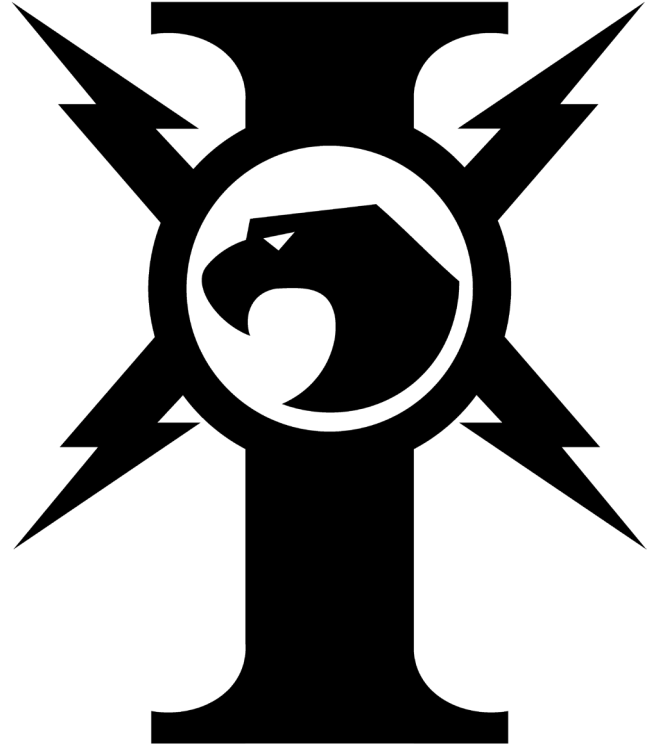


LEGIO CUSTODES



SPECIAL 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).

SPECIAL CARDS COMMAND [1]

SPECIAL FORMATION

TRIBUNE AQUILON TERMINATOR

The Tribune consists of 1 Tribune stand.



Point Value 250



TRIBUNE AQUILON TERMINATOR

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

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
Tribune	10[T]	3[5]+	7/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT], Special

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.



Victory Points 3

Your opponent gains 3 VP when this Stand is destroyed

SPECIAL FORMATION

TRIBUNE
CUSTODIAN GUARD

The Tribune consists of 1 Tribune stand.



Point Value 200



TRIBUNE
CUSTODIAN GUARD

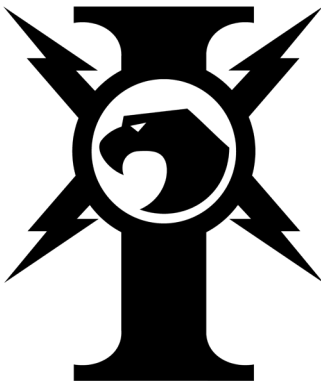
Break Point 1: The Tribune is broken when his stand is destroyed.

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
Tribune	10[T]	3[5]+	7/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT], Special

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.



Victory Points 2

Your opponent gains 2 VP when this Stand is destroyed

SPECIAL FORMATION

TRIBUNE
SENTINEL GUARD

The Tribune consists of 1 Tribune stand.



Point Value 200



TRIBUNE
SENTINEL GUARD

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

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
Tribune	10[T]	3[5]+	7/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT], Special

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.
3. Sentinel Ability. Once per turn can re-roll all 1's on attack dice (second result stands).



Victory Points 2

Your opponent gains 2 VP when this Stand is destroyed

SPECIAL CARDS
SPECIAL CHARACTERS

SPECIAL FORMATION

CONSTANTIN VALDOR

Constantin Valdor consists of 1 Constantin Valdor stand.



Point Value 250



CONSTANTIN VALDOR

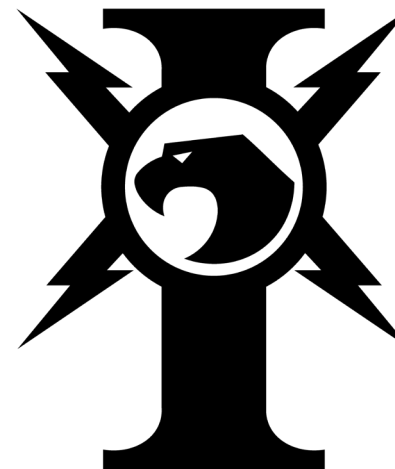
Break Point 1: Constantin Valdor is broken when his stand is destroyed.

Morale Value 4+: Valdor has 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], [AE], Special

Constantin Valdor has the following Special Ability:

1. When the Emperor is not present, he is the Army Commander, and the player adds a +1 bonus to initiative rolls.
2. Constantin Valdor Special Card may be used in any loyalist force.



Victory Points 3

Your opponent gains 3 VP when this Stand is destroyed

SPECIAL FORMATION

THE EMPEROR

The Emperor consists of 1 Emperor stand.



Point Value 1000



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[T]	2[3]+	9/-6	Emperors Claw [B] The Emperor's Bolter	- 25	- 2	- -5	[DR4], [TER] Special

The Emperor has the following Special Abilities:

1. **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
2. **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.
3. **The Emperor's sword.** It possesses the psyk-out [PY] weapon trait.
4. **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]
5. **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.
6. **Any Loyalist formation** within line of sight of the Emperor can re-roll failed morale checks once per turn.
7. **If the Emperor** should be removed from play, all loyalist formations present roll for morale immediately.
8. **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 10

Your opponent gains 10 VP when this Stand is destroyed

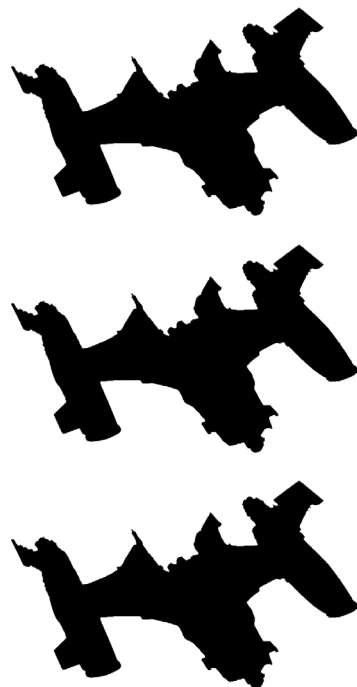
SPECIAL CARDS

FLIERS [F]

SPECIAL FORMATION

ARES GUNSHIP SQUADRON

The Ares Gunship Squadron consists of 3 Ares Gunships.



Point Value 1000



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

The Ares Gunship has the following Special Abilities:

1. 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.
2. Eclipse Shield. Grant an Invulnerable save versus all ranged incoming fire. It does NOT apply to DOGFIGHTS.
3. Dual Arachnus Heavy Blaze Cannon. May select between Burst Fire and Concentrated Fire each turn.



Victory Points 10

Your opponent gains 5 VP when this Company is broken

SPECIAL FORMATION

ARES GUNSHIP WING

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



Point Value 2000



ARES GUNSHIP WING

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

The Ares Gunship has the following Special Abilities:

1. 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.
2. Eclipse Shield. Grant an Invulnerable save versus all ranged incoming fire. It does NOT apply to DOGFIGHTS.
3. Dual Arachnus Heavy Blaze Cannon. May select between Burst Fire and Concentrated Fire each turn.



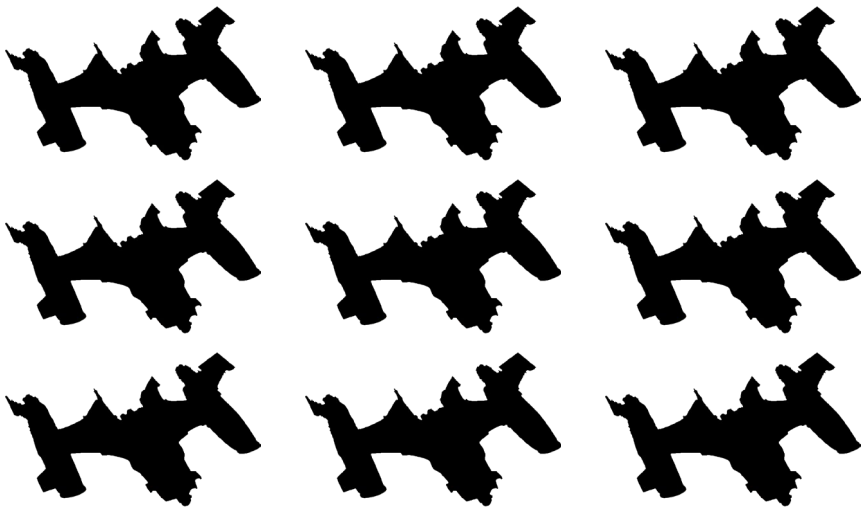
Victory Points 20

Your opponent gains 10 VP when this Company is broken

SPECIAL FORMATION

ARES GUNSHIP AIR FORCE

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



Point Value 3000



ARES GUNSHIP FORCE

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

The Ares Gunship has the following Special Abilities:

1. 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.
2. Eclipse Shield. Grant an Invulnerable save versus all ranged incoming fire. It does NOT apply to DOGFIGHTS.
3. Dual Arachnus Heavy Blaze Cannon. May select between Burst Fire and Concentrated Fire each turn.



Victory Points 30

Your opponent gains 15 VP when this Company is broken