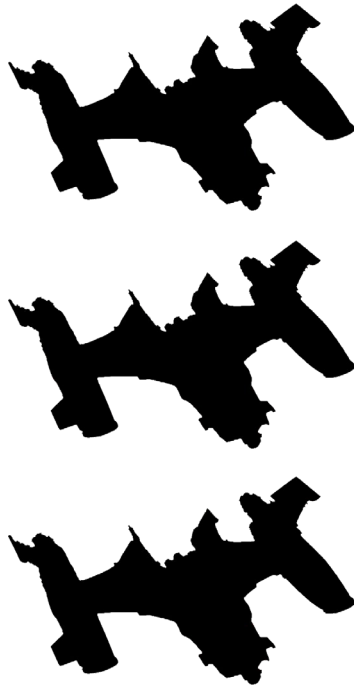


SPECIAL FORMATION

ARES GUNSHIP SQUADRON

The Ares Gunship Squadron consists of 3 Ares Gunships.



Point Value 600

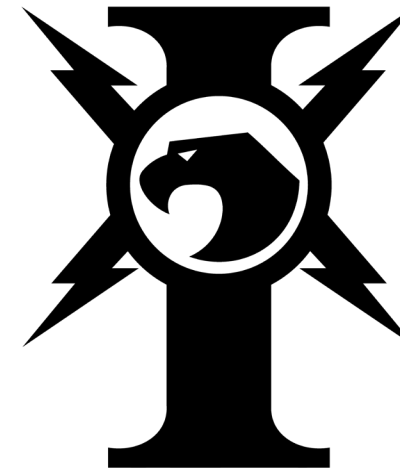


ARES GUNSHIP SQUADRON

Break Point 2: The is Company broken if it has lost 2 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
Ares Gunship	[F]	2+	4/-3	Twin Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst	35/70 25/50	2 16	-4 -2	[DR3], Macro-Area-shrike & Eclipse shield, Special
				Magna Blaze Cannon [Dmg+3]	35/70	2	-5	
				Fire bombs [IC, Fire]	0	B3	-1	



Victory Points 6

Your opponent gains 3 VP when this Stand is broken

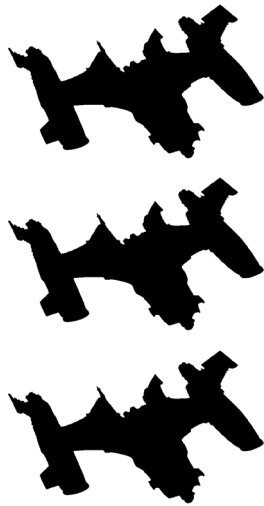
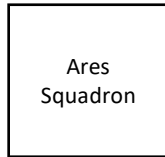
SPECIAL FORMATION

ARES GUNSHIP SQUADRON

The Ares Gunship Squadron consists of two Squadrons of 3 Ares Gunships.



Point Value 1150

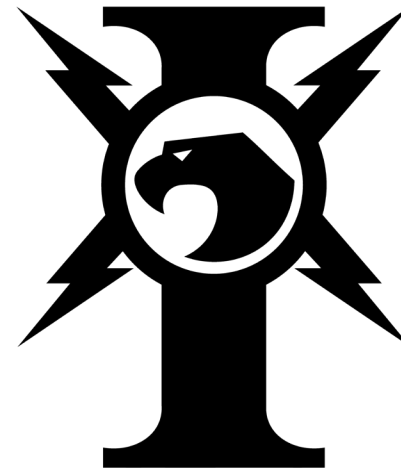


ARES GUNSHIP SQUADRON

Break Point 4: The is Company broken if it has lost 4 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
Ares Gunship	[F]	2+	4/-3	Twin Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst	35/70 25/50	2 16	-4 -2	[DR3], Macro-Area-shrike & Eclipse shield, Special
				Magna Blaze Cannon [Dmg+3]	35/70	2	-5	
				Fire bombs [IC, Fire]	0	B3	-1	



Victory Points 12

Your opponent gains 6 VP when this Stand is broken

SPECIAL FORMATION

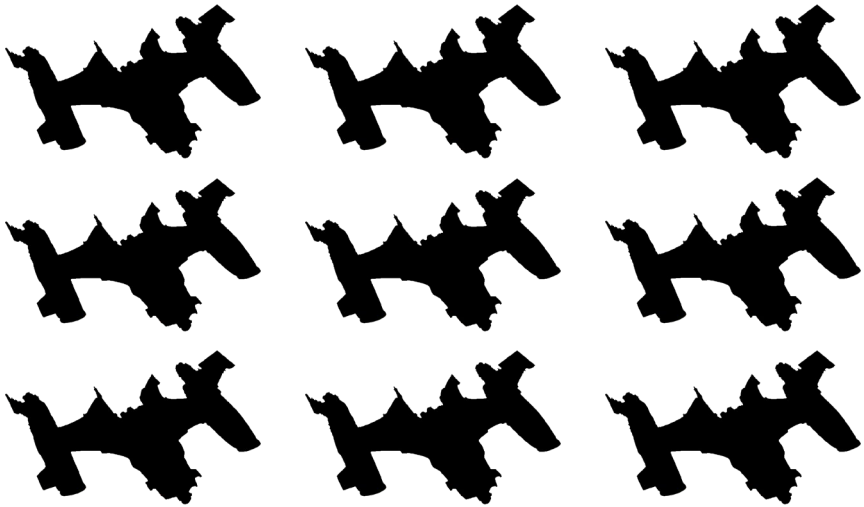
ARES GUNSHIP SQUADRON

The Ares Gunship Squadron consists of three Squadrons of 3 Ares Gunships.

Ares Squadron

Ares Squadron

Ares Squadron



Point Value 1750

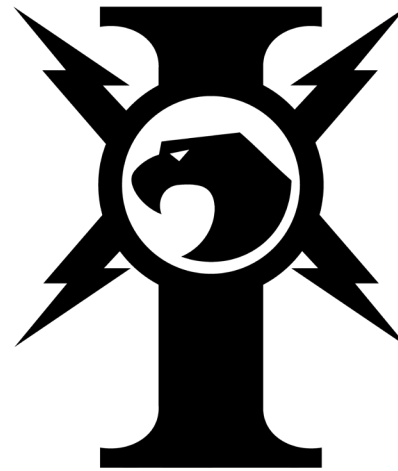


ARES GUNSHIP SQUADRON

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
Ares Gunship	[F]	2+	4/-3	Twin Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst	35/70 25/50	2 16	-4 -2	[DR3], Macro-Area-shrike & Eclipse shield, Special
				Magna Blaze Cannon [Dmg+3]	35/70	2	-5	
				Fire bombs [IC, Fire]	0	B3	-1	



Victory Points 18

Your opponent gains 9 VP when this Stand is broken

SPECIAL FORMATION

CONSTANTIN VALDOR

Constantin Valdor consists of 1 Constantin Valdor stand.



Point Value 150



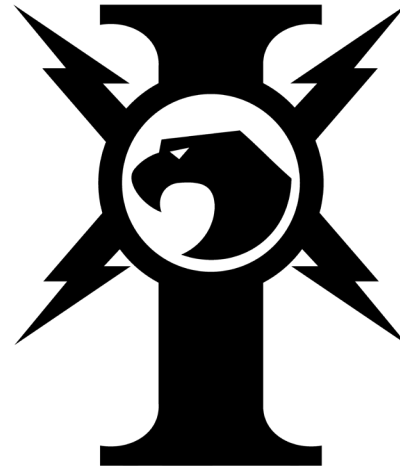
CONSTANTIN VALDOR

Break Point 1: Constantin Valdor is broken when his stand is destroyed.

Morale Value 4+: Valdor have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Constantin Valdor	15[T]	3[3]+	6/-5	The Apollonian Spear [A, AR]	25	2	-2	[DR2], [HQ3], [CA], [IWD], Area-Shrike, Special*

*If the Emperor is not present, he is the army commander of the Legio Custodes and adds +1 to initiative rolls.



Victory Points 2

Your opponent gains 2 VP when this Stand is destroyed

SPECIAL FORMATION

THE EMPEROR

The Emperor consists of 1 Emperor stand.



Point Value 400



THE EMPEROR

Break Point 1: The Emperor is broken when his stand is destroyed.

Morale Value -: The Emperor does not check for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
The Emperor	25	2[3]+	9/-6	The Emperor's Bolter	25	2	-5 TSM	4DR, Terror, Special

- **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.



Victory Points 4

Your opponent gains 4 VP when this Stand is destroyed