



COMPANY CARDS

CUSTODES GENRAL RULES

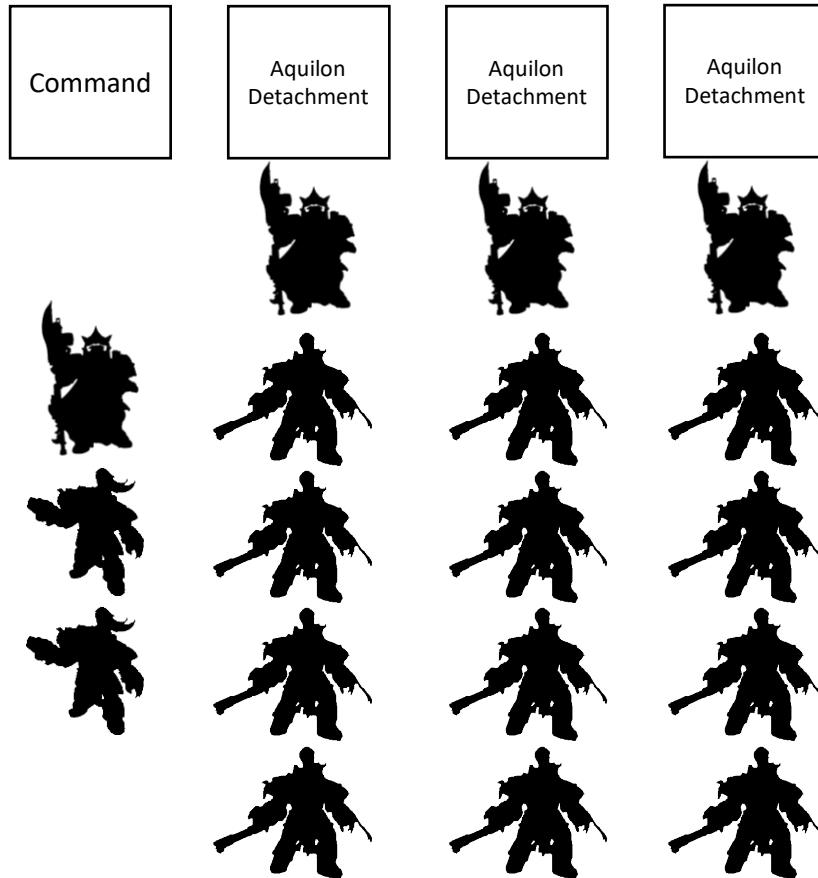
(FACTION VALUE 400)

Army to Hit Value is: 5+

- **Veterans.** All Legio Custodes gain the veteran [V] ability.
- **All infantry elements** gain the counter attack [CA] ability
- **Preternatural Skill.** All infantry elements gain +1 bonus to CAF to-hit rolls and re-roll 1's when firing ranged weapons.
- **Inviolable Psyche.** Infantry elements gain the stubborn [SU] and indomitable [ID] abilities.
- **The Soldality.** Infantry elements gain the agile [AG], Deep Strike [T] and night vision [N] abilities. They also gain +5cm bonus move when on charge orders and +1 bonus to armor saves versus attacks which the blast trait.
- **Born leaders.** All commander elements are level 3 commanders.
- **Arae-shrikes.** Opposing artillery formations targeting custodes formations receive -1 penalty to the artillery fire support table. Any opposing formation using the deep strike [T] ability receives a -2 penalty to the reserve roll is trying to deep strike within 25cms of a formation with Arae-shrikes.

AQUILON TERMINATOR COMPANY

The Aquilon Terminator Company consists of one command detachment of 1 Shield Captain and 2 Aquilon terminator stands and three detachments of 1 Shield Captain and 4 Aquilon Terminator stands



Point Value 1600

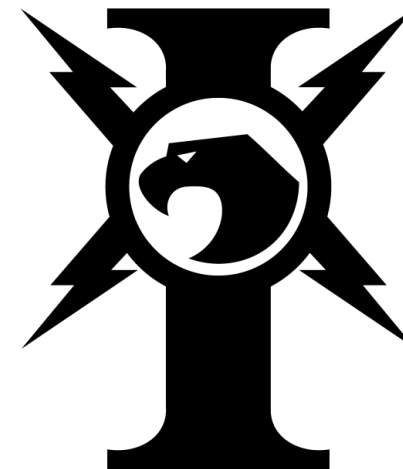


AQUILON TERMINATOR COMPANY

Break Point 12: The Company is broken if it has lost 12 stands either the Shield Captains, or Aquilon Terminator stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	10[T]	3[5]+	5/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Aquilon Custodian Terminators	10[T]	3[5]+	4/-4	Adrathic destructor [A, AR]	25	4	-2	Teleport Transponders, Area-shrikes




Victory Points 16

Your opponent gains 8 VPs when this Company is broken






CUSTODIAN GUARD COMPANY

The Custodian Guard Company consists of one command detachment of 1 Shield Captain and 2 Custodian stands and three detachments of 1 Shield Captain and 4 Custodian stands






Command








Custodian Detachment








Custodian Detachment








Custodian Detachment



Point Value 1150



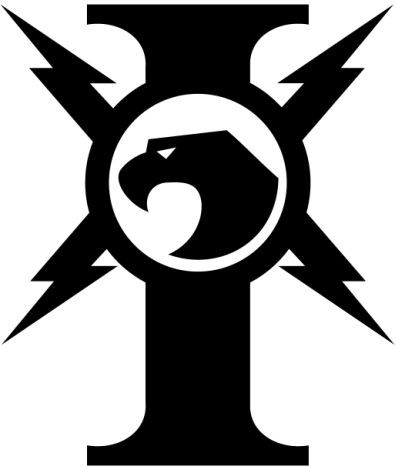
CUSTODIAN GUARD COMPANY

Break Point 12: The Company is broken if it has lost 12 stands either the Shield Captains, or Custodian stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	10[T]	3[5]+	5/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Custodian Guard	10[T]	3+	3/-3	Guardian spear [A]	20	2	-1	[MB], Area-shrikes, Teleport Transponders, Special*

* Can re-roll failed armor saves (second result stands)

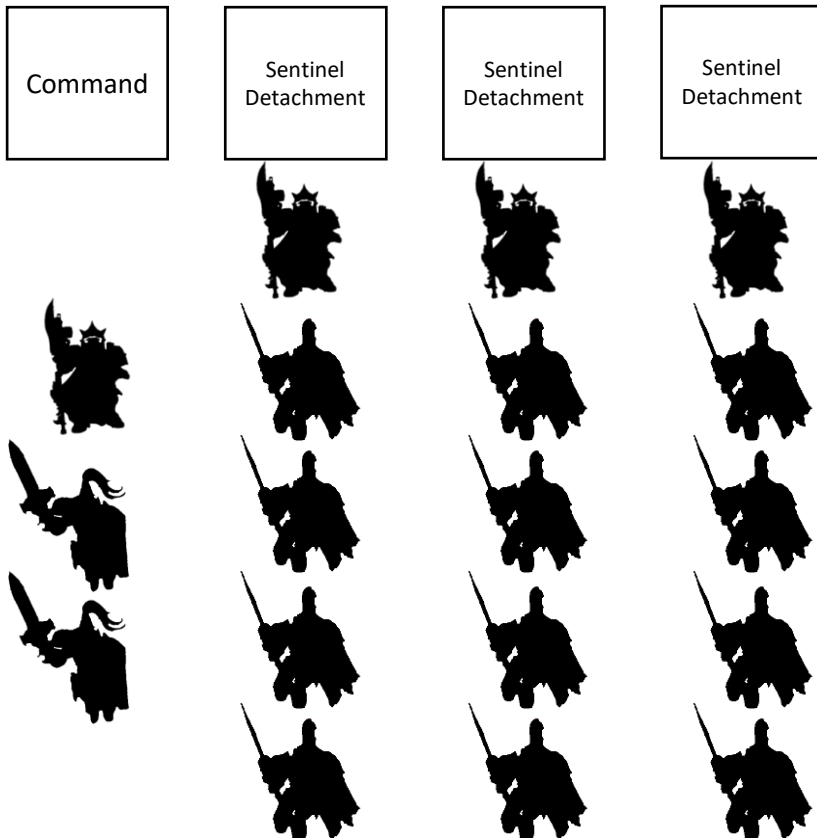


Victory Points 12

Your opponent gains 6 VPs when this Company is broken

SENTINEL GUARD COMPANY

The Sentinel Guard Company consists of one command detachment of 1 Shield Captain and 2 Sentinel stands and three detachments of 1 Shield Captain and 4 Sentinel Guard stands



Point Value 1250



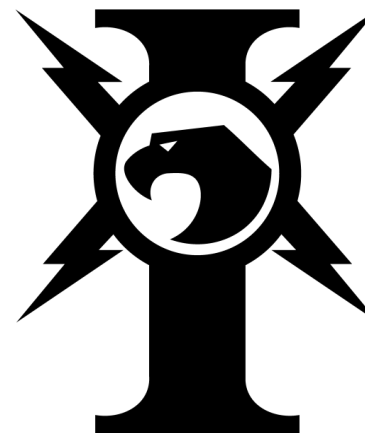
SENTINEL GUARD COMPANY

Break Point 12: The is Company broken if it has lost 12 stands either the Shield Captains, or Sentinel Guard stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	10[T]	3[5]+	5/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Sentinel Guard	10[T]	3+	3/-3	Sentinel Warblade [Dmg+1]	10	2	-1	[MB], Area-Shrikes, Teleport Transponders, Special*

*They also gain +1 to damage table rolls and can re-roll 1's on attack dice once per turn. Can re-roll Failed armor saves (second result stands).

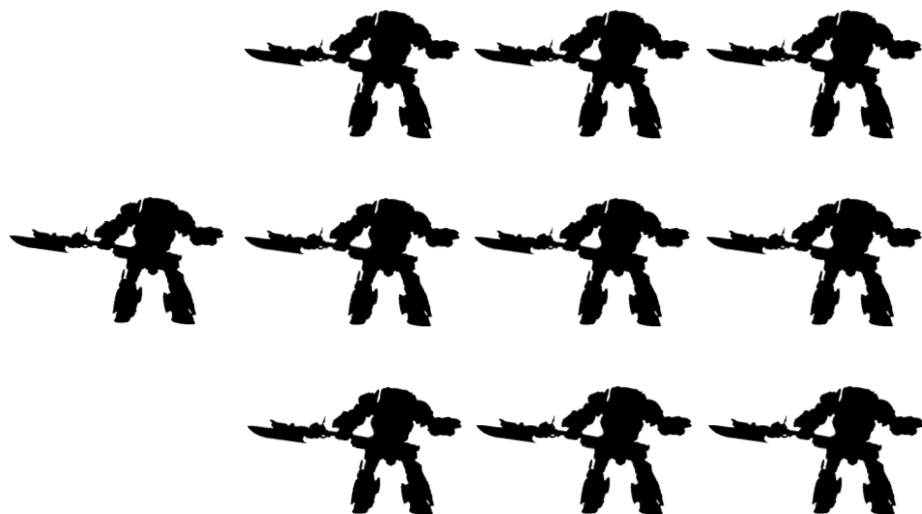
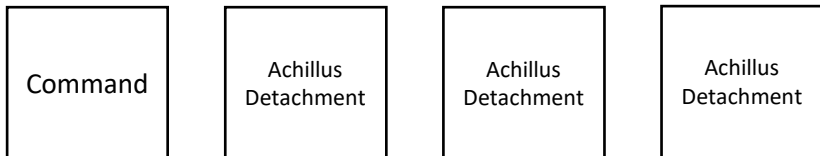


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

CONTEMPTOR-ACHILLUS DREADNAUGHT COMPANY

The Contemptor-Achillus Dreadnaught Company consists of one command Contemptor-Achillus Dreadnaught and three detachments of 3 Contemptor-Achillus Dreadnaughts.



Point Value 900



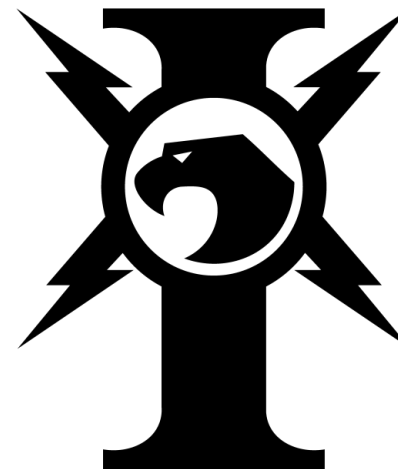
CONTEMPTOR-ACHILLUS DREADNAUGHT COMPANY

Break Point 6: The is Company broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor-Achillus Dreadnought	20	2+	4/-4	Achillus Dreadspear Las Pulsar	35	2	-3	[DR2], [AG], Special*
				Anti-Personnel	25	2	-1	

* Can re-roll failed armor saves (second result stands)

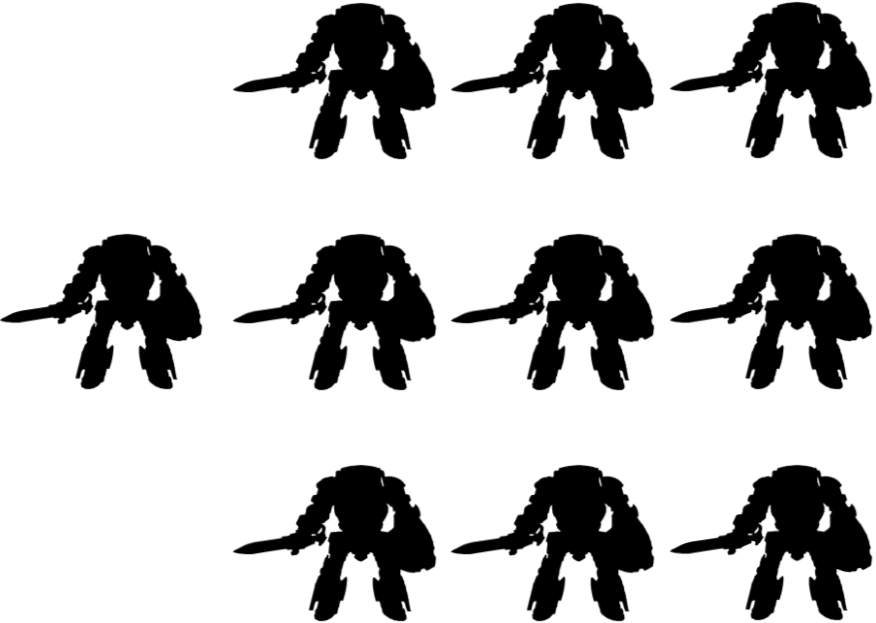
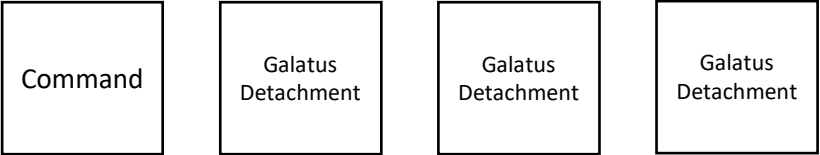



Victory Points 9

Your opponent gains 5 VPs when this Company is broken


CONTEMPTOR-GALATUS DREADNAUGHT COMPANY

The Contemptor-Galatus Dreadnaught Company consists of one command Contemptor-Galatus Dreadnaught and three detachments of 3 Contemptor-Galatus Dreadnaughts.





Point Value 900



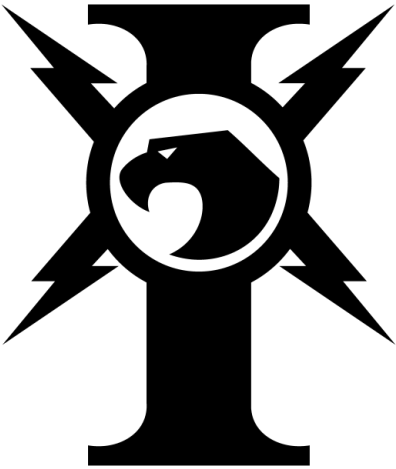
CONTEMPTOR-GALATUS DREADNAUGHT COMPANY

Break Point 6: The is Company broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor Galatus Dreadnought	20	2+	4/-4	Infernus incinerator [IC]	10	4	-2	[AG], [DR2], Special*
				Galatus Warblade	-	-	-	

*Its Incinerator weapon ignores cover [IC] and can re-roll 1's once per turn. In close combat, if the Galatus is engaged (base to base contact), by more than one element it gains +1 attack dice. Can Re-roll failed armor saves (second result stands).



Victory Points 9
Your opponent gains 5 VPs when this Company is broken

AGAMATUS JETBIKE COMPANY

The Agamatus Jetbike Company consists of one command detachment of 1 Gryfalcon Pattern Jetbike and 2 Gryfalcon Pattern Jetbikes and three detachments of 5 Gryfalcon Pattern Jetbikes.

Command	Agamatus Detachment	Agamatus Detachment	Agamatus Detachment
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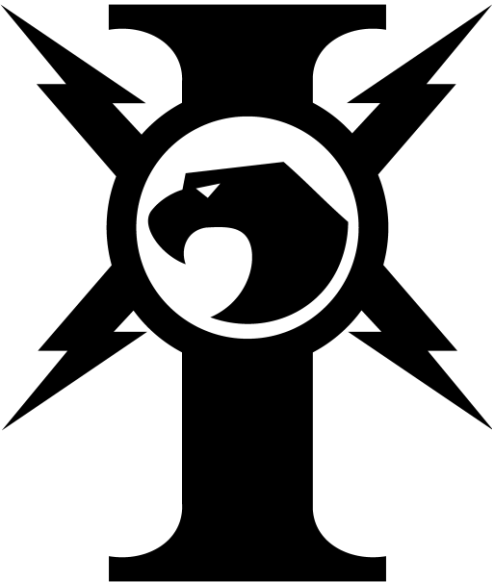
AGAMATUS JETBIKE COMPANY

Break Point 11: The is Company broken if it has lost 11 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gyrfalcon Pattern Jetbike	35[TK]	3+	2/-2	TL Corvae Las-Pulsar	35	4TL2	-3	[MB], Special*

* Can re-roll failed armor saves (second result stands)



CALADIUS GRAV-TANK COMPANY

The Caladius Grav-Tank Company consists of one command Caladius Grav-Tank and three detachments of 3 Caladius Grav-Tanks.

Command

Caladius
Detachment

Caladius
Detachment

Caladius
Detachment



Point Value 1100



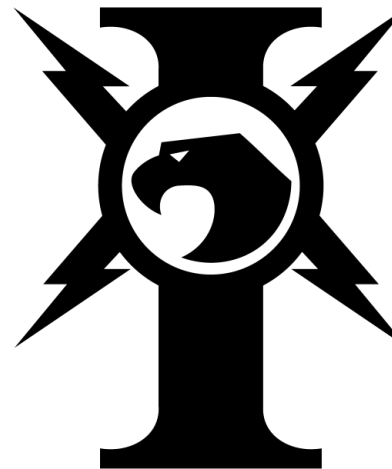
CALADIUS GRAV-TANK COMPANY

Break Point 6: The is Company broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caladius Grav-Tank	30[K]	2+	2/-2	Accelerator Cannon [Dmg+1]	30/60	6TL2	-3	[DR2], Special*
				Anti-Personnel	25	2	-1	

* Can re-roll failed armor saves (second result stands)

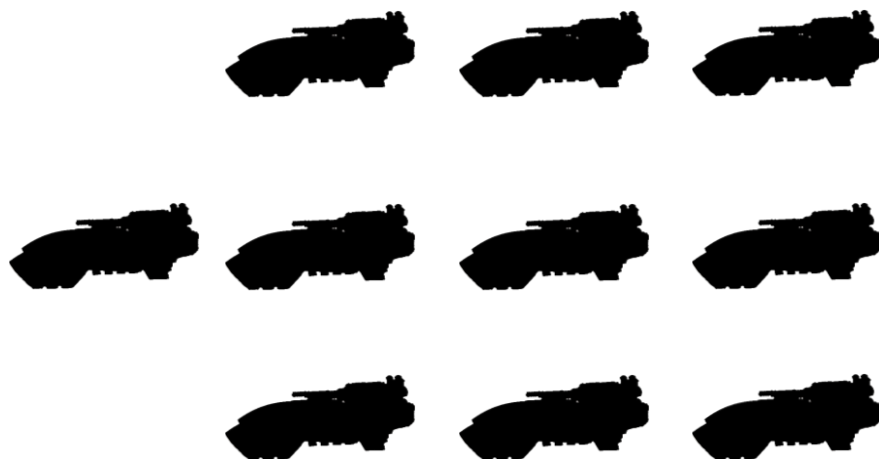
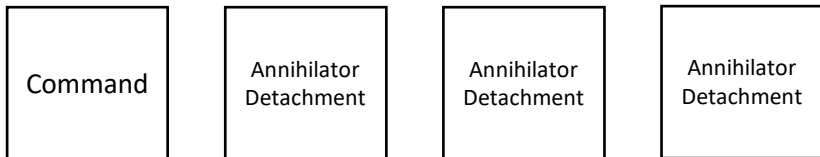


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

CALADIUS ANNIHILATOR GRAV-TANK COMPANY

The Caladius Annihilator Grav-Tank Company consists of one command Caladius Annihilator Grav-Tank and three detachments of 3 Caladius Annihilator Grav-Tanks.



Point Value 1000



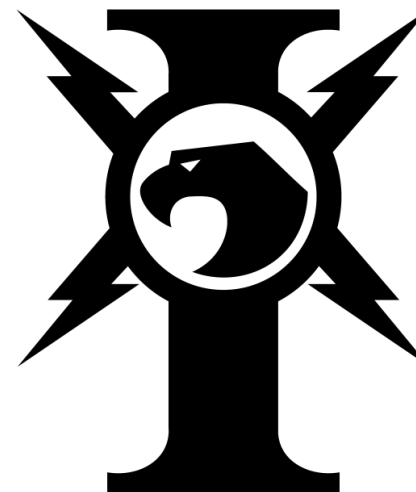
CALADIUS ANNIHILATOR GRAV-TANK COMPANY

Break Point 6: The is Company broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caladius Annihilator Grav-Tank	30[K]	2+	3/-2	TL Arachnus Heavy Blaze Cannon	35/70 25/50	1 8	-4 -2	[DR2], Special*
				Concentrated [Dmg+2] Burst				
				Anti-Personnel	25	2	-1	

* Can re-roll failed armor saves (second result stands)



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

PALAS GRAV-TANK COMPANY

The Palas Grav-Tank Company consists of one command Palas Grav-Tank and three detachments of 3 Palas Grav-Tanks.

Command

Palas
Detachment

Palas
Detachment

Palas
Detachment



Point Value 650



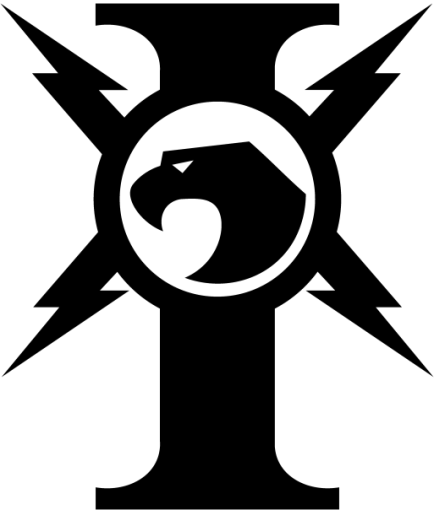
PALAS GRAV-TANK COMPANY

Break Point 6: The is Company broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Palas Grav-Tank	35[K]	3+	2/-2	Arachnus Heavy Blaze Cannon	35/70 25/50	1	-2	Special*
				Concentrated [Dmg+2] Burst		4	-1	
				Anti-Personnel	25	2	-1	

* Can re-roll failed armor saves (second result stands)



Victory Points 7

Your opponent gains 4 VPs when this Company is broken