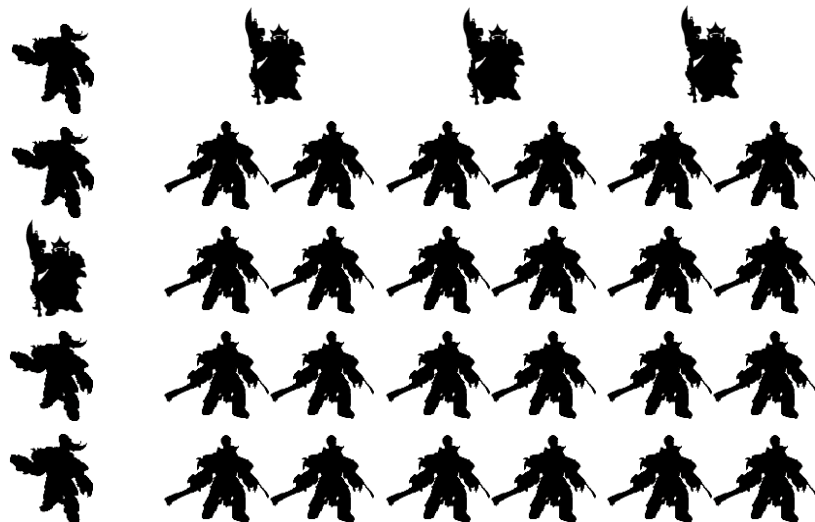


AQUILON TERMINATOR GRAND COMPANY

The Aquilon Terminator 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

Command	Aquilon Detachment	Aquilon Detachment	Aquilon Detachment
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Point Value 2800



AQUILON TERMINATOR GRAND COMPANY

Break Point 19: The Company is broken if it has lost 19 stands either the Shield Captains, or Aquilon Terminator stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes 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 28

Your opponent gains 14 VPs when this Company is broken










CUSTODIAN GUARD GRAND COMPANY

The Custodian Guard 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










Command












Custodian Detachment



Custodian Detachment



Custodian Detachment





Point Value 1850



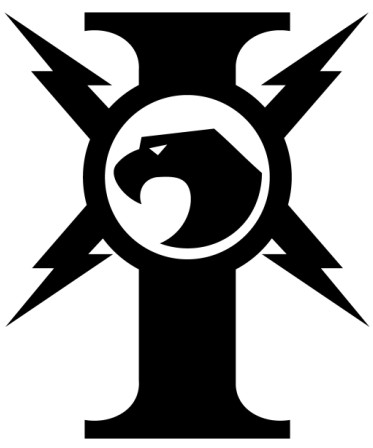
CUSTODIAN GUARD GRAND COMPANY

Break Point 19: The Company is broken if it has lost 19 stands either the Shield Captains, or Custodian stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes 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*

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

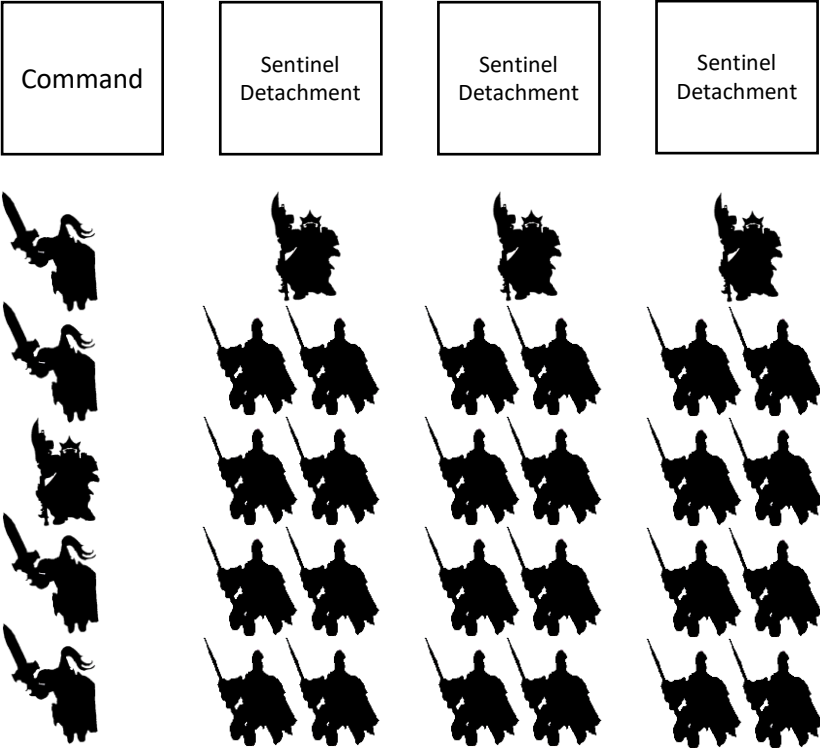


Victory Points 19

Your opponent gains 10 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



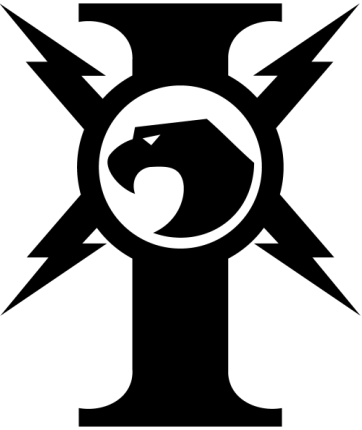
SENTINEL GUARD GRAND COMPANY

Break Point 19: The is Company broken if it has lost 19 stands either the Shield Captains, or Sentinel Guard stands. Once the Company is broken each Detachment must take a Morale check.

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

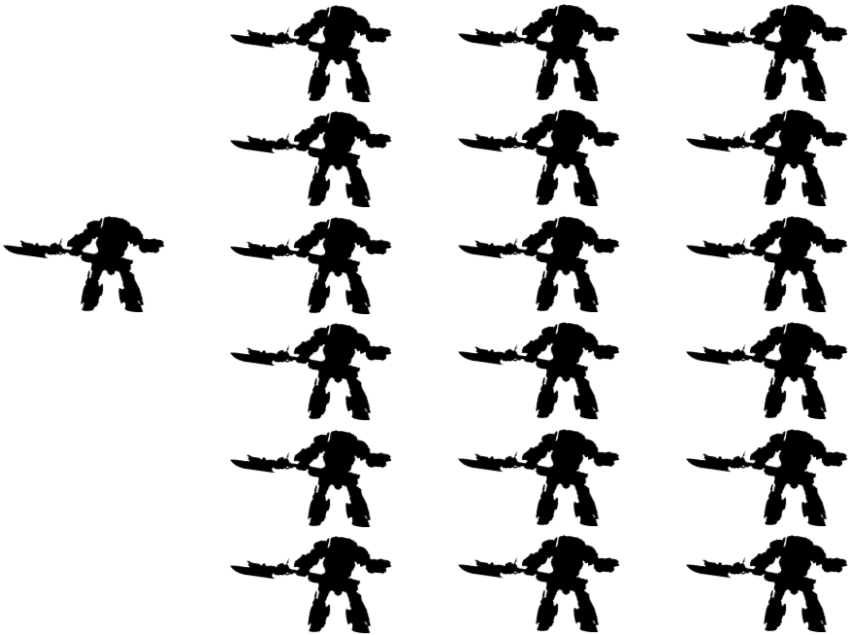
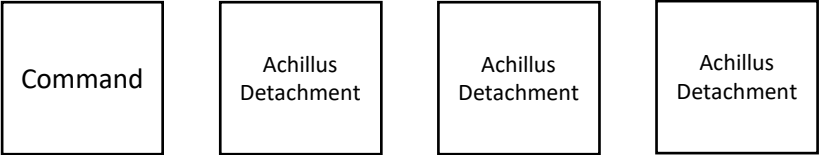
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shield Captain	10[T]	3[5]+	5/-4	Paragon spear [A]	25	2	-2	[MB], Area-shrikes, [DR2], [HQ3]
Sentinel Guard	10[T]	3+	3/-3	Sentinel Warblade [Dmg+1]	10	2	-1	[MB], Area-Shrikes, Teleport Transponders, Special*

*They also gain +1 to damage table rolls and can re-roll 1's on attack dice once per turn. Can re-roll failed armor saves (second result stands)



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.



Point Value 1600



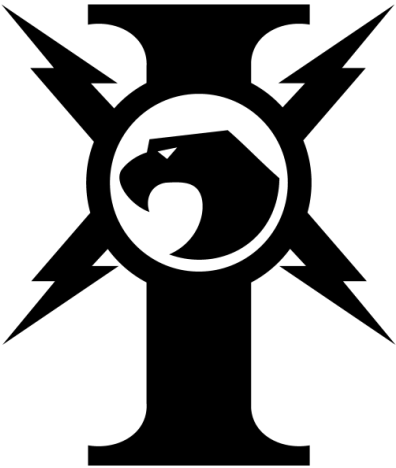
CONTEMPTOR-ACHILLUS DREADNAUGHT GRAND COMPANY

Break Point 11: The is Company broken if it has lost 1 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes 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	

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




Victory Points 16

Your opponent gains 8 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 1650



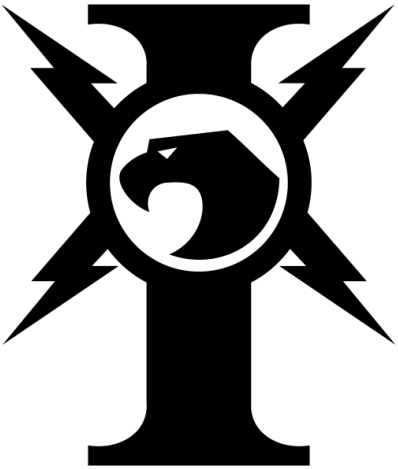
CONTEMPTOR-GALATUS DREADNAUGHT COMPANY

Break Point 11: The is Company broken if it has lost 11 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes 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 Dreadnought	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 17

Your opponent gains 9 VPs when this Company is broken











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 2550



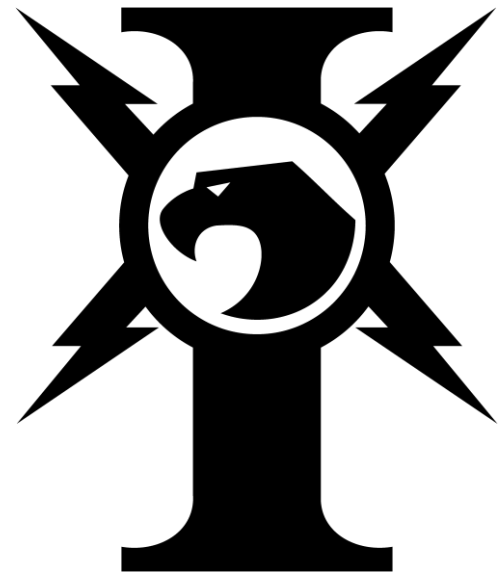
AGAMATUS JETBIKE GRAND COMPANY

Break Point 21: The is Company broken if it has lost 21 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes 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]

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



Victory Points 26

Your opponent gains 13 VPs when this Company is broken

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 2000



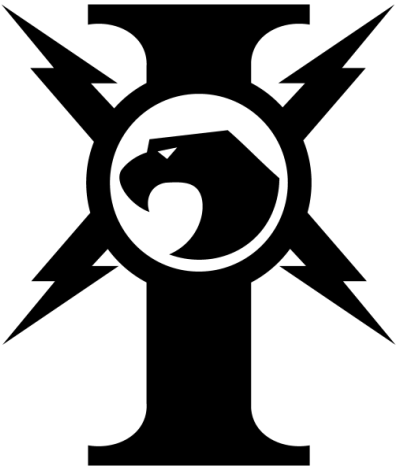
CALADIUS GRAV-TANK GRAND COMPANY

Break Point 11: The is Company broken if it has lost 11 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes 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	

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

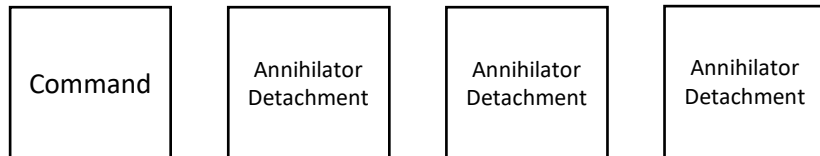


Victory Points 20

Your opponent gains 10 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.



Point Value 1850



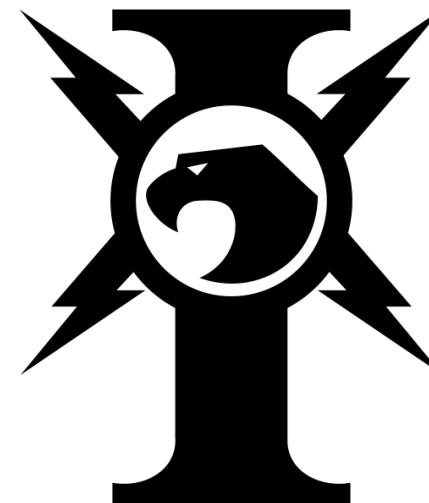
CALADIUS ANNIHILATOR GRAV-TANK GRAND COMPANY

Break Point 11: The is Company broken if it has lost 11 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes 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	35/70 25/50	1 8	-4 -2	[DR2], Special*
				Concentrated [Dmg+2] Burst				
				Anti-Personnel	25	2	-1	

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



Victory Points 19

Your opponent gains 10 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.

Command	Palas Detachment	Palas Detachment	Palas Detachment
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Point Value 1150



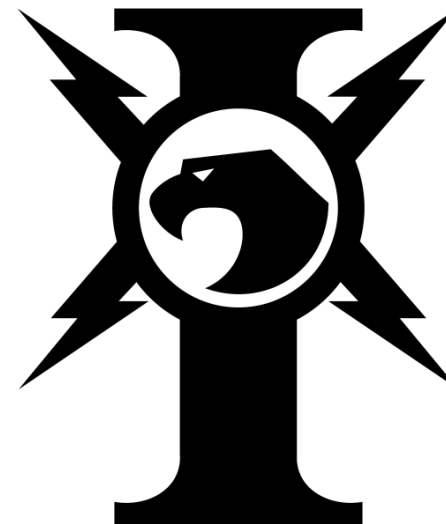
PALAS GRAV-TANK GRAND COMPANY

Break Point 11: The is Company broken if it has lost 11 models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Custodes 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	

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



Victory Points 12

Your opponent gains 6 VPs when this Company is broken