

Custode

“We are vigilance unending. We are duty unstinting. We are punishment inescapable!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

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What are the Custode? The Custode are the Emperor’s bodyguards and protectors. They run a vast spy network and take a very proactive approach to protecting him at all costs. They are the most elite individuals in the galaxy with only one goal in mind: protecting the Emperor of Mankind upon his Golden Throne on Terra!

Army Difficulty 1-5: 4. Learning to use very limited numbers of models and how to split units and when the best time is to do it will come in time and experience. Once this is figured out, they can be a very difficult force to defeat!

Strengths: This army boasts some of the most robust Monstrous Infantry in the game. Their vehicles are incredibly durable, and where finesse is needed the Sisters of Silence provide an Infantry option that can be incredibly difficult to root out of cover.

Weaknesses: The army does not have any sacrificial models. Instead of using weaker units as bait for setting up a devastating charge and other sacrificial tactics, you will have to find ways to use their durability for the same effect. High AP rated weapons that are fielded in large quantities will be potentially problematic, but back up Invulnerability Saves and Feel No Pains will help so long as you minimize your contact with these weapons to a few at a time.

Army Abilities: The Custode have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Agents of the Emperor - When building your army, you may only purchase 0-1 Advisors per Troop Slot purchased instead of the usual 0-3.

Advanced Tactical Squads – Each model with this rule may declare they are forming their own units during your Command Phase. They may split up as low as one model per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack then remaining Wounds on a model, nominate another model to suffer these remaining. Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Independent Characters may join units on a One-on-One basis instead of the usual Two unit models for every One Independent Character.

Aegis of the Emperor – This model has a 5+ Invulnerability Save.

Binding Oaths – This model has a 5+ Feel No Pain.

Shield Hosts

Custode forces specialize in different aspects much like Space Marine Chapters. The following are Shield Hosts you can play with to change the play style of your forces. If you wish to play the Codex with no modifications, select the Average Shield Host.

Average:

- For the Emperor!: All Infantry and Monstrous Infantry in your army gain Furious Charge.
- Purge the Heretic: All Infantry and Monstrous Infantry in your army may reroll failed Charge rolls.

Aquilon Shield:

- Defenders of the Emperor: All Infantry and Monstrous Infantry in your army gain Bodyguard.

Dread Host:

- From Golden Light: All Infantry and Monstrous Infantry in your army gain Deepstrike. Any model that already has Deepstrike may reroll the Scatter Dice when arriving from Reserves via Deepstrike.

Emissaries Imperatus:

- Operatives: All Infantry and Monstrous Infantry in your army gain Stealth.

Emperor's Chosen:

- Mental Fortitude: All Infantry and Monstrous Infantry models in your army gain Stubborn.

Shadowkeepers:

- Stalking the Quarry: All Infantry and Monstrous Infantry models in your army gain Infiltrate.

Solar Watch:

- Strike and Fade: All Infantry and Monstrous Infantry models in your army gain Hit and Run.
- Harrying Tactics: All Infantry and Monstrous Infantry models in your army gain Fleet.

HQ Slots 1-2 Slots

Generic

Shield Captain Shield Captain	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 6 5 5 10 3+	Points: 233 Composition: 1 Shield Captain
Wargear Shield Captain: Guardian Spear Iron Halo	Options May swap Guardian Spear for M May take one K May take one A May take one B May swap Guardian Spear for SM if Dawneagle Jetbike is taken May swap Hurricane Bolter for S if Dawneagle Jetbike is taken	Rules Shield Captain: Independent Character Monstrous Infantry Binding Oaths Counterattack Fearless Night Vision Objective Secured Shock Assault Very Bulky Commanding Figure – 6" Aura, this model and target unit may reroll 1's To Hit.
Special Wargear: Iron Halo – 4+ Invulnerability Save Ballistus Grenade Launcher – 6" Aura, this model and target unit count as having Assault Grenades for Charging Cover	Special Wargear Upgrades: A Stormshield +12 points B Allarus Terminator Armour +30 points B Dawneagle Jetbike +58 points	Sv-1 (Improves by 1), 4+ Invulnerability Save W+1, Steady, Deepstrike, Ballistus Grenade Launcher M+8, T+1, W+1, Steady, Steed, Hurricane Bolter

Selection	Name	Range	S	AP	Rules
M	Guardian Spear	24 Or Melee	4 Or +2	5+ Or 2+	Rapid Fire 1 Or None
M +1 points	Sentinel Blade	12 Or Melee	4 Or User	- Or 3+	Pistol 2 Or Extra Attack 2
M +5 points	Castellan Axe	24 Or Melee	4 Or X2	5+ Or 2+	Rapid Fire 1 Or Slow, Monsterbane
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

SM +2 points	Interceptor Lance	Melee	+1	2+	May reroll failed To Wound rolls on the Phase this model counts as Charging
S	Hurricane Bolter	24	4	5+	Rapid Fire 6
S +24 points	Salvo Launcher	24	8	1+	Heavy 2, Armourbane, Monsterbane

Unique

Captain General Trajann Valoris Trajann Valoris	M WS BS S T W I A Ld Sv 6 2+ 5+ 5 5 7 5 5 10 3+	Points: 259 Composition: 1 Trajann Valoris
Wargear Trajann Valoris: Watcher's Axe Misericordia Auromite Halo	Options	Rules Trajann Valoris: Independent Character Unique Monstrous Infantry Binding Oaths Counterattack Fearless Night Vision Objective Secured Shock Assault Very Bulky Legendary Commander – 6" Aura, this model and target unit may reroll 1's To Hit and To Wound.
Special Wargear: Auromite Halo – 4+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Watcher's Axe	Melee	X2	2+	No Invulnerability Saves, Slow, Monsterbane
K	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Valerian and Aleya Valerian Aleya	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 6 5 5 10 3+ 6 2+ 2+ 3 3 5 4 4 10 3+	Points: 383 Composition: 1 Valerian 1 Aleya
Wargear Valerian: Gnosis Misericordia Iron Halo Aleya: Somnus Blade Psykout Grenades	Options	Rules Valerian: Independent Character Unique Monstrous Infantry Binding Oaths Counterattack Fearless Night Vision Objective Secured Shock Assault Very Bulky Inspirational – 6” Aura, this model and target unit may reroll 1’s To Wound. Aleya: Independent Character Unique Infantry Aegis of the Emperor Binding Oaths Counterattack Fearless Objective Secured Shock Assault Stealth Psychic Null – 12” Aura, target Psyker suffers Perils of the Warp on all Doubles as if they were both 1’s. This does not modify the To Cast value or prevent Casting in any way. This Aura is cast before the Cast Rolls happen. Will of the Emperor – This model may attempt to Deny the Witch at Psychic Mastery level 0.
Special Wargear: Iron Halo – 4+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
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M	Gnosis	24 Or Melee	4 Or +2	5+ Or 2+	Rapid Fire 1 Or None
K	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary
M	Somnus Blade	Melee	+3	2+	Extra Attack 1
G	Psykout Grenades	8	3	-	Grenade 1, 3" Blast, Psychic Disruption

Advisors 0-3/Troop Slot Purchased

Blademaster Blademaster	M WS BS S T W I A Ld Sv 6 2+ 5+ 5 5 5 5 6 10 3+	Points: 177 Composition: 1 Blademaster
Wargear Blademaster: Vaultswords	Options	Rules Blademaster: Independent Character Monstrous Infantry Aegis of the Emperor Binding Oaths Counterattack Fearless Objective Secured Shock Assault Very Bulky Executioner – This model may choose the target of its Challenge. The target may not deny the Challenge. Ka'Tah Martial Arts – This model may reroll all failed To Hit and To Wound rolls when in a Challenge.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Vaultswords	Melee	+2	1+	Extra Attack 1

Knight Centura Knight Centura	M WS BS S T W I A Ld Sv 6 2+ 2+ 3 3 4 4 4 10 3+	Points: 194 Composition: 1 Knight Centura
Wargear Knight Centura: Special Issue Bolter Executioner Sword Psykout Grenades	Options May swap Special Issue Bolter for S	Rules Knight Centura: Independent Character Infantry Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Objective Secured Stealth Cadre Tactics – 6” Aura, this model and target unit may Reroll 1s To Wound. Psychic Null – 12” Aura, target Psyker suffers Perils of the Warp on all Doubles as if they were both 1’s. This does not modify the To Cast value or prevent Casting in any way. This Aura is cast before the Cast Rolls happen. Will of the Emperor – This unit may attempt to Deny the Witch at Psychic Mastery level 0.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Special Issue Bolter	30	4	3+	Rapid Fire 1
S +2 points	Flamer	Flame	4	5+	Assault 1
M	Executioner Sword	Melee	+3	2+	None
G	Psykout Grenades	8	3	-	Grenade 1, 3” Blast, Psychic Disruption

Vexilus Praetor Vexilus Praetor	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 5 5 4 10 3+	Points: 181 Composition: 1 Vexilus Praetor
Wargear Vexilus Praetor: Guardian Spear	Options May swap Guardian Spear for M May take one K May take one A May take one B May take one C	Rules Vexilus Praetor: Independent Character Monstrous Infantry Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Objective Secured Shock Assault Very Bulky
Special Wargear: Ballistus Grenade Launcher – 6” Aura, this model and target unit count as having Assault Grenades for Charging Cover	Special Wargear Upgrades: A Stormshield +24 points B Allarus Terminator Armour +30 points C Vexilla Imperius +18 points C Vexilla Defensor +36 points C Vexilla Magnifica +40 points	Sv-1 (Improves by 1), 4+ Invulnerability Save W+1, Steady, Deepstrike, Ballistus Grenade Launcher 6” Aura, this model and target unit gain A+1 6” Aura, this model and target unit gain a 4+ Invulnerability Save against ranged attacks 6” Aura, this model and target unit are -1 To Hit from ranged attacks

Selection	Name	Range	S	AP	Rules
M	Guardian Spear	24 Or Melee	4 Or +2	5+ Or 2+	Rapid Fire 1 Or None
M +5 points	Castellan Axe	24 Or Melee	4 Or X2	5+ Or 2+	Rapid Fire 1 Or Slow, Monsterbane
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Troops 2-6 Slots

Infantry

Guard Squad Guard	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 4 5 4 10 3+	Points: 173 Composition: 1-6 Guards
Wargear Guard: Guardian Spear	Options May take up to 5 more Guards for +173 points each Any model may swap Guardian Spear for M Any model may take one K Any model may take one A	Rules Guard: Monstrous Infantry Advanced Tactical Squads Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Objective Secured Shock Assault Very Bulky Home Guard – This model may rerolls 1s for Feel No Pains when in your Deployment Zone
Special Wargear:	Special Wargear Upgrades: A Stormshield +24 points	Sv-1 (Improves by 1), 4+ Invulnerability Save

Selection	Name	Range	S	AP	Rules
M	Guardian Spear	24 Or Melee	4 Or +2	5+ Or 2+	Rapid Fire 1 Or None
M +1 points	Sentinel Blade	12 Or Melee	4 Or User	- Or 3+	Pistol 2 Or Extra Attack 2
M +2 points	Adrasite Spear	18 Or Melee	5 Or +1	2+ Or 2+	Assault 2 Or None
M +19 points	Pyrithite Spear	12 Or Melee	8 Or +1	1+ Or 2+	Assault 1, Melta, (Monsterbane) Or None
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Sagittarum Squad Sagittarus	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 4 5 4 10 3+	Points: 183 Composition: 1-6 Sagittarus
Wargear Sagittarus: Adrastus Bolt Cavalier	Options May take up to 5 more Sagittarus for +183 points each Any model may take one K	Rules Sagittarus: Monstrous Infantry Advanced Tactical Squads Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Objective Secured Shock Assault Very Bulky Home Guard – This model may rerolls 1s for Feel No Pains when in your Deployment Zone
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Adrastus Bolt Cavalier	36 Or 18	5 Or 8	3+ Or 2+	Assault 3 Or Assault 1, Monsterbane
K +6 points	Misericordia	Melee	User	4+	Extra Attack 2

Elite 0-3 Slots

Infantry

Sisters of Silence Superior Sister	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 2 4 3 9 3+ 6 3+ 3+ 3 3 2 4 2 8 3+	Points: 231 Composition: 1 Superior 4-9 Sisters
Wargear Superior: Special Issue Boltgun Psykout Grenades Sister: Special Issue Boltgun Psykout Grenades	Options May take up to 5 more Sisters for +45 points each Any model may swap Special Issue Boltgun for S or M	Rules Superior: Character Infantry Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Stealth Psychic Null – 12" Aura, target Psyker suffers Perils of the Warp on all Doubles as if they were both 1's. This does not modify the To Cast value or prevent Casting in any way. This Aura is cast before the Cast Rolls happen. Will of the Emperor – This unit may attempt to Deny the Witch at Psychic Mastery level 0. Sister: Infantry Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Stealth Will of the Emperor – This unit may attempt to Deny the Witch at Psychic Mastery level 0.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Special Issue Boltgun	30	4	3+	Rapid Fire 1
S +2 points	Flamer	Flame	4	5+	Assault 1

M +5 points	Executioner Sword	Melee	+3	2+	None
G	Psykout Grenades	8	3	-	Grenade 1, 3" Blast, Psychic Disruption

Monstrous Infantry

Allarus Squad Allarus	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 5 5 4 10 3+	Points: 188 Composition: 1-6 Allarus
Wargear Allarus: Guardian Spear Ballistus Grenade Launcher	Options May take up to 5 more models for +188 points each Any model may swap Guardian Spear for M Any model may take one K	Rules Allarus: Monstrous Infantry Advanced Tactical Squads Aegis of the Emperor Binding Oaths Counterattack Deepstrike Fearless Night Vision Shock Assault Steady Very Bulky Slayers of Tyrants – This model treats its Melee attacks as having the Sniper rule for declaring targets.
Special Wargear: Ballistus Grenade Launcher – 6" Aura, this model and target unit count as having Assault Grenades for Charging Cover	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Guardian Spear	24 Or Melee	4 Or +2	5+ Or 2+	Rapid Fire 1 Or None
M +10 points	Castellan Axe	24 Or Melee	4 Or X2	5+ Or 2+	Rapid Fire 1 Or Slow, Monsterbane
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Aquilon Squad Aquilon	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 5 5 4 10 3+	Points: 191 Composition: 1-6 Aquilon
Wargear Aquilon: Solerite Power Talon Lastrum Stormbolter	Options May take up to 5 more models for +191 points each Any model may swap Solerite Power Talon for M Any model may swap Lastrum Stormbolter for R Any model may take one K	Rules Allarus: Monstrous Infantry Advanced Tactical Squads Aegis of the Emperor Binding Oaths Counterattack Deepstrike Fearless Night Vision Shock Assault Steady Very Bulky Hunter of Tyrants – This model treats its Ranged attacks as having the Sniper (3+) rule. This does not apply to Template weapons.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Solerite Power Talon	Melee	+1	3+	Extra Attack 1
M +12 points	Solerite Power Gauntlet	Melee	X2	1+	Slow, Monsterbane
R	Lastrum Stormbolter	24	5	4+	Rapid Fire 2
R +8 points	2 Linked Adrathic Destructors	18	5	2+	Assault 1 x2
R +8 points	Infernus Firepike	Flame	6	4+	Assault 1
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Warden Squad Warden	M WS BS S T W I A Ld Sv 6 2+ 2+ 5 5 4 5 4 10 3+	Points: 187 Composition: 1-6 Wardens
Wargear Warden: Guardian Spear	Options May take up to 5 more models for +187 points each Any model may swap Guardian Spear for M Any model may take one K	Rules Warden: Monstrous Infantry Advanced Tactical Squads Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Shock Assault Very Bulky Bodyguard Phalanx – 6" Aura, target unit suffers from Slow in Melee. This is cast by each Warden.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Guardian Spear	24 Or Melee	4 Or +2	5+ Or 2+	Rapid Fire 1 Or None
M +5 points	Castellan Axe	24 Or Melee	4 Or X2	5+ Or 2+	Rapid Fire 1 Or Slow, Monsterbane
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Vehicles

Contemptor Achillus Dreadnought Contemptor Achillus	M WS BS S FA SA RA W I A Ld Sv 8 2+ 2+ 7 12 12 10 9 5 5 10 3+	Points: 257 Composition: 1 Contemptor Achillus
Wargear Contemptor Achillus: Achillus Dreadspear 2 Lastrum Stormbolters	Options May swap any Lastrum Stormbolter for S	Rules Contemptor Achillus: Vehicle Combat Walker Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Shock Assault Steady
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Achillus Dreadspear	24 Or Melee	8 Or X2	3+ Or 2+	Heavy 2, Monsterbane, Sponson, Primary Or Slow, Monsterbane, Primary
S	Lastrum Stormbolter	24	5	4+	Rapid Fire 2, Sponson
S +6 points	2 Linked Adrathic Destructors	18	5	2+	Assault 1 x2, Sponson
S +14	Infernus Firepike Array	Flame	6	4+	Assault 1, Reroll failed To Wound Rolls, Sponson

Contemptor Glatus Dreadnought Contemptor Glatus	M WS BS S FA SA RA W I A Ld Sv 8 2+ 2+ 7 12 12 10 9 5 5 10 3+	Points: 286 Composition: 1 Contemptor Glatus
Wargear Contemptor Glatus: Glatus Warblade Storm Shield	Options	Rules Contemptor Achillus: Vehicle Combat Walker Aegis of the Emperor Binding Oaths Counterattack Fearless Shock Assault Steady
Special Wargear: Storm Shield – Sv-1 (Improves by 1), 4+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Glatus Warblade	Flame Or Melee	6 Or User	4+ Or 2+	Assault 1 x2, Reroll failed to Wound Rolls, Sponson, Primary Or Extra Attack 3, Primary

Venerable Contemptor Dreadnought Contemptor	M WS BS S FA SA RA W I A Ld Sv 8 2+ 2+ 7 12 12 10 9 5 5 10 3+	Points: 211 Composition: 1 Contemptor
Wargear Contemptor: 2 Volkite Culverins	Options May swap any Volkite Culverin for H	Rules Contemptor: Vehicle Combat Walker Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Shock Assault Steady
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Volkite Culverin	48	6	3+	Heavy 1, Beam, Hull, Primary
H +3 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
H +4 points	Dreadnought Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary
H +7 points	Conversion Beam Cannon	72	8	3+	Heavy 1, Monsterbane, Beam, Hull, Primary
H +7 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
H +8 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull, Primary
H +10 points	Assault Cannon	36	6	4+	Assault 6, Rending, Hull, Primary
H +16 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H +16 points	Kheres Assault Cannon	24	7	4+	Heavy 6, Monsterbane, Rending, Hull
H +17 points	Dreadnought Combat Weapon and Stormbolter	Melee And 24	X2 And 4	2+ And 5+	Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull
H +19 points	Dreadnought Combat Weapon and Heavy Flamer	Melee And Flame	X2 And 5	2+ And 4+	Slow, Monsterbane, Primary And Assault 1, Hull
H +20 points	Dreadnought Combat Weapon	Melee And	X2 And	2+ And	Slow, Monsterbane, Primary And

	and Graviton Blaster	18	*	-	Assault 2, Grav, Hull
H +24 points	Heavy Plasma Cannon	48	8	2+	Heavy 1, 5" Blast, Monsterbane, Hull, Primary
H +27 points	Dreadnought Combat Weapon and Meltagun	Melee And 12	X2 And 8	2+ And 1+	Slow, Monsterbane, Primary And Assault 1, Melta, (Monsterbane), Hull
H +33 points	Dreadnought Chain Fist and Stormbolter	Melee And 24	X2 And 4	1+ And 5+	Slow, Armourbane, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull
H +35 points	Dreadnought Chain Fist and Heavy Flamer	Melee And Flame	X2 And 5	1+ And 4+	Slow, Armourbane, Monsterbane, Primary And Assault 1, Hull
H +36 points	Dreadnought Chain Fist and Graviton Blaster	Melee And 18	X2 And *	1+ And -	Slow, Armourbane, Monsterbane, Primary And Assault 2, Grav, Hull
H +43 points	Dreadnought Chain Fist and Meltagun	Melee And 12	X2 And 8	1+ And 1+	Slow, Armourbane, Monsterbane, Primary And Assault 1, Melta, (Monsterbane), Hull
M	Dreadnought Weapon	Melee	X2	2+	Slow, Monsterbane, Primary
H	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
H +5 points	Kheres Assault Cannon	24	7	4+	Assault 6, Rending, Monsterbane, Hull, Primary

Fast Attack 0-3 Slots

Monstrous Infantry

Agamatus Squad Agamatus	M WS BS S T W I A Ld Sv 18 2+ 2+ 5 6 5 5 4 10 3+	Points: 235 Composition: 1-6 Agamatus
Wargear Agamatus: Interceptor Lance Lastrum Bolt Cannon	Options May take up to 5 more models for +235 points each Any model may swap Lastrum Bolt Cannon for H Any model may take one K	Rules Agamatus: Monstrous Infantry Steed Advanced Tactical Squads Aegis of the Emperor Binding Oaths Counterattack Fearless Flying Hit and Run Night Vision Outflank Shock Assault
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Interceptor Lance	Melee	+1	2+	Reroll To Wound rolls on Phases you Charged
H	Lastrum Bolt Cannon	36	6	2+	Assault 3
H +3 points	Adrathic Devastator Cannon	18	8	2+	Assault 1, 3" Blast, Monsterbane
H +21 points	Las Pulser	24	8	1+	Assault 2, Armourbane, Monsterbane
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Ventari Squad Ventari	M WS BS S T W I A Ld Sv 12 2+ 2+ 5 5 4 5 4 10 4+	Points: 201 Composition: 1-6 Ventari
Wargear Ventari: Ventari Lance Kinetic Destroyer Tarsus Buckler	Options May take up to 5 more models for +201 points each Any model may take one K	Rules Agamatus: Monstrous Infantry Advanced Tactical Squads Aegis of the Emperor Binding Oaths Counterattack Deepstrike Fearless Flying Night Vision Shock Assault Very Bulky
Special Wargear: Tarsus Buckler – Sv-1 (Improves by 1)	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Ventari Lance	12 Or Melee	6 Or +1	3+ Or 2+	Assault 2 Or Extra Attack 1
P	Kinetic Destroyer	18	6	5+	Pistol 3, Tesla
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Vertus Praetor Squad Vertus Praetor	M WS BS S T W I A Ld Sv 14 2+ 2+ 5 6 5 5 4 10 3+	Points: 221 Composition: 1-6 Agamatus
Wargear Vertus Praetor: Interceptor Lance Hurricane Bolter	Options May take up to 5 more models for +221 points each Any model may swap Hurricane Bolter for H Any model may take one K	Rules Vertus Praetor: Monstrous Infantry Steed Advanced Tactical Squads Aegis of the Emperor Binding Oaths Counterattack Deepstrike Fearless Flying Night Vision Shock Assault Steady
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	Interceptor Lance	Melee	+1	2+	Reroll To Wound rolls on Phases you Charged
H	Hurricane Bolter	24	4	5+	Rapid Fire 6
H +26 points	Salvo Launcher	24	8	1+	Heavy 2, Armourbane, Monsterbane
K +3 points	Misericordia	Melee	User	4+	Extra Attack 2, Auxiliary

Vehicles

Pallas Grav Attack Pallas Grav Attack	M WS BS S FA SA RA W I A Ld Sv 16 4+ 2+ 5 12 11 10 10 1 3 10 3+	Points: 225 Composition: 1 Pallas Grav Attack
Wargear Pallas Grav Attack: 2 Linked Arachnus Blaze Cannons	Options	Rules Pallas Grav Attack: Vehicle Tank Aegis of the Emperor Binding Oaths Fearless Flying Night Vision
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Arachnus Blaze Cannons	36 Or 36	7 Or 5	1+ Or 3+	Heavy 2 x2, Armourbane, Monsterbane, Hull, Primary Or Heavy 6 x2, Hull, Primary

Heavy Support 0-3 Slots

Caladius Grav Tank Caladius	M WS BS S FA SA RA W I A Ld Sv 14 4+ 2+ 7 13 13 12 18 1 6 10 3+	Points: 342 Composition: 1 Caladius
Wargear Caladius: 2 Linked Ilastus Accelerator Cannons 2 Linked Lastrum Bolt Cannons	Options May swap 2 Linked Ilastus Accelerator Cannons for T	Rules Caladius: Vehicle Tank Aegis of the Emperor Binding Oaths Fearless Flying Night Vision
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
T	2 Linked Ilastus Accelerator Cannons	60	8	2+	Heavy 4 x2, Monsterbane, Turret, Primary
T +86 points	2 Linked Heavy Arachnus Blaze Cannons	48 Or 48	9 Or 6	1+ Or 3+	Heavy 2 x2, Armourbane, Monsterbane, Turret, Primary Or Heavy 1 x2, 5" Blast, Turret, Primary
H	2 Linked Lastrum Bolt Cannons	36	6	2+	Assault 3 x2, Hull

Telemon Heavy Dreadnought Telemon	M WS BS S FA SA RA W I A Ld Sv 8 2+ 2+ 8 14 13 10 14 5 5 10 3+	Points: 268 Composition: 1 Telemon
Wargear Telemon: 2 Ilastus Accelerator Cannons Spiculus Bolt Launcher	Options May swap any Ilastus Accelerator Cannon for H	Rules Contemptor Achilles: Vehicle Combat Walker Aegis of the Emperor Binding Oaths Counterattack Fearless Night Vision Shock Assault Steady Volley Fire – If this model did not Move during the Movement Phase, it may fire the Spiculus Bolt Launcher twice in the Shooting Phase.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Ilastus Accelerator Cannon	60	8	2+	Heavy 4, Monsterbane, Hull, Primary
H +21 points	Telemon Caestus with Plasma Projector Array	Flame Or Melee	6 Or X2	3+ Or 2+	Assault 1, Rerolled failed To Wound rolls, Hull Or Slow, Monsterbane, Primary
H +30 points	Arachnus Storm Cannon	48 And 48	8 And 7	1+ And 3+	Heavy 1, Armourbane, Monsterbane, Hull, Primary Or Heavy 6, Hull, Primary
S	Spiculus Bolt Launcher	24	5	4+	Heavy 5, Volley Fire , Hull

Venerable Landraider Landraider	M WS BS S FA SA RA W I A Ld Sv 6 4+ 2+ 8 15 14 14 16 1 6 10 3+	Points: 377 Composition: 1 Landraider
Wargear Landraider: 2 Linked Heavy Bolters 2 sets of 2 Linked Lascannons	Options May take one M May take one P	Rules Landraider: Vehicle Binding Oaths Assault Ramps Fearless Night Vision Transport 16 – Access Front.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
S	2 sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
M +10 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One User Only, Turret
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret

Flyer 0-2 Slots

Ares Gunship Ares Gunship	M WS BS S FA SA RA W I A Ld Sv 50 4+ 2+ 8 14 13 10 22 1 6 10 3+	Points: 663 Composition: 1 Ares Gunship
Wargear Ares Gunship: Arachnus Magna Blaze Cannon 2 Linked Heavy Arachnus Blaze Cannons Infernus Bombs	Options	Rules Ares Gunship: Titanic Vehicle Aegis of the Emperor Binding Oaths Fearless High Altitude Hover Night Vision
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Arachnus Magna Blaze Cannon	72 Or 72	D Or 9	1+ Or 2+	Heavy 1, Destroyer, Monsterbane, Hull, Primary Or Heavy 3, Monsterbane, Hull, Primary

H	2 Linked Heavy Arachnus Blaze Cannons	48 Or 48	9 Or 6	1+ Or 3+	Heavy 2 x2, Armourbane, Monsterbane, Hull, Primary Or Heavy 1 x2, 5" Blast, Hull, Primary
B	Infernus Bombs	Bomb	6	4+	Heavy 1, Bomb, 5" Blast, Hull

Orion Assault Dropship Dropship	M WS BS S FA SA RA W I A Ld Sv 50 4+ 2+ 8 14 13 10 22 1 6 10 3+	Points: 692 Composition: 1 Dropship
Wargear Dropship: 2 Linked Heavy Arachnus Blaze Cannons 2 Linked Lastrum Bolt Cannons 2 Spiculus Heavy Bolt Launchers	Options	Rules Dropship: Titanic Vehicle Aegis of the Emperor Binding Oaths Fearless High Altitude Hover Night Vision Contemptor Harness – May transport one Contemptor variant Dreadnought. Transport 24 – Access Rear.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Arachnus Blaze Cannons	48 Or 48	9 Or 6	1+ Or 3+	Heavy 2 x2, Armourbane, Monsterbane, Hull, Primary Or Heavy 1 x2, 5" Blast, Hull, Primary
H	2 Linked Lastrum Bolt Cannons	36	6	2+	Assault 3 x2, Hull
H	2 Spiculus Heavy Bolt Launchers	48	7	4+	Heavy 3 x2, Monsterbane, Hull

Dedicated Transport 0-1/Legal Slot

Coronus Grav Carrier Coronus	M WS BS S FA SA RA W I A Ld Sv 14 4+ 2+ 7 13 13 12 18 1 6 10 3+	Points: 422 Composition: 1 Coronus Grav Carrier
Wargear Coronus: 2 Linked Arachnus Blaze Cannons 2 Linked Lastrum Bolt Cannons	Options	Rules Coronus: Vehicle Tank Aegis of the Emperor Binding Oaths Fearless Flying Night Vision <i>Transport 18 – Access Rear.</i>
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Arachnus Blaze Cannons	36 Or 36	7 Or 5	1+ Or 3+	Heavy 2 x2, Armourbane, Monsterbane, Turret, Primary Or Heavy 6 x2, Turret, Primary
H	2 Linked Lastrum Bolt Cannons	36	6	2+	Assault 3 x2, Hull

Rhino Rhino	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 10 1 3 9 3+	Points: 131 Composition: 1 Coronus Grav Carrier
Wargear Rhino: None	Options May take one M May take up to two P	Rules Coronus: Vehicle Tank Fearless Night Vision <i>Transport 10 – Access Sides, Rear. 2 360 Firing Ports.</i>
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M +10 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Turret
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret

Lord of War 0-1 Slots

Imperial Fortress Gate Gate Towers Walls Towers	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+	Points: 2339 Composition: 1 Gate 2 Gate Towers 2 Walls 2 Towers
Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons	Options May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points	Rules Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear
Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate when it is Closed. The Gate	Special Wargear Upgrades:	

cannot be Closed if models are Obstructing the Gate.		
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Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret
H	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret

Primaris Redoubt Primaris Redoubt	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 629 Composition: 1 Primaris Redoubt
Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors	Options	Rules Primaris Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Turbolaser Destructors	96	D	1+	Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Turret

Fortification 0-1/1000 points

Aegis Weapon Emplacement Platform	M WS BS S T W I A Ld Sv - - 4+ - 7 5 - - - 3+	Points: 66 Composition: 1 Aegis Weapon Emplacement
Wargear Aegis Weapon Emplacement: Long Lascannon	Options May swap Long Lascannon for H	Rules Aegis Weapon Emplacement: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gun Emplacement – This Fortification does not replace an existing piece of Terrain in your Deployment Zone like normal, it is placed with the Terrain instead.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Long Lascannon	72	9	2+	Heavy 1, Monsterbane, AA, Turret
H +28 points	2 Linked Long Lascannons	72	9	2+	Heavy 1 x2, Monsterbane, AA, Turret
H +34 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret
H +40 points	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, AA, Turret

Aquila Strongpoint Aquila Strongpoint	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 448 Composition: 1 Aquila Strongpoint
Wargear Aquila Strongpoint: Plasma Obliterator	Options	Rules Aquila Strongpoint: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front. Access Rear The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Plasma Obliterator	72	8	2+	Heavy 1, 7" Blast, Monsterbane, Turret
H +63 points	Macro Cannon	72	D	1+	Heavy 1, 5" Blast, Destroyer, Monsterbane, Turret
H +271	Deathstrike Missile Silo	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, Turret

Firestorm Redoubt Firestorm Redoubt	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 397 Composition: 1 Firestorm Redoubt
Wargear Firestorm Redoubt: Punisher Gatling Cannon Punisher Gatling Cannon	Options May swap any Punisher Gatling Cannon for H	Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 10 Fire Ports Front. Access Rear

Special Wargear:	Special Wargear Upgrades:	
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Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Imperial Bastion Imperial Bastion	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 429 Composition: 1 Imperial Bastion
Wargear Imperial Bastion: 4 Heavy Bolters	Options	Rules Imperial Bastion: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front and Back, 5 Fire Points each Side. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Heavy Bolter	36	5	4+	Heavy 3, Hull

Plasma Obliterator Plasma Obliterator	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 474 Composition: 1 Plasma Obliterator
Wargear Plasma Obliterator: Plasma Obliterator	Options	Rules Plasma Obliterator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 4 Fire Points Front, Sides, and Rear. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
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H	Plasma Obliterator	72	8	2+	Heavy 1, 7" Blast, Monsterbane, Turret
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Vengeance Weapon Battery Vengeance Weapon Battery	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 267 Composition: 1 Firestorm Redoubt
Wargear Firestorm Redoubt: Punisher Gatling Cannon	Options May swap Punisher Gatling Cannon for H	Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Void Shield Generator Void Shield Generator	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 307 Composition: 1 Void Shield Generator
Wargear Void Shield Generator: none	Options	Rules Void Shield Generator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Shield Generator – 6" Aura, this model (and any models on top of this Terrain Feature) and target unit gain 5+ Invulnerability Save.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
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