

TRANSPORT POOL

CORONUS GRAV CARRIER

ONE INFANTRY COMPANY

Nine Coronus Grav Carriers



Point Value 650



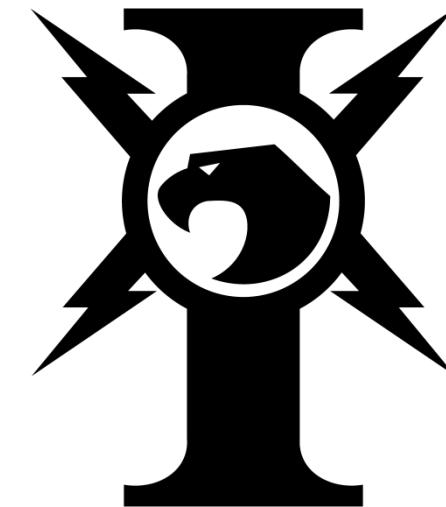
CORONUS GRAV CARRIER

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

Morale Value 5+: Legio 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
Coronus Grav-Carrier	35[K]	3+	3/-2	TL Arachnus Blaze Cannon Concentrated [Dmg+1] Burst	25/50 20/35	1 4	-2 -1	[DR2], [TR2], Special*
				Anti-Personnel	25	2	-1	

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



Victory Points +7

Your opponent gains +4 VP when this formation is broken

TRANSPORT POOL

CORONUS GRAV CARRIER

ONE INFANTRY GRAND COMPANY

Sixteen Coronus Grav Carriers



Point Value 1100



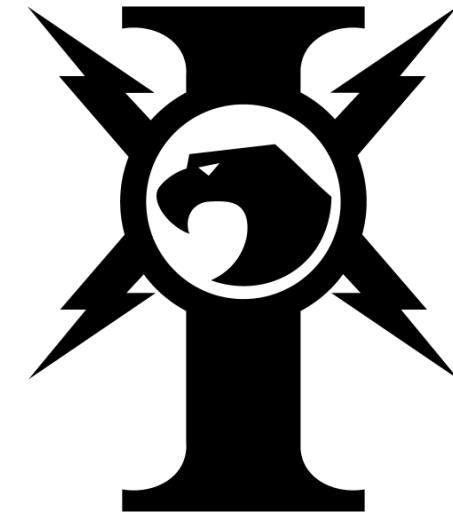
CORONUS GRAV CARRIER

Break Point +10: The Coronus adds +10 to the break point of the formation it is added to.

Morale Value 5+: Legio 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
Coronus Grav-Carrier	35[K]	3+	3/-2	TL Arachnus Blaze Cannon Concentrated [Dmg+1] Burst	25/50 20/35	1 4	-2 -1	[DR2], [TR2], Special*
				Anti-Personnel	25	2	-1	

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



Victory Points +11

Your opponent gains +6 VP when this formation is broken

TRANSPORT POOL

CORONUS GRAV CARRIER

ONE INFANTRY DETACHMENT

Three Coronus Grav Carriers



Point Value 200



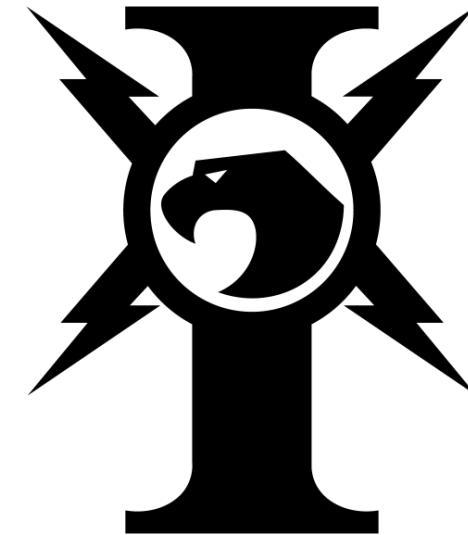
CORONUS GRAV CARRIER

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

Morale Value 5+: Legio 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
Coronus Grav-Carrier	35[K]	3+	3/-2	TL Arachnus Blaze Cannon Concentrated [Dmg+1] Burst	25/50 20/35	1 4	-2 -1	[DR2], [TR2], Special*
				Anti-Personnel	25	2	-1	

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



Victory Points +2

Your opponent gains +1 VP when this formation is broken

TRANSPORT POOL

CORONUS GRAV CARRIER

ONE INFANTRY GRAND DETACHMENT

Five Coronus Grav Carriers



Point Value 350



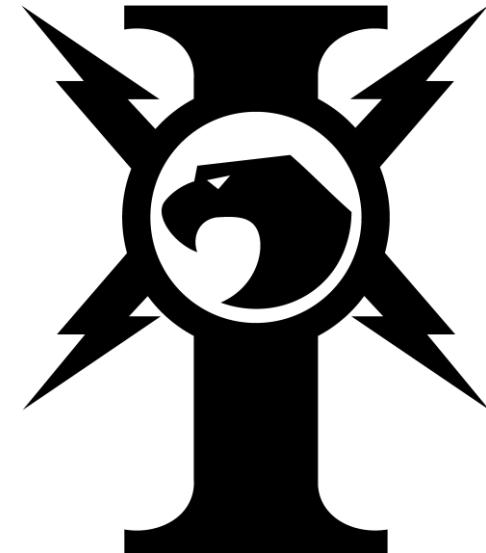
CORONUS GRAV CARRIER

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

Morale Value 5+: Legio 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
Coronus Grav-Carrier	35[K]	3+	3/-2	TL Arachnus Blaze Cannon Concentrated [Dmg+1] Burst	25/50 20/35	1 4	-2 -1	[DR2], [TR2], Special*
				Anti-Personnel	25	2	-1	

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



Victory Points +4

Your opponent gains +2 VP when this formation is broken

TRANSPORT POOL

ORION DROPSHIP

ONE INFANTRY COMPANY

Four Orion Dropships



Point Value 950



ORION DROPSHIP

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

Morale Value 5+: Legio 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
Orion Dropship	[F]	2+	4/-3	Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst	35/70 25/50	2 16	-4 -2	[DR3] [TR5], Macro-Area-shrike & Eclipse shield, Special*
				2x TL Lastrum Bolt Cannon	35	3	-2	
				2x Spiculus Heavy Bolt Launchers	25/50	4	-2	
				Air Defense	25	4	-1	

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



Victory Points +10

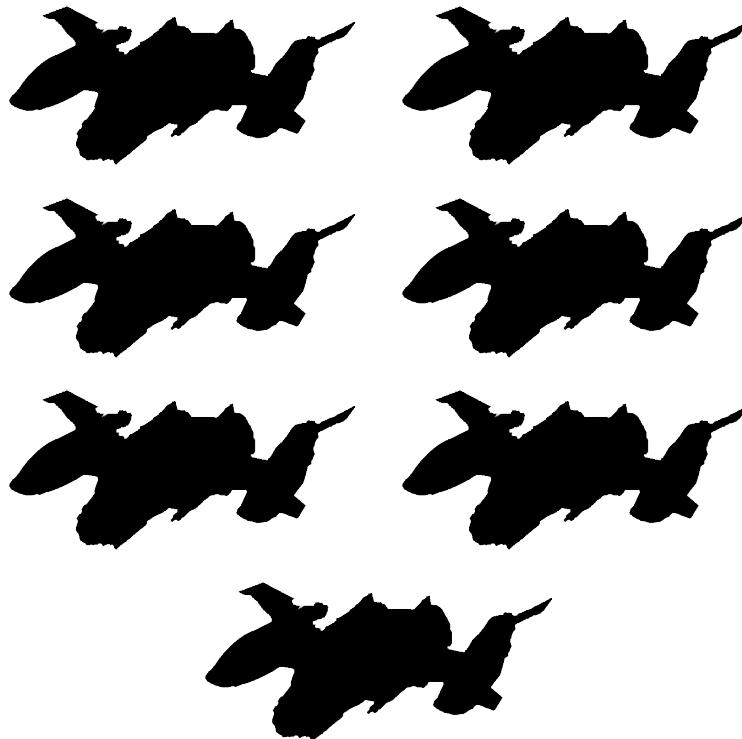
Your opponent gains +5 VP when this formation is broken

TRANSPORT POOL

ORION DROPSHIP

ONE INFANTRY GRAND COMPANY

Seven Orion Dropships



Point Value 1650



ORION DROPSHIP

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

Morale Value 5+: Legio 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
Orion Dropship	[F]	2+	4/-3	Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst	35/70 25/50	2 16	-4 -2	[DR3] [TR5], Macro-Area-shrike & Eclipse shield, Special*
				2x TL Lastrum Bolt Cannon	35	3	-2	
				2x Spiculus Heavy Bolt Launchers	25/50	4	-2	
				Air Defense	25	4	-1	

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



Victory Points +17

Your opponent gains +9 VP when this formation is broken

TRANSPORT POOL

ORION DROPSHIP

ONE INFANTRY DETACHMENT

One Orion Dropships



Point Value 250



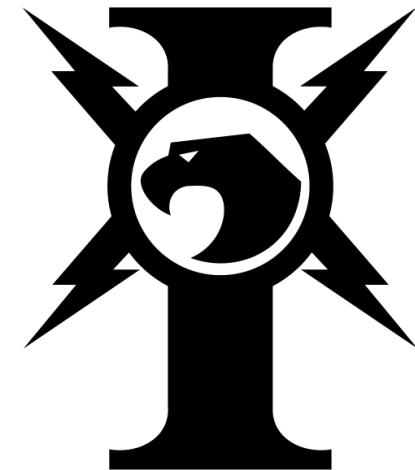
ORION DROPSHIP

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

Morale Value 5+: Legio 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
Orion Dropship	[F]	2+	4/-3	Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst	35/70 25/50	2 16	-4 -2	[DR3] [TR5], Macro-Area-shrike & Eclipse shield, Special*
				2x TL Lastrum Bolt Cannon	35	6TL 3	-2	
				2x Spiculus Heavy Bolt Launchers	25/50	4	-2	
				Air Defense	25	4	-1	

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



Victory Points +3

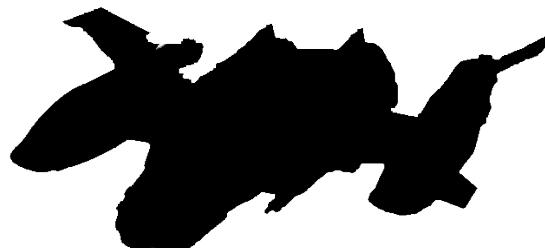
Your opponent gains +3 VP when this formation is destroyed

TRANSPORT POOL

ORION DROPSHIP

ONE INFANTRY GRAND DETACHMENT

Two Orion Dropships



Point Value 500



ORION DROPSHIP

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

Morale Value 5+: Legio 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
Orion Dropship	[F]	2+	4/-3	Arachnus Heavy Blaze Cannon Concentrated [Dmg+2] Burst	35/70 25/50	2 16	-4 -2	[DR3] [TR5], Macro-Area-shrike & Eclipse shield, Special*
				2x TL Lastrum Bolt Cannon	35	6TL 3	-2	
				2x Spiculus Heavy Bolt Launchers	25/50	4	-2	
				Air Defense	25	4	-1	

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



Victory Points +5

Your opponent gains +3 VP when this formation is broken