ADEPTUS CUSTODES BETA DATASHEETS

On the following pages you will find the datasheets that you will need to fight battles of Warhammer 40,000 using Forge World's range of Adeptus Custodes models, alongside common abilities and points values for those datasheets. These rules are designed to supplement those found in *Codex: Adeptus Custodes*.

BETA RULES

The datasheets presented here are in a beta format. As with all our beta rules, we would like to invite you, the players, to use them in your games and provide us with your feedback. What worked well? What could be improved? What points values should be changed (and to what)? Please get in touch with us at 40kfaq@gwplc.com and let us know (please make the subject of your e-mail 'Beta Adeptus Custodes feedback'). This feedback will then help to inform the final rules for these units in a future publication.

Whilst these beta rules have been designed to be used in all types of games, including matched play games, if you intend to use them at organised events then it is ultimately up to the event organiser as to whether these rules will be allowed or not (as is the case with all our beta rules).

ABILITIES

The following ability is common to several **ADEPTUS CUSTODES** units.

AEGIS OF THE EMPEROR

The cellular alchemy that creates the warriors of the Adeptus Custodes leaves them forever touched by a spark of the Emperor's own greatness. Beyond their martial might and incorruptible nobility, this energy manifests itself as an almost supernatural warding, as though the Custodians were protected by the hand of the Emperor. Bullets and bolts are turned aside at the last moment, blades fail to strike home, and even the psychic powers of the foe can suddenly and inexplicably flicker away to nothing in the face of the Ten Thousand.

Models with this ability have a 5+ invulnerable save. When a model with this ability would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 6 that wound is not lost.
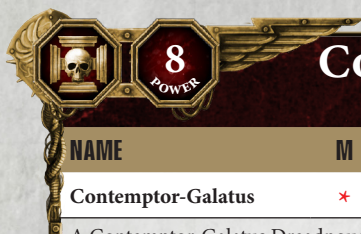
CONTEMPTOR-ACHILLUS DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor-Achillus	✱	✱	✱	7	7	10	4	8	2+

A Contemptor-Achillus Dreadnought is a single model equipped with: 2 Lastrum storm bolters; Achillus dreadspear.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING WOUNDS	M	WS	BS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	4"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Achillus dreadspear (shooting)	24"	Heavy D3	8	-2	D3	-
Achillus dreadspear (Melee)	Melee	Melee	x2	-3	D6	When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead.
Infernus incinerator	8"	Heavy D6	6	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Lastrum storm bolter	24"	Rapid Fire 2	5	-1	1	-
Twin Adrathic destructor	18"	Assault 2	5	-3	3	For each hit roll of 1 made for attacks with this weapon, the bearer's unit suffers 1 mortal wound after shooting with this weapon.

WARGEAR OPTIONS	• For each Lastrum storm bolter this model is equipped with, it can instead be equipped with one of the following: 1 Infernus incinerator; 1 twin Adrathic destructor.

ABILITIES	**Impaling Lunge:** After this model finishes a charge move, you can select one enemy unit within 1" of it and roll one D6; on a 4+ that enemy unit suffers D3 mortal wounds. **Atomantic Shielding:** This model has a 5+ invulnerable save.	**Unyielding Ancient:** When this model would lose a wound, roll one D6; on a 6 that wound is not lost. **Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR-ACHILLUS DREADNOUGHT

CONTEMPTOR-GALATUS DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor-Galatus	✱	✱	✱	7	7	10	4	8	2+

A Contemptor-Galatus Dreadnought is a single model equipped with: Galatus warblade. It has a Galatus shield.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING WOUNDS	M	WS	BS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	4"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Galatus warblade (shooting)	8"	Heavy 2D6	6	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Galatus warblade (melee)	Melee	Melee	User	-3	3	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.

ABILITIES	**Galatus Shield:** This model has a 4+ invulnerable save. When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.	**Unyielding Ancient:** When this model would lose a wound, roll one D6; on a 6 that wound is not lost. **Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS	IMPERIUM, ADEPTUS CUSTODES
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR-GALATUS DREADNOUGHT

AQUILON CUSTODIANS

13 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aquilon Custodian	6"	2+	2+	5	5	4	4	9	2+

This unit contains 3 Aquilon Custodians. It can additionally contain up to 3 Aquilon Custodians (**Power Rating +4** per model). Every model is equipped with: Lastrum storm bolter; Solerite power gauntlet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernus firepike	12"	Heavy D6	6	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Lastrum storm bolter	24"	Rapid Fire 2	5	-1	1	-
Twin Adrathic destructor	18"	Assault 2	5	-3	3	For each hit roll of 1 made for attacks with this weapon, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Misericordia	Melee	Melee	User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.
Solerite power gauntlet	Melee	Melee	x2	-4	D3	-
Solerite power talon	Melee	Melee	+1	-2	1	When resolving an attack made with this weapon, you can re-roll the wound roll.

WARGEAR OPTIONS	• Any model can be equipped with one of the following instead of 1 Lastrum storm bolter: 1 Infernus firepike; 1 twin Adrathic destructor. • Any model can be equipped with 1 Solerite power talon instead of 1 Solerite power gauntlet. • Any model can additionally be equipped with 1 misericordia.
ABILITIES	**Aegis of the Emperor** **From Golden Light:** During deployment, you can set up this unit in a Godstrike-pattern teleportarium array instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.
FACTION KEYWORDS	**IMPERIUM, ADEPTUS CUSTODES**
KEYWORDS	**INFANTRY, TERMINATOR, AQUILON CUSTODIANS**

CUSTODIAN GUARD
with ADRASITE AND PYRITHITE SPEARS

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Custodian Guard	6"	2+	2+	5	5	3	3	8	2+

This unit contains 3 Custodian Guard. It can additionally contain up to 2 Custodian Guard (**Power Rating +3** per model). Every model is equipped with: adrasite spear.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adrasite spear (shooting)	18"	Assault 1	5	-3	3	For each hit roll of 1 made for attacks with this weapon, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Pyrithite spear (shooting)	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Adrasite spear (melee)	Melee	Melee	+1	-3	D3	-
Misericordia	Melee	Melee	User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.
Pyrithite spear (melee)	Melee	Melee	+1	-3	D3	-

WARGEAR OPTIONS	• Any model can be equipped with 1 pyrithite spear instead of 1 adrasite spear. • Any model can additionally be equipped with 1 misericordia.
ABILITIES	**Aegis of the Emperor**
FACTION KEYWORDS	**IMPERIUM, ADEPTUS CUSTODES**
KEYWORDS	**INFANTRY, CUSTODIAN GUARD**

AGAMATUS CUSTODIANS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Agamatus Custodian	14"	2+	2+	5	6	4	4	9	2+	

This unit contains 3 Agamatus Custodians. It can additionally contain up to 3 Agamatus Custodians (**Power Rating +5** per model). Every model is equipped with: Lastrum bolt cannon; interceptor lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adrathic devastator	18"	Heavy 2	6	-3	D3	For each hit roll of 1 made for attacks with this weapon, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Lastrum bolt cannon	36"	Heavy 3	6	-2	1	-
Twin las-pulser	24"	Heavy 2D3	8	-2	D3	-
Interceptor lance	Melee	Melee	+1	-3	D3	When resolving an attack made with this weapon in a turn in which the bearer made a charge move, you can re-roll the wound roll.
Misericordia	Melee	Melee	User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.

WARGEAR OPTIONS	• Any model can be equipped with one of the following instead of 1 Lastrum bolt cannon: 1 Adrathic devastator; 1 twin las-pulser. • Any model can additionally be equipped with 1 misericordia.
ABILITIES	**Aegis of the Emperor** **Implacable Vanguard:** When this unit Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.
FACTION KEYWORDS	**IMPERIUM, ADEPTUS CUSTODES**
KEYWORDS	**BIKER, FLY, AGAMATUS CUSTODIANS**

VENATARI CUSTODIANS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Venatari Custodian	12"	2+	2+	5	5	3	3	8	3+	

This unit contains 3 Venatari Custodians. It can additionally contain up to 3 Venatari Custodians (**Power Rating +3** per model). Every model is equipped with: kinetic destroyer; tarsus buckler.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kinetic destroyer	18"	Pistol 2	6	-2	2	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
Venatari lance (shooting)	12"	Assault 2	6	-2	2	-
Misericordia	Melee	Melee	User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.
Tarsus buckler	Melee	Melee	+1	-2	1	-
Venatari lance (melee)	Melee	Melee	+1	-3	D3	-

WARGEAR OPTIONS	• Any model can be equipped with 1 Venatari lance instead of 1 kinetic destroyer and 1 tarsus buckler. • Any model can additionally be equipped with 1 misericordia.
ABILITIES	**Aegis of the Emperor** **Tarsus Buckler:** When resolving an attack made with a weapon that has an Armour Penetration characteristic of -1 against a model equipped with a tarsus buckler, that weapon has an Armour Penetration characteristic of 0 for that attack.	**Airborne Hunters:** During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.
FACTION KEYWORDS	**IMPERIUM, ADEPTUS CUSTODES**
KEYWORDS	**INFANTRY, FLY, JUMP PACK, VENATARI CUSTODIANS**

PALLAS GRAV-ATTACK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Pallas Grav-attack	16"	6+	2+	5	6	8	2	9	3+	

A Pallas Grav-attack is a single model equipped with: twin Arachnus blaze cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Arachnus blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Beam	36"	Heavy 2	7	-4	3	When resolving an attack made with this weapon against a **Vehicle** unit, you can re-roll the wound roll.
- Burst	24"	Heavy 6	5	-2	1	-

ABILITIES	**Hover Tank:** Distances are always measured to and from this model's hull.	**Gravitic Backwash:** If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.
	Flare Shielding: This model has a 5+ invulnerable save.	
	Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.	**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wounds.

FACTION KEYWORDS	**Imperium, Adeptus Custodes**
KEYWORDS	**Vehicle, Fly, Pallas Grav-attack**

CALADIUS GRAV-TANK

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING WOUNDS	M	BS	A
8-14+	14"	2+	3
4-7	10"	3+	D3
1-3	8"	4+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Caladius Grav-tank	*	6+	*	6	7	14	*	9	3+

A Caladius Grav-tank is a single model equipped with: twin Iliastus accelerator cannon; twin Lastrum bolt cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Arachnus heavy blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Beam	36"	Heavy 2	9	-4	3	When resolving an attack made with this weapon against a **Vehicle** unit, you can re-roll the wound roll.
- Burst	24"	Heavy 12	7	-2	1	-
Twin Iliastus accelerator cannon	60"	Heavy 8	8	-3	D3	-
Twin Lastrum bolt cannon	36"	Heavy 6	6	-2	1	-

WARGEAR OPTIONS	• This model can be equipped with 1 twin Arachnus heavy blaze cannon instead of 1 twin Iliastus accelerator cannon.

ABILITIES	**Hover Tank:** Distances are always measured to and from this model's hull.	**Gravitic Backwash:** If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.
	Flare Shielding: This model has a 5+ invulnerable save.	
	Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.	**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS	**Imperium, Adeptus Custodes**
KEYWORDS	**Vehicle, Fly, Caladius Grav-tank**

13 POWER

Telemon Heavy Dreadnought

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING WOUNDS	M	WS	BS
8-14+	8"	2+	2+
4-7	6"	3+	3+
1-3	4"	4+	4+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Telemon Heavy Dreadnought	✱	✱	✱	8	8	14	4	8	2+

A Telemon Heavy Dreadnought is a single model equipped with: 2 Arachnus storm cannons; spiculus bolt launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arachnus storm cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Beam	72"	Heavy 2	9	-4	3	When resolving an attack made with this weapon against a **Vehicle** unit, you can re-roll the wound roll.
- Burst	48"	Heavy 6	7	-2	1	-
Iliastus accelerator culverin	36"	Heavy 4	7	-3	2	-
Spiculus bolt launcher	24"	Heavy 5	5	-1	1	-
Twin plasma projector	8"	Heavy 2D3	6	-2	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Telemon caestus	Melee	Melee	x2	-3	4	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.

WARGEAR OPTIONS	• For each Arachnus storm cannon this model is equipped with, it can instead be equipped with one of the following: 1 Telemon caestus and 1 twin plasma projector; 1 Iliastus accelerator culverin.

ABILITIES	**Reinforced Atomantic Shielding:** This model has a 4+ invulnerable save. **Spiculus Volley:** When this model fires Overwatch or is chosen to shoot with, it can shoot with its spiculus bolt launcher twice if it has not moved this turn.	**Unyielding Ancient:** When this model would lose a wound, roll one D6; on a 6 that wound is not lost. **Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS	**Imperium, Adeptus Custodes**
KEYWORDS	**Vehicle, Dreadnought, Telemon Heavy Dreadnought**

8 POWER

Sagittarum Custodians

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sagittarum Custodian	6"	2+	2+	5	5	3	3	8	2+

This unit contains 3 Sagittarum Custodians. It can additionally contain up to 2 Sagittarum Custodians (**Power Rating +3** per model). Every model is equipped with: Adrastus bolt caliver.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adrastus bolt caliver	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Bolt volley	36"	Assault 3	5	-1	1	-
- Disintegration beam	12"	Assault 1	5	-3	D3	For each hit roll of 1 made for attacks made with this weapon, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Misericordia	Melee	Melee	User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.

WARGEAR OPTIONS	• Any model can additionally be equipped with 1 misericordia.
ABILITIES	**Aegis of the Emperor**
FACTION KEYWORDS	**Imperium, Adeptus Custodes**
KEYWORDS	**Infantry, Sagittarum Custodians**

CORONUS GRAV-CARRIER

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Coronus Grav-carrier	✱	6+	✱	8	8	18	✱	9	3+

A Coronus Grav-carrier is a single model equipped with: twin Arachnus blaze cannon; twin Lastrum bolt cannon.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING WOUNDS	M	BS	A
9-18+	14"	2+	3
5-8	10"	3+	D3
1-4	6"	4+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin Arachnus blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Beam	36"	Heavy 2	7	-4	3	When resolving an attack made with this weapon against a **Vehicle** unit, you can re-roll the wound roll.
- Burst	24"	Heavy 6	5	-2	1	-
Twin Lastrum bolt cannon	36"	Heavy 6	6	-2	1	-

ABILITIES	
Hover Tank: Distances are always measured to and from this model's hull.	**Gravitic Backwash:** If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.
Flare Shielding: This model has a 5+ invulnerable save.	
Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.	**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT	This model has a transport capacity of 6 **Adeptus Custodes Infantry** models.
FACTION KEYWORDS	**Imperium, Adeptus Custodes**
KEYWORDS	**Vehicle, Transport, Fly, Coronus Grav-carrier**

ORION ASSAULT DROPSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Orion Assault Dropship	✱	6+	✱	8	8	22	✱	9	3+

An Orion Assault Dropship is a single model equipped with: 2 Arachnus heavy blaze cannons; 2 twin Lastrum bolt cannons; 2 Spiculus heavy bolt launchers.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING WOUNDS	M	BS	A
12-22+	20"-50"	2+	6
6-11	20"-40"	3+	4
1-5	20"-30"	4+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arachnus heavy blaze cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Beam	36"	Heavy 1	9	-4	3	When resolving an attack made with this weapon against a **Vehicle** unit, you can re-roll the wound roll.
- Burst	24"	Heavy 6	7	-2	1	-
Spiculus heavy bolt launcher	48"	Heavy 3	7	-1	2	-
Twin Lastrum bolt cannon	36"	Heavy 6	6	-2	1	-

ABILITIES	
	Airborne: You cannot charge with this model, and this model can only be chosen as a target of a charge if the unit making the charge can **Fly**. You can only fight with this model if it is within 1" of any enemy units that can **Fly**, and this model can only make close combat attacks against units that can **Fly**. Enemy units can only make close combat attacks against this model if they can **Fly**. **Supersonic:** When this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot. When this model Advances, add 20" to its Move characteristic until the end of the Movement phase instead of making an Advance roll. **Eclipse Shield:** This model has a 5+ invulnerable save.	**Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase. **Power of the Machine Spirit:** This model does not suffer the penalty for moving and firing Heavy weapons. **Hard to Hit:** When resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll. **Explodes:** When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT	This model has a transport capacity of 12 **Adeptus Custodes Infantry** models or 7 **Adeptus Custodes Infantry** models and 1 **Contemptor-Achillus Dreadnought**, **Contemptor-Galatus Dreadnought** or **Venerable Contemptor Dreadnought** model.
FACTION KEYWORDS	**Imperium, Adeptus Custodes**
KEYWORDS	**Vehicle, Fly, Transport, Orion Assault Dropship**

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the weapons and wargear they are equipped with, to determine your army's total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Agamatus Custodians	3-6	80
Aquilon Custodians	3-6	60
Caladius Grav-tank	1	100
Contemptor-Achillus Dreadnought	1	130
Contemptor-Galatus Dreadnought	1	155
Coronus Grav-carrier	1	200
Custodian Guard with Adrasite and Pyrithite Spears	3-5	40
Orion Assault Dropship	1	280
Pallas Grav-attack	1	75
Sagittarum Custodians	3-5	40
Telemon Heavy Dreadnought	1	180
Venatari Custodians	3-6	48

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Interceptor lance	0
Misericordia	4
Solerite power gauntlet	13
Solerite power talon	9
Tarsus buckler	8
Telemon caestus (single/pair)	30/40

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Achillus dreadspear	0
Adrasite spear	13
Adrastus bolt caliver	15
Adrathic devastator	15
Arachnus heavy blaze cannon	50
Arachnus storm cannon	40
Galatus warblade	0
Iliastus accelerator culverin	25
Infernus firepike	15
Infernus incinerator	16
Kinetic destroyer	10
Lastrum bolt cannon	12
Lastrum storm bolter	5
Pyrithite spear	20
Spiculus bolt launcher	12
Spiculus heavy bolt launcher	14
Twin Adrathic destructor	20
Twin Arachnus blaze cannon	25
Twin Arachnus heavy blaze cannon	100
Twin Iliastus accelerator cannon	90
Twin las-pulser	40
Twin Lastrum bolt cannon	20
Twin plasma projector	15
Venatari lance	14

OTHER WARGEAR

WEAPON	POINTS PER ITEM
Galatus shield	0