



LEGIO CUSTODES AND SISTERS OF SILENCE

Warfare in the Age of Horus

MKV

Heresy Edition VI.0

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Legio Custodes

The companions and bodyguard to the Emperor. This section deals with the rules regarding the Legio Custodes.

Legio Custodes Traits

This section contains all the traits available to Legio Custodes.

General Traits

Legio Custodes have the following traits:

1. The faction Value is 500.
2. To-hit value for Legio Custodes is 5+ for ranged and close combat attacks.

Specific Traits

Legio Custodes has several Specific Traits:

1. **Veterans.** Legio Custodes infantry elements gain the veteran [V] ability.
2. **Preternatural Skill.** Legio Custodes infantry elements gain +1 bonus to CAF to-hit rolls and re-roll 1's when firing ranged weapons (second result stands).
3. **Inviolable Psyche.** Legio Custodes Infantry elements gain indomitable [ID] ability.
4. **The Souldality.** Legio Custodes infantry elements gain the agile [AG] and night vision [N] abilities. They also gain +5cm total movement bonus moves when on charge orders and +1 bonus to armor saves versus attacks with the blast [B] trait.
5. **Born leaders.** Legio Custodes command elements are ALL level 3 commanders [HQ3].

Legio Custodes Abilities

Legio Custodes have access to this ability.

1. **Arae-shrikes [AE]:** Opposing artillery formations targeting custodes formations receive -1 penalty to hit. Any opposing formation using the deep strike [T] ability receives a -2 penalty to the reserve roll when trying to deep strike within 25cms Legio Custodes elements with Arae-shrikes.
2. **Teleport Transponders [TT]:** This ability eliminates scatter via deepstrike [T] reserve movement deployment within 25cms of an element with this ability. Please note that this bonus does not apply to the element itself, but to subsequent formations deploying via deepstrike within 25cms of an element already deployed.

Legio Custodes Elements

This section covers all general elements that any Custodes force may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section is listed in the heading of that element in the same manner.

Command Elements [I]

All available command elements are listed in this section.

Shield Captain

Rank is determined by skill, proven judgement, trust and ultimately the Emperor's approval.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Shield Captain	As per element	As per element	+3AD	As per element	As per element	As per element	As per element	[HQ3], [DR2], [AE], [IWD], [SN], [MB]

Tribune

Selected amongst the Shield Captains to serve as the army's leader as Tribune.

The Tribune has the following Special Ability:

1. The Tribune serves as the army leader if the Emperor or Constantin Valdor is not present.
2. Select ONE company command formation and add the Tribune element.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tribune	As per element	As per element	+4AD	As per element	As per element	As per element	As per element	[HQ3], [DR2], [AE], [IWD], [SN], [MB], Special

Infantry Elements [I]

All available infantry elements are listed in this section.

Aquilon Terminators

A more powerful and advanced form of tactical dreadnought armor.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Aquilon Terminators	10[T]	3[5]+	3/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[DR2], [AE], [TT]

Custodian Guard

The Iconic symbol of the authority and role of the Legio Custodes.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Custodian Guard	10[T]	3[5]+	3/-2	Guardian Spear [A,AR]	20	3	-1	[MB], [AE], [TT]

Hetaeron Guard

The Inner Circle of the Legio Custodes. The protector and confidants of the Emperor.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Hetaeron Guard	10[T]	3[4]+	4/-3	Paragon Spear [A,AR] Power Weapon and Shield [B]	20 -	3 -	0 -	[MB], [AE], [TT]

Sagittarum Guard

They provide heavy fire support and devastating firepower to the battlefield.

The Sagittarum Guard has the following Special Ability:

- I. The player may choose between the Bolt Volley OR the Disintegration Beam on the Adrastus Bolt Caliver each turn.



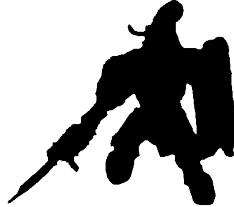
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sagittarum Guard	10[T]	3[5]+	2/0	Adrastus Bolt Caliver Bolt Volley Disintegration Beam [A, AR]	30 10	5 2	0 -3	[MB], [AE], [TT], Special

Sentinel Guard

A mobile bulwark used defensively by Legio Custodes.

Sentinel Guard have the following Special Ability:

- I. Once per turn the Sentinel Guard may re-roll all 1's on Close Combat attack dice (second result stands).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sentinel Guard	10[T]	3[4]+	3/-2	Sentinel Warblade and Shield	10	2	-1	[MB], [AE], [TT], Special

Venatari

A position of honor and prestige earned by those proven in the Blood Games.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Venatari Custodians	20[J]	3[5]+	4/-2	Venatari Lance [A]	10	3	-1	[AG], [MB]

Cavalry [2]

All available cavalry elements are listed in this section.

Gyrfacon Pattern Jetbike

Advance and customized jetbikes are the skirmishers of the main body attack.



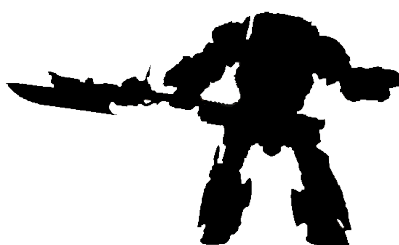
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Gyrfalcon Pattern Jetbike	35[TK]	3[5]+	2/-2	Corvae Las-Pulsar [TL3]	20/35	2	-2	[MB]

Walkers [2]

All available walker elements are listed in this section.

Achilles Dreadnought

The precious few that fall continue their duty to the Emperor in advanced dreadnought suits.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Achillus Dreadnought	20	3+	3/-3	Achillus Dreadspear Power Weapon [B]	35	2	-3	[AG], [RA]
				Bolters [AP]	25	2	0	

Galatus Dreadnought

The Sentinel Guard in dreadnought form. The anchor of the Legio Custodes battleline.

The Galatus Dreadnought has the Following Special Abilities:

1. In close combat if the Galatus Dreadnought is in base-to-base contact with more than 1 element it gains +1AD per element.
2. Opposing elements engaged in close combat with the Galatus Dreadnought receive a -1 penalty to-hit.



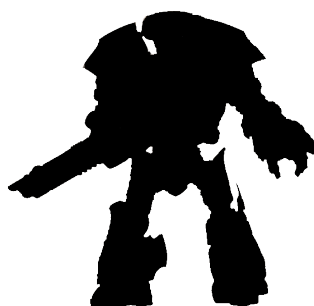
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Galatus Dreadnought	20	2+	3/-3	Infernus Incinerator [FW] Galatus Warblade [B]	10 -	4 -	-1 -	[AG], [RA], Special

Telemon Dreadnought

The most elite of dreadnoughts crafted by the Emperor himself.

Telemon Dreadnoughts have the following Special Ability:

- I. Telemon Dreadnoughts armed with the Arachnus Storm Cannon may select between Burst Fire and Concentrated Fire each turn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Telemon Dreadnought Type 1	20	2+	4/-3	Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculus Bolt Launcher Flamers [FW,AP] Power Weapon [B]	35/70 25/50 10 -	6 2 4 2 -	-1 -2 -1 0 -	[DR2], [AG], [RA], [IWD], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Telemon Dreadnought Type 2	20	2+	5/-4	Spiculus Bolt Launcher Flamers [FW,AP] Power Weapon [B]	25/50 10 -	4 4 -	-1 0 -	[DR2], [AG], [RA], [IWD]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Telemon Dreadnought Type 3	20	2+	4/-3	Accelerator Culverin Spiculus Bolt Launcher Flamers [FW,AP] Power Weapon [B]	20/35 25/50 10 -	4 4 - -	-3 -1 0 -	[DR2], [AG], [RA], [IWD]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Telemon Dreadnought Type 4	20	2+	3/-2	Accelerator Culverin Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculus Bolt Launcher	20/35 35/70 25/50	4 6 2 4	-3 -1 -2 -1	[DR2], [AG], [RA], [IWD], Special

Vehicles [3]

All available vehicle elements are listed in this section.

Caladius Grav-Tank

Highly mobile tank specializing in engaging enemy armor.

Caladius Annihilator Grav-Tank has the following Special Ability:

- I. Caladius Annihilator Grav-Tanks armed with the Arachnus Heavy Blaze Cannon may select between Burst Fire and Concentrated Fire each turn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Caladius Grav-Tank	30[TK]	2+	2/-2	Accelerator Cannon	30/60	6	-2	[DR2], [RA], Special
				[HW]				
				Bolters [AP]	25	2	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Caladius Annihilator Grav-Tank	30[TK]	2+	3/-2	Arachnus Heavy Blaze Cannon				[DR2]. [RA], Special
				Concentrated Fire [HW,IC]	35/70	2	-3	
				Burst Fire	25/50	8	-2	
				Bolters [AP]	25	2	0	

Coronus Grav-Carrier

Serves as battle tank and transport. The most well-known of Legio Custodes vehicles.

Coronus Grav-Carrier has the following Special Ability:

- I. Coronus grav-Carriers armed with the Arachnus Blaze Cannon may select between Burst Fire and Concentrated Fire each turn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Coronus Grav-Carrier	35[TK]	3+	3/-2	Arachnus Blaze Cannon				[DR2]. [TR2], [RA], Special
				Concentrated Fire [HW,IC]	25/50	2	-2	
				Burst Fire	20/35	6	-1	
				Bolters [AP]	25	2	0	

Pallas Grav-Attack Vehicle

A high maneuverability hunter killer with rapid strike capacity.

Pallas Grav-Attack Vehicle have the following Special Ability:

- I. Pallas Grav-Attack Vehicle armed with the Arachnus Blaze Cannon may select between Burst Fire and Concentrated Fire each turn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Pallas Grav-Attack	35[TK]	3+	2/-2	Arachnus Blaze Cannon				[RA], Special
				Concentrated [HW, IC]	25/50	2	-2	
				Burst	20/35	6	-1	
				Bolters [AP]	25	2	0	

Fliers [F]

All available Flier elements are listed in this section.

Orion Assault Dropship

A dedicated super heavy assault dropship able to pulverize deployment zones with its firepower.

The Orion Assault Dropship has the following Special Abilities:

- I. Macro-Arae Shrikes. In addition to the boons granted by the Arae Shrikes [AE] ability, it provides interference versus opposing intercepting aircraft. Opposing fliers [F] that are on Combat Patrol Orders receive a -1 penalty to-hit in dogfights against this element.
- I. Eclipse Shield. Grant an Invulnerable save versus all ranged incoming fire. It does NOT apply to DOGFIGHTS.
2. Arachnus Heavy Blaze Cannon. May select between Burst Fire and Concentrated Fire each turn.
3. The Orion Assault Dropship has the Assault Ramp [AS] ability. See Legiones Astartes Army book.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Orion Dropship	[TF]	2[4]+	4/-3	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Spiculus Heavy Bolt Launchers Bolters [AP]	35/70 25/50 25/50 25	2 8 6 10	-3 -2 -2 0	[DR3]. [TR5], [AS], [RA], Special

Ares Gunship

A terror weapon of the Unifications Wars. Used to strike at key battlefield targets.

The Ares Gunship has the following Special Abilities:

- Macro-Arae Shrikes. In addition to the boons granted by the Arae Shrikes [AE] ability, it provides interference versus opposing intercepting aircraft. Opposing fliers [F] that are on Combat Patrol Orders receive a -1 penalty to-hit in dogfights against this element.
- Eclipse Shield. Grant an Invulnerable save versus all ranged incoming fire. It does NOT apply to DOGFIGHTS.
- Dual Arachnus Heavy Blaze Cannon. May select between Burst Fire and Concentrated Fire each turn.
- Magna Blaze Cannon. May select between Burst Fire and Concentrated Fire each turn.
- Firebombs. Cause Fires on structures on failed armor saves.

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ares Gunship	[F]	2[4]+	4/-3	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Magna Blaze Cannon Concentrated Fire [D2,B] Burst [B] Firebombs [IC,B,FW] Bolters [AP]	35/70 25/50 35/70 25/60 0 25	2 8 2 6 2 4	-3 -2 -6 -2 0 0	[DR3]. [RA], Special

Special Characters

All available Special Characters elements are listed in this section.

Constantin Valdor

The right hand of the Master of Mankind is his trusted guardian and companion.

Constantin Valdor has the following Special Ability:

- When the Emperor is not present, he is the Army Commander, and the player adds a +1 bonus to initiative rolls.
- Constantin Valdor Special Card may be used in any loyalist force.
- Infinite resources. When Constantin Valdor is a part of a loyalist force that force may use any type of loyalist support card.

- Constantin Valdor has the Primarch Ability and may attach up to 3 support cards (like a Primarch).



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

The Emperor

Origins are known only to him. He is the Anathema of the powers of the warp and guiding light of the Astronomicon. The shield of humanity by who's will the galaxy was to be brought to heel!

The Emperor has the following Special Abilities:

- 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 demonkind. Any demon within 25cms of the Emperor has its invulnerable saves negated and will suffer the effects of instability.
- The Emperor's sword.** It possesses the psyk-out [PY] weapon trait.
- The Emperor has the following abilities:** Lone wolf [LW], adamantium will [AW] with a +2 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.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
The Emperor	25[T]	2[3]+	9/-6	Emperors Claw [B] The Emperor's Bolter	- 25	- 2	- -5	[DR4], [TER] Special

Sisters of Silence

A silent conclave of female warriors harboring the Pariah gene making them the supreme anti-psyker force within the imperium.

Sisters of Silence Traits

This section contains all the traits available to Sisters of Silence.

General Traits

Sisters of Silence have the following traits:

1. The Faction value is 500.
2. To-hit value for Legio Custodes is 5+ for ranged and close combat attacks.

Specific Traits

Sisters of Silence have the following Specific Traits:

I. Psychic Anathema. This has the following effects:

- a. **Psyker Bane.** ANY element capable of using psychic powers within 15cms of a Sisters of Silence element will provoke a Perils of the Warp test with a -1 penalty to the roll, regardless of the success or failure of activating the psychic power. This penalty increases to -2 if opposing elements that can use psychic powers are in base-to-base contact with Sisters of Silence elements. This affects an opposing Ork players Waargh! Roll and it receives a -1 penalty.
- b. **Foreboding Aura.** Opposing elements morale within 25cms of any Sisters of Silence element receive -1 penalty to all morale checks.

- c. **Warp-Touched Slayer.** All Sister of Silence infantry elements gain a +1 to-hit bonus versus elements with the Demon [DE] or Psyker [P] ability in close combat. Sister of Silence infantry elements close combat attacks gain the Destroyer [D] weapon trait on close combat to-hit rolls of a natural 10.
- d. **Psychic Nulls.** Sister of Silence elements are immune to psychic powers and effects.
- 3. **All infantry elements gain** the indomitable [ID], infiltrate [IF], stealth [SH] and Fear [FR] abilities. Sisters of Silence elements gain +5cm bonus to total movement on charge orders.
- 4. **All Sisters of Silence elements** gain the Stubborn [SU] ability.
- 5. **All Sisters of Silence formations** gain a +1 bonus to close combat resolution.
- 6. **Sister of Silence elements** with an invulnerable save receive a +1 bonus to this save versus attacks with the Blast [B] trait.

Sisters of Silence Elements

This section contains all elements available to the Sisters of Silence Army composition.

Command Elements [I]

All available command elements are listed in this section.

Oblivion Knight Centura

Powerful nulls of supreme martial power. They lead the Sisters of Silence into battle.

The Oblivion Knight Centura has the following Special Ability:

- 1. **Ex-Oblivio.** Oblivion Knight Centura gains a +10cm bonus to Psyker Bane and Foreboding Aura on the command formation it forms a part of.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Oblivion Knight-Centura	10	4[6]+	+5AD	CC Weapons	-	-	-	[HQ2], [N], Special

Excruciatu

Hunters and investigators that uphold imperial laws on the warp touched.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Excruciatu	10	5+	+4AD	+2AD				[HQ1], [N]

Infantry Elements [I]

All available infantry elements are listed in this section.

Oblivion Knight

A martial elite of powerful untouchables that engage the most powerful warp entities.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Oblivion Knight	10	5[6]+	3/-3	CC Weapons	-	-	-	

Pursuers

Hunters linked to cyber creatures, experts in tracking down their prey.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Pursuers	15	5+	2/-2	Flamers [FW]	10	2	0	[AG]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Pursuers Beasts	15	5+	3/-2	CC Weapons	-	-	-	[AG], [IWD]

Prosecutors

The Sisters most seen by humanity; they are the guards of the Black Ships.

Prosecutors have the following Special Ability:

- I. Prosecutors gain the Breacher Charge Upgrade free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Prosecutors	10	5+	2/-1	Bolters	25	2	0	Special

Seekers

Sisters dedicated to the purge of the condemned, the criminal or the tainted by fire!

Seekers have the following Special Ability:

- I. Seekers gain the Breacher Charge Upgrade free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Seeker	10	5+	2/-1	Flamers [FW]	10	2	0	Special

Vigilators

The senior cadre of Sisters tasks with close quarter elimination of key enemy assets.

Vigilators have the following Special Ability:

1. Vigilators gain the Breacher Charge Upgrade free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Vigilators	10	5+	3/-2	CC Weapons	-	-	-	Special

Vehicles [3]

All available vehicle elements are listed in this section.

Kharon Acquisitor

A unique and highly sophisticated vehicle meant to cull psykers on Imperial worlds.

The Kharon Acquisitor has the following Special Ability:

1. The Helion Cannon Heavy Cannon reduces cover saves by ONE step (Light Cover becomes no cover).
2. **Neural Disruptors.** The Kharon Acquisitor receives a bonus +2AD when in close combat with opposing infantry elements in close combat.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kharon Acquisitor	35[KT]	3+	3/-3	Missile Launchers				[TR2], [SH], [N], [RA], [DR2], Special
				Krak [PY,TL2]	25/50	2	-2	
				Frag [PY,B,TL2]	25/50	2	0	
				TL Helion Heavy Cannon [AP]	25	4	-1	

Special Characters

All available Special Character elements are listed in this section.

Jenetia Krole [1]

Knight Commander of the Sisters of Silence known as the Soulless Queen.

Jenetia Krole has the following Special Abilities:

1. **Ex-Oblivio.** Jenetia Krole gains a +10cm bonus to Psyker Bane and Foreboding Aura on the command formation it forms a part of.
2. **Leader of the Sisterhood.** When Jenetia Krole is present on the battlefield the player gains a +1 bonus to all initiative rolls.
3. **Aura of Determination.** Sisters of Silence formations within command radius (25cms) gain a +1AD bonus per element in close combat.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Jenetia Krole	15	3[5]+	6/-4	Sword of Oblivion [B] Archeotech Pistol [A]	- 20	- 3	- -1	[DR2], [HQ3], [IWD], Special

Fortifications

The following fortifications are available to all Custodes and Sisters of Silence forces.

Fortifications have the following Special Ability:

1. **Elements within fortifications gain** the Indomitable [ID] ability while they are within these structures.

Legion players can choose any of these fortifications as part of their force:

1. **Aegis Defense Line**
2. **Bastion**
3. **Defense Line**
4. **Defense Emplacement**
5. **Bunker**
6. **Firestorm Redoubt**
7. **Vengeance Weapon Battery**
8. **Macro Cannon Aquila Strongpoint**
9. **Vortex Missile Aquila Strongpoint**
10. **Imperial Primus Redoubt**

11. Imperial Castellum Stronghold

Detail stats and descriptions are available on the appropriate fortification cards. Please see Fortification Cards MKV file.

Allies

This section covers all potential allies the Custodes and Sisters of Silence have in play.

Crusade Era

During this era the Legio Custodes and Sisters of Silence may ally with any Imperial force (includes Legiones Astartes, Solar Auxilia, Mechanicum, Militia Imperialis, Questoris Knight Houses and Titan Legions).

Heresy Era

Once the Heresy begins the Legio Custodes and Sisters of Silence may only ally with LOYAL forces.

Army Cards

The Legio Custodes and Sisters of Silence have access to the following Army Card files:

Legio Custodes

1. Legio Custodes MKV Company Cards – includes standard and grand companies.
2. Legio Custodes MKV Support Cards – includes standard and grand support formations.
3. Legio Custodes MKV Special Cards
4. Legio Custodes MKV Upgrade Cards
5. Legio Custodes MKV Transport Cards – includes ground and flier transports.

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

Sisters of Silence

1. Sisters of Silence MKV Company Cards – includes standard and grand companies.
2. Sisters of Silence MKV Support Cards – includes standard and grand support formations.
3. Sisters of Silence MKV Special Cards
4. Sisters of Silence MKV Upgrade Cards
5. Sisters of Silence MKV Transport Cards

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Website: <https://imperiusdominatus.org/>

Appendix

This section contains Statline summaries for use as play aids.

Legio Custodes

Appendix for all Legio Custodes elements.

Command Elements [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Shield Captain	As per element	As per element	+3AD	As per element	As per element	As per element	As per element	[HQ3], [DR2], [AE], [IWD], [SN], [MB]
Tribune	As per element	As per element	+4AD	As per element	As per element	As per element	As per element	[HQ3], [DR2], [AE], [IWD], [SN], [MB], Special

Infantry [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Aquilon Terminators	10[T]	3[5]+	3/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[DR2], [AE], [TT]
Custodian Guard	10[T]	3[5]+	3/-2	Guardian Spear [A,AR]	20	3	-1	[MB], [AE], [TT]
Hetaeron Guard	10[T]	3[4]+	4/-3	Paragon Spear [A,AR] Power Weapon and Shield [B]	20 -	3 -	0 -	[MB], [AE], [TT]
Sagittarum Guard	10[T]	3[5]+	2/0	Adrastus Bolt Caliver Bolt Volley Disintegration Beam [A, AR]	30 10	5 2	0 -3	[MB], [AE], [TT], Special
Sentinel Guard	10[T]	3[4]+	3/-2	Sentinel Warblade and Shield	10	2	-1	[MB], [AE], [TT], Special
Venatari Custodians	20[J]	3[5]+	4/-2	Venatari Lance [A]	10	3	-1	[AG], [MB]

Cavalry [2]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Gyrfalcon Pattern Jetbike	35[TK]	3[5]+	2/-2	Corvae Las-Pulsar [TL3]	20/35	2	-2	[MB]

Walkers [2]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Achillus Dreadnought	20	3+	3/-3	Achillus Dreadspear Power Weapon [B]	35	2	-3	[AG], [RA] [CA]
				Bolters [AP]	25	2	0	
Galatus Dreadnought	20	2+	3/-3	Infernus Incinerator [FW]	10	4	-1	[AG], [RA], [CA], Special
				Galatus Warblade [B]	-	-	-	
Telemon Dreadnought Type 1	20	2+	4/-3	Arachnus Storm Cannon Burst Fire	35/70	6	-1	[DR2], [AG], [RA], [CA], [IWD], Special
				Concentrated Fire [HW]		2	-2	
				Spiculus Bolt Launcher	25/50	4	-1	
				Flamers [FW,AP]	10	2	0	
				Power Weapon [B]	-	-	-	
Telemon Dreadnought Type 2	20	2+	5/-4	Spiculus Bolt Launcher	25/50	4	-1	[DR2], [AG], [RA], [CA], [IWD]
				Flamers [FW,AP]	10	4	0	
				Power Weapon [B]	-	-	-	
Telemon Dreadnought Type 3	20	2+	4/-3	Accelerator Culverin	20/35	4	-3	[DR2], [AG], [RA], [CA], [IWD]
				Spiculus Bolt Launcher	25/50	4	-1	
				Flamers [FW,AP]	10	-	0	
				Power Weapon [B]	-	-	-	
Telemon Dreadnought Type 4	20	2+	3/-2	Accelerator Culverin	20/35	4	-3	[DR2], [AG], [RA], [CA], [IWD], Special
				Arachnus Storm Cannon Burst Fire	35/70	6	-1	
				Concentrated Fire [HW]		2	-2	
				Spiculus Bolt Launcher	25/50	4	-1	

Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Caladius Grav-Tank	30[TK]	2+	2/-2	Accelerator Cannon [HW]	30/60	6	-2	[DR2], [RA], Special
				Bolters [AP]	25	2	0	
Caladius Annihilator Grav-Tank	30[TK]	2+	3/-2	Arachnus Heavy Blaze Cannon				[DR2]. [RA], Special
				Concentrated Fire [HW,IC]	35/70	2	-3	
				Burst Fire	25/50	8	-2	
				Bolters [AP]	25	2	0	

Coronus Grav-Carrier	35[TK]	3+	3/-2	Arachnus Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Bolters [AP]	25/50 20/35 25	2 6 2	-2 -1 0	[DR2]. [TR2], [RA], Special
Pallas Grav-Attack	35[TK]	3+	2/-2	Arachnus Blaze Cannon Concentrated [HW, IC] Burst Bolters [AP]	25/50 20/35 25	2 6 2	-2 -1 0	[RA], Special

Fliers [F]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Orion Dropship	[TF]	2[4]+	4/-3	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Spiculus Heavy Bolt Launchers Bolters [AP]	35/70 25/50 25/50 25	2 8 6 10	-3 -2 -2 0	[DR3]. [TR5], [AS], [RA], Special
Ares Gunship	[F]	2[4]+	4/-3	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Magna Blaze Cannon Concentrated Fire [D2,B] Burst [B] Firebombs [IC,B,FW] Bolters [AP]	35/70 25/50 35/70 25/60 0 25	2 8 2 6 2 4	-3 -2 -6 -2 0 0	[DR3]. [RA], Special

Special Characters

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Constantin Valdor	15[T]	3[3]+	6/-5	The Apollonian Spear [A, AR]	25	2	-2	[DR2], [HQ3], [CA], [IWD], [AE], Special
The Emperor	25[T]	2[3]+	9/-6	Emperors Claw [B] The Emperor's Bolter	- 25	- 2	- -5	[DR4], [TER] Special

Sisters of Silence

Appendix for all Sisters of Silence elements.

Command [1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Oblivion Knight-Centura	10	4[6]+	4/-4	CC Weapons	-	-	-	[HQ2], [N], Special
Excruciatius	10	5+	4/-3	Stake Crossbow Flamer [FW]	25 10	2 1	-1 0	[HQ1], [N]

Infantry [1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Oblivion Knight	10	5[6]+	3/-3	CC Weapons	-	-	-	
Pursuers	15	5+	2/-2	Flamers [FW]	10	2	0	[AG]
Pursuers Beasts	15	5+	3/-2	CC Weapons	-	-	-	[AG], [IWD]
Prosecutors	10	5+	2/-1	Bolters	25	2	0	Special
Seeker	10	5+	2/-1	Flamers [FW]	10	2	0	Special
Vigilators	10	5+	3/-2	CC Weapons	-	-	-	Special

Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kharon Acquisitor	35[KT]	3+	3/-3	Missile Launchers				
				Krak [PY,TL2]	25/50	2	-2	[TR2], [SH],
				Frag [PY,B,TL2]	25/50	2	0	[N], [RA],
				TL Helion Heavy Cannon [AP]	25	4	-1	[DR2], Special

Special Character

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Jenetia Krole	15	3[5]+	6/-4	Sword of Oblivion [B] Archeotech Pistol [A]	- 20	- 3	- -1	[DR2], [HQ3], [IWD], Special