

LEGIO CUSTODES AND SISTERS OF SLIENCE

Army List

MKIV

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General Traits

This section contains the basic traits for each faction.

Legio Custodes Traits

These characteristics apply to the Legio Custodes.

- **The faction value is 400.**
- **The to-hit value for the Legio Custodes is 5+ for close combat and ranged attacks.**
- 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 Souldality. 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.

Sisters of Silence Traits

These characteristics apply to the Sisters of Silence.

- **The Faction Value is 400.**
- **The to-hit value for the Sisters of Battle is 5+ for close combat and ranged attacks.**
- Psychic Anathema. All Sister of Silence elements are immune to psychic effects and powers.
- All infantry elements gain the indomitable [ID], infiltrate [IF], stealth [SH] and fear [FR] abilities. They also gain +5cm bonus to charge moves.
- Opposing elements morale checks receive -1 penalty when within 25cms of any Sisters of Silence formation.
- All psychic power activations tests (whether successful or not) provoke a Perils of the Warp test at a 2 penalty to the roll when such powers are used within 35cms of any sisters of silence formation (includes vehicles).
- All Sisters of Silence formations gain the stubborn [SU] ability.
- Sisters of Silence formations gain a +1 bonus to close combat resolution.

Legio Custodes Elements Descriptions

Detailed descriptions of all Legio Custodes elements.

Command and Specialists [1]



Shield Captains and Tribune

Ranks and seniority of command is arcane to outsiders, as it is based on trust, proven judgement, skill, but most importantly approval of the Emperor of Mankind. The Shield Captain has a damage rating [DR] of 2, is a level 3 commander [HQ3], an invulnerable save of 5+, the “it will not die” [IWD] and deep strike [T] abilities. They possess melta bombs [MB] and Arae-shrikes. Any force fielded must select one of its Shield Captains to serve as the Tribune (army leader) and it gains the “it will not die” [IWD] ability, If Constantine Valdor or the Emperor is present they are the army leaders respectively.

Infantry [1]

Aquilon Terminators

While Tactical Dreadnaught Armor was originally conceived and implemented for the Legiones Astartes, it was inevitable that the Legio Custodes would use a much more advanced form of the armor. This armor was used in scenarios where the risk of custodian loss was deemed too risky or unacceptable. The Aquilon Terminators has an invulnerability save of 5+, the deep strike [T] ability, Arae-shrikes and a teleport transponder that eliminates scatter upon deep strike deployment within 25cms of the formation with the transponder. The Destructor weapon has the Adrathic weapon trait.

Custodian Guard

The mainstay of the Legio Custodes, they are symbolic of the authority of the Legio. Warriors of terrifying potency, unrivalled within the forces of the Imperium, and perhaps the galaxy. The Guard re-roll failed armor saves (second result stands), melta bombs [MB], Arae-shrikes, teleport transponders (no deep strike scatter within 25cms of a formation with the transponder) and the deep strike [T] ability.

Hetaeron Guard

They are the inner circle of the Legio. Protectors, aids, and confidants of the Emperor of Mankind. They rarely leave the Emperor side. The Hetaeron Guard re-roll failed armor saves (second result stands), melta bombs [MB], Arae-shrikes, teleport transponders (no deep strike scatter within 25cms of a formation with the transponder) and the deep strike [T] ability.

Sagittarum Guard

A less common form within the Legio they fill a vital roll of heavy fire support, applying devastating firepower to the battlefield. The Sagittarum Guard re-roll failed armor saves (second result stands), melta bombs [MB], Arae-shrikes, teleport transponders (no deep strike scatter within 25cms of a formation with the transponder) and the deep strike [T] ability. The Bolt Caliver has the Adrathic weapon trait.



Sentinel Guard

A mobile bulwark used defensively within the Legio. They protect whatever asset is set to them and can resist overwhelming firepower in their task. The Sentinels' Guard re-roll failed armor saves (second result stands), melta bombs [MB], Arae-shrikes, teleport transponders (no deep strike scatter within 25cms of a formation with the transponder) and the deep strike [T] ability. They also gain +1 to damage table rolls and can re-roll 1's on attack dice once per turn.



Venatari

A prestigious posting within the Legio, only those proven in their Blood Games can be a part of this high honor formation. They specialize in hunting high priority targets with skill and speed. Venatari re-roll failed armor saves (second result stands) and jump packs [J].

Walkers [2]



Contemptor Achillus Dreadnought

To see a custodes fall is a rare sight. Rarer still are those so wounded they cannot recover. For those precious few, duty does not end, and they are placed with advanced dreadnought suits to continue to serve the Emperor. The Achillus has a damage rating [DR] of 2, The Achillus re-roll failed armor saves (second result stands) and the agile [AG] ability.



Contemptor Galatus Dreadnought

Created to form a mobile anchor point for the Legio's battleline, they are the dreadnought equivalent to their Sentinel Guard. They can inflict murderous tolls on massed infantry assault or close quarter fighting. The Galatus has a damage rating [DR] of 2, re-roll failed armor saves (second result stands) and the agile [AG] ability. 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.



Telemon Heavy Dreadnought

A rarity within the Legio, with parts of it crafted by the Emperor himself, its duty to stand guard over its charges no matter the opposition. Only the most elite among the elite will be fitted into the sarcophagus of such a suit. All Telemon variants have a damage rating [DR] of 2, an invulnerable save of 4+, and the agile [AG] ability. All incoming fire has a -2 penalty to damage rolls against it. They have flamer weapons [FW]. Variants armed with the Arachnus Storm cannon can single fire or burst fire once per turn. This weapon gains +2 to damage table rolls. Those armed with the Iliastus Accelerator have the volkite [V] trait and +1 to damage table rolls.

Cavalry [2]



Agamatus Jetbikes

Customized Grav-skimmers that screen Legio forces, blunt enemy attacks, harry and suppress foes before the main body engages them. The Agamatus are skimmer [K] with re-roll failed armor saves (second result stands), melta bombs [MB] and the deep strike [T] ability.

Vehicles [3]



Caladius Grav-Tank

A highly mobile and armored tank which specializes in engaging enemy armor. All Variants have a damage rating [DR] of 2, re-roll failed armor saves (second result stands), is a skimmer [K]. The Iliastus accelerator cannon gains +1 to damage table rolls versus vehicles. The Arachnus Heavy blaze Cannon can fire in concentrated mode (gains +2 to damage table rolls) or burst mode once per turn.



Coronus Grav-Carrier

The most well know grav-tank of the Legio, it serves as its main battle tank and transport carrier all rolled into one. . The Coronus have a damage rating [DR] of 2, re-roll failed armor saves (second result stands), is a skimmer [K] and has a transport [TR] capacity of 2. The Arachnus Blaze Cannon can fire in concentrated mode (+1 to damage table roll) or burst mode.



Pallas Grav-Tank

A high maneuverability hunter killer with rapid strike capacity. It relies on its superior agility and devastating hit and run capability to run down isolated fleeing enemies as well as reconnaissance. Its role is analogous to the astartes Landspeeder. The Pallas is a skimmer [K] with re-roll failed armor saves (second result stands), and the recon [R] ability. The Arachnus Blaze Cannon can fire in concentrated mode (+1 to damage table roll) or burst mode.

Fliers [F]



Orion Assault Dropship

A dedicated Super-heavy assault dropship, able to clear drop zones with massive firepower before its payload is deployed. The Orion has a damage rating [DR] of 3, a transport [TR] capacity of 5, Macro-Arae-shrikes, which in addition to the standard description it provides interference to intercepting air craft by granting the Orion +2 attack dice in dogfight versus aircraft on Combat Patrol orders. The Orion has an Eclipse shield which grant invulnerability save of 4+ versus incoming ranged fire (not dogfights). The Arachnus Heavy blaze Cannon can fire in concentrated mode (gains +2 to damage table rolls) or burst mode once per turn.



Ares Gunship

A terror weapon of the Unifications Wars, its heavy armament is used to strike at targets the enemy holds dear. The Ares has a damage rating [DR] of 3, Macro-Arae-shrikes, which in addition to the standard description it provides interference to intercepting air craft by granting the Orion +2 attack dice in dogfight versus aircraft on Combat Patrol orders. The Ares also has an Eclipse shield which grant invulnerability save of 4+ versus incoming ranged fire (not dogfights). The Magna Blaze cannon gains +3 to damage table rolls. The Arachnus Heavy blaze Cannon can fire in concentrated mode (gains +2 to damage table rolls) or burst mode once per turn. The fire bombs ignore cover [IC] and cause fires.

Special Characters [2]



Constantin Valdor

Sitting at the right hand of the Emperor, Valdor is the Emperor's trusted guardian and companion. A sentinel of unmatched skill, there are those who call him a "primarch" in all but name. A demigod of vengeance made flesh. He has a damage rating [DR] of 2, is a level 3 commander [HQ3], an invulnerable save of 3+ and has the counterattack [CA], "it will not die" [IWD] and deep strike [T] abilities. If the Emperor is not present, he is the army commander of the Legio Custodes and adds +1 to initiative rolls. The Apollonian Spear has the adrathic trait.



The Emperor

His origins lost in the mists of time, unknown to all but himself. He is the Anathema, the guiding light of the Astronomicon, the shield and guide of humanity. The most potent psyker humanity has produced and whose will unified Terra and launched the Great Crusade. His vision for humanity dashed upon the anvil of treachery of those very sons he created. The Emperor has a damage rating [DR] of 4, an invulnerable save of 3+, he causes terror [TR] and has the following abilities and characteristics:

- Master Psyker. The Emperor may use up to 3 psychic powers of any type per turn. They automatically succeed and are not subject to Peril of the Warp
- Anathema. The Emperor is the bane of daemonkind. Any daemon within 25cms of the Emperor has its invulnerable saves negated and must make an instability check every turn within this radius or be banished.
- The Emperor's sword. It possesses the psyk-out weapon trait.
- The Emperor has the following abilities: Lone wolf [LW], adamantium will [AW] with a +3 bonus, indomitable [ID], "it will not die" [IWD], recon [R], stubborn [SU] and deep strike [T]
- The Emperor is level 3 commander [HQ3]. He is always the army leader when present. His command radius is the entire tabletop. Once per turn he can designate the benefits from the hero and fool table with no chance of failure.
- Any Loyalist formation within line of sight of the Emperor can re-roll failed morale checks once per turn.
- If the Emperor should be removed from play, all loyalist formations present roll for morale immediately.
- The Emperor is a unique special card that may only be attached to a legio custodes company card. Given his stature, he may only participate in only the largest of battles. He may be added if the battle played is at least 15000 points.

Sisters of Silence Element Descriptions

Detailed descriptions of all Sisters of silence elements.

Command and Specialists [1]



Oblivion Knight Centura

Recruited from the Chamber Oblivion they are the Sisters' commanders in the field of battle. Elevated to their rank through martial prowess and powers as psychic nulls. They are level 2 commanders [HQ2], invulnerable saves of 6+, the night vision [N] ability and a +1 bonus to invulnerable saves versus blast attacks.



Excruciatu Cadres

Investigators and hunters as well as warriors, their wisdom to see through webs of lies, superstition, upholding imperial justice and their uncanny ability to detect psykers wherever they hide make them worthy of leading Sisters into battle. They are level 1 commanders [HQ1] and have night vision [N].

Infantry [1]



Oblivion Knights

A martial elite composed of proven warriors and powerful untouchables, their deployment usually heralds the engaging powerful psyker foes or daemoniac phenomenon. The Oblivion Knights have an invulnerable save of 6+.



Pursuer Cadres

These hunters of the Sisterhood, they use cyber-jacks or steel hawks to which they are connected to perceive their senses, making the team hard to ambush. They are experts in tracking down psykers and other fugitives. The Pursuer has the agile [AG] ability and flamer [FW] weapons. Their beasts have an invulnerable save of 7+



Prosecutor Cadres

These Sisters are the more commonly seen among the masses of humanity. There are the guards and military force of the Black Ships, but can be deployed in field operations, specializing in engaging massed infantry. Prosecutors may use breacher charges (-3TSM versus structures and +2 on structure damage table rolls).



Seeker Cadres

These Sisters' dedicate themselves to purging the condemned, criminals, tainted abhumans or other unruly masses that oppose them with righteous fire. Seekers may use breacher charges (-3TSM versus structures and +2 on structure damage table rolls). They wield flamer weapons [FW].



Vigilator Cadres

Senior Sisters' deployed to eradicate key enemy assets in close quarter combat. They seek out command centers and destroy them. Vigilators may use breacher charges (-3TSM versus structures and +2 on structure damage table rolls).

Vehicles [3]



Kharon Pattern Acquisitor

A unique and highly sophisticated vehicle meant for the continuous culling of psykers from Imperial worlds. Silent and operating with stealth, it inspired terror and breaks resolves in those that oppose the Sisters' work. The Acquisitor is a skimmer [K] with a transport [TR] capacity of 2. It possesses the stealth [SH], night vision [N] and deepstrike [T] abilities. The Helion pattern heavy cannon reduces cover saves by one step (light cover becomes no cover) and suppresses like artillery. The missile launcher fires missiles with the Psykout trait.

Special Characters [1]



Jenetia Krole

The Knight Commander of the Sisterhood, she is a mysterious and feared warrior that stalks the shadows in the Emperor's name to slay psykers or those who pervert the Imperial Tithe. She is known as the Soulless Queen. She is a level 3 commander [HQ3] and is the Sisters' army leader when present. Krole has the "it will not die" [IWD] ability and a damage rating [DR] of 2. Formations in command radius gain +1 attack dice in close combat per element. When present she confers a +1 bonus to initiative rolls.

Legio Custodes Statline

Command and Specialists [1]								
Shield Captain	10[T]	3[5]+	5/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Tribune Captain	10[T]	3[5]+	5/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [IWD], [DR2], [HQ3]
Infantry [1]								
Aquilon Custodian Terminators	10[T]	3[5]+	4/-4	Adrathic destructor [A, AR]	25	4	-2	Teleport Transponders, Area-shrikes
Custodian Guard	10[T]	3+	3/-3	Guardian spear [A]	20	2	-1	[MB], Area-shrikes, Teleport Transponders, Special
Venatari Custodians	20[J]	3+	4/-3	Venatari Lance [A]	10	2	-2	
Hetaeron Guard	10[T]	3+	3/-4	Paragon Spear [A]	25	2	-2	[MB], Area-shrikes, Teleport Transponders, Special
Sagittarum Guard	10[T]	3+	2/-2	Adrastus Bolt Caliver				[MB], Area-shrikes, Teleport Transponders, Special
				Bolt Volley	30	3	-1	
				Disintegration Beam [A, AR]	10	1	-4	
Sentinel Guard	10[T]	3+	3/-3	Sentinel Warblade [Dmg+1]	10	2	-1	[MB], Area-Shrikes, Teleport Transponders, Special
Walkers [2]								
Contemptor-Achillus Dreadnought	20	2+	4/-4	Achillus Dreadspear/Las	35	2	-3	[DR2], [AG] , Special
				Pulsar	25	2	-1	
				Anti-Personnel				
Contemptor Galatus Dreadnought	20	2+	4/-4	Infernus incinerator [IC]	10	4	-2	[AG], [DR2], Special
				Galatus Warblade	-	-	-	
Telemon Heavy Dreadnought (Type 1)	20	2[4]+	5/-4	Anti-Personnel Flamers [FW]	10	2	-1	[DR2], [AG], -2 on damage rolls against it
				Arachnus Storm Cannon (concentrated fire) [Dmg+2]	35/70	2TL1	-3	
				(Burst Fire)	25/50	4	2	
Telemon Heavy Dreadnought (Type 2)	20	2[4]+	5/-4	Anti-Personnel Flamers [FW]	10	2	-1	[DR2], [AG], -2 on damage rolls against it
				Spiculus Bolt Launcher	25/50	4TL2	-3	
Telemon Heavy Dreadnought (Type 3)	20	2[4]+	5/-4	Anti-Personnel Flamers [FW]	10	2	-1	[DR2], [AG], -2 on damage rolls against it
				Spiculus Bolt Launcher	25/50	4TL2	-3	
				Accelerator Culverin [VK, Dmg+1]	35	3	-3	
Cavalry [2]								
Gyrfalcon Pattern Jetbike	35[TK]	3+	2/-2	TL Corvae Las-Pulsar	35	4TL2	-3	[MB] , Special
Vehicles [3]								
Caladius Grav-Tank	30[K]	2+	2/-2	Accelerator Cannon [Dmg+1]	30/60	6TL2	-3	[DR2] , Special
				Anti-Personnel	25	2	-1	
Caladius Annihilator Grav-Tank	30[K]	2+	3/-2	TL Arachnus Heavy Blaze Cannon				[DR2] , Special
				Concentrated [Dmg+2]	35/70	1	-4	
				Burst	25/50	8	-2	
				Anti-Personnel	25	2	-1	
Coronus Grav-Carrier	35[K]	3+	3/-2	TL Arachnus Blaze Cannon				[DR2], [TR2] , Special
				Concentrated [Dmg+1]	25/50	1	-2	
				Burst	20/35	4	-1	
				Anti-Personnel	25	2	-1	

Pallas Grav-Attack	35[K]	3+	2/-2	TL Arachnus Blaze Cannon Concentrated [Dmg+1] Burst Anti-Personnel	25/50 20/35 25	1 4 2	-2 -1 -1	
Fliers [F]								
Orion Dropship	Flier	2+	4/-3	Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst 2x TL Lastrum Bolt Cannon 2x Spiculus Heavy Bolt Launchers Air Defense	35/70 25/50 35 25/50 25	2 16 6TL3 4 4	-4 -2 -2 -2 -1	[DR3] [TR5], Macro-Area-shrike & Eclipse shield, Special
Ares Gunship	Flier	2+	4/-3	Twin Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst Magna Blaze Cannon [Dmg+3] Fire bombs [IC, Fire]	35/70 25/50 35/70 0	2 16 2 B3	-4 -2 -5 -1	[DR3], Macro-Area-shrike & Eclipse shield, Special
Special Characters [2]								
Constantin Valdor	15[T]	3[3]+	6/-5	The Apollonian Spear [A, AR]	25	2	-2	[DR2], [HQ3], [CA], [IWD], Area-Shrike, Special
The Emperor	25	2[3]+	9/-6	The Emperor's Bolter	25	2	-5 TSM	4DR, Terror, Special

Sisters of Silence Statline

Command and Specialists [1]								
Oblivion Knight-Centura	10	4[6]+	4/-4	CC Weapons	-	-	-	[HQ2], [N], +1 bonus to invulnerable save versus template weapons
Excruciatu	10	5+	4/-3	Stake Crossbow	25	2	-1	[HQ1], [N]
3/-3								
Oblivion Knight	10	5[6]+	3/-3	CC Weapons	-	-	-	
Pursuers	15	5+	2/-2	Flamers [FW]	10	2	0	[AG]
Pursuers (Beasts)	15	5[7]+	3/-1	CC Weapons	-	-	-	
Prosecutors	10	5+	2/-1	Bolters	25	2	0	Breacher Charge upgrade
Seeker Cadre	10	5+	2/-1	Flamers [FW]	10	2	0	Breacher Charge upgrade
Vigilators	10	5+	3/-2	CC Weapons	-	-	-	Breacher Charge upgrade
Vehicles [3]								
Kharon Acquisitor	35[KT]	3+	3/-2	2x TL Missile Launchers TL Helion Heavy Cannon Anti-Personnel	25/50 25 25	4TL2 2 2	-2 -2 -1	[TR2], [SH], [N], Special
Jenetia Krole	15	4+	6/-4	The Sword of Oblivion	-	-	-	[DR2], [HQ3], [IWD], Special

Legio Custodes Formations

General Company Formations (Standard Size)

Formation Name	Formation Composition	MV	BP	Cost/VP
Infantry				
Legio Custodes Aquilon Terminator Company	Command: 1 Shield Captain stand and 2 Aquilon terminators stands	5+	12	1600 16 VP
	Detachment: 1 Shield Captain stand and 4 Aquilon Terminators stands			
	Detachment: 1 Shield Captain stand and 4 Aquilon Terminators stands			
	Detachment: 1 Shield Captain stand and 4 Aquilon Terminators stands			
Legio Custodes Custodian Guard Company	Command: 1 Shield Captain stand and 2 Custodian guards	5+	12	1150 12 VP
	Detachment: 1 Shield Captain stand and 4 Custodian Guard stands			
	Detachment: 1 Shield Captain stand and 4 Custodian Guard stands			
	Detachment: 1 Shield Captain stand and 4 Custodian Guard stands			
Legio Custodes Sentinel Guard Company	Command: 1 Shield Captain and 2 Sentinel Guard stands	5+	12	1250 13 VP
	Detachment: 1 Shield Captain stand and 4 Sentinel guard stands			
	Detachment: 1 Shield Captain stand and 4 Sentinel guard stands			
	Detachment: 1 Shield Captain stand and 4 Sentinel guard stands			
Walkers				
Legio Custodes Contemptor-Achillus Dreadnaught Company	Command: 1 Contemptor Achillus Dreadnaught (HQ3)	5+	6	900 9 VP
	Detachment: 3 Contemptor Achillus Dreadnaughts			
	Detachment: 3 Contemptor Achillus Dreadnaughts			
	Detachment: 3 Contemptor Achillus Dreadnaughts			
Legio Custodes Contemptor Galatus Dreadnaught Company	Command: 1 Contemptor Galatus Dreadnaught (HQ3)	5+	6	900 9 VP
	Detachment: 3 Contemptor Galatus Dreadnaughts			
	Detachment: 3 Contemptor Galatus Dreadnaughts			
	Detachment: 3 Contemptor Galatus Dreadnaughts			
Cavalry				
Agamatus Jetbike Company	Command: 1 Gryfalcon Pattern Jetbike (HQ3) and 2 Gryfalcon Pattern Jetbikes	5+	11	1350 14 VP
	Detachment: 5 Gryfalcon Pattern Jetbikes			
	Detachment: 5 Gryfalcon Pattern Jetbikes			
	Detachment: 5 Gryfalcon Pattern Jetbikes			
Vehicles				
Legio Custodes Caladius Grav Tank Company	Command: 1 Caladius Grav Tank (HQ3)	5+	6	1100 11 VP
	Detachment: 3 Caladius Grav Tanks			
	Detachment: 3 Caladius Grav Tanks			
	Detachment: 3 Caladius Grav Tanks			
Legio Custodes Caladius Annihilator Grav Tank Company	Command: 1 Caladius Grav Tank (HQ3)	5+	6	1000 10 VP
	Detachment: 3 Caladius Annihilator Grav Tanks			
	Detachment: 3 Caladius Annihilator Grav Tanks			
	Detachment: 3 Caladius Annihilator Grav Tanks			

Legio Custodes Pallas Grav Tank Company	Command: 1 Palas Grav Tank (HQ3)			
	Detachment: 3 Palas Grav Tanks	5+	6	650
	Detachment: 3 Palas Grav Tanks			7 VP
	Detachment: 3 Palas Grav Tanks			
Transport				
Legio Custodes Coronus Grav Carrier	One infantry company: 9 Coronus Grav Carriers	5+	+5	650/+7 VP
Legio Custodes Orion Dropship	One infantry company: 4 Orion Dropships	5+	+2	950/+10 VP
General Company Formations (Grand)				
Infantry				
Legio Custodes Aquilon Terminator Grand Company	Command: 1 Shield Captain stand and 4 Aquilon terminators stands			
	Detachment: 1 Shield Captain stand and 8 Aquilon Terminators stands	5+	19	2800
	Detachment: 1 Shield Captain stand and 8 Aquilon Terminators stands			28 VP
	Detachment: 1 Shield Captain stand and 8 Aquilon Terminators stands			
Legio Custodes Custodian Guard Grand Company	Command: 1 Shield Captain stand and 4 Custodian guards			
	Detachment: 1 Shield Captain stand and 8 Custodian Guard stands	5+	19	1850
	Detachment: 1 Shield Captain stand and 8 Custodian Guard stands			19 VP
	Detachment: 1 Shield Captain stand and 8 Custodian Guard stands			
Legio Custodes Sentinel Guard Grand Company	Command: 1 Shield Captain stand and 4 Sentinel Guard stands			
	Detachment: 1 Shield Captain stand and 8 Sentinel guard stands	5+	19	2050
	Detachment: 1 Shield Captain stand and 8 Sentinel guard stands			21 VP
	Detachment: 1 Shield Captain stand and 8 Sentinel guard stands			
Walkers				
Legio Custodes Contemptor-Achillus Dreadnaught Grand Company	Command: 1 Contemptor Achillus Dreadnaught (HQ3)			
	Detachment: 6 Contemptor Achillus Dreadnaughts	5+	11	1600
	Detachment: 6 Contemptor Achillus Dreadnaughts			16 VP
	Detachment: 6 Contemptor Achillus Dreadnaughts			
Legio Custodes Contemptor Galatus Dreadnaught Grand Company	Command: 1 Contemptor Galatus Dreadnaught (HQ3)			
	Detachment: 6 Contemptor Galatus Dreadnaughts	5+	11	1650
	Detachment: 6 Contemptor Galatus Dreadnaughts			17 VP
	Detachment: 6 Contemptor Galatus Dreadnaughts			
Cavalry				
Agamatus Jetbike Grand Company	Command: 1 Gryfalcon Pattern Jetbike (HQ3) and 4 Gryfalcon Pattern Jetbikes			
	Detachment: 10 Gryfalcon Pattern Jetbikes	5+	21	2550
	Detachment: 10 Gryfalcon Pattern Jetbikes			26 VP
	Detachment: 10 Gryfalcon Pattern Jetbikes			
Vehicles				
Legio Custodes Caladius Grav Tank Grand Company	Command: 1 Caladius Grav Tank (HQ3)			
	Detachment: 6 Caladius Grav Tanks	5+	11	2000
	Detachment: 6 Caladius Grav Tanks			20 VP
	Detachment: 6 Caladius Grav Tanks			
	Command: 1 Caladius Grav Tank (HQ3)	5+	11	

Legio Custodes Caladius Annihilator Grav Tank Grand Company	Detachment: 6 Caladius Annihilator Grav Tanks Detachment: 6 Caladius Annihilator Grav Tanks Detachment: 6 Caladius Annihilator Grav Tanks			1850 19 VP
Legio Custodes Pallas Grav Tank Grand Company	Command: 1 Palas Grav Tank (HQ3) Detachment: 6 Palas Grav Tanks Detachment: 6 Palas Grav Tanks Detachment: 6 Palas Grav Tanks	5+	11	1150 12 VP
Transport				
Legio Custodes Coronus Grav Carrier	One infantry grand company: 16 Coronus Grav Carriers	5+	+10	1100/+11 VP
Legio Custodes Orion Dropship	One infantry grand company: 7 Orion Dropships	5+	+4	1650/+17 VP
General Support Formations (Standard)				
Infantry				
Legio Custodes Aquilon Terminator Squad	1 Shield Captain and 4 Aquilon Terminators stands	5+	3	450/5 VP
Legio Custodian Guard Squad	1 Shield Captain and 4 Custodian Guard stands	5+	3	300/3 VP
Legio Custodes Hetaeron Guard Squad	1 Shield Captain and 4 Hetaeron Guard stands	5+	3	350/4 VP
Legio Custodes Sagittarum Guard Squad	1 Shield Captain and 4 Sagittarum Guard Stands	5+	3	300/3 VP
Legio Custodes Sentinel Guard Squad	1 Shield Captain and 4 Sentinel Guard Stands	5+	3	350/4 VP
Legio Custodes Venatari Squad	1 Shield Captain and 4 Venatari Stands	5+	3	350/4 VP
Walkers				
Legio Custodes Contemptor Achillus Dreadnaught Talon	3 Contemptor Achillus Dreadnaughts	5+	2	250/3 VP
Legio Custodes Contemptor Galatus Dreadnaught Talon	3 Contemptor Galatus Dreadnaughts	5+	2	250/3 VP
Telemon Heavy Dreadnaught (Type 1 or 2)	3 Telemon Heavy Dreadnaughts	5+	2	500/5 VP
Telemon Heavy Dreadnaught (Type 3)	3 Telemon Heavy Dreadnaughts	5+	2	500/5 VP
Cavalry				
Agamastus Jetbike Squadron	1 Command Gryfalcon Pattern Jetbike and 4 Gryfalcon Pattern Jetbikes	5+	4	350/4 VP
Vehicles				
Legio Custodes Caladius Grav Tank Squadron	3 Caladius Grav tanks	5+	2	300/3 VP
Legio Custodes Caladius Annihilator Grav Tank Squadron	3 Caladius Annihilator Grav tanks	5+	2	300/3 VP
Legio Custodes Pallas Grav Tank Squadron	3 Pallas Grav tanks	5+	2	200/2 VP
Transport				
Legio Custodes Coronus Grav Carrier	One infantry detachment: 3 Coronus Grav carriers	5+	+2	200/+2 VP
Legio Custodes Orion Dropship	One infantry detachment: 1 Orion Dropship	5+	+1	250/+3 VP
General Support Formations (Grand)				
Infantry				
Legio Custodes Aquilon Terminator Grand Squad	1 Shield Captain and 8 Aquilon Terminators stands	5+	5	800/8 VP
Legio Custodian Guard Grand Squad	1 Shield Captain and 8 Custodian Guard stands	5+	5	500/5 VP
Legio Custodes Hetaeron Guard Grand Squad	1 Shield Captain and 8 Hetaeron Guard stands	5+	5	550/6 VP
Legio Custodes Sagittarum Guard Grand Squad	1 Shield Captain and 8 Sagittarum Guard Stands	5+	5	500/5 VP
Legio Custodes Sentinel Guard Grand Squad	1 Shield Captain and 8 Sentinel Guard Stands	5+	5	550/6 VP

Legio Custodes Venatari Squad	1 Shield Captain and 8 Venatari Stands	5+	5	550/6 VP
Walkers				
Legio Custodes Contemptor Achillus Dreadnaught Grand Talon	6 Contemptor Achillus Dreadnaughts	5+	4	500/5 VP
Legio Custodes Contemptor Galatus Dreadnaught Grand Talon	6 Contemptor Galatus Dreadnaughts	5+	4	500/5 VP
Telemon Heavy Dreadnaught Grand Talon (Type 1 or 2)	6 Telemon Heavy Dreadnaughts	5+	4	950/10 VP
Telemon Heavy Dreadnaught Grand Talon (Type 2)	6 Telemon Heavy Dreadnaughts	5+	4	950/10 VP
Cavalry				
Agamastus Jetbike Squadron	1 Command Gryfalcon Pattern Jetbike and 9 Gryfalcon Pattern Jetbikes	5+	6	700/7 VP
Vehicles				
Legio Custodes Caladius Grav Tank Grand Squadron	6 Caladius Grav tanks	5+	4	650/7 VP
Legio Custodes Caladius Annihilator Grav Tank Grand Squadron	6 Caladius Annihilator Grav tanks	5+	4	600/6 VP
Legio Custodes Pallas Grav Tank Grand Squadron	6 Pallas Grav tanks	5+	4	350/4 VP
Transport				
Legio Custodes Coronus Grav Carrier	One infantry detachment: 5 Coronus Grav carriers	5+	+3	350/+4 VP
Legio Custodes Orion Dropship	One infantry detachment: 2 Orion Dropship	5+	+1	500/+5 VP
Special Cards (All Formations)				
Special Characters				
Constantin Valdor	1 Character stand	4+	1	150/2 VP
The Emperor	1 Character stand	-	1	400/4 VP
Fliers				
Ares Gunship Squadron	Squadron 1: 3 Ares Gunships	5+	2	600/6VP
Ares Gunship Wing	Squadron 1: 3 Ares Gunships Squadron 2: 3 Ares Gunships	5+	4	1150/12 VP
Ares Gunship Air Force	Squadron 1: 3 Ares Gunships Squadron 2: 3 Ares Gunships Squadron 3: 3 Ares Gunships	5+	6	1750/18 VP

Sisters of Silence Formations

General Company Formations (Standard Size)

Formation Name	Formation Composition	MV	BP	Cost/VP
Infantry				
Sisters of Silence Pursuers Company	Command: 1 Knight Oblivion Centura stand and 2 beasts stands	5+	14	800 8 VP
	Detachment: 1 Excruciatu stands 4 Pursuer stands and 2 beast stands			
	Detachment: 1 Excruciatu stands, 4 Pursuer stands, and 2 beast stands			
	Detachment: 1 Excruciatu stands 4 Pursuer stands and 2 beast stands			
Sisters of Silence Prosecutors Company	Command: 1 Knight Oblivion Centura stand and 2 Veteran Prosecutors stands	5+	11	650 7 VP
	Detachment: 1 Excruciatu stand and 4 Prosecutors stands			
	Detachment: 1 Excruciatu standard 4 Prosecutors stands			

	Detachment: 1 Excruciatu stand and 4 Prosecutors stands			
Sister of Silence Vigilators Company	Command: 1 Knight Oblivion Centura stand and 2 Veteran Vigilator stands			
	Detachment: 1 Excruciatu stand and 4 Vigilator stands	5+	11	550
	Detachment: 1 Excruciatu stand and 4 Vigilator stands			6 VP
	Detachment: 1 Excruciatu stand and 4 Vigilator stands			
Transport				
Kharon Pattern Acquisitor	One Prosecutor or Vigilator Company: 9 Kharon Pattern Acquisitors	5+	+5	1050/+11 VP
General Company Formations (Grand)				
Infantry				
Sisters of Silence Pursuers Company	Command: 1 Knight Oblivion Centura stand and 4 beasts stands			
	Detachment: 1 Excruciatu stands 8 Pursuer stands and 4 beast stands	5+	25	1300
	Detachment: 1 Excruciatu stands, 8 Pursuer stands, and 4 beast stands			13 VP
	Detachment: 1 Excruciatu stands 8 Pursuer stands and 4 beast stands			
Sisters of Silence Prosecutors Company	Command: 1 Knight Oblivion Centura stand and 4 Veteran Prosecutors stands			
	Detachment: 1 Excruciatu stand and 8 Prosecutors stands	5+	19	1000
	Detachment: 1 Excruciatu standard 8 Prosecutors stands			10 VP
	Detachment: 1 Excruciatu stand and 8 Prosecutors stands			
Sister of Silence Vigilators Company	Command: 1 Knight Oblivion Centura stand and 4 Veteran Vigilator stands			
	Detachment: 1 Excruciatu stand and 8 Vigilator stands	5+	19	900
	Detachment: 1 Excruciatu stand and 8 Vigilator stands			9 VP
	Detachment: 1 Excruciatu stand and 8 Vigilator stands			
Transport				
Kharon Pattern Acquisitor	One Prosecutor or Vigilator Company: 16 Kharon Pattern Acquisitors	5+	+10	1850/+19 VP
General Support formations (Standard)				
Sisters of Silence Oblivion Knights	1 Excruciatu stand and 4 Oblivion Knights stands	5+	3	200/2 VP
Sisters of Silence Pursuers	1 Excruciatu stand and 4 Pursuer stands, and 2 beast stands	5+	3	200/2 VP
Sisters of Silence Prosecutors	1 Excruciatu stand and 4 Prosecutor stands	5+	3	150/2 VP
Sisters of Silence Seeker Cadre	1 Excruciatu stand and 4 Seeker stands	5+	3	150/2 VP
Sisters of Silence Vigilators	1 Excruciatu stand and 4 Vigilator stands	5+	3	150/2 VP
Transport				
Kharon Pattern Acquisitor	One non-pursuer detachment: 3 Kharon Pattern Acquisitors	5+	+2	350/4 VP
General Support formations (Grand)				
Sisters of Silence Oblivion Knights	1 Excruciatu stand and 8 Oblivion Knights stands	5+	5	350/4 VP
Sisters of Silence Pursuers	1 Excruciatu stand and 8 Pursuer stands, and 4 beast stands	5+	5	400/4 VP
Sisters of Silence Prosecutors	1 Excruciatu stand and 8 Prosecutor stands	5+	5	250/3 VP
Sisters of Silence Seeker Cadre	1 Excruciatu stand and 8 Seeker stands	5+	5	250/3 VP
Sisters of Silence Vigilators	1 Excruciatu stand and 8 Vigilator stands	5+	5	250/3 VP
Transport				
Kharon Pattern Acquisitor	One non-pursuer detachment: 5 Kharon Pattern Acquisitors	5+	+3	600/+6 VP
Special Cards				
Characters				

Jenetia Krole	1 Character stand	4+	1	100/+1 VP
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Legio Custodes and Sisters of Battle Upgrade Cards

Name	Description	Cost Standard/Grand	VP
Magisterium Vexilla	Legio Custodes Command Upgrade. Army command section only. Gains +1 bonus to CC resolution, Fear [FR] and +1 attack die CC for all elements in the Legio Custodes army. 1 per army. *Cost/VP per 3000 points of army size.	200*	+2 VP*
Psyk-out Grenades	Sisters of Battle Upgrade. Psykers/daemons in close combat with sisters of silence with this upgrade make an immediate Perils of the Warp or instability test.	150/200	+2 VP
Psyk-out Rounds	Sisters of Battle Upgrade. Weapons gain the psyk-out [PY] trait.	150/200	+2 VP