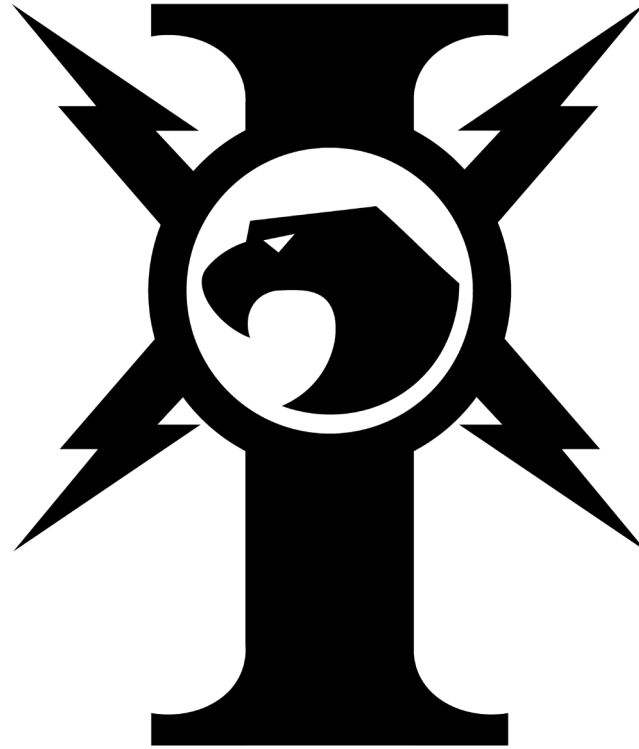


LEGIO CUSTODES



SUPPORT 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 SUPPORT CARDS

INFANTRY [1]

AQUILON TERMINATOR SQUAD

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



Point Value 700



AQUILON TERMINATOR SQUAD

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 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 7

Your opponent gains 4 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 500



CUSTODIAN GUARD SQUAD

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 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 VP 5

Your opponent gains 3 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 600



HETAERON GUARD SQUAD

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 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]+	7/-3	Paragon Spear [A,AR] Power Weapon and Shield [B]	20 -	3 -	0 -	[HQ3], [DR2], [IWD], [SN], [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]

Victory Points 6

Your opponent gains 3 VPs when this company is broken

SAGITTARUM GUARD SQUAD

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



Point Value 500



SAGITTARUM GUARD SQUAD

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 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]+	5/0	Adrastus Bolt Caliver Bolt Volley Disintegration Beam [A, AR]	30 10	5 2	0 -3	[HQ3], [DR2], [IWD], [SN], [MB], [AE], [TT], Special
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

Victory Points VP 5

Your opponent gains 3 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 500



SENTINEL GUARD SQUAD

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 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 5

Your opponent gains 3 VPs when this company is broken

VENATARI SQUAD

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



Point Value 450



VENATARI SQUAD

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 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[J]	3[5]+	7/-2	Venatari Lance [A]	10	3	-1	[HQ3], [DR2], [AE], [IWD], [SN], [AG], [MB]
Venatari Custodians	20[J]	3[5]+	4/-2	Venatari Lance [A]	10	3	-1	[AG], [MB]

Victory Points 5

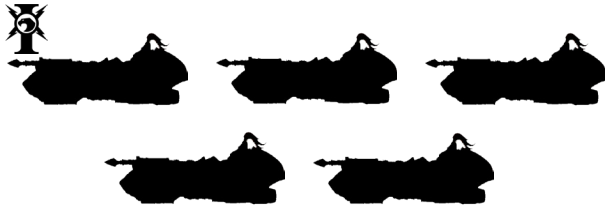
Your opponent gains 3 VPs when this company is broken

STANDARD SUPPORT CARDS

CAVALRY [2]

AGAMASTUS JETBIKE SQUADRON

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



Point Value 550



AGAMASTUS 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 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]
Gyrfalcon Pattern Jetbike	35[TK]	3[5]+	2/-2	Corvae Las-Pulsar [TL3]	20/35	2	-2	[MB]

Victory Points 6

Your opponent gains 3 VPs when this company is broken

STANDARD SUPPORT CARDS WALKERS [2]

CONTEMPTOR ACHILLUS DREADNAUGHT TALON

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





Point Value 350



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 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 4 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 350



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 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	2+	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 4
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 600



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 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	2+	7/-3	Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	35/70 - 25/50 10 - -	6 2 4 2 - -	-1 -2 -1 0 - -	[HQ3], [DR2], [AG], [RA], [CA], [IWD], Special
Telemon Dreadnought Type 1	20	2+	4/-3	Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	35/70 - 25/50 10 - -	6 2 4 2 - -	-1 -2 -1 0 - -	[DR2], [AG], [RA], [CA], [IWD], Special

Victory Points 6

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 600



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 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	2+	8/-4	Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	25/50 10 -	4 4 -	-1 0 -	[HQ3], [DR2], [AG], [RA], [CA], [IWD]
Telemon Dreadnought Type 2	20	2+	5/-4	Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	25/50 10 -	4 4 -	-1 0 -	[DR2], [AG], [RA], [CA], [IWD]

Victory Points VP 6

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 600



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 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	2+	7/-3	Accelerator Culverin Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	20/35 25/50 10 -	4 4 - -	-3 -1 0 -	[HQ3], [DR2], [AG], [RA], [CA], [IWD]
Telemon Dreadnought Type 3	20	2+	4/-3	Accelerator Culverin Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	20/35 25/50 10 -	4 4 - -	-3 -1 0 -	[DR2], [AG], [RA], [CA], [IWD]

Victory Points 6

Your opponent gains 3 VPs when this company is broken

TELEMON HEAVY DREADNAUGHT TALON TYPE 4

The Telemon Heavy Dreadnaught Talon Type 4 consists of 3 Telemon Heavy Dreadnaughts Type 4.



Point Value 650



TELEMON HEAVY DREADNAUGHT TALON TYPE 4

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 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	2+	6/-2	Accelerator Culverin Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculum Bolt Launcher Accelerator Culverin	20/35 35/70 - - 25/50 20/35	4 - 6 2 4 4	-3 -1 -2 -1 -3 -	[HQ3], [DR2], [AG], [RA], [CA], [IWD], Special
Telemon Dreadnought Type 4	20	2+	3/-2	Accelerator Culverin Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculum Bolt Launcher	20/35 35/70 - - 25/50	4 - 6 2 4	-3 -1 -2 -1 -	[DR2], [AG], [RA], [CA], [IWD], Special

Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

STANDARD SUPPORT CARDS VEHICLES [3]

CALADIUS GRAV TANK SQUADRON

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



Point Value 500



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 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], Special
Caladius Grav-Tank	30[TK]	2+	2/-2	Accelerator Cannon [HW] Bolters [AP]	30/60 25	6 2	-2 0	[DR2], [RA], Special

Victory Points 5

Your opponent gains 3 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 600



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 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], Special
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], Special

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

PALLAS GRAV TANK SQUADRON

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



Point Value 350



PALLAS 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 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], 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

Victory Points 4 VP

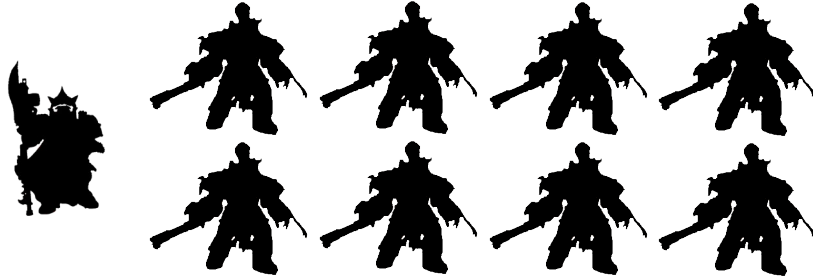
Your opponent gains 2 VPs when this company is broken

GRAND SUPPORT CARDS

INFANTRY [1]

AQUILON TERMINATOR GRAND SQUAD

The Aquilon Terminator Grand Squad consists of 1 Shield Captain and 8 Aquilon Terminator stands.



Point Value 1200



AQUILON TERMINATOR GRAND SQUAD

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it 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.

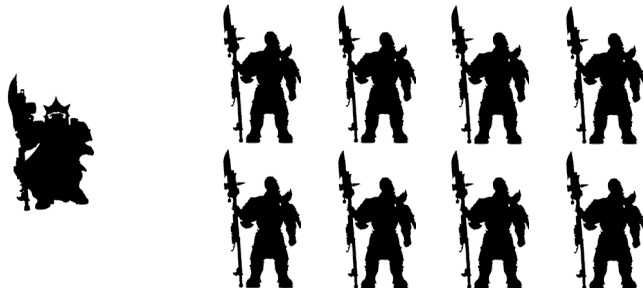
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	10[T]	3[5]+	6/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT]
Aquilon Terminators	10[T]	3[5]+	3/-4	Adrathic Destructor [A,AR] Power Weapon [B]	20 -	4 -	-1 -	[DR2], [AE], [TT]

Victory Points 12

Your opponent gains 6 VPs when this company is broken

CUSTODIAN GUARD GRAND SQUAD

The Custodian Guard Grand Squad consists of 1 Shield Captain and 8 Custodian Guard stands.



Point Value 850



CUSTODIAN GUARD GRAND SQUAD

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it 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.

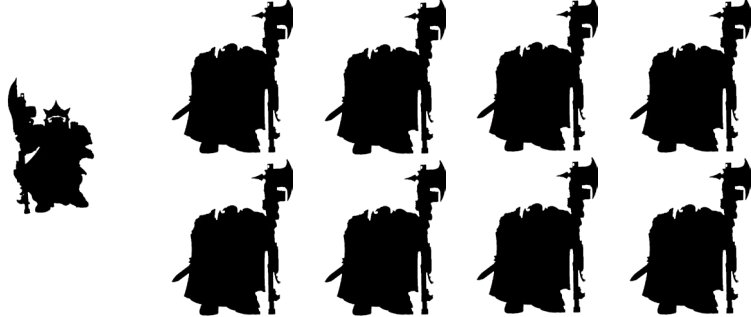
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	10[T]	3[5]+	6/-2	Guardian Spear [A,AR]	20	3	-1	[HQ3], [IWD], [SN], [MB], [DR2], [AE], [TT]
Custodian Guard	10[T]	3[5]+	3/-2	Guardian Spear [A,AR]	20	3	-1	[MB], [AE], [TT]

Victory Points VP 9

Your opponent gains 5 VPs when this company is broken

HETAERON GUARD GRAND SQUAD

The Hetaeron Guard Grand Squad consists of 1 Shield Captain and 8 Hetaeron Guard stands.



Point Value 1000



HETAERON GUARD GRAND SQUAD

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it 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.

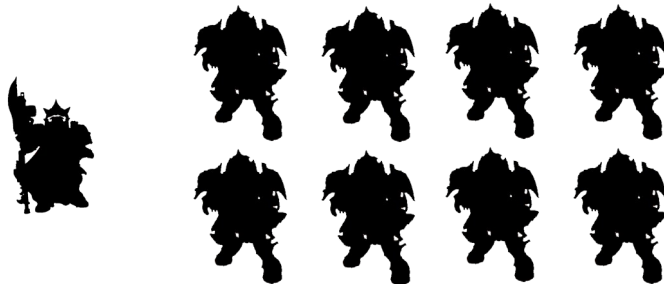
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	10[T]	3[4]+	7/-3	Paragon Spear [A,AR] Power Weapon and Shield [B]	20 -	3 -	0 -	[HQ3], [DR2], [IWD], [SN], [MB], [AE], [TT]
Hetaeron Guard	10[T]	3[4]+	4/-3	Paragon Spear [A,AR] Power Weapon and Shield [B]	20 -	3 -	0 -	[MB], [AE], [TT]

Victory Points 10

Your opponent gains 5 VPs when this company is broken

SAGITTARUM GUARD GRAND SQUAD

The Sagittarum Grand Guard consists of 1 Shield Captain and 8 Sagittarum Guard stands.



Point Value 800



SAGITTARUM GUARD GRAND SQUAD

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it 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.

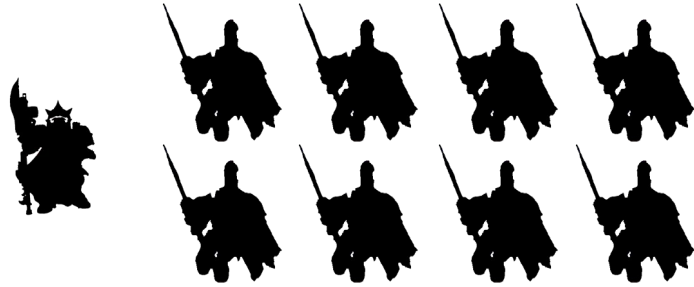
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	10[T]	3[5]+	5/0	Adrastus Bolt Caliver Bolt Volley Disintegration Beam [A, AR]	30 10	5 2	0 -3	[HQ3], [DR2], [IWD], [SN], [MB], [AE], [TT], Special
Sagittarum Guard	10[T]	3[5]+	2/0	Adrastus Bolt Caliver Bolt Volley Disintegration Beam [A, AR]	30 10	5 2	0 -3	[MB], [AE], [TT], Special

Victory Points VP 8

Your opponent gains 4 VPs when this company is broken

SENTINEL GUARD GRAND SQUAD

The Sentinel Guard Grand Squad consists of 1 Shield Captain and 8 Sentinel Guard stands.



Point Value 850



SENTINEL GUARD GRAND SQUAD

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it 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 9

Your opponent gains 5 VPs when this company is broken

VENATARI GRAND SQUAD

The Venatari Squad consists of 1 Shield Captain and 8 Venatari stands.



Point Value 750



VENATARI GRAND SQUAD

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it 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[J]	3[5]+	7/-2	Venatari Lance [A]	10	3	-1	[HQ3], [DR2], [AE], [IWD], [SN], [AG], [MB]
Venatari Custodians	20[J]	3[5]+	4/-2	Venatari Lance [A]	10	3	-1	[AG], [MB]

Victory Points 8

Your opponent gains 4 VPs when this company is broken

GRAND SUPPORT CARDS

CAVALRY [2]

AGAMASTUS JETBIKE GRAND SQUADRON

The Agamastus Jetbike Grand Squadron consists of 1 Command Gryfalcon Pattern Jetbike and 9 Gryfalcon Pattern Jetbikes.



Point Value 1000



AGAMASTUS JETBIKE GRAND SQUADRON

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it 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]
Gyrfalcon Pattern Jetbike	35[TK]	3[5]+	2/-2	Corvae Las-Pulsar [TL3]	20/35	2	-2	[MB]

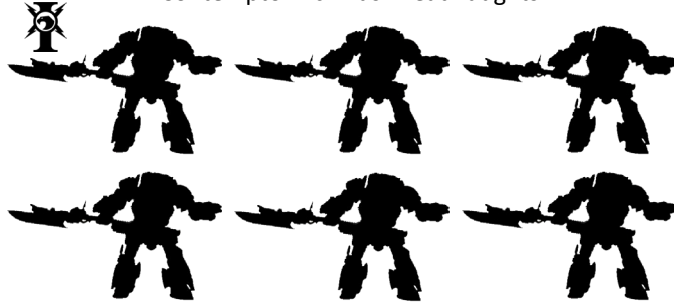
Victory Points 10

Your opponent gains 5 VPs when this company is broken

GRAND SUPPORT CARDS WALKERS [2]

CONTEMPTOR ACHILLUS DREADNAUGHT GRNAD TALON

The Contemptor Achillus Dreadnaught Grand Talon consists of 6 Contemptor Achillus Dreadnaughts.



Point Value 600



CONTEMPTOR ACHILLUS DREADNAUGHT GRAND TALON

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

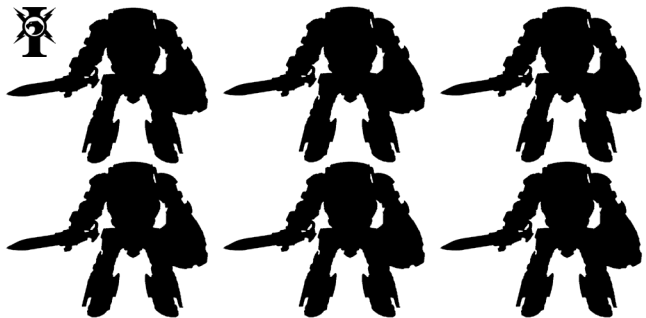
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	20	3+	6/-3	Achillus Dreadspear Power Weapon [B] Bolters [AP]	35 25	2 2	-3 0	[HQ3], [AG], [RA]
Achillus Dreadnought	20	3+	3/-3	Achillus Dreadspear Power Weapon [B] Bolters [AP]	35 25	2 2	-3 0	[AG], [RA]

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

CONTEMPTOR GALATUS DREADNAUGHT GRAND TALON

The Contemptor Galatus Dreadnaught Grand Talon consists of 6 Contemptor Galatus Dreadnaughts.



Point Value 600



CONTEMPTOR GALATUS DREADNAUGHT GRAND TALON

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

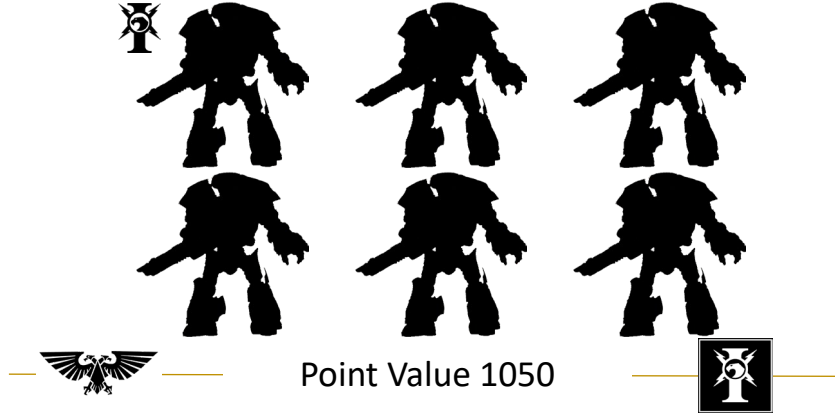
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	20	2+	6/-3	Infernus Incinerator [FW] Galatus Warblade [B]	10 -	4 -	-1 -	[HQ3], [AG], [RA], Special
Galatus Dreadnought	20	2+	3/-3	Infernus Incinerator [FW] Galatus Warblade [B]	10 -	4 -	-1 -	[AG], [RA], Special

Victory Points 6

Your opponent gains 3 VPs when this company is broken

TELEMON HEAVY DREADNAUGHT GRAND TALON TYPE 1

The Telemon Heavy Dreadnaught Grand Talon Type 1 consists of 6 Telemon Heavy Dreadnaughts Type 1.



TELEMON HEAVY DREADNAUGHT GRAND TALON TYPE 1

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

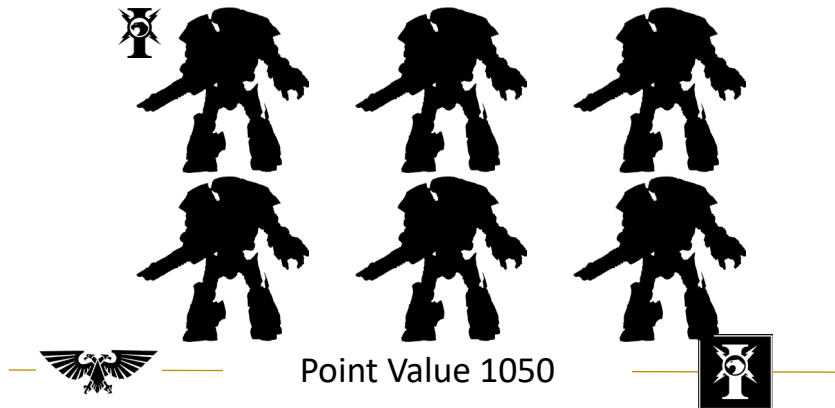
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	20	2+	7/-3	Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	35/70 - 25/50 10 -	6 2 4 2 -	-1 -2 -1 0 -	[HQ3], [DR2], [AG], [RA], [CA], [IWD], Special
Telemon Dreadnought Type 1	20	2+	4/-3	Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	35/70 - 25/50 10 -	6 2 4 2 -	-1 -2 -1 0 -	[DR2], [AG], [RA], [CA], [IWD], Special

Victory Points 11

Your opponent gains 6 VPs when this company is broken

TELEMON HEAVY DREADNAUGHT GRAND TALON TYPE 2

The Telemon Heavy Dreadnaught Grand Talon Type 2 consists of 6 Telemon Heavy Dreadnaughts Type 2.



TELEMON HEAVY DREADNAUGHT GRAND TALON TYPE 2

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

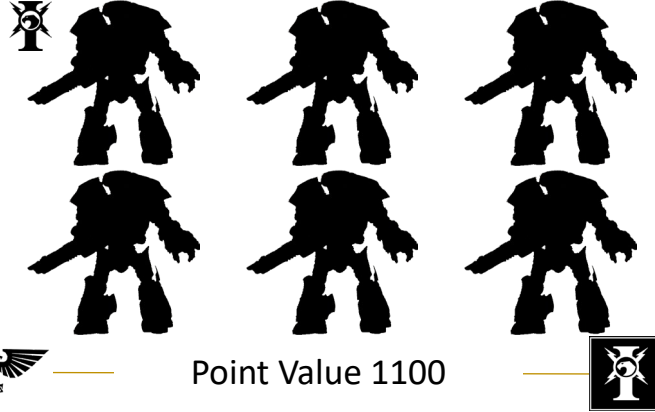
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	20	2+	8/-4	Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	25/50 10 -	4 4 -	-1 0 -	[HQ3], [DR2], [AG], [RA], [CA], [IWD]
Telemon Dreadnought Type 2	20	2+	5/-4	Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	25/50 10 -	4 4 -	-1 0 -	[DR2], [AG], [RA], [CA], [IWD]

Victory Points VP 11

Your opponent gains 6 VPs when this company is broken

TELEMON HEAVY DREADNAUGHT GRAND TALON TYPE 3

The Telemon Heavy Dreadnaught Grand Talon Type 3 consists of 6
Telemon Heavy Dreadnaughts Type 3.



Point Value 1100

TELEMON HEAVY DREADNAUGHT GRAND TALON TYPE 3

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

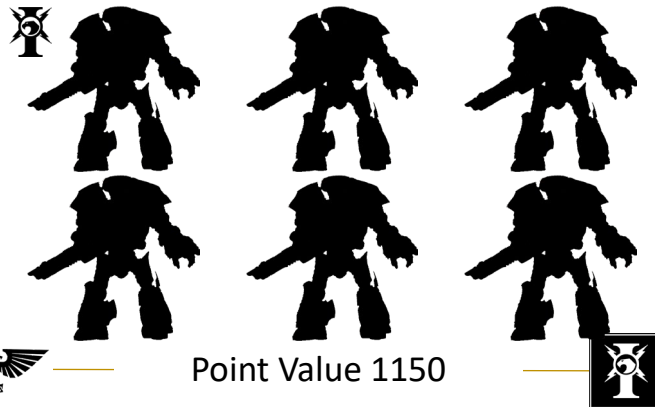
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	20	2+	7/-3	Accelerator Culverin Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	20/35 25/50 10 -	4 4 - -	-3 -1 0 -	[HQ3], [DR2], [AG], [RA], [CA], [IWD]
Telemon Dreadnought Type 3	20	2+	4/-3	Accelerator Culverin Spiculum Bolt Launcher Flamers [FW,AP] Power Weapon [B]	20/35 25/50 10 -	4 4 - -	-3 -1 0 -	[DR2], [AG], [RA], [CA], [IWD]

Victory Points 11

Your opponent gains 6 VPs when this company is broken

TELEMON HEAVY DREADNAUGHT GRAND TALON TYPE 4

The Telemon Heavy Dreadnaught Grand Talon Type 4 consists of 6
Telemon Heavy Dreadnaughts Type 4.



Point Value 1150

TELEMON HEAVY DREADNAUGHT GRAND TALON TYPE 4

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 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	2+	6/-2	Accelerator Culverin Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculum Bolt Launcher	20/35 35/70 - - 25/50	4 6 2 4 4	-3 -1 -2 -1 -1	[HQ3], [DR2], [AG], [RA], [CA], [IWD], Special
Telemon Dreadnought Type 4	20	2+	3/-2	Accelerator Culverin Arachnus Storm Cannon Burst Fire Concentrated Fire [HW] Spiculum Bolt Launcher	20/35 35/70 - - 25/50	4 6 2 4 4	-3 -1 -2 -1 -1	[DR2], [AG], [RA], [CA], [IWD], Special

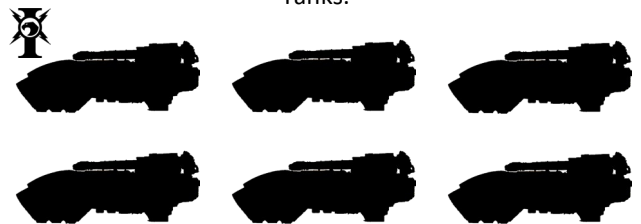
Victory Points 12 VP

Your opponent gains 6 VPs when this company is broken

GRAND SUPPORT CARDS VEHICLES [3]

CALADIUS GRAV TANK GRAND SQUADRON

The Caladius Grav Tank Grand Squadron consists of 6 Caladius Grav Tanks.



Point Value 850



CALADIUS GRAV TANK GRAND 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 4+: Custodes have a Morale value of 4+ and must roll 4+ or more on a D10 to pass their Morale check.

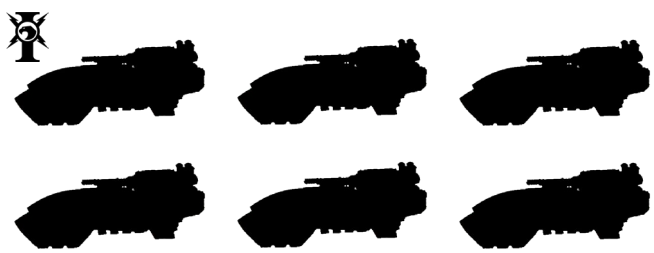
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	30[TK]	2+	5/-2	Accelerator Cannon [HW] Bolters [AP]	30/60 25	6 2	-2 0	[HQ3], [DR2], [RA], Special
Caladius Grav-Tank	30[TK]	2+	2/-2	Accelerator Cannon [HW] Bolters [AP]	30/60 25	6 2	-2 0	[DR2], [RA], Special

Victory Points 9

Your opponent gains 5 VPs when this company is broken

CALADIUS ANNIHILATOR GRAV TANK GRAND SQUADRON

The Caladius Annihilator Grav Tank Grand Squadron consists of 6 Caladius Annihilator Grav Tanks.



Point Value 1100



CALADIUS ANNIHILATOR GRAV TANK GRAND 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 4+: Custodes have a Morale value of 4+ and must roll 4+ or more on a D10 to pass their Morale check.

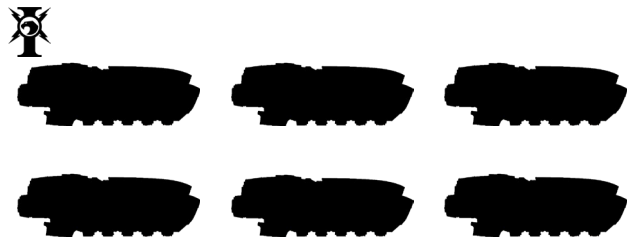
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	30[TK]	2+	5/-2	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Bolters [AP]	35/70 25/50 25	2 8 2	-3 -2 0	[HQ3], [DR2], [RA], Special
Caladius Annihilator Grav-Tank	30[TK]	2+	3/-2	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Bolters [AP]	35/70 25/50 25	2 8 2	-3 -2 0	[DR2], [RA], Special

Victory Points 11 VP

Your opponent gains 6 VPs when this company is broken

PALLAS GRAV TANK GRAND SQUADRON

The Pallas Grav Tank Grand Squadron consists of 6 Pallas Grav Tanks.





Point Value 600



PALLAS GRAV TANK GRAND 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 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], 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

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken