

## 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<br>Bolt Volley<br>Disintegration Beam [A, AR] | 30<br>10 | 3<br>1 | -1<br>-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 | 35    | 2  | -3  | [DR2], [AG], Special |
|                                 |      |    |      | Las Pulsar          |       |    |     |                      |
|                                 |      |    |      | 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<br>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<br>25/50 | 1<br>8 | -4<br>-2 | [DR2], Special |
|                                |       |    |      | Anti-Personnel  | 25             | 2      | -1       |                |

### Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

# VENATARI SQUAD

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



Point Value 350



# VENATARI 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      | 20[JT] | 3[5]+ | 5/-4 | Paragon spear [A]  | 25    | 2  | -2  | [MB], Area-shrikes, [DR2], [HQ3] |
| Venatari Custodians | 20[J]  | 3+    | 4/-3 | Venatari Lance [A] | 10    | 2  | -2  |                                  |

## Victory Points 4

Your opponent gains 2 VPs when this company is broken