

IMPERATOR DEFENSOR

On the following pages you will find the datasheets that you will need to fight battles of Warhammer 40,000 using Forge World's range of Adeptus Custodes models, alongside common abilities and points values for those datasheets. These rules are designed to supplement those found in *Codex: Adeptus Custodes*.

The datasheets on the following pages were previously presented in a beta format. Thanks to your feedback, and the diligent work of our playtesters, we can now present the finalised version of these datasheets, alongside a new datasheet for the Ares Gunship.

The amendments to these datasheets incorporate changes to the characteristics of some units and weapons, as well as changes to the abilities on some datasheets. We have also taken this opportunity to revise the points value and Power Ratings of a number of these datasheets.

ABILITIES

The following ability is common to several **ADEPTUS CUSTODES** units.

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 with this ability have a 5+ invulnerable save. When a model with this ability would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 6 that wound is not lost.



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Custodian Guard	6"	2+	2+	5	5	3	3	8	2+	
This unit contains 3 Custodian Guard. It can additionally contain up to 2 Custodian Guard (Power Rating +3 per model). Every model is equipped with: adrasite spear.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Adrasite spear (shooting)	18"	Assault 1		5	-3	3	-			
Pyrrhite spear (shooting)	12"	Assault 1		8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.			
Adrasite spear (melee)	Melee	Melee		+1	-3	D3	-			
Misericordia	Melee	Melee		User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.			
Pyrrhite spear (melee)	Melee	Melee		+1	-3	D3	-			
WARGEAR OPTIONS	<ul style="list-style-type: none">Any model can be equipped with 1 pyrrhite spear instead of 1 adrasite spear.Any model can additionally be equipped with 1 misericordia.									
ABILITIES	Aegis of the Emperor									
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES									
KEYWORDS	INFANTRY, CUSTODIAN GUARD									



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sagittarum Custodian	6"	2+	2+	5	5	3	3	8	2+
This unit contains 3 Sagittarum Custodians. It can additionally contain up to 2 Sagittarum Custodians (Power Rating +3 per model). Every model is equipped with: Adrastus bolt caliver.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Adrastus bolt caliver	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.								
- Bolt volley	36"	Assault 3		5	-1	1	-		
- Disintegration beam	15"	Assault 1		5	-3	3	-		
Misericordia	Melee	Melee		User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.		
WARGEAR OPTIONS	• Any model can additionally be equipped with 1 misericordia.								
ABILITIES	Aegis of the Emperor								
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES								
KEYWORDS	INFANTRY, SAGITTARUM CUSTODIANS								



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aquilon Custodian	6"	2+	2+	5	5	4	4	9	2+
This unit contains 3 Aquilon Custodians. It can additionally contain up to 3 Aquilon Custodians (Power Rating +4 per model). Every model is equipped with: Lastrum storm bolter; Solerite power gauntlet.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Infernus firepike	12"	Heavy D6		6	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.		
Lastrum storm bolter	24"	Rapid Fire 2		5	-1	1	-		
Twin Adrathic destructor	18"	Assault 2		5	-3	3	-		
Misericordia	Melee	Melee		User		-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.	
Solerite power gauntlet	Melee	Melee		x2		-4	D3	-	
Solerite power talon	Melee	Melee		+1		-2	1	When the bearer fights, it makes 1 additional attack with this weapon. When resolving an attack made with this weapon, you can re-roll the wound roll.	
WARGEAR OPTIONS	<ul style="list-style-type: none">Any model can be equipped with one of the following instead of 1 Lastrum storm bolter: 1 Infernus firepike; 1 twin Adrathic destructor.Any model can be equipped with 1 Solerite power talon instead of 1 Solerite power gauntlet.Any model can additionally be equipped with 1 misericordia.								
ABILITIES	Aegis of the Emperor								
	From Golden Light: During deployment, you can set up this unit in a Godstrike-pattern teleportarium array instead of setting it up on the battlefield. If you do, at the end 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.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES								
KEYWORDS	INFANTRY, TERMINATOR, AQUILON CUSTODIANS								



Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS	M	WS	BS
Contemptor-Galatus	★	★	★	7	7	10	4	8	2+	6-10+	9"	2+	2+
A Contemptor-Galatus Dreadnought is a single model equipped with: Galatus warblade. It has a Galatus shield.										3-5	6"	3+	3+
										1-2	4"	4+	4+
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Galatus warblade (shooting)	8"	Heavy 2D6			6	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.					
Galatus warblade (melee)	Melee	Melee			User	-3	3	When the bearer fights, it makes D3 additional attacks with this weapon.					
ABILITIES	Galatus Shield: This model has a 4+ invulnerable save. When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.							Unyielding Ancient: When this model would lose a wound, roll one D6; on a 6 that wound is not lost.					
								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												
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR-GALATUS DREADNOUGHT												



DAMAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor-Achillus	*	*	*	7	7	10	4	8	2+

A Contemptor-Achillus Dreadnought is a single model equipped with: 2 Lastrum storm bolters; Achillus dreadspear.

AGAMATUS CUSTODIANS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Agamatus Custodian	14"	2+	2+	5	6	4	4	9	2+

This unit contains 3 Agamatus Custodians. It can additionally contain up to 3 Agamatus Custodians (**Power Rating +5** per model). Every model is equipped with: Lastrum bolt cannon; interceptor lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adrathic devastator	18"	Heavy 2	6	-3	3	-
Lastrum bolt cannon	36"	Heavy 3	6	-2	1	-
Twin las-pulser	24"	Heavy 4	8	-2	D3	-
Interceptor lance	Melee	Melee	+1	-3	D3	When resolving an attack made with this weapon in a turn in which the bearer made a charge move, you can re-roll the wound roll.
Misericordia	Melee	Melee	User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it has a storm shield.
WARGEAR OPTIONS	<ul style="list-style-type: none">Any model can be equipped with one of the following instead of 1 Lastrum bolt cannon: 1 Adrathic devastator; 1 twin las-pulser.Any model can additionally be equipped with 1 misericordia.					
ABILITIES	<p>Aegis of the Emperor</p> <p>Implacable Vanguard: When this unit Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.</p>					
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES					
KEYWORDS	BIKER, FLY, AGAMATUS CUSTODIANS					






VENATARI CUSTODIANS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Venatari Custodian	12"	2+	2+	5	5	3	3	8	3+

This unit contains 3 Venatari Custodians. It can additionally contain up to 3 Venatari Custodians (**Power Rating +3** per model). Every model is equipped with: kinetic destroyer; tarsus buckler.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kinetic destroyer	18"	Pistol 2	6	-2	2	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
Venatari lance (shooting)	12"	Assault 2	6	-2	2	-
Misericordia	Melee	Melee	User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.
Tarsus buckler	Melee	Melee	+1	-2	1	-
Venatari lance (melee)	Melee	Melee	+1	-3	D3	-
WARGEAR OPTIONS	<ul style="list-style-type: none">Any model can be equipped with 1 Venatari lance instead of 1 kinetic destroyer and 1 tarsus buckler.Any model can additionally be equipped with 1 misericordia.					
ABILITIES	Aegis of the Emperor Tarsus Buckler: When resolving an attack made with a weapon that has an Armour Penetration characteristic of -1 against a model equipped with a tarsus buckler, that weapon has an Armour Penetration characteristic of 0 for that attack.					Airborne Hunters: During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, at the end 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.
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES					
KEYWORDS	INFANTRY, FLY, JUMP PACK, VENATARI CUSTODIANS					

PALLAS GRAV-ATTACK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pallas Grav-attack	16"	6+	2+	5	6	8	2	9	3+

A Pallas Grav-attack is a single model equipped with: twin Arachnus blaze cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Arachnus blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Beam	36"	Heavy 2	7	-4	3	When resolving an attack made with this weapon against a VEHICLE unit, you can re-roll the wound roll.
- Burst	24"	Heavy 6	5	-2	1	-

ABILITIES		
Hover Tank: Distances are always measured to and from this model's hull. Flare Shielding: This model has a 5+ invulnerable save. Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.	Gravitic Backwash: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll. Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wounds.	

FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES
KEYWORDS	VEHICLE, FLY, PALLAS GRAV-ATTACK

CALADIUS GRAV-TANK

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS				M	BS	A
Caladius Grav-tank	★	6+	★	6	7	14	★	9	3+	8-14+	14"	2+	3			
A Caladius Grav-tank is a single model equipped with: twin Iliastus accelerator cannon; twin Lastrum bolt cannon.										4-7	10"	3+	D3			
										1-3	8"	4+	1			
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES									
Twin Arachnus heavy blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.															
- Beam	48"	Heavy 2		9	-4	D3+3	When resolving an attack made with this weapon against a VEHICLE unit, you can re-roll the wound roll.									
- Burst	36"	Heavy 8		7	-2	1	-									
Twin Iliastus accelerator cannon	60"	Heavy 8		7	-3	2	-									
Twin Lastrum bolt cannon	36"	Heavy 6		6	-2	1	-									
WARGEAR OPTIONS	• This model can be equipped with 1 twin Arachnus heavy blaze cannon instead of 1 twin Iliastus accelerator cannon.															
ABILITIES	Hover Tank: Distances are always measured to and from this model's hull.						Gravitic Backwash: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.									
	Flare 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.									
Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.																
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES															
KEYWORDS	VEHICLE, FLY, CALADIUS GRAV-TANK															



Some of this model's characteristics change as it suffers damage, as shown below:

CORONUS GRAV-CARRIER

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS				M	BS	A	
Coronus Grav-carrier	★	6+	★	8	8	18	★	9	3+	9-18+		14"		2+		3	
A Coronus Grav-carrier is a single model equipped with: twin Arachnus blaze cannon; twin Lastrum bolt cannon.										5-8		10"		3+		D3	
										1-4		6"		4+		1	
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES									
Twin Arachnus blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.																
- Beam	36"	Heavy 2			7	-4	3	When resolving an attack made with this weapon against a VEHICLE unit, you can re-roll the wound roll.									
- Burst	24"	Heavy 6			5	-2	1	-									
Twin Lastrum bolt cannon	36"	Heavy 6			6	-2	1	-									
ABILITIES	Hover Tank: Distances are always measured to and from this model's hull.							Gravitic Backwash: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.									
	Flare Shielding: This model has a 5+ invulnerable save.																
	Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.							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.									
TRANSPORT	This model has a transport capacity of 6 ADEPTUS CUSTODES INFANTRY models.																
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES																
KEYWORDS	VEHICLE, TRANSPORT, FLY, CORONUS GRAV-CARRIER																

ORION ASSAULT DROPSHIP

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS	M	BS	A
Orion Assault Dropship	★	6+	★	8	8	22	★	9	3+	12-22+	20"-50"	2+	6
An Orion Assault Dropship is a single model equipped with: 2 Arachnus heavy blaze cannons; 2 twin Lastrum bolt cannons; 2 Spiculus heavy bolt launchers.										6-11	20"-40"	3+	4
										1-5	20"-30"	4+	2
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Arachnus heavy blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.												
- Beam	48"	Heavy 1		9	-4	D3+3	When resolving an attack made with this weapon against a VEHICLE unit, you can re-roll the wound roll.						
- Burst	36"	Heavy 4		7	-2	1	-						
Spiculus heavy bolt launcher	48"	Heavy 3		7	-1	2	-						
Twin Lastrum bolt cannon	36"	Heavy 6		6	-2	1	-						
ABILITIES	Airborne: You cannot charge with this model, and this model can only be chosen as a target of a charge if the unit making the charge can FLY . You can only fight with this model if it is within 1" of any enemy units that can FLY , and this model can only make close combat attacks against units that can FLY . Enemy units can only make close combat attacks against this model if they can FLY .												
	Supersonic: When this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot. When this model Advances, add 20" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.												
	Eclipse Shield: This model has a 5+ invulnerable save.												
TRANSPORT	Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.												
	Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.												
	Hard to Hit: When resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.												
FACTION KEYWORDS	Explodes: When this model 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.												
KEYWORDS	TRANSPORT This model has a transport capacity of 12 ADEPTUS CUSTODES INFANTRY models or 7 ADEPTUS CUSTODES INFANTRY models and 1 CONTEMPTOR-ACHILLUS DREADNOUGHT , CONTEMPTOR-GALATUS DREADNOUGHT or VENERABLE CONTEMPTOR DREADNOUGHT model.												



DAMAGE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ares Gunship	★	6+	★	8	8	22	★	9	3+

REMAINING WOUNDS	M	BS	A
12-22+	20"-50"	2+	6
6-11	20"-40"	3+	4
1-5	20"-30"	4+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arachnus heavy blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Beam	48"	Heavy 1	9	-4	D3+3	When resolving an attack made with this weapon against a VEHICLE unit, you can re-roll the wound roll.
- Burst	36"	Heavy 4	7	-2	1	-
Arachnus magna-blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Beam	72"	Heavy D3	14	-4	D3+6	-
- Burst	48"	Heavy 3	9	-3	D3	-
ABILITIES	<p>Airborne: You cannot charge with this model, and this model can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within 1" of any enemy units that can FLY, and this model can only make close combat attacks against units that can FLY. Enemy units can only make close combat attacks against this model if they can FLY.</p> <p>Supersonic: When this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot. When this model Advances, add 20" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.</p> <p>Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.</p>			<p>Infernus Firebomb: Once per turn, this model can drop an infernus firebomb as it flies over enemy units in your Movement phase. After the model has moved, select one enemy unit that it moved over. Roll a D6 for each model in that unit, rolling three D6 instead if the model is a VEHICLE or MONSTER, up to a maximum of twenty D6. For each roll of 4+ that enemy unit suffers 1 mortal wound. This model can only drop an infernus firebomb up to twice per battle.</p> <p>Eclipse Shield: This model has a 5+ invulnerable save.</p> <p>Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.</p> <p>Hard to Hit: When resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.</p> <p>Explodes: When this model 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.</p>		
FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES					
KEYWORDS	VEHICLE, AIRCRAFT, FLY, ARES GUNSHIP					

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the weapons and wargear they are equipped with, to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Agamatus Custodians	3-6	80
Aquilon Custodians	3-6	65
Ares Gunship	1	315
Caladius Grav-tank	1	120
Contemptor-Achillus Dreadnought	1	130
Contemptor-Galatus Dreadnought	1	155
Coronus Grav-carrier	1	200
Custodian Guard with Adrasite and Pyrrhite Spears	3-5	40
Orion Assault Dropship	1	320
Pallas Grav-attack	1	75
Sagittarum Custodians	3-5	40
Telemon Heavy Dreadnought	1	180
Venatari Custodians	3-6	40

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Galatus warblade	0
Interceptor lance	0
Misericordia	4
Solerite power gauntlet	13
Solerite power talon	9
Tarsus buckler	8
Telemon caestus (single/pair)	20/30

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Galatus shield	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Achillus dreadspear	0
Adrasite spear	12
Adrastrus bolt caliver	10
Adrathic devastator	15
Arachnus heavy blaze cannon	50
Arachnus magna-blaze cannon	0
Arachnus storm cannon	45
Galatus warblade	0
Iliastus accelerator culverin	35
Infernus firepike	15
Infernus incinerator	15
Kinetic destroyer	10
Lastrum bolt cannon	10
Lastrum storm bolter	5
Pyrrhite spear	16
Spiculus bolt launcher	12
Spiculus heavy bolt launcher	14
Twin adrathic destructor	20
Twin arachnus blaze cannon	25
Twin arachnus heavy blaze cannon	100
Twin iliastus accelerator cannon	80
Twin infernus incinerator	30
Twin las-pulser	35
Twin lastrum bolt cannon	20
Twin plasma ejector	15
Venatari lance	14