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## AQUILON TERMINATOR SQUAD

The Aquilon Terminator Squad consists of 1 Shield Captain and 4 Aquilon Terminator stands.



Point Value 450



## AQUILON TERMINATOR SQUAD

**Break Point 3:** The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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 5

Your opponent gains 3 VPs when this company is broken

## CUSTODIAN GUARD SQUAD

The Custodian Guard Squad consists of 1 Shield Captain and 4 Custodian Guard stands.



Point Value 300



## CUSTODIAN GUARD SQUAD

**Break Point 3:** The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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 VP 3

Your opponent gains 2 VPs when this company is broken

## HETAERON GUARD SQUAD

The Hetaeron Guard Squad consists of 1 Shield Captain and 4 Hetaeron Guard stands.



Point Value 350



## HETAERON GUARD SQUAD

**Break Point 3:** The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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]
Hetaeron Guard	10[T]	3+	3/-4	Paragon Spear [A]	25	2	-2	[MB], [RA], Area-shrikes, Teleport Transponders

**Victory Points 4**

Your opponent gains 2 VPs when this company is broken

## SAGITTARUM GUARD SQUAD

The Sagittarum Guard consists of 1 Shield Captain and 4 Sagittarum Guard stands.



Point Value 300



## SAGITTARUM GUARD SQUAD

**Break Point 3:** The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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]
Sagittarum Guard	10[T]	3+	2/-2	Adrastus Bolt Caliver Bolt Volley Disintegration Beam [A, AR]	30 10	3 1	-1 -4	[MB], [RA], Area-shrikes, Teleport Transponders

**Victory Points VP 3**

Your opponent gains 2 VPs when this company is broken

## SENTINEL GUARD SQUAD

The Sentinel Guard Squad consists of 1 Shield Captain and 4 Sentinel Guard stands.



Point Value 350



## SENTINEL GUARD SQUAD

**Break Point 3:** The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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

**Victory Points 4**

Your opponent gains 2 VPs when this company is broken

## CONTEMPTOR ACHILLUS DREADNAUGHT TALON

The Contemptor Achillus Dreadnaught Talon consists of 3 Contemptor Achillus Dreadnaughts.



Point Value 250



## CONTEMPTOR ACHILLUS DREADNAUGHT TALON

**Break Point 2:** The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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 3 VP**

Your opponent gains 2 VPs when this company is broken

## CONTEMPTOR GALATUS DREADNAUGHT TALON

The Contemptor Galatus Dreadnaught Talon consists of 3 Contemptor Galatus Dreadnaughts.



Point Value 250



## CONTEMPTOR GALATUS DREADNAUGHT TALON

**Break Point 2:** The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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 Dreadnaught	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. Can Re-roll failed armor saves (second result stands)

### Victory Points 3

Your opponent gains 2 VPs when this company is broken

## TELEMON HEAVY DREADNAUGHT TALON (TYPE 1)

The Telemon Heavy Dreadnaught Talon (Type 1) consists of 3 Telemon Heavy Dreadnaughts (Type 1).



Point Value 500



## TELEMON HEAVY DREADNAUGHT TALON (TYPE 1)

**Break Point 2:** The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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
Telemon Heavy Dreadnaught (Type 1)	20	2[4]+	5/-4	Arachnus Storm Cannon	10	2	-1	[DR2], [AG], -2 on damage rolls against it
				Concentrated fire [Dmg+2]	35/70	2TL1	-3	
				Burst Fire	25/50	4	2	
				Anti-Personnel Flamers [FW]	10	2	-1	

### Victory Points VP 5

Your opponent gains 3 VPs when this company is broken

## TELEMON HEAVY DREADNAUGHT TALON (TYPE 2)

The Telemon Heavy Dreadnaught Talon (Type 2) consists of 3 Telemon Heavy Dreadnaughts (Type 2).



Point Value 500



## TELEMON HEAVY DREADNAUGHT TALON (TYPE 2)

**Break Point 2:** The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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
Telemon Heavy Dreadnaught (Type 2)	20	2[4]+	5/-4	Spiculus Bolt Launcher	25/50	4TL2	-3	[DR2], [AG], -2 on damage rolls against it
				Anti-Personnel Flamers [FW]	10	2	-1	

Victory Points 5

Your opponent gains 3 VPs when this company is broken

## TELEMON HEAVY DREADNAUGHT TALON (TYPE 3)

The Telemon Heavy Dreadnaught Talon (Type 3) consists of 3 Telemon Heavy Dreadnaughts (Type 3).



Point Value 500



## TELEMON HEAVY DREADNAUGHT TALON (TYPE 3)

**Break Point 2:** The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

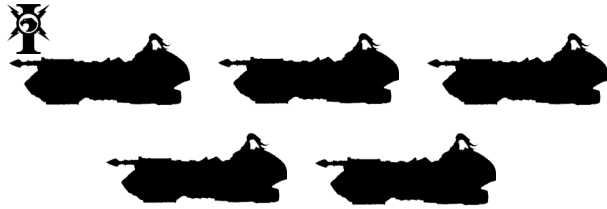
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Telemon Heavy Dreadnaught (Type 3)	20	2[4]+	5/-4	Spiculus Bolt Launcher	25/50	4TL2	-3	[DR2], [AG], -2 on damage rolls against it
				Accelerator Culverin [VK, Dmg+1]	35	3	-3	
				Anti-Personnel Flamers [FW]	10	2	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

## AGAMASTUS PATTERN JETBIKE SQUADRON

The Agamastus Pattern Jetbike Squadron consists of 1 Command Gryfalcon Pattern Jetbike and 4 Gryfalcon Pattern Jetbikes.



Point Value 350



## AGAMASTUS PATTERN JETBIKE SQUADRON

**Break Point 4:** The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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 4

Your opponent gains 2 VPs when this company is broken

## PALLAS GRAV TANK SQUADRON

The Pallas Grav Tank Squadron consists of 3 Pallas Grav Tanks.



Point Value 200



## PALLAS GRAV TANK SQUADRON

**Break Point 3:** The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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 2 VP

Your opponent gains 1 VPs when this company is broken

## CALADIUS GRAV TANK SQUADRON

The Caladius Grav Tank Squadron consists of 3 Caladius Grav Tanks.



Point Value 300



## CALADIUS GRAV TANK SQUADRON

**Break Point 2:** The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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 3

Your opponent gains 2 VPs when this company is broken

## CALADIUS ANNIHILATOR GRAV TANK SQUADRON

The Caladius Annihilator Grav Tank Squadron consists of 3 Caladius Annihilator Grav Tanks.



Point Value 300



## CALADIUS ANNIHILATOR GRAV TANK SQUADRON

**Break Point 2:** The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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 3 VP

Your opponent gains 2 VPs when this company is broken



# VENATARI SQUAD

The Venatari Squad consists of 1 Shield Captain and 4 Venatari stands.



Point Value 350



# VENATARI SQUAD

**Break Point 3:** The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 5+:** 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	20[JT]	3[5]+	5/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Venatari Custodians	20[J]	3+	4/-3	Venatari Lance [A]	10	2	-2	[RA]

## Victory Points 4

Your opponent gains 2 VPs when this company is broken