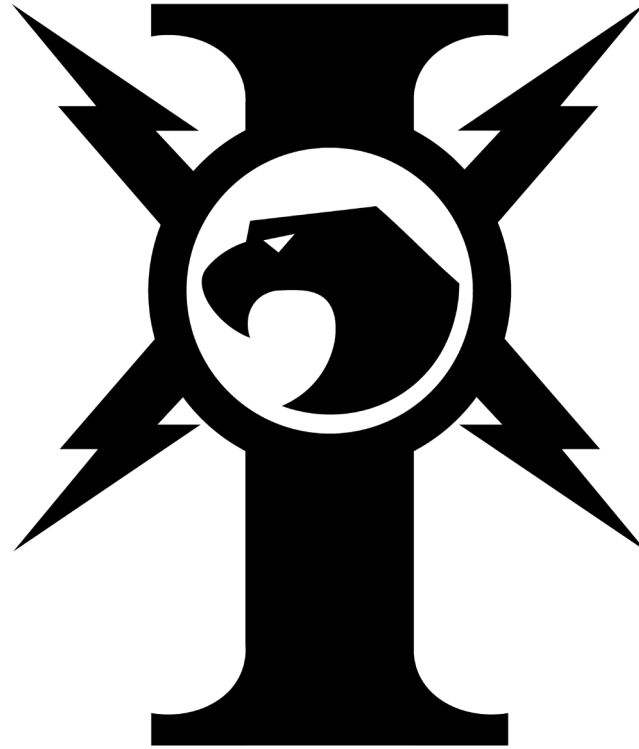


LEGIO CUSTODES



COMPANY CARDS

MKV

LEGIO CUSTODES TRAITS

GENERAL TRAITS



The Legio Custodes possess the following traits:

1. **A Ranged to-hit value of 5+.**
2. **A Close Combat to-hit value of 5+.**
3. **Veterans.** Legio Custodes infantry elements gain the veteran [V] ability.
4. **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).
5. **Inviolable Psyche.** Legio Custodes Infantry elements gain the indomitable [ID] and Stubborn [SU] abilities.
6. **The Solidarity.** Legio Custodes infantry elements gain the agile [AG] and night vision [N] abilities. They also gain +5cm total movement bonus move when on charge orders and +1 bonus to armor saves versus attacks with the blast [B] trait.
7. **Decisive Response.** Legio Custodes infantry and walkers gain the Counterattack [CA] ability.
8. **Born leaders.** Legio Custodes command elements are ALL level 3 commanders [HQ3].

ABILITIES



Legio Custodes have access to these abilities.

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.



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



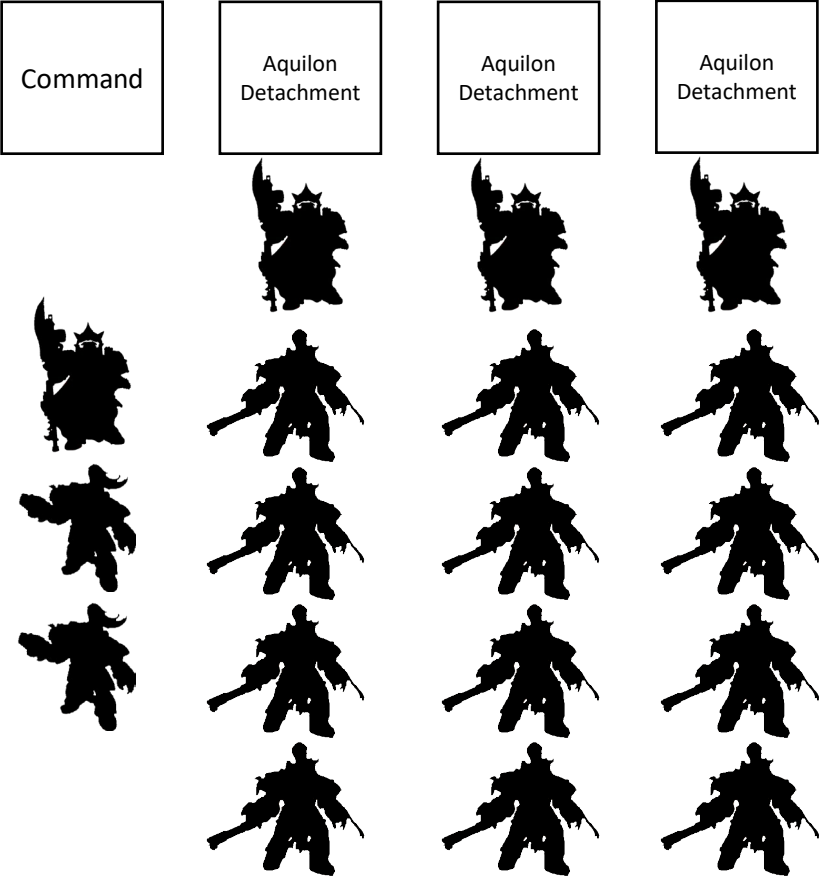
This symbol means the element is a level 3 **company commander** [HQ3] for that **Company Card** (mainly used in non infantry formations).

STANDARD COMPANY CARDS

INFANTRY [1]

AQUILON TERMINATOR COMPANY

The Aquilon Terminator Company consists of one command detachment of 1 Shield Captain and 2 Aquilon terminator stands, and three detachments of 1 Shield Captain and 4 Aquilon Terminator stands



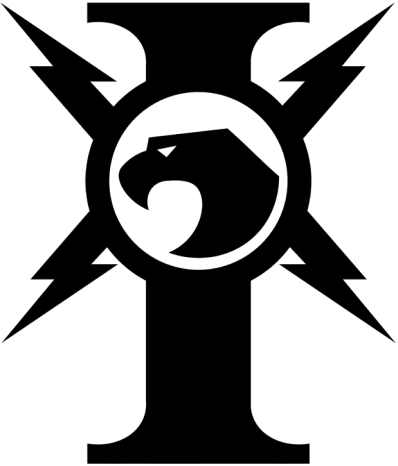
 Point Value 2600 

AQUILON TERMINATOR COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	10[T]	3[5]+	6/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT]
Aquilon Terminators	10[T]	3[5]+	3/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[DR2], [AE], [TT]



Victory Points 26
Your opponent gains 13 VPs when this Company is broken

CUSTODIAN GUARD COMPANY

The Custodian Guard Company consists of one command detachment of 1 Shield Captain and 2 Custodian stands and three detachments of 1 Shield Captain and 4 Custodian stands

Command

Custodian Detachment

Custodian Detachment

Custodian Detachment

























Point Value 1900

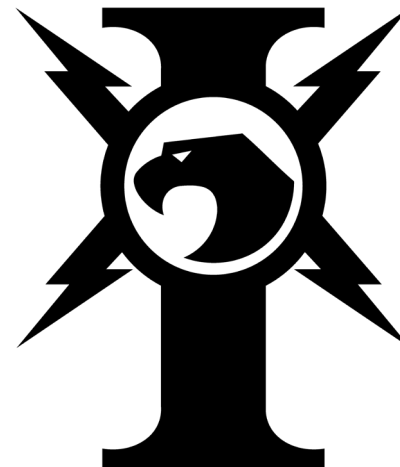


CUSTODIAN GUARD COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	10[T]	3[5]+	6/-2	Guardian Spear [A,AR]	20	3	-1	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT]
Custodian Guard	10[T]	3[5]+	3/-2	Guardian Spear [A,AR]	20	3	-1	[MB], [AE], [TT]

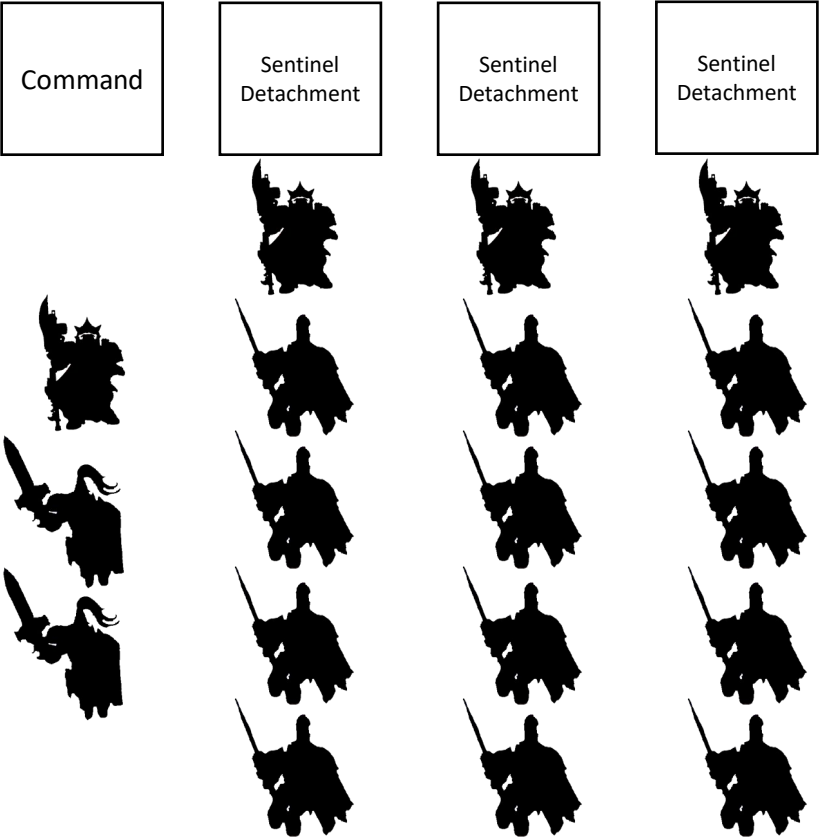


Victory Points 19

Your opponent gains 10 VPs when this Company is broken

SENTINEL GUARD COMPANY

The Sentinel Guard Company consists of one command detachment of 1 Shield Captain and 2 Sentinel stands and three detachments of 1 Shield Captain and 4 Sentinel Guard stands





Point Value 1900

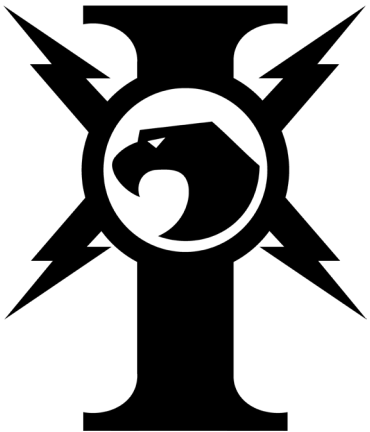


SENTINEL GUARD COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	10[T]	3[4]+	6/-2	Sentinel Warblade and Shield	10	2	-1	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT], Special
Sentinel Guard	10[T]	3[4]+	3/-2	Sentinel Warblade and Shield	10	2	-1	[MB], [AE], [TT], Special



Victory Points 19

Your opponent gains 10 VPs when this Company is broken

STANDARD COMPANY CARDS

CAVALRY [2]

AGAMATUS JETBIKE COMPANY

The Agamatus Jetbike Company consists of one command detachment of 1 Gryfalcon Pattern Jetbike and 2 Gryfalcon Pattern Jetbikes and three detachments of 5 Gryfalcon Pattern Jetbikes.

Command

Agamatus Detachment




Agamatus Detachment




Agamatus Detachment


























Point Value 2000

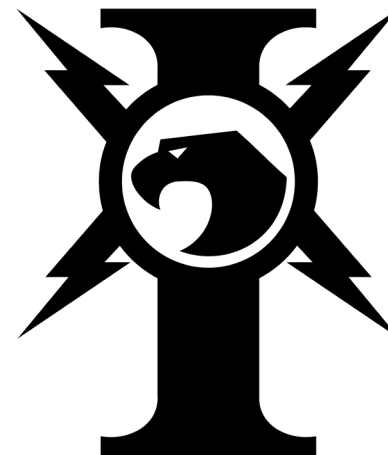


AGAMATUS JETBIKE COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	35[TK]	3[5]+	5/-2	Corvae Las-Pulsar [TL3]	20/35	2	-2	[HQ3], [MB]
Gryfalcon Pattern Jetbike	35[TK]	3[5]+	2/-2	Corvae Las-Pulsar [TL3]	20/35	2	-2	[MB]



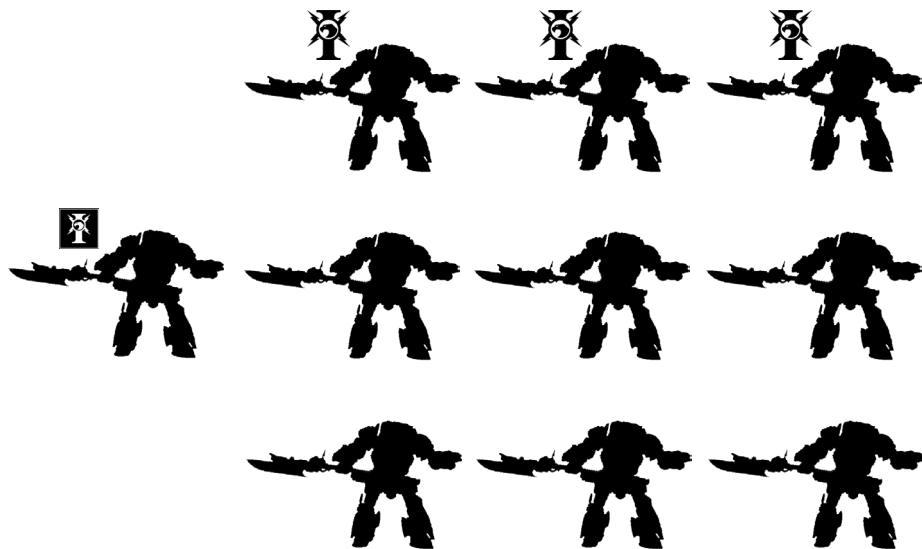
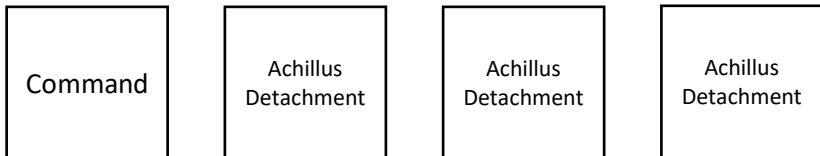
Victory Points 20

Your opponent gains 10 VPs when this Company is broken

STANDARD COMPANY CARDS WALKERS [2]

CONTEMPTOR-ACHILLUS DREADNAUGHT COMPANY

The Contemptor-Achillus Dreadnaught Company consists of one command Contemptor-Achillus Dreadnaught and three detachments of 3 Contemptor-Achillus Dreadnaughts.



Point Value 1250

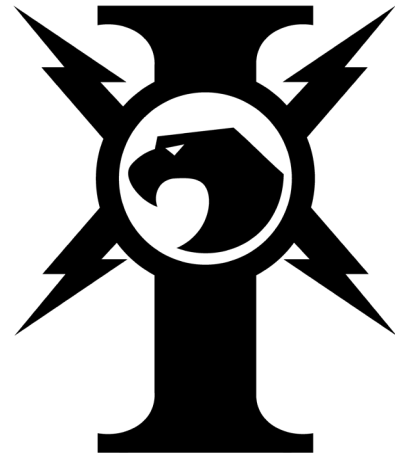


CONTEMPTOR-ACHILLUS DREADNAUGHT COMPANY

Break Point 7: The Company is broken if it has lost 7 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	20	3+	6/-3	Achillus Dreadspear Power Weapon [B] Bolters [AP]	35 25	2 2	-3 0	[HQ3], [AG], [RA]
Achillus Dreadnought	20	3+	3/-3	Achillus Dreadspear Power Weapon [B] Bolters [AP]	35 25	2 2	-3 0	[AG], [RA]

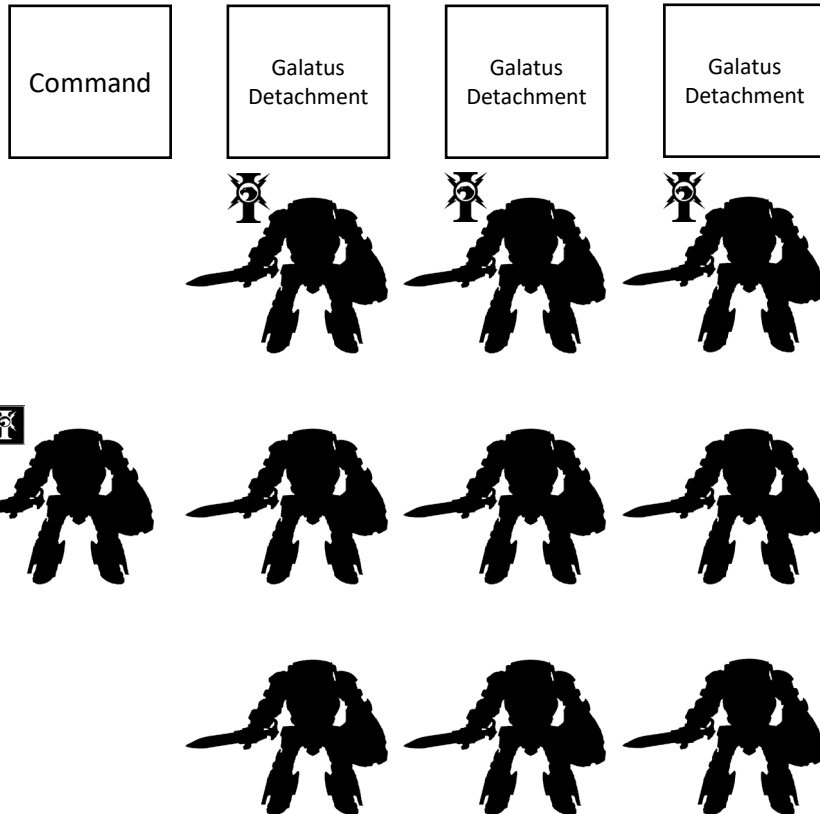


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

CONTEMPTOR-GALATUS DREADNAUGHT COMPANY

The Contemptor-Galatus Dreadnaught Company consists of one command Contemptor-Galatus Dreadnaught and three detachments of 3 Contemptor-Galatus Dreadnaughts.



Point Value 1300

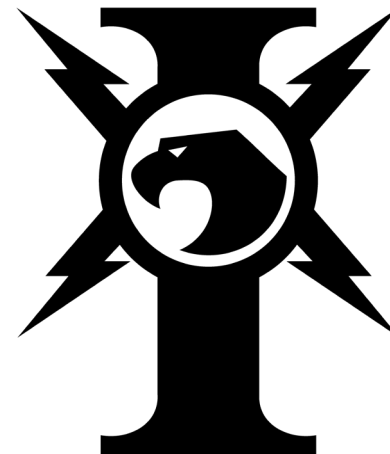


CONTEMPTOR-GALATUS DREADNAUGHT COMPANY

Break Point 7: The Company is broken if it has lost 7 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	20	3+	6/-3	Infernus Incinerator [FW] Galatus Warblade [B]	10 -	4 -	-1 -	[HQ3], [AG], [RA], Special
Galatus Dreadnought	20	2+	3/-3	Infernus Incinerator [FW] Galatus Warblade [B]	10 -	4 -	-1 -	[AG], [RA], Special



Victory Points 13

Your opponent gains 7 VPs when this Company is broken

STANDARD COMPANY CARDS
VEHICLES [3]

CALADIUS GRAV-TANK COMPANY

The Caladius Grav-Tank Company consists of one command Caladius Grav-Tank and three detachments of 3 Caladius Grav-Tanks.

Command

Caladius Detachment

Caladius Detachment

Caladius Detachment























Point Value 1700

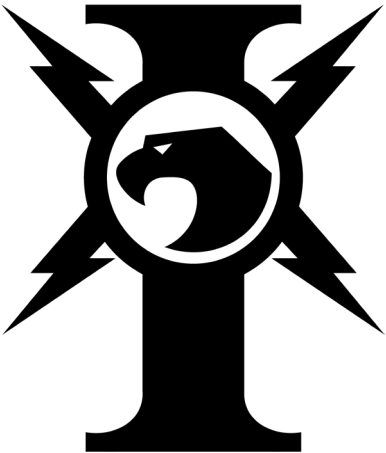


CALADIUS GRAV-TANK COMPANY

Break Point 7: The Company is broken if it has lost 7 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	30[TK]	2+	5/-2	Accelerator Cannon [HW] Bolters [AP]	30/60 25	6 2	-2 0	[HQ3], [DR2], [RA]
Caladius Grav-Tank	30[TK]	2+	2/-2	Accelerator Cannon [HW] Bolters [AP]	30/60 25	6 2	-2 0	[DR2], [RA]



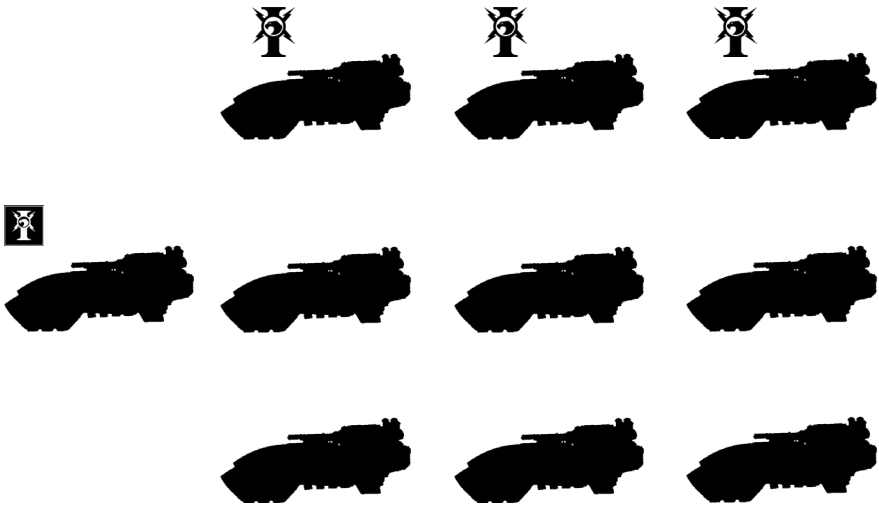
Victory Points 18

Your opponent gains 9 VPs when this Company is broken

CALADIUS ANNIHILATOR GRAV-TANK COMPANY

The Caladius Annihilator Grav-Tank Company consists of one command Caladius Annihilator Grav-Tank and three detachments of 3 Caladius Annihilator Grav-Tanks.

Command	Annihilator Detachment	Annihilator Detachment	Annihilator Detachment
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Point Value 2100

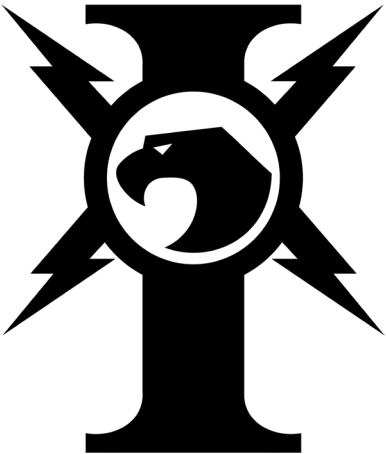


CALADIUS ANNIHILATOR GRAV-TANK COMPANY

Break Point 7: The Company is broken if it has lost 7 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	30[TK]	2+	5/-2	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Bolters [AP]	35/70 25/50 25	2 8 2	-3 -2 0	[HQ3], [DR2], [RA]
Caladius Annihilator Grav-Tank	30[TK]	2+	3/-2	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Bolters [AP]	35/70 25/50 25	2 8 2	-3 -2 0	[DR2]. [RA]



Victory Points 20

Your opponent gains 10 VPs when this Company is broken

PALAS GRAV-TANK COMPANY

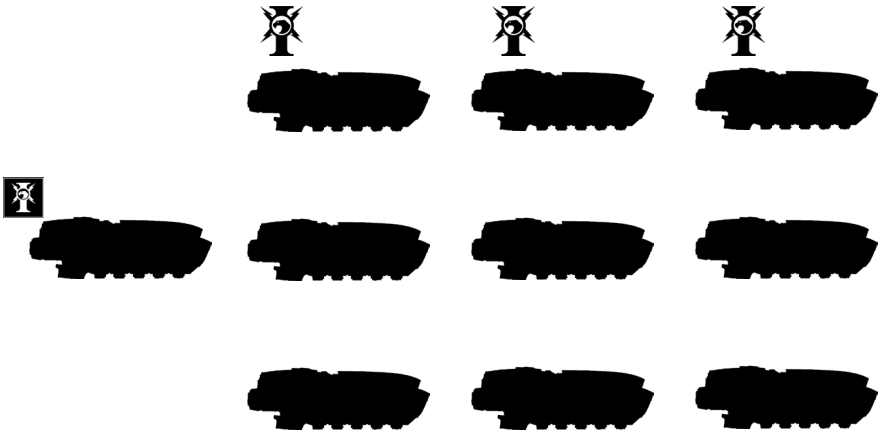
The Palas Grav-Tank Company consists of one command Palas Grav-Tank and three detachments of 3 Palas Grav-Tanks.

Command

Palas
Detachment

Palas
Detachment

Palas
Detachment



Point Value 1300

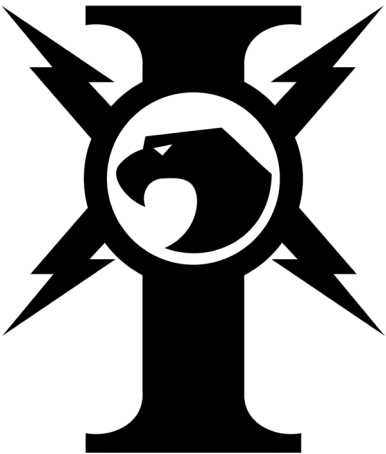


PALAS GRAV-TANK COMPANY

Break Point 7: The Company is broken if it has lost 7 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	35[TK]	3+	5/-2	Arachnus Blaze Cannon Concentrated [HW,IC] Burst Bolters [AP]	25/50 20/35 25	2 6 2	-2 -1 0	[HQ3], [RA]
Palas 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]



Victory Points 13

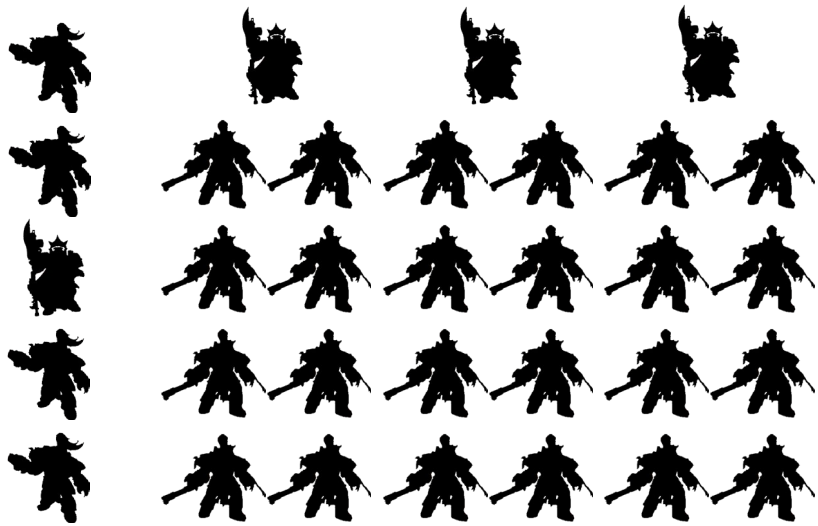
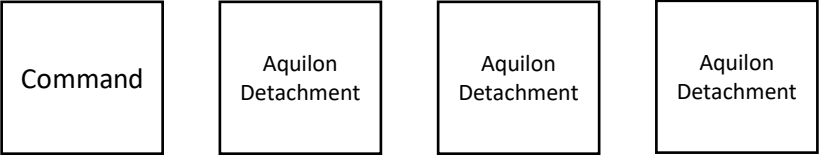
Your opponent gains 7 VPs when this Company is broken

GRAND COMPANY CARDS

INFANTRY [1]

AQUILON TERMINATOR GRAND COMPANY

The Aquilon Terminator Grand 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 4250

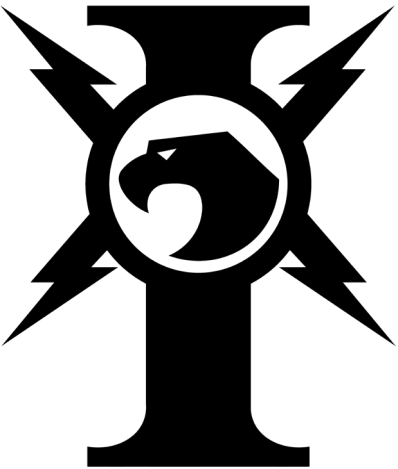


AQUILON TERMINATOR GRAND COMPANY

Break Point 22: The Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	10[T]	3[5]+	6/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT]
Aquilon Terminators	10[T]	3[5]+	3/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[DR2], [AE], [TT]

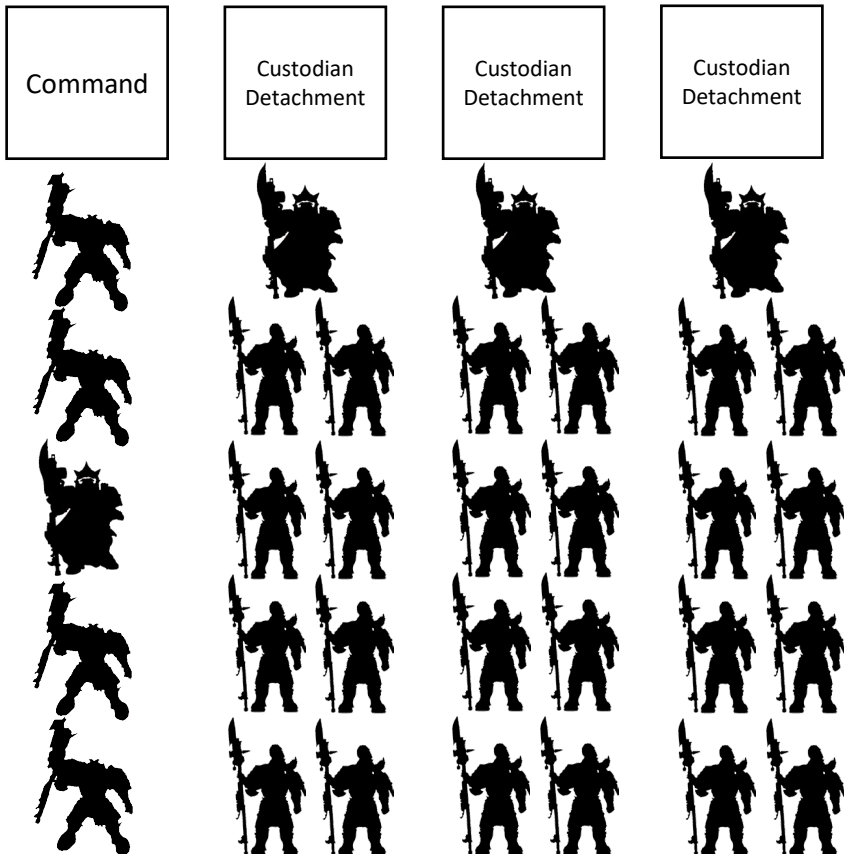


Victory Points 43

Your opponent gains 22 VPs when this Company is broken

CUSTODIAN GUARD GRAND COMPANY

The Custodian Guard Grand 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 3000

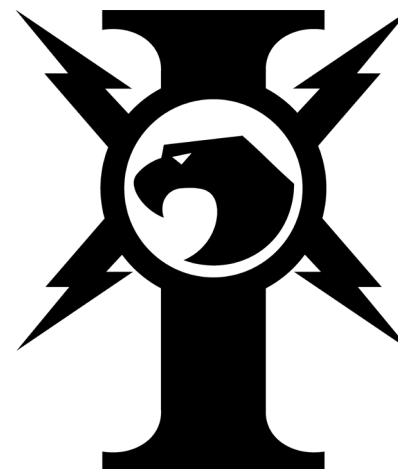


CUSTODIAN GUARD GRAND COMPANY

Break Point 22: The Company is broken if it has lost 22 stands either the stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	10[T]	3[5]+	6/-2	Guardian Spear [A,AR]	20	3	-1	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT]
Custodian Guard	10[T]	3[5]+	3/-2	Guardian Spear [A,AR]	20	3	-1	[MB], [AE], [TT]



Victory Points 30

Your opponent gains 15 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

Command



Sentinel Detachment



Sentinel Detachment



Sentinel Detachment

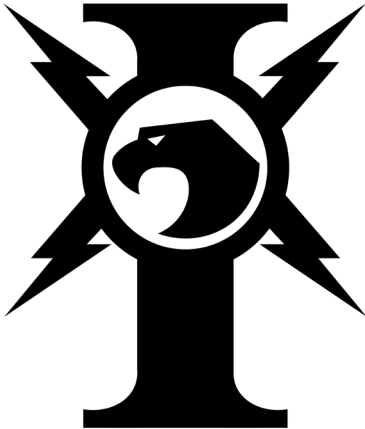


SENTINEL GUARD GRAND COMPANY

Break Point 22: The Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	10[T]	3[4]+	6/-2	Sentinel Warblade and Shield	10	2	-1	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT], Special
Sentinel Guard	10[T]	3[4]+	3/-2	Sentinel Warblade and Shield	10	2	-1	[MB], [AE], [TT], Special



GRAND COMPANY CARDS

CAVALRY [2]

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 3450

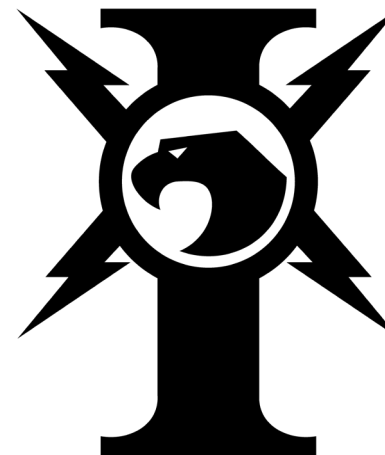


AGAMATUS JETBIKE GRAND COMPANY

Break Point 25: The Company is broken if it has lost 25 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	35[TK]	3[5]+	5/-2	Corvae Las-Pulsar [TL3]	20/35	2	-2	[HQ3], [MB]
Gryfalcon Pattern Jetbike	35[TK]	3[5]+	2/-2	Corvae Las-Pulsar [TL3]	20/35	2	-2	[MB]



Victory Points 35

Your opponent gains 18 VPs when this Company is broken

GRAND COMPANY CARDS WALKERS [2]

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.

Command

Achillus
Detachment

Achillus
Detachment

Achillus
Detachment











Point Value 2000

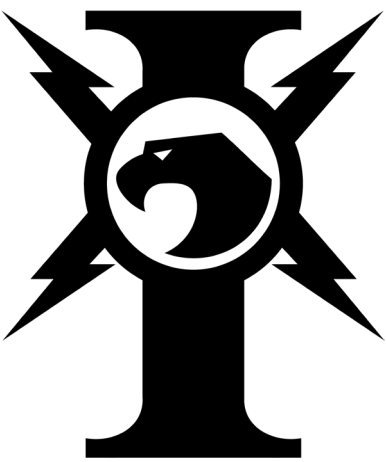


CONTEMPTOR-ACHILLUS DREADNAUGHT GRAND COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	20	3+	6/-3	Achillus Dreadspear Power Weapon [B] Bolters [AP]	35 25	2 2	-3 0	[HQ3], [AG], [RA]
Achillus Dreadnought	20	3+	3/-3	Achillus Dreadspear Power Weapon [B] Bolters [AP]	35 25	2 2	-3 0	[AG], [RA]



Victory Points 20
Your opponent gains 10 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.

Command




Galatus Detachment









Galatus Detachment









Galatus Detachment











Point Value 2000

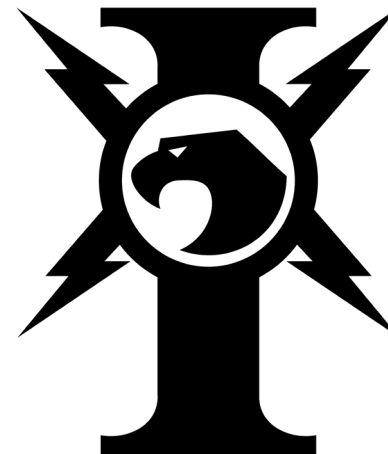


CONTEMPTOR-GALATUS DREADNAUGHT COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	20	3+	6/-3	Infernus Incinerator [FW] Galatus Warblade [B]	10 -	4 -	-1 -	[HQ3], [AG], [RA], Special
Galatus Dreadnought	20	2+	3/-3	Infernus Incinerator [FW] Galatus Warblade [B]	10 -	4 -	-1 -	[AG], [RA], Special



Victory Points 20

Your opponent gains 10 VPs when this Company is broken

STANDARD COMPANY CARDS
VEHICLES [3]

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 2800

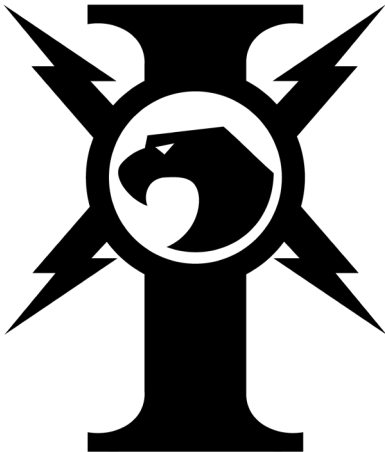


CALADIUS GRAV-TANK GRAND COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	30[TK]	2+	5/-2	Accelerator Cannon [HW] Bolters [AP]	30/60 25	6 2	-2 0	[HQ3], [DR2], [RA]
Caladius Grav-Tank	30[TK]	2+	2/-2	Accelerator Cannon [HW] Bolters [AP]	30/60 25	6 2	-2 0	[DR2], [RA]



Victory Points 28

Your opponent gains 14 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.

Command

Annihilator
Detachment

Annihilator
Detachment

Annihilator
Detachment

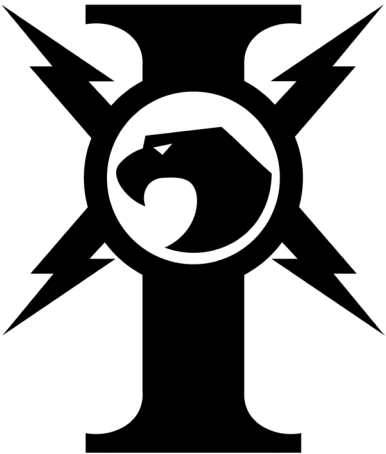
Point Value 3600

CALADIUS ANNIHILATOR GRAV-TANK GRAND COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	30[TK]	2+	5/-2	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Bolters [AP]	35/70 25/50 25	2 8 2	-3 -2 0	[HQ3], [DR2], [RA]
Caladius Annihilator Grav-Tank	30[TK]	2+	3/-2	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Bolters [AP]	35/70 25/50 25	2 8 2	-3 -2 0	[DR2]. [RA]

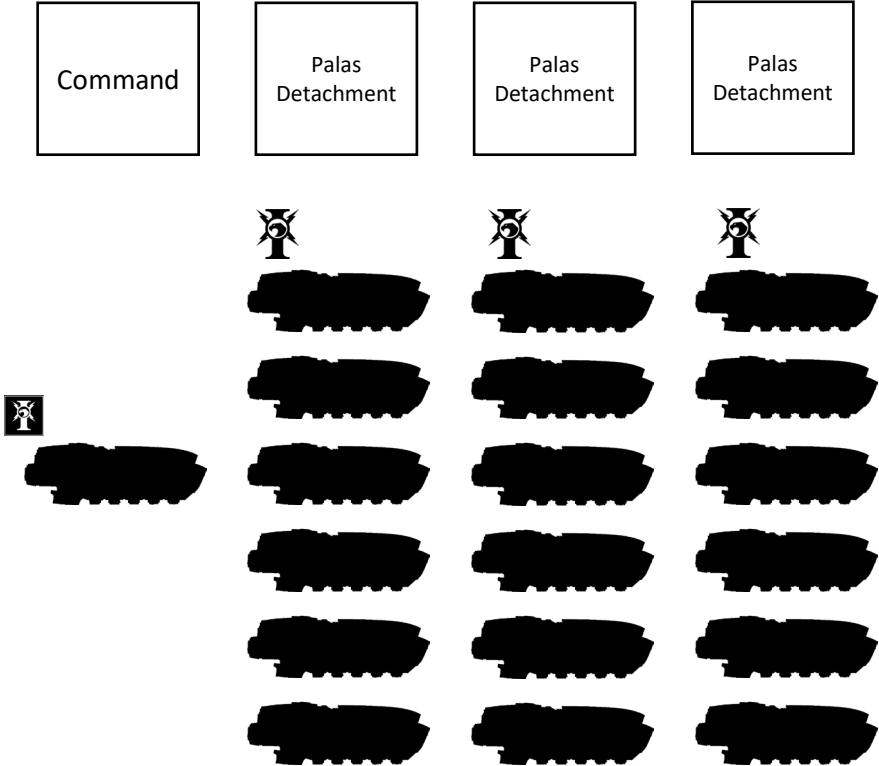


Victory Points 36

Your opponent gains 18 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 2050

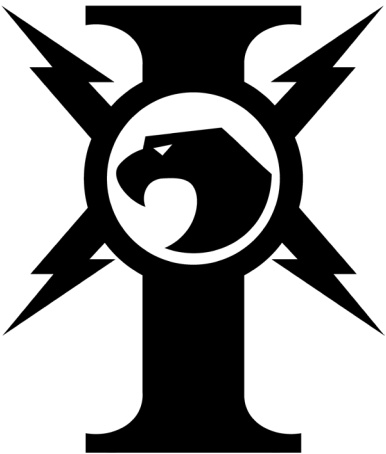


PALAS GRAV-TANK GRAND COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Custodes 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
Shield Captain	35[TK]	3+	5/-2	Arachnus Blaze Cannon Concentrated [HW,IC] Burst Bolters [AP]	25/50 20/35 25	2 6 2	-2 -1 0	[HQ3], [RA]
Palas 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]



Victory Points 21

Your opponent gains 11 VPs when this Company is broken