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## Custodes bikes datasheet

Time to see how The Skillful Behind the Scenes will cope with the new version. Clan Focus Adeptus Custodys via WarCom Brian: The Adeptus Custodys is one of the most improved armies in the new version. They have always had one of the most impressive collections of Stratagings, but now they have enough command points to use them all! With smart army building and a bit of luck, you can easily find yourself with over 20 CPs during a game – more than double what most Adeptus Custodys players are used to. The new missions work very well for The Adeptus Custodys as well. Many of them offer fewer opportunities to score points on the first turn, giving your powers time to get in position – and at optimum range for their weapons. Much of the game will revolve around controlling the central goals, forcing your opponents to come to you, which is exactly where the Adeptus Custodys want them. Of course, since almost the entire army has Objective Secured\* and is extremely durable, it will keep these goals better than anyone else in the game. Allarus Custodians Venerable Contempt Dreadnought What about the sisters of silence? These psychic witch hunt zeroes are often found alongside the powers of the Adeptus Custodys as the other half of the Emperor's Talons, and this easy alliance remains a key element in building the army in the next edition. You can include Brothers of Silence units without cancelling your bonuses throughout the army, and their unique abilities are a natural complement to your Customes units. Welcome, Defender of Imperium, to start competing: Adeptus Customes Tactics! If you've ever looked at a Space Marine and thought what would happen if that, but more? then Adeptus Custodys is the army for you. Even more elite than Deathwatch, even more elite than the Grey Knights, the Adeptus Custodys are the Emperor's personal bodyguard, and so of course they are the most special of all. To give you an idea of how special, check out the Guardian Guard datasheet – this is the basic model in your army, and he rocks WS and BS2+, S5, T5, W3, A3, and 2+ save. Plus an AP-1 D2 boltgun that is also a powerful melee gun. If you yearn to buy an army on Friday and play fully painted by Sunday morning, these are the kids for you. Keep in mind, however, that many of the best Custodes options are at Forge World Imperial Armour Compendium (marked with fw here in their unit listings), so the seemingly cheap cost of a plastic army can inflate quickly once you start accounting for resin pieces. In addition to the Custodians themselves, this article will incorporate the Sisters of Silence - can appear elsewhere, but Spider's War includes ways to seamlessly connect them to the Adeptus Custodys armies, so it would be an omission to ignore them. Army AdvantagesThe single model in your army has character level statsFantastic complementary rules from Psychic Awakening: Spider's War that really broaden your available ToolkitStrong, focused Forge World support support a bunch of optionsPowerful charactersTux, all-obsec army with good shooting and melee is basically specially crafted for 9th ed missionsArmy WeaknessesTiny – you'll have the fewest models on the table against anything other than a Knight army, so any death-themedCodex options leave you too small for anti-army firepower – you'll almost certainly have to invest in at least some Forge World units , bringing the EEEEEcost of the army way upSurprisingly high floor skills - your units are great, but there aren't many of them, and getting most of the army gets some thought Competitive RatingStrongFor most of the 8th edition of Adeptus Custodys was firmly at the bottom of the pile, flaming out hard after a brief initial run when their codex first launched and spamming Vertus Praetors was the flavor of the month. Some players saw modest success with them, and for another short period the Caladius Grav-tank was everywhere thanks to being extremely underrated for its potential, but they spent more time at the bottom than at the top and had a very low winning percentage, particularly as a clean army. With the release of Spider's War, however, they got one of the most extensive Psychic Awakening updates in the game, winning a whole host of new options. This book arrived at a difficult time, with the 8th on his deathbed and much of the world in the hands of covid-19, but the obvious potential was there. Fortunately for The Custodes players everywhere, that potential was fulfilled in the 9th. They got the best of everything in the transition to the new version – the main missions fit the Custodys' playstyle very well, they are vulnerable to very few minors, their points barely changed as everything else went up, and eventually they got to play properly with all the new things Spider's War brought them. The recent release of Imperial Armour Compendium has only brought more joy to the golden boys - most players are looking at the update in horror, seeing former over-the-top units come back in line with the rest of the game, but the Adeptus Custodys Forge World selections have stayed largely the same or gotten slightly better. All of this has been combined into some excellent performance. The customes lists appear regularly in our Competitive Innovations series, and have made appearances in the top 4s of each month of publishing so far. If you're looking for time to play Custodys, it is now. Guard team. Credit: CrabStuffedMushroomsWar spider SpiderWar added significant new features to the Adeptus Custodys. They won a series of Shield Hosts, each with a new warlord feature, Relic, and Stratagem, 14 other new tricks, and the ability to make one of your Shield-Captains in giving them another feature over each Warlord Feature. For warlord features, relics, and tricks, you will find these in the appropriate sections below. Captain-Commanders get their own section, called 'Lords of Shield hosts'.Special rulesKeeping have three special default rules. The Aegis of the Emperor applies to all Custodys units with the rule (which is currently only infantry and cyclist), and the emperor's chosen and sworn guards influence the INFANTRY and cyclist units in the Adeptus Custodys detachments. Aegis of EmperorModels with this rule have 5+ inderable save, and a 6+ Feel No Pain against fatal wounds in the mental phase. A simple but effective rule. The Emperor's Selected Units with this rule have +1 inedable storage, at a maximum of 3+. This is a special rule intended to give you an advantage in downloading an Adeptus Custodys quote instead of a mixed Imperium posting, which is not even one thing you can do in Matched Play anymore. It has strong early 8th energy. And it's a very good benefit to have. Sworn GuardiansWit first glance this is only the standard objective safe rule every army has, but it's worth a careful re-reading of the terms - these rules affect infantry and biker units, which means that your characters, your jetbikes, and your terminators are also obsec. This is a powerful way to tackle their super-elite nature, and stop you from losing any goals based on the game because someone put down more guys on a target than your entire army contains. Weapons ChangesCustodes take advantage of one of the weapons updates that came with the 9th edition Space Marines codex – their storm shields now offer +1 to store armor throws and 4+ insinable storage. For the Guardians this is pure upside down, as they still get +1 to indred saves from the emperor selected, so they still get a 3++ and also now have a 1+ save. Lords of Shield Hosts The exciting new inclusion for Custodys is the ability to spend 1CP before the game to make one of your Shield-Captains (and only one - it's once per game stratagem) in captain-commander. This gives them access to one of the following 9 features, which they get in addition to any Warlord feature they could have. Slayer of Unclean - Attacks carried out by this model do double damage to an unmodified wound roll of 6 (e.g. 1 becomes 2, d3 becomes 2d3). Solid ability ,great for increasing damage, but generally Custodys characters don't have that many attacks, so getting away at a useful time is not guaranteed. BSwift as an eagle - +1 to push and charge rolls and +1 to move for this model. Nice and simple to get a character that a little more movement. B+Strategic Mastermind – While this model is on the battlefield, you can scroll for command point you spend to use a trick and get 1 back to a 5+. Solid and useful for continuing to power your very good stratagem selection. B+Bane of bangs - When solving an attack made by this model against a hostile MONSTER unit or VEHICLE unit, you can reset the wound roll. A slim ability held a little by the MONSTER or vehicle units is a bit suppressed in the meta now, and bike captains who have been to re-roll wounds from a few different angles anyway. B-Adamant Constitution - +2 Wounds by this model. Simple and simple. B+Master of Melee – +2 attacks while within 1 unit of six or more enemy models. Fine, though it's worth keeping an eye out for how many armies run really big units - most relevant in a world with hordes of Ork and large blocks of Necron Warriors around the place. BUnstoppable Destroyer – When this model piles in, it can move up to D3 +3 and can finish moving closer to any hostile model at this distance of this model. When this model is joined, it can move up to D3+3 and does not need to end traffic closer to the nearest enemy model. A huge buff drive, which is always strong at 40k, although be aware that there is a reasonable interpretation that if you're in base contact you can't consolidate away – so try and make sure this guy doesn't get tied up. ADefiant to the Last – For every wound that this model has lost, increase the characteristics of attacks by 1, to up to 3 additional attacks. Fine, but the skills based on your models being destroyed are always unbearable in terms of whether you get some real value from them – for every game where it's clutch to have it, there are games where it just doesn't come and you'd be better off with something else. B-Inspired Example - +3 in the range of aura abilities of this model. Ironically, the most adamant choice here, but it's not an unreasonable choice. BStratagemsStraagemsOn the base codex, Custodys have a large set of layers, many of which are good and which look even better now that an army of Custodes actually takes the field with a reasonable number of command points. From the golden light come - 1/3CP: Use during development. Set an infantry, cyclist, or DREADNOUGHT to a deep strike for 1CP, or 2 for 3CP. This may be a good way to protect a Dreadnought melee from getting shot by the board, but Custodys boosters lack charge to overcome the 9 charge from deep strike, so it's kind of a bet. Virtus Prattors doesn't need any help. It's a good Stratagem, but you need a specific plan on how to use it – as with the Vexilla Teleport Homer below. BUnflinching – 1CP: Use in your opponent's charging phase. Tap on a 5+ instead of a 6 on Overwatch. That's ok, especially with the massive bolter fire you can get in many units; the only real problem with this is that your opponent will often not be the one doing the charging and that you will still have to spend another CP in Overwatch. BUnleash the Lions – 2CP: Use at the start of the phase in a unit of all Allarus custodians. This unit is immediately divided into separate units, each containing a single model. Throwing a block of Terminators into your opponent's face and then splitting them into annoying separate units is a good trick to have. BTanglefoot Grenade – 1CP: Use at the beginning of your opponent's motion or charging phase. Select a hostile unit within 12 an ADEPTUS CUSTODY INFRANTRY Roll a D6 and reduce the drive or charge distance of this enemy unit to the end of the phase. FLY units are not affected. To defend against things like the deeply impressive Genestealer Cultists or mobs of Da Jumping Orks that come with a challenging charge, this is great, but only generally being able to mess with your opponent's movement or charges is an overall strong skill, especially in the 9th where you have smaller boards and you're likely to encounter a lot less sitting back and shooting gunlines. B+Ever Vigilant – 2CP: Use as soon as your opponent creates a unit on the battlefield within 12 of an ADEPTUS CUSTODY INFRANTRY unit. You can shoot immediately at -1 to hit. That's fine, but 2CP is a lot to invest in when you often only have smallish units of Infantry Custodes on the board. It can be extremely important in the right situation, though. BVexilla Teleport Homer – 3CP: Use at the end of your drive phase. When you set up a teleportation unit you can set it up entirely within 6 of a VEXILUS PRAETor and more than 3 of enemy models. You can combo this with a battle block coming from a deep strike, as if you can get the Praetor in place, then you're ready to make a 3 charge for something. Watch out for Space Marine Infiltrators, though - their ability to hard-gauge it. B+Open the Vaults – 1/3CP: The standard relic trick, 1 extra relic for 1CP or 2 for 3CP. Yes, it's the trick of the relic. There are some great Heirlooms, so this can be very worth it. Idols of the Emperor - 1CP: Use at the beginning of the moral phase. Select an ADEPTUS CUSTODY (non-VEHICLE) unit. You can use the leadership of this unit to take morale tests for friendly IMPERIUM units within 6 of that unit. yes, anyway, it's morale. CShulder the Cloak - 1CP: When your warlord is killed, choose an S.H.I.E.L.D. from your army. They become your warlord and create a typical warlord. Your warlord is not believed to have been killed. Cut Off the Head is one of the lowest scoring goals in the game, so for net points denial this is almost irrelevant in the 9th. Being able to get another Warlord feature into something you

haven't had one before is a reasonable use of a CP, though. BNetworked Spirits Machine - 1CP: Use in your download phase. Choose one Venerable Land Raider and at least one other Venerable Land Raider within 6 . None of these models are sanctioned for hitting rollers until the end of the phase. You won't have many Venerable Raiders on the board. Dindomitable Guards - 1CP: Use your opponent's fighting phase after a hostile unit charged has struggled. Select an ADPTUS CUSTODES unit within a target and fight with it afterwards. Basically a discount version of the counterattack for a Custodes unit that holds a target. In the 9th, a game all about goals and melee is a heavy feature, this is a very strong skill. Alnspire Fear - 1CP: Use at the beginning of the morale phase. Select one ADPTUS CUSTODES unit. Your opponent adds 1 to the morale tests taken for enemy units within 3 of this unit by the end of the phase. O D Sentinel Storm - 2CP: Use it at the end of your opponent's shooting phase. Choose an ADEPTUS CUSTODY unit within 1 of a hostile unit. This unit can shoot with the blades of its markers as if it were the shooting phase. 2CP for this is very much considering the set-up involved, especially when your opponent may simply fall back if needed. DBurst Missile Net - 1CP: Use in the download phase when a Unit of Vertus Praetors makes remote attacks. If you all shoot flakburst missiles at the same target as the keyword FLY, you can reset failed wound rollers. FLY is less common than it used to be, especially as aircraft have mostly alternated outside the meta, but in the relative situation this is a cheap and useful trick. BSpark of divinity - 1CP: Use when an enemy psycher manifests a mental strength within 12 of an ADEPTUS CUSTODES INFANTRY or biker unit. You can refuse the Witch. This is a no-nonsense in the Custodys anti-psyhic toolbox, and one that is easier to make use of. BPlant vexilla - 1CP: Use it at the end of your drive phase. Select a VEXILUS PRAETOR that did not move. You can increase the Range of Custodys Vexilla custody by 6 until the next drive phase, although Praetor cannot charge. This is fantastic for getting most of a Praetor for a turn, especially to let you expand the -1 to hit bubble out while your stuff aggressively pushes forward. B+Piercing Strike - 1CP: Use it when selecting an ADEPTUS CUSTODES unit in the fight phase. Add 1 to the wound rollers for the guard spears. The trick itself is good, its goals are somewhat limited. Binescapable Revenge - 2CP: Use when selecting a unit of allarus custodians from your army in the shooting phase. They can ignore the rule Look out sir when choosing targets. Seriously this list is so full of things that are nice, and Allarus Custodians pack enough firepower to throw a bunch of shots at something like a Warlock or one of the many weak-ish GSC buff characters worth it, though you may be struggling to get by something harder. BWisdom of the Ancients - 1CP: Use at the beginning of any phase. Select an ADPTUS CUSTODY DREADNOUGHT; by the end of the phase you can fold hit rollers 1 for ADEPTUS CUSTODES friendly units within 6. Independent re-rolls for your Dreadnoughts are a nice thing that exists, especially in an army full of BS2+ units. BCastellan Strike - 1CP: Use in the fight phase. Select an ADEPTUS CUSTODES unit. As long as all castellan axes in this Target the same enemy unit, improve them to AP-3. That's fine for what it is, and sometimes AP-3 is going to be a difference-maker. BConcussion Grenades - 1CP: Use in your shooting phase when a unit of Allarus Custodians fires. by the end of the phase, their balistus grenade launchers have AP0, and enemy INFANTRY units hit by these attacks are stunned until the end Turn - can't fire Overwatch and your opponent must remove 1 of the hit reils for the unit. Overwatch suppression is never a bad thing to have, but it's probably not vital for Custodys, especially in the 9th where Overwatch is much more limited. Emperor's BByes - 1CP: Use when planning a tactical task. You can reject this goal immediately and draw another one. Regular targets don't exist in the 9th. FVictor of Blood Games - 2CP: Use when you have created an ADEPTUS CUSTODY CHARACTER from your army during deployment. You can re-roll a hit roll, wound roll, or save roll for this model at every turn. A powerful trick, especially in the classic Shield-Captain for Dawneagle with one of the 3++ relics. Herohammer is already a thing Custodys does very well, and it helps cement it. I'm not saying you should use it every game, but you should at least think about using it if you have a beastick captain that's going to work independently - Custodys are no longer so limited by CP that 2 in development is an important part of your exhausted capabilities. AEven in Death... - 2CP: An ADEPTUS CUSTODY character can shoot or fight to death. Obviously you don't want your characters to go down, but it can be vital to get another round of them - when you pay a bunch of points for a guy on a jetbike, get one more spear boost before eating shit worth 2CP if you're in a position to take advantage of it. AAvenger the Fallen - 1CP: Use in the fight phase. Select an ADEPTUS CUSTODES unit. by the end of the phase, the models in this unit have +1 Attack for each model from the unit that was killed this turn. It can turn the tide if you lose a few models, but not an entire unit. B Bearers of the Emperor's Justice - 1CP: Use in the fighting phase. Select an ADEPTUS CUSTODES unit. Every time you make a roll hit of a 6+ during this phase you target a heretical ASTARTES unit you can immediately make another attack. If it was a BLACK LEGION unit, you can make an extra attack on a 4+. It's the goal of a particular faction/sub-faction, to get an ok result thing, yay. HERETICAL ASTARTES is a fairly broad keyword that at least could take a few opportunities to use it, but also you could spend CP on literally anything else. CStopping Dive - 3CP: Use it at the end of your opponent's charging phase. Choose a BIKER unit from your army that is within 12 of a hostile unit. You can charge immediately as if it were the charging phase and fight first in the next fight phase - even before other charging units. strong in the right conditions, although at this point most players are going to have an eye for avoiding hitting with it, and 3CP is a lot. Potentially game-winning in the right conditions. B + Spider's War adds the following 14 general tricks: Ten Thousand Heroes - 1CP: You give a non-Warlord character a Warlord feature, once per battle. Custodys have strong characters and great features, so this is an easy easy Note that you can't use this to double-dip into features in the game with the shoulder of the mantle. AAncient Artificial - 1CP: Use when a Dreadnought is the target of an attack - by the end of the phase, that Dreadnought gets -1 damage. This changed in the spider's war RELATED QUESTIONS, according to the Marine version, Duty Eternal. Note that this doesn't stack with other damage-reducing abilities, and the Forge World Dreadnoughts already have -1 damage built in, so that really only applies to the Contempt code - which isn't really a thing that anyone gets. It's a C for that reason, and it's probably just going to disappear into the code. Arcane Genetic Alchemy - 2CP: Use at any stage when an ADEPTUS CUSTODY unit that is not a vehicle is selected as the target of an attack. By the end of the phase, trauma rolls 1-3 always fail, regardless of any other abilities. It's good in Marines and it's good here too - it's marginally less relevant since your army is T5 rather than T4 so fewer weapons will wound you in 2s, but it's a key tool for ensuring your expensive models stay on the table. AEternal Penitent - 1CP: Use pre-battle to make any Custodys Dreadnought +1 Attack and re-roll charges, once per Dreadnought. Custodys Fears are good and have just gotten better by updating Forge World, and the lists they receive use this pretty much usually - it makes them even better at the core of their ability bashing things in person in battle for a minimum cost. AVengeance of the Machine Spirit - 2CP: Use it when any vehicle that is not dreadnought is damaged. This model can either explode automatically, or shoot one of its weapons as if it were the shooting phase, or make an attack with a melee gun as if it were in the fighting phase as if it were in the top row of its damage table. A good trick situation for your vehicles, though possibly a little pricy. BSlayers of Nightmares - 2CP: Use in the fighting phase when choosing a Custodes unit to fight with. By the end of the phase, melee weapons have +1 to wound against units with a higher characteristic hardness than the model that makes the attack. Ironically at a time when your high-strength army is working against you, but there are plenty of things in the game harder than a custodian and this is a great opportunity to get +1 to wound up against these goals. BFortress of Will - 1CP: In a 4+ (3+ for Wardens) you can ignore a mental strength that targeted a Custodes unit this turn. Great for blocking deadly wounds and such, but also very useful for removing debuffs like Doom or Jinx. AInndomitable Engines - 1CP: Use at any stage, a Custody vehicle will lose a wound as a result of a fatal wound. In a 5+ that vehicle is ignored, and you can continue to roll for any further fatal wounds at this stage. The same with armor of contempt in Marines, and just as good here as it is there, especially with Harlequins is a great meta feature. ASuperior Fire Plans - 1CP: Use when shooting with a Custodys infantry unit that did did Advance. By the end of the phase, the models in this unit make twice the number of attacks with Rapid Fire and Pistol weapons. Very convenient for adding an extra punch piece to your units' ranged output, with the only blow against being that most units are small in size and therefore only apply to a small number of models. Especially convenient in a unit venatur custodians, which come with 2-shot pistols. B+The Emperor's A auspices - 2CP: Use at any stage when a Custody unit is selected as the target of an attack. By the end of the phase, your opponent cannot roll the dice again when attacking this unit. This is rude as hell against many factions. ABlood Veterans Games - 1/2CP: Use in your shooting phase; Select a Custodes unit in your army and by the end of the phase, the attacks ranged to score an automatic hit and a wound on an unmodified 6. 1CP for a unit of 5 models, 2CP for 6 or more. Useful for accumulating wounds on something, especially if it's for example pumping hurricane bolter shots from cyclists into something hard enough to face-tank most of it. BArcheotech Ammunition - 1CP: Use in your shooting phase when choosing a Custodes unit to shoot with; by the end of the phase, ranged attacks that make d6 roll 2d6 damage and discard the lowest. There isn't a ton of related D6 damage weapons in the code, although meta missiles are the obvious place to take advantage of it and of course there is always pythitlike spears for the Forge World Custodians. BAuramite and Adamantio - 1CP: Use at any stage when a Terminator unit is the target of an attack. By the end of the phase, that AP-1 and AP-2 as AP0. Seriously the durability choices that the Custodys take in this book are nuts. 1CP to make high-intensity low AP fire significantly less good at peeling wounds from Terminators is great. B+Heroes Fraternity - 1CP: Use it at the end of your opponent's charging phase. Select a custodes unit that is not in the reservation area. This unit can immediately perform a heroic intervention as if it were a character. Just in case your opponent tries to get cute, you can put close-up units in melee with them. Slightly less good now that the Chargers can still attack you, but probably what they wanted to fight was the thing they charged in the first place. Additionally, each shield host brings a new trick to the table as below: Grim Responsibility (Shadowkeepers) - 1CP: When a Shadowkeepers unit is selected as the target of an attack, then by the end of the phase you can make attacks resolved against that unit -1 Force. A fantastic trick that is well connected to the others durability - you have four great options for reducing incoming fire, in a number of profiles. AShield of Good (Aquilian Shield) - 1CP: Use at any stage when an IMPERIUM Character is the target of an attack. A friendly infantry Aquilian Shield or Dreadnought unit within 3 can be selected, and by the end of the phase will resolve attacks against the Custodys unit instead. This now has be non-vehicle characters, so you can't use it to protect a Knight, which just makes it ok instead of insanely good. BGolden Dread Host - 1/2CP: Use it at the start of the charging phase. Select a fear host unit that was teleported to battle this turn for 1CP, or up to three for 2CP. By the end of the phase, you can roll 3D6 and discard one for charging rolls for these units. If you are going all-in in a deeply impressive design, this is a great way to give you that little extra oomph to get into battle. BThe Eagle's Strike (Solar Watch) - 0CP: Use at any stage when an enemy character is destroyed by a Solar Watch model from your army. The next time your opponent wants to use a trick, you need to spend 1CP extra to use it. It can be used once per combat round. Extremely good for 0CP, especially later in the game, where an opponent may well run with CP wise fumes and effectively stop them using any tricks at all for a turn. ATHe Hand of the Emperor (Imperatus Envoy) - 1CP: Use at any stage when a Unit Of Imperatus Envoy is chosen to shoot or fight with. By the end of the phase, ignore any negative blows, sores, or AP modifiers and any benefit to save throw from coverage for that attack. Modifiers are a little less important in the 9th just because you can't stack them anymore, but a neat stratagem all the same - especially related to Harlequins that can put down an entire facade of -1 to hit, -1 to wound units. B+ Warlord TrainsCustodes have some interesting features, and they get even better now that you can get multiple if you want to. Champion of Imperium: Friendly ADEPTUS INFANTRY CUSTODY, CYCLIST, and DREADNOUGHT units within 12 of your warlord at the start of the charging phase of your opponent can heroically intervene. That's trazen's required feature. A solid trait and a great way to make your army into a solid deathball that can't be charged - important in the 9th where melee is powerful and key to flipping targets. APeerless Warrior: Each roll hit of a 6+ in the fighting phase gets to make an extra attack against the same unit using the same weapon. Custodes don't really have many ways to improve their hit reels since they all hit a 2+ anyway, and your warlord is at the maximum going to have 5 attacks, so whatever. CSuperior Creation: 5+ Feel no pain. An excellent feature to make your already-tough warlord even more annoying to From. AImpregnable Mind: You can get a free Denial with your warlord at +1 to refuse. Handy since you haven't normally refused, but Spider's War adds a few new options for dealing with psychic forces both for the custodians themselves and by integrating Sisters of Silence. B-radiant cloak: Your warlord is -1 to hit. It was generally ignored in favor of Superior Creation. BEmperor's Companion: You can re-damage rolls. On a Shield-Captain jetbike this is great because fluffing the D3 damage is about the only bit of variation you really have to suffer in them. B+The Shield Shield Features are: Lockwarden (Shadowkeepers): Attacks carried out by a character targeting the warlord are -1 to hit. When the Warlord attacks an enemy IS, remove 1 of all life-saving shots (including invulnerable saves). Super good - a nice combo of a useful defensive buff with an unusual and powerful striker. Comrade ARivered (Aquilian Shield): Halve any damage to attacks against this Warlord. A simple but effective buff. B+All-seen Annihilation (Dread Host): When solving an attack made with a melee gun by a friendly Dread Host unit within 6, an unmodified hit roll 6 score 1 extra hit. A fine buff for increasing your melee production. BSally Forth: Add +1 to the Motion feature of all Solar Watch units within 6 of your Warlord at the start of the motion phase. In addition, units within 6 can shoot with rapid fire weapons even if they go ahead, but are -1 to hit. The -1 is not very oppressive in a faction with native BS2+, and is a nice little mobility buff. BVoice of the Emperor (Imperatus Envoy): Friendly imperium units within 9 can use the warlord's leadership. Add 3 to the range of aura abilities of the warlord (already included here). Well, it doesn't make a ton for you, probably not better than the range of other options. BRelicsGatekeeper: A spear guard relic. You overwatch on a 3+ with a rapid fire 3, S4 AP-1 D2 gun, and fight the S+1 AP-3 D3. The extra shots and improved following are fine, but there's better here. CRaiment of the Lynx: Basically the company Ancient banners from space marines. If a castle walk custodians were one thing, it would be great to get more use of them, but uh... No, it's not. Even if it was, you probably don't get enough return from it for the relatively few kids to be worth it. CEagle eye: +1 indnable storage. You put this on a Shield leader to give him a 3++ . Simple but effective. Aauri Aquilas: Biker only. The model has 3+ insearable and can re-roll failed charges. A great upgrade for a Shield-Captain beastick for Dawneagle. AH Praetorian Plate: Terminator only. During deployment, choose a friendly IMPERIUM CHARACTER. At the end of your opponent's charging phase, if there is an enemy within 1 of this character, you can move the heirloom bearer within 3 of this character and within 1 of this enemy model. This is an extremely fun trick that just doesn't get used to being used that often because a guy on a jetbike can just be in battle without having to play switcheroo. Some players have been comboing this with Vexilla Teleport Homer trick to whip a Praetor up the table and then bring in an infantry bomb that you would otherwise struggle to make contact with, but the trick relies heavily on a) you will first and b) your opponent falling for your highly telegraphed bait. B Covered blade: an heirloom guard blade. +2 attacks when within 3 of a target. Cute, but anything. Light of Emperor C-Emperor: Relic misericordia. +1 in ethics tests within 12 12 Bearer. Who cares? DWraith Angelis: Relic Vexilla Magnifica. Instead of normal capability, imperium or BIKER friendly infantry units within 6 automatically pass morale tests, and once per battle in the motion phase, the bearer can stand still and each unit within 6 (friendly or enemy) gets D3 fatal wounds in a 4+ (5+ for characters, 6+ for ADEPTUS CUSTODES). A morale effect plus a once-per-game skill that stops you moving and can hurt your own guys? Sign me up!!! FAuric Shackles: Enemy characters are in -1 Attack within 6 of the bearer. Another relic on the cute list, but that's all. The FAQ removes the result of scoring extra points of victory so you don't even have the ability to score 103pts. CObliteration: Relic balistus grenade launcher. 12 Attack 1, S10 AP-4 Dd3. As a pocket railgun this is quite fun, but once again, cute, but not that relevant. C+Fulminaris Attacker: Relic Vexilla Defensor. Instead of normal capability, the FRIENDLY INFANTRY IMPERIUM or BIKER units within 6 automatically pass morale tests, plus there is a gun and a melee profile - the weapon is 8 auto-hits, Assault D6, S4 AP-1 D1, and the melee is S+2 AP-1 D1. I have no idea why you'd took this. DThe Castellars Mark: At the beginning of the game, but before the first turn, you can select the bearer and an ADEPTUS CUSTODES unit within 6 and deploy them (you must deploy them on the table). This could be hilarious to pull on someone if you use it to fold a large block of Vertus Praetors and captain, so that denied their side becomes unrefused. BFaith Absolute: Relic Vexilla Magnifica. Instead of normal capacity, the friendly INFANTRY IMPERIUM or BIKER units within 6 automatically pass morale tests, and the bearer gets a single Deny. Between this and the impregnable mid warlord character, GW really tried to give Custodys native mental defense. It's probably not worth giving up the -1 to flag for it, but at least it's not a totally bad choice like the other two relic banners. B-The shield host relics are as follows: Stasis Oubliette (Shadowkeepers): At the beginning of the fight phase, select an enemy character within 3; by the end of the phase, halve the attacks of the models in this unit, rounding. Friendly Shadowkeepers get re-roll 1s to wound against the character. A decent relic, which perhaps just gets sharpened out of some of the other options available. BPrasidius (Aquilian Shield): Replaces a storm shield, makes your model -1 to wound. Simple to make a model just that little bit tougher, your main theme is simply to find a guy with a storm shield to put it. (Dread Host): Replaces a castella axe. The download profile is the same, and the melee becomes S +3, AP-3, D3. Fine, but there's better available. B-The Swiftsiver Talon (Solar Clock): Replaces a spear guardian. You can shoot and charge in the same order by pushing or dropping back. The shooting profile is Attack 4, S4, AP-1, D2 and the melee is S +1, A-3, Dd3. Advance and and fall back and charge are great features to unlock, limited mainly by the application only for children walking. BVexilla Dominatorum (Imperatus Envoy): Re-roll morale for friendly Infantry Imperium and Cyclists within 6 , and friendly models Sent Imperatus with 6 count as 3 models for target control. Potentially very useful in the goal-focused game of the 9th, especially for flipping goals against other obsec units. B+Credit: CrabStuffedMushroomsUnitSOCredit: CrabStuffedMushroomsCaptain-General Trajann Valoris The Captain-General of Adeptus Custodys is a bit of a beast. It has the standard S5 T5, and then also W7 and 5 attacks. With 2+ save and 3+ invulnerable, it's not likely to go down easily, even in sniper meta. It has two cool rules above it, too - Legendary Commander grants him a re-roll hit and wound reels of 1 for friendly ADEPTUS CUSTODY units within 6, and the Shackle Moment is a funky piece of kit that has a once-per-fight effect - or recover D3 wounds Trayann has missed this phase, pile and fight an extra time at the end of a wrestling phase , or use it to make your next stratagem cost 0CP. A very powerful character for a reasonable cost, Trayann appears in many lists. Guardianship Tribune Ixion Iaxe. Credit: Jack HunterShield-CaptainThe key Shield-Captain would be an amazing character in any other Codex, but within this book he is kind of outclassed. They can take any of the default guardian weapons - guard spear, castellan axe, indicator blade + storm shield - and pack a misericordia as well, and give out re-roll 1 hit rolls. There's nothing wrong with them, but the preference seems to be either for Trajann or Terminator for a foot type, or for a Jetbike.Shield-Captain at Allarus TerminatorThe Terminator has a slight advantage over the normal guy in that he is W7 like Trajann and can deeply strike inherently instead of having to pay CP for it. A very solid character who has appeared on several different lists, Terminator is a solid choice if you don't need the speed of a Dawneagle and would rather have a slightly cheaper character that is still a great platform for the various different buffs that agendas can offer. Shield-Captain for Dawneagle JetbikeA quick, hard character with FLY, these offer a ton of hand-to-hand punch. You can go all-in to make them as tough and fighty as possible, using the Auric Aquilas, Superior Creation, and Indomitable Regiment for a 9-wound 3++ melee machine, or be a little more restrained and grant them Unstoppable Destroyer for a speedy killer who can dive in. Take a hard target, and then escape before any retaliation can meet them. Credit: CrabStuffedMushroomsTroopsCustodes Guard Group. Credit: PendulinCustodian GuardThe basic troop option for an Army Of Custodys. Custody Guard has two different loadout options either a spear guard or a blade-guard and Storm Shield. As with all Custodes units are very very but equally are the strongest troops in the game on a per model basis. The spear is more powerful offensively with extra range, AP, and damage to the area, and extra strength in melee. The sword + loadout shield is stronger defensively with 1+ armor save and 3+ indnabe storage. Older lists often took a group of three people, taking a Guardian with the storm shield and two with spears is a great balance of defense and firepower, although after the storm shield changes we see more units of them in 4s and 5s all equipped with shields, which offers an extremely hard block to chew through for most armies that will struggle to beat through the 1+ (possibly even 0+ in cover) armor with anything but their strongest weapons, which still bounce off the 3+ indnabe. With even spears topping out in 24 range, and Custodys transfer options being rather expensive, these suffer from a mobility problem trying to take advantage of their aggressive stasis, although the smaller boards in the 9th edition help them stick to, like the requirement for armies to come out and fight for goals - where your superior toughness , melee ability, and ability to interrupt twice per round with Counter Offensive and Indomitable Guardians.Guardian Guard with Adrasite and Pythitite Spears (FW) A version of the normal Guardian Guard with some fancy spears, these are worse defensively than the normal Guardian Guard without the ability to take any storm shields. Their two different spears are either a meltagun (the new, buffed version with +2 damage in half range) or a single S5, AP-3, D3 shot at 18. While the power 5 shooting profile is very nice, the short range and lack of mobility, coupled with not being able to take any storm shields, leaves these not particularly worth taking - if you want shooting you can get the Sagittarum Custodians below, or for the sheer defensive sickness the regular Custodians do a better job. Credit: ImmanetizedSagittarum Custodians (FW) Sagittarum Custodians is a solid choice for completing a battalion if you have chosen to go down this route instead of a troops-light patrol. A potential weakness of custodes lists keeps backfield targets with units that can still essentially participate - your guard might be great for not shifting, but it's quite a big investment to have them just standing around on your board edge unable to do more than plink a few pistols to anything that comes close. Sagittarum fill this gap - they have the same statline as their custodians, but they come equipped with a coarse caliber bolt, effectively a combi-gun with a Volleyball profiles are effectively a heavy bolter attack, and a 15 decomposition beam that offers a single S5, AP-3 D3 shot. This is good flexibility to have, as even a group of 3 can contribute substantially to the area, and anything that comes close should overcome the decay beams at the top. In a meta where Custodes Custodys are good, as well as Gravis-armored Space Marines, a weapon that can erase S5 AP-3 D3 is very relevant. EliteCustodian WardensCustodian Guards are almost exactly the same as the Guardian Guard, with an additional melee attack and 6+ feeling no pain outcome. There's also the option to swap their guardian spear out for a castellan axe, which has the same shooting profile but trades a spot in the AP for 2 more points of strength in melee, making each a bit in Strength 8. In exchange for gaining the option to take the axe, lose the sword and the loadout shield. They are certainly better offensively than the Guard, but they don't really fulfill a role you need when terminators are there. Vexilus Praetor/Vexilus Praetor at Allarus Terminator Aouroma Vexilus Praetor can be taken either in Allarus Terminator Armor or in normal Custodes armor, which slightly changes their statline and what weapons they can receive, but does not affect their primary role - carrying a large stick that provides an aura effect. From our point of view the terminator version is absolutely worse, as it is more expensive and carries only a misericordia as a melee weapon. The Custodes armor version has the option of either a Spear Guardian or Castellan Axe, both of which are about as useful, or may choose to take a storm shield for more defensive capabilities. There are three options of vexilla that can be taken. All of them allow friendly IMPERIUM INFANTRY and BIKER units (not just Limited Custodys) to re-roll failed morale tests within 6, and have a unique additional effect. Vexilla Imperis: ADEPTUS CUSTODES models (excluding vehicles) add 1 to their Attacks Feature, while their unit is within 6 Vexilla Defender: Imperium infantry units have 5+ insearable save against weapons ranging, while they are entirely within 9 Vexilla Magnifica: Your opponent must remove 1 of the hitting reels in the shooting phase for attacks targeting ADEPTUS CUSTODES units within 6 All three may be useful, but the Magnifica is quite clearly the best. Although custodys are tough, they have a few pretty models that stacking every defensive buff they can get to make sure they stay alive to deal with the damage is a reasonable plan. Other Custodians. Credit: ImmanetizedAllarus CustodiansCustodes Terminators: When Your Big Boys Beefy Isn't Big Enough. They have an additional wound and attack each over guard guard, and have a deep strike without requiring an investment CP. Allarus can take either a guardian spear or castellan axe, and carry a balistus grenade launcher - a 12 series Attack d3, S4, AP-3, d1 weapon. The grenade launcher also has Blast, which great for hole-clearing. Much of their fun comes from their special rules and interactions - they have the Slayers of Tyrants rule that allows them to accumulate and consolidate 3 to the nearest enemy character, even if they are not the closest unit (as long as they finish within 1 of a hostile unit), and can use Inevitable Revenge to or use Unleash the Lions to split into single-model units. Unleash the Lions is especially cool with a large unit as trying to avoid wasting firepower with either excess or underkill against single T5, 4W models with 2+ save and 4+ indnabe storage is not easy. As you'll see in the lists section, people bring these in all kinds of combinations. Respectful Contempt DreadnoughtThe Custodys Contempt is fine but unexciting. It only has the Kheres attack cannon or multi-melta as a weapon option (and the latter seems to have been forgotten in the gun updates), but it is still relatively mobile and decently powerful in melee. He gets rigid Ancient, giving him a 6+ Feel No Pain. It is, however, overshadowed by the unique Variants Custodys, the Galatus and Achilles, especially since they won some basic buffs in the Imperial Armour Compendium.Aquilon Custodians (FW) Aquilon Custodians is a Terminator variant, although they don't share any of the cool stratagems that the Allarus get from them all helping define the allarus custodians unit name. Instead of carrying spears or axes, Aquilon Custodians have three different weapon options ranged, and two different melee weapons. This mix-and-match enables them to adapt to a particular role, and they have a lot of firepower to do that with. At the front ranged, they can get an inferno firepike, lastrum storm bolter, or twin inert destroyer. The firepike is a d6 shot, S6, AP-1, D:1 flamer, with a series of 15 . Aquilon don't need a trick to deep strike, so it's as much as the 6d6 autohits clearing even fairly heavy infantry screens - and the series means it's still effective against infiltrators. Lastrum storm bolters are 24 series Rapid Fire 2 S5 AP-1 D1, and twin inert destroyers are 18 range Attack 2, S5, AP-3, D:3 weapons, functionally the same as those custodians can receive. Any of these are fixed options, with storm bolters coming in cheaper (and up to 8 shots each within 12 with Superior Fire Patterns), and the adradich destructors the deadliest. Aquilon melee weapons are either a solorite power glove or talon force, they are either drilling large holes in vehicles or carving through the infantry's swaths. The power glove is Sx2 (10), AP-4, 2 damage, making it a better power punch (and the highest force melee weapon available in infantry Custodes), and the talon is S+1 (6), AP-2, D1, making 1 additional attack and re-rolling wounds. These tend to be ignored in favor of base Terminators, but we have a list that used gloves and lastrum storm bolters. Contempt-Galatus Dreadnought (FW) Galatus is a durable and melee Contempt dreadnought, designed to take larger target groups. Carrying a Warblade Galatus and shield, its only shooting is 12 range, with 2d6 S6, AP-1, D:1 autohits. The new collection gives body body of an important buff - it has 5 + D3 extra attack in S7, AP-3, D3, giving him a perfect weapon to chew heavy infantry, and defensively he has a 4+ indpnd and is at -1 to strike in melee. Like all other Dreadnoughts wins Guardian Eternal, which means that the attacks allocated to it are -1 damage, and retains the rigid ancient rule from the Contempt base. Winning an extra and Guardian Eternal makes these look much more sustainable than they were in the past. Contempt-Achilles Dreadnought (FW) The single Coolest Dreadnought at 40k. The Contempt-Achilles rolls with an Achilles dreadspear. The spear shoots as a 24 range, Heavy 2, S8, AP-2, D3 weapon, and the Achilles carries two support weapons as well; a selection of infernos incinerators, lastrum storm bolters, and twin inert destroyers. Any of them is a nice choice depending on the cost and what you want the Dreadnought to do. Melee is where the Achilles shines as the spear makes 5 attacks of the Sx2 (i.e. a powerful 14), AP-3, damage d3 +3, and like most other units Custodys can deep strike with from the golden light coming. It has the slightly weaker Atomicarm Armor 5+ indnabe compared to the 4+, but the potential for damage from the spear is difficult to ignore. It is also, as mentioned before, cool as hell. Fast AttackCustodes Vertus Praetors. Credit: Jack HunterVertus PraetorsMore commonly known as Dawneagle Jetbikes, Vertus Praetors is an extremely powerful and versatile unit in the Custodes' arsenal. They combine 14 Speed of Motion and FLY with T6, 4W bikes that pack decent shooting thanks to their hurricane bolters or salvo launchers, and the ability to destroy the house in hand with their intercept spears. Thanks to changes in heavy weapons in the 9th, the salvo launchers gain in value as you no longer get a -1 to hit penalty for moving and shooting them, which is nice. If you need something on the table that's fast, punchy, and versatile with its shots (the launchers have two profiles, either a rocket melta that curiously re-rolls wounds instead of having the melta rule, or a flakburst launcher that's weaker but earns bonuses against flyers), these are a great choice. Because Virtus Praetors wins the Sworn Guards rule, they're also excellent at grabbing targets in range. Agamatus Custodians (FW)The Forge World brothers of Vertus Praetors, Agamatus Custodians have the same statline and spears as, but pack heavier gun options on their bikes, come with lastrum bolt cannons (36 Heavy 3 S6 AP-2 1 Damage) instead of hurricane bolters and the option to upgrade to either a tee or a win las-pulper. The Adradich devastor is 18 Heavy 2, S6, AP-3, D3 - a potentially powerful option for taking on Gravis-armored Space Marines, and delicious on many other occasions too. In 201 las-pulper on the other hand is more like a real heavy weapon, packing only 24 series, but Heavy 4 shots in S8, AP-2 with D3 damage each. It's a more interesting weapon option for an army that tends to thrive thrive large quantities of small fire weapons, but it does not come cheap. Agamatus Custodians haven't seen a very high-level tournament game, but it feels like there must be some way to use them - although their high price is certainly prohibitive. Venatur Custodians (FW) Jump Custodys, Venatur is kind of like the low-calorie version of Vertus Praetors. They have lower hardness, less movement, fewer wounds and attacks and, paradoxically for the Custodes, a 3+ off, but they have the ability to fly drop on the battlefield anywhere more than 9 away from a hostile unit. In their basic configuration, Venatur is less of an attack unit and more of a mobile harassment option, coming with a Tarsus buckler and a kinetic destroyer, which has a delicious S6, AP-2 2 injury profile that scores extra hits in a 6 to hit. Their buckle makes 2+ save, which is useful. The melee option sees them armed with venable spears, which keeps shooting them (although in Attack 2 12 series) and gives them some nasty S6 AP-3 D3 attacks melee damage. Upon release these seemed a bit odd, but going up to a 2+ save as well as having the ability to use the Superior Fire Patterns trick to make them 4 shots with blast hits gives them a unique positive side that should see them make more regular appearances. Pallas Grav-Attack (FW)A choice of light tanks for customesd with a 16 movement feature and a twin spider fire cannon that can shoot in two ways. And while it's easier to destroy than most Custody units with T6 and 8 cores, it still maintains a 5+ inderable save, giving it a little bit of extra survival. Pallas Grav-Attack packs some serious shooting punch. The twin arachnus flame cannon gives it a lot of shooting flexibility: Beam mode gives you a 36 Heavy 2, S7 AP-4 3 damage shot that re-rolls wounds against vehicles, making it a capable little tank hunter, while Burst mode is 24 Heavy 6, S5 AP-2 1 damage weapon that can rip through infantry. The Pallas Grav-Attack is an extremely mobile weapon platform that can put in a lot of work, zipping around and taking out bigger targets or clearing infantry from targets, and is pretty cheap to boot. Heavy SupportVenerable Land Raiderit is a Land Raider, but more. Land Raiders occasionally appear on winning lists, but rarely, and the Custodys version doesn't really offer much to motivate that to change. You can safely ignore it. Caladius Grav-Tank (FW) These used to be insane, bringing some of the most effective shooting in the game with a huge range and great defenses - no have a bunch of sores, a 3+ save, and a 5+ invulnerable, can also take advantage of the flag of Vexilus Praetor's -1 to hit. Today you don't see them all the time, but they are still reasonable and one of the lists we have later in spr 3 of them, like in the old days. When equipped with the illiastus twin accelerator cannon, the Caladius offers many medium-strength shots in good AP and 2 damage, and for lightly armored armor or Primaris Marines is absolute hell for . Well, gravi plates, I suppose, but you understand. The alternative is a twin arachnus heavy flame cannon (let's say three times fast), which can fire from either 2 shots in 48 series, S9 AP-4 damage 3+d3 and also re-rolls wounds against vehicles, or a shorter range 36 explosion mode that is heavy 8, S7 AP-2 D1, effectively four autocannons tied together. Without a points difference between the two arms, it's really just about deciding which one you favor - what do you need the Caladius to bring to your list? Credit: ImmanetizedTelemon Heavy Dreadnought (FW) The Telemon Heavy Dreadnought is the Custodes equivalent to a Leviathan, with its bonus of being able to ignore wounds at a 6+, and as you might expect offers some terrifying shooting. By default it packs the pair of iliastus accelerator culverts and a spiculus bolt launcher, but the version that seems to be favored takes the Arachnus Storm Cannon, which has common beam or gust modes - here either 2 36 series shots in S8 AP-4 D3, with normal wound rolling again against vehicles, or 6 shots in 24 range with the same S7-AP 2 D1 profile as in other cases. This gives him tremendous flexibility in taking on different goals, keeping his shooting on throughout the game. Unlike his cousin, the Leviathan maintains its hardness of 8 and 4+ indnabe saves with a powerful 14 wounds, making it one of the toughest goals in the game when producing in Guardian Eternal and Rigid Ancient. He can also swap one of his weapons for a Telemon caestus (i.e.: punch) that gives him an impressive S16, AP-3, D4 melee profile and an additional attack, as well as a twin plasma projector. Custody of Telemon Drenung. Credit: CrabStuffedMushroomsDedicated TransportCoronus Grav-Carrier (FW) The Custodes version of a HUGE Razorbuck, an elegant small number that can give Custodes an alternative to have to cart units around in a land raider. It can hold 6 customes infantry models, and packs a twin flame spider cannon and a double lastrum bolt cannon, and maintains the usual tricks. It's not cheap, though, and you don't really need anything to bring your models around in - they get around pretty well on their own. FlyerOrion Dropship (FW)Orion is a brochure with BS2+, T8, W22 and 3+/5+. It can hover, and it has airborne and ultrasonic like other brochures. It places two spider heavy flame cannons, two twin Lastrum bolt cannons, and two Spiculus heavy bolt launchers, which are many weapons. It can also carry 12 INFANTRY Custodys, or 7 and a Dreadnought. It's a lot, that's what I'm saying. However, you can lose the ability to transfer and take the gunship version instead, below, and you can get a more efficient unit. Ares Gunship (FW) Ares is the latest Forge World game for Custodys, and oh boy, it's another giant Y-wing looking thing. It's a little cheaper than Orion and has better weapons. As a unit, Aes is almost entirely a tank hunter. Like other flame weapons the main weapon has two fire profile, a radius or an explosion. The beam is a d3 shot, power 14, AP -4, damage D3 + 6 tank killer with Blast, and the explosion is a 3-shot force 9, AP -3, damage D3 worst tank killer. The only other two weapons on Mars are a pair of heavy flame cannons, the same as those on The Cane. Interestingly, while the heavy beam profile cannon flame rolls wounds against the vehicle units the magna-flame cannon does not. This has gone through a couple of prints now so it doesn't seem like it's an omission. Weird.The As's also has the ability to bomb units with fire bombs infernus. Once per turn, Mars can drop bombs with an area effect - you can choose a point where the bearer moved throughout, and for each unit within 6 throw a dice, in a 4+ that the unit gets d3 deadly wounds (5+ for non-VEHICLE/MONSTER characters). To be able to do this every turn instead of just twice, and affect all units within 6 of a point, is a reasonable trade against the old version. The gunship can choose to hover if it wants to, and has 5+ insearable save in common with all other Forge World Custodys vehicles. A small point to be wary of is that it's possible that an Hades doesn't actually fit on the table for a third of missions using the 'Dawn of War' deployment, as the model is larger than 10 in each direction. This has caused some talk in the past that we're not going in here. Check with your TO in advance if you plan to bring one. Credit: FelimeSisters of Silenec promised, it will also include here the Sisters of Silence, who after the war of release Spider have slotted in as a kind of companion force for the Custodys. It's a very short list of units - just 4 - with a small selection of drains at their disposal. You can field these either in a Vanguard clip without needing a character, or in an Adeptus Custodys posting, where unlike normal you don't lose posting skills to include them. The latter is what appears a bunch ofUnitsSisters getting four datasheets, representing three different armed flavors of the brothers themselves and then the Null Maiden Rhino as a metaphor to round them out. All infantry have a large number of things in common: The statline - they are quite elite, with 3+ for their WS/BS, 3+ saves, 2A a piece and a nippy 7 move, but suffer from only having an S/T of 3. Their sergeant get an extra attack and have a heavy LD9, so they're not likely to go anywhere. The special rule of the Psychic Abomination, which renders them incapable of being targeted or influenced by psychic forces, and giving enemy cohorts within 18 a cumulative -1 to throw/deny for each unit with it ability, to a maximum of -4.The Witch Hunters special rule, allowing them to re-apply the wounds against the PSYCHERS. This is a buff from the White Dwarf version, where only re-rolled melee wounds. They really don't like crackers. Psyk-oud grenades, which have the opportunity to inflict fatal wounds on Daemons or PSYCHERS. The Bad Rhino Doesn't Get Any Of special rules, which differ only from a normal one in being able to carry the sisters and have the opportunity to heal a wound every turn. He's trying really hard though. The three exciting flavors you can get the sisters into are prosecutors, Vigilators and Witchseekers, who have kind of their own deal going on. ProsecutorsA person in line are the prosecutors, who are a great example of one of the weaker aspects of the 40k in that it is quite dull, but it is also cost effective so generally come out as the best. It is 10ppm with standard statline and handle boltguns. Their special trick is that they can use these to clip PSYCHER Characters, and in the new rules they also earn a special trick in punishing Fire, which turns their boltguns into 18 series Attack 3 weapons for a phase, making even a small group a logical threat to a weaker psyker who walks too close. This is especially true thanks to the buff to Witch Hunters - five of them blasting off with this strat for are now in a coin-flip to clearly blow a Farseer away, with an average output of 4.5 wounds. Prosecutors are fine, and are likely to remain the unit of choice from this list of people who want access to what the sisters can bring. Their statline makes them absolutely decent for lurking in a backline goal, and it's good enough for their cost that if you want some of the special tricks of this faction, they can start looking really worth it. VigilatorsCredit: Evan Felime SieftringVigilators is your melee choice, packing the powerful greataxe performer. Mighty used to be a bit of an exaggeration, as it was only S4, but WotS buffs it to S5, and offers the beheading strike stratagem, which for 1CP gives them a nice, clean +1 for the wound in battle. They still feel like they're a little short on the weight of attacks to actually get there, but they can now punch quite sensibly for their weight class against the enemy infantry elite, and will absolutely make a mess of every psyker they touch. They pay for it though, they're more expensive than prosecutors. If you have points to spare it's not a horrible idea to bring these, since they are a nasty threat to spring in any journey trying to frame you. WitchseekersYour final choice is witchseekers, who handle flamers. A whole unit of flammng operators is something relatively unique, but recent books have given us decent comparison to Pederaxis Stylizor and Serberys Sulphurhounds and this kind of shows that these are just overcosted - you pay for both the full flamure unit trick and the Sisters trick, which means that are rarely work effectively in any role you need to play. Their new stratagem, Purge Sweep, doesn't even make that much difference - it puts a floor of four on shooting counts, which protects you from a low roll and upsets their average shots by one each, but a full team already flattens the variance a little bit, and even goes up to a 2CP cost if you have 6+ models. In fact, these for a seat. StratagingsWe've already covered the three special for trick units, and on top of that come five in general. You can unlock these (and the previous ones) either by including a sisters of silence posting in your army or adding any Sisters units to a Customizes detachment - so that a single Allied unit working with the golden boys can still pop them. Emyrcic Severance: As befits their status, the sisters get a strong version of the 4+ model deny strar, trading 6 of range to work on a 3+ rather than a 4+. As long as you're willing to run them out in front of your high-value goals, this is combined with their innate anti-psycher aura to make sisters very good at their job. The WotS FAQ also makes it clear that you can use this and the Custodes version if you really, really need a power not to go away. ATalons: A trick especially for working alongside the Adeptus Custodys. After a Custodes unit has shot or fought, you can give a Sisters unit re-rolls to hit for the phase. It has the clear issue that the total amount of production you get from any of these units simply isn't quite there - both prosecutors and Vigilators like the re-rolls, but since the Custodes armies now have plenty of things they want to spend their CP on, any army that can use this by definition probably doesn't want to. CDesperation's price: When a psyker suffers dangers within 18 of a Group of Sisters, they get an extra D3 MWs for 1CP. This adds even more to the mental defense angle, and makes them particularly effective against armies that throw large volumes of forces like the Grey Knights and the Thousand Sons, where the sheer volume of dice rolled makes potential dangers almost inevitable. Few psychers are completely safe when suffering 2d3 MWs, and the chance of this completely destroying your opponent's plans is real, for all this is necessarily state. BCreeeping Terror: For 1CP, you can select a Sisters infantry unit at the beginning of the phase, and any enemy within 6 of them who makes an attack is at -1 to strike. This gives you a way to squeeze one last bit of value out of a sorting team, forcing your opponent to take them away or take penalties when they might otherwise ignore them. BImmaterial Dissonance: When a team hits a DAEMON or PSYCHER unit with a Psyk grenade outside, the target gets -1 to hit and can't keep up until the end of the turn. This is incredibly state to the point that it is very difficult to plan around. Occasionally you'll play against like, Grey Knights or Bikelock Conclave and you'll get your opponent good with it, but and then you should be able to get the unit in place, and even then you will occasionally just miss it, and then handsome sophisticated elves will point, laugh and kill you with Shurikens. Anyway, sorry, I missed my thought train there, this is like a C.Entirely fit, the cream of growing here are the anti-psycher tools, and that largely informs how I think sisters will be more reasonably used. Army ListsWe have four recent (in (n writing)) lists here to share with you. It is worth noting that all this is from before the book Forge World was released, so there may be slight differences in how they will be used now, and we will update this section in a few weeks if there are serious differences in the way the lists are manufactured. If you are a regular reader of our competitive innovations column, n doubt much of this comment will seem familiar - Custodys have done well in the early 9th and all the lists here have been featured there. Stephen Henry, 1st place - Day of WOTArmy List - Click to expand

Allarus is a highly effective solo operator with ObSec, and forces an opponent to be more careful about spreading out of their backlines, as they can comfortably appear and fight even moderately hard things from a goal. All this is fine, and having a coherent plan to control the ship is going to be part of why this worked, but the other key thing to be stressed is the extent to which access to the auspices of the emperor closes closes a basic weakness of this concept - losing Hades immediately when he goes second. The warship is not careless defensively, but any army that could reliably pop a Knight could get one down as well, and it's impossible to hide. Without re-rolls, however, and with many lists skimping a bit on front-loaded firepower in the 9th edition, this is much, much less likely to happen, and it's Shadowkeepers leaving the Army Mattress Grim Responsibility at the top as well. With both of these up, there are very few lists that are going to pull off the kill, significantly reducing the risk of losing to a number of bad rollofs. It also allows you to be a little more muscular about pushing the Aens into the opponent's lines to use his bomb, as many of the short tools that punish it nearby rely on re-rolls. It crosses the threshold where many armies are just going to ignore it (beyond perhaps bailing out the trick) and focus on other things, allowing it to pass the whole game raining fire down on their forces, which will leave many armies in very bad shape. This list used the old version of the bombs, too, which means that Ays makes potential gains in place for mashing things up with the infernos. Pushing Customes Terminators off a target is quite difficult when your forces are in good shape, never mind the moment you lose several of your elite units a turn. Army Catalog - Click to Expand ++ Battalion Extract 0CP (Imperium - Adeptus Custodys) [101 PL, 9CP, 2,000pts] ++ Welcome Shield: Dread HostOpen vaults (1 Relic) [-1CP]Captain Shield at Allarus Terminator Armor [6 PL, 110pts]: Warlord, Characteristic Warlord: Champion of Imperium, Spear Keeper, Relic: (Castellan Signal)Shield-Captain for Dawneagle Jetbike [9 PL, -1CP, 175pts]: Captain-Commander: Unstoppable Destroyer, Relic: Auric Aquilis, Hurricane Bolter . . Guard Guard Guard Squad [13 PL, 224pts] 4x Custodian: Sentinel Blade, Storm ShieldCustodian Guard Squad [13 PL, 196pts] 4x Guardian: Guardian SpearSagittarum Custodians [12 PL, 250pts]: 5x Sagittarum CustodianAllos [18 PL, 390pts] 6x Allar Guardian: Guardian SpearContemptor-Achillus Dreadnought [8 PL, -1CP, 190pts]: Eternal Penitorida, 2x Twin Adrathic DestructorContemptor-Galatus Dreadnought [8 PL, 175pts]Telemon Heavy Dreadnought [14 PL, 290pts]: Storm , Spider Storm Cannon , Spiculus Bolt Launcher++ Total: [101 PL, 9CP, 2,000pts] ++

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