

AQUILON TERMINATOR SQUAD

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



Point Value 450



AQUILON TERMINATOR SQUAD

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: have a Morale value of 5+ and must roll 5+ 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/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Aquilon Custodian Terminators	10[T]	3[5]+	4/-4	Adrathic destructor [A, AR]	25	4	-2	Teleport Transponders, Area-shrikes

Victory Points 5

Your opponent gains 3 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 300



CUSTODIAN GUARD SQUAD

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: have a Morale value of 5+ and must roll 5+ 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/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Custodian Guard	10[T]	3+	3/-3	Guardian spear [A]	20	2	-1	[MB], Area-shrikes, Teleport Transponders, Special

Victory Points VP 3

Your opponent gains 2 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 350



HETAERON GUARD SQUAD

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: have a Morale value of 5+ and must roll 5+ 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/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Hetaeron Guard	10[T]	3+	3/-4	Paragon Spear [A]	25	2	-2	[MB], Area-shrikes, Teleport Transponders, Special

Victory Points 4

Your opponent gains 2 VPs when this company is broken

SAGITTARUM GUARD SQUAD

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



Point Value 300



SAGITTARUM GUARD SQUAD

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: have a Morale value of 5+ and must roll 5+ 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/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Sagittarum Guard	10[T]	3+	2/-2	Adrastus Bolt Caliver Bolt Volley Disintegration Beam [A, AR]	30 10	3 1	-1 -4	[MB], Area-shrikes, Teleport Transponders, Special

Victory Points VP 3

Your opponent gains 2 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 350



SENTINEL GUARD SQUAD

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: have a Morale value of 5+ and must roll 5+ 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/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Sentinel Guard	10[T]	3+	3/-3	Sentinel Warblade [Dmg+1]	10	2	-1	[MB], Area-Shrikes, Teleport Transponders, Special

Victory Points 4

Your opponent gains 2 VPs when this company is broken

CONTEMPTOR ACHILLUS DREADNAUGHT TALON

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



Point Value 250



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 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor-Achillus Dreadnought	20	2+	4/-4	Achillus Dreadspear Las Pulsar	35	2	-3	[DR2], [AG], Special
				Anti-Personnel	25	2	-1	

Victory Points 3 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 250



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 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor Galatus Dreadnaught	20	2+	4/-4	Infernus incinerator [IC]	10	4	-2	[AG], [DR2], Special*
				Galatus Warblade	-	-	-	

*Its Incinerator weapon ignores cover [IC] and can re-roll 1's once per turn. In close combat, if the Galatus is engaged (base to base contact), by more than one element it gains +1 attack dice. Can Re-roll failed armor saves (second result stands)

Victory Points 3

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 500



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 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Telemon Heavy Dreadnaught (Type 1)	20	2[4]+	5/-4	Arachnus Storm Cannon	10	2	-1	[DR2], [AG], -2 on damage rolls against it
				Concentrated fire [Dmg+2]	35/70	2TL1	-3	
				Burst Fire	25/50	4	2	
				Anti-Personnel Flamers [FW]	10	2	-1	

Victory Points VP 5

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 500



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 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Telemon Heavy Dreadnought (Type 2)	20	2[4]+	5/-4	Spiculus Bolt Launcher	25/50	4TL2	-3	[DR2], [AG], -2 on damage rolls against it
				Anti-Personnel Flamers [FW]	10	2	-1	

Victory Points 5

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 500



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 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Telemon Heavy Dreadnought (Type 3)	20	2[4]+	5/-4	Spiculus Bolt Launcher	25/50	4TL2	-3	[DR2], [AG], -2 on damage rolls against it
				Accelerator Culverin [VK, Dmg+1]	35	3	-3	
				Anti-Personnel Flamers [FW]	10	2	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

AGAMASTUS PATTERN JETBIKE SQUADRON

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



Point Value 350



AGAMASTUS PATTERN 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 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gryfalcon Pattern Jetbike	35[TK]	3+	2/-2	TL Corvae Las-Pulsar	35	4TL2	-3	[MB], Special*

* Can re-roll failed armor saves (second result stands).

Victory Points 4

Your opponent gains 2 VPs when this company is broken

PALLAS GRAV TANK SQUADRON

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



Point Value 200



PALLAS GRAV TANK SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Palas Grav-Tank	35[K]	3+	2/-2	Arachnus Heavy Blaze Cannon	35/70 25/50	1	-2	Special
				Concentrated [Dmg+2] Burst		4	-1	
				Anti-Personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this company is broken

CALADIUS GRAV TANK SQUADRON

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



Point Value 300



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 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caladius Grav-Tank	30[K]	2+	2/-2	Accelerator Cannon [Dmg+1]	30/60	6TL2	-3	[DR2], Special
				Anti-Personnel	25	2	-1	

Victory Points 3

Your opponent gains 2 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 300



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 5+: have a Morale value of 5+ and must roll 5+ or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caladius Annihilator Grav-Tank	30[K]	2+	3/-2	TL Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst	35/70 25/50	1 8	-4 -2	[DR2], Special
				Anti-Personnel	25	2	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken