



CODEX:

ADEPTUS CUSTODES





ADEPTUS CUSTODES

THE GOLDEN LEGION

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BROTHERHOOD OF DEMIGODS

The Adeptus Custodes. It is a name spoken in reverent whispers, for these warriors have stood in the presence of the immortal Emperor of Mankind, and are charged with his protection. His greatness runs in their veins, undiluted by the passage of aeons. They have been called the Emperor's right hand, for they act with his authority and fight in his name. Only now, as the threat of Chaos grows ever greater and takes its dreaded toll, does that gilded hand reach out and become an eagle's claw. The Custodian Guard are the talons of the Emperor unsheathed, and they will tear the corruption of Chaos from the Imperium no matter the cost.

For millennia, the Adeptus Custodes have formed the unyielding core of the Emperor's multi-layered defences. Those Custodian Guard charged with the physical protection of the Master of Mankind spend every waking second devoted to their task, refining their warrior skills and constantly testing and updating their own strategies to ensure the sanctity of the Emperor's throne. They are his last line of defence against a hostile galaxy hell-bent on Humanity's destruction. If they fail in their task, the Imperium will collapse from the inside out. Their duty is so sacred, their reputation so profound, that even Space Marines and Inquisitors kneel before them.



Though few truly realise it, Humanity teeters upon the precipice. Aliens and fiends hurl themselves against the Imperium's borders even as the rot of treachery and the mutating curse of Chaos gnaw at it from within. Under such impossible duress, Mankind cannot endure. Once, the most part of the Adeptus Custodes would have stood stoically by as the Emperor's foes advanced upon Terra, each lordly champion stern and immobile until the foe crossed the pitch-black moat of the Sol System and hammered upon the palace walls themselves. After all, to keep vigil is the oath they swore to fulfil, and they have never abandoned it, even as thousands of worlds have burned.

Now that sovereign duty has changed. In Mankind's darkest hour, a legend has emerged from the annals of history – the Primarch Roboute Guilliman, an icon of authority. The coming of this legendary High Lord has galvanised the Adeptus Custodes, and after long consultation, seen them reorganised and given new life. The golden brotherhood now numbers not only guardians, but also crusaders. Alongside the anti-psykers known as the Sisters of Silence, the Adeptus Custodes bring war anew to the enemies of the Imperium. All shall learn to fear their golden warships, for they herald swift and unmerciful slaughter. These are heroes of fire and blade, and they will not stop until every threat to their immortal master lies slain.

THE LEGIO CUSTODES

Near immortal are the Adeptus Custodes, for the golden elixir of the Emperor's own blood runs in their veins. Though outwardly resplendent, there is a scar upon the soul of the Custodian Guard, an inescapable disgrace that has tainted their history and lives in the heart of every warrior, from fresh inductees to veterans over a thousand years old.

Clad in baroque, golden artificer armour and armed with priceless relic weaponry, the Adeptus Custodes make for a magnificent sight. They tower over mortal men; each has the statuesque physique of an ancient hero, close to nine feet in height even without his scarlet-crested helm. Yet for all their might, for all their bravery, the Custodians were unable to prevent the Emperor from falling to his traitorous son, the Primarch Horus.

The original Legio Custodes were created from noble Terran stock at the hand of the Emperor. He imparted unto them a portion of his divine strength, for just as the Space Marines were fashioned from the genetic material of their Primarchs, the Custodian Guard were created from the flesh and blood of the Master of Mankind. A tiny proportion of the proffered aspirants had the mental and physical excellence needed to emerge from the palace's chimerical gene-labs as fully transformed members of the Legio. Each warrior was changed by his ordeal and took

a new identity upon culmination, allowing every dynasty that had offered up its sons to claim their children as the successful ones, alive and well amongst the golden brotherhood. There were none to gainsay them.

Ten thousand was the number of the Legio Custodes at the time of the Great Crusade. In dazzling magnificence they struck out across the stars at the side of their immortal creator. Planet after planet was brought into compliance with the Imperial Truth, and as the Primarchs led their Space Marine legions on galaxy-spanning conquests, the scattered demesnes of Man's former expansions were brought together once more under the rule of the ultimate monarch. The Emperor himself took the field on occasions of great moment, thousands of Custodian Guard at his side. No greater glory has the history of Man seen, before or since. For once, the human race stood united.

It was all for naught.



EXEMPLARS OF TERRA'S MIGHT

There are many ranks within the Adeptus Custodes, the highest of which is that of the Captain-General. Following in the footsteps of historical titans such as Constantin Valdor, this lordly warrior is entrusted with an autonomy that eclipses that of even a Chapter Master. Occasionally chosen to serve as one of the High Lords of Terra, the Captain-General has ruled over the Legio Custodes since the order's inception, and is tasked with the solemn duty of safeguarding the Golden Throne and directing the gleaming warriors that guard it. Under his auspices are Supreme Castellans, Aquila Commanders, Shield-Captains and a dozen ranks besides.

The Custodian Guard have always fought as champions rather than soldiers. They see unthinking loyalty, such as that of a dynasty or a conventional military structure, as a weakness ripe to be exploited – after all, it was such a culture that saw the Legiones Astartes turned against their creator. Only those who win the respect of the Adeptus Custodes can hope to command them, but should such a leader unite them, their loyalty will never fade.

The Custodian Guard do not age biologically, so a veteran officer might be well over a thousand years old. As with all their kind, warriors who believe they are no longer fit for duty will bequeath their armour to the colossal Hall of Names and go abroad into the galaxy disguised under a hooded black cloak. Those crippled in battle but willing to fight on may be remade, mightier than ever, as a magnificent golden Dreadnought.



After the breaking of the Orks upon Ullanor, the Emperor returned to Terra, taking his Custodian Guard with him. The seeds of doubt he left behind soon became the roots of treachery, for there is darkness in every soul, and the Ruinous Powers have always known how to exploit it. Before a single generation had passed, the insidious taint of Chaos had infected a full half of the Emperor's Primarchs, Horus foremost amongst them. These arch-traitors spread the moral decay to the Legiones Astartes they led, and the galaxy was lit with the fires of strife and civil war.

At the climax of the Horus Heresy, the Custodian Guard fought monstrosities without number, for those in the Traitor Legions powerful enough to reach the gates of the Emperor's Palace were twisted body and soul by the baleful gifts of Chaos. A thousand victories were won by the Custodian Guard, but they all turned to ash when the Master of Mankind teleported aboard Horus' flagship, the *Vengeful Spirit*. There, a strike force of Legio Custodes fought the fiercest of traitors to protect their master. They were found wanting. Though Horus was defeated in single combat at the last, it was at an unimaginable cost; the Warmaster cast down the Angel Sanguinius, and dealt his gene-father a mortal blow before being slain in turn. Though the Emperor's psyche remained active within his shattered body, since that day, the Custodian Guard have stood vigil over little more than a broken corpse, wizened and immobile upon a slowly failing life support system.

Long have the Custodians worn the shroud of shame after that fateful day. In grave ceremony they donned black cloaks to symbolise the pall of darkness that had fallen over their order. The Emperor's realm, wracked by the tempest of heresy, was reformed by those Primarchs that survived the great upheaval. Largely through the efforts of Guilliman, the Imperium's

byzantine organisations were reordered in such a way as to ensure that no one faction or power could again threaten Terra. In doing so, they relinquished some of their strength. The Legiones Astartes were divided into Chapters of a thousand. The Legio Custodes, though it kept its numerical strength of ten times that number, was reformed as the Adeptus Custodes before the time of the Second Founding, becoming castellans of the Imperial Palace whose sole and solemn duty was to protect the Emperor from final death.

In the 41st Millennium, the personal sanction of the resurgent Primarch of the Ultramarines sent shock waves through the Adeptus Custodes. After ten thousand years of mourning, the Custodian Guard have cast off their black cloaks and taken to the sea of stars once more. The fires of battle will absolve them, a baptism of blood that washes away the stain of their one great failure. Now, they crusade once more against the dying of the Emperor's light, a vengeance long-awaited finally within reach of their blades.

'GIVE THANKS TO THOSE MOST COURAGEOUS AND LOYAL OF GUARDIANS, THE ADEPTUS CUSTODES, WHO STAND IN CONSTANT VIGIL OVER THE EMPEROR'S PALACE. A VERITABLE LEGION OF WARRIORS READY TO LAY DOWN THEIR LIVES WITHOUT DOUBT FOR THE BELOVED WARD OF MANKIND. NONE PASS THROUGH THE IMPERIAL PALACE WITHOUT THEIR KNOWLEDGE; STEEPED ARE THEY IN THE ARCANES SECRETS OF THAT LABYRINTHINE EDIFICE. TEN THOUSAND BLADES AWAIT THE CALL TO ARMS; TO DEFEND AGAINST ANY THREAT, FROM WITHOUT OR WITHIN.'

INTO A NEW AGE OF DARKNESS

The hour of action is nigh. With the surge of Chaos activity across the galaxy and the threat of eternal damnation more real than ever, the Adeptus Custodes have taken their vow of protection to its logical extreme – they will see the destruction of those forces who pose a threat to the sanctity of Terra. First amongst these are the dread hordes of Chaos.

The best form of defence is attack. It is a maxim that has survived through the millennia, and with good reason. Of late, it has become the mantra of all Adeptus Custodes commanders. In conjunction with the alpha-level Astropaths and doomscriers that dwell within the Imperial Palace, these officers launch terrifyingly effective strikes at those whom they deem a threat to the Emperor's works. More than one galactic tyrant, laying plans for a crusade that he envisages culminating on Terra itself, has found the warriors of the Emperor descending from the heavens to strike him down before he has even taken to his ships.

There are those who believe that the Adeptus Custodes stand immobilised by ritual and rote, but they are sorely mistaken. Only the Custodian Guard know what occurs behind the Sanctum Imperialis' colossal doors, and the lengths to which they have gone to keep their vigil. Their sacred task has by no means led to inactivity. Hundreds of wars have been fought by the Adeptus Custodes over the aeons – some in Terra's defence, some in secret, and some further afield. Even when the din of

war recedes, these warriors work to test and refine the protective aegis they hold before their master, sending agents into the Sol System to divine likely routes of infiltration and assassination so they can stay ahead of even the most inventive enemies. The Adeptus Custodes have long honed strategies and tactics in case they should be called upon to join the front line fight for Humanity's survival. The day of that remit has finally arrived. Primarch Guilliman has met alone with his father, the Master of Mankind, and emerged with a clear vision of Humanity united in battle.

Those Custodian Guard known as the Companions – the three hundred warriors charged with the direct defence of the Emperor – remain by his side, just as the colossal edifice of his palace continues to be bolstered by a standing army of golden heroes. The rest have taken to the stars. They have done so in no small force, for this majestic legion still numbers ten thousand blades and more. With the Sanctum Imperialis secure under the vigil of the Companions, the crusaders are free to





pursue the war of aggression they have long desired, putting into place war strategies perfected over the centuries through fractal thought exercises, cogitator-spawned algorithms, long study and even simulated conflicts waged in hallucinariums. These give the Custodians a tactical edge that allows them to counter the enemy's actions before they have begun.

Just as a spring tightly wound uncoils with all the more force, the Adeptus Custodes have taken war to the enemies of the Imperium with extreme alacrity and vigour. It is tradition that when one of their number falls, Terra mourns, and the giant Bell of Lost Souls is rung in memoriam; with a new era of war upon them, that sonorous toll has been heard more frequently than ever. They do not fall easily, however, for they have access to the finest weaponry, and the museum-arsenals of the Imperial Palace are theirs to use as they see fit. Few post-Heresy variations of tank, aircraft or weapons systems are at their disposal, but they are perhaps stronger for it – every weapon the Custodian Guard uses to wage war has earned its place a hundred times over. Their armoured support elements were perfected when the Imperium was still in its infancy, and they remain just as potent, their machine spirits more bellicose and powerful than any latter-day equivalent. The Adeptus Custodes employs squadrons of gold-hulled gunships – some of these are the very same craft used during the Horus Heresy, painstakingly maintained and blessed each day with sacred oils and unguents.

When a direct vector of invasion is called for, the Adeptus Custodes utilise Godstrike pattern teleportarium arrays,

appearing in the midst of the fray in storms of golden light. Their spaceships have ancient translocation bays where blessed incense drifts in the chill air, each station permanently attended to by high-ranking Tech-Priests and blessed to such a degree that even Contemptor Dreadnoughts can be teleported straight into battle. The warriors inside, their armour proof against the wrenching forces of this arcane technology, shake off their disorientation in a heartbeat before launching thunderous assaults their foes could not have seen coming.

The willpower and fortitude of the Adeptus Custodes is such that even the most fiendish sorcerers find their mental assaults rebounding from a wall of sheer conviction. The Custodians share the blood of the Emperor, after all, and their loyalty to their primogenitor is unshakeable. If the Adeptus Custodes could be said to have a weakness, it is that they fight as individuals rather than squads of soldiers, as proud lions rather than cunning wolves. Each wears armour crafted to his particular physique, fights in whatever style he deems most effective, and is given free rein to attack or defend as he sees fit. This makes him a terrifyingly effective combatant – a single Custodian can break a charging horde by himself, though he may take a few good hits in the process. To outsiders, their supreme self-confidence may seem like arrogance. They pay little heed to mortal men, and even the Adeptus Astartes are kept at spear's length for their former transgressions. Yet the reason is a noble one. Every act, thought and deed is made for the furtherance of the Emperor's cause, and therefore the survival of the Human race. Those who stand in the way of such paragons of surety do not last long.



THE SPLENDOUR OF HOLY TERRA

As part of the Talons of the Emperor, the Adeptus Custodes are the golden claws of the Imperial Eagle, the bringers of Terra's bellicose vengeance across the galaxy. Their gleaming weapons and pageantry of war incorporate the finest examples of the battle-artificer's skill.



In a tempest of light and power, the Adeptus Custodes launch their attack. They are a glorious golden spear thrust into the dark heart of Chaos – not even the legions of the Dark Gods can stay these demigods of battle.



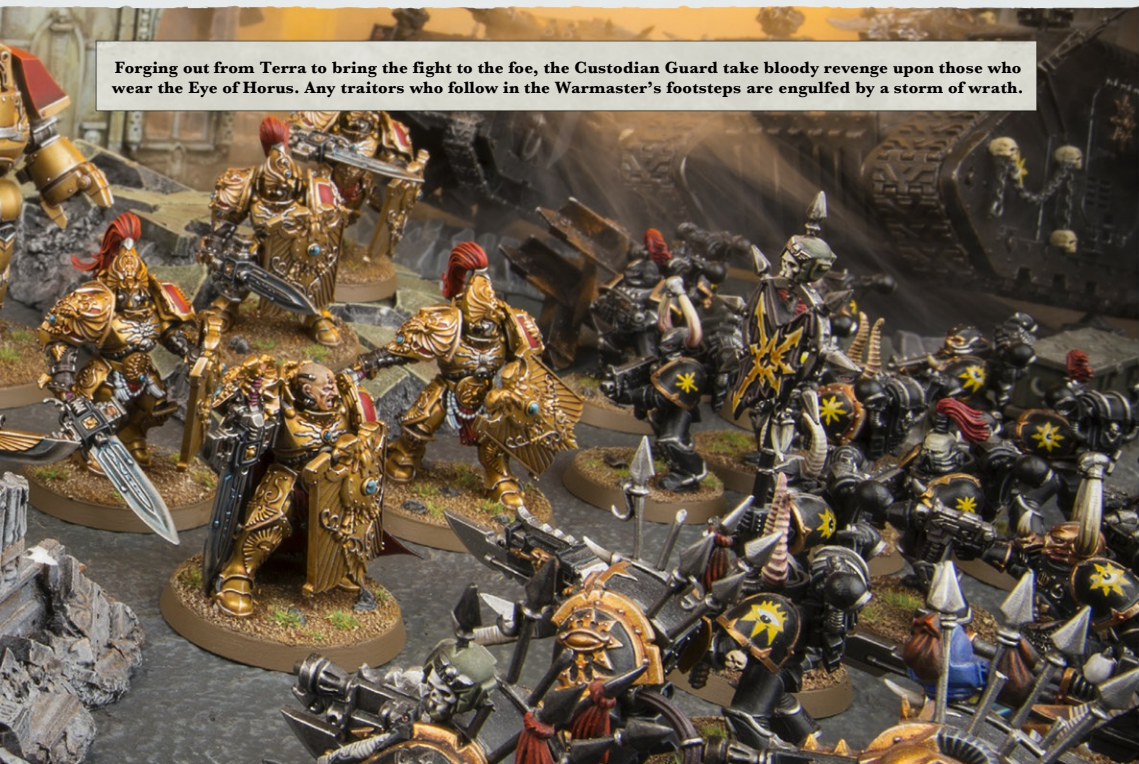


A mob of greenskins charges through a hammering hail of explosive bolts, only to rebound from the stalwart shieldwall of the Custodian Guard. Moments later the Orks are cut apart as sentinel blades and guardian spears take their toll.

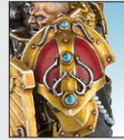
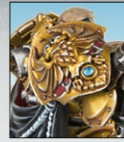




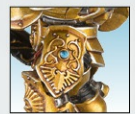
The war machines of the Adeptus Custodes are icons of the Emperor's might. Engines roar and cannons thunder as they grind the enemy into the dust, for they are the supremacy of Terra given form, and they show no mercy.



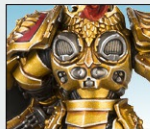
Forging out from Terra to bring the fight to the foe, the Custodian Guard take bloody revenge upon those who wear the Eye of Horus. Any traitors who follow in the Warmaster's footsteps are engulfed by a storm of wrath.



Shield-Captain Knoldos Araldor

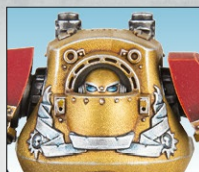
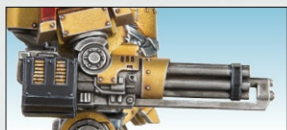


The Adeptus Custodes make great use of powered guardian spears that incorporate compact but potent bolters.

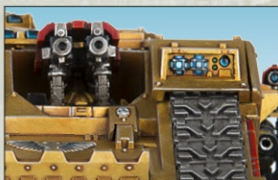
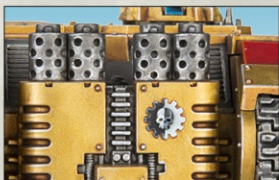


Custodian with Custodes vexilla

Custodians with sentinel blades and storm shields



Aereo Spartus, Venerable Contemtor Dreadnought



Justus Gloriam, Venerable Land Raider

FORCES OF THE ADEPTUS CUSTODES

The following section includes datasheets for the mighty warriors of the Adeptus Custodes, their ancient and powerful vehicle assets, and a Detachment enabling you to field them in battle. Also included are a unique set of Warlord Traits for the leaders of the Emperor's personal guard, as well as the full rules for their deadly wargear and equipment.

This book is designed to be used in conjunction with the various codexes belonging to the Armies of the Imperium to provide players with all the rules needed to play games of Warhammer 40,000 with their Adeptus Custodes miniatures collection.

At the end of this section, an appendix (pg 21) summarises the army special rules that apply to all Adeptus Custodes units, as well as providing the full rules for any weapons and wargear that feature on their datasheets (pg 18-20).

FACTION AND ALLIES

The units on the following pages (Custodian Guard Squad, Venerable Contemptor Dreadnought and Venerable Land Raider) have the Adeptus Custodes Faction, shown by the icon on their individual datasheets. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.

DETACHMENT

The Golden Legion Task Force presented on page 21 enables players to field an allied contingent of the Adeptus Custodes or, if they wish, an entire army of these warriors. This Detachment follows all the Detachment rules presented in *Warhammer 40,000: The Rules*.

WARLORD TRAITS

The commanders of the Adeptus Custodes have distinctive approaches to waging war. This book includes a Warlord Traits table unique to these mighty war leaders, found on page 21. You can choose to roll on this Warlord Traits table instead of those found in *Warhammer 40,000: The Rules*.



In the following section, you will find datasheets for several new Army List Entries for the units of the Adeptus Custodes. These provide all the rules information that you will need to use them in your games of Warhammer 40,000.

- 1 Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this section, have the Adepts Custodes Faction.
- 2 Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: Troops, Elites or Heavy Support. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.
- 3 Unit Name:** Here you will find the name of the unit.
- 4 Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 Unit Profile:** This section will show the profiles of any models the unit can include.
- 7 Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules.
- 8 Unit Composition:** This section shows the number and type of models that form the basic unit, before any upgrades are taken.
- 9 Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are presented in the appendix. The cost for all the unit's basic equipment is included in its points cost.
- 10 Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are presented in the appendix, or in the Special Rules section of Warhammer 40,000: The Rules.
- 11 Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.





CUSTODIAN GUARD SQUAD

260
POINTS



Sunlight gleams from burnished gold as the Custodian Guard stride from the choking fog of war. These warriors make for a fearsome sight, for each is taller and broader by far than a mortal man, a goliath of battle that can snap an assailant's neck with a single punch. Bullets and shrapnel ricochet from gilded breastplates as the foe tries in vain to land a telling blow, but each of these warriors is armed and armoured with the finest wargear, and they carry the blessing of the Emperor himself. Even baleful magic washes harmlessly from the steely minds of these paragons. With their guardian spears and sentinel blades, they spin, parry and thrust, cutting the enemy down even as the built-in bolters hammer out death from afar. In their mind's eye they carry judgement, and in their fists they carry death.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Custodian	5	5	5	5	2	4	3	10	2+	Infantry (Character)	4 Custodians
Shield-Captain	6	5	5	5	2	5	4	10	2+	Infantry (Character)	1 Shield-Captain

WARGEAR:

- **Guardian spear** (pg 22)
- **Power knife** (pg 22)

SPECIAL RULES:

- **Adamantium Will**
- **Aegis of the Emperor** (pg 21)
- **Bulky**
- **Deep Strike**
- **Fearless**

OPTIONS:

- May include up to five additional Custodians.....50 pts/model
- Any model may replace their guardian spear with a sentinel blade (pg 22).....free
- Any model not equipped with a guardian spear may take a storm shield (pg 23).....10 pts/model
- One Custodian in your army may replace his guardian spear with a Custodes vexilla (pg 23)30 pts
- The unit may select a Venerable Land Raider (pg 20) as a Dedicated Transport.



VENERABLE CONTEMPTOR DREADNOUGHT

200
POINTS



The Contemtor Dreadnoughts of the Custodian Guard are revered relics of the Imperium's golden age. Each houses a fallen hero of the Adeptus Custodes, a warrior broken in body but not in mind who has opted to fight to his last breath. Articulated in the manner of a human warrior, the Contemtor fights with a deceptive dexterity for its size, fusing hydraulic power with practiced skill. Atomantic shielding, cast about the hull by a Mechanicum pattern are reactor, turns incoming blasts of anti-tank fire into explosions of harmless light. Onward the dreadnought comes, proud and unstoppable, its own heavy weapon system laying down a swathe of deadly fire in return. At close quarters, sweeps of its power fist crush infantry to paste, then rip their war engines apart to leave only wreckage behind.

	[Armour]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP	Vehicle (Walker)	1 Venerable Contemtor Dreadnought
Venerable Contemtor Dreadnought	5	5	7	13	12	10	4	4	3		

WARGEAR:

- **Multi-melta**
- **Power fist with built-in combi-bolter** (pg 22)
- **Atomantic Shielding** (pg 23)

SPECIAL RULES:

- **Adamantium Will**
- **Aegis of the Emperor** (pg 21)
- **Deep Strike**
- **Fleet**

Venerable: If a Venerable Contemtor Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second result, even if it is worse than the first.

OPTIONS:

- May replace its multi-melta with a Kheres pattern assault cannon (pg 22)15 pts



VENERABLE LAND RAIDER

275
POINTS



The Land Raider is considered the finest land-borne transport in the Adeptus Terra, and those of the Custodian Guard are the most venerated of all. The tank's adamantium hide, massively thick and multi-layered with ceramite reinforcement, has such incredible resilience it can drive through a full-scale artillery barrage without slowing. When the metal-toothed jaws at the vehicle's front yawn wide, the Custodian Guard inside charge out to smash the enemy line into disarray. This faithful ally in the Emperor's wars is no mere engine, for it contains an ancient, Magos-class machine spirit that is every bit as noble and warlike as its passengers. Such vehicles can take battle to the enemy of their own accord, and some of Terra's most revered tanks have more vehicle kills to their name than any mortal soldier.

Venerable Land Raider	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Venerable Land Raider	5	14	14	14	4	Vehicle (Tank, Transport)	1 Venerable Land Raider

WARGEAR:

- **Twin-linked heavy bolter**
- **Two twin-linked lascannons**
- **Searchlight**
- **Smoke launchers**

SPECIAL RULES:

- **Adamantium Will**
- **Aegis of the Emperor** (pg 21)
- **Assault Vehicle**
- **Power of the Machine Spirit**

Magos-class Machine Spirit:

This vehicle ignores the effects of any Crew Shaken and Crew Stunned results on the Vehicle Damage table (but will still lose a Hull Point for each glancing or penetrating hit inflicted).

Venerable: If a Venerable Land Raider suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second result, even if it is worse than the first.

TRANSPORT:

- **Transport Capacity:** Ten models.
- **Fire Points:** None.

Access Points: A Venerable Land Raider has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a storm bolter5 pts
- May take extra armour10 pts
- May take a hunter-killer missile.....10 pts

APPENDIX

This section of the book details many of the rules needed for using an army of the Adeptus Custodes in your games of Warhammer 40,000, including their unique Warlord Traits, wargear, special rules and the Golden Legion Task Force. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

ADEPTUS CUSTODES SPECIAL RULES

Adeptus Custodes units use a special rule that is common to all of them, which is presented below for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

AEGIS OF THE EMPEROR

The foremost guardians of the Emperor are eternally blessed and bear the Master of Mankind's unearthly protection at all times.

Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In addition, non-vehicle models with the Aegis of the Emperor special rule have the Eternal Warrior special rule.

WARLORD TRAITS

When generating Warlord Traits for a Warlord with the Adeptus Custodes Faction, you can either roll on one of the Warlord Trait tables in *Warhammer 40,000: The Rules* or roll on the table to the right.

GOLDEN LEGION TASK FORCE



TROOPS



ELITES

COMPULSORY

1 Troops

OPTIONAL

2 Troops

1 Elites

RESTRICTIONS:

All units in this Detachment must have the Adeptus Custodes Faction.

COMMAND BENEFITS:

The Emperor's Chosen: If this Detachment includes the maximum number of unit choices at the start of the battle, then units from this Detachment that are within 6" of at least one other friendly unit with the Adeptus Custodes Faction can re-roll invulnerable save rolls of 1.

From Golden Light They Come: Units from this Detachment that arrive via Deep Strike only roll one dice to determine how far they scatter, and can re-roll any result on the Deep Strike Mishap table.

Right Hand of the Emperor: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table on the right.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- Saviour of the Imperium:** *This Warlord's presence ensures the Emperor's protection falls upon all his loyal subjects.*
Friendly units from the Armies of the Imperium within 6" of your Warlord have a 6+ invulnerable save.
- Peerless Warrior:** *This Warlord is all but unbeatable in the art of personal combat.*
Your Warlord can re-roll all failed To Hit and To Wound rolls when fighting in a challenge.
- Champion of the Blood Games:** *In order to better defend the Emperor, this Warlord has learned all there is to know about Mankind's enemies.*
Your Warlord has the Preferred Enemy special rule.
- Impregnable Mind:** *So strong is this Warlord's will that the power of the Warp holds no sway over him.*
When attempting to Deny the Witch, your Warlord and his unit always nullify Warp Charge points on rolls of 2 or more (though this cannot be modified by any means).
- Light of the Emperor:** *The golden light that surrounds this Warlord confounds the aim of his foes with its brilliance.*
Your Warlord has the Shrouded special rule.
- Emperor's Companion:** *As a member of the Custodian Guard's inner circle, this Warlord is amongst the deadliest of his order.*
Add 1 to your Warlord's Weapon Skill and Ballistic Skill characteristics.



ARMOURY OF THE ADEPTUS CUSTODES

This section of *Codex: Adeptus Custodes* lists the weapons and equipment used by the Custodian Guard, along with the rules for using them in your games of Warhammer 40,000. Rules for the more common wargear they wield can be found in *Warhammer 40,000: The Rules*, while the details of their more specialised weaponry are detailed here.

RANGED WEAPONS

Rules for the following ranged weapons can be found in *Warhammer 40,000: The Rules*.

Boltgun
Heavy bolter
Lascannon
Multi-melta

BOLT CASTER

The double-barrelled bolt caster is able to lay down a hail of fire at short range, cutting down traitors, heretics and xenos threats with ease.

Range	S	AP	Type
12"	4	5	Assault 2, Hail of Fire

Hail of Fire: This weapon makes Snap Shots at BS 2.

COMBI-BOLTER

Combi-bolters have mown down the enemies of the Emperor for ten thousand years. They fire a rapid succession of mass-reactive bolts, each a miniature rocket potent enough to rip through composite flak armour as if it were nothing more than parchment.

Range	S	AP	Type
24"	4	5	Rapid Fire, Twin-linked

KHERES PATTERN ASSAULT CANNON

Carried to war by mighty Contemptor Dreadnoughts, the Kheres pattern assault cannon has a whirring rotary barrel assembly that allows it to fire a deadly hail of large-calibre shells – when concentrated upon a single area, these can chew through even the thickest vehicle hull.

Range	S	AP	Type
24"	6	4	Heavy 6, Rending

MELEE WEAPONS

Rules for the following Melee weapons can be found in *Warhammer 40,000: The Rules*.

Power fist

GUARDIAN SPEAR

A golden halberd so heavy it would take several men to lift, the guardian spear is a composite weapon, both a powered blade capable of heaving a Chaos Space Marine in two, and a boltgun to engage threats from afar. More than that, it is a symbol of the Emperor's authority.

A model equipped with a guardian spear can fire it as a boltgun. It can also attack with it in the Assault phase using the profile below. It can do both in the same turn.

Range	S	AP	Type
-	+1	2	Melee, Block, Two-handed

Block: Once per turn, in the Fight sub-phase, each model equipped with a guardian spear can attempt to block a single Attack that hit its unit. After To Hit rolls have been made, but before any To Wound Rolls, select one of the To Hit rolls and roll a dice for each model attempting to block. If the result is higher than the To Hit roll dice, that attack is blocked and has no effect. Attacks that do not have a To Hit roll cannot be blocked.

POWER KNIFE

Even apparently mundane pieces of wargear borne by the Emperor's guardians are masterwork examples of their kind. The potent energy field that surrounds the power knife's monomolecular edge allows it to pierce the thickest armour all the way to the hilt.

Range	S	AP	Type
-	User	3	Melee

SENTINEL BLADE

The sentinel blade is a broadsword of daunting size, so large its hilt is flanked with bolt pistols of exceptionally fine craftsmanship. It is a testament to the sheer strength of the Adeptus Custodes that they can wield this mighty king amongst swords with the ease a lesser man might swing a cavalry sabre.

A model equipped with a sentinel blade can fire it as a bolt caster. It can also attack with it in the Assault phase using the profile below. It can do both in the same turn.

Range	S	AP	Type
-	User	3	Melee

SPECIAL ISSUE WARGEAR

Rules for the following items can be found in *Warhammer 40,000: The Rules*.

Frag grenades*
Krak grenades
* See assault grenades

CUSTODES VEXILLA

An eagle-winged standard of massive size, the Custodes vexilla is a golden beacon of truth and light in a universe of insidious darkness. Those who see its aquila rising high above the carnage find a steel in their soul that inspires them to deeds of great heroism.

Friendly units from the Armies of the Imperium within 12" of the bearer have the Fearless special rule. In addition, all friendly models from the Armies of the Imperium in the same unit as the bearer have +1 Attack whilst the bearer is alive.

STORM SHIELD

A solid metal bulwark against the crashing tides of violence the Custodian Guard must face, the storm shield has an in-built generator that makes it proof against power claws, lascannons and daemonic talons alike.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack for being armed with two Melee weapons in an assault.

VEHICLE EQUIPMENT

Rules for the following vehicle upgrades can be found in *Warhammer 40,000: The Rules*.

Extra armour
Hunter-killer missile
Searchlight
Smoke launchers
Storm bolter

ATOMANTIC SHIELDING

One of the Contemptor Dreadnought's most distinctive features is a series of defensive field generators mounted inside its armour plating and powered by the atomantic power core within.

A Venerable Contemptor Dreadnought has a 5+ invulnerable save against all shooting attacks, and a 6+ invulnerable save against all close combat attacks. In addition, if a Venerable Contemptor Dreadnought suffers an Explodes! Result on the Vehicle Damage table, add 1" to the radius of the resulting explosion.



PROFILES

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit	Type	Pg
Custodian	5	5	5	5	2	4	3	10	2+	In(ch)		18
Shield-Captain	6	5	5	5	2	5	4	10	2+	In(ch)		18

VEHICLES

[Armour]

	WS	BS	S	F	S	R	I	A	HP	Unit	Type	Pg
Venerable	5	5	7	13	12	10	4	4	3	W		19
Contemptor												
Dreadnought												
Venerable Land Raider	-	5	-	14	14	-	-	4		T, Tr		20

UNIT TYPES

Infantry = In, Tank = T, Transport = Tr,
Walker = W, Character = (ch)

RANGED WEAPONS

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire
Bolt caster	12"	4	5	Assault 2, Hail of Fire
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked
Frag grenade	8"	3	-	Assault 1, Blast
Heavy bolter	36"	5	4	Heavy 3
Hunter-killer missile	Infinite	8	3	Heavy 1, One Use Only
Kheres pattern assault cannon	24"	6	4	Heavy 6, Rending
Krak grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Storm bolter	24"	4	5	Assault 2

MELEE WEAPONS

	Range	S	AP	Type
Guardian spear	-	+1	2	Melee, Block, Two-handed
Krak grenade	-	6	4	-
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power knife	-	User	3	Melee
Sentinel blade	-	User	3	Melee

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