORD** is destroyed, those rules are not triggered until after the new **WARLORD** is destroyed.

MANOEUVRE AND FIRE 1CP

Adeptus Custodes – Strategic Ploy Stratagem

The Custodes never take the pressure off their foes, maintaining punishing fire even as they manoeuvre to new positions.

Use this Stratagem in your Movement phase, when an **ADEPTUS CUSTODES** unit from your army that can **FLY** Falls Back. Until the end of the turn, that unit is eligible to shoot even though it Fell Back.

DESPERATION'S PRICE 1CP

Adeptus Custodes – Strategic Ploy Stratagem

To overcome the Null-Maidens' aura, enemy psykers overstretch themselves with horrible consequences.

Use this Stratagem in your opponent's Psychic phase, when an enemy **PSYKER** unit within 18" of an **ANATHEMA PSYKANA INFANTRY** unit from your army suffers Perils of the Warp. That **PSYKER** unit suffers an additional D3 mortal wounds.

THE EMPEROR'S AUSPICE — 1CP/2CP

Adeptus Custodes – Strategic Ploy Stratagem

When the eye of the Emperor is upon his champions, no foul trickery of the foe can prevail.

Use this Stratagem in any phase, when an **ADEPTUS CUSTODES** unit from your army is chosen as the target of an attack. Until the end of the phase, each time an attack is made against that unit, your opponent cannot re-roll the hit roll, wound roll or damage roll for that attack. If that **ADEPTUS CUSTODES** unit contains 4 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

FROM GOLDEN LIGHT THEY COME — 1CP

Adeptus Custodes – Strategic Ploy Stratagem

Through use of ancient Godstrike-pattern teleportariums, the Custodians can deploy straight into the heart of battle.

Use this Stratagem before the battle, during the Declare Reserves and Transports step (if you are playing a mission without this step, use this Stratagem during deployment instead). Select one **ADEPTUS CUSTODES INFANTRY**, **ADEPTUS CUSTODES BIKER** or **ADEPTUS CUSTODES DREADNOUGHT** unit from your army. That unit gains the From Golden Light ability (pg 88).

EMPYRIC SEVERANCE — 1CP

Adeptus Custodes – Strategic Ploy Stratagem

The mere presence of Null-Maidens quashes psychic manifestations.

Use this Stratagem in your opponent's Psychic phase, after a Psychic test is passed for an enemy **PSYKER** unit and after any Deny the Witch attempt is made (if any). If that enemy **PSYKER** unit is within 18" of any **ANATHEMA PSYKANA INFANTRY** units from your army, roll one D6: on a 4+, that psychic power is denied.

CREEPING DREAD — 1CP

Adeptus Custodes – Strategic Ploy Stratagem

Foes shrink from the Null-Maidens' unsettling presence.

Use this Stratagem at the start of any phase. Select one **ANATHEMA PSYKANA INFANTRY** unit from your army. Until the end of the phase, this unit gains the following ability: '**Creeping Dread (Aura):** While an enemy unit is within 6" of this unit, each time a model in that enemy unit makes an attack, subtract 1 from that attack's hit roll.'

RAPID REACTIONS — 1CP

Adeptus Custodes – Strategic Ploy Stratagem

As Custodes push back the enemy in melee, they gun them down with their guardian spears.

Use this Stratagem in your opponent's Movement phase, when an enemy unit that was within Engagement Range of an **ADEPTUS CUSTODES INFANTRY** unit from your army when it was selected to move finishes a Fall Back move. That **ADEPTUS CUSTODES INFANTRY** unit can shoot as if it were your Shooting phase, but it can only target that enemy unit.

COVERED ADVANCE — 1CP

Adeptus Custodes – Wargear Stratagem

Deploying their smoke launchers, transports screen themselves from the enemy.

Use this Stratagem in your opponent's Shooting phase, when an **ADEPTUS CUSTODES SMOKESCREEN** or **ANATHEMA PSYKANA SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

TANGLEFOOT GRENADE — 1CP

Adeptus Custodes – Wargear Stratagem

These rare grenades cause localised distortions in gravity, space and time that send the enemy stumbling in disarray.

Use this Stratagem at the start of your opponent's Movement or Charge phase. Select one enemy unit (excluding units that can **FLY**) within 12" of and visible to an **ADEPTUS CUSTODES INFANTRY** unit from your army and roll one D6. If it is your opponent's Movement phase, subtract an equivalent number of inches from that enemy unit's Move characteristic for this phase (to a minimum of 0"). If it is your opponent's Charge phase, subtract the result from charge rolls made for that unit this phase (to a minimum of 0). You can only use this Stratagem once per turn.

TELEPORT HOMER — 1CP

Adeptus Custodes – Wargear Stratagem

This equipment produces a signal that can lock on to armour and ensure warriors teleport exactly where needed.

Use this Stratagem in your Movement phase, when an **ADEPTUS CUSTODES TELEPORT HOMER** unit from your army is selected to move. Remove that unit from the battlefield. In the Reinforcements step of that Movement phase, set that unit back up on the battlefield within 3" of a friendly **VEXILUS PRAETOR** or **ALEYA** model (that model must not have been set up as Reinforcements this turn) and more than 9" away from any enemy models. If the battle ends and that **ADEPTUS CUSTODES TELEPORT HOMER** unit is not on the battlefield, it is destroyed.

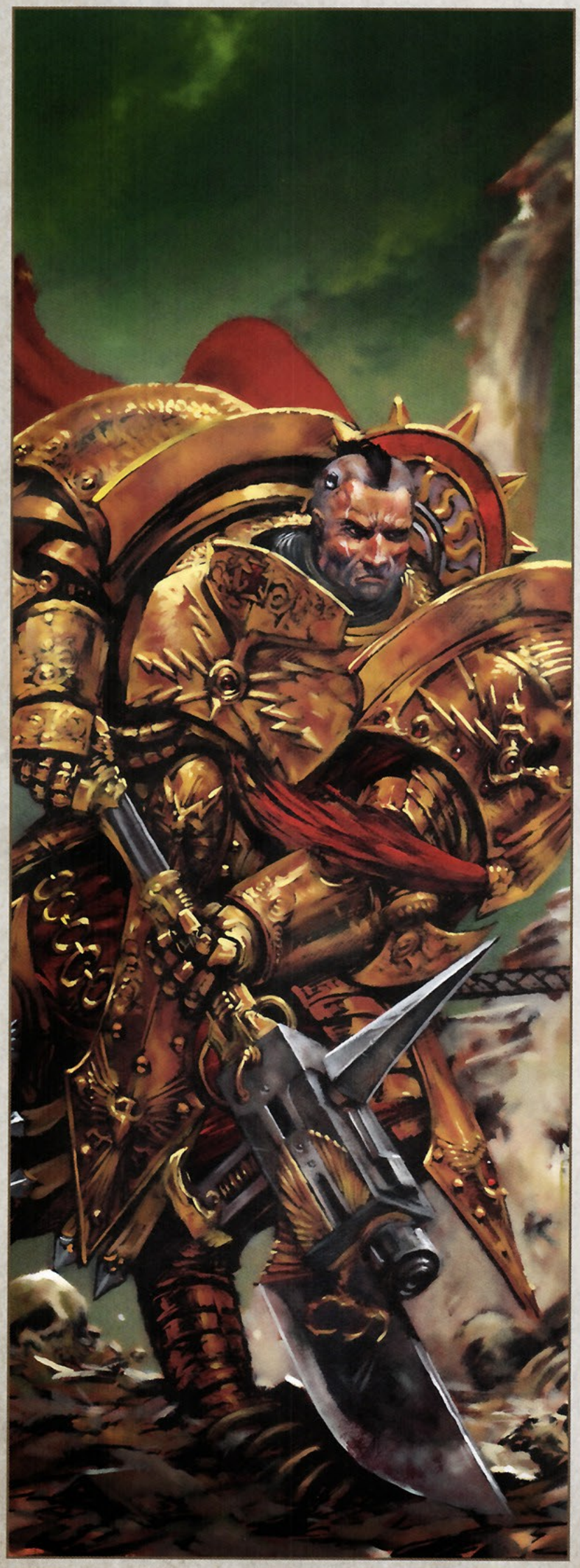
PSYK-OUT GRENADE — 1CP

Adeptus Custodes – Wargear Stratagem

Psyk-out grenades are produced using an extremely rare substance thought to be a by-product of the esoteric processes that sustain the Astronomican. Upon detonation, each grenade scatters a dense cloud of psi-refractive particles across the target area.

Use this Stratagem in your Shooting phase, when an **ANATHEMA PSYKANA INFANTRY** unit from your army is selected to shoot. If that unit is not within Engagement Range of any enemy units, roll one D6: on a 2+, the closest enemy **PSYKER** unit that is within 6" of and visible to your unit suffers Perils of the Warp.

CAPTAIN-COMMANDER



If your army is Battle-forged and includes any **ADEPTUS CUSTODES** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade a **SHIELD-CAPTAIN** model (excluding named characters) from your army to a Captain-Commander. If you are playing a Combat Patrol or Incursion battle, you can upgrade one such model. If you are playing a Strike Force or Onslaught battle, you can upgrade two such models.

Each time you upgrade a **SHIELD-CAPTAIN** model to a Captain-Commander, select one of the appropriate Captain-Commander abilities below for that model to gain. Its Power Rating is increased by 1. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown in the table below. Make a note on your army roster each time you upgrade a **SHIELD-CAPTAIN** model using these rules, including specifying the ability it has gained. Each **SHIELD-CAPTAIN** model from your army (or Crusade force) can only be upgraded once, and you cannot select a Captain-Commander ability for a **SHIELD-CAPTAIN** model if another **SHIELD-CAPTAIN** model from your army (or Crusade force) already has that Captain-Commander ability.

A Crusade force cannot start with any upgraded **SHIELD-CAPTAIN** models – to include one in a Crusade force, you must use the Captain-Commander Requisition (pg 76).

CAPTAIN-COMMANDER	
ABILITY	**POINTS**
Master of the Stances	+25
Swift as the Eagle	+15
Inspirational Exemplar	+15
Bane of Abominations	+15
Unstoppable Destroyer	+10
Defiant to the Last	+20
Fierce Conqueror	+15
Ceaseless Hunter	+20
Tip of the Spear	+15

'The duty of the Emperor's defence does not end at the walls of the Imperial Palace. Our war is like an endless game of regicide, played over countless boards against infinite foes at once. In such a contest one must be constantly pre-emptive, always cunning and ever ready to seize any advantage that presents itself. Our gaze must rove far afield, and our every move must be perfectly executed. To do any less is to court final defeat.'

- Captain-General Trajann Valoris

GUARDIAN SHIELD-CAPTAIN MODEL ONLY

MASTER OF THE STANCES
This Captain-Commander takes weapon mastery to the highest level. He has become the wargear he wields, and they have become him. All Custodes who follow him seek to learn from his skills and follow his lead.

In your Command phase, select one **ADEPTUS CUSTODES CORE** or **ADEPTUS CUSTODES CHARACTER** unit within 6" of this model. Until the start of your next Command phase, that unit benefits from both stances of your current ka'tah. This model can only use this ability if every unit from your army has the **ADEPTUS CUSTODES** keyword (excluding **ANATHEMA PSYKANA**, **AGENT OF THE IMPERIUM** and **UNALIGNED** units).

SWIFT AS THE EAGLE
Although every Custodian is devastatingly fast on the battlefield, with preternatural reactions to match, some – like this Captain-Commander – are outstanding even among their peers.

This model is eligible to declare a charge with in a turn in which it Advanced.

INSPIRATIONAL EXEMPLAR
This Captain-Commander is admired by all in the Custodes who know him. His judgement is sound, his tactical acumen impeccable.

Add 3" to the range of this model's Inspirational Fighter ability (to a maximum of 12").

ALLARUS SHIELD-CAPTAIN MODEL ONLY

UNSTOPPABLE DESTROYER
The Captain-Commander is implacable on the field, the Emperor's will made manifest. No foe can hope to stop this warrior achieving his goals.

- Each time this model makes a pile-in or consolidation move, it can move an additional 1".
- Each time this model makes a pile-in or Heroic Intervention move, it can move in any direction, and can do so even if it is already touching an enemy model, so long as it finishes the move within Engagement Range of an enemy unit.

BANE OF ABOMINATIONS
This Captain-Commander has earned many names destroying vicious monsters, mighty champions and powerful war machines.

Each time this model makes a melee attack against a **MONSTER**, **VEHICLE** or **CHARACTER** unit, add 1 to the wound roll.

DEFIANT TO THE LAST
The harder the battle, the more resolute this Captain-Commander becomes.

- If this model has less than its starting number of wounds but more than half, add 1 to its Attacks characteristic.
- If this model has half or less than half of its starting number of wounds, add 2 to its Attacks characteristic.

VERTUS SHIELD-CAPTAIN MODEL ONLY

FIERCE CONQUEROR
This Captain-Commander has trained extensively to face multiple foes at once, knowing that the Custodes will always be outnumbered.

Each time this model is selected to fight, after it piles in, if it is within 2" of six or more enemy models, then until that fight is resolved, add 2 to the Attacks characteristic of this model.

CEASELESS HUNTER
This Captain-Commander never relents in the pursuit of his quarry – any apparent withdrawal he makes merely brings death to his foe sooner.

This model is eligible to declare a charge with in a turn in which it Fell Back.

TIP OF THE SPEAR
This Captain-Commander leads from the front, determined to be the first onto any battlefield and to claim the maiden kill. He storms into the fray at incredible speed, smashing through his foes.

Each time this model makes an attack, if it made a charge move or performed a Heroic Intervention this turn, you can re-roll hit rolls and wound rolls of 1.

WARLORD TRAITS

If an **ADEPTUS CUSTODES CHARACTER** model is your **WARLORD**, you can use the Adeptus Custodes Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

When you have determined a Warlord Trait for an **ADEPTUS CUSTODES CHARACTER** model, replace all instances of the **<SHIELD HOST>** keyword in their Warlord Trait (if any) with the name of the shield host that your model is assigned to.

If an **ANATHEMA PSYKANA CHARACTER** model is your **WARLORD**, you can use the Anathema Psykana Warlord Traits table opposite to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one.

ADEPTUS CUSTODES WARLORD TRAITS

1. MASTER OF MARTIAL STRATEGY

This warlord is immeasurably accomplished in the arts of war and in the Adeptus Custodes' fighting formations.

- While this **WARLORD** is on the battlefield, each time you spend a Command point to use a Stratagem, you can roll one D6: on a 5+, that Command point is refunded.
- Once per battle, in your Command phase, if units from your army are using the Martial Ka'tah ability (pg 89), before selecting a ka'tah stance for your army, you can change the order of your martial ka'tahs, i.e. primary, secondary or tertiary. Note that this does not allow you to select ka'tah stances more than once.

2. CHAMPION OF THE IMPERIUM

This warlord is amongst the finest champions in the entire Imperium, and their presence inspires all nearby to acts of heroism.

- This **WARLORD** is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit.
- Each time this **WARLORD** makes a Heroic Intervention move, it can move up to 6" instead of 3". All other rules for Heroic Interventions still apply.
- Each time this **WARLORD** makes an attack, you can re-roll the hit roll.

3. SUPERIOR CREATION

The cellular alchemy that went into the creation of this heroic warrior has rendered him breathtakingly resilient.

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

4. IMPREGNABLE MIND

No blandishment or invasion by the enemy can overcome the fortress of this warlord's mind, and his strength of will can crush that of lesser beings.

- In your opponent's Psychic phase, this **WARLORD** can attempt to Deny the Witch once as if it were a **PSYKER** model. Each time a Deny the Witch test is taken for this **WARLORD**, add 1 to the result.
- This **WARLORD** counts as two additional models when determining control of an objective marker. This is cumulative with any other rules that make it count as additional models.

5. RADIANT MANTLE

The holy light of the Emperor himself glows around this magnificent warrior in a sublime halo. Enemies are blinded by its glory, forced to recoil in pain and terror.

Each time an attack is made against this **WARLORD**, subtract 1 from that attack's hit roll.

6. PEERLESS WARRIOR

With every strike, this warlord proves himself the master of one-to-one combat against even the most terrifying foes.

- Each time this **WARLORD** makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
- Each time an attack made by this **WARLORD** is allocated to an enemy model, the saving throw cannot be re-rolled.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below. Note that if **TRAJANN VALORIS** *gains a Warlord Trait, he must have the Champion of the Imperium Warlord Trait. If he gains a second Warlord Trait (as described on his datasheet), he also has the Master of Martial Strategy Warlord Trait.*

Named Character	Warlord Trait
Aleya	Oblivion Knight
Trajann Valoris	Champion of the Imperium Master of Martial Strategy
Valerian	Peerless Warrior

ANATHEMA PSYKANA WARLORD TRAITS

1. OBLIVION KNIGHT

Oblivion Knights are among the most powerful and experienced of the Sisters of Silence. Many have fought against and defeated numerous alpha-level psykers.

- This **WARLORD** has the following ability: '**Oblivion Knight (Aura):** Add 1 to Advance and charge rolls made for **ANATHEMA PSYKANA INFANTRY** units while they are within 6" of this model.'
- Each time this **WARLORD** makes an attack, re-roll a wound roll of 1.

2. SILENT JUDGE (AURA)

This warlord has condemned countless numbers to death in her mission to root out the psyker and punish those concealing them. In battle she is cold, calculated and remorseless.

While an enemy unit is within 3" of this **WARLORD**:

- Each time a Combat Attrition test is taken for that enemy unit, subtract 1 from that Combat Attrition test.
- That enemy unit loses the Objective Secured ability (see the Warhammer 40,000 Core Book).

3. MISTRESS OF PERSECUTION (AURA)

This warlord is a supreme huntress who has captured and purged countless psykers in the bowels of hive worlds, the hidden dens of criminal warlords and on planets in the throes of heretical rebellion.

While a friendly **ANATHEMA PSYKANA INFANTRY** unit is within 6" of this **WARLORD**:

- Each time a model in that **ANATHEMA PSYKANA INFANTRY** unit makes an attack, the target does not receive the benefits of Heavy or Light Cover against that attack.
- Add 3" to the Range characteristic of ranged weapons models in that **ANATHEMA PSYKANA INFANTRY** unit are equipped with.

VALERIAN & ALEYA

Shield-Captain Valerian and Knight-Centura Tanau Aleya first fought together in the events that followed the opening of the Great Rift, and seem fated to fight side by side in many events to come. The first was at the Battle of the Lion's Gate, where legions of Khornate daemons assaulted the Imperial Palace itself. As a part of the same campaign, they journeyed to the world of Vorlese, which was under assault by Black Legion Heretic Astartes. Thanks to Valerian and Aleya's efforts, the traitors were prevented from dropping a stolen shard from a Cadian pylon onto the planet. Such an act would have shut down warp travel in the area and isolated Terra. For his heroics, Valerian was named Hero of the Lion's Gate and awarded a wreath by Roboute Guilliman himself. Aleya was similarly honoured, gifted a relic weapon called Somnus by the returned Primarch. She declined to know who once wielded it, believing she could never live up to the name of whoever it was. Fate brought these two heroes together again on Terra when fighting against the Splintered, a group of traitorous cults embedded in Imperial politics. Shield-Captain Valerian led his chamber of Custodes, known as the Argent, and encountered Aleya with her cadre, the Revenant Blades. During this time, Valerian gave his misericordia to Aleya, and she vowed that she would keep it until she had made a worthy kill.



RELICS

If your army is led by an **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA WARLORD**, you can, when mustering your army, give one of the following Relics of Terra to an **ADEPTUS CUSTODES CHARACTER** model from your army, or one of the following Relics of the Vigil to an **ANATHEMA PSYKANA CHARACTER** model from your army. Named characters and **VEHICLE** models cannot be given any of the following Relics.

When a model from your army is given a Relic of Terra, replace all instances of the **<SHIELD HOST>** keyword in that Relic's rules (if any) with the name of the shield host that your model is assigned to.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Terra and Relics of the Vigil your models have on your army roster

RELICS OF TERRA

EAGLE'S EYE

This magnificent helm incorporates sensorium-gheists, trapped within micro-reliquaries and compelled to shriek their technomantic warnings to the wearer whenever danger threatens.

INFANTRY model only.

- Add 1 to the Wounds characteristic of the bearer.
- Once per battle, before making a saving throw for the bearer, the bearer can activate this helm's sensorium-gheists. If it does so, then until the end of the phase, the bearer has a 3+ invulnerable save.

AURIC AQUILAS

Incorporating forbidden secrets of ancient archeotech from the Dark Age of Technology, Auric Aquilas is a truly magnificent gravitic jetbike. Swift as thought, it bears its rider swiftly into battle.

BIKER model only.

- You can re-roll charge rolls made for the bearer. If you could already re-roll charge rolls made the bearer (e.g. the bearer has the Instruments of the Emperor's Wrath fighting style on page 56), add 1 to charge rolls made for the bearer instead.
- In your Movement phase, when the bearer is selected to move, it can boost. If it does so, until the end of the phase, double its Move characteristic, and it is not eligible to shoot or declare a charge with this turn.

GATEKEEPER

This potent weapon thrums with barely contained power. Its machine spirits are capable of near-prescient predictive targeting, allowing the wielder to mow down the enemy before they can come within blade's reach.

Model equipped with a guardian spear only. This Relic replaces a guardian spear and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Gatekeeper (shooting)	24"	Rapid Fire 2	5	-2	2
Gatekeeper (melee)	Melee	Melee	+2	-3	2

Abilities: Each time a ranged attack is made with this weapon, that attack automatically hits the target.

VEILED BLADE

An ancient weapon that burns with a bitterly cold and dark energy, the Veiled blade is bestowed upon a Custodian who has vowed to recover that which should remain hidden from Humanity, and return it to the Dark Cells.

Model equipped with a sentinel blade only. This Relic replaces a sentinel blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Veiled blade (shooting)	12"	Pistol 2	4	-1	2
Veiled blade (melee)	Melee	Melee	+1	-4	2

Abilities: Each time the bearer fights, it makes 2 additional attacks with this weapon.

OBLITERATUM

This dread vambrace weapon incorporates several forbidden technologies whose possession would be death to any beyond the Adeptus Custodes. It fires concentrated antimatter, compressed within splinterglass canisters that shatter upon impact. Victims are annihilated on a molecular level – vanishing in terrifying eruptions – by the night-black blasts caused by this weapon's fire.

Model equipped with a balistus grenade launcher only. This Relic replaces a balistus grenade launcher and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Obliteratum	18"	Assault 1	10	-4	D3+3

FULMINARIS AGGRESSOR

This vexilla was fashioned after the fall of Goge Vandire to honour the wrath of the Emperor in punishing traitors and tyrants. Its microthundercoil generatorum crackles with barely restrained power that arcs out to annihilate nearby foes.

VEXILUS PRAETOR model only. The bearer gains the following ability: '**Fulminaris Aggressor (Aura):** While a friendly **<SHIELD HOST> CORE** or **<SHIELD HOST> CHARACTER** unit is within 6" of this model, each time a model in that unit makes an attack, the target does not receive the benefits of Heavy or Light Cover against that attack.'

PRAETORIAN PLATE

This suit of Allarus Terminator armour – itself a handcrafted relic of great antiquity – has been adapted to incorporate a still more ancient empyric beacon and archeotech teleport-shunter that allows its wearer to leap directly through the warp, to the aid of those he is sworn to defend.

TERMINATOR model only.

- Add 1 to the bearer's Toughness characteristic.
- Once per battle, in the Heroic Interventions step of your opponent's Charge phase, if the bearer is not within Engagement Range of any enemy units, it can perform a teleport-shunt. Remove the bearer from the battlefield and set it up within 3" of a friendly unit (excluding **VEHICLE** units) and within Engagement Range of an enemy unit. If that is not possible, it cannot perform the teleport-shunt. The bearer cannot perform a Heroic Intervention in the same turn in which it performs a teleport-shunt.

CASTELLAN'S MARK

This finely worked pouldron is awarded to whichever living Custodian currently holds the greatest tally of victories in the Blood Games. It is rare, of course, that even the resourceful warriors of the Adeptus Custodes succeed in these endeavours, and so to honour one who has done so more times than any other is only right. He who bears the Castellan's Mark is guaranteed to be a superlative strategic genius – an expert in spotting and exploiting weaknesses with merciless efficiency.

At the start of the first battle round, you can select up to two friendly **<SHIELD HOST>** units. Remove those units from the battlefield, then set them up anywhere on the battlefield that is wholly within your deployment zone. If the mission uses the Strategic Reserves rules (see the Warhammer 40,000 Core Book), any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first

WRATH ANGELIS

This ancient and expertly crafted vexilla was created for the battle against the Orks upon the world of Ullanor. During that conflict, pinpoint fire support was key to victory. Thus, this vexilla incorporates a multi-spectral targeting shrine that links to warships in orbit and guides in trans-atmospheric strikes with remarkable accuracy.

VEXILUS PRAETOR model only. Once per battle, in your Command phase, if the bearer is on the battlefield, select one point on the battlefield and place a marker on that point. At the start of your next Command phase, roll one D6 for each unit within 6" of the centre of that marker, adding 1 if the unit being rolled for is within 3" of the centre of the marker and subtracting 1 if the unit being rolled for is a **CHARACTER**. On a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers D6 mortal wounds. The marker is then removed.



RELICS OF THE VIGIL

RAPTOR BLADE

The Raptor Guard were once a proud order of the Silent Sisterhood. Though the formation no longer exists as it once did ten thousand years ago, some wargear of its members lives on still. The Raptor blade is one such relic, and is as razor sharp as it was on the day of its forging.

Model equipped with an executioner greatblade only. This Relic replaces an executioner greatblade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Raptor blade	Melee	Melee	+3	-4	2

EXCRUCIATUS FLAMER

The Sisters of Silence are in possession of all manner of rare wargear issued to them for their unique modus operandi. This includes fuels for flamers that burn hotter and longer – for some foes standard promethium is not enough to stop them.

Model equipped with a witchseeker flamer only. This Relic replaces a witchseeker flamer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Excruciatus flamer	12"	Assault 6	6	-3	1

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target.

ENHANCED VOIDSHEEN CLOAK

Now rare, enhanced voidsheen cloaks were worn by commanders of the Sisters of Silence during the Great Crusade and Horus Heresy. They are made from micro-vitrious mesh designed to diffract and absorb attacks, and include inbuilt refractor fields.

- The bearer has a 4+ invulnerable save.
- Each time an attack is made against the bearer, subtract 1 from that attack's hit roll and wound roll.

'We were banished once. We let their scorn win. We let their fear win. No more. They need us more than they will ever know. We can never let them reject us again. Should they attempt to be rid of us once more, I shall not let them. This I vow.'

- Knight-Centura Tanau Aleya



CHAPTER APPROVED RULES

If every model from your army (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** models) has the **ADEPTUS CUSTODES** and/or **ANATHEMA PSYKANA** keyword, and your **WARLORD** has the **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Adeptus Custodes and Anathema Psykana secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

MIGHT OF TERRA

Progressive Objective

The power of Terra is displayed when His most loyal warriors emerge from an enemy's attack unscathed, and cut down their foes in response.

Score 4 victory points at the end of the battle round if one or more enemy units were destroyed this battle round and no **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** units from your army were destroyed this battle round.

BATTLEFIELD SUPREMACY

STAND VIGIL

Progressive Objective

The Adeptus Custodes are vigilance incarnate – unwavering sentinels that stand guard over the Master of Mankind and His realm.

Score 3 victory points at the end of the battle round if you control more objective markers that are not within either player's deployment zone than your opponent does.

PURGE THE ENEMY

AURIC MORTALIS

End Game Objective

When the very worst of the galaxy's abominations take to the battlefield, the Adeptus Custodes step forward to send them back into the abyss.

If you select this objective, then before the battle, you must select one unit from your opponent's army that has the **PRIMARCH** or **SUPREME COMMANDER** keyword to be marked for death. If no such unit exists, select one unit from your opponent's army with the highest points value to be marked for death. **AIRCRAFT** units are ignored when selecting a unit to be marked for death.

At the end of the battle, calculate how many victory points (to a minimum of 0) you score for this objective as follows:

- 5 victory points if the unit you selected to be marked for death was destroyed.
- 5 victory points if the unit you selected to be marked for death was destroyed as a result of a melee attack made by an **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** unit from your army.
- 5 victory points if both of the above are true and the unit you selected to be marked for death was destroyed more than 6" away from your deployment zone.
- -2 victory points for each unit from your army that the unit you selected to be marked for death destroyed.





CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the Adeptus Custodes and Sisters of Silence, such as Agendas, Battle Traits and Crusade Relics that are bespoke to ADEPTUS CUSTODES and ANATHEMA PSYKANA units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS

ADEPTUS CUSTODES and **ANATHEMA PSYKANA** units attempt to achieve unique Agendas in Crusade battles, which can be found on the page opposite. These Agendas represent the unique goals of Adeptus Custodes and Sisters of Silence armies on the battlefield, and help to reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Adeptus Custodes and Sisters of Silence armies have access to a number of additional Requisitions, suited to how they operate and their methods for waging war. You can find these on page 76.

BATTLE TRAITS

ADEPTUS CUSTODES and **ANATHEMA PSYKANA** units can be given one of the Battle Traits presented on page 77 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed to these units.

MAGISTERIUM LEX ULTIMA

The rules presented on pages 78-81 are unique to Crusade forces that contain the relevant **ADEPTUS CUSTODES** units. They represent the absolute authority that such a Crusade force has to pursue its own endeavours and implement the Emperor's will. Therein you will find unique endeavours, imperatives, Endeavour Rewards and Dishonours, all of which allow your Crusade force to pursue unique goals and be rewarded for completing them, or shamed for abandoning them.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, **ADEPTUS CUSTODES** and **ANATHEMA PSYKANA CHARACTER** units can be honoured with one of the prized Crusade Relics on page 82; these Relics are unique to their respective order, and are only bestowed upon those worthy of wielding them.

ARTEFACTS OF THE VAULTS

In times of dire need, the Adeptus Custodes will deploy ancient and exceedingly rare artefacts, found on page 83, to turn the tide of a key battle. Such artefacts are so prized that they are only wielded by an **ADEPTUS CUSTODES CHARACTER** model on a temporary basis, and are returned to the vaults once the current objective has been completed.

BATTLE SCARS

If an **ADEPTUS CUSTODES** unit gains a Battle Scar, you can select one from those presented on page 84. These Battle Scars represent the unique challenges and afflictions of the Adeptus Custodes, and help to add further character to your Crusade force.

NAME GENERATORS

On page 85 you will find name generators to personalise your **ADEPTUS CUSTODES** and **ANATHEMA PSYKANA** models when they are added to your Crusade force or, in the case of the Custodes, when they complete feats worthy of a new name.

SHOWCASE CRUSADE ARMY

On pages 86-87 you will find Elliot Hamer's Dread Host Adeptus Custodes Crusade army, with a description of the force and details of its exploits on the battlefield.

'We are outnumbered on every field. We are ever surrounded, as is Terra and the Palace. Against all threats foul and heretical we stand unmoved, indefatigable. We are phased not by adversity. No matter the foe, no matter their number, we will prevail.'

- Custodian Artemisius Oureous



AGENDAS

If your Crusade army includes any **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** units, you can select one Agenda from the Adeptus Custodes Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

PURSUIT OF EXCELLENCE

Adeptus Custodes Agenda

The Custodes are never satisfied with their skills, always seeking to improve them in service to the Emperor.

At the end of the battle, the **ADEPTUS CUSTODES** unit from your army with the lowest number of experience points (if two or more are tied, select one of them) gains 1 experience point for each of the following:

- That unit has not been destroyed.
- You control an objective marker that is outside of your deployment zone and that unit is in range of it.
- That unit's combat tally of enemy units destroyed during the battle is one or more.
- That unit has the highest combat tally from your army of enemy units destroyed during the battle (or is tied for the highest).

BOUND FOR THE DARK CELLS

Adeptus Custodes Agenda

Artefacts that pose a threat to the Emperor must be captured and sent to the Dark Cells.

After choosing deployment zones, your opponent selects one objective marker on the battlefield that you must secure for the Dark Cells.

If you selected this Agenda, **INFANTRY** units from your army can attempt the following action:

Runic Lock (Action): One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is in range of, and you control, the objective marker that you must secure for the Dark Cells. This action is completed at the start of your next Command phase or at the end of the battle (whichever comes sooner). If this action is successfully completed, that objective marker has been locked. It is no longer locked if your opponent controls that objective marker at the end of their turn or at the end of the battle (whichever comes sooner).

Your units gain experience points as follows:

- At the end of the battle, if you control the objective marker that you must secure for the Dark Cells, you can select one **ADEPTUS CUSTODES** unit from your army that can control objective markers and is in range of that objective marker to gain 2 experience points.
- If the objective marker that you must secure for the Dark Cells is locked, you can select one **ADEPTUS CUSTODES** unit from your army that completed the Runic Lock action to gain 2 experience points.
- If you gain experience points from both of the above, your **WARLORD** gains 2 experience points.

THE GREAT TITHE

Adeptus Custodes Agenda

Psykers must be captured, whether to protect the Imperium from dangers or to fuel the Astronomican.

Keep a Great Tithe tally for each **ANATHEMA PSYKANA INFANTRY** unit from your army. Each time an enemy **PSYKER** unit is destroyed, place a Great Tithe marker as close as possible to where the last model in that enemy unit was removed from the battlefield. Add 1 to a unit's Great Tithe tally each time it successfully completes the following action:

Capture for the Black Ships (Action): One or more **ANATHEMA PSYKANA INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 3" of the centre of a different one of your Great Tithe markers. The action is completed at the end of your turn. If this action is completed, remove that Great Tithe marker.

Each unit gains 3 experience points for every mark on its Great Tithe tally (to a maximum of 6 experience points). In addition, if any units from your army earn experience points from this Agenda, you gain 1 Requisition point.

SHED THE BLACK

Adeptus Custodes Agenda

Custodes who wear the black of failure will always attempt to atone for their actions in battle.

At the end of the battle, select one **ADEPTUS CUSTODES** unit from your army that has a Battle Scar (pg 84). That unit gains 1 experience point for each of the following:

- If that unit's combat tally of enemy units destroyed during the battle is one or more.
- If that unit's combat tally of enemy units destroyed during the battle is three or more.
- If that unit has the highest combat tally from your army of enemy units destroyed during the battle (or is tied for the highest).

If that unit earns 2 or more experience points from this Agenda, remove one of its Battle Scars.

JUDGEMENT DELIVERED

Adeptus Custodes Agenda

A devastating victory is a great deterrent to potential foes.

At the end of the battle, if there are no models from the enemy army remaining on the battlefield, each **ADEPTUS CUSTODES** and **ANATHEMA PSYKANA** unit from your army that is on the battlefield gains 3 experience points.

we answer only to the Emperor. our goals are his goals. everything we do is to protect him and thus mankind. on that basis, no mission is outside our remit, and no being in this galaxy is beyond our scrutiny.

Three score and seven names have I earned. Four times have I been made captain-commander of a host. I have wielded blades from the vaults with years twice my own. Invaluable are these privileges. The burden to bear them is heavy, but one I gladly carry.

REQUISITIONS

If your Crusade force includes any **ADEPTUS CUSTODES** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

CAPTAIN-COMMANDER 1RP

Though an honorific more than an official rank, those named Captain-Commander richly deserve the accolade for their martial and strategic mastery.

Purchase this Requisition when a **SHIELD-CAPTAIN** unit from your Crusade force gains the Heroic or Legendary rank. That unit is upgraded to a Captain-Commander (pg 64); increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit

ARTEFACT OF THE VAULTS 1RP

In the most dire of circumstances, the Custodes will draw artefacts and relics from the vaults in order to defeat the most dangerous foes.

Purchase this Requisition before a battle. Select one **ADEPTUS CUSTODES CHARACTER** model from your army (excluding named characters), then select one of the following for that model:

- Select one Artefact of the Vaults (pg 83). That model gains that Artefact of the Vaults until your Crusade force completes its active imperative or abandons its endeavour (pg 78). Your Crusade force can only have one Artefact of the Vaults at once. You can only select this option if your Crusade force is claiming Magisterium Lex Ultima.
- Remove one Relic that model has and use the Relic Requisition without spending any Requisition points.

EARNING OF A NAME 1RP

Should a Custodian carry out a great and noble deed, he earns a new name.

Purchase this Requisition after a battle in which an enemy **CHARACTER** unit was destroyed by an **ADEPTUS CUSTODES CHARACTER** unit from your army of Battle-hardened rank or higher. Determine an additional name for that **ADEPTUS CUSTODES CHARACTER** unit (pg 85) then select one of the following Earned Name effects for it:

- Select one stance of one martial ka'tah (pg 89). That unit always benefits from that stance (even if a ka'tah is not active for your army).
- Select one trait of a shield host fighting style that unit cannot have (pg 54-59). Each time that unit gains its shield host fighting style for a battle, it also gains that trait.

Increase that unit's Crusade points total by 1 and make a note of its Earned Name effect in the Other Upgrades section of its Crusade card. Each time you use this Requisition on an **ADEPTUS CUSTODES CHARACTER** unit, the Earned Name effect selected replaces any previously selected Earned Name effect.

HONOURED ADVANCEMENT 1RP

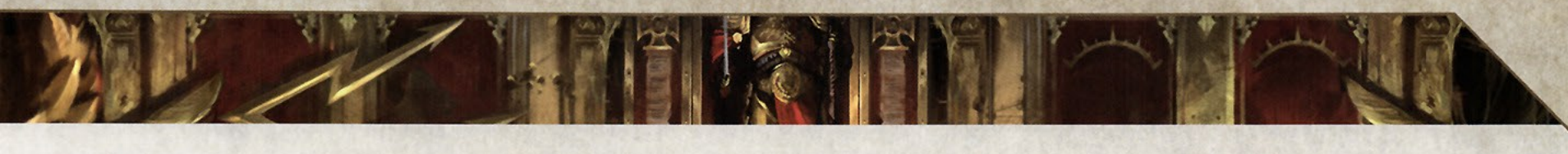
As a reward for deeds in battle, Custodians are marked for greatness, earning new titles and roles.

Purchase this Requisition when an **ADEPTUS CUSTODES CORE** unit from your army gains the Heroic or Legendary rank. Add an **ADEPTUS CUSTODES CHARACTER** unit assigned to the same shield host as that **ADEPTUS CUSTODES CORE** unit to your Order of Battle. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. That **ADEPTUS CUSTODES CHARACTER** unit starts with the same number of experience points as that **ADEPTUS CUSTODES CORE** unit and gains the appropriate number of Battle Honours for its rank. Then, change the experience points of that **ADEPTUS CUSTODES CORE** unit to 16, remove Battle Honours so it has no more than two, and adjust its Crusade card accordingly (including updating its Crusade points total).



'Whatever the weapons we wield, whatever the deeds we perform, they are justified. Without us, the Golden Throne would fall, and without the Emperor to guide them, Humanity would follow.'

- Ganestus Talorn, Allarus Custodian



BATTLE TRAITS

When an **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book

ADEPTUS CUSTODES INFANTRY UNIT

D6	TRAIT
1	**Masterful Form** *This unit has mastered one of the Custodes' myriad fighting styles and formations.* When this unit gains this Battle Trait, select one martial ka'tah (pg 89) and make a note of it in the Other Upgrades section of this unit's Crusade card. When one of that martial ka'tah's stances is active for your army, this unit treats both of that ka'tah's stances as being active.
2	**Rapid Salvoes** *This unit has mastered the firing of rapid salvoes of shots to cut through hordes of enemies.* Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire auric weapons (pg 101) always make double the number of attacks.
3	**Companion's Watch** *This group of warriors has been rotated out from the exhausting vigil of the Companions. While they regain their strength with lesser duties upon the battlefields of the 41st millennium, they are nonetheless still the most resolute of the Custodian Guard.* While this unit is in range of an objective marker, each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.
4	**Flawless Bladework** *These warriors are as beautiful as they are deadly in combat.* Each time a model in this unit makes an attack with a melee weapon, an unmodified hit roll of 6 automatically wounds the target.
5	**Unfazed and Undaunted** *These warriors are at home in the confusing swirl of battle.* Once per battle round, you can re-roll a single saving throw made for this unit.
6	**Spark of Divinity** *A spark of the Emperor's divinity has clearly manifested in these warriors, protecting them from the horrors of the psychic realm.* In your opponent's Psychic phase, this unit can Deny the Witch once as if it were a **PSYKER** unit (if this unit has the Impregnable Mind Warlord Trait (pg 66), it can Deny the Witch twice).

ADEPTUS CUSTODES BIKER UNIT

D6	TRAIT
1-2	**Flawless Manoeuvring** *These warriors are incredible pilots, capable of weaving around incoming enemy fire.* • Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll. • In your Movement phase, if this unit Remains Stationary, it loses this ability until the start of your next Movement phase.
3-4	**Close-range Experts** *These warriors are experts in unleashing a perfectly timed salvo at close range.* Each time a model in this unit makes a ranged attack that targets an enemy unit within 6" of it, add 1 to the Strength characteristic of that attack.
5-6	**Thundering Advance** *These warriors have perfected flying their jetbikes at incredibly high speeds.* Change this unit's Implacable Vanguard ability to the following: 'Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 10" to the Move characteristic of models in this unit; if this unit has trait 1 of the Talon Sortie fighting style (pg 58), add 11" instead.'

ANATHEMA PSYKANA INFANTRY UNIT

D6	TRAIT
1-2	**Furious Combatants** *These Sisters are ruthless in the extermination of their foes.* Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.
3-4	**Hunt and Purge** *These Sisters of Silence are eager to get to grips with their enemies and cut them down in close combat.* You can re-roll Advance rolls and charge rolls made for this unit.
5-6	**Rapid Prosecution** *These Sisters are ruthless and dogged in their pursuit of the enemy.* Each time this unit Advances, until the end of the turn, it counts as having made a Normal Move.

MAGISTERIUM LEX ULTIMA

As far back as records exist of the Adeptus Custodes, they have held the Magisterium Lex Ultima, making them answerable to only one – the Emperor. Such a mark of office holds them above all law and command save for the direct authority of the Master of Mankind, and affords them the incontestable jurisdiction to pursue imperative endeavours as they feel is appropriate.

If your Crusade force includes **TRAJANN VALORIS** or any other **SHIELD-CAPTAIN** units and you are not currently on an endeavour, you can claim Magisterium Lex Ultima before a battle. If you do so, you must commence an endeavour for your Crusade force. This entails a collection of objectives (known as imperatives) that you must attempt to complete in sequence over a series of battles. Doing so will earn you Endeavour Rewards, however, failure will bring about a Dishonour!

When you commence an endeavour, you must determine its three imperatives from the tables opposite. To determine an imperative, you can randomly generate one or select the one that best fits the narrative of your endeavour. To randomly generate one, roll one D6 to determine a table opposite, then another D6 to determine an imperative from that table. You cannot determine the same imperative for each endeavour more than once (if randomly determined, roll again until a new imperative is determined). Once you have determined each of your imperatives, make a note of them (and the order in which they were generated) in the Crusade Goals section of your Order of Battle. Your endeavour has now commenced and you must complete its imperatives one at a time, starting with the first imperative you determined (this is known as the active imperative).

At the end of a battle, if you have completed the active imperative, remove that imperative from your Crusade Goals. The next imperative you determined is now active for subsequent battles. Once you have completed all of your endeavour's imperatives, you can claim an Endeavour Reward (pg 80), and can then claim Magisterium Lex Ultima once more.

You can abandon an endeavour at the end of a battle. In addition, if you have not completed all of your endeavour's imperatives within nine battles of claiming Magisterium Lex Ultima, that endeavour is abandoned. When an endeavour is abandoned, you must select a Dishonour (pg 81), and can then claim Magisterium Lex Ultima once more.

Custodes of the Dread Host successfully purged an invasion of Necrons of the Novokh Dynasty among the industrial labyrinths of Ekklestis. They struck with such fury that no trace of the xenos remained.



IMPERATIVES (D6 1-3)

1 His Domain
Keep his realms pure!

Complete two battles in which you earned experience points from Battlefield Supremacy Agendas.

2 Mortalis
Slay the abominations!

Complete two battles in which you earned experience points from Purge the Enemy Agendas.

3 Wrath of the Emperor
End them all!

Complete two battles in which you earned experience points from the Judgement Delivered Agenda (pg 75) or No Mercy, No Respite Agendas.

4 Shadowed Directive
Move swiftly. Move silently.

Complete two battles in which you earned experience points from the Bound for the Dark Cells Agenda (pg 75) or Shadow Operations Agendas.

5 Destroy the Abomination
End the witches and eradicate their magicks.

Complete two battles in which you earned experience points from the Great Tithe Agenda (pg 75) or Warpcraft Agendas.

6 Crushing Offensive
Overwhelm them. Leave no trace of their miserable existence.

Win a battle by more than 10 victory points.

IMPERATIVES (D6 4-6)

1 Guardians of the Throne and His Realm
The stars are His, and His alone.

At the end of a battle, both of the following must be true:

- You control three or more objective markers
- You control at least double the number of objective markers that your opponent does.

2 Martial Supremacy
They outnumber us ten to one. Not even close to a fair fight for them.

At the end of a battle, at least twice as many enemy units were destroyed in that battle than friendly units.

3 Cut Off The Head
Remove the head and the body will fall.

At the end of a battle, an enemy **WARLORD** has been destroyed.

4 Annihilation
They have earned our wrath. Annihilation is the punishment.

At the end of a battle, every enemy unit has been destroyed, is below Half-strength or, if it is a single model unit, has less than half its starting number of wounds remaining.

5 Breakthrough
Smash their lines, drive them to rout.

At the end of a battle, have more friendly units wholly within your opponent's deployment zone than enemy units (in both cases, **AIRCRAFT** units and units with the Fortification Battlefield Role are excluded).

6 Inspirational Example
Lead from the front.

Destroy two or more enemy units in a battle as a result of melee attacks made by one **ADEPTUS CUSTODES CHARACTER** unit from your army.

our purpose is pure. it is emperor-given. there is no price worth paying to compromise on one iota of our duty. to fail in our task by even the most minute margin is to fail utterly.

Custodes of the Dread Host purged the greenskin of Waaagh! Gratsnik from the Horandez Cluster, preventing the greenskins from conquering numerous Imperial worlds in the Segmentum Solar.



ENDEAVOUR REWARDS

If your Crusade force has claimed Magisterium Lex Ultima, once you have completed all of your endeavour's imperatives you can claim an Endeavour Reward. The Endeavour Reward you can claim is dependent on the final imperative you completed, as shown in the table to the right.

Some Endeavour Rewards are labelled 'Instant'; apply the effects of such Endeavour Rewards immediately. Other Endeavour Rewards are labelled as 'Persistent'; make a note of such Endeavour Rewards in the Information section of your Order of Battle. Before each battle, when mustering your army, you can select one of your 'Persistent' Endeavour Rewards to be active for that battle. If you do so, add 1 to your army's total Crusade points for that battle.

IMPERATIVE	ENDEAVOUR REWARD
His Domain	***Instant.*** Gain up to 3 Requisition points
Mortalis	***Instant.*** You can select two additional units to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle in which you completed this imperative.
Wrath of the Emperor	***Instant.*** Every unit in your Crusade force gains 1 experience point.
Shadowed Directive	***Instant.*** Gain 1 Requisition point. The unit from your army that earned the most experience points from the Bound for the Dark Cells (pg 75) or Shadow Operations Agendas in the battle in which you completed this imperative gains 5 experience points.
Destroy the Abomination	***Instant.*** Every unit in your Crusade force gains 1 experience point. If that unit is an **ANATHEMA PSYKANA** unit, it gains 2 experience points instead.
Crushing Offensive	***Instant.*** Your **WARLORD** from the battle in which you completed this imperative gains 5 experience points.
Guardians of the Throne and His Realm	***Persistent.*** Once per battle, you can use the Arcane Genetic Alchemy (pg 60) or The Emperor's Auspice Stratagem (pg 63) without spending any CP.
Martial Supremacy	***Persistent.*** Once per battle, you can use the Martial Discretion Stratagem (pg 62) without spending any CP.
Cut Off The Head	***Instant.*** The unit that destroyed the enemy **WARLORD** in the battle in which you completed this imperative gains a Battle Honour. If no friendly units achieved this, claim the reward from the Mortalis imperative instead.
Annihilation	***Persistent.*** Once per battle, you can use the Counter-Offensive (see the Warhammer 40,000 Core Book), Avenge the Fallen or Slayers of Nightmares Stratagem (pg 60) without spending any CP.
Breakthrough	***Persistent.*** Once per battle, you can use the Teleport Homer or From Golden Light They Come Stratagem (pg 63) without spending any CP.
Inspirational Example	***Instant.*** That **ADEPTUS CUSTODES CHARACTER** unit gains a Battle Honour.

DISHONOUR (D3)

If your Crusade force has claimed Magisterium Lex Ultima but an endeavour is abandoned, you must determine a Dishonour from the table below. You can randomly determine one by rolling one D3, or you can select the one that best fits the narrative of your Crusade force.

1 Command in Question

The Shield-Captain must earn back the respect of his fellow Custodes.

Select one **SHIELD-CAPTAIN** unit in your Order of Battle. That unit gains the Honour Blemished (pg 84) and Loss of Reputation Battle Scars (see the Warhammer 40,000 Core Book). If your Order of Battle does not contain any **SHIELD-CAPTAIN** units, re-roll this result.

2 Order of Atonement

Only on the battlefield can this force atone for its failings.

Halve the number of experience points (rounding down) that units in your Crusade force earn for a number of battles equivalent to the number of your endeavour's imperatives that were not completed (the previous battle counts as the first of such battles).

3 Petition the Tower of Hegemon

Despite having warriors enough for its task, this force has requested aid from the Tower of Hegemon.

Reduce your Requisition points to 0. You cannot gain Requisition points for completing a battle from a number of battles equivalent to the number of imperatives of your endeavour that were not completed (the previous battle counts as the first of such battles). Note that you can still gain Requisition points from other means, e.g. a mission's Victor Bonus.

The servitor came apart in a shower of sparks and lubricant-thick blood, perfectly bisected from cranium to groin. In quick succession, half a dozen more fell. Not one survived more than a single sword thrust or swing.

Kambyses Gandash deactivated the disruption fields along his swords. One was a longsword – taller than a Human – known as a klaimor. The other was a shortsword, though it was only short relative to its wielder, known as a nemis. He wiped filth from each with a tenderness that belied his enormously muscled frame, taking particular care to clean the grooves that formed the fine script carved into the blades. Imperator Lux was the name given to his longsword, Imperator Ira was that given to the shorter blade.

He had spent three hours practicing in the Colosseia Auris – the part of the Imperial Palace given over to the Adeptus Custodes' Blade Champions. He had at least nine more to complete before his daily regimen was complete. When not at war, this was all he did, besides taking his place on the Wall. Others might take up the Blood Games, or at least prepare for them. Not Blade Champions. They improved Terra's defences solely by improving themselves as warriors.

He gazed around the Colosseia. It was as large as a fleet escort, with tiered seating for those increasingly rare occasions where the Custodians were present in numbers enough to witness the Blade Champions complete trials and duel one another. The walls of the arena were decorated with murals and mosaics depicting Blade Champions past and their triumphs. There was Sabium Karindas, a true master of Decapitus, who felled the Iron Warriors warlord Kraabas Puzar. There was Hayani Rimush, standing atop a mound of dead Hrud a hundred metres tall – it was said no Blade Champion before or since had demonstrated such perfection in the Rendax fighting movement. Kambyses' favourite was the depiction of Nabonideion Seleukis, the breaker of beasts. The way he had combined the Goliat's third sequence, Conservi in Magnos form and pure Vanquis fighting movements was legendary. This great champion was depicted standing on the back of a Tyranid Hierodule, driving his longsword into the back of its neck as it writhed and squirmed in a failed attempt to throw him off.

So many, thought Kambyses. There were dozens more. He could recount all their tales. All served as inspiration and examples.

'In the sight of you all I will prove myself worthy of our title,' he declared, before igniting his blades once again.



CRUSADE RELICS

When an **ADEPTUS CUSTODES CHARACTER** or **ANATHEMA PSYKANA CHARACTER** unit gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

An **ADEPTUS CUSTODES CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Aurulent Warding

Auramite can be etched with protective wards. Few have the skills or knowledge to amend the Custodes' armour in such a way, and the process takes many months to complete.

Once per turn, you can re-roll a saving throw made for the bearer.

Emperor's Light

Said to have been crafted from a crystallised shard of the Emperor's glorious light, this masterwork misericordia has been borne into battle by three separate Captain-Generals. It is said to flood the heart of its victim with searing holy radiance, and is an object of dread to traitors and heretics alike.

Model equipped with a misericordia only. This Relic replaces a misericordia and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Emperor's Light	Melee	Melee	User	-2	1

Abilities: Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 2 attacks can be made with this weapon. Each time an attack is made with this weapon, if the wound roll is successful, the target suffers 1 mortal wound and the attack sequence ends.

ANTIQUITY RELICS

An **ANATHEMA PSYKANA CHARACTER** model of Heroic rank or higher can be given the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Veracity, the Sword of Oblivion

Not only the symbol of the High Commander of the Silent Sisters, this blade is the pattern upon which all executioner greatblades were built. The substance of the blade is capable of cutting any material without the need of a power field or disruption generator. It is an enigma to all save Veracity's first famed wielder – the Emperor himself.

KNIGHT-CENTURA equipped with an executioner greatblade only. This Relic replaces an executioner greatblade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Veracity, the Sword of Oblivion	Melee	Melee	+3	-5	2

Abilities: Each time an attack is made with this weapon, an unmodified wound roll of 2+ is always successful.

LEGENDARY RELICS

An **ADEPTUS CUSTODES CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Lucent Aureole

This gleaming halo is a unique ancient artefact fitted with an extremely powerful conversion field that offers heightened protection to the wearer.

The bearer has a 3+ invulnerable save.

Apollonian Spear

The Apollonian Spear was the guardian spear wielded by Constantin Valdor, the first Captain-General of the Custodes. After his disappearance, the spear was placed in the vaults of Terra. Only rarely now, in the most terrible of circumstances, is it brought from there and wielded by the mightiest heroes.

Model equipped with a guardian spear only. This Relic replaces a guardian spear and has the following profiles:

WEAPON	RANGE	TYPE	S	AP	D
Apollonian Spear (shooting)	24"	Assault 2	5	-2	2
Apollonian Spear (melee)	Melee	Melee	x2	-4	3

Abilities: Each time an attack is made with this weapon, on an unmodified wound roll of 4+, invulnerable saving throws cannot be made against that attack.

'What we hold in our armouries and vaults reveals but a glimpse into what Humanity once accomplished. Some of the technologies we hold safe even we of the Adeptus Custodes can neither describe nor understand. By contrast, it shows how far Mankind has sunk. How far the race the Emperor rules has fallen. It is our solemn duty to ensure it falls no further.'

- Captain-Commander Archelaus Dariusz Kassander

ARTEFACTS OF THE VAULTS

Artefacts of the Vaults are rare Crusade Relics from ages past, kept in stasis deep within the vaults of the Imperial Palace. They cannot be selected as normal. Instead, if you have claimed Magisterium Lex Ultima (pg 78), they can be brought forward and temporarily used by **ADEPTUS CUSTODES CHARACTERS** to turn the tide of key battles by using the Artefact of the Vaults Requisition (pg 76).

Each time an **ADEPTUS CUSTODES CHARACTER** model from your army gains an Artefact of the Vaults, select one from this page. Named characters and **VEHICLE** models cannot be given an Artefact of the Vaults.

Make a note on the unit's Crusade card each time it gains an Artefact of the Vaults and add 1 to its total Crusade points. Artefacts of the Vaults can be removed before or after a battle, and are removed when your Crusade force completes its active imperative or abandons its endeavour (pg 78). In such cases, adjust that unit's Crusade card accordingly (such as subtracting 1 from its total Crusade points).

ARAE-SHRIKE

A counter-intelligence device that twists and distorts electromagnetic signals, arae-shrikes are considered blasphemous in principle and arcane function by the Adeptus Mechanicus, and persist only in the hands of the Emperor's retinue. By the use of malifica-djinn and hostile blight-code, they pervert data-readouts with lying reports and malign falsehoods, and what they cannot deceive, they simply blind and deafen with a shrieking multi-frequency cacophony.

- Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.
- While an enemy unit is within 12" of this model, the range of its aura abilities is reduced to 1".

MORTIS GYRE

The Mortis Gyre is an orb of energy that, when activated, seeks out its victim and rapidly embeds itself into their consciousness. The victim is shown a horrifying vision of their impending doom, and before they can wrestle their mind back under control, a killing blow is delivered to send them to that fate.

Once per battle, when the bearer is selected to fight, it can activate the Mortis Gyre. If it does so, until that fight is resolved, each time it makes a melee attack, invulnerable saving throws cannot be made against that attack.

TWILIGHT PALLIUM

What appears to be a cloak of office can be activated to envelop the bearer in the very fabric of its surrounding reality, allowing them to traverse atomically with a thought and re-emerge with a blink.

Once per battle, at the end of any of your phases, the bearer can use the Twilight Pallium. If it does so, remove the bearer from the battlefield and set it up again more than 1" away from any enemy models. The bearer is not eligible to charge in a turn in which it was set up in this manner unless it is more than 9" away from any enemy models.

ANATHEMATIC DIADEM

A circlet of blackness that darkens the soul, this artefact draws a null cloud over the bearer that abates psykers caught under its squall.

The bearer has the following aura ability:

Anathematic Diadem (Aura):

- In your opponent's Psychic phase, while an enemy **PSYKER** unit is within 18" of this model, each time that enemy **PSYKER** unit attempts to manifest a psychic power, subtract 1 from the Psychic test.
- In your opponent's Psychic phase, each time an enemy **PSYKER** unit attempts to manifest a psychic power, if the result of that Psychic test was 7 or less and that enemy **PSYKER** unit is within 18" of this model, this model can attempt to Deny the Witch as if it were a **PSYKER**. This model can attempt to Deny the Witch in this manner twice in your opponent's Psychic phase.

AMELIORATION PAIL

Within this gilded vessel lies an essence that exists on no record – a life-giving liquid of rejuvenation for which there is no known source. Each drop consumed is a symbol of the slow decay of the Imperium, thus those that sip from the Amelioration Pail do so with the knowledge that, while their body heals, their Master's realm dwindles.

Once per battle, in your Command phase, the bearer can regain up to D6 lost wounds.

AURIFEROUS ORB

The Auriferous Orb appears to be a sphere of solid gold, but its simple beauty belies its dangers. When it detonates, it unleashes beams of such pure, radiating light that it kills those enemies of the Emperor it does not blind.

The bearer gains the following weapon:

WEAPON	RANGE	TYPE	S	AP	D
Auriferous Orb	6"	Grenade D3	1	0	1

Abilities: One use only. Blast. Each time an attack is made with this weapon, if the hit roll is successful, the target suffers D3 mortal wounds and is blinded until the start of your next turn. While a unit is blinded, each time it makes an attack, subtract 1 from that attack's hit roll.

EPOCH AUSPICE

The Epoch Auspice resembles an unremarkable book – with its battered cover and worn pages – but this appearance hides the strange technologies bound within that allow the bearer create a temporal bubble around themselves and nearby allies.

Once per battle, at the start of the first battle round or in your Command phase, the bearer can deploy the Epoch Auspice. If it does so, until the start of your next Command phase, while a friendly **INFANTRY** or **BIKER** unit is within 3" of the bearer, each time a ranged attack is made against that friendly unit, if the attacker is more than 12" away, subtract 1 from that attack's wound roll.

BATTLE SCARS

When an **ADEPTUS CUSTODES CORE** or **ADEPTUS CUSTODES CHARACTER** unit gains a Battle Scar, you can select the relevant Battle Scar below instead of determining one from the Warhammer 40,000 Core Book. All the normal rules for Battle Scars apply (e.g. a unit cannot have the same Battle Scar more than once). As with any Battle Scar, make a note on the unit's Crusade card, but unlike other Battle Scars, do not decrease a unit's Crusade points for acquiring one of the Battle Scars listed below.

ATONEMENT IN BATTLE

When the Custodes believe themselves to have made an error in judgement, or to have failed in any way, they will stop at nothing to atone for their actions.

- In your Charge phase, each time this unit declares a charge, you can only select the closest enemy unit as the target of its charge.
- This unit is eligible to perform Heroic Interventions as if it were a **CHARACTER** unit.
- If this unit is able perform a Heroic Intervention, it must do so.
- Each time a model in this unit makes a melee attack, you can re-roll a wound roll of 1.

HONOUR BLEMISHED

If a Shield-Captain's honour is in any way blemished, the warrior will fight ferociously to regain his standing amongst his peers.

SHIELD-CAPTAIN unit only.

- This unit loses its Inspirational Fighter ability.
- Each time this model makes a melee attack, re-roll a hit roll and wound roll of 1.

STUDY THE MARTIAL KA'TAHS

On occasion, warriors of the Adeptus Custodes will believe they have made an error in their bladework. When this occurs, they redouble their effort to ensure such an event never occurs again, to the exclusion of almost anything else.

INFANTRY unit only.

- This unit cannot have the Objective Secured ability.
- Each model in this unit counts as one model when determining control of an objective marker.
- When a martial ka'tah's stance is active for your army, this unit treats both of that ka'tah's stances as being active.

'Truly, the Imperium faces its darkest hour in many thousands of years. Yet, if any amongst us carries the light within our hearts to drive back that darkness, it is them.'

- High Lord Theromestes Xempyre Kleng on the Adeptus Custodes

Should a threat arise upon Terra – such as the Genestealer Cults in recent years – the Dread Host will crush it. They left no survivors from the cultists in the depths of the sud-merik magna-hives.



NAME GENERATORS

A Custodian's name is earned through great acts and prestigious feats. Symbolic epithets, their names are masterfully inscribed onto the plates of their armour. Custodians with many centuries of service typically earn dozens of names, each an honourable recounting of their service to the Golden Throne.

You can generate names for your **ADEPTUS CUSTODES** models using the name generator table below. You can generate additional names at your discretion when they accomplish deeds you feel make them worthy of a new name, such as those described in the Earning of a Name Requisition (pg 76) or the Inspirational Example Endeavour Reward (pg 79). Below is also a name generator for the Sisters of Silence.

To generate a name from the Custodian table, select the one(s) you feel most appropriate, or roll one D6 to determine the table, followed by a D66. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66. For your Custodians, feel free to use the tables as many times as you like. For the Sisters of Silence table, roll once on (or choose once from) the left table for a forename, then the second table for a surname.

ADEPTUS CUSTODES

D66	NAME (D6 1-3)
11	Tybalus
12	Aetheus
13	Dalat
14	Kariyan
15	Basillaeus
16	Tristraen
21	Erasmian
22	Heracal
23	Tauramacchis
24	Nurthias
25	Hasturias
26	Artoris
31	Nathadian
32	Io
33	Harkhas
34	Constantin
35	Eratorius
36	Archimallus
41	Telchor
42	Kallisarian
43	Lencilius
44	Darian
45	Lytanus
46	Rothrian
51	Leotydus
52	Parradon
53	Borsa
54	Alhoris
55	Yortar
56	Sanash
61	Pydanoris
62	Manastus
63	Jaeharl
64	Heraclast
65	Aesoth
66	Tybaris

D66	NAME (D6 4-6)
11	Drund
12	Koumadra
13	Calaxor
14	Uremedes
15	Desh
16	Cassabar
21	D'essa
22	Ganorth
23	Valorian
24	Bastoris
25	Daryth
26	Ganyth
31	Gallimadean
32	Ossian
33	Urdanesh
34	Vadrian
35	Helsates
36	Maxin
41	Constor
42	Valdus
43	Tasolian
44	Steale
45	Thursk
46	Loque
51	Feldorus
52	Tychor
53	Ganestus
54	Desmondages
55	Talorn
56	Launceddre
61	Calligus
62	Cheim
63	Lychansis
64	Dat-Hastael
65	Ghau
66	Uriaxes

SISTERS OF SILENCE

D66	FORENAME
11	Amandera
12	Terena
13	Alyssah
14	Verynech
15	Lyssora
16	Eryvane
21	Charaleys
22	Sibella
23	Phoenica
24	Myrella
25	Charleth
26	Siavorna
31	Morgwenna
32	Zenna
33	Trinness
34	Elevor
35	Argweth
36	Jalyani
41	Kasheyka
42	Myrelle
43	Verenika
44	Elyze
45	Sophea
46	Mariatte
51	Bethemone
52	Persephyka
53	Kariadh
54	Rosale
55	Lorettian
56	Channia
61	Eryka
62	Brenadh
63	Maurih
64	Wynetta
65	Tasmasin
66	Leandra

D66	SURNAME
11	Dakkin
12	Kybus
13	Van Loricha
14	Respus
15	Farrondal
16	Vydorin
21	Lespus
22	Thrent
23	Syrennik
24	Kyre
25	Tasmus
26	Ghorvash
31	Shayde
32	Opaline
33	Maskus
34	Krenn
35	Skayde
36	Tastrok
41	Klayne
42	Masren
43	Vastys
44	Vydal
45	Ultorian
46	Weskyn
51	Ulmachu
52	Nastorus
53	Tallobere
54	Klorica
55	Cheynne
56	Dostobreyl
61	Lengh
62	Kendal
63	Stryke
64	Raskus
65	Endrycca
66	Gaspuss

CRUSADE ARMY

The Adeptus Custodes are one of Elliot Hamer's favourite Warhammer 40,000 armies. As a result, he's collected a large host of these elite warriors, a number of which you can see here. They are clad in beautiful pale-gold armour and draped in mournful black – the colours of the Dread Host.

One of the reasons why Elliot loves the Custodes is because each Custodian is a hero, fully living up to the idea of an auric god. The army lets him experience the kind of narrative he enjoys most, as Elliot is a big fan of Black Library fiction featuring the Ten Thousand. For him, the Custodes let him experience epic narrative moments on the battlefield more than any other Warhammer 40,000 army – they can take lascannon hits and survive, stand up to monsters and war machines, and win against forces outnumbering them many times over. Elliot's Shield-Captain – Nathadian Desh – exemplifies this. In Elliot's games, he has destroyed a Cerastus Knight and survived a charge from an entire mob of Ork Boyz, sending them fleeing instead.

There is a dichotomy to the character of the Custodians that Elliot finds particularly intriguing. On the one hand, they are perfect scholars, warriors and specimens of Humanity, but on the other, they failed to protect the Emperor and have kept to themselves for thousands of years. Elliot finds that these contrasting elements help him care more about his models, due to what they represent, and shows how narrative can add immense value to your hobby and gaming experience.

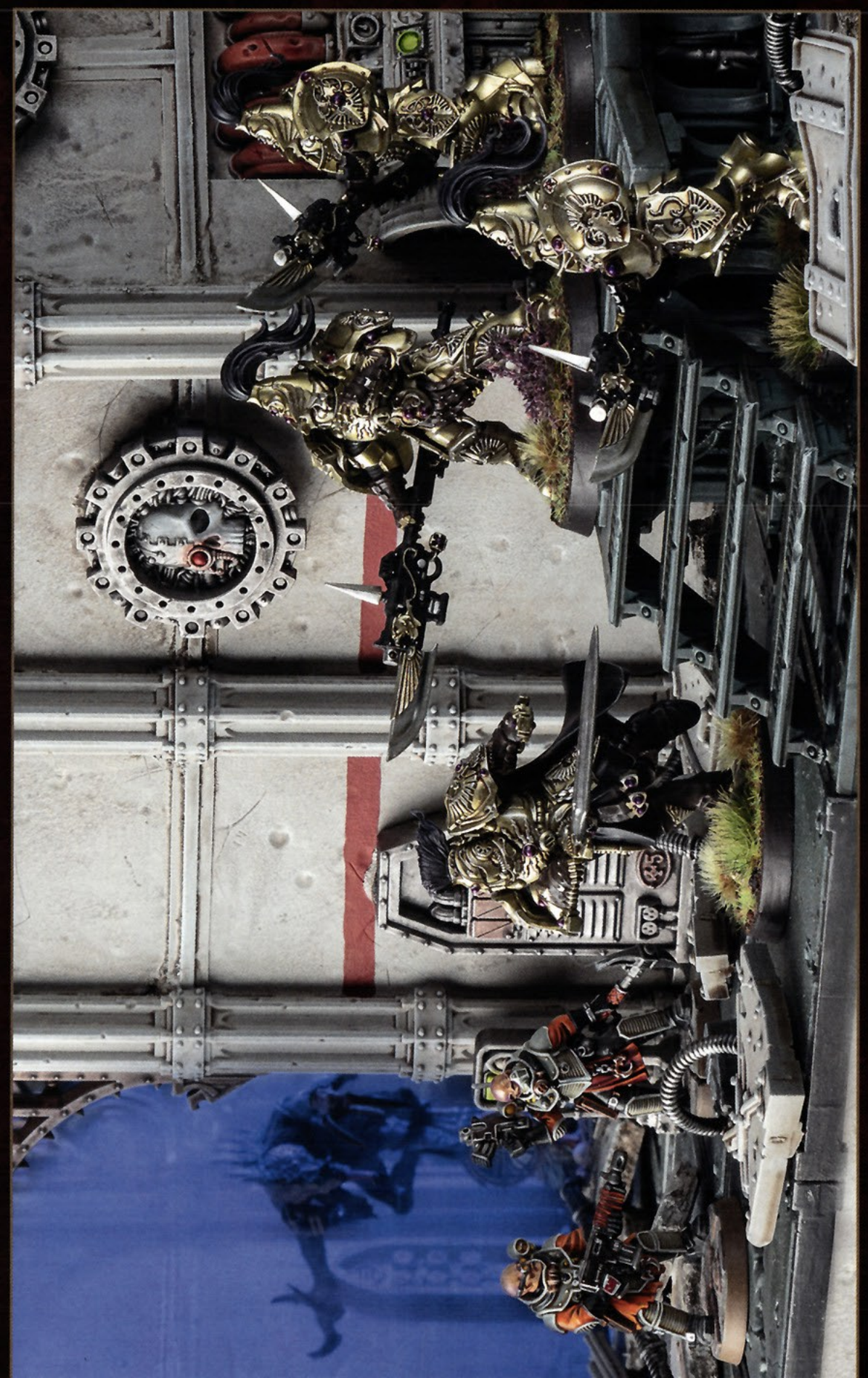
Deep diving into this troubled past and feelings of ancient shame is something Elliot finds particularly engaging. It was for this reason that he chose to use black as the colour to sit alongside his Custodes' gold armour. He sees it as a mark of shame, and his army has a strong feeling of being one that is on an endless crusade of redemption, with his warriors believing that only battle and victory can wash away the stench of failure and defeat. Elliot saw that this aligned them well with the Dread Host – a shield host that commits to destroying any enemy with overwhelming force.

Elliot loved the idea of an army of shamed warriors clad in black that seek to destroy the Emperor's enemies in an act of penance. It so happened that the background and colour scheme of the Dread Host matched this incredibly well. Elliot has fought a huge number of battles with this army, which in itself is in keeping with the collection's methods of waging war – fiercely and often. His army is a great example of how you can align your painting preferences with your favourite themes from the Custodes' background and see which of the shield hosts with specific rules in this Codex fits best, rather than selecting a shield host and working backwards. There is no correct way to collect your army!









DATASHEETS

This section contains the datasheets that you will need to fight battles with your Adeptus Custodes and Sisters of Silence miniatures, as well as details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <SHIELD HOST> KEYWORD

ADEPTUS CUSTODES datasheets in this section have the **<SHIELD HOST>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All **ADEPTUS CUSTODES** units are assigned to a shield host. When you include such a unit in your army, you must nominate which shield host it is from and then replace the **<SHIELD HOST>** keyword in every instance on its datasheet with the name of your chosen shield host. This could be one of the shield hosts detailed in a Warhammer 40,000 publication, or one of your own design.

Example: *If you include a* **SHIELD-CAPTAIN** *unit in your army, and you decide he has been assigned to the Solar Watch shield host, his* **<SHIELD HOST>** *keyword becomes* **SOLAR WATCH** *and his Inspirational Fighter ability reads, 'While a friendly* **SOLAR WATCH CORE** *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

If your army is Battle-forged, you cannot include units from two different shield hosts in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WEAPON PROFILES

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on page 101.

MARTIAL KA'TAHS

The Adeptus Custodes have developed many thousands of different martial ka'tahs – unique fighting stances, martial arts and battlefield techniques. These they have evolved over millennia using ancient lore, paintings and statuary, as well as their experiences in war against all manner of Human and xenos peoples. The Custodes have developed many other ka'tahs in the same manner, such as the Politik, Oratorial and Philosophik ka'tahs – all of which have many hundreds of unique disciplines and styles within them.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

AEGIS OF THE EMPEROR

The cellular alchemy that creates the warriors of the Adeptus Custodes leaves them forever touched by a spark of the Emperor's own greatness. Beyond their martial might and incorruptible nobility, this energy manifests itself as an almost supernatural warding, as though the Custodians were protected by the hand of the Emperor. Bullets and bolts are turned aside at the last moment, blades fail to strike home, and even the psychic powers of the foe can suddenly and inexplicably flicker away to nothing in the face of the Ten Thousand.

- Models in this unit have a 4+ invulnerable save.
- Each time a model in this unit would lose a wound as a result of a mortal wound, roll one D6: on a 6, that wound is not lost.

DAUGHTERS OF THE ABYSS

There are few deadlier hunters of rogue psykers and alien witches. Against them, the proximity of the Sisters of Silence is a weapon and a shield unto itself – these warriors are immune to the kiss of the warp.

- This unit cannot be targeted or affected by psychic powers.
- Each time a Psychic test is taken for a unit, subtract 1 from the total for each unit with this ability within 18" of that unit (to a maximum of -3).
- Each time an attack made by a model in this unit targets an enemy **PSYKER** or **DAEMON** unit within 6" of it, add 1 to that attack's wound roll.

FROM GOLDEN LIGHT

The Adeptus Custodes are undisputed masters of the teleportation strike. Plunging deep within enemy ranks, they slaughter the foe before they even have time to react.

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

MARTIAL KA'TAH

If every unit from your army has the **ADEPTUS CUSTODES** keyword (excluding **ANATHEMA PSYKANA**, **AGENT OF THE IMPERIUM** and **UNALIGNED** units), and every unit that is assigned to a shield host is assigned to the same shield host, this unit can use this ability and the following rules apply.

After both sides have deployed, but before you have determined who will have the first turn, you must select a primary, secondary and tertiary martial ka'tah from the list opposite for your army to use in the battle. Note this down secretly on your army roster.

In each of your Command phases, so long as one is available, you must select one ka'tah stance to become active for your army. Each time you do so, units from your army with this ability benefit from it until the start of your next Command phase. When selecting a ka'tah stance to become active, the following rules apply:

- You cannot select a ka'tah stance more than once.
- You must select a primary ka'tah stance first, and you cannot select a tertiary ka'tah stance until you have selected a secondary ka'tah stance.
- Once you select a stance of a different martial ka'tah, you cannot select a stance of a previous martial ka'tah.

Example: *Every model in Emily's army has the* **ADEPTUS CUSTODES** *keyword. She selects Rendax as her primary ka'tah, Dacatarai as her secondary ka'tah and Calistus as her tertiary ka'tah. In her first command phase, she selects Rendax stance 2 to be active*

In her second Command phase, she can select Rendax stance 1 to be active, or she can instead select Dacatarai stance 1 or 2 to be active, as she has previously selected a primary ka'tah stance. She cannot select a Calistus stance, as she must select a secondary ka'tah's stance before she can select a tertiary ka'tah's stance. She selects Dacatarai stance 1 to be active.

In her third Command phase, she can select Dacatarai stance 2 to be active, or she can instead select Calistus stance 1 or 2 to be active, as she has previously selected a secondary ka'tah stance. She cannot select Rendax stance 1, as she cannot select a stance of a previous ka'tah. She selects Calistus stance 2 to be active.

In her fourth Command phase, she must select Calistus stance 1 to be active, as it is the only remaining stance she is able to select. Note that this means in the fifth Command phase, there would be no ka'tah stances available to her, so she does not select one.

CALISTUS

Calistus is the art of keeping up relentless fire while advancing against the enemy.

Stance 1: Each time this unit Advances, roll one additional D6 and discard one of the results.

Stance 2: Each time this unit makes a Normal Move or Advances in your Movement phase, in your following Shooting phase, it counts as having Remained Stationary.

CONSERVAI

Conservai emphasises seeing the bigger strategic picture over and above the slaughter of enemies.

Stance 1: This unit can perform an action in a turn in which it Advanced or Fell Back.

Stance 2: While this unit is performing an action, it can shoot without that action failing.

DACATARAI

This aggressive fighting style has been adapted for the Custodes to deal with hordes of foes who vastly outnumber them.

Stance 1: Each time an enemy unit piles in or consolidates, if it starts that move within Engagement Range of this unit, subtract 2" from the distance models in that enemy unit can move for that pile-in or consolidation move.

Stance 2: Each time this unit fights, it can use this ability. If it does so, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit and change the Damage characteristic of melee weapons they are equipped with to 1.

SALVUS

Masters of Salvus are preternaturally skilled marksmen.

Stance 1: Add 4" to Range characteristic of ranged weapons models in this unit are equipped with.

Stance 2: If this unit is **INFANTRY** and does not Advance in your Movement phase, in the following Shooting phase, if it is not within Engagement Range of any enemy units, models in this unit can shoot twice with auric weapons (pg 101) they are equipped with.

RENDAX

Masters of Rendax are superlative monster and war machine hunters.

Stance 1: Each time a model in this unit makes an attack against a **VEHICLE** or **MONSTER** unit, an unmodified hit roll of 6 automatically wounds the target.

Stance 2: Each time a model in this unit makes a melee attack against a **VEHICLE** or **MONSTER** unit, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

KAPTARIS

Kaptaris is optimised to trap enemy units in close combat with the Custodes, where the elite warriors can eliminate them.

Stance 1: Each time a melee attack is made against this unit, the hit roll cannot be re-rolled.

Stance 2: Each time an enemy unit (excluding **VEHICLE** and **MONSTER** units) that is within Engagement Range of any **INFANTRY** units from your army with this ability is selected to Fall Back, roll off with your opponent, adding 1 to your opponent's roll if their unit can **FLY**. If you win, that enemy unit cannot Fall Back this turn.



Trajann Valoris' warrior prowess approaches that of the Primarchs of old. With the Watcher's Axe he can bisect the sarcophagus of a Chaos Helbrute in a single swing, or cut down enemy infantry with salvoes of adamantine-tipped penetrator bolts from the built-in bolt weapon on the Watcher's Axe – known as Eagle's Scream.

TRAJANN VALORIS

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Trajann Valoris	6"	2+	2+	5	5	8	6	11	2+

Trajann Valoris is equipped with: Watcher's Axe; misericordia. Your army can only include one **TRAJANN VALORIS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Watcher's Axe (shooting)	24"	Rapid Fire 1	5	-1	2	-
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Watcher's Axe (melee)	Melee	Melee	x2	-3	3	-

ABILITIES

Aegis of the Emperor, Martial ka'tah (pg 88-89)

Adamantine Mantle: Each time this model would lose a wound, roll one D6: on a 5+, that wound is not lost.

Captain-General: If your army is Battle-forged, this model must be your army's **WARLORD**. If more than one model from your army has a rule to this effect, then one of those models must be your army's **WARLORD**. If this model is your **WARLORD** and every unit from your army is **ADEPTUS CUSTODES** (excluding **ANATHEMA PSYKANA, AGENT OF THE IMPERIUM** and **UNALIGNED** units), you receive 1 additional Command point and this model gains 2 Warlord Traits instead of 1.

Legendary Commander (Aura): While a friendly **ADEPTUS CUSTODES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll and wound roll of 1.

Moment Shackle: Once per battle, you can do one of the following:

- At the end of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight again.
- When a saving throw is failed for this model, the Damage characteristic of that attack is changed to 0.
- After an enemy unit has fought, if this model is eligible to fight, you can fight with it next.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **INFANTRY, CHARACTER, CAPTAIN-GENERAL, TRAJANN VALORIS**



Shield-Captains are among the greatest warriors in the Imperium. No matter which weapons they wield, they display absolute mastery of them. Their tactical and strategic abilities know few peers, and they read the ebb and flow of a war at a glance before directing their forces accordingly.

SHIELD-CAPTAIN

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Shield-Captain	6"	2+	2+	5	5	7	6	11	2+

A Shield-Captain is equipped with: guardian spear.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castellan axe (shooting)	24"	Rapid Fire 1	4	-1	2	-
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Sentinel blade (shooting)	12"	Pistol 2	4	-1	2	-
Castellan axe (melee)	Melee	Melee	+3	-2	2	-
Guardian spear (melee)	Melee	Melee	+2	-3	2	-
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Sentinel blade (melee)	Melee	Melee	+1	-3	2	-

OTHER WARGEAR	ABILITIES
Praesidium shield	Add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- This model's guardian spear can be replaced with one of the following: 1 castellan axe; 1 sentinel blade and 1 praesidium shield.
- If this model is not equipped with a praesidium shield, it can be equipped with 1 misericordia.

ABILITIES

Aegis of the Emperor, Martial Ka'tah (pg 88-89)

Inspirational Fighter (Aura): While a friendly **<SHIELD HOST> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **INFANTRY, CHARACTER, GUARDIAN, SHIELD-CAPTAIN**

SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR — 7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Shield-Captain in Allarus Terminator Armour	6"	2+	2+	5	5	8	6	11	2+

A Shield-Captain in Allarus Terminator Armour is equipped with: balistus grenade launcher; guardian spear.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Balistus grenade launcher	18"	Assault D3	5	-3	1	Blast
Castellan axe (shooting)	24"	Rapid Fire 1	4	-1	2	-
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Castellan axe (melee)	Melee	Melee	+3	-2	2	-
Guardian spear (melee)	Melee	Melee	+2	-3	2	-
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- This model's guardian spear can be replaced with 1 castellan axe.
- This model can be equipped with 1 misericordia.

ABILITIES

Aegis of the Emperor, From Golden Light, Martial ka'tah (pg 88-89)

Inspirational Fighter (Aura): While a friendly **<SHIELD HOST> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **INFANTRY, CHARACTER, TELEPORT HOMER, TERMINATOR, ALLARUS, SHIELD-CAPTAIN**



A Shield-Captain is already one of the most formidable combatants and superlative strategists in the Imperium. When clad in a nigh on impenetrable suit of auramite Terminator armour, they become more powerful still – a walking fortress of Imperial might able to teleport directly into battle in a blaze of golden light.

SHIELD-CAPTAIN ON DAWNEAGLE JETBIKE — 9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Shield-Captain on Dawneagle Jetbike	14"	2+	2+	5	6	9	6	11	2+

A Shield-Captain on Dawneagle Jetbike is equipped with: hurricane bolter; interceptor lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Salvo launcher	24"	Heavy 1	8	-4	D3+3	-
Interceptor lance	Melee	Melee	+2	-3	2	Each time the bearer makes a melee attack with this weapon, if it made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- This model's hurricane bolter can be replaced with 1 salvo launcher.
- This model can be equipped with 1 misericordia.

ABILITIES

Aegis of the Emperor, Martial ka'tah (pg 88-89)

Inspirational Fighter (Aura): While a friendly **<SHIELD HOST> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Implacable Vanguard: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **BIKER, CHARACTER, FLY, VERTUS, SHIELD-CAPTAIN**



All Shield-Captains are decisive warriors who suffer no impediment to their mission. Those Shield-Captains swiftest in thought and action soar into battle on Dawneagle jetbikes, plunging into the heart of the foe. Though these warriors appear arrogant, this is far from true – their self-assuredness is matched entirely by their skill.



A Blade Champion is a living weapon in the Emperor's hand. His role is to identify the greatest battlefield threat – be that a mighty leader, a host of killers or a deadly war engine – then to employ his archeotech blades and specialised fighting styles to ensure their swift and absolute destruction.

BLADE CHAMPION

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Blade Champion	6"	2+	2+	5	5	7	6	11	3+

A Blade Champion is equipped with: vaultswords.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vaultswords	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Behemor	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon profile against a **MONSTER** or **VEHICLE** unit, an unmodified hit roll of 4+ automatically wounds the target.
- Hurricanis	Melee	Melee	User	-1	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Victus	Melee	Melee	+1	-4	3	Each time an attack is made with this weapon profile against a **CHARACTER** unit, you can re-roll the wound roll.

ABILITIES

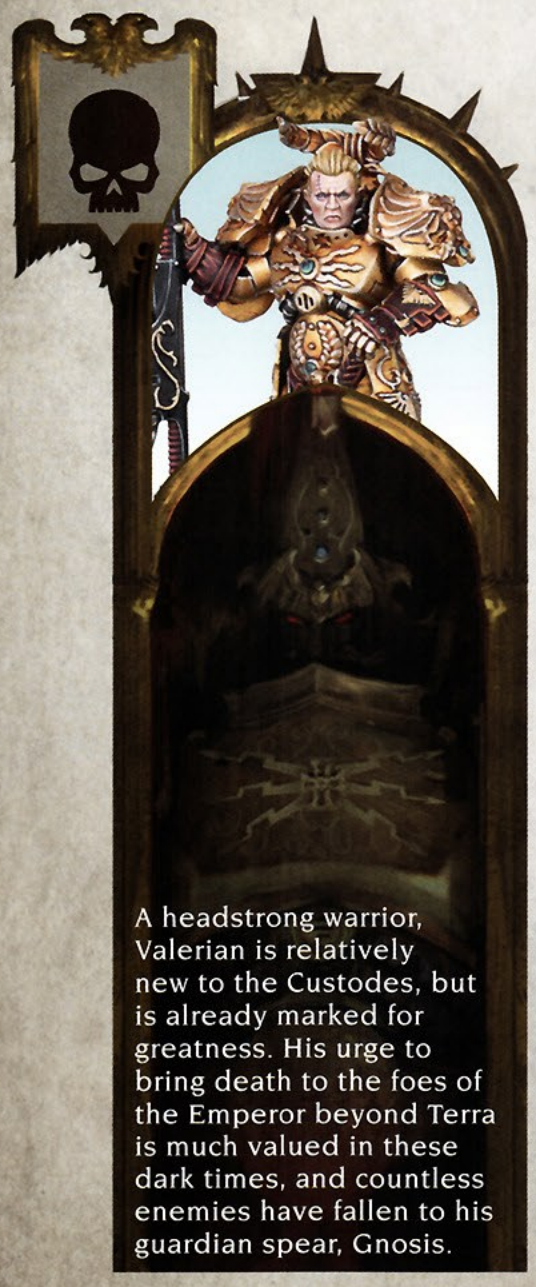
Aegis of the Emperor, Martial ka'tah (pg 88-89)

Consummate Swordsman: Each time a melee attack is made against this model, an unmodified hit roll of 1-3 always fails. Each time a melee attack is allocated to this model, add 1 to the armour saving throw.

Martial Inspiration: Each time a friendly **<SHIELD HOST>** unit declares a charge against an enemy unit that is within Engagement Range of this unit, add 1 to the charge roll made for that unit.

Legacy of Combat: At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase. This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy **CHARACTER** unit, it can move up to 6". All other rules for Heroic Interventions still apply.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **INFANTRY, CHARACTER, BLADE CHAMPION**



A headstrong warrior, Valerian is relatively new to the Custodes, but is already marked for greatness. His urge to bring death to the foes of the Emperor beyond Terra is much valued in these dark times, and countless enemies have fallen to his guardian spear, Gnosis.

VALERIAN

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Valerian	6"	2+	2+	5	5	7	6	11	2+

Valerian is equipped with: Gnosis, misericordia. Your army can only include one **VALERIAN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gnosis (shooting)	24"	Rapid Fire 1	4	-1	2	-
Gnosis (melee)	Melee	Melee	+2	-4	2	Each time an attack made with this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

ABILITIES

Aegis of the Emperor, Martial ka'tah (pg 88-89)

Inspirational Fighter (Aura): While a friendly **<SHIELD HOST> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Hero of the Lion's Gate: Each time an attack is made against this model, an unmodified wound roll of 1-3 always fails.

Golden Laurels: Once per battle round, you can re-roll a single hit roll, wound roll, charge roll or saving throw made for this model.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **INFANTRY, CHARACTER, GUARDIAN, SHIELD-CAPTAIN, VALERIAN**

ALEYA

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Aleya	7"	2+	2+	3	3	5	5	9	3+

Aleya is equipped with: Somnus, misericordia. Your army can only include one **ALEYA** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Somnus	Melee	Melee	+3	-3	2	-
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

ABILITIES

Daughters of the Abyss (pg 88)

Cadre Tactics (Aura): While a friendly **ANATHEMA PSYKANA CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Voidsheen Cloak: This model has a 5+ invulnerable save.

Tenacious Spirit: At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it fights first that phase. In addition, if this model is destroyed in the Fight phase before it has been selected to fight in that phase, do not remove it from play – it can fight after the attacking model's unit has finished making attacks. After resolving this model's attacks, it is then removed.

FACTION KEYWORDS: **IMPERIUM, ANATHEMA PSYKANA**
KEYWORDS: **INFANTRY, CHARACTER, KNIGHT-CENTURA, ALEYA**



Aleya is a veteran of her order and is a ferocious and dedicated hunter of witches and sorcerers. Over many years she has developed incredible tactical perception, as well as a deep knowledge of her quarry. She employs these skills to seek out rogue psykers, cutting them down with sweeps of her blade, Somnus.

KNIGHT-CENTURA

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Knight-Centura	7"	2+	2+	3	3	5	4	9	3+

A Knight-Centura is equipped with: executioner greatblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Witchseeker flamer	12"	Assault D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Executioner greatblade	Melee	Melee	+2	-3	2	-

WARGEAR OPTIONS

- This model's executioner greatblade can be replaced with one of the following: 1 master-crafted boltgun; 1 witchseeker flamer.

ABILITIES

Daughters of the Abyss (pg 88)

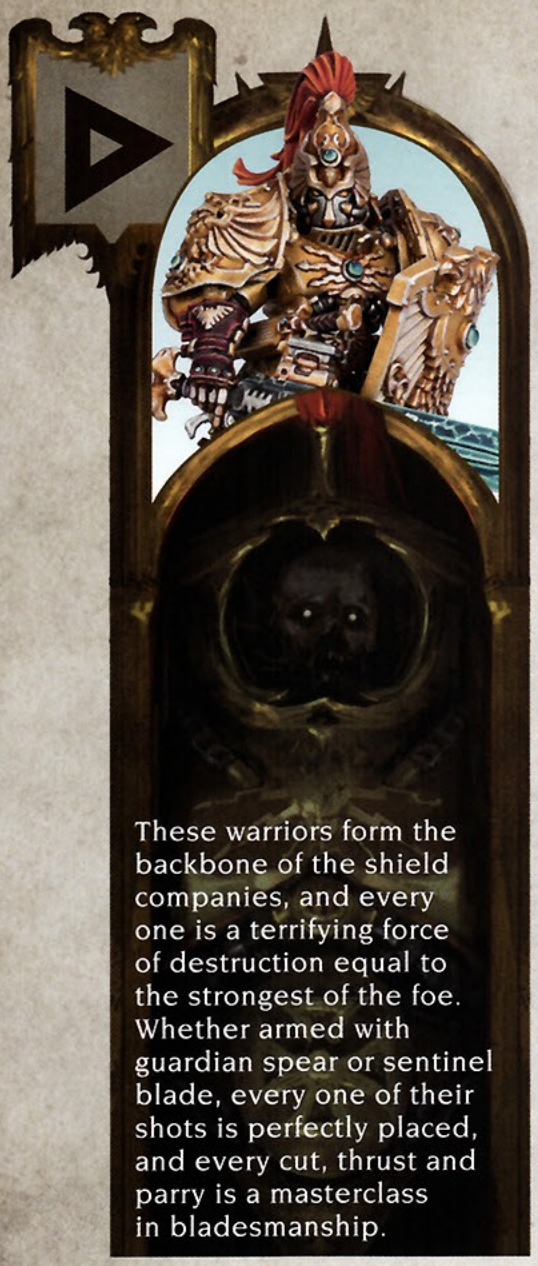
Voidsheen Cloak: This model has a 5+ invulnerable save.

Cadre Tactics (Aura): While a friendly **ANATHEMA PSYKANA CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

FACTION KEYWORDS: **IMPERIUM, ANATHEMA PSYKANA**
KEYWORDS: **INFANTRY, CHARACTER, KNIGHT-CENTURA**



Knight-Centuras are the leaders of Sisters of Silence cadres and the guardians of their traditions. They have earned the respect of their Sisters through years of service, impeccable fighting skills, immense power as Nulls and encyclopaedic knowledge of the witch and the sorcerer.



These warriors form the backbone of the shield companies, and every one is a terrifying force of destruction equal to the strongest of the foe. Whether armed with guardian spear or sentinel blade, every one of their shots is perfectly placed, and every cut, thrust and parry is a masterclass in bladesmanship.

CUSTODIAN GUARD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-10	Custodian Guard	6"	2+	2+	5	5	3	3	11	2+

If this unit contains 4-5 models, it has **Power Rating 11**. If this unit contains 6-8 models, it has **Power Rating 18** If this unit contains 9 or more models, it has **Power Rating 23**. Every model is equipped with: guardian spear.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Sentinel blade (shooting)	12"	Pistol 2	4	-1	2	-
Guardian spear (melee)	Melee	Melee	+2	-3	2	-
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Sentinel blade (melee)	Melee	Melee	+1	-3	2	-

OTHER WARGEAR	ABILITIES
Praesidium shield	Add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- Any number of models can each have their guardian spear replaced with 1 sentinel blade and 1 praesidium shield.
- Any number of models that are not equipped with a praesidium shield can each be equipped with 1 misericordia.

ABILITIES

Aegis of the Emperor, **Martial ka'tah** (pg 88-89)

FACTION KEYWORDS: **Imperium, Adeptus Custodes, <Shield Host>**
KEYWORDS: **Infantry, Core, Custodian Guard**



Protected from the malevolence of witches by their rare anti-psychic mutation, and shielded from the bullets and blades of the foe by their finely crafted power armour, Prosecutors advance unflinching into the heart of battle. Their bolters thunder ceaselessly, each explosive shell ending another heretic life.

PROSECUTORS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Prosecutor	7"	3+	3+	3	3	1	2	8	3+
1	Prosecutor Sister Superior	7"	3+	3+	3	3	1	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 6**. Every model is equipped with: boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-

ABILITIES

Daughters of the Abyss (pg 88)

FACTION KEYWORDS: **Imperium, Anathema Psykana**
KEYWORDS: **Infantry, Core, Prosecutors**

CUSTODIAN WARDENS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-10	Custodian Warden	6"	2+	2+	5	5	3	4	11	2+

If this unit contains 4-5 models, it has **Power Rating 12**. If this unit contains 6-8 models, it has **Power Rating 20.** If this unit contains 9 or more models, it has **Power Rating 25**. Every model is equipped with: guardian spear.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castellan axe (shooting)	24"	Rapid Fire 1	4	-1	2	-
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Castellan axe (melee)	Melee	Melee	+3	-2	2	-
Guardian spear (melee)	Melee	Melee	+2	-3	2	-
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any number of models can each have their guardian spear replaced with 1 castellan axe.
- Any number of models can each be equipped with 1 misericordia.

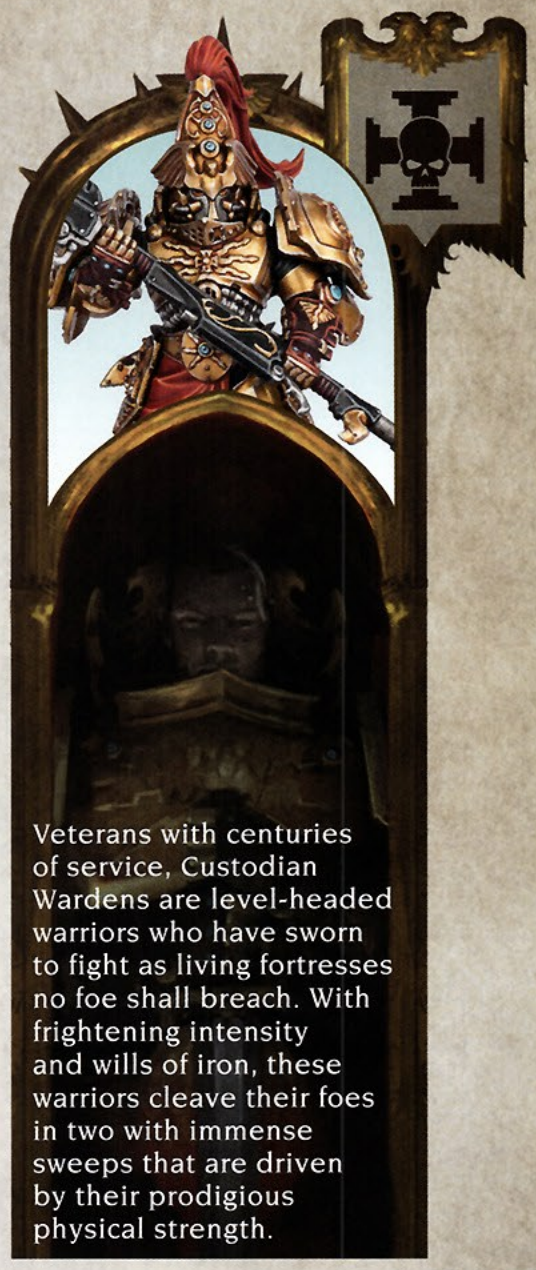
ABILITIES

Aegis of the Emperor, Martial ka'tah (pg 88-89)

Binding Oaths: Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Watchmen : While a friendly **<SHIELD HOST> CHARACTER** unit is within 3" of this unit, enemy units cannot target that **CHARACTER** unit with ranged weapons.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **INFANTRY, CORE, CUSTODIAN WARDENS**



Veterans with centuries of service, Custodian Wardens are level-headed warriors who have sworn to fight as living fortresses no foe shall breach. With frightening intensity and wills of iron, these warriors cleave their foes in two with immense sweeps that are driven by their prodigious physical strength.

ALLARUS CUSTODIANS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-6	Allarus Custodian	6"	2+	2+	5	5	4	4	11	2+

Increase this unit's **Power Rating** by **+3** for every additional model it includes. Every model is equipped with: balistus grenade launcher; guardian spear.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Balistus grenade launcher	18"	Assault D3	5	-3	1	Blast
Castellan axe (shooting)	24"	Rapid Fire 1	4	-1	2	-
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Castellan axe (melee)	Melee	Melee	+3	-2	2	-
Guardian spear (melee)	Melee	Melee	+2	-3	2	-
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any number of models can each have their guardian spear replaced with 1 castellan axe.
- Any number of models can each be equipped with 1 misericordia.

ABILITIES

Aegis of the Emperor, From Golden Light, Martial ka'tah (pg 88-89)

Slayers of Tyrants: Each time this unit piles in or consolidates, each model in the unit can move towards an enemy **CHARACTER** model instead of the closest enemy model, so long as one or more models in this unit finish that move within Engagement Range of that enemy **CHARACTER** model.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **INFANTRY, CORE, TELEPORT HOMER, TERMINATOR, ALLARUS, CUSTODIANS**



Even amongst the Adeptus Custodes, Allarus Custodians are renowned for their deeds. Teleporting into the most dangerous enemy strongholds, they rely upon the indomitable resilience of their Terminator plate to protect them as they hunt down demagogues and generals. Fighting as individual heroes, they swiftly tear the heart from their foe's defence.



Vexilus Praetors are veteran Custodians who have the incomparable privilege of bearing one of the Custodes' prized vexillas into battle. These inspirational, artisan-crafted banners are more than glorious icons. Bearing technologies that convey strategic information, some patterns of vexilla also project energy shields or radiate with the Emperor's own light.

VEXILUS PRAETOR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vexilus Praetor	6"	2+	2+	5	5	6	4	11	2+

A Vexilus Praetor is equipped with: guardian spear; vexilla defensor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castellan axe (shooting)	24"	Rapid Fire 1	4	-1	2	-
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Castellan axe (melee)	Melee	Melee	+3	-2	2	-
Guardian spear (melee)	Melee	Melee	+2	-3	2	-

OTHER WARGEAR	
Praesidium shield	Add 1 to armour saving throws made for the bearer.
Vexilla defensor	The bearer has the following aura ability: '**Vexilla Defensor (Aura):** While a friendly **<Shield Host> Core** or **<Shield Host> Character** unit is within 6" of this model, it has the benefits of Light Cover.'
Vexilla imperius	The bearer has the following aura ability: '**Vexilla Imperius (Aura):** While a friendly **<Shield Host> Core** or **<Shield Host> Character** unit is within 6" of this model, add 1 to the Attacks characteristic of each model in its unit.'
Vexilla magnifica	The bearer has the following aura ability: '**Vexilla Magnifica (Aura):** While a friendly **<Shield Host> Core** or **<Shield Host> Character** unit is within 6" of this model, it has the benefits of Dense Cover.'

WARGEAR OPTIONS

- This model's guardian spear can be replaced with one of the following: 1 castellan axe; 1 praesidium shield.
- This model's vexilla defensor can be replaced with one of the following: 1 vexilla imperius; 1 vexilla magnifica.

ABILITIES

Aegis of the Emperor, Martial ka'tah (pg 88-89)

Aquilane Relic: Your army can only include each type of vexilla (e.g. vexilla magnifica) once.

FACTION KEYWORDS: **Imperium, Adeptus Custodes, <Shield Host>**
KEYWORDS: **Infantry, Character, Guardian, Vexilus Praetor**



VEXILUS PRAETOR IN ALLARUS TERMINATOR ARMOUR — 7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vexilus Praetor in Allarus Terminator Armour	6"	2+	2+	5	5	7	4	11	2+

A Vexilus Praetor in Allarus Terminator Armour is equipped with: balistus grenade launcher; vexilla defensor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Balistus grenade launcher	18"	Assault D3	5	-3	1	Blast
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR

Vexilla defensor	The bearer has the following aura ability: '**Vexilla Defensor (Aura):** While a friendly **<Shield Host> Core** or **<Shield Host> Character** unit is within 6" of this model, it has the benefits of Light Cover.'
Vexilla imperius	The bearer has the following aura ability: '**Vexilla Imperius (Aura):** While a friendly **<Shield Host> Core** or **<Shield Host> Character** unit is within 6" of this model, add 1 to the Attacks characteristic of each model in its unit.'
Vexilla magnifica	The bearer has the following aura ability: '**Vexilla Magnifica (Aura):** While a friendly **<Shield Host> Core** or **<Shield Host> Character** unit is within 6" of this model, it has the benefits of Dense Cover.'

WARGEAR OPTIONS

- This model can be equipped with 1 misericordia.
- This model's vexilla defensor can be replaced with one of the following: 1 vexilla imperius; 1 vexilla magnifica.

ABILITIES

Aegis of the Emperor, From Golden Light, Martial ka'tah (pg 88-89)

Aquilane Relic: Your army can only include each type of vexilla (e.g. vexilla magnifica) once.

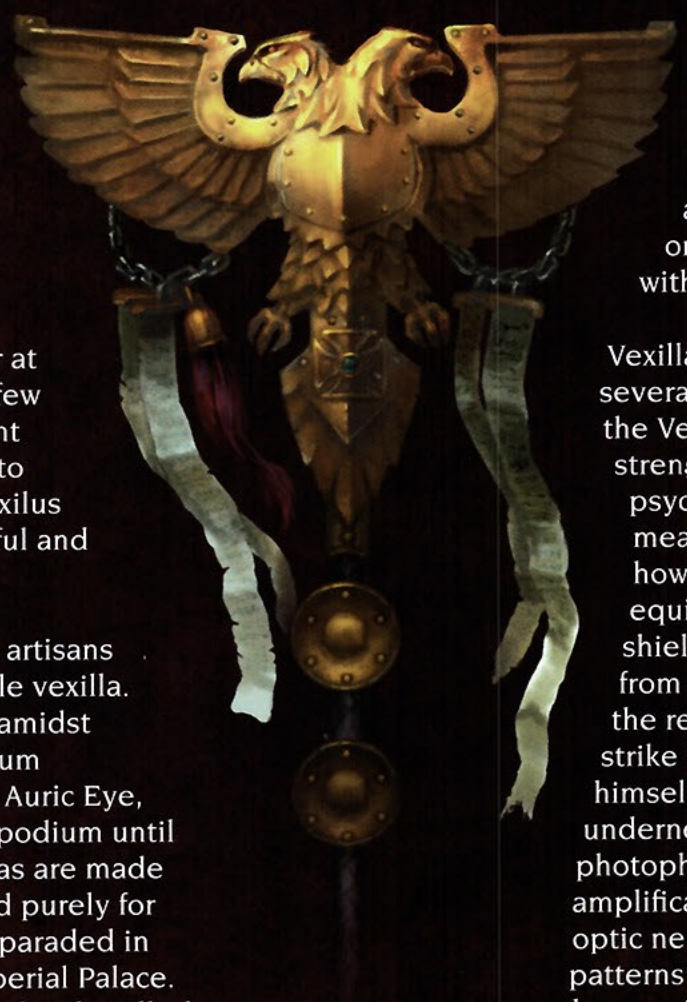
FACTION KEYWORDS: **Imperium, Adeptus Custodes, <Shield Host>**
KEYWORDS: **Infantry, Character, Teleport Homer, Terminator, Allarus, Vexilus Praetor**



It is the duty of the Vexilus Praetor to stand proud and firm, raising high the inspirational vexilla so that it might motivate the faithful to great and heroic deeds. Girded in Terminator armour, a Vexilus Praetor becomes a veritable bastion of courage – an indomitable beacon around which all can rally.

VEXILLAS

The veteran Vexilus Praetors are proud bearers of the Custodes' vexillas. Vexillas are the Custodians' standards, and are topped with the Imperial Aquila. The blazing glory of the Aquila atop a vexilla is a golden beacon of truth and light that inspires all Imperial troops around, whilst sapping the strength of their enemies who cower at the splendorous display. There are few sights in the Imperium as magnificent as the Adeptus Custodes striding into the heart of an enemy host, their Vexilus Praetor holding one of these beautiful and sacred banners aloft.



It takes a century for the oath-sworn artisans of the Tower Aquilane to craft a single vexilla. When one is completed, it is borne amidst processions of craft-thralls, Ministorum priests and heraldic servitors to the Auric Eye, where it is held securely in a stasis-podium until the Custodes have need of it. Vexillas are made for many purposes. Some are crafted purely for ceremonial rituals, while others are paraded in endless processions around the Imperial Palace. Many contain technologies for use in battle. All of these can beam a constantly cycling set of data-ident codes that convey strategic information and aid in tactical coordination. Some also have built-in teleport homers, allowing Custodian warriors, Dreadnoughts and even Land Raiders to teleport onto the battlefield around the vexilla with incredible precision.

Vexillas used in battle belong to one of several different patterns. These include the Vexilla Imperius, which lends immense strength to nearby Custodes via mysterious psychological or crypto-technological means – though none know exactly how this works. The Vexilla Defensor is equipped with a refractor field generator, shielding Custodes within its radius from enemy fire. To the ignorant, when the refractor field shimmers as munitions strike it, it appears as if the Emperor himself is extending his protection to those underneath. Vexillas Magnifica incorporate photophantasmic fluctuators and psycho-amplificator clarions, burning the enemy's optic nerves and reducing their thought patterns to fractal shards. These are carried at the very forefront of an attack, rendering even well dug-in defenders pitilessly ineffective.



These towering combat walkers are piloted by centuries-old fallen heroes kept alive by irreplaceable technologies. Equipped with weapons that can melt armour and tear apart infantry, Venerable Contemptor Dreadnoughts inflict terrible damage, all whilst protected by atomantic shields and auto-repair protocols.

VENERABLE CONTEMPTOR DREADNOUGHT 8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Venerable Contemptor Dreadnought	9"	2+	2+	7	7	9	5	11	2+

A Venerable Contemptor Dreadnought is equipped with: combi-bolter; multi-melta; Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Kheres-pattern assault cannon	24"	Heavy 6	7	-1	1	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS

- This model's multi-melta can be replaced with 1 kheres-pattern assault cannon.

ABILITIES

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).

Unyielding Ancient: Each time this model would lose a wound, roll one D6: on a 6, that wound is not lost.

Atomantic Shielding: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Imperium, Adeptus Custodes, <Shield Host>**
KEYWORDS: **Vehicle, Core, Dreadnought, Venerable Contemptor Dreadnought**



The surest way to bring an end to a witch's malefic rampage is to strike their head from their body. Such is the doctrine of the Vigilators, who ghost across the battlefield before charging headlong into battle, their double-handed power blades singing a keening song of death.

VIGILATORS 3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Vigilator	7"	3+	3+	3	3	1	2	8	3+
1	Vigilator Sister Superior	7"	3+	3+	3	3	1	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 6**. Every model is equipped with: executioner greatblade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Executioner greatblade	Melee	Melee	+2	-3	2	-

ABILITIES

Daughters of the Abyss (pg 88)

FACTION KEYWORDS: **Imperium, Anathema Psykana**
KEYWORDS: **Infantry, Core, Vigilators**

VERTUS PRAETORS

12 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Vertus Praetor	14"	2+	2+	5	6	5	4	11	2+

Increase this unit's **Power Rating** by **+4** for every additional model it includes. Every model is equipped with: hurricane bolter; interceptor lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Salvo launcher	24"	Heavy 1	8	-4	D3+3	-
Interceptor lance	Melee	Melee	+2	-3	2	Each time the bearer makes a melee attack with this weapon, if it made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

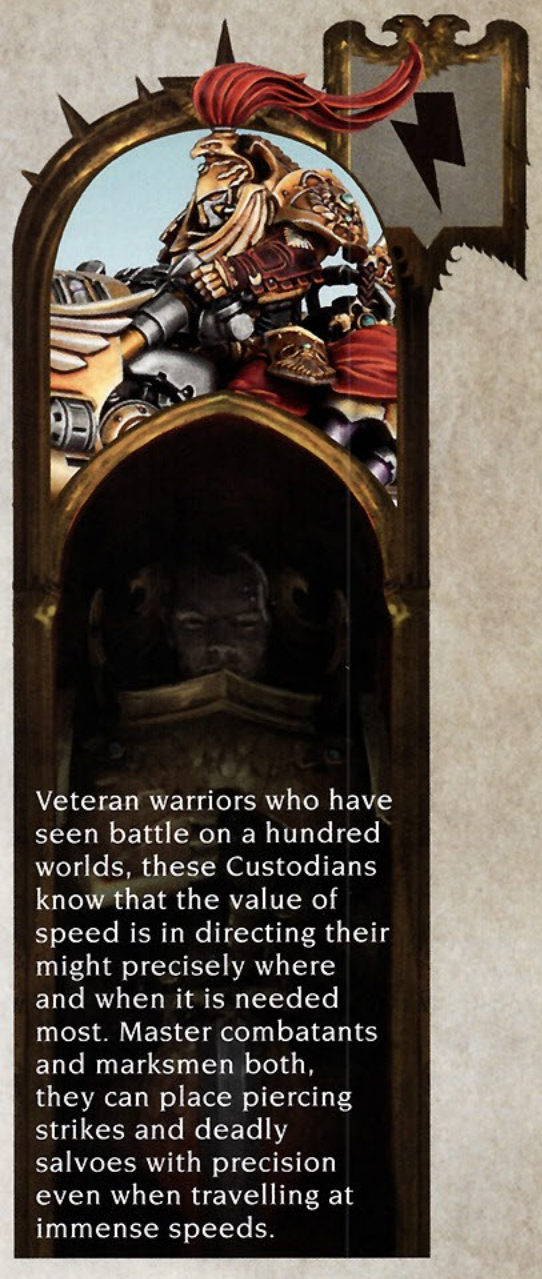
- Any number of models can each have their hurricane bolter replaced with 1 salvo launcher.
- Any number of models can each be equipped with 1 misericordia.

ABILITIES

Aegis of the Emperor, **Martial ka'tah** (pg 88-89)

Implacable Vanguard: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

FACTION KEYWORDS: **Imperium, Adeptus Custodes, <Shield Host>**
KEYWORDS: **Biker, Core, Fly, Vertus, Praetors**



Veteran warriors who have seen battle on a hundred worlds, these Custodians know that the value of speed is in directing their might precisely where and when it is needed most. Master combatants and marksmen both, they can place piercing strikes and deadly salvoes with precision even when travelling at immense speeds.

WITCHSEEKERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Witchseeker	7"	3+	3+	3	3	1	2	8	3+
1	Witchseeker Sister Superior	7"	3+	3+	3	3	1	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 6**. Every model is equipped with: witchseeker flamer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Witchseeker flamer	12"	Assault D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.

ABILITIES

Daughters of the Abyss (pg 88)

Seeker Cadre: At the start of the first battle round, before the first turn begins, this unit, or the **Anathema Psykana Transport** it is embarked within, can make a Normal Move of up to 6" as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

FACTION KEYWORDS: **Imperium, Anathema Psykana**
KEYWORDS: **Infantry, Core, Witchseekers**



Witchseekers wield sanctified flamers as they hunt witches through tangled corridors and muddy trenchworks alike. Closing with their heretical quarry, they employ their Null powers to close off the psychic trickery that renders witches so deadly. Witchseekers then unleash a roaring conflagration to immolate the foe, as well as any pyre.



Land Raiders are heavily armed, mobile fortresses. Possessed of hyper-durable adamantine armour and a fearsome array of weapons, they and their cargo of Custodian warriors can turn the tide of war in a single salvo, and their machine spirits are so potent they can fight on even if the crew are slain.

VENERABLE LAND RAIDER — 15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Venerable Land Raider (9+ wounds remaining)	10"	6+	2+	8	8	16	6	11	2+
	Venerable Land Raider (5-8 wounds remaining)	5"	6+	3+	8	8	N/A	D6	11	2+
	Venerable Land Raider (1-4 wounds remaining)	3"	6+	4+	8	8	N/A	1	11	2+

A Venerable Land Raider is equipped with: twin heavy bolter; 2 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

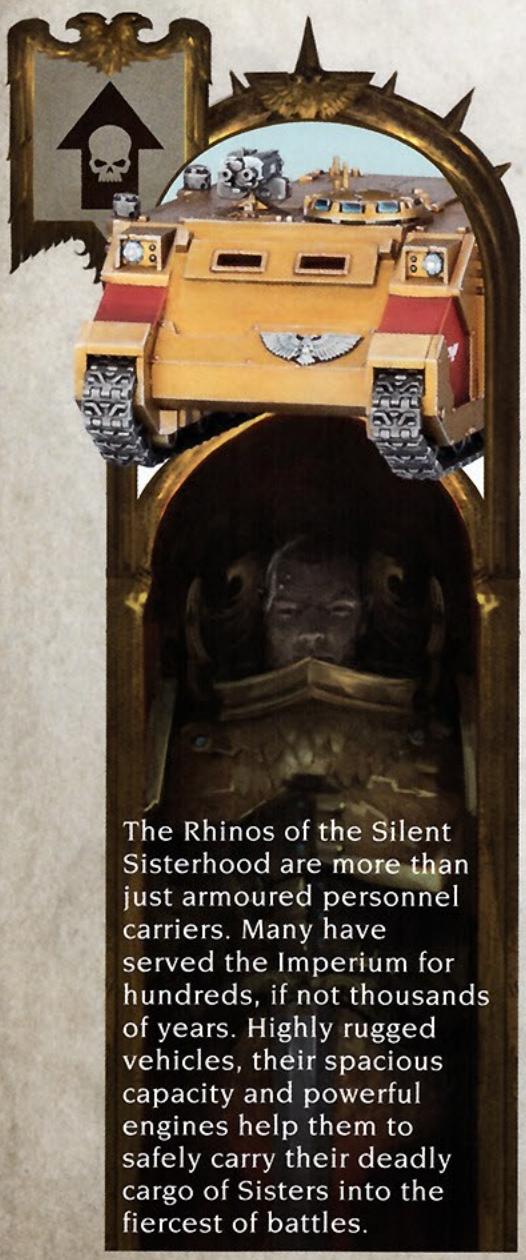
Unyielding Ancient: Each time this model would lose a wound, roll one D6: on a 6, that wound is not lost.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 5 **<SHIELD HOST> INFANTRY** models.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>**
KEYWORDS: **VEHICLE, TRANSPORT, MACHINE SPIRIT, SMOKESCREEN, VENERABLE LAND RAIDER**



The Rhinos of the Silent Sisterhood are more than just armoured personnel carriers. Many have served the Imperium for hundreds, if not thousands of years. Highly rugged vehicles, their spacious capacity and powerful engines help them to safely carry their deadly cargo of Sisters into the fiercest of battles.

ANATHEMA PSYKANA RHINO — 4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Anathema Psykana Rhino (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Anathema Psykana Rhino (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Anathema Psykana Rhino (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

An Anathema Psykana Rhino is equipped with: storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

ABILITIES

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Anathema Psykana Dedicated Transport: Do not follow a Detachment's normal rules for Battlefield Role slots for this Dedicated Transport (see the Warhammer 40,000 Core Book). Instead, you can include one of this unit for each **ANATHEMA PSYKANA INFANTRY** unit in that Detachment.

TRANSPORT

This model has a transport capacity of 10 **ANATHEMA PSYKANA INFANTRY** models.

FACTION KEYWORDS: **IMPERIUM, ANATHEMA PSYKANA**
KEYWORDS: **VEHICLE, TRANSPORT, SMOKESCREEN, RHINO**

WEAPON PROFILES

Below you will find the weapon profiles for all the weapons that **ADEPTUS CUSTODES** and **ANATHEMA PSYKANA** models can be equipped with. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

AURIC WEAPONS

Some rules refer to auric weapons. An auric weapon is any weapon from the list below, or any Relic that replaces such a weapon:

- Castellan axe
- Gnosis
- Guardian spear
- Sentinel blade
- Watcher's Axe

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Balistus grenade launcher	18"	Assault D3	5	-3	1	Blast
Boltgun	24"	Rapid Fire 1	4	0	1	-
Castellan axe (shooting)	24"	Rapid Fire 1	4	-1	2	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Gnosis (shooting)	24"	Rapid Fire 1	4	-1	2	-
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Kheres-pattern assault cannon	24"	Heavy 6	7	-1	1	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Salvo launcher	24"	Heavy 1	8	-4	D3+3	-
Sentinel blade (shooting)	12"	Pistol 2	4	-1	2	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Watcher's Axe (shooting)	24"	Rapid Fire 1	5	-1	2	-
Witchseeker flamer	12"	Assault D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Castellan axe (melee)	Melee	Melee	+3	-2	2	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Executioner greatblade	Melee	Melee	+2	-3	2	-
Gnosis (melee)	Melee	Melee	+2	-4	2	Each time an attack made with this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.
Guardian spear (melee)	Melee	Melee	+2	-3	2	-
Interceptor lance	Melee	Melee	+2	-3	2	Each time the bearer makes a melee attack with this weapon, if it made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
Misericordia	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Sentinel blade (melee)	Melee	Melee	+1	-3	2	-
Somnus	Melee	Melee	+3	-3	2	-
Vaultswords	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Behemor	Melee	Melee	+2	-4	2	Each time an attack is made with this weapon profile against a **MONSTER** or **VEHICLE** unit, an unmodified hit roll of 4+ automatically wounds the target.
- Hurricanis	Melee	Melee	User	-1	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Victus	Melee	Melee	+1	-4	3	Each time an attack is made with this weapon profile against a **CHARACTER** unit, you can re-roll the wound roll.
Watcher's Axe (melee)	Melee	Melee	x2	-3	3	-

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Aleya (pg 93)
Unit size ..... 1 model
Unit cost ..... 75 pts

Blade Champion (pg 92)
Unit size ..... 1 model
Unit cost ..... 110 pts

Knight-Centura (pg 93)
Unit size ..... 1 model
Unit cost ..... 50 pts
- Executioner greatblade ..... +5 pts

Shield-Captain (pg 90)
Unit size ..... 1 model
Unit cost ..... 110 pts
- Misericordia ..... +5 pts
- Praesidium shield ..... +10 pts

Shield-Captain in Allarus Terminator Armour (pg 91)
Unit size ..... 1 model
Unit cost ..... 125 pts
- Misericordia ..... +5 pts

Shield-Captain on Dawneagle Jetbike (pg 91)
Unit size ..... 1 model
Unit cost ..... 170 pts
- Misericordia ..... +5 pts
- Salvo launcher ..... +5 pts

Trajann Valoris (pg 90)
Unit size ..... 1 model
Unit cost ..... 170 pts

Valerian (pg 92)
Unit size ..... 1 model
Unit cost ..... 140 pts

Captain-Commander (pg 64)
- Master of the Stances ..... +25 pts
- Swift as the Eagle ..... +15 pts
- Inspirational Exemplar ..... +15 pts
- Bane of Abominations ..... +15 pts
- Unstoppable Destroyer ..... +10 pts
- Defiant to the Last ..... +20 pts
- Fierce Conqueror ..... +15 pts
- Ceaseless Hunter ..... +20 pts
- Tip of the Spear ..... +15 pts

TROOPS

Custodian Guard (pg 94)
Unit size ..... 3-10 models
Unit cost ..... 45 pts/model
- Misericordia ..... +3 pts
- Praesidium shield ..... +5 pts

Prosecutors (pg 94)
Unit size ..... 5-10 models
Unit cost ..... 12 pts/model

ELITES

Allarus Custodians (pg 95)
Unit size ..... 1-6 models
Unit cost ..... 65 pts/model
- Misericordia ..... +3 pts

Custodian Wardens (pg 95)
Unit size ..... 3-10 models
Unit cost ..... 50 pts/model
- Misericordia ..... +3 pts

Venerable Contemptor Dreadnought (pg 98)
Unit size ..... 1 model
Unit cost ..... 155 pts

Vexilus Praetor (pg 96)
Unit size ..... 1 model
Unit cost ..... 105 pts

Vexilus Praetor in Allarus Terminator Armour (pg 97)
Unit size ..... 1 model
Unit cost ..... 115 pts
- Misericordia ..... +5 pts

Vigilators (pg 98)
Unit size ..... 5-10 models
Unit cost ..... 14 pts/model

FAST ATTACK

Vertus Praetors (pg 99)
Unit size ..... 3-6 models
Unit cost ..... 85 pts/model
- Misericordia ..... +3 pts
- Salvo launcher ..... +5 pts

Witchseekers (pg 99)
Unit size ..... 5-10 models
Unit cost ..... 14 pts/model

HEAVY SUPPORT

Venerable Land Raider (pg 100)
Unit size ..... 1 model
Unit cost ..... 285 pts
- Hunter-killer missile ..... +5 pts
- Storm bolter ..... +5 pts

DEDICATED TRANSPORT

Anathema Psykana Rhino (pg 100)
Unit size ..... 1 model
Unit cost ..... 75 pts
- Hunter-killer missile ..... +5 pts

GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Adeptus Custodes Detachment (pg 52): A Detachment in a Battle-forged army where every model has the **ADEPTUS CUSTODES** keyword (excluding models with the **ANATHEMA PSYKANA**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).

Adeptus Custodes and Anathema Psykana secondary objectives (pg 71): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is an **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** Detachment.

Anathema Psykana Detachment (pg 52): A Detachment in a Battle-forged army where every model has the **ANATHEMA PSYKANA** keyword (excluding models with the **VALERIAN, AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).

Any number of models can each have their Weapon A replaced with Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have their weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Artefacts of the Vaults (pg 83): Crusade Relics available if you have claimed Magisterium Lex Ultima.

Auric weapon (pg 101): An auric weapon is one of the following weapons, or any Relic that replaces such a weapon: castellan axe; Gnosis; guardian spear; sentinel blade; Watcher's Axe.

Captain-Commander (pg 64): An upgrade that can be applied to **SHIELD-CAPTAIN** models (excluding named characters).

Dishonour (pg 81): Adverse effects for your Crusade force if you claim Magisterium Lex Ultima and abandon your endeavour.

Endeavour (pg 78): A collection of imperatives, Endeavour Rewards and Dishonours if you claim Magisterium Lex Ultima.

Endeavour Rewards (pg 80): Crusade bonuses you can earn by claiming Magisterium Lex Ultima and completing imperatives.

Imperatives (pg 79): Crusade objectives you must complete over a series of games if you have claimed Magisterium Lex Ultima.

Ka'tah Stance (pg 89): Different abilities available from Martial Ka'tah.

Magisterium Lex Ultima (pg 78): Crusade rules available to Crusade forces that include **TRAJANN VALORIS** or any **SHIELD-CAPTAIN** units.

Martial Ka'tah (pg 89): An ability that Adeptus Custodes models have, and can use if every model in your army has the **ADEPTUS CUSTODES** keyword (excluding models with the **ANATHEMA PSYKANA**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords), and every unit that is assigned to a shield host is assigned to the same shield host.

Relic of Terra (pg 68): A type of Relic that can be given to **ADEPTUS CUSTODES CHARACTER** models.

Relic of the Vigil (pg 70): A type of Relic that can be given to **ANATHEMA PSYKANA CHARACTER** models.

Shield Host Fighting Style (pg 53): Detachment ability for **ADEPTUS CUSTODES** Detachments. Gained by **<SHIELD HOST>** models based on the shield host they are assigned to, if all models in that Detachment that are assigned to a shield host are assigned to the same shield host.



REFERENCE

Below you will find a bullet-pointed summary of several Adeptus Custodes and Anathema Psykana rules.

ADEPTUS CUSTODES DETACHMENT ABILITIES (PG 52)

- Such Detachments gain the Emperor's Legion, Host of Heroes and Watchers of the Throne abilities.
- **ADEPTUS CUSTODES** units gain the Shield Host fighting style ability (pg 53).
- **ADEPTUS CUSTODES INFANTRY** units and **ANATHEMA PSYKANA** Troops units gain the objective secured ability (see the Warhammer 40,000 Core Book).
- **ADEPTUS CUSTODES** models count as one additional model when determining control of an objective marker.

AEGIS OF THE EMPEROR (PG 88)

- The model has a 4+ invulnerable save.
- Each time the model would lose a wound as a result of a mortal wound, roll one D6: on a 6, that wound is not lost.

CALISTUS (PG 89)

- Stance 1: Roll one additional D6 and discard one of the results when the unit Advances.
- Stance 2: Each time the unit makes a Normal Move or Advances, it counts as having Remained Stationary in your following Shooting phase.

CONSERVAI (PG 89)

- Stance 1: The unit can Advance or Fall Back and still perform actions.
- Stance 2: The unit can perform an action and shoot without the action failing.

DACATARAI (PG 89)

- Stance 1: Subtract 2" from an enemy unit's pile-in or consolidate move if it starts the move within Engagement Range of this unit.
- Stance 2: When the unit fights, you can add 1 to its Attacks characteristic but its Damage characteristic is changed to 1.

DAUGHTERS OF THE ABYSS (PG 88)

- The unit cannot be targeted or affected by psychic powers.
- Subtract 1 from psychic tests for each unit with this ability within 18" (max. of -3).
- Each time a model in the unit makes an attack against a **PSYKER** or **DAEMON** unit, add 1 to the wound roll.

EMPEROR'S LEGION (PG 52)

- You cannot include more **ANATHEMA PSYKANA** Troops units than you do **ADEPTUS CUSTODES** Troops units in this Detachment.
- You cannot include more **ANATHEMA PSYKANA** HQ units than you do **ADEPTUS CUSTODES** HQ units in this Detachment.
- You cannot select an **ANATHEMA PSYKANA** model as your **WARLORD**.

FROM GOLDEN LIGHT (PG 88)

- During deployment, you can set this unit up in a teleportarium chamber instead of setting them up on the battlefield.
- The unit can then arrive during the Reinforcements step of one of your Movement phases.
- When the unit arrives, set it up on the battlefield more than 9" away from any enemy models.

HOST OF HEROES (PG 52)

- You can include a maximum of one of each type of **SHIELD-CAPTAIN** in this Detachment.

KAPTARIS (PG 89)

- Stance 1: Each time a melee attack is made against this unit, the hit roll cannot be re-rolled.
- Stance 2: If an enemy unit (excluding **VEHICLE** and **MONSTER** units) within Engagement Range of an **INFANTRY** unit with this ability would Fall Back, roll off, adding 1 to your opponent's result if their unit can **FLY**. If you win, they can't Fall Back.

MARTIAL KA'TAH (PG 89)

- After deployment, before determining first turn, select a primary, secondary and tertiary Martial Ka'tah for your army to use.
- Martial Ka'tah's are as follows: Calistus; Conservai; Dacatarai; Kaptaris; Rendax; Salvus.
- In each Command phase, you can select a martial ka'tah's stance to become active for your army.
- You cannot select a stance more than once; you must select a primary ka'tah's stance first; you cannot select a tertiary ka'tah's stance until you have selected a secondary ka'tah's stance; you cannot select a stance from a ka'tah used earlier in the battle.

RENDAX (PG 89)

- Stance 1: Each time a model in the unit makes an attack against a **VEHICLE** or **MONSTER** unit, an unmodified hit roll of 6 automatically wounds.
- Stance 2: Each time a model in the unit makes a melee attack against a **VEHICLE** or **MONSTER** unit, if the unit charged, was charged or performed a Heroic Intervention this turn, add 1 to the attack's Strength characteristic.

SALVUS (PG 89)

- Stance 1: Add 4" to the Range characteristic of this unit's ranged weapons.
- Stance 2: If this unit is an **INFANTRY** unit that did not Advance and is not within Engagement Range of enemy units, it can shoot twice with auric weapons.

<SHIELD HOST> KEYWORD (PG 88)

- When you include a unit with the **<SHIELD HOST>** keyword, nominate which shield host it is assigned to.
- Replace every instance of the **<SHIELD HOST>** keyword on that unit's datasheet with the name of your chosen shield host.
- A Detachment cannot include units from two different shield hosts.

WATCHERS OF THE THRONE (PG 52)

- For the Look Out, Sir rule, **ADEPTUS CUSTODES INFANTRY** and **BIKER** models count as two models for friendly **CHARACTER** models of the same **<SHIELD HOST>**.



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Thank you for your patience, anons, take care of yourselves out there.

Special thanks to the anon who created the initial photo PDF. I appreciate the effort you took to photograph the entire Codex, and I'm grateful for your generosity in sharing it with the community.


THE EMPEROR'S REALM IS A FESTERING RUIN OF OVERCROWDED WORLDS DROWNING IN THEIR OWN IGNORANCE AND FEAR. IT IS A TUMBLEDOWN GHETTO THAT BURNS FROM END TO END WITH THE FLAMES OF WAR. THEY DO NOT DESERVE THEIR EMPEROR. THEY DO NOT DESERVE US. NONE OF THAT ALTERS THE FACT THAT OUR DUTY MUST BE DONE...