

MACROMUNDA

ADEPTUS CUSTODES

HOUSE BOOK

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F A C T I O N

ADEPTUS CUSTODES

The handful that out-fights the horde - three to six demigod duellists, each worth a squad, guarded by the Aegis and the No-Custodian-Fights-Alone brotherhood, with the Sisters of Silence null-zone as the anti-psyker edge.

The Adeptus Custodes are the handful that out-fights the horde. Where every other war-host on the field musters a crowd, the Talons of the Emperor field a handful of kings — three to six golden demigods, each worth a squad. Every Custodian is a duellist bred and drilled across a lifetime: a Toughness and a depth of wounds that shrug off what fells lesser warriors, a 2+ Auramite plate worn as a second skin, and the Aegis, a master's guard that turns aside the first blow of every round.

They fight as a brotherhood. No Custodian stands alone — two within reach of one another interpose for the wounded and blunt the enemy's aim, a wall of gold that never leaves a shield-brother to fall. Beside them walk the Sisters of Silence, soulless null-maidens whose very presence strangles a psyker's power in the throat, a walking dead-zone carried against the witch.

Their weakness is the mirror of their strength. They are few because they are enough, and they have never, in ten thousand years, been enough by being many. Out-activated and out-numbered, they win every fight and lose every footrace — a phalanx that must hold the ground it stands on, because it cannot be in two places at once.

☠ FRACTION SPECIAL RULES

✧ TALONS OF THE EMPEROR

GANG RULE

The Aegis is the spine of the Talons of the Emperor — a master duellist's guard, carried by every Custodian and drawn from no pool. When this fighter is hit by an attack, once per round, the controlling player may make a Guard reaction: roll a D6, and on a 4 or higher the blow is turned aside and inflicts no Wound. The finest warrior alive parries the first stroke of every round as a matter of course.

The Aegis answers but a single blow each round. The second attack in the same round finds the gaps in the gold, and the third after it — one guard cannot cover a fighter beset from every side. A single demigod holds against a duel and a challenge, yet the way to fell a Custodian is to bury it under more attacks than one parry can turn: outnumber the gold, and the blow the Aegis cannot answer is the blow that lands.

✧ NO CUSTODIAN FIGHTS ALONE

GANG RULE

No Custodian fights alone. While two friendly Custodians are within 6" of one another, either may make an interpose reaction against an attack aimed at the other — stepping into the blow to take the hit in its brother's place, or throwing the attacker's aim off for -1 to the Hit roll. The same nearness steadies them: two Custodians within 6" re-roll failed Nerve tests, the line holding firm where a lone warrior might waver.

This is a matter of position, not a resource spent — no tokens, no pool, only the board read and the shield-brother kept close. The brotherhood of the Ten Thousand has never, in ten thousand years, left one of its own to fall unshielded, and a pair of demigods fighting back-to-back is worth more than the two of them counted apart.

The Silence is the null-maiden's gift and the sharpest edge the Talons carry against the witch. Every Sister of Silence is a Pariah — soulless, an absence in the warp that a psyker's sight cannot cross. While an enemy Psyker is within 9" of any Sister of Silence, that Psyker cannot use its Wyrd Powers, and should it strain to force one within the field, it suffers Perils of the Warp on any double.

The dead-zone walks. It moves with the Sister, costs nothing to hold, and needs no roll to maintain — a smothering quiet carried across the battlefield on a null-maiden's advance. Against a war-host that leans on its seers, its witch-cult or its brood-mind, the Silence simply switches the enemy's finest weapon off; against a force with no psyker to strangle, it hangs unused, a blade with nothing to cut.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
Adrastus Bolt Caliver	18	30	+1	-	6	-2	2	5+	Adrathic-core (extra AP vs armour) Rapid Fire(1)
Balistus Grenade Launcher	12	24	+1	-	4	-1	1	5+	Blast Rapid Fire(1) Versatile-ammo
Boltgun	12	24	+1	-	4	-1	1	6+	Rapid Fire(1)
Guardian Spear	12	24	+1	-	4	-1	2	6+	Melee: +2 S, AP-2, D2, Power Rapid Fire(1) shooting
Umbra FerroX Bolter	12	24	+1	-	4	-1	1	6+	Rapid Fire(2)
Adrathic Devastator	6	9	+1	-	5	-3	2	5+	Adrathic (no armour save) Pistol
Bolt Pistol	6	12	+1	-	4	-1	1	6+	Pistol Rapid Fire(1)
Sentinel Blade	6	12	+1	-	4	-1	1	6+	Melee: +1 S, AP-2, D1, Power, Parry Pistol shooting
Flamer	T	T	-	-	4	-1	1	5+	Blaze Template
Arachnus Blaze Cannon	18	36	-	-	8	-3	3	6+	Blaze Unwieldy (Telemon)
Arachnus Heavy Blaze Cannon	18	36	-	-	9	-4	3	6+	Blaze Unwieldy
Iliastus Accelerator Culverin	18	36	-	-	7	-2	2	6+	Rapid Fire(3) Unwieldy
Lastrum Bolt Cannon	18	36	-	-	5	-1	2	5+	Rapid Fire(2)
Salvo Launcher	18	36	-	-	5	-1	2	5+	Blast (missile) Rapid Fire(2)
Spiculus Heavy Bolt Launcher	18	36	-	-	5	-1	2	5+	Blast(3") Rapid Fire(1) Unwieldy
Telemon Caestus	12	24	-	-	9	-4	4	6+	Melee: x2 S, AP-4, D4 (Telemon) shooting
Castellan Axe	9	18	+1	-	5	-2	2	5+	Melee: +3 S, AP-3, D3, Power, Unwieldy shooting
Castellan Relic Axe	9	18	+1	-	5	-2	3	5+	Melee: +3 S, AP-3, D3, Power, Master-crafted (re-roll) shooting
Executioner Greatblade	E	-	-	-	+2	-2	2	-	+1 D vs Psyker Melee Power Two-handed
Galatus Warblade	E	-	-	-	+4	-3	3	-	Melee Power Unwieldy (Dreadnought)

\ Interceptor Lance	E	-	-	-	+3	-2	2	-	Lance (+1 S/D on the charge)	Melee	Power
									Reach		
\ Misericordia	E	-	-	-	+1	-1	2	-	Execution (+1 D vs Seriously Injured)	Melee	Parry
\ Praesidium Of The Tenth	E	-	-	-	+1	-	1	-	Melee	Shield (3+ field save; Bash)	
\ Praesidium Shield	E	-	-	-	+1	-	1	-	Melee	Shield (4+ field save; Bash)	
Frag Grenade	-	Sx2	-	-	3	-	1	4+	Blast	Knockback	
Krak Grenade	-	Sx2	-	-	6	-1	2	4+			
Psyk Out Grenade	-	Sx2	-	-	2	-	1	5+	Anti-psyker (Perils on a double; no Wyrd next round)	Blast	

☠ WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

⌘ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

⌘ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

🦴 SKILLS

⌘ AEGIS MASTERY

CUSTODES SIGNATURE SET

Aegis Mastery deepens the master's guard until the parry seems to find the blade of its own accord. This fighter's Aegis guard reaction turns a blow aside on a 3 or higher rather than a 4 or higher, and may be made a second time in the same round against a different attacker. Two strokes answered where a lesser Custodian answers one — yet even a master's guard is finite: a third attack in the round still finds its mark, and the way to fell one remains to send more blows than the Aegis can turn.

⌘ MARTIAL PARAGON

CUSTODES SIGNATURE SET

Martial Paragon is the honed edge of the finest swordsmen alive — a Custodian who has drilled the single fight for a lifetime and leaves nothing to chance. This fighter re-rolls failed Hit rolls in close combat, and on any melee Hit of a natural 6 that attack deals +1 Damage, the perfect stroke opening a wound no armour closes. In the duel the Ten Thousand were made for, the paragon does not miss twice, and when the blade finds its mark it finds it to kill.

✧ STAND VIGIL CUSTODES SIGNATURE SET

Stand Vigil is the discipline of the sentinel who never lowers his spear. This fighter may hold a Guard (over-watch) reaction even after it has activated, and gains a free Aim when it does — watchful in the same round it has already acted, its aim settled before the trigger is drawn. The Ten Thousand were bred to watch as much as to fight; the guardian on vigil answers the first enemy to break cover, and answers it well-sighted.

✧ UNSTOPPABLE CUSTODES SIGNATURE SET

Unstoppable is the demigod's flat refusal to fall. When this fighter would be taken Out of Action, roll a D6: on a 4 or higher it is Seriously Injured instead and fights on, dragging itself upright to answer the next blow. The Custodes are built to endure past the point that ends other warriors — a body much-rebuilt and a will that does not break, still standing when it has every reason to lie still.

✧ VEXILLA CUSTODES SIGNATURE SET

Vexilla of the Ten Thousand is the standard no son of the Emperor abandons, and the warriors who fight beneath it do not waver. While friendly fighters are within 9" of the bearer, they automatically pass Nerve tests, and once per battle may re-roll one failed Aegis guard made within that range. The banner has flown over ten thousand years of war unbroken; the sight of it holds the line steady and turns aside the blow that would otherwise have landed.

✧ WITCH SEEKER CUSTODES SIGNATURE SET

Witch-Seeker is the null-maiden's hunt made instinct — a Sister of Silence who has tracked and killed the witch until the work needs no thought. Against any enemy Psyker, this Sister re-rolls failed Wound rolls, and that Psyker may take no invulnerable or field save against her attacks; there is no warp-craft that turns a Pariah's blade. Wielding an Executioner greatblade, forged to behead witches, each Wound she deals to a Psyker is dealt at +1 Damage. The Silence smothers the witch's power; the Witch-Seeker ends the witch.



ADEPTUS CUSTODES • HOUSE DOSSIER

THE ADEPTUS CUSTODES

*the golden elite, forged FIRST as the Inquisition requisition source - 3-6 demigod
duellists carrying the Aegis and the null-field, grown from the handful they must stay
toward a 6-model ceiling only on hard-won Reputation.*

The Adeptus Custodes are the handful that out-fights the horde — a gang of three to six demigod duellists where every fighter is worth a squad. The Talons of the Emperor field no crowd: each Custodian carries Strength and Toughness 5 or better, four Wounds beneath a 2+ Auramite plate, three or four Attacks, and the Aegis, a master's guard that turns aside the first blow of every round. They fight as a brotherhood, no Custodian left to fall alone, and beside them walk the Sisters of Silence — soulless Pariahs whose null-zone, the Silence, strangles a psyker's power in its throat. This is elite, low-model war: the gang grows from three demigods toward a ceiling of six only on hard-won Reputation, and every warrior lost is a wound felt for the rest of the campaign. When the Inquisition requires a living bulwark or an anti-psyker escort, it is from the Talons and their Silent Sisters that those warriors are seconded. The Custodes win the fights no squad could, and lose the footraces — out-numbered and out-activated, few because they have never, in ten thousand years, needed to be many.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ exactly 1 Leader (Shield-Captain)
- ♦ 0-2 Champions (Custodian Warden and/or Knight-Centura)
- ♦ Custodian Guard / Allarus / Vertus Praetor the demigod bulk
- ♦ Sisters of Silence 0-4 (the cheaper sub-roster bodies + the null-zone)
- ♦ NO Juve tier (the Ten Thousand take no recruits - written absence)
- ♦ 0-1 Walker Dreadnought / Vehicle centrepiece (Contemptor-Galatus or Telemon - now a \$5c Ash-Wastes Vehicle, not a Brute)
- ♦ backbone rule: at least one Custodian beyond the Leader must be fielded - a gang may never be all Sisters
- ♦ slot growth: Warden / Allarus / Vertus / Knight-Centura / Brute unlock with Reputation (3 demigods toward a 6-model ceiling)
- ♦ Aegis, No-Custodian-Fights-Alone, and the Silence are inherent to their fighters and cost nothing to field

A Custodes gang begins with 1500 credits, and because each demigod costs the price of a small squad, that budget fields only three to six fighters. The controlling player must take exactly one Leader, a Shield-Captain, and may add up to two Champions drawn from the Custodian Warden and the Knight-Centura. The demigod bulk is the Custodian Guard, the Allarus, and the Vertus Praetor; up to four Sisters of Silence may be folded in as the cheaper sub-roster bodies that carry the null-zone, and up to one Walker Dreadnought — a \$5c Ash-Wastes Vehicle, the Contemptor-Galatus or the Telemon — may anchor the line. There is no Juve tier — the Ten Thousand take no recruits. At least one Custodian beyond the Leader must always be fielded; a gang may never be all Sisters. The gang grows from three demigods toward its six-model ceiling as Reputation unlocks the Warden, Allarus, Vertus, Knight-Centura, and Walker-Dreadnought slots across a campaign. The Aegis, the brotherhood of No Custodian Fights Alone, and the Sisters' Silence are inherent to the fighters that carry them and cost nothing to field.

GANG RULES

✂ VEXILLA OF THE TEN THOUSAND

GANG RULE

Vexilla of the Ten Thousand is the standard the Custodian Warden bears aloft, and the gang rallies on the sight of it. While friendly fighters are within 9" of the banner-bearer, they automatically pass Nerve tests, and once per battle each may re-roll a single failed Aegis guard made within that range. No son of the Emperor abandons the banner, and beneath it the line does not waver — the standard has flown over ten thousand years of unbroken war, steadying the demigods where a lesser force would break and turning aside a blow the Aegis alone would have let fall. The aura moves with the Warden, and the gang stands the firmer for the banner kept near the fighting; cut the Warden down and the standard falls with it, and the steadying quiet it lent the line goes silent.

FIGHTERS

SHIELD CAPTAIN

LEADER

✖ 430 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	2+	5	5	5	2+	4	2+	2+	2+	3+

SAVE 2+

SPECIAL RULES Talons of the Emperor (*guards*) No Custodian Fights Alone (*brotherhood*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- -1
- re-roll Nerve

PRIMARY

Brawn

Combat

Cunning

Ferocity

Leadership

Shooting

Custodes Signature

SECONDARY

Agility

Savant

STARTING GEAR Auramite Plate

FREE SKILL Martial Paragon

EQUIPMENT LIST

BASIC

Guardian Spear 90 credits

✧ *Balistus Grenade Launcher* 100 credits

A Balistus wrist grenade-launcher (Legio Custodes Dreadnought / Aquilon-Terminator wargear, Horus Heresy) mounted on a Custodian's vambrace - a ranged support arm the stock guardian spear lacks.

PISTOL

Adrathic Devastator 45 credits

Bolt Pistol 45 credits

CLOSE-COMBAT

Misericordia 30 credits

Praesidium Shield 60 credits

Castellan Axe 120 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Auramite Plate

included

PERSONAL

Custodes Bionics 30 credits

STATUS

Vexilla 30 credits

✧ *Vexilla Magnifica* 45 credits

The Vexilla Magnifica - a grander standard of the Ten Thousand kitbashed from the Vexilla plus additional throne-iconography; a larger banner than the stock Vexilla.

The Shield-Captain is the demigod commander and the single hardest fighter on any battlefield the gang will cross — Weapon and Ballistic Skill 2+, five Wounds, four Attacks, and a Leadership of 2+ that steadies the whole line. Under the Aegis it turns the first blow of every round; within No Custodian Fights Alone it anchors the brother-

hood; and it begins already schooled in Martial Paragon, re-rolling missed strokes and killing on the perfect one. It carries a Castellán axe — a two-handed power axe with an integral firearm that fells a Brute in a single swing — and an adrathic devastator to burn armour away at range. This is the warrior a Custodes gang is founded on: one commander meant to win a duel no squad could, holding the centre while the Guard advance around it. It rarely misses, it does not break, and where the Shield-Captain stands the line does not give.

CUSTODIAN WARDEN

CHAMPION

✖ 360 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	2+	5	5	4	2+	3	3+	3+	2+	4+

SAVE 2+

SPECIAL RULES

Talons of the Emperor (*guards*)

No Custodian Fights Alone (*brotherhood*)

Vexilla of the Ten Thousand (*projects*)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- -1
- re-roll Nerve
- auto-test-result Nerve pass
- re-roll Save

PRIMARY

Brawn

Combat

Cunning

Ferocity

Leadership

Shooting

Custodes Signature

SECONDARY

Agility

Savant

STARTING GEAR Auramite Plate

FREE SKILL Vexilla

EQUIPMENT LIST

BASIC

Guardian Spear 90 credits

✦ *Balistus Grenade Launcher* 100 credits

A Balistus wrist grenade-launcher (Legio Custodes Dreadnought / Aquilon-Terminator wargear; Horus Heresy) mounted on a Custodian's vambrace - a ranged support arm the stock guardian spear lacks.

PISTOL

Bolt Pistol 45 credits

Sentinel Blade 70 credits

CLOSE-COMBAT

Misericordia 30 credits

Praesidium Shield 60 credits

Castellan Axe 120 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Auramite Plate

included

STATUS

Vexilla 30 credits

✦ *Vexilla Magnifica* 45 credits

The Vexilla Magnifica - a grander standard of the Ten Thousand kitbashed from the Vexilla plus additional throne-iconography; a larger banner than the stock Vexilla.

The Custodian Warden is the sub-commander of the Ten Thousand and the bearer of the Vexilla, the standard no son of the Emperor abandons. It shares the demigod chassis — Strength and Toughness 5, four Wounds, three Attacks, Weapon and Ballistic Skill 2+ beneath Auramite — and carries the same Aegis and brotherhood as the Guard, but its worth is the banner it raises: friendly fighters within 9" of the Warden auto-pass Nerve tests and may re-roll a failed Aegis guard once per battle. It begins already schooled in the Vexilla that projects that aura, and

takes to the field with a guardian spear and a bolt pistol. As a Champion it is the second command body a gang leans on after the Shield-Captain, holding the demigods steady where the fighting is thickest. The banner has flown over ten thousand years of unbroken war; behind it the line does not waver, and the blow that would have landed is turned aside.

KNIGHT CENTURA

CHAMPION

✖ 135 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	2	3+	2	4+	3+	2+	4+

SAVE 4+

SPECIAL RULES The Silence (*null-maiden*) SEE SPECIAL RULES

PRIMARY

AgilityCombatCunning

SECONDARY

Brawn

FerocityLeadershipSavant

ShootingCustodes Signature

STARTING GEAR Sisters Carapace

FREE SKILL Witch Seeker

EQUIPMENT LIST	
BASIC	GRENADE
Boltgun55 credits	Psyk Out Grenade40 credits
✦ Umbra Ferrox Bolter75 credits	ARMOUR
An Umbra-ferrox pattern bolter the Sisters of Silence carry in the Talons of the Emperor (Horus Heresy) - a heavier receiver kitbashed onto a Prosecutor's boltgun.	Sisters Carapace
PISTOL	included
Bolt Pistol45 credits	ACCESSORY
CLOSE-COMBAT	Auspex25 credits
Executioner Greatblade55 credits	

The Knight-Centura is the officer of the Silent Sisterhood folded into the gang — a null-maiden commander far frailer than a Custodian, Strength and Toughness 3 and two Wounds under a 4+ carapace, but carrying a weapon no witch survives. She is a Pariah: while an enemy Psyker is within 9" it cannot use its Wyrd Powers, and she begins already schooled in Witch-Seeker, re-rolling failed Wounds against Psykers who may take no save against her. Her executioner greatblade is forged to behead witches, dealing +1 Damage to a Psyker, and she carries a bolt pistol for the approach. As a Champion she commands the Sisters sub-roster, leading the null-advance into a seer-council or witch-cult. She cannot trade blows with a demigod, but against a war-host that leans on its psykers she is worth more than any of them — the Silence smothers the witch's power, and the Knight-Centura ends the witch.

ALLARUS

GANGER

✖ 500 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	5	6	5	3+	3	3+	3+	3+	4+

SAVE 2+

SPECIAL RULES Talons of the Emperor (*guards*) No Custodian Fights Alone (*brotherhood*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- -1
- re-roll Nerve

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Cunning

Leadership

Shooting

Custodes Signature

STARTING GEAR Allarus Plate

FREE SKILL —

EQUIPMENT LIST

BASIC

Adrastus Bolt Caliver 110 credits

CLOSE-COMBAT

Misericordia 30 credits

Castellan Axe 120 credits

GRENADE

Krak Grenade 45 credits

ARMOUR

Allarus Plate

included

The Allarus Custodian is the anvil of the gang — Terminator-grade plate lifting Toughness to 6 and Wounds to 5 over the demigod's 2+ save, slower at 5" but built to arrive and never be moved. It deep-strikes into the fight, coming down where the enemy is weakest with an Adrastus bolt caliver to tear armour at range and a Castellan axe to break whatever it reaches. Like every Custodian it holds the Aegis and stands within No Custodian Fights Alone, turning the first blow and anchoring its brothers. It takes no free skill; the body is the point. Where the Guard advance, the Allarus lands — a heavy that shrugs off the fire other fighters fall to and holds the ground it takes. Once it is down it does not move, and nothing the enemy fields shifts it before it has finished its killing.

CUSTODIAN GUARD

GANGER

✖ 265 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	2+	5	5	4	2+	3	3+	3+	3+	4+

SAVE 2+

SPECIAL RULES Talons of the Emperor (*guards*) No Custodian Fights Alone (*brotherhood*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- -1
- re-roll Nerve

PRIMARY

Brawn Combat Cunning
Ferocity Shooting
Custodes Signature

SECONDARY

Agility Leadership Savant

STARTING GEAR Auramite Plate

FREE SKILL —

EQUIPMENT LIST

BASIC

Guardian Spear 90 credits
✦ *Balistus Grenade Launcher* 100 credits

A Balistus wrist grenade-launcher (Legio Custodes Dreadnought / Aquilon-Terminator wargear, Horus Heresy) mounted on a Custodian's vambrace - a ranged support arm the stock guardian spear lacks.

PISTOL

Adrathic Devastator 45 credits
Sentinel Blade 70 credits

CLOSE-COMBAT

Misericordia 30 credits
Praesidium Shield 60 credits

GRENADE

Frag Grenade 30 credits
Krak Grenade 45 credits

ARMOUR

Auramite Plate

included

The Custodian Guard is the line demigod of the Ten Thousand and the body the whole gang is built around — Weapon and Ballistic Skill of 2+, Strength and Toughness 5, four Wounds beneath a 2+ Auramite plate, and three Attacks that end most fights in a single exchange. Every Guard carries the Aegis, turning aside the first blow of each round, and stands within the brotherhood of No Custodian Fights Alone, never left to fall unshielded. It takes no free skill and needs none; the demigod is already the finest warrior most enemies will ever face. The default build shoulders a guardian spear — a storm-bolter to open the range and a master-crafted blade to close it — though the same body fields equally as a sword-and-shield bulwark or an axe-armed executioner. Where other war-hosts muster a crowd, the Custodian Guard is worth a squad, and a wall of them advancing as one is the standard Custodes gang.

PROSECUTOR

GANGER

✖ 80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	3+	1	5+	4+	2+	5+

SAVE 4+

SPECIAL RULES **The Silence (null-maiden)** SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Savant

SECONDARY

Combat

Ferocity

Shooting

Custodes Signature

STARTING GEAR Sisters Carapace

FREE SKILL —

EQUIPMENT LIST

BASIC

Boltgun 55 credits

✦ *Umbra Ferrox Bolter* 75 credits

An Umbra-ferrox pattern bolter the Sisters of Silence carry in the Talons of the Emperor (Horus Heresy) - a heavier receiver kitbashed onto a Prosecutor's boligun.

PISTOL

Bolt Pistol 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Sisters Carapace

included

The Prosecutor is the ranged body of the Sisters of Silence — a soulless null-maiden with a boltgun, Strength and Toughness 3 and a single Wound under a 4+ carapace, cheap enough to bring the gang to five or six models. Her worth is not her frailty but what she carries with her: every Sister is a Pariah, and while an enemy Psyker is within 9" it cannot use its Wyrd Powers and risks Perils on any double it forces. She holds the firing line, a walking dead-zone advancing on the enemy's casters while the Custodians close. She takes no free skill and cannot stand in a demigod's fight, but she does not need to — the Silence she carries switches off a psyker war-host's finest weapon, and her bolts finish what the null-zone has already unmade.

VERTUS PRAETOR

GANGER

✖ 535 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	2+	2+	5	6	5	2+	3	3+	3+	3+	4+

SAVE 2+

SPECIAL RULES Talons of the Emperor (*guards*) No Custodian Fights Alone (*brotherhood*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- -1
- re-roll Nerve

PRIMARY

Agility

Brawn

Combat

Cunning

Ferocity

Shooting

Custodes Signature

SECONDARY

Savant

STARTING GEAR Auramite Plate · Dawneagle Jetbike

FREE SKILL —

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

HEAVY

Salvo Launcher 130 credits

CLOSE-COMBAT

Misericordia 30 credits

Interceptor Lance 70 credits

ARMOUR

Auramite Plate

included

WARGEAR

Dawneagle Jetbike

included

The Vertus Praetor is the lone operative of the Ten Thousand, a demigod on a Dawneagle jetbike that crosses the board at 12" and strikes wherever the gang needs a fight ended. The mount lifts Toughness to 6 and Wounds to 5, and the rider keeps the Weapon and Ballistic Skill 2+ and three Attacks of its kind. It carries an interceptor lance — a reach weapon that bites hardest on the charge — and a salvo launcher to soften a target before the ride goes in. Like every Custodian it holds the Aegis and stands within the brotherhood, though its way of war is to fight alone, three riders striking three corners of the table at once. It takes no free skill. Fast, durable, and lethal on the charge, the Vertus closes distance no enemy thought it could reach and settles the duel before support arrives.

VIGILATOR

GANGER

⌘ 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	3+	2	5+	4+	2+	5+

SAVE 4+

SPECIAL RULES

The Silence (*null-maiden*)

SEE SPECIAL RULES

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Shooting

Ferocity

Savant

Custodes Signature

STARTING GEAR

Sisters Carapace

FREE SKILL

—

EQUIPMENT LIST	
PISTOL	GRENADE
Bolt Pistol45 credits	Psyk Out Grenade40 credits
CLOSE-COMBAT	ARMOUR
Executioner Greatblade55 credits	Sisters Carapace
	<i>included</i>

The Vigilator is the executioner of the Sisters of Silence — the null-maiden who walks into the witch with an executioner greatblade and takes its head. Strength and Toughness 3 and a single Wound make her fragile, but she carries the Silence like all her sisters: an enemy Psyker within 9" cannot use its Wyrd Powers and suffers Perils on any double. Her two-handed blade is forged to behead witches, dealing +1 Damage to a Psyker, and her two Attacks are bent to one purpose — closing the distance and ending an enemy caster before it can act. She takes no free skill and no ranged weapon; her work is at the point of the blade. Where the Prosecutor holds the line, the Vigilator advances into it, the smothering quiet moving with her until she stands over the witch with the sword already falling.

WITCHSEEKER

GANGER

✖ 65 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	1	3+	1	5+	4+	2+	5+

SAVE 4+

SPECIAL RULES The Silence (*null-maiden*) SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Savant

SECONDARY

Combat

Ferocity

Shooting

Custodes Signature

STARTING GEAR Sisters Carapace

FREE SKILL —

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

SPECIAL

Flamer 140 credits

GRENADE

Psyk Out Grenade 40 credits

ARMOUR

Sisters Carapace

included

The Witchseeker is the purging body of the Sisters of Silence — a null-maiden with a flamer, sweeping a Template of fire across the ground the enemy holds. Strength and Toughness 3 and a single Wound make her frail, but she carries the Silence as every Sister does: an enemy Psyker within 9" cannot use its Wyrd Powers and risks Perils on any double it forces. She takes no free skill. Her flamer answers the massed cheap bodies a Custodes gang is always outnumbered by, and the null-field walks with the fire — the psyker choking on a strangled power while the flame comes for its shield. She cannot fight a demigod's duel, and was never meant to; the Witchseeker burns the ground clear ahead of the Custodians and unmakes the witch's craft before it can be cast.

VEHICLES

ARES GUNSHIP

GUNSHIP

✖ 460 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	10	5+	3+	3+	3+	3+	3+	4+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Iliastus Accelerator Culverin — Front arc (Crew)
- ♦ Arachnus Heavy Blaze Cannon — Left arc (Crew)
- ♦ Arachnus Heavy Blaze Cannon — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Ares Gunship is the golden gun-flyer that owns the airspace above the host — a pure interceptor built to hunt the sky and nothing else. It carries no cargo and cannot hold station: with no Hover it settles nowhere, so it makes its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose mounts an Iliastus accelerator culverin whose punishing rate of fire rakes fast movers out of the air, while twin arachnus heavy blaze cannons on the flanks crack open whatever armour dares the open sky. Ten Hull Points and a keen-handling hull let it ride out the odd hit, but its true defence is speed and altitude — a target it has already overflowed can rarely answer. Only one flies with a gang, the apex engine of the golden host. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CONTEMPTOR GALATUS

VEHICLE

✖ 400 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	3+	3+	3+	3+	4+

LOCOMOTION Walker

HARDPOINTS

♦ Galatus Warblade — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

The Contemptor-Galatus is a Custodian entombed in a golden Walker — a Dreadnought of the Ten Thousand that fights the close war and nothing else. It carries no gun: an integral Galatus warblade sweeps from its front arc, a power blade the length of a man that carves through armour and body alike, and an integral shield rides atop the auramite hull to turn the blows the plate does not. Front-facing Toughness eight and a keen three-up hull make it proof against most of what a gang can throw, though six Hull Points and the slow Walker gait mean it must be led to the fight, not raced there. It moves six inches and holds where it stops — an unkillable anchor on an objective nothing on foot can shift. Only one walks with a gang, the demigod-engine at the centre of the golden line. It resolves its facing Toughness, its Hull Points, and every catastrophic roll through the Necromunda: Ash-Wastes vehicle rules, exactly as a fighter plugs into the core rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CORONUS GRAV CARRIER

VEHICLE

✖ 430 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	9	6+	3+	3+	3+	3+	3+	4+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Arachnus Heavy Blaze Cannon — Front arc (Crew)
- ♦ Lastrum Bolt Cannon — Left arc (Crew)
- ♦ Lastrum Bolt Cannon — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Coronus Grav-carrier is the demigods' golden war-chariot — the heavier grav-reliquary that carries the hand-ful to war and answers for them once they are there. Nine Hull Points behind a front Toughness of eight and a 3+ auramite hull make it the anchor of the gang, slower than the Pallas at ten inches but far harder to bring down. A forward arachnus heavy blaze cannon crushes armour at range while a pair of flanking lastrum bolt cannons sweep either side of the advance, all three seated on the hull's hardpoints and worked by the crew. Only one may be fielded — the centrepiece the whole gang is built around — and it resolves its handling, its damage, and its every catastrophe through the Ash-Wastes vehicle rules. Where the Pallas skirmishes, the Coronus endures: the rolling golden fortress the Ten Thousand ride to the fight and stand behind when it comes.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

ORION ASSAULT DROPSHIP

TRANSPORT

✖ 480 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	9	8	7	11	6+	3+	3+	3+	3+	3+	4+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Arachnus Heavy Blaze Cannon — Front arc (Crew)
- ♦ Spiculus Heavy Bolt Launcher — Left arc (Crew)
- ♦ Spiculus Heavy Bolt Launcher — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Orion Assault Dropship is the apex assault-transport of the golden host — a Hovering gun-flyer that lifts the demigod handful, or a Dreadnought slung beneath its hull, into the heart of the fight under a storm of guns. Its Hover frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers exactly where the war is hottest, then climb away. Everything about it is heavy. A nose-mounted arachnus heavy blaze cannon guts armour on the approach while twin spiculus heavy bolt launchers on the flanks saturate the landing zone with bursting fire, clearing the ground as the ship arrives. Eleven Hull Points behind a front Toughness of nine and a 3+ auramite hull let it push through fire that would down a lesser craft. Only one may ride with a gang — the single centrepiece the whole host is built around. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PALLAS GRAV ATTACK

VEHICLE

✖ 330 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	6	5+	4+	3+	3+	3+	3+	4+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Arachnus Heavy Blaze Cannon — Front arc (Crew)
- ♦ Lastrum Bolt Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Pallas Grav-attack is the golden light gun of the Talons — a fast, hovering Skimmer that races ahead of the advancing demigods at twelve inches a move and cracks open whatever bars their path. It is a glass hunter: six Hull Points and a 4+ hull make it fragile for a war-engine, but it rides the field faster than anything the gang fields on foot, and its elite crew rarely miss. A forward-mounted arachnus heavy blaze cannon burns the armour off a hard target while a lastrum bolt cannon rakes the line beside it, both seated on the hull's front and served by the crew. Only one may ride with a gang — a single reliquary-engine, never a motor pool — and it resolves its movement, its damage, and every catastrophic roll through the Ash-Wastes vehicle rules. Fast, lethal, and easily lost, the Pallas is the throne-guard's one true skirmisher.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TELEMON

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	7	6+	3+	3+	3+	3+	3+	4+

LOCOMOTION Walker

HARDPOINTS

- ♦ Arachnus Blaze Cannon — Front arc (Crew)
- ♦ Telemon Caestus — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Telemon is the heaviest engine the Ten Thousand field on foot — a super-heavy golden Walker that ends a fight simply by being present. Front-facing Toughness nine and a three-up auramite hull carry it through fire that wrecks lesser war-engines, and seven Hull Points let it stand where a Contemptor would fall. From its front arc an arachnus blaze cannon scours the ground at range, and a Telemon caestus crushes whatever survives the approach, striking in melee at twice its own strength. It walks six inches and needs walk no further — the enemy comes to it, and does not come back. Only one anchors a gang, the fixed point a whole line forms around; where the golden host is out-bodied and out-activated, the Telemon is the anvil the horde breaks against. It plugs into the Necromunda: Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, and every catastrophic roll.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

👤 GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Aegis Wall. Play at the start of your turn. Until your next turn, every Custodian in your gang may make its Aegis guard reaction on a 3 or higher rather than a 4 or higher. The whole line raises its guard as one, and the first blow of the round finds gold turned edge-on to meet it.	YOUR TURN
12	The Silent Advance. Play at the start of the battle. Every Sister of Silence in your gang may make a full move before the first round begins, the null-field carried forward so the enemy's casters wake already inside the dead-zone. The quiet reaches the witch before the war does.	START OF BATTLE
13	Lone Champion. Play when a Custodian charges into melee with no friendly model within 3". For that fight it may re-roll one failed Hit roll and one failed Aegis guard each round — the demigod who needs no brother at his side, and asks for none.	WHEN A CUSTODIAN CHARGES ALONE
14	Strike From The Vault. Play in the end phase. Remove one Allarus Custodian from the table; in your next turn it re-enters by deep strike anywhere more than 6" from an enemy, landing where the enemy is weakest and least ready for it.	END PHASE / DEPLOYMENT

15	First Blow Turned. Play when a Custodian passes its Aegis guard. That fighter may immediately make a single free attack against the enemy whose blow it just turned aside — the parry answered in the same breath by the riposte.	REACTIVE
16	Brotherhood Closes. Play at the start of your turn. Until your next turn, treat every friendly Custodian as within 6" of one another for No Custodian Fights Alone, wherever they actually stand. However scattered the line, none of the Ten Thousand fights alone this round.	YOUR TURN
21	The Throne Endures. Play when a Custodian becomes Seriously Injured. It ignores the Seriously Injured effect for the rest of the round, standing and fighting as though whole — the demigod that will not lie down while the fight is unfinished.	WHEN A CUSTODIAN IS SERIOUSLY INJURED
22	Execution. Play when an enemy within 3" of a Custodian is Seriously Injured. That Custodian may make an immediate free attack against it — the misericordia's mercy, the killing stroke given without hesitation.	WHEN A FIGHTER IS SERIOUSLY INJURED NEARBY
23	Watchful Guard. Play when a Custodian on Guard makes an overwatch reaction. It gains a free Aim before the shot and may hold its Guard afterward rather than spending it — the sentinel who answers and does not lower his spear.	REACTIVE / OVERWATCH
24	Null Smother. Play when an enemy Psyker attempts a Wyrd Power within 12" of a Sister of Silence. That power fails automatically and the Psyker suffers Perils on a double — the Silence tightening its grip at the very moment the witch reaches for its craft.	WHEN AN ENEMY PSYKER MANIFESTS
25	The Vexilla Raised. Play at the start of the round if a Custodian Warden bears the Vexilla. Until the next round the banner's aura reaches 12" instead of 9", and friendlies within it re-roll all failed Nerve tests — the standard lifted high for the whole gang to see.	START OF ROUND
26	Dawneagle Run. Play at the start of your turn. One Vertus Praetor may move up to double its Movement this turn and still charge — the jetbike screaming across the field to end a fight the gang could not otherwise reach.	YOUR TURN
31	The Anvil Holds. Play when an Allarus Custodian or a Brute is charged. It counts as having gone on Guard and may make a reaction attack before the charger strikes — the anvil meeting the hammer, and not the other way about.	REACTIVE
32	Hunters Patience. Play at the start of the battle. Choose one enemy fighter; for the rest of the game your Custodians re-roll failed Wound rolls against it — the quarry marked at the outset and hunted without haste until it falls.	START OF BATTLE
33	Golden Reprisal. Play when a Custodian is taken Out of Action. Every friendly Custodian within 12" re-rolls failed Hit and Wound rolls until the end of the round — the brotherhood answering the fall of one of its own with cold and immediate wrath.	WHEN A CUSTODIAN IS TAKEN OUT OF ACTION
34	Shield Brothers. Play when a Custodian within 6" of another Custodian is hit by an attack. The second Custodian may interpose, taking the hit in its brother's place — the shield-wall of the Ten Thousand, one warrior's body given without a moment's thought.	REACTIVE
35	Purge The Witch. Play at the start of your turn. Until your next turn, every friendly attack against an enemy Psyker is dealt at +1 Damage — the whole gang turning its wrath on the witch the Sisters were made to end.	YOUR TURN
36	Unbroken Line. Play at the start of the round. Until the next round, no friendly Custodian may be moved, knocked back or pushed by any enemy effect — the line of the Ten Thousand standing exactly where it chooses, immovable.	START OF ROUND

41	The Emperors Eye. Play at the start of the battle. Reveal all Hidden and infiltrating enemy setup within 12" of any Custodian, exposing them where they lie — nothing approaches the Ten Thousand unseen.	START OF BATTLE
42	Relic Drawn. Play at the start of your turn if a Custodian carries a relic weapon. That fighter re-rolls all failed Hit rolls in melee this turn — the ancient blade of the Ten Thousand answering the hand that has earned it.	YOUR TURN
43	Adamant. Play when a Custodian would be taken Out of Action. Roll a D6; on a 4 or higher it is Seriously Injured instead and fights on. The gold does not break where a lesser warrior would fall.	REACTIVE
44	Silence Advances. Play at the start of your turn. Every Sister of Silence extends her Silence to 12" until your next turn — the dead-zone widening across the field as the null-maidens press forward together.	YOUR TURN
45	No Ground Given. Play when your gang would be forced to make a Bottle or retreat test. It passes automatically, and no Custodian may be compelled to fall back this round — the Ten Thousand hold, because holding is what they are for.	WHEN THE GANG WOULD FALL BACK
46	Thunderbolt Charge. Play when a Vertus Praetor charges. Its interceptor lance is dealt at +1 Strength and +1 Damage on this charge, above what the Lance already grants — the full weight of the Dawneagle's speed driven through a single point of the enemy line.	WHEN A VERTUS CHARGES
51	Guard Eternal. Play at the start of the round. Until the next round, each Custodian's Aegis may be used a second time against a different attacker — two blows turned where one is the rule, the guard of the Ten Thousand held without tiring.	START OF ROUND
52	The Long Watch. Play between battles. One Custodian that suffered a Lasting Injury may have it healed as though it had spent the recovery, tended in the halls of the Watch — the gang that cannot recruit cheaply husbands the demigods it has.	CAMPAIGN / BETWEEN GAMES
53	Null Maidens Vigil. Play when an enemy Psyker within 12" of a Sister of Silence attempts a Wyrld Power. The Sister may move up to 3" toward it before the power resolves; if she brings it within her Silence, the power fails — the dead-zone closing the last distance to smother the witch.	REACTIVE
54	Golden Tide In Miniature. Play at the start of your turn. Until your next turn, treat every Custodian in your gang as having one additional Attack in melee — the handful striking with the weight of a host, each demigod worth the squad it stands in for.	YOUR TURN
55	Captains Command. Play at the start of the round if your Leader is on the table and not broken. One friendly Custodian within 12" may immediately make a free move or go on Guard — the Shield-Captain's word moving the line before the fighting begins.	START OF ROUND
56	Perils Of The Null. Play when an enemy Psyker within 9" of a Sister of Silence rolls a double on any dice. It suffers Perils of the Warp at once — the null-field turning the witch's own misfortune into ruin.	WHEN AN ENEMY PSYKER ROLLS A DOUBLE
61	Undying Guard. Play when a Brute becomes Seriously Injured. It ignores the effect and fights on at full capability until the end of the round — the war-engine of the Ten Thousand refusing to fail while the enemy still stands before it.	WHEN A BRUTE IS SERIOUSLY INJURED
62	Close The Vault. Play during deployment, or reactively when an enemy would deep-strike or infiltrate within 6" of a Custodian. That enemy is set up 6" further away, or its infiltration is denied outright — the Ten Thousand allow no unseen approach to the ground they hold.	REACTIVE / DEPLOYMENT

63	Blade And Banner. Play at the start of your turn if a Custodian Warden is on the table. Until your next turn, friendlies within 9" of the Warden add 1 to their Hit rolls in melee — the sight of the standard driving every blade home. The banner does not merely steady the line; it sharpens it.	YOUR TURN
64	The Handful Holds. Play when your gang is reduced to three fighters or fewer. Every remaining Custodian re-rolls all failed Hit, Wound and Aegis rolls until the end of the battle — few because they are enough, and never more dangerous than when there are only a few left standing.	WHEN REDUCED TO THREE MODELS OR FEWER
65	Witch Hunter Ascendant. Play at the start of your turn if a Sister of Silence has taken an enemy Psyker Out of Action this battle. Until your next turn, every Sister re-rolls failed Wounds against Psykers and denies them any save — the hunt proven, the null-maidens ascendant over the witch.	YOUR TURN
66	Emperors Champion. Play when a Custodian takes an enemy Leader or Champion Out of Action. Your gang gains bonus Reputation, and until the end of the battle that Custodian re-rolls failed Hit rolls — the demigod that has proven itself against the enemy's best, and hunts for more.	WHEN A CUSTODIAN WINS A CHALLENGE

ALLIANCES

NO MERCENARIES ONLY PREY

ALLIANCE

WHO	the psyker war-hosts the Silence is made to hunt (seer-councils, witch-cults, the Zoanthrope-brood) - natural prey; and the swarms and tides that out-body the gold - natural predators
FACTION	none
MY ROLE	feud
PHASE GATE	standing throughout the campaign - the Watch has no truce to offer and none to seek
TERMS	campaign-only map-level enmity: the Custodes may declare a psyker-reliant war-host their quarry (bonus Reputation for taking its casters Out of Action), and are themselves hunted by out-activating swarms (which gain the initiative in scenarios against the gold); no shared gang lists

No Mercenaries, Only Prey names the Talons' place in the wider war: the Ten Thousand hire no swords and seek no truce, and so their only lasting bonds are enmities. This stands throughout the campaign, for the Watch has no peace to offer and none to seek. The Custodes may declare a psyker-reliant war-host their quarry — a seer-council, a witch-cult, a Zoanthrope-brood — and earn bonus Reputation for taking its casters Out of Action. In turn they are hunted by the swarms and tides that out-body the gold, which seize the initiative in scenarios against them. There are no shared rosters here, only predator and prey.

WHO	an Inquisition retinue (any Ordo - the Talons answer the Throne, not one named Inquisitor)
FACTION	inquisition
MY ROLE	lend
PHASE GATE	opens once this House has reached the campaign's later phase (the Watch seconds its elite only as the war deepens)
TERMS	campaign-only: the Custodes lend the throne-elite bodyguard and the Sisters-of-Silence null-maidens onward as a requisition; no Inquisition fighter joins a Custodes gang in a normal battle, and no Custodian is re-authored downstream - the units are inlined by reference

The Emperor's Requisition binds the Talons to an Inquisition retinue — any Ordo, for the Ten Thousand answer the Throne, not one named Inquisitor. The bond opens only in the campaign's later phase, as the war deepens and the Watch consents to second its elite. Its terms are campaign-only: the Custodes lend their throne-elite bodyguard and the Sisters-of-Silence null-maidens onward as a requisition. No Inquisition fighter joins a Custodes gang in an ordinary battle, and no Custodian is remade in another's roster — the lent units are inlined by reference, the same demigods answering elsewhere.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Palace Armoury. The forges of Terra open their vaults to you. Before the next battle, one Custodian may take a single relic-grade weapon or a suit of master-worked plate at no cost, to be returned to the Armoury when the campaign ends — the Throne lends its finest to those who guard it.	THE IMPERIAL PALACE AND THE HIGH LORDS OF TERRA (THE TEN THOUSAND ANSWER NO MERCENARY, ONLY THE THRONE THEY GUARD)
3	A Sister Seconded. The Silent Sisterhood spares you one of its own. For the next battle you may field one additional Sister of Silence beyond your usual limit, seconded from the Anathema — a null-maiden lent to the Watch where the warp runs too near the world.	THE IMPERIAL PALACE AND THE HIGH LORDS OF TERRA (THE TEN THOUSAND ANSWER NO MERCENARY, ONLY THE THRONE THEY GUARD)

4	The Artificers Hand. A master artificer of the Palace tends your gear. Before the next battle you may repair one damaged relic or restore a Custodian's bionics at no cost, and one weapon gains Master-crafted for that battle — the hands that keep the Ten Thousand's armour bright and their blades keen.	THE IMPERIAL PALACE AND THE HIGH LORDS OF TERRA (THE TEN THOUSAND ANSWER NO MERCENARY, ONLY THE THRONE THEY GUARD)
5	Inquisitorial Writ. A writ of the Ordos clears your path. For the next battle you may re-roll one failed roll of your choice, and the enemy may not call upon any hired reinforcement — the authority of the Throne overriding lesser powers wherever it is invoked.	THE IMPERIAL PALACE AND THE HIGH LORDS OF TERRA (THE TEN THOUSAND ANSWER NO MERCENARY, ONLY THE THRONE THEY GUARD)
7	The Throne Provides. The High Lords grant what the Watch requires. Gain a bonus to your next post-battle income or Reputation, or heal one Lasting Injury on a Custodian — the Throne provides for those who stand between it and the dark, as it always has.	THE IMPERIAL PALACE AND THE HIGH LORDS OF TERRA (THE TEN THOUSAND ANSWER NO MERCENARY, ONLY THE THRONE THEY GUARD)
9	Watchers In The Dark. The Sisterhood's agents mark the enemy for you. Before the next battle, learn one detail of the enemy's plan — choose to know their deployment or one of their reinforcements — and deploy after seeing it. These are the silent watchers who see what the witch would keep hidden.	THE IMPERIAL PALACE AND THE HIGH LORDS OF TERRA (THE TEN THOUSAND ANSWER NO MERCENARY, ONLY THE THRONE THEY GUARD)
11	The Captain Generals Favour. The First Captain marks your service. For the next battle, once per round your gang may re-roll a failed Aegis guard on any Custodian, and your Leader gains +1 to its Leadership — the regard of the Captain-General steadying every blade of the Ten Thousand.	THE IMPERIAL PALACE AND THE HIGH LORDS OF TERRA (THE TEN THOUSAND ANSWER NO MERCENARY, ONLY THE THRONE THEY GUARD)

12

The Emperors Regard. The highest honour the Throne can grant. For the next battle every Custodian in your gang re-rolls failed Aegis guards, and the first Custodian that would be taken Out of Action is instead Seriously Injured and fights on — the Emperor's own regard laid upon those who guard His seat.

THE IMPERIAL
PALACE AND
THE HIGH
LORDS OF
TERRA (THE
TEN THOUSAND
ANSWER NO
MERCENARY,
ONLY THE
THRONE THEY
GUARD)

SUB-PLOTS

THE CAPTURED WITCH

SUB-PLOT

Reward: the Psyker is not merely killed but taken - dragged to the Watcher's Cells; the gang gains bonus Reputation, and until the end of the campaign may once re-roll all Silence-related dice in a single battle, the interrogated witch's knowledge turned against its own kind

This sub-plot begins when a Sister of Silence takes an enemy Psyker Out of Action while it is within her Silence. The witch is not merely killed but taken, dragged in null-shackles to the Watcher's Cells. Your gang gains bonus Reputation, and once before the campaign's end you may re-roll all Silence-related dice in a single battle — the interrogated witch's stolen knowledge turned against its own kind.

THE FALLEN BROTHER

SUB-PLOT

Reward: the gang may declare a Vendetta against the enemy fighter that dealt the blow; the next time the two gangs meet, every Custodian re-rolls failed Hit and Wound rolls against that named fighter, and taking it Out of Action restores the fallen brother's lost advancement or grants a free recovery step

This sub-plot begins when a Custodian of your gang is taken Out of Action and suffers a permanent Lasting Injury, or is lost outright. You may declare a Vendetta against the enemy fighter that dealt the blow. The next time the two gangs meet, every Custodian re-rolls failed Hit and Wound rolls against that named enemy, and taking it Out of Action restores the fallen brother's lost advancement or grants a free recovery step — the brotherhood of the Ten Thousand collecting a debt it never forgets.

LEGENDARY NAMES

✧ HE WHO HELD ALONE

CUSTODIAN

XP cost (random): 12

XP cost (chosen): 20

He Who Held Alone is the honour-title given to a Custodian who stood in a fight with no brother at his side and walked away from it. Once per battle, while it is in melee with no friendly model within 3", such a fighter re-rolls all failed Aegis guards and all failed Hit rolls for one round — the demigod who needed no shield-brother and proved it. But the enemy learns the name as surely as its own dead do: any gang that has faced him before may, once per battle, turn one fighter's full attacks upon him as a free Focus, the horde recalling exactly which king to drown.

✧ THE CAPTAIN GENERALS LINE

LEADER (SHIELD-CAPTAIN) - THE CAPTAIN-GENERAL TRADITION

XP cost (random): 12

XP cost (chosen): 25

The Captain-General's Line is the tradition of Trajann Valoris, the First Captain, carried by a Shield-Captain who has earned the right to bear it. Once per round, gang-wide, one friendly Custodian may re-roll a failed Aegis guard — the Captain-General's presence steadying every blade of the Ten Thousand. Yet the tradition is a target painted in gold: such a leader may never be held in reserve or kept off the table, for the Captain-General leads from the front, always deployed in the opening zone where the enemy can see him, and always where it will come for him first.

✧ THE SILENT BLADE

CHAMPION (KNIGHT-CENTURA) - NULL-MAIDEN OFFICER OF THE SILENT
SISTERHOOD

XP cost (random): 12

XP cost (chosen): 20

The Silent Blade is a named officer of the Anathema, a Knight-Centura the witch-cults have learned to fear by name. Her Silence reaches 12" rather than 9", and against any enemy Psyker within it she re-rolls failed Wounds and denies every invulnerable save for the whole battle — a dead-zone that hunts. But she is soulless, and it shows: she can draw no comfort from the Vexilla aura nor any re-roll granted by Leadership, the null in her cutting both ways and setting her apart from the brotherhood's steadying will.



TERRAIN

⌘ THE GOLDEN VAULT

TERRAIN

The Golden Vault is a reliquary-shrine of the Ten Thousand — gold-chased plate, dormant Auramite, and the regenerative machinery of the Throne's own forges. A Custodian that ends its activation within 3" of the Vault and is not in melee repairs one lost Wound; a Brute repairs one Wound, but no more than once per game. The Vault cannot restore a fighter already Out of Action, and only friendly Custodes fighters draw anything from it — the shrine mends only the gold it was raised to serve.

⌘ THE NULL PYLON

TERRAIN

The Null Pylon is a black monolith of Pariah-gene alloy, a silent pylon the Sisterhood raises where the warp runs too close to the world. While a Sister of Silence is within 3" of the Pylon, her Silence extends to 12" instead of 9", and any enemy Psyker that begins its activation within that field suffers Perils of the Warp on any double it rolls that activation — not merely on a failed Wyrd test. Where the Pylon stands, the witch's craft is not only smothered but made a danger to the caster itself.

SCENARIOS

✂ DROWN THE GOLD

SCENARIO

ATTACKER	the Custodes gang, forced to fight on ground that punishes its small numbers
DEFENDER	the enemy war-host, fielding its full model count across a spread of objectives
DEPLOY	three or four scattered objectives across the table; the enemy deploys spread to hold them all; the Custodes deploy together, unable to cover more than one or two
OBJECTIVE	control a majority of the scattered objectives at game end - a footrace the Custodes are built to lose
VICTORY	whoever holds the majority of objectives at game end wins; a tie goes to the side that took more enemy fighters Out of Action
REWARDS	a Custodes win against the odds is worth double Reputation; an enemy win advances its control-track and proves the counter
CONTROL TRACK	an enemy majority pushes the control-track one step toward them and marks the world Contested; a Custodes majority (against the spread) pushes it toward the Watch and is the hard-won upset the campaign remembers

ATTACKER AND DEFENDER Here the Custodes gang is the attacker, forced to fight on ground that punishes its small numbers. The enemy war-host defends, fielding its full model count across a spread of objectives.

BATTLEFIELD AND DEPLOYMENT Scatter three or four objectives across the table. The enemy deploys spread to hold them all; the Custodes deploy together, unable to cover more than one or two at once.

OBJECTIVE Control a majority of the scattered objectives at game end — a footrace the Custodes are built to lose, and must find a way to win regardless.

ENDING THE BATTLE AND VICTORY Whoever holds the majority of objectives at game end wins. A tie goes to the side that took more enemy fighters Out of Action.

REWARDS A Custodes win against these odds is worth double Reputation; an enemy win advances its control-track and proves the counter the whole roster is built around. An enemy majority pushes the control-track one step toward the enemy and marks the world Contested, while a Custodes majority against the spread pushes it toward the Watch — the hard-won upset the campaign remembers.

ATTACKER	the enemy war-host, seeking to seize or destroy a relic of the Throne
DEFENDER	the Custodes gang - a handful of demigods holding a reliquary no squad could defend
DEPLOY	the reliquary at the centre; the Custodes deploy around it in a tight bubble (No-Custodian-Fights-Alone up); the attacker deploys around the board edges and may field its full model count
OBJECTIVE	hold the reliquary - a single central objective the Custodes cannot afford to leave, and cannot be in two places to defend
VICTORY	the Custodes win by controlling the reliquary at game end with at least one Custodian alive; the attacker wins by controlling it, or by taking every Custodian Out of Action
REWARDS	a Custodes win holds the relic and advances the world's control-track toward the Watch; an attacker win seizes the relic and shifts the marker the other way
CONTROL TRACK	a decisive Custodes hold pushes the control-track marker one step toward the Talons; a marginal hold leaves it unchanged; an attacker seizure pushes it one step toward them - the siege of a single sacred site standing in for the war for the world

ATTACKER AND DEFENDER The enemy war-host is the attacker, seeking to seize or destroy a relic of the Throne. The Custodes gang is the defender — a handful of demigods holding a reliquary no ordinary squad could defend.

BATTLEFIELD AND DEPLOYMENT Place the reliquary at the centre of the table. The Custodes deploy around it in a tight bubble, close enough that No Custodian Fights Alone is in effect across the line. The attacker deploys around the board edges and may field its full model count.

OBJECTIVE The reliquary is a single central objective the Custodes cannot afford to leave and cannot be in two places to defend. The attacker must take it, or break the defenders holding it.

ENDING THE BATTLE AND VICTORY The Custodes win by controlling the reliquary at game end with at least one Custodian still standing. The attacker wins by controlling it, or by taking every Custodian Out of Action.

REWARDS A Custodes win holds the relic and advances the world's control-track toward the Watch; an attacker win seizes it and shifts the marker the other way. A decisive hold pushes the control-track one step toward the Talons, a marginal hold leaves it unchanged, and an attacker seizure pushes it one step toward them — the siege of a single sacred site standing in for the war for the whole world.