



Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Tribune [1]	3+	2+	Energy fist, CCW (A3)	Zealot, Fearless, Hero, Captain (Battle rites), Tough (6)	A	175
Pontifex of war [1]	3+	2+	Heavy pistol (12", A1, AP(1)), CCW (A2)	Zealot, Fearless, Hero, Judge (War chant), Tough (3)	-	90
Imperator's militum [5]	3+	2+	Rifle (24", A1, AP(1)), CCW (A2)	Zealot, Fearless	B	190
Brotherhood of the Sword [3]	3+	2+	Heavy pistol (12", A1, AP(1)), Energy sword (A3, Ap(1), Rending)	Zealot, Fearless, Shield wall, Tough (3)	-	300
Cremetis team [3]	3+	2+	Fusion rifle (12", A1, AP(4), Deadly (3)), CCW (A2)	Zealot, Fearless, Relentless, Tough(3)	C	290
Ancient Sarcophagus melee [1]	3+	2+	Stomp (A5, AP(2)), 2x Walker Claws (A6, AP(1), Rending), Chest-GLs (18", A1, Blast(3))	Zealot, Fearless, Fear, Tough(15)	D	425
Heavy imperator's militum [3]	3+	2+	Grave Auto-Rifles (18", A4), CCWs (A3)	Zealot, Fearless, Tough (3)	E	285
Plasma devastator [5]	3+	2+	Plasma Rifles (24", A1, AP(4)), CCWs (A2)	Zealot, Fearless	F	230
Medicinae miles [1]	3+	2+	Heavy pistol (12", A1, AP(1)), CCW (A2)	Zealot, Fearless, Hero, Medical training, Tough (3)	-	120
Mortiferum dolor [3]	3+	3+	Sniper Rifles (30", A1, AP(1), Sniper), CCWs (A2)	Zealot, Fearless, Scout, Stealth	G	185
Centurion	3+	2+	Heavy Rifle (24", A1, AP(1)), Energy sword (A3, AP(1), Rending)	Zealot, Fearless, Hero, Captain (Battle rites), Tough (3)	H	115
Thunder Strikers	3+	2+	Twin Assault Blasters (12", A4), CCWs (A2)	Zealot, Fearless, Ambush, Flying, Tough (3)	I	335
War bike squadron [3]	3+	2+	Twin Auto-Rifles (18", A4), Heavy Pistols (12", A1, AP(1)), CCWs (A3)	Zealot, Fast, Fearless, Tough(3)	-	330
Pontifex of war on bike [1]	3+	2+	CCW (A2), Combat Bike (, Twin Auto-Rifle (18", A4))	Zealot, Fearless, Judge (War Chant), Fast, Tough (6), Hero	-	190
Imperator's Assault militum [5]	3+	2+	Heavy Pistols (12", A1, AP(1)), CCWs (A3)	Zealot, Fearless	J	185
Devastators [3]	3+	2+	3x Dual Energy Fists (A4, AP(4)), 3x Twin Fist-Pistols (12", A4)	Zealot, Fearless, Tough(3)	L	330
Armored Explorer ATV [1]	3+	2+	Twin Auto-Rifles (18", A4), Gatling Gun (18", A9)	Fast, Fearless, Scout, Strider, Tough(6)	M	245
Mortis Walker [1]	3+	2+	"Stomp (A5, AP(2)), Chest-GLs (18", A1, Blast(3)), Gatling Cannon (24", A12), Walker Fist (A4, AP(3)), AA-Pod (24", A2, AP(2), Lock-On), Heavy Flamethrower (12", A6, AP(1))"	Zealot, Fearless, Fear, Tough(15)	N	550
Warp Bringer [1]	3+	2+	Energy Sword (A3, AP(1), Rending)	Zealot, Fearless, Hero, Psychic (1), Tough (3)	-	115
Tarantula platform [1]	3+	2+	Twin Laser Talon (24", A6, AP(3)), Turret Crew (A3)	Fearless, Immobile, Tough(6)	O	175
SkyRunner [1]	3+	2+	Twin Strike Missiles (18", A2, AP(3), Deadly(3)), Fusion Destroyer (12", A2, AP(4), Deadly(3))	Ambush, Fast, Fearless, Impact(6), Strider, Tough(9)	P	385
Imperator's Incursor [10]	4+	3+	Marksmen Carbines (18", A1, Rending), CCWs (A2)	Zealot, Fearless, Scout, Strider	Q	300
Exploration Mech [1]	3+	2+	Incendiary Cannon (12", A12, AP(1)), Light Fist (A4, AP(2)), Stomp (A3, AP(1))	Fear, Fearless, Scout, Tough (9)	R	330
Technomancer [1]	3+	2+	CCW (A2), Heavy Rifle (24", A1, AP(1))	Zealot, Fearless, Hero, Engineer (Repair), Tough (3)	-	100
APC Ajax [1]	3+	2+	Twin Storm Rifle (24", A6, AP(1))	Fast, Fearless, Impact(6), Strider, Tough(9), Transport(11)	S	340
MBT Striker [1]	3+	2+	"Heavy Machinegun (30", A3, AP(1)), Twin Heavy Machinegun (30", A6, AP(1)), Heavy Laser Cannon (36", A1, AP(3), Deadly(6)), Gatling Cannon (24", A12)"	Fast, Fearless, Impact(6), Strider, Tough(18), Transport(6)	-	810
Obliterators Squad [5]	3+	2+	5x CCWs (A2), 5x HE-Launchers (30", A2)	Zealot, Fearless	-	230
Achilles	3+	2+	Gatling Gun (18", A6), Heavy Machinegun (30", A3, AP(1)), Frag-GL (18", A1, Blast(3))	Ambush, Fast, Fearless, Impact(6), Strider, Tough(9)	-	380



UPGRADES	
A	Replace one CCW with:
	Energy Sword (A3, AP(1), Rending) +15pts
	Relic Sword (A2, AP(2), Deadly(3)) +30pts
	Replace one energy fist with:
	Fist-Pistol (12", A2), Energy Fist (A2, AP(4)) +20pts
B	Replace one Heavy Rifle and CCW:
	Heavy Pistol (12", A1, AP(1)), CCW (A3) free
	Replace one Heavy Pistol:
	Energy Fist (A3, AP(4)) +20pts
	Replace one CCW:
	Energy Sword (A3, AP(1), Rending) +15pts
	Energy Fist (A3, AP(4)) +20pts
	Replace any Heavy Rifle:
	Auto-Rifle (18", A2) +5pts
	Precision Rifle (24", A1, Sniper) +10pts
	One model may take one Auto-Rifle attachment:
	Grenade-Mod (12", A1, Blast(3)) +10pts
	Upgrade all models with any:
	Veteran Infantry +100pts
C	Replace any Fusion Rifle:
	Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)) +40pts
D	Replace any Walker Claw:
	Twin Heavy Rifle (24", A2, AP(1)), Walker Fist (A4, AP(3)) +20pts
	Gatling Cannon (24", A12) +60pts
	Heavy Plasma Cannon (30", A1, Blast(6), AP(4)) +65pts
	Replace any Twin Heavy Rifle:

UPGRADES	
	Heavy Flamethrower (12", A6, AP(1)) +10pts
	Gatling Gun (18", A9) +30pts
	Replace Chest-GLs:
	Chest-Fusers (12", A1, AP(4), Deadly(3)) +10pts
	Chest-Guns (24", A2, AP(1)) +10pts
	Chest-MGs (30", A3, AP(1)) +30pts
	Upgrade with one:
	AA-Pod (24", A2, AP(2), Lock-On) +35pts
	AA-MG (30", A3, AP(1), Lock-On) +55pts
E	Replace any Grave Auto-Rifle:
	Grave Heavy Rifle (24", A3, AP(1)) +10pts
	Grave Precision Rifle (24", A2, Sniper) +10pts
	Replace one Grave Auto-Rifle:
	Grave Heavy Machinegun (30", A4, AP(1)) +30pts
F	Replace any Plasma Rifle:
	Heavy Plasma Rifle (30", A1, AP(4)) +5pts
	Plasma Auto-Rifle (24", A2, AP(2)) +10pts
G	Replace any Sniper Rifle:
	Laser Sniper Rifle (30", A1, AP(2), Deadly(3), Sniper) +70pts
H	Replace one heavy rifle with:
	Precision Rifle (24", A1, Sniper) +5pts
	Replace on energy sword with:
	Relic Sword (A2, AP(2), Deadly(3)) +15pts
I	Replace all Twin Assault Blasters:
	Twin Plasma Blasters (12", A2, AP(4)) +10pts

UPGRADES	
J	Upgrade all models with:
	Veteran Infantry+100pts
	Replace one Heavy Pistol:
	Plasma Pistol (12", A1, AP(4))+5pts
	Replace one CCW:
	Energy Sword (A3, AP(1), Rending)+5pts
	Energy Hammer (A2, Blast(3))+10pts
	Energy Fist (A3, AP(4))+15pts
K	Replace Laser Talon:
	Gatling Cannon (24", A12)+45pts
	Replace one Heavy Machinegun:
	Gatling Gun (18", A9)+15pts
	Replace Twin Heavy Machinegun:
	Twin Laser Cannon (36", A2, AP(3), Deadly(3)) +45pts
	Upgrade with:
	Proximity Defense Array (18", A6, AP(1), Lock-On) +65pts
L	Replace all Twin Fist-Pistols:
	Twin Fist-Flamers (6", A8) free
	Upgrade all models with:
	Shoulder-GLs (18", A1, Blast(3)) +45pts
M	Replace Gatling Gun:
	Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)) +10pts
N	Replace Gattling Cannon with:
	Heavy Plasma Cannon (30", A1, Blast(6), AP(4)) +5pts
	Replace Heavy flamethrower with:
	Gatling gun (18", A9) +20pts

Sidereum Knights



UPGRADES	
O	Replace Twin Laser Talon: Twin Autocannon (36", A6, AP(2)) +25pts
P	Replace Fusion Destroyer: Gatling Gun (18", A9) +10pts Laser Talon (24", A3, AP(3)) +5pts Replace Twin Strike Missiles: Twin AA-Pod (24", A4, AP(2), Lock-On) +10pts Twin Heavy Machinegun (30", A6, AP(1)) +20pts Upgrade with one: Twin Frag-GLs (18", A2, Blast(3)) +30 pts Twin Rocket-GLs (18", A4, AP(2)) +45pts Twin Fury Missiles (24", A2, AP(2), Deadly(3)) +70pts
Q	Upgrade one model with: Medical Training +55pts Upgrade all Marksman Carbines with: Scopes (Sniper) +50pts
R	Replace Incendiary Cannon: Twin Iron-Cannon (36", A6, AP(2)) +65pts Upgrade with any: Frag-GL (18", A1, Blast(3)) +15pts Heavy MG Pistol (18", A3, AP(1)) +25pts
S	Upgrade with one: Shield Projector (Stealth) +50pts Artillery Relay (36", A1, Blast(6), Indirect) +85pts Missile Array (30", A2, AP(3), Deadly(3)) +105pts Heavy Machinegun (30", A3, AP(1)) +40pts

SPECIAL RULES:
Battle Rites: The hero and its unit get +1 to hit when shooting.
Medical Training: This model and its unit get the Regeneration rule.
Precision Shots: The hero and its unit get AP(+1) when shooting.
Repair: Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.
Shield Wall: Enemies get -1 to hit when they attack units where all models have this rule.
Veteran Infantry: This model gets +1 to hit rolls in melee and shooting.
War Chant: The hero and its unit get +1 attack in melee when charging.
Zealot: Whenever this model takes wounds, roll one die for each. On a 6+ the wound is ignored.

PSYCHIC SPELLS
Blurred Sight (4+): Target 2 enemy units within 12" get -1 to hit next time they shoot.
Psychic Terror (4+): Target enemy unit within 6" takes 3 hits with AP(2).
Cerebral Trauma (5+): Target enemy model within 12" takes 2 hits with AP(4).
Cursed Ground (5+): Target 2 enemy units within 6" get -2" next time they Advance, or -4" next time they Charge/Rush.
Lightning Fog (6+): Target 2 enemy units within 6" take 8 hits each.
Time Passage (6+): Target friendly unit within 12" gets Impact(1) next time it charges.