



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



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

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

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

# Sidereum Knights



UPGRADES	
<b>O</b>	Replace Twin Laser Talon: Twin Autocannon (36", A6, AP(2)) +25pts
<b>P</b>	<b>Replace Fusion Destroyer:</b> 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 <b>Upgrade with one:</b> 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
<b>Q</b>	<b>Upgrade one model with:</b> Medical Training +55pts <b>Upgrade all Marksman Carbines with:</b> Scopes (Sniper) +50pts
<b>R</b>	<b>Replace Incendiary Cannon:</b> Twin Iron-Cannon (36", A6, AP(2)) +65pts <b>Upgrade with any:</b> Frag-GL (18", A1, Blast(3)) +15pts Heavy MG Pistol (18", A3, AP(1)) +25pts
<b>S</b>	<b>Upgrade with one:</b> 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:
<b>Battle Rites:</b> The hero and its unit get +1 to hit when shooting.
<b>Medical Training:</b> This model and its unit get the Regeneration rule.
<b>Precision Shots:</b> The hero and its unit get AP(+1) when shooting.
<b>Repair:</b> 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.
<b>Shield Wall:</b> Enemies get -1 to hit when they attack units where all models have this rule.
<b>Veteran Infantry:</b> This model gets +1 to hit rolls in melee and shooting.
<b>War Chant:</b> The hero and its unit get +1 attack in melee when charging.
<b>Zealot:</b> Whenever this model takes wounds, roll one die for each. On a 6+ the wound is ignored.

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