

IMPERIUS DOMINATUS

UPGRADE CARDS

UPGRADE ARMISTOS CONSUL



Adds heavy weapons to one formation within command. Formation gains one additional attack to its standard allotment of 3 attack dice at a -3 TSM, range 25/50 and +1 to damage table rolls ([Dmg+1]). When added to a heavy weapons formation they only gain +1 to hit. Extra attack can only be assigned to infantry formations. May not be assigned to terminators or cavalry formations.



Point Value 100
+1 VP



UPGRADE MORTIFICATOR CONSUL



The command formation gains the Mechanicus [MK] and Indomitable [ID] abilities. The command formation may add up to two formations of dreadnought support formations (does not count toward support card allotment). All dreadnought formations in command receive +1 bonus to hit in close combat.



Point Value 100
+1 VP



UPGRADE CONSUL PRIMUS NULLIFICATOR



One formation within command gains the psyk-out weapon trait [PY] to all weapons, psyker 1 [P1], adamantium will [AW] ability and invulnerable save of 6+ ([6]+).



Point Value 100
+1 VP



UPGRADE WARMONGER CONSUL



Adds the deepstrike [T] ability to one formation within command radius. That formation gains +1 to the close combat attack dice and invulnerability save of 6+ ([6]+).



Point Value 100
+1 VP



UPGRADE LEGION CHAMPION



Level 2 and 3 command may add Champion. Champion confers +1 morale (cumulative with other bonuses) and +1 to the special-order roll (hero or fool) to formations within 25cms that are under its command.



Point Value 50
+1 VP



UPGRADE LEGION CONSUL CHAPLAIN



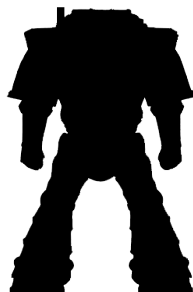
Level 2 and 3 command may add Chaplain. Chaplain confers furious assault [FA] (cumulative by 1 point if element has ability already) and may re-roll failed morale checks to formations within 25cms that are under its command.



Point Value 50
+1 VP



UPGRADE LEGION CONSUL DELEGATUS



The army Praetor can confer the veteran [V] ability to any formation within command radius (25cms)



Point Value 50
+1 VP



UPGRADE LEGION CONSUL FORGE LORD



Level 2 and 3 command may add Forge Lord. Forge Lord adds the special-order Battlefield repairs (needs successful result on hero or fool table to issue): May use the Mechanicus ability to repair vehicles within 25cms under its command.



Point Value 100
+1 VP



UPGRADE LEGION CONSUL HERALD



Level 2 and 3 command may add Herald which confers the indomitable [ID] ability, +1 bonus to CAF to hit and +5cms to charge move to formations within 25cms that are under its command



Point Value 100
+1 VP



UPGRADE LEGION CONSUL LIBRARIAN



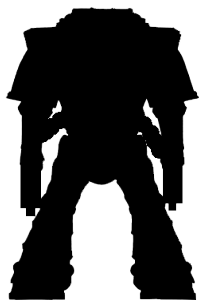
Level 2 and 3 command may add Psyker. Psyker confers level 3 psyker [P3] ability. Use standard rules for psykers.



Point Value 100
+1 VP



UPGRADE LEGION CONSUL MORITAT



Level 2 and 3 command may add Moritat. The Moritat Consul confers recon and the counter attack [CA] ability to formations within 25cms that are under its command



Point Value 50
+1 VP



UPGRADE MASTER OF SIGNAL



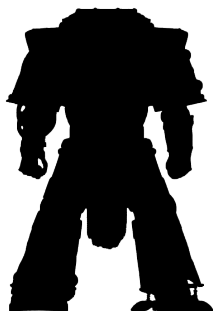
Level 2 and 3 command may add Master or the Signal. The Master of the signal confers a +2 bonus to the artillery effectiveness roll. Also serves as teleport homer, deep strike formations do not scatter within 25cms of this element



Point Value 50
+1 VP



UPGRADE PRAEVIAN CONSUL



Level 2 and 3 command gains cortex controller. May add support (or company if replacing standard legion companies) formations of Castellax or Vorax Battle Automata



Point Value 50
+1 VP



UPGRADE CONSUL PRIMUS MEDICAE



Level 2 and 3 command may add Primus Medicae. Primus Medicae adds the special-order Battlefield Hospital (needs successful result on hero or fool table to issue): May use the apothecary [Apo] ability to heal infantry elements within 25cms under its command



Point Value 100
+1 VP



UPGRADE CONSUL VIGILATOR



Level 2 and 3 command may add Vigilator. The Vigilator adds the recon ability to the command section and adds the special-order Search and Destroy (needs successful result on hero or fool table to issue): May use the sabotage and sniper [SN] ability to infantry elements within 25cms under its command.



Point Value 50
+1 VP



UPGRADE CONSUL SIEGE BREAKER



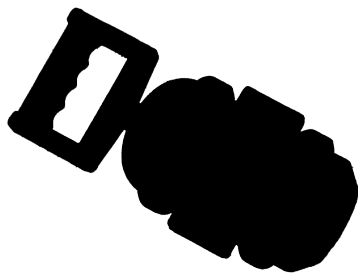
Level 2 and 3 command may add Siege Breaker. The siege breaker confers +1 bonus to damage and structure table rolls (cumulative) to vehicles and artillery within 25cms under its command.



Point Value 50
+1 VP



UPGRADE MELTA BOMBS



Gains attack versus structures in base to base contact -2 save modifier and +1 to damage and structure table rolls.



Point Value 50



UPGRADE VETERAN



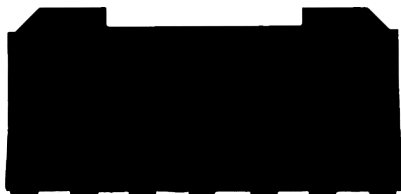
Gains the veteran ability



Point Value 100/150
+1/+2 VP



UPGRADE DOZER BLADE



Vehicle formations (rhino hull only), -5cms move, gains move through cover ability.



Point Value Free



UPGRADE PROSCRIBED AMMO



Artillery formation may use Phosphex (causes fires) and Radiation shells (ignores cover) Use base stats of firing artillery element.



Point Value 100/150
+1/+2 VP



UPGRADE SPECIAL ARTILLERY AMMO



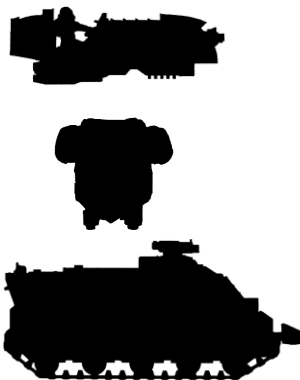
Artillery formation may use shatter and incendiary shells:
Shatter: AD 1, range 20/35, TSM -2, +1 to damage table rolls.
Incendiary: Blast 1, range 60, TSM -1, ignores cover [IC], cause fires [Fire]



Point Value 50/100
+1 VP



UPGRADE SPECIAL TRANSPORT



May add Legion transport to specialist (Apothecary, Chaplain, Techmarines or Librarian). May select cavalry type, jump packs or rhino



Point Value Free



UPGRADE EXTRA SPONSON WEAPONS



Sicaran Tank formations only:
Adds 4 Attack dice of Anti-personnel weapons



Point Value 50/100
+1 VP

