



CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS

M	T	SV	W	LD	OC
6"	6	2+	3	6+	2
<div> <div>4+</div> <div>INVULNERABLE SAVE</div> </div>					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Adrasite spear	18"	1	2+	5	-2	3
Pyrithite spear [MELTA 2]	12"	1	2+	9	-4	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Adrasite spear	Melee	5	2+	7	-2	2
Pyrithite spear	Melee	5	2+	7	-2	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Martial Ka'tah**

Stand Vigil: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. While this unit is within range of an objective marker you control, you can re-roll the Wound roll instead.

No Foe Shall Stand: Once per battle, at the start of your Shooting phase, this unit can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] and [IGNORES COVER] abilities.

KEYWORDS: INFANTRY, IMPERIUM, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS



FACTION KEYWORDS:
ADEPTUS CUSTODES

CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS

The signature armaments of the Custodian Guard combine deadly power blades and integrated ranged weapons. While guardian spears are the most recognisable of these potent devices, for specialised tasks the bolt weapons they mount can be exchanged for the adrathic destructors of adrasite spears or the melta beams of pyrithite spears.

WARGEAR OPTIONS

- Any number of models can each have their adrasite spear replaced with 1 pyrithite spear.

UNIT COMPOSITION

- 5 Custodian Guard with Adrasite and Pyrithite Spears

Every model is equipped with: adrasite spear.

CUSTODIAN GUARD

If a model from your army with the Leader ability can be attached to a **CUSTODIAN GUARD** unit, it can be attached to this unit instead.



KEYWORDS: INFANTRY, IMPERIUM, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS



FACTION KEYWORDS:
ADEPTUS CUSTODES

SAGITTARUM CUSTODIANS

M	T	SV	W	LD	OC
6"	6	2+	3	6+	2
<div>4+ INVULNERABLE SAVE</div>					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Adrastus bolt caliver [SUSTAINED HITS 1]	36"	3	2+	5	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Misericordia	Melee	4	2+	5	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Martial Ka'tah**

Saturation Volleys: In your Shooting phase, after this unit has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Disintegration Beams: Once per battle, at the start of your Shooting phase, this unit can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

KEYWORDS: INFANTRY, IMPERIUM, SAGITTARUM CUSTODIANS



FACTION KEYWORDS:
ADEPTUS CUSTODES

SAGITTARUM CUSTODIANS

In contrast with most warriors of the Adeptus Custodes, the Sagittarum Guard specialise in the slaying of foes at range, laying down fearsome volleys from their adrastus bolt calivers or using the same weapons to obliterate closer threats with pinpoint disintegration beams, switching between firing modes with faultless skill.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 5 Sagittarum Custodians

Every model is equipped with: adrastus bolt caliver; misericordia.

CUSTODIAN GUARD

If a model from your army with the Leader ability can be attached to a **CUSTODIAN GUARD** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, SAGITTARUM CUSTODIANS



FACTION KEYWORDS:
ADEPTUS CUSTODES

AQUILON CUSTODIANS

M

5"

T

7

SV

2+

W

4

LD


6+


OC

2

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernus firepike [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Lastrum storm bolter [RAPID FIRE 2]	24"	2	2+	5	-1	1
Twin adrathic destructor [TWIN-LINKED]	18"	1	2+	6	-2	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Solerite power gauntlet	Melee	5	2+	8	-2	2
Solerite power talon	Melee	7	2+	7	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Martial Ka'tah**

Heavy Assault Infantry: Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Wound roll of 1.

From Golden Light: Once per battle, at the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

KEYWORDS: INFANTRY, TERMINATOR, IMPERIUM, AQUILON CUSTODIANS



FACTION KEYWORDS:
ADEPTUS CUSTODES

AQUILON CUSTODIANS

Aquilon Custodians are the heavy assault infantry of the Custodian Guard, each warrior imbued with armour and wargear of ancient provenance and impeccable craftsmanship. Encased within flexible but highly durable Aquilon-pattern Terminator armour, they stride through the most perilous war zones to mete out death.

WARGEAR OPTIONS

- Any number of models can each have their lastrum storm bolter replaced with one of the following:
 - 1 infernus firepike
 - 1 twin adrathic destructor
- Any number of models can each have their solerite power gauntlet replaced with 1 solerite power talon.

UNIT COMPOSITION

- 3-6 Aquilon Custodians**

Every model is equipped with: lastrum storm bolter; solerite power gauntlet.

LIONS OF THE EMPEROR

If a model from your army with the Leader ability can be attached to an **ALLARUS CUSTODIANS** unit, it can be attached to this unit instead.


KEYWORDS: INFANTRY, TERMINATOR, IMPERIUM, AQUILON CUSTODIANS



FACTION KEYWORDS:
ADEPTUS CUSTODES

CONTEMPTOR-ACHILLUS DREADNOUGHT

M	T	SV	W	LD	OC
6"	9	2+	10	6+	3
<div>5+ INVULNERABLE SAVE</div>					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Achillus dreadspear	12"	1	2+	9	-2	3
Infernus incinerator [TORRENT, IGNORES COVER]	12"	D6	N/A	6	-1	1
Lastrum storm bolter [RAPID FIRE 2]	24"	2	2+	5	-1	1
Twin adrathic destructor [TWIN-LINKED]	18"	1	2+	6	-2	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Achillus dreadspear [LANCE]	Melee	5	2+	12	-2	D6+1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Martial Ka'tah**

Dread Foe: Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR-ACHILLUS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS CUSTODES

CONTEMPTOR-ACHILLUS DREADNOUGHT

The Contemptor-Achillus adds still greater refinement to an already celebrated blueprint – the revered Contemptor Dreadnought – arming its occupant with a mighty dreadspear equally capable of searing through foes at range or vanquishing them with a single thrust of its glowing blade.

WARGEAR OPTIONS

- This model's 2 lastrum storm bolters can be replaced with one of the following:
 - 2 infernus incinerators
 - 2 twin adrathic destructors
 - 1 lastrum storm bolter and 1 infernus incinerator
 - 1 lastrum storm bolter and 1 twin adrathic destructor
 - 1 infernus incinerator and 1 twin adrathic destructor

UNIT COMPOSITION

- **1 Contemptor-Achillus Dreadnought**

This model is equipped with: 2 lastrum storm bolters; Achillus dreadspear.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR-ACHILLUS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS CUSTODES

AGAMATUS CUSTODIANS

M

T

SV

W

LD

OC

12"

6

2+



4

6+

2

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Adrathic devastator	18"	1	2+	7	-2	3
Lastrum bolt cannon [SUSTAINED HITS 1]	36"	3	2+	6	-1	1
Twin las-pulsar [TWIN-LINKED]	24"	2	2+	9	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Interceptor lance [LANCE]	Melee	5	2+	7	-2	2

ABILITIES

FACTION: Martial Ka'tah

Turbo-boost: 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.

Implacable Vanguard: Once per battle, in your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

KEYWORDS: MOUNTED, FLY, IMPERIUM, AGAMATUS CUSTODIANS



FACTION KEYWORDS:
ADEPTUS CUSTODES

AGAMATUS CUSTODIANS

Agamatus Custodians take Gyrfalcon-pattern jetbikes as their steeds, the machines' power supporting the heavy armour of their riders and the powerful lastrum bolt cannon or other arcane weaponry. Closing with the enemy, Agamatus Custodians unleash this firepower with precision, before dealing a death blow with their interceptor lances.

WARGEAR OPTIONS

- Any number of models can each have their lastrum bolt cannon replaced with one of the following:
 - 1 adrathic devastator
 - 1 twin las-pulsar

UNIT COMPOSITION

- 3-6 Agamatus Custodians

Every model is equipped with: lastrum bolt cannon; interceptor lance.

JETBIKE OUTRIDERS

If a model from your army with the Leader ability can be attached to a **VERTUS PRAETORS** unit, it can be attached to this unit instead.



KEYWORDS: MOUNTED, FLY, IMPERIUM, AGAMATUS CUSTODIANS



FACTION KEYWORDS:
ADEPTUS CUSTODES

VENATARI CUSTODIANS

M	T	SV	W	LD	OC
10"	6	2+	3	6+	2
<div>4+ INVULNERABLE SAVE</div>					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kinetic destroyer [PISTOL, SUSTAINED HITS 1]	12"	2	2+	6	-1	1
Venatari lance [ASSAULT]	24"	2	2+	4	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tarsis buckler	Melee	5	2+	5	-2	1
Venatari lance [LANGE]	Melee	5	2+	7	-2	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Martial Ka'tah**

Strike from the Skies: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Swooping Dive: Once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

WARGEAR ABILITIES

Tarsis Buckler: The bearer has a Wounds characteristic of 4.

KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIUM, VENATARI CUSTODIANS



FACTION KEYWORDS:
ADEPTUS CUSTODES

VENATARI CUSTODIANS

The role of Venatari Custodian is vaunted as a high honour within the Adeptus Custodes, bestowed upon those with the most aquiline combat senses. These airborne hunting squads make masterful use of their archeotech jump packs to strike from the skies, swooping into the enemy's midst to deliver swift ruin with their pistols and polearms.

WARGEAR OPTIONS

- Any number of models can each have their Venatari lance replaced with 1 kinetic destroyer and 1 tarsus buckler.

UNIT COMPOSITION

- 3-6 Venatari Custodians

Every model is equipped with: Venatari lance.

JUMP PACKS

This unit cannot embark within a **VENERABLE LAND RAIDER**.

KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIUM, VENATARI CUSTODIANS





FACTION KEYWORDS:
ADEPTUS CUSTODES

PALLAS GRAV-ATTACK

M	T	SV	W	LD	OC
12"	8	2+	9	6+	2

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin arachnus blaze cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	8	2+	5	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Martial Ka'tah**

Merciless Hunter: In your Shooting phase, each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Wound roll.

KEYWORDS: VEHICLE, FLY, IMPERIUM, PALLAS GRAV-ATTACK



FACTION KEYWORDS:
ADEPTUS CUSTODES

PALLAS GRAV-ATTACK

Designed as a highly manoeuvrable hunter-killer, the Pallas Grav-attack provides the Adeptus Custodes with a rapid strike capacity, using its agility and versatile twin arachnus blaze cannon to inflict devastating hit-and-run assaults on the enemy, or to hunt down fleeing targets that have evaded Custodes ground troops.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Pallas Grav-attack

This model is equipped with: twin arachnus blaze cannon; armoured hull.

KEYWORDS: VEHICLE, FLY, IMPERIUM, PALLAS GRAV-ATTACK



FACTION KEYWORDS:
ADEPTUS CUSTODES

TELEMON HEAVY DREADNOUGHT

M

8"

T

10

SV

2+

W

12

LD

6+

OC

4

4+

INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arachnus storm cannon [DEVASTATING WOUNDS]	24"	12	2+	6	-1	1
Iliastus accelerator culverin	48"	4	2+	9	-1	3
Spiculus bolt launcher [BLAST]	36"	D6+3	2+	5	0	1
Twin plasma projector [TORRENT, TWIN-LINKED]	12"	D3	N/A	7	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	2+	7	0	1
Telemon caestus	Melee	5	2+	12	-2	3

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Martial Ka'tah**

Guardian Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, TELEMON HEAVY DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS CUSTODES

TELEMON HEAVY DREADNOUGHT

The honour of interment within a Telemon Heavy Dreadnought falls to the most lauded of Custodians, whose battle prowess is deemed a match for the Telemon's sheer power. Encased within, such souls fight on alongside their brethren, whether surging forward with righteous fury or repelling assaults with their spiculus bolt launcher.

WARGEAR OPTIONS

- This model's 2 iliastus accelerator culverins can be replaced with one of the following:
 - 2 arachnus storm cannons
 - 2 Telemon caestus and 2 twin plasma projectors
 - 1 iliastus accelerator culverin and 1 arachnus storm cannon
 - 1 iliastus accelerator culverin, 1 Telemon caestus and 1 twin plasma projector
 - 1 arachnus storm cannon, 1 Telemon caestus and 1 twin plasma projector

UNIT COMPOSITION

- 1 Telemon Heavy Dreadnought

This model is equipped with: 2 iliastus accelerator culverins; spiculus bolt launcher; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, TELEMON HEAVY DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS CUSTODES

CALADIUS GRAV-TANK

M	T	SV	W	LD	OC
10"	11	2+	14	6+	4
<div> <div>5+</div> <div>INVULNERABLE SAVE</div> </div>					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin arachnus heavy blaze cannon [TWIN-LINKED]	48"	4	2+	12	-3	D6+2
Twin iliastus accelerator cannon [RAPID FIRE 4, TWIN-LINKED]	48"	4	2+	10	-1	3
Twin lastrum bolt cannon [SUSTAINED HITS 1]	36"	3	2+	6	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	4	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Martial Ka'tah**

Advanced Firepower: Each time this model makes an attack with its twin iliastus accelerator cannon that targets an enemy unit (excluding **MONSTERS** and **VEHICLES**), that attack has the [LETHAL HITS] ability. Each time this model makes an attack with its twin arachnus heavy blaze cannon that targets an enemy **MONSTER** or **VEHICLE** unit, that attack has the [LETHAL HITS] ability.

 **DAMAGED: 1-5 WOUNDS REMAINING**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, CALADIUS GRAV-TANK**



FACTION KEYWORDS:
ADEPTUS CUSTODES

CALADIUS GRAV-TANK

The Caladius Grav-tank fuses some of the heaviest firepower in the Custodian Guard arsenal with a highly mobile, resilient chassis. Taking as its principal armament either a twin iliastus accelerator cannon or a twin arachnus heavy blaze cannon, the Caladius excels in a range of battlefield roles, far outmatching more primitive vehicles of its class.

WARGEAR OPTIONS

- This model's twin iliastus accelerator cannon can be replaced with 1 twin arachnus heavy blaze cannon.

UNIT COMPOSITION

- 1 Caladius Grav-tank

This model is equipped with: twin iliastus accelerator cannon; twin lastrum bolt cannon; armoured hull.

KEYWORDS: VEHICLE, FLY, IMPERIUM, CALADIUS GRAV-TANK



FACTION KEYWORDS:
ADEPTUS CUSTODES

CORONUS GRAY-CARRIER

M

T

SV

W

LD

OC

12"

12

2+



16

6+

5

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin arachnus blaze cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	8	2+	5	-1	1
Twin lastrum bolt cannon [SUSTAINED HITS 1]	36"	3	2+	6	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Martial Ka'tah**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

 **DAMAGED: 1-5 WOUNDS REMAINING**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TRANSPORT, FLY, IMPERIUM, CORONUS GRAY-CARRIER



FACTION KEYWORDS:
ADEPTUS CUSTODES

CORONUS GRAV-CARRIER

Coronus Grav-carriers are the primary tactical transports of the Adeptus Custodes. Their repulsor suspensor technology and flare shielding grants them the speed and survivability to engage or evade myriad threats at will, punishing targets with their potent turret weapons as they speed their elite passengers to the forefront of battle.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Coronus Grav-carrier

This model is equipped with: twin arachnus blaze cannon; twin lastrum bolt cannon; armoured hull.

TRANSPORT

This model has a transport capacity of 8 **ADEPTUS CUSTODES INFANTRY** models.

KEYWORDS: VEHICLE, TRANSPORT, FLY, IMPERIUM, CORONUS GRAV-CARRIER



FACTION KEYWORDS:
ADEPTUS CUSTODES

ORION ASSAULT DROPSHIP

M

20+"

T

12

SV

2+

W

22

LD



6+

OC

0

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arachnus heavy blaze cannon	36"	4	2+	12	-3	D6+1
Spiculus heavy bolt launcher [BLAST]	36"	D6+6	2+	7	-1	2
Twin lastrum bolt cannon [SUSTAINED HITS 1]	36"	3	2+	6	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Martial Ka'tah**

Assault Dropship: If a unit disembarks from this **TRANSPORT** before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

 **DAMAGED: 1-7 WOUNDS REMAINING**

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, TRANSPORT, AIRCRAFT, FLY, IMPERIUM, ORION ASSAULT DROPSHIP**



FACTION KEYWORDS: **ADEPTUS CUSTODES**

ORION ASSAULT DROPSHIP

The heavily armoured Orion is a superlative assault craft designed to weather attacks while it deploys its formidable cargo of Custodian Guard. With bolt and energy weapons blazing, the Orion swiftly clears a landing zone and unleashes its passengers, before soaring skyward to rain death upon any other threats that enter its sights.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Orion Assault Dropship

This model is equipped with: 2 arachnus heavy blaze cannons; 2 twin lastrum bolt cannons; 2 spiculus heavy bolt launchers; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS CUSTODES INFANTRY** models. This model can also transport 1 **VENERABLE CONTEMPTOR DREADNOUGHT**, 1 **CONTEMPTOR-ACHILLUS DREADNOUGHT** or 1 **CONTEMPTOR GALATUS-DREADNOUGHT**; while doing so, its transport capacity is reduced to 6 **ADEPTUS CUSTODES INFANTRY** models.

KEYWORDS: VEHICLE, TRANSPORT, AIRCRAFT, FLY, IMPERIUM,
ORION ASSAULT DROPSHIP



FACTION KEYWORDS:
ADEPTUS CUSTODES

ARES GUNSHIP

M

20+"

T

12

SV

2+

W

22

LD



6+

OC

0

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arachnus heavy blaze cannon	36"	4	2+	12	-3	D6+1
Arachnus magna-blaze cannon	48"	3	2+	18	-4	D6+6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Martial Ka'tah**

Infernus Firebombs: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover. In addition, roll one D6 for each model in that unit: for each 6, that unit suffers 1 mortal wound.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, ARES GUNSHIP



FACTION KEYWORDS:
ADEPTUS CUSTODES

ARES GUNSHIP

The Ares Gunship first earned its reputation on Ancient Terra, and has quashed the Emperor's enemies on hundreds of worlds since. Most terrifying of the Ares' offensive capabilities is the arachnus magna-blaze cannon, whose extreme energies can pierce the densest armour, leaving a trail of wrecks and corpses wherever the Ares deploys.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ares Gunship

This model is equipped with: 2 arachnus heavy blaze cannons; arachnus magna-blaze cannon; armoured hull.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, ARES GUNSHIP





FACTION KEYWORDS:
ADEPTUS CUSTODES

CONTEMPTOR-GALATUS DREADNOUGHT

M	T	SV	W	LD	OC
6"	9	2+	10	6+	3

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Galatus warblade [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	6	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Galatus warblade	Melee	8	2+	8	-2	3

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Martial Ka'tah**

Galatus Shield: Each time a melee attack targets this model, subtract 1 from the Wound roll.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR-GALATUS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS CUSTODES

CONTEMPTOR-GALATUS DREADNOUGHT

Like the Sentinel Guard of the ancient Legio Custodes, the Contemptor-Galatus is armed with a power blade and battle shield, albeit of a type greatly superior in size and potency. Coupled with the already resilient Contemptor chassis, this wargear enables the Galatus to stride through the inferno of battle with impunity, slaying elite infantry and crippling vehicles.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Contemptor-Galatus Dreadnought

This model is equipped with: Galatus warblade.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR-GALATUS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS CUSTODES