

CODEX: ADEPTUS CUSTODES

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 52 – Detachment Abilities, Adeptus Custodes

Add the following bullet point:

- For the purposes of determining whether all units in an **ADEPTUS CUSTODES** Detachment have a Faction keyword in common, **ANATHEMA PSYKANA** units in that Detachment are treated as having the **ADEPTUS CUSTODES** Faction keyword.'

Designer's Note: *The entry above is to ensure that an **ADEPTUS CUSTODES** Detachment that includes **ANATHEMA PSYKANA** units still meets the requirements found in mission packs such as the Chapter Approved mission packs which require all units in your army to have a Faction keyword in common (which cannot be 'IMPERIUM').*

Page 55 – Wardens of the Dark Cells

Change Trait 1 of this shield host fighting style to read: 'While an enemy unit is within Engagement Range of one or more units with this trait, subtract 1 from the Attacks characteristic of each model in that enemy unit.'

Designer's Note: *The entry above changes 'a unit' to 'one or more units', so that this trait can subtract no more than 1 from the Attacks characteristic of models in affected enemy units.*

Page 62 – Shoulder the Mantle

Change the third sentence to read: 'Until the end of the battle, if that model does not have a Warlord Trait, it gains one Warlord Trait of that destroyed **WARLORD**.'

Page 96 – Vexilus Praetor, Wargear Options

Add the following bullet point:

- This model can be equipped with 1 misericordia.'

Designer's Note: *The following abilities should include 'on the battlefield' as part of the requirements for selecting a unit. As such, we are making the following updates:*

Page 56 – All-seeing Annihilator

Change the first sentence to read: 'In your Command phase, if this **WARLORD** is on the battlefield, select this **WARLORD** or one friendly **DREAD HOST CORE** unit within 6" of this **WARLORD**.'

Page 61 – Wisdom of the Moritoi

Change the second sentence to read: 'Select one **ADEPTUS CUSTODES DREADNOUGHT** model from your army that is on the battlefield.'

Page 61 – Retribution of the Machine Spirit

Change the second sentence to read: 'Select one **ADEPTUS CUSTODES MACHINE SPIRIT** model from your army that is on the battlefield.'

Page 62 – Unleash the Lions

Change the second sentence to read: 'Select one **ALLARUS CUSTODIANS** unit from your army that is on the battlefield and contains 2 or more models.'

Page 62 – Martial Discretion

Change the second sentence to read: 'Select one **ADEPTUS CUSTODES** unit from your army that is on the battlefield, then select one ka'tah stance that is not active for your army.'

FAQS

Q: *Is a model that performs a teleport-shunt using the Praetorian Plate Relic considered to have made a Heroic Intervention when it does so?*

A: Yes.

Q: *If a model that has the Auric Exemplar Warlord Trait is selected for the Vigil Unending Stratagem, does it also make the additional attacks granted by this Warlord Trait before being removed?*

A: Yes.