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.

Table of Contents

Introduction 1
Army Specific Rules 2
Shield Host Rules 2
HQ 3
Generic 3
Unique 4
Advisors 6
Troops 9
Elites 11
Infantry 11
Monstrous Infantry 12
Vehicles 14
Fast Attacks 18
Monstrous Infantry 18
Vehicles 20
Heavy Support 21
Flyers 23
Dedicated Transport 25
Lords of War 26
Fortifications 28

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.

Armour of Contempt – This model's Sv improves by -1 to a maximum of 2+ against AP- attacks or sources.

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: 241** **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 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 Armour of Contempt 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:** B Praesidium Shield +16 points B Allarus Terminator Armour +30 points B Dawneagle Jetbike +68 points	 W+1, Sv-1 (Improves by 1) W+1, Steady, Deepstrike, Ballistus Grenade Launcher M+8, T+1, W+2, Steady, Steed, Hurricane Bolter

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Guardian Spear	24 Or Melee	4 Or +2	3+ Or 2+	Rapid Fire 1 Or None
M +2 points	Sentinel Blade	12 Or Melee	4 Or User	3+ Or 3+	Pistol 2 Or Extra Attack 2
M +5 points	Castellan Axe	24 Or	4 Or	3+ Or	Rapid Fire 1 Or

		Melee	X2	2+	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: 265** **Composition:** **1 Trajann Valoris**
Wargear Trajann Valoris: Watcher's Axe Misericordia Auromite Halo	**Options**	**Rules** Trajann Valoris: Independent Character Unique Monstrous Infantry Armour of Contempt 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: 397** **Composition:** **1 Valerian** **1 Aleya**
Wargear Valerian: Gnosis Misericordia Iron Halo Aleya: Somnus Blade Psykout Grenades	**Options**	**Rules** Valerian: Independent Character Unique Monstrous Infantry Armour of Contempt 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 Armour of Contempt 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
M	Gnosis	24 Or Melee	4 Or +2	3+ 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: 183** **Composition:** **1 Blademaster**
Wargear Blademaster: Vaultswords	**Options**	**Rules** Blademaster: Independent Character Monstrous Infantry Aegis of the Emperor Armour of Contempt 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: 200** **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 Armour of Contempt 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: 189** **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 Armour of Contempt 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 Grenades for Charging Cover	**Special Wargear Upgrades:** A Praesidium Shield +16 points B Allarus Terminator Armour +30 points C Vexilla Imperius +18 points C Vexilla Defensor +36 points C Vexilla Magnifica +40 points	 W+1, Sv-1 (Improves by 1) 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	3+ Or 2+	Rapid Fire 1 Or None
M +5 points	Castellan Axe	24 Or Melee	4 Or X2	3+ 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: 181** **Composition:** **1-6 Guards**
Wargear Guard: Guardian Spear	**Options** May take up to 5 more Guards for +181 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 Armour of Contempt 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 Praesidium Shield +17 points	W+1, Sv-1 (Improves by 1)

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Guardian Spear	24 Or Melee	4 Or +2	3+ Or 2+	Rapid Fire 1 Or None
M +2 points	Sentinel Blade	12 Or Melee	4 Or User	3+ 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: 198** **Composition:** **1-6 Sagittarus**
Wargear Sagittarus: Adrastus Bolt Cavalier	**Options** May take up to 5 more Sagittarus for +198 points each Any model may take one K	**Rules** Sagittarus: Monstrous Infantry Advanced Tactical Squads Aegis of the Emperor Armour of Contempt 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 And 18	5 And 8	2+ And 2+	Assault 3 And 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: 251** **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 +49 points each Any model may swap Special Issue Boltgun for S or M	**Rules** Superior: Character Infantry Aegis of the Emperor Armour of Contempt 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 Armour of Contempt 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: 196** **Composition:** **1-6 Allarus**
Wargear Allarus: Guardian Spear Ballistus Grenade Launcher	**Options** May take up to 5 more models for +196 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 Armour of Contempt 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 Grenades for Charging Cover	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Guardian Spear	24 Or Melee	4 Or +2	3+ Or 2+	Rapid Fire 1 Or None
M +10 points	Castellan Axe	24 Or Melee	4 Or X2	3+ 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: 199** **Composition:** **1-6 Aquilon**
Wargear Aquilon: Solerite Power Talon Lastrum Stormbolter	**Options** May take up to 5 more models for +199 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 Armour of Contempt 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	3+	Rapid Fire 2
R +8 points	2 Linked Adrathic Destructors	18	6	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: 195** **Composition:** **1-6 Wardens**
Wargear Warden: Guardian Spear	**Options** May take up to 5 more models for +195 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 Armour of Contempt 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	3+ Or 2+	Rapid Fire 1 Or None
M +5 points	Castellan Axe	24 Or Melee	4 Or X2	3+ 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: 252** **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 Armour of Contempt 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	3+	Rapid Fire 2, Sponson
S +6 points	2 Linked Adrathic Destructors	18	6	2+	Assault 1 x2, Sponson
S +14	Infernus Firepike Array	Flame	6	4+	Assault 1, Reroll failed To Wound Rolls, Sponson

Contemptor Galatus Dreadnought Contemptor Galatus	**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: 277** **Composition:** **1 Contemptor Galatus**
Wargear Contemptor Galatus: Galatus Warblade Storm Shield	**Options**	**Rules** Contemptor Galatus: Vehicle Combat Walker Aegis of the Emperor Armour of Contempt 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	Galatus 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: 202** **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 Armour of Contempt 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 +18 points	Dreadnought Combat Weapon and Special Issue Stormbolter	Melee And 24	X2 And 4	2+ And 3+	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 and Graviton Blaster	Melee And 18	X2 And *	2+ And -	Slow, Monsterbane, Primary And 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 +34 points	Dreadnought Chain Fist and Special Issue Stormbolter	Melee And 24	X2 And 4	1+ And 3+	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

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 7 5 4 10 3+	**Points: 261** **Composition:** **1-6 Agamatus**
Wargear Agamatus: Interceptor Lance Lastrum Bolt Cannon	**Options** May take up to 5 more models for +261 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 Armour of Contempt 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 +7 points	Adrathic Devastator Cannon	18	9	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

Venetari Squad Venetari	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 5 5 4 5 4 10 4+	**Points: 207** **Composition:** **1-6 Venetari**
Wargear Venetari: Venetari Lance Kinetic Destroyer Tarsus Buckler	**Options** May take up to 5 more models for +207 points each Any model may take one K Any model may take one G	**Rules** Venetari: Monstrous Infantry Advanced Tactical Squads Aegis of the Emperor Armour of Contempt 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	Venetari 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
G +13 points	Neutronium Cascade Mine	12	D	1+	Grenade 1, 3” Blast, Destroyer, Monsterbane, One Use Only

Vertus Praetor Squad Vertus Praetor	**M WS BS S T W I A Ld Sv** 14 2+ 2+ 5 6 6 5 4 10 3+	**Points: 237** **Composition:** **1-6 Vertus Praetors**
Wargear Vertus Praetor: Interceptor Lance Hurricane Bolter	**Options** May take up to 5 more models for +237 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 Armour of Contempt 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: 184** **Composition:** **1 Pallas Grav Attack**
Wargear Pallas Grav Attack: 2 Linked Iliastus Accelerator Cannons	**Options** May swap 2 Linked Iliastus Accelerator Cannons for H	**Rules** Pallas Grav Attack: Vehicle Tank Aegis of the Emperor Armour of Contempt Fearless Flying Night Vision
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	2 Linked Iliastus Accelerator Cannons	60	8	2+	Heavy 4 x2, Monsterbane, Hull, Primary
H +32 points	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: 323** **Composition:** **1 Caladius**
Wargear Caladius: 2 Linked Iliastus Accelerator Cannons 2 Linked Neutronium Cascade Projectors	**Options** May swap 2 Linked Iliastus Accelerator Cannons for T May swap 2 Linked Neutronium Cascade Projectors for H	**Rules** Caladius: Vehicle Tank Aegis of the Emperor Armour of Contempt Fearless Flying Night Vision
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
T	2 Linked Iliastus 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 Neutronium Cascade Projectors	Flame	3	3+	Assault 1 x2, Haywire (2+), Hull
H +10 points	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: 259** **Composition:** **1 Telemon**
Wargear Telemon: 2 Ilastus Accelerator Cannons Spiculus Bolt Launcher	**Options** May swap any Ilastus Accelerator Cannon for H	**Rules** Contemptor Achillus: Vehicle Combat Walker Aegis of the Emperor Armour of Contempt 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 +1 point	Adrathic Desolator	48	7	2+	Heavy 3, Beam, Hull, Primary
H +14 points	Telemon Caestus with Neutronium Cascade Projector Array	Flame Or Melee	3 Or X2	3+ Or 2+	Assault 1, Haywire 2+, Reroll failed To Wound rolls, Hull Or Slow, Monsterbane, 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 Or 48	8 Or 7	1+ Or 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: 368** **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 Armour of Contempt 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 +7 points	Special Issue Stormbolter	24	4	3+	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: 645** **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 Armour of Contempt 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: 674** **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 Armour of Contempt 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 22 1 6 10 3+	**Points: 433** **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 Armour of Contempt Fearless Flying Night Vision Transport 18 – Access Rear.
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: 137** **Composition:** **1 Rhino**
Wargear Rhino: None	**Options** May take one M May take up to two P	**Rules** Coronus: Vehicle Tank Armour of Contempt Fearless Night Vision Transport 10 – Access Sides, Rear. 2 360 Firing Ports.
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 +7 points	Special Issue Stormbolter	24	4	3+	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. 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.		

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** May swap Plasma Obliterator for H	**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:	

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
H	Plasma Obliterator	72	8	2+	Heavy 1, 7” Blast, Monsterbane, Turret

Vengeance Weapon Battery Vengeance Weapon Battery	**M WS BS S T W I A Ld Sv** - - 4+ - 8 20 - - - 3+	**Points: 249** **Composition:** **1 Vengeance Weapon Battery**
Wargear Vengeance Weapon Battery: Avenger Gatling Cannon	**Options** May swap Avenger Gatling Cannon for H	**Rules** Vengeance Weapon Battery: 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	Avenger Gatling Cannon	36	6	3+	Heavy 12, Turret
H +30 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, 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