



COMBAT PATROL: ADEPTUS CUSTODES

GUARDIANS OF THE THRONE

When they fight as one, the Adeptus Custodes and Sisters of Silence are sometimes known as the Talons of the Emperor. Shield-Captain Tyvan's is just such a force, combining the demigod might of Custodians with the deadly witch-hunting abilities of the Silent Sisters. The result is a force that has purged heretics from one side of the Segmentum Solar to the other.

This Combat Patrol includes the units shown below. Before the battle, in the Select Combat Patrol and Enhancement step, you must select either the Custodian Guard unit or the Vertus Praetors unit to include in your Combat Patrol for the battle.

A Shield-Captain Tyvan (1 model)

- This model is equipped with: sentinel blade; praesidium shield.

B Prosecutors (5 models)

- Every model is equipped with: boltgun; close combat weapon.

C Vigilators (5 models)

- Every model is equipped with: executioner greatblade.

THEN EITHER

D Custodian Guard (4 models)

- 2 models are equipped with: guardian spear.
- 1 model is equipped with: misericordia, praesidium shield; vexilla.
- 1 model is equipped with: sentinel blade; praesidium shield.

OR

E Vertus Praetors (3 models)

- Every model is equipped with: Vertus hurricane bolter; interceptor lance.





COMBAT PATROL: ADEPTUS CUSTODES

GUARDIANS OF THE THRONE

ABILITIES

The datasheets required to use Guardians of the Throne can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Martial Ka'tah – that is referenced on many units' datasheets, and is described below.

MARTIAL KA'TAH

Created deep in the Emperor's Palace using esoteric gene-alchemies and other, even more mysterious processes, the warriors of the Adeptus Custodes are the Emperor's personal bodyguards. Known as the Ten Thousand, they are the most elite warriors in the entire Imperium, and are armed and armoured to match. In battle, they deploy highly flexible fighting forces, from peerless infantry and lightning-fast jetbikes to indomitable combat walkers and line-shattering battle tanks. It is in melee combat that they truly excel, however, each warrior having mastered the nuanced and subtle fighting stances designed to dominate the Custodians' many enemies.

At the start of the Fight phase, select one Ka'tah Stance from the list below to be active for your army until the end of the phase. While a Ka'tah Stance is active for your army, each unit from your army with this ability gains the relevant ability.

DACATARAI STANCE

This aggressive fighting style has been adapted for the Custodes to deal with hordes of foes who vastly outnumber them.

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

RENDAX STANCE

Masters of Rendax are superlative monster and war-machine hunters.

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

ENHANCEMENTS

Your **SHIELD-CAPTAIN** model is your **WARLORD** and has the Auramite Thunderbolt Enhancement. You can replace this with Blade of the Vaults.

DEFAULT ENHANCEMENT

AURAMITE THUNDERBOLT

This warrior is a swift and terrible foe to all those who would threaten the sanctity of the Golden Throne. They descend upon their victims with terrible swiftness and strike before they can react to their onset.

You can re-roll Advance and Charge rolls made for the bearer's unit.

OR

OPTIONAL ENHANCEMENT

BLADE OF THE VAULTS

The Adeptus Custodes have unparalleled access to the ancient relic weapons held in the armoured vaults deep beneath the Imperial Palace on Terra. This is such a weapon, crafted in an age of impossible antiquity to be the bane of its victims.

Each time the bearer makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

SECONDARY OBJECTIVES

You will use the Guardian of the Realm secondary objective. You can replace this with Drive the Talons Deep.

DEFAULT SECONDARY OBJECTIVE

GUARDIAN OF THE REALM

It is the duty of the Adeptus Custodes to safeguard the future of Terra and, by extension, Mankind's eternal realm. Those who threaten it must be struck down without mercy, and the sacred territories they have falsely claimed returned to their true master.

At the end of each phase, you score 1VP if your **SHIELD-CAPTAIN** model destroyed one or more enemy models that phase. If any of those enemy models' units started that phase within range of an objective marker, you score 2VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

DRIVE THE TALONS DEEP

The enemy strive to hold back the Talons of the Emperor, seeking to protect some accursed facility or shield some heretical demagogue that is the Custodians' true target. Their lines must be shattered. Their efforts must be proved hopeless in the face of Terra's vengeance, for in this way is a message sent and an example made.

From the second battle round onwards, at the end of your opponent's turn, you score 3VP if one or more **ADEPTUS CUSTODES** units from your army (excluding Battle-shocked units) are wholly within your opponent's deployment zone.

STRATAGEMS

You can use the following Stratagems:



WRATH OF THE HOST

GUARDIANS OF THE THRONE – BATTLE TACTIC STRATAGEM

The Adeptus Custodes are storied champions who know one another's worth only too well. They are quick to avenge the deaths of the greatest amongst them.

WHEN: Any phase.

TARGET: One **SHIELD-CAPTAIN** model from your army that was just destroyed by an attack made by an enemy model. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Until the end of the battle, ranged weapons equipped by **ADEPTUS CUSTODES** models from your army have the **[SUSTAINED HITS 1]** ability while targeting that enemy model's unit.



GILDED MAGNIFICENCE

GUARDIANS OF THE THRONE – STRATEGIC PLOY STRATAGEM

The sheer auramite-clad glory and physical menace of the Adeptus Custodes is more than enough to overwhelm a more numerous foe.

WHEN: Your Command phase.

TARGET: One **ADEPTUS CUSTODES** unit from your army.

EFFECT: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit.



TIRELESS PURSUIT

GUARDIANS OF THE THRONE – STRATEGIC PLOY STRATAGEM

The Adeptus Custodes drive their foes before them, relentlessly dogging their heels as they run their quarry to ground and destroy them utterly.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

TARGET: One **ADEPTUS CUSTODES INFANTRY** unit from your army that was within Engagement Range of that enemy unit at the start of the phase.

EFFECT: If your unit is not within Engagement Range of one or more enemy models, it can make a Normal move.

SHIELD-CAPTAIN TYVAN

M T SV W LD OC
 6" 6 2+ 6 6+ 2
 4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Shield-Captain Tyvan is a sublimely skilled warrior who wields his enormous sentinel blade as an extension of his own body. His loyalty to the Emperor is absolute and unquestioning, and his every thought and deed is focused on the singular duty of defending Terra – and by extension the Golden Throne – from danger.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Sentinel blade [ASSAULT, PISTOL]	12"	2	2+	4	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sentinel blade	Melee	7	2+	6	-2	1

LEADER

This model can be attached to the following unit: **CUSTODIAN GUARD**

WARGEAR ABILITIES

Praesidium Shield: Add 1 to the bearer's Wounds characteristic.

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Martial Ka'tah**

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, SHIELD-CAPTAIN, TYVAN



FACTION KEYWORDS:
ADEPTUS CUSTODES

VERTUS PRAETORS

M T SV W LD OC
 12" 6 2+ 4 6+ 2
 4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Veteran warriors who have seen battle on a hundred worlds, these Custodians know that the value of speed is in directing their might precisely where and when it is needed most. Master combatants and marksmen both, they can place piercing strikes and deadly salvos with precision even when travelling at immense speeds.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Vertus hurricane bolter [RAPID FIRE 3, TWIN-LINKED]	18"	3	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Interceptor lance [LANCE]	Melee	5	2+	7	-2	2

ABILITIES

FACTION: **Martial Ka'tah**

KEYWORDS: MOUNTED, FLY, IMPERIUM, VERTUS PRAETORS



FACTION KEYWORDS:
ADEPTUS CUSTODES

CUSTODIAN GUARD

M	T	SV	W	LD	OC
6"	6	2+	3	6+	2
4+ INVULNERABLE SAVE					



Combat Patrol Datasheet

These warriors form the backbone of the shield companies, and every one is a terrifying force of destruction equal to the strongest of the foe. Whether armed with guardian spear or sentinel blade, their shots are perfectly placed, and every cut, thrust and parry is a masterclass in bladesmanship.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Guardian spear [ASSAULT]	24"	2	2+	4	-1	2
Sentinel blade [ASSAULT, PISTOL]	12"	2	2+	4	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Guardian spear	Melee	5	2+	7	-2	2
Misericordia	Melee	5	2+	5	-2	1
Sentinel blade	Melee	5	2+	6	-2	1

WARGEAR ABILITIES

Praesidium Shield: Add 1 to the bearer's Wounds characteristic.

ABILITIES

CORE: Deep Strike

FACTION: Martial Ka'tah

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

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, CUSTODIAN GUARD

FACTION KEYWORDS:
ADEPTUS CUSTODES

PROSECUTORS

M	T	SV	W	LD	OC
6"	3	3+	1	6+	2



Combat Patrol Datasheet

Protected from the malevolence of witches by their rare anti-psyhic mutation, and shielded from the bullets and blades of the foe by their finely crafted power armour, Prosecutors advance unflinching into the heart of battle. Their boltguns thunder ceaselessly, each explosive shell ending another heretic life.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

Purity of Execution: Each time a model in this unit makes a ranged attack that targets a **PSYKER** unit, that attack has the [PRECISION] and [DEVASTATING WOUNDS] abilities.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, ANATHEMA PSYKANA, PROSECUTORS

FACTION KEYWORDS:
ADEPTUS CUSTODES

VIGILATORS

M	T	SV	W	LD	OC
6"	3	3+	1	6+	1



Combat Patrol Datasheet

The surest way to bring an end to a witch's malefic rampage is to strike their head from their body. Such is the doctrine of the Vigilators, who ghost across the battlefield before charging headlong into battle, their double-handed power blades singing a keening song of death.



MELEE WEAPONS

Executioner greatblade
[ANTI-PSYKER 4+, DEVASTATING WOUNDS]

RANGE

Melee

A

2

WS

3+

S

5

AP

-2

D

2

ABILITIES

Deft Parry: Each time a melee attack targets this unit, subtract 1 from the Hit roll.

KEYWORDS: INFANTRY, IMPERIUM, ANATHEMA PSYKANA, VIGILATORS



FACTION KEYWORDS:
ADEPTUS CUSTODES