

**IMPERIUS
DOMINATUS**

GRAND 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.



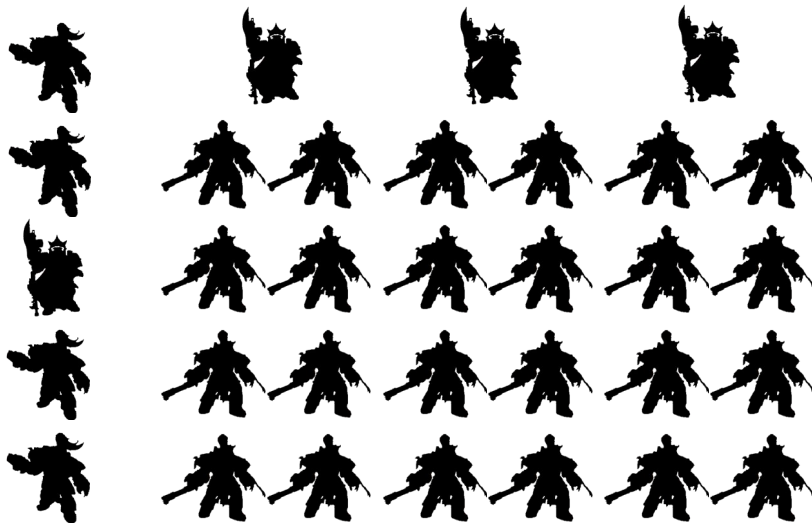
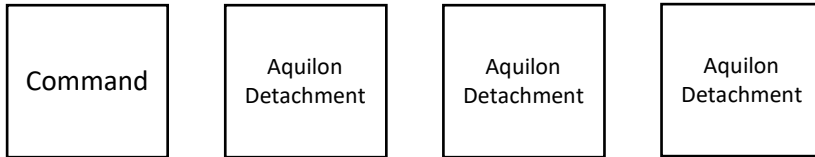
This symbol means the element is a level 3 commander [HQ3] for that formation (mainly used in non infantry formations).



This symbol means the element is a level 3 commander [HQ3] for that Company Card (mainly used in non infantry formations).

AQUILON TERMINATOR GRAND COMPANY

The Aquilon Terminator Company consists of one command detachment of 1 Shield Captain and 4 Aquilon terminator stands and three detachments of 1 Shield Captain and 8 Aquilon Terminator stands



Point Value 2800

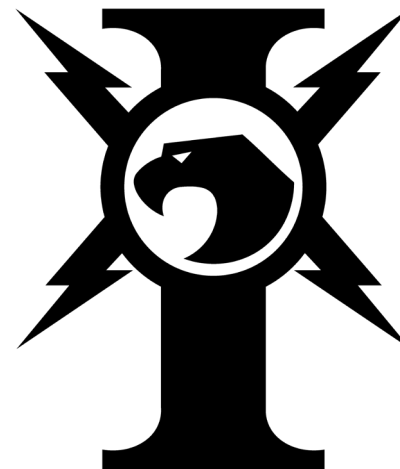


AQUILON TERMINATOR GRAND COMPANY

Break Point 19: The Company is broken if it has lost 19 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 |

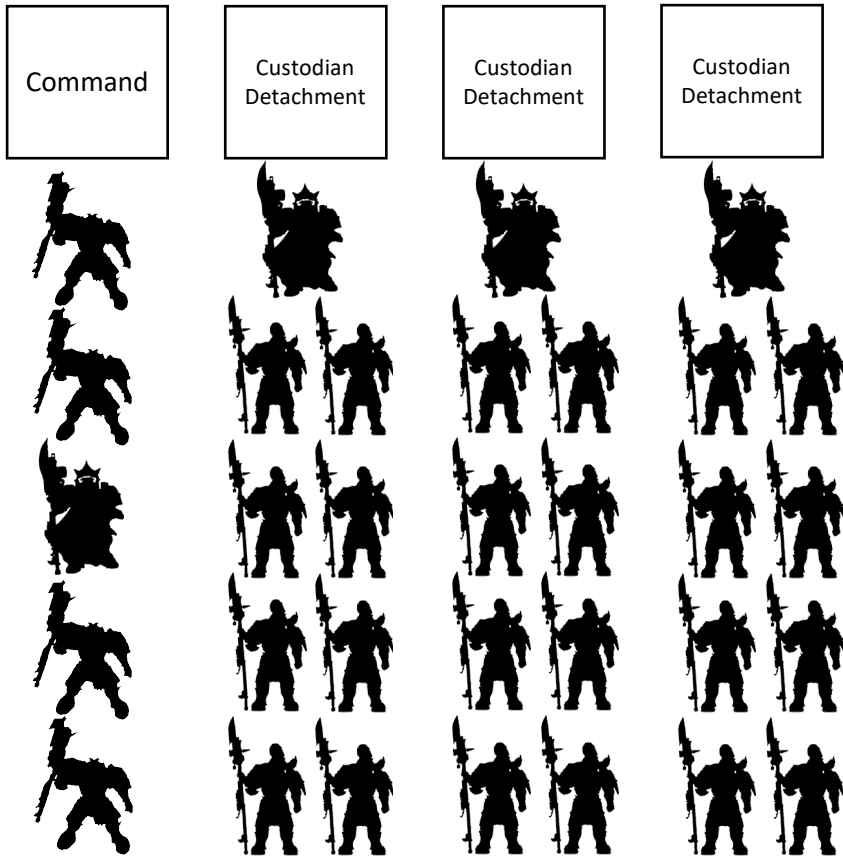


Victory Points 28

Your opponent gains 14 VPs when this Company is broken

CUSTODIAN GUARD GRAND COMPANY

The Custodian Guard Company consists of one command detachment of 1 Shield Captain and 4 Custodian stands and three detachments of 1 Shield Captain and 8 Custodian stands



Point Value 1850

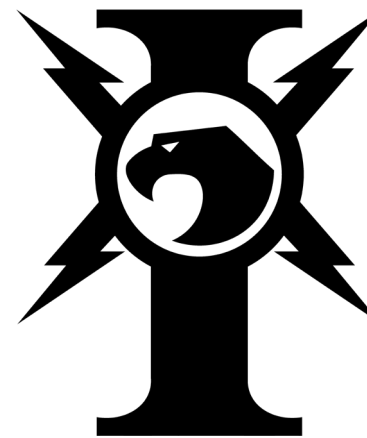


CUSTODIAN GUARD GRAND COMPANY

Break Point 19: The Company is broken if it has lost 19 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], [RA], Area-shrikes, Teleport Transponders |

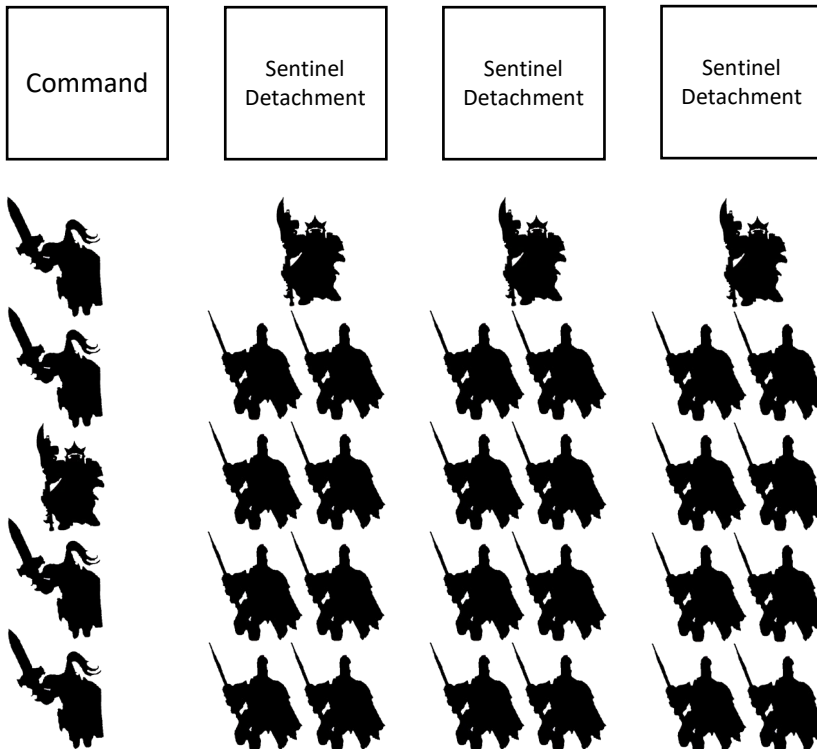


Victory Points 19

Your opponent gains 10 VPs when this Company is broken

SENTINEL GUARD GRAND COMPANY

The Sentinel Guard Grand Company consists of one command detachment of 1 Shield Captain and 4 Sentinel stands and three detachments of 1 Shield Captain and 8 Sentinel Guard stands



Point Value 2050



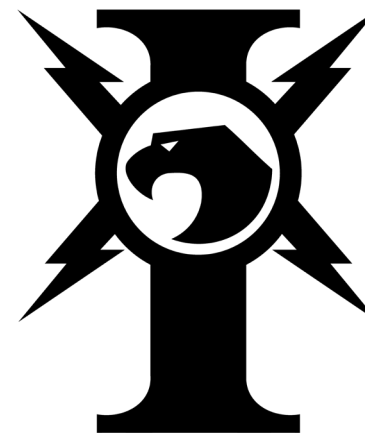
SENTINEL GUARD GRAND COMPANY

Break Point 19: The is Company broken if it has lost 19 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], [RA], 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.

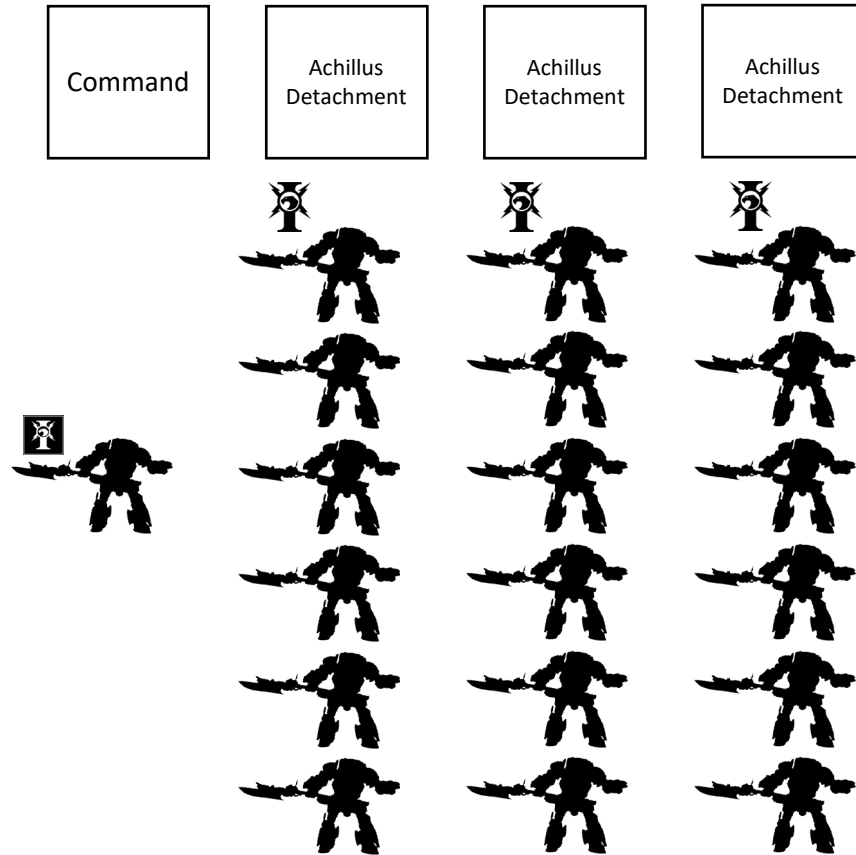


Victory Points 21

Your opponent gains 11 VPs when this Company is broken

CONTEMPTOR-ACHILLUS DREADNAUGHT GRAND COMPANY

The Contemptor-Achillus Dreadnaught Grand Company consists of one command Contemptor-Achillus Dreadnaught and three detachments of 6 Contemptor-Achillus Dreadnaughts.



Point Value 1600

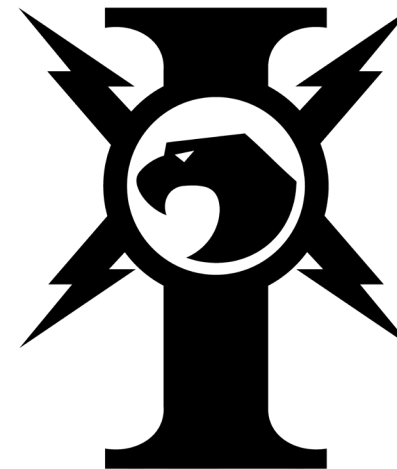


CONTEMPTOR-ACHILLUS DREADNAUGHT GRAND COMPANY

Break Point 11: The is Company broken if it has lost 1 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], [RA] |
| | | | | Anti-Personnel | 25 | 2 | -1 | |

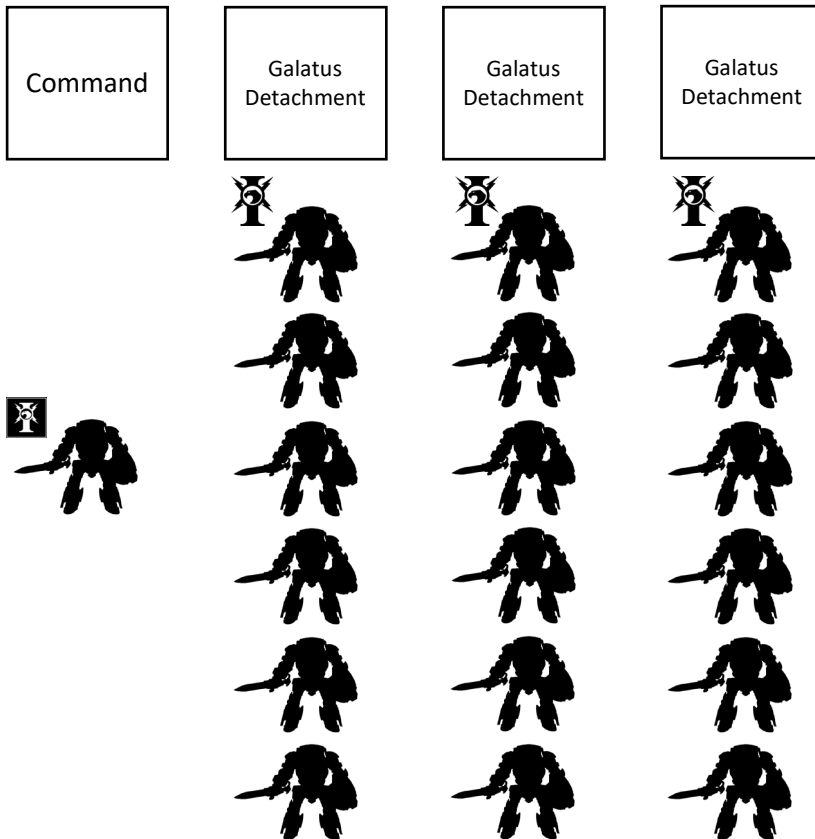


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

CONTEMPTOR-GALATUS DREADNAUGHT COMPANY

The Contemptor-Galatus Dreadnaught Grand Company consists of one command Contemptor-Galatus Dreadnaught and three detachments of 6 Contemptor-Galatus Dreadnaughts.



Point Value 1650



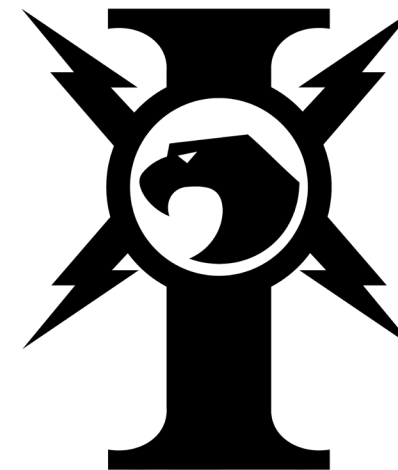
CONTEMPTOR-GALATUS DREADNAUGHT COMPANY

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 |
|--------------------------------|------|----|------|---------------------------|-------|----|-----|----------------------------|
| Contemptor Galatus Dreadnought | 20 | 2+ | 4/-4 | Infernus incinerator [IC] | 10 | 4 | -2 | [AG], [DR2], [RA] 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.


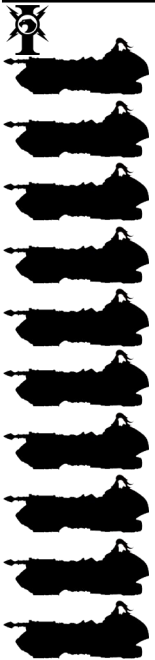
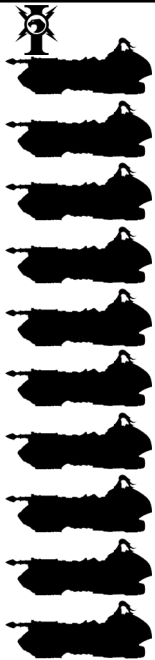
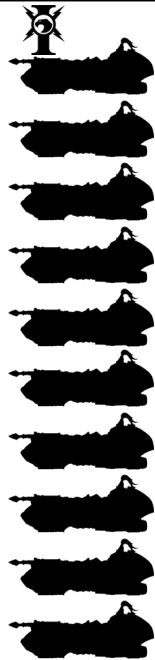


Victory Points 17

Your opponent gains 9 VPs when this Company is broken

AGAMATUS JETBIKE GRAND COMPANY

The Agamatus Jetbike Grand Company consists of one command detachment of 1 Gryfalcon Pattern Jetbike and 4 Gryfalcon Pattern Jetbikes and three detachments of 10 Gryfalcon Pattern Jetbikes.

| | | | |
|--|--|--|---|
| Command | Agamatus Detachment | Agamatus Detachment | Agamatus Detachment |
|  |  |  |  |



Point Value 2550

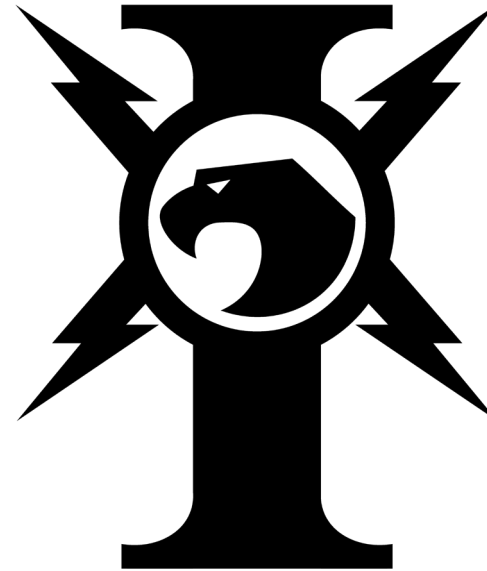


AGAMATUS JETBIKE GRAND COMPANY

Break Point 21: The is Company broken if it has lost 21 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 |
|---------------------------|--------|----|------|----------------------|-------|------|-----|------------|
| Gryfalcon Pattern Jetbike | 35[TK] | 3+ | 2/-2 | TL Corvae Las-Pulsar | 35 | 4TL2 | -3 | [MB], [RA] |



Victory Points 26

Your opponent gains 13 VPs when this Company is broken

CALADIUS GRAV-TANK GRAND COMPANY

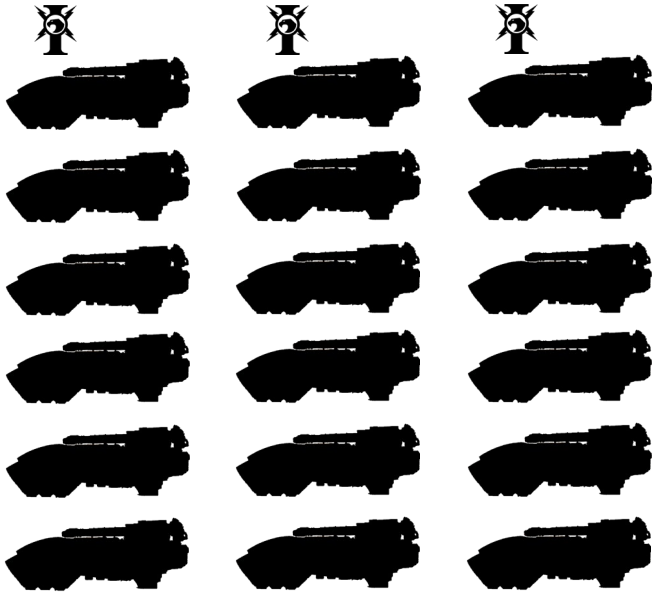
The Caladius Grav-Tank Grand Company consists of one command Caladius Grav-Tank and three detachments of 6 Caladius Grav-Tanks.

Command

Caladius Detachment

Caladius Detachment

Caladius Detachment



Point Value 2000

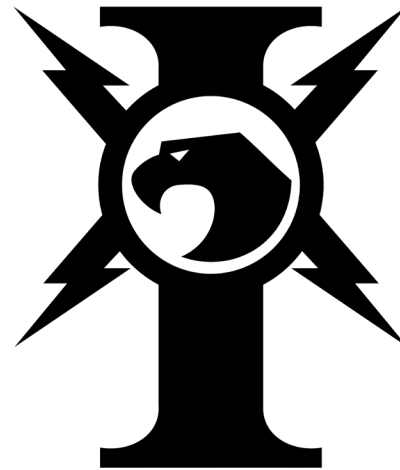


CALADIUS GRAV-TANK GRAND COMPANY

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 |
|--------------------|-------|----|------|----------------------------|-------|------|-----|-------------|
| Caladius Grav-Tank | 30[K] | 2+ | 2/-2 | Accelerator Cannon [Dmg+1] | 30/60 | 6TL2 | -3 | [DR2], [RA] |
| | | | | Anti-Personnel | 25 | 2 | -1 | |

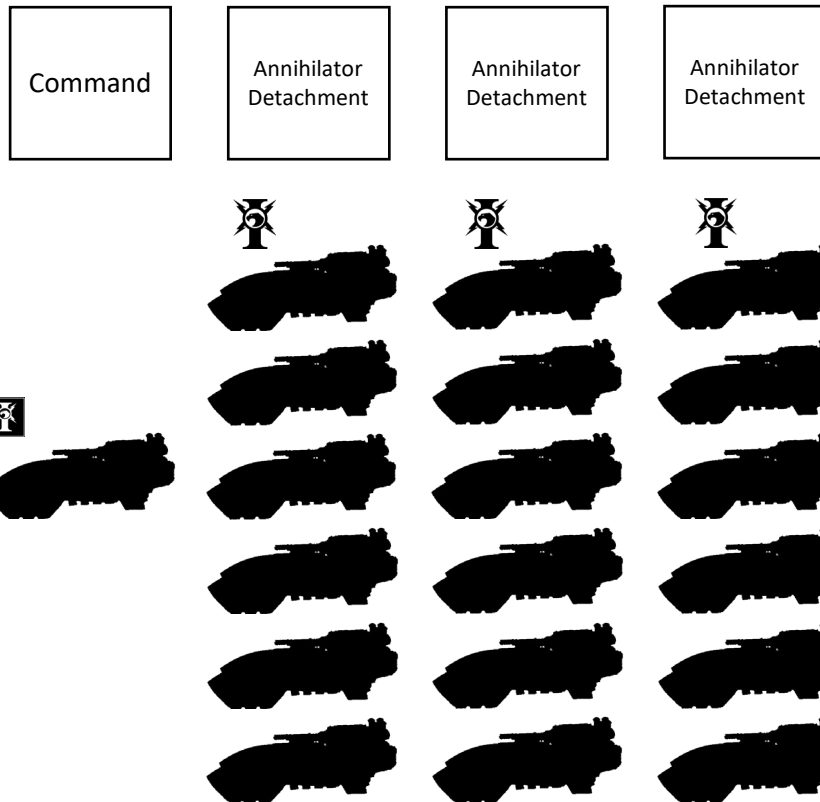


Victory Points 20

Your opponent gains 10 VPs when this Company is broken

CALADIUS ANNIHILATOR GRAV-TANK GRAND COMPANY

The Caladius Annihilator Grav-Tank Grand Company consists of one command Caladius Annihilator Grav-Tank and three detachments of 6 Caladius Annihilator Grav-Tanks.



Point Value 1850

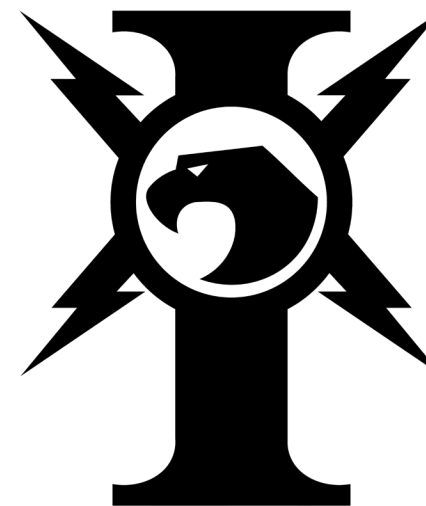


CALADIUS ANNIHILATOR GRAV-TANK GRAND COMPANY

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 |
|--------------------------------|-------|----|------|--------------------------------|----------------|--------|----------|-------------|
| Caladius Annihilator Grav-Tank | 30[K] | 2+ | 3/-2 | TL Arachnus Heavy Blaze Cannon | 35/70 25/50 | 1 8 | -4 -2 | [DR2], [RA] |
| | | | | Concentrated [Dmg+2] Burst | | | | |
| | | | | Anti-Personnel | 25 | 2 | -1 | |

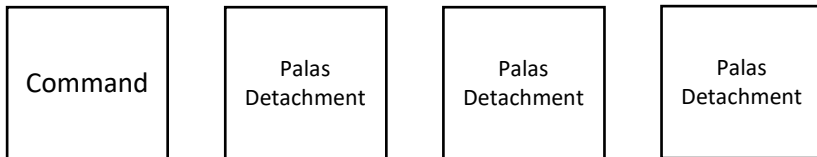


Victory Points 19

Your opponent gains 10 VPs when this Company is broken

PALAS GRAV-TANK GRAND COMPANY

The Palas Grav-Tank Grand Company consists of one command Palas Grav-Tank and three detachments of 6 Palas Grav-Tanks.



Point Value 1150

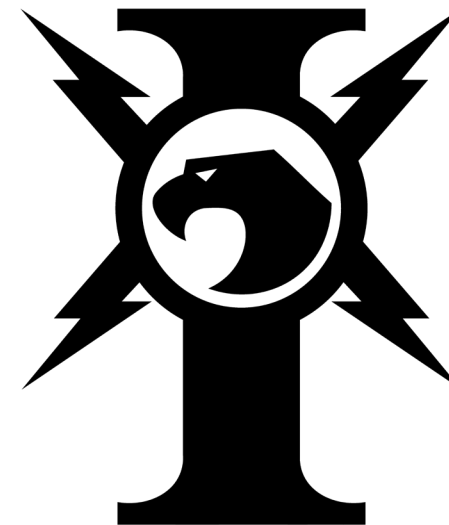


PALAS GRAV-TANK GRAND COMPANY

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 |
|-----------------|-------|----|------|-----------------------------|----------------|--------|----------|-------|
| Palas Grav-Tank | 35[K] | 3+ | 2/-2 | Arachnus Heavy Blaze Cannon | 35/70 25/50 | 1 4 | -2 -1 | [RA] |
| | | | | Concentrated [Dmg+2] Burst | | | | |
| | | | | Anti-Personnel | 25 | 2 | -1 | |



Victory Points 12

Your opponent gains 6 VPs when this Company is broken