

Adeptus Custodes Datasheets (v.1.0.1)

The "unit superior" rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

Faction abilities

- After failing a morale test for any Adeptus Custodes unit, roll one D6. On a 4+ it's passed instead

Leaders

Blade Champion (1 model) Move 12" Save 2+ Wounds 6 Morale 3+ Control 1

Unit abilities

- While this model is leading a unit, you can re-roll Advance and Charge throws made for this model's unit. In addition, once per battle, this model's unit is eligible to declare a charge in a turn in which it Advanced

JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Blade Champion, 445pts

Melee weapons	Range	Att	Sk	AP	Features
Vault Sword and Veiled Blade	Melee	6	2+	-1	Critical hits get AP(-4). May pick any model in the target unit as its individual target instead of following the normal attack sequence, if this model is visible to the attacking model

Shield Captain (1 model) Move 12" Save 2+ Wounds 6 Morale 3+ Control 1

JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Shield Captain with Guardian Spear, 525pts

Ranged weapons	Range	Att	Sk	AP	Features
Guardian Spear	48"	3	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Guardian Spear	Melee	6	2+	-2	-

Add abilities to the model

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn

Cost

+100pts

Infantry

Custodian Guard (3-5 models)

Move 12" Save 2+ Wounds 3 Morale 3+ Control 1

JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Solar Watch Custodian Guard with Guardian Spear, **250pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Guardian Spear	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Guardian Spear	Melee	3	3+	-2	-



JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Custodian Guard with Guardian Spear, **250pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Guardian Spear	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Guardian Spear	Melee	3	3+	-2	-



JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Solar Watch Custodian Guard with Sentinel Blade and Praesidium Shield, **185pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Sentinel Blade	24"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Sentinel Blade	Melee	3	3+	-1	Critical hits get AP(-4)



Upgrade model with Cost

- Praesidium Shield. Attacks targeting this model add +1 to its **+30pts** AP stat., to a max. of AP(0). Takes the hits first

JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Custodian Guard with Sentinel Blade and Praesidium Shield, **185pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Sentinel Blade	24"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Sentinel Blade	Melee	3	3+	-1	Critical hits get AP(-4)



Upgrade model with Cost

- Praesidium Shield. Attacks targeting this model add +1 to its **+30pts** AP stat., to a max. of AP(0). Takes the hits first

JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Custodian Guard with Sentinel Blade, **180pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Sentinel Blade	24"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Sentinel Blade	Melee	3	3+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Solar Watch Custodian Guard Vexilus Praetor, **185pts** per model

Melee weapons	Range	Att	Sk	AP	Features
Misericordia	Melee	3	3+	-1	Critical hits get AP(-4)

Model abilities

- Vexilla. Add 1 to the Control characteristic of the models in this model's unit (**max. one per unit**)



Upgrade model with Cost

- Praesidium Shield. Attacks targeting this model add +1 to its AP stat., to a max. of AP(0). Takes the hits first **+30pts**

JOYTOY x WARHAMMER



JoyToy Adeptus Custodes Vexilus Praetor, **185pts** per model

Melee weapons	Range	Att	Sk	AP	Features
Misericordia	Melee	3	3+	-1	Critical hits get AP(-4)

Model abilities

- Vexilla. Add 1 to the Control characteristic of the models in this model's unit (**max. one per unit**)



Upgrade model with Cost

- Praesidium Shield. Attacks targeting this model add +1 to its AP stat., to a max. of AP(0). Takes the hits first **+30pts**

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models



JoyToy Adeptus Custodes Shield-Captain in Allarus Terminator Armour Hydron Seronis, **515pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Balistus Grenade Launcher	36"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Guardian Spear	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Guardian Spear	Melee	6	3+	-4	-



JoyToy Adeptus Custodes Vexilus Praetor in Allarus Terminator Armour Phelam Tolguror, **410pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Balistus Grenade Launcher	36"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Misericordia	Melee	6	3+	-1	Critical hits get AP(-4)

Model abilities

- Vexilla. Add 1 to the Control characteristic of this model's unit (**max. one per unit**)



JoyToy Adeptus Custodes Allarus Custodian Osyr Archimaxes / Allarus Custodian with Castellan Axe, **405pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Balistus Grenade Launcher	36"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Castellan Axe	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Castellan Axe	Melee	2X	3+	0	X - is the number of models in the target unit, but maximum 3