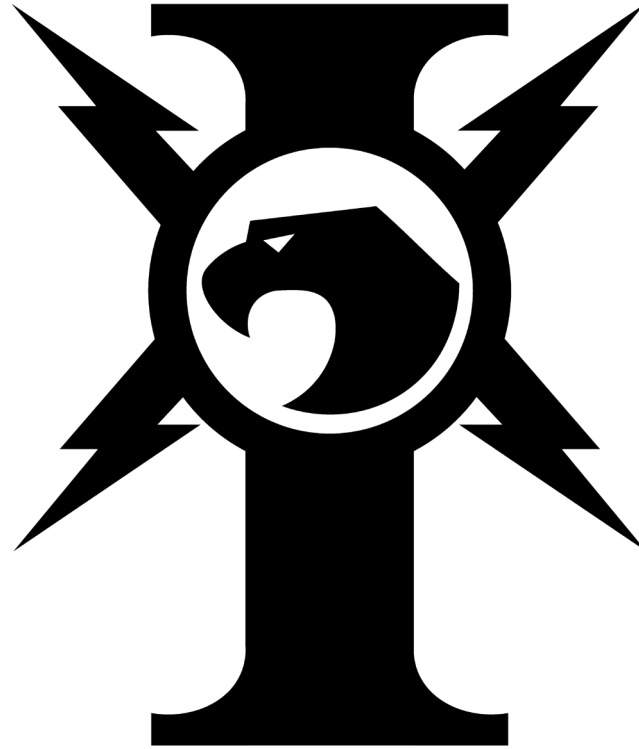


LEGIO CUSTODES



TRANSPORT 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).

TRANSPORT CARD SYMBOLS

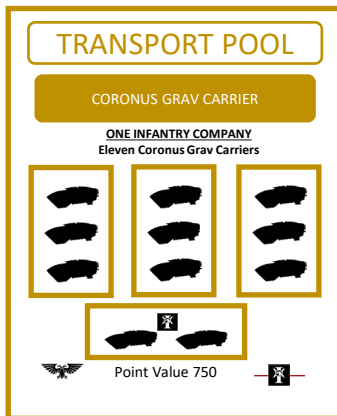
DETACHMENT BOX

In the case of the transport attached to a command formation an additional symbol is added to let the player know that this box and grouping of models belongs specifically to transport the command formation.



This example shows that 3 Coronus Grav Carriers comprises one formation of transports that will transport one detachment in a custodes infantry company. Each such box on a transport card means one formation that receives one order.

Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying how many models serve as transport to one detachment on the company card. Each such group is given an order like any other formation.



This Transport Card for a Custodes Infantry Company that consists of FOUR boxes which means there are a total of 4 formations to be attached as transport. One of the boxes has a symbol which means that one belongs to the command formation. In total there are 3 formations of 3 element that are attached to 3 detachments of custodes infantry, and 1 formation attached to the command formation.

GROUND TRANSPORT CARDS VEHICLES [3]

TRANSPORT POOL

CORONUS GRAV CARRIER

ONE INFANTRY DETACHMENT
Three Coronus Grav Carriers



Point Value 300



CORONUS GRAV CARRIER

Break Point +2: The Detachment adds +2 to the break point of the formation it is added to.

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
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*

Coronus Grav-Carrier have the following Special Ability:

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



Victory Points +3

Your opponent gains +2 VP when this formation is broken

TRANSPORT POOL

CORONUS GRAV CARRIER

ONE INFANTRY GRAND DETACHMENT
Five Coronus Grav Carriers



Point Value 500



CORONUS GRAV CARRIER

Break Point +4: The Detachment adds +4 to the break point of the formation it is added to.

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
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*

Coronus Grav-Carrier have the following Special Ability:

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



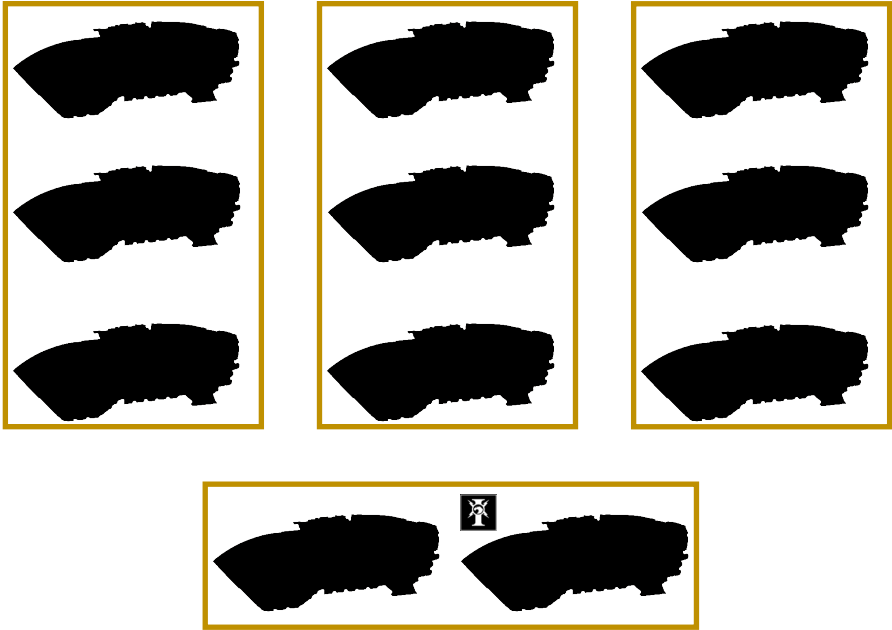
Victory Points +5

Your opponent gains +3 VP when this formation is broken

TRANSPORT POOL

CORONUS GRAV CARRIER

ONE INFANTRY COMPANY
Eleven Coronus Grav Carriers



Point Value 1150



CORONUS GRAV CARRIER

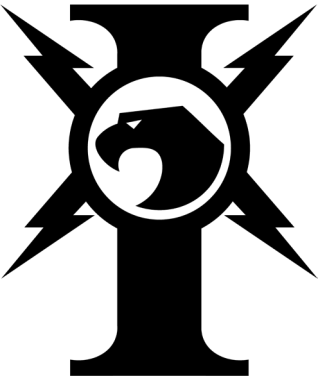
Break Point +8: The Detachment adds +8 to the break point of the formation it is added to.

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
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*

Coronus Grav-Carrier have the following Special Ability:

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



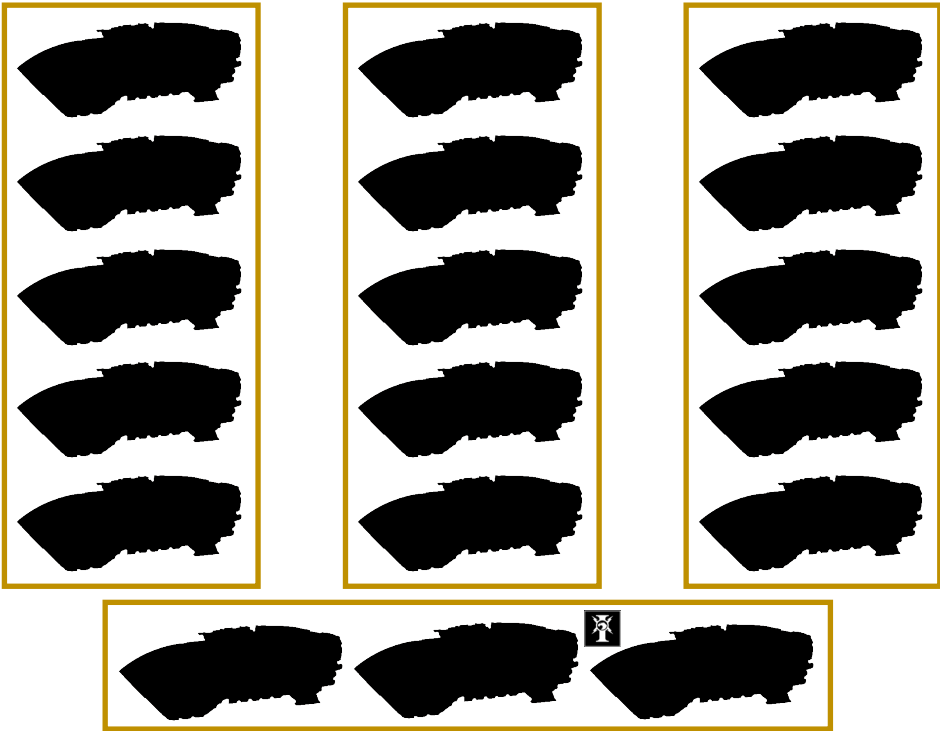
Victory Points +12

Your opponent gains +6 VP when this formation is broken

TRANSPORT POOL

CORONUS GRAV CARRIER

ONE INFANTRY GRAND COMPANY
Eighteen Coronus Grav Carriers



Point Value 1850



CORONUS GRAV CARRIER

Break Point +13: The Detachment adds +13 to the break point of the formation it is added to.

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
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*

Coronus Grav-Carrier have the following Special Ability:

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



Victory Points +19

Your opponent gains +10 VP when this formation is broken

FLIERS [F]
TRANSPORT CARDS

TRANSPORT POOL

ORION DROPSHIP

ONE INFANTRY DETACHMENT
One Orion Dropships



Point Value 300



ORION DROPSHIP

Break Point +1: The Detachment adds +1 to the break point of the formation it is added to.

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
Orion Dropship	[TF]	2[4]+	4/-3	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Spiculum 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*

The Orion Assault Dropship 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.
4. The Orion Assault Dropship has the Assault Ramp [AS] ability. See Legiones Astartes Army book.



Victory Points +3

Your opponent gains +3 VP when this formation is destroyed

TRANSPORT POOL

ORION DROPSHIP

ONE INFANTRY GRAND DETACHMENT
Two Orion Dropships



Point Value 550



ORION DROPSHIP

Break Point +1: The Detachment adds +1 to the break point of the formation it is added to.

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
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*

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3. Dual Arachnus Heavy Blaze Cannon. May select between Burst Fire and Concentrated Fire each turn.
4. The Orion Assault Dropship has the Assault Ramp [AS] ability. See Legiones Astartes Army book.



Victory Points +6

Your opponent gains +3 VP when this formation is broken

TRANSPORT POOL

ORION DROPSHIP

ONE INFANTRY COMPANY
Four Orion Dropships



Point Value 1150



ORION DROPSHIP

Break Point +3: The Detachment adds +3 to the break point of the formation it is added to.

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
Orion Dropship	[TF]	2[4]+	4/-3	Arachnus Heavy Blaze Cannon Concentrated Fire [HW,IC] Burst Fire Spiculum 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*

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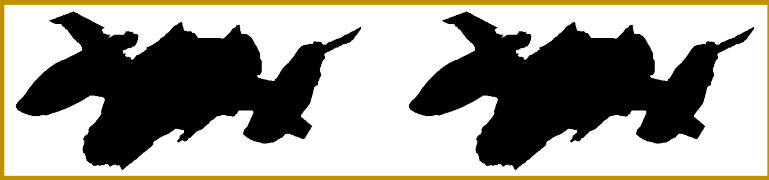
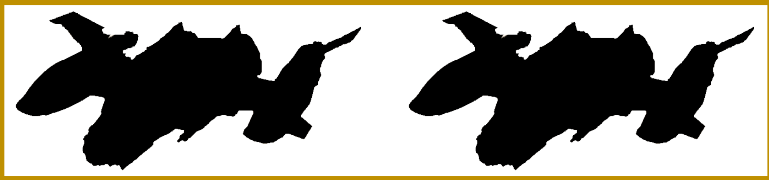
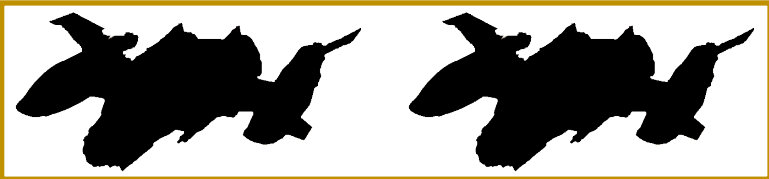
Victory Points +12

Your opponent gains +6 VP when this formation is broken

TRANSPORT POOL

ORION DROPSHIP

ONE INFANTRY GRAND COMPANY
Seven Orion Dropships



Point Value 2000



ORION DROPSHIP

Break Point +5: The Detachment adds +5 to the break point of the formation it is added to.

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
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*

The Orion Assault Dropship 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.
4. The Orion Assault Dropship has the Assault Ramp [AS] ability. See Legiones Astartes Army book.



Victory Points +20

Your opponent gains +10 VP when this formation is broken