

LEGIONES ASTARTES



UPGRADE CARDS

MKV

**UPGRADES FOR ALL
ASTARTES FORMATIONS**

UPGRADE ARMISTOS CONSUL



Infantry Formations ONLY

Adds heavy weapons to ONE infantry formation (detachment). Formation gains one Attack Die per element. When added to a heavy weapons formation they instead gain +1 to hit. May not be assigned to terminators or cavalry



Point Value 200
+2 VP



UPGRADE MORTIFICATOR CONSUL



Command Formation ONLY

The command formation (Detachment) 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



Infantry Formations ONLY

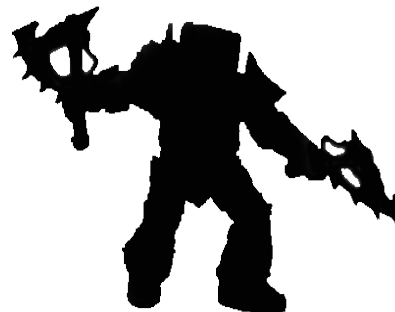
ONE infantry formation (Detachment) gains the psyk-out weapon trait [PY] to all weapons, psyker 1 [P1] (the whole formations acts as a level 1 psyker), Adamantium Will [AW] ability



Point Value 200
+2 VP



UPGRADE WARMONGER CONSUL



Infantry Formations ONLY

Adds the deepstrike [T] ability to ONE infantry formation (Detachment). The formation gains +1 Attack Dice per element in close combat attack and invulnerability save of [Inv2] to the base armor value. If the element already has an invulnerable save it only gains the attack die bonus.



Point Value 200
+2 VP



UPGRADE LEGION CHAMPION



Company Command Formation ONLY

The Legion Champion confers +1 morale (cumulative with other bonuses) and +1 to the special-order roll to formations within command radius that are under its command.



Point Value 50
+1 VP



UPGRADE LEGION CONSUL CHAPLAIN



Company Command Formation ONLY

The Chaplain confers furious assault [FA] and may re-roll Failed morale checks to formations within command radius (25cms) that are under its command.



Point Value 100
+1 VP



UPGRADE LEGION CONSUL DELEGATUS



The Praetor can confer the veteran [V] ability to ONE formation (detachment) within command radius (25cms).



Point Value 50
+1 VP



UPGRADE LEGION CONSUL FORGE LORD



Company Command Formation ONLY

The Forge Lord adds the special-order Battlefield repairs (needs successful result on hero or fool table to issue, this roll is separate from the standard command attempt). May use the Mechanicus [MK] ability to repair vehicles within command radius (25cms) under its command. Can repair 3 vehicles maximum per turn.



Point Value 200
+2 VP



UPGRADE LEGION CONSUL HERALD



Company Command Formation ONLY

The Herald which confers the indomitable [ID] ability, +1 bonus to outcome rolls in close combat and +5cms to total charge move to formations within command radius (25cms) that are under its command.



Point Value 100
+1 VP



UPGRADE LEGION CONSUL LIBRARIAN



Company Command Formations ONLY

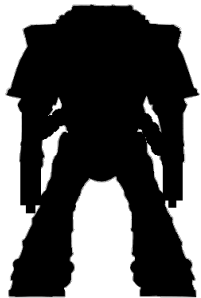
The Consul Librarian confers the level 3 psyker [P3] ability to the command formation. Use standard rules for psykers.



Point Value 100
+1 VP



UPGRADE LEGION CONSUL MORITAT



Company Command Formation ONLY

The Moritat Consul confers Recon [R] and the Counter-Attack [CA] ability to formations within command radius (25cms) that are under its command.



Point Value 100
+1 VP



UPGRADE MASTER OF SIGNAL



Company Command Formations ONLY

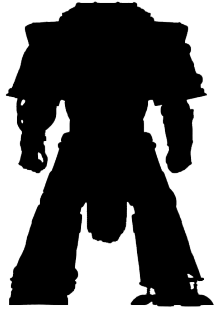
The Master of the signal confers a bonus to artillery effectiveness (extra attack die per element on 8-10). It also serves as teleport homer; deep strike [T] formations do not scatter within 25cms of the command formation with this upgrade.



Point Value 150
+2 VP



UPGRADE PRAEVIAN CONSUL



Company Command Formation ONLY
The command formation gains cortex controllers. May add formations of Castellax or Vorax Battle Automata as support card choices to the main company. The player may elect to select a company of these automata in lieu of standard astartes companies.



Point Value 50
+1 VP



UPGRADE CONSUL PRIMUS MEDICAE



Company Command Formation ONLY
The Primus Medicae adds the special-order Battlefield Hospital (needs successful result on hero or fool table to issue, this roll is separate from the standard command attempt). May use the apothecary [Apo] ability to heal infantry elements within command radius 25cms under its command to a maximum of 2 formations per game turn.



Point Value 100
+1 VP



UPGRADE CONSUL VIGILATOR



Company Command Formation ONLY
The Vigilator adds the Recon [R] ability to the command section and adds the special-order Search and Destroy (needs successful result on hero or fool table to issue, this roll is separate from the standard command attempt). Confers the sabotage [SE] and sniper [SN] ability to infantry elements within command radius (25cms) under its command.



Point Value 100
+1 VP



UPGRADE CONSUL SIEGE BREAKER



Company Command Formation ONLY
The siege breaker can designate one structure within 50cms and all attacks are given an extra -1tsm and any fire table rolls gain a +1 on the roll. Each turn the Siege breaker can study a new structure and apply the same penalties. Once designated the effect lasts until the end of the game or the structure is destroyed.



Point Value 50
+1 VP



UPGRADES FOR STANDARD FORMATIONS

UPGRADE MELTA BOMBS



Elements gain 1 attack versus structures when in base-to-base contact at a -2 TSM.



Point Value 50
+1 VP



UPGRADE VETERAN



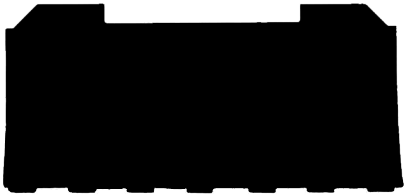
Elements gain the Veteran[V] ability



Point Value 50
+1 VP



UPGRADE DOZER BLADE



Vehicle formations (rhino hull only), -5cms move, gains Agile [AG] ability.



Point Value Free



UPGRADE PROSCRIBED AMMO



Artillery formations may use Phosphex (causes fires) and Radiation shells (ignores cover)
Use base stats of firing artillery element and add traits [PH], [RAD].



Point Value 100
+1 VP



UPGRADE EXTRA SPONSON WEAPONS



Sicaran Tanks, Legion Cerebus heavy tank destroyers, Legion Typhon heavy siege tanks ONLY

Can increase Antipersonnel weapon attack dice to 4 or replace antipersonnel weapon with lascannons (25/50cm; -2 tsm) as side sponsons, cannot mix choices in a detachment.



Point Value 50
+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



UPGRADES FOR GRAND FORMATIONS

GRAND UPGRADE MELTA BOMBS



Elements gain 1 attack versus structures when in base-to-base contact at a -2 TSM.



Point Value 100
+1 VP



GRAND UPGRADE VETERAN



Elements gain the Veteran[V] ability



Point Value 100
+1 VP



GRAND UPGRADE DOZER BLADE



Vehicle formations (rhino hull only), -5cms move, gains Agile [AG] ability.



Point Value Free



GRAND UPGRADE PROSCRIBED AMMO



Artillery formations may use Phosphex (causes fires) and Radiation shells (ignores cover)
Use base stats of firing artillery element and add traits [PH], [RAD].



Point Value 150
+2 VP



GRAND UPGRADE EXTRA SPONSON WEAPONS



Sicaran Tanks, Legion Cerebus heavy tank destroyers, Legion Typhon heavy siege tanks **ONLY**

Can increase Antipersonnel weapon attack dice to 4 or replace antipersonnel weapon with lascannons (25/50cm; -2 tsm) as side sponsons, cannot mix choices in a detachment.



Point Value 100
+1 VP



GRAND 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



UPGRADES FOR COMPANY FORMATIONS

COMPANY UPGRADE

MELTA BOMBS



Elements gain 1 attack versus structures when in base-to-base contact at a -2 TSM.



Point Value 150
+2 VP/+1 VP When broken



COMPANY UPGRADE

VETERAN



Elements gain the Veteran[V] ability



Point Value 150
+2 VP/+1 VP When broken



COMPANY UPGRADE

DOZER BLADE



Vehicle formations (rhino hull only), -5cms move, gains Agile [AG] ability.



Point Value Free



COMPANY UPGRADE

PROSCRIBED AMMO



Artillery formations may use Phosphex (causes fires) and Radiation shells (ignores cover)
Use base stats of firing artillery element and add traits [PH], [RAD].



Point Value 300
+3 VP/+2 VP When broken



COMPANY UPGRADE EXTRA SPONSON WEAPONS



Sicaran Tanks, Legion Cerebus heavy tank destroyers, Legion Typhon heavy siege tanks **ONLY**

Can increase Antipersonnel weapon attack dice to 4 or replace antipersonnel weapon with lascannons (25/50cm; -2 tsm) as side sponsons, cannot mix choices in a detachment.



Point Value 200
+2 VP/+1 VP When broken



COMPANY 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



UPGRADES FOR GRAND COMPANY FORMATIONS

GRAND COMPANY UPGRADE

MELTA BOMBS



Elements gain 1 attack versus structures when in base-to-base contact at a -2 TSM.



Point Value 250
+3 VP/+2 VP When broken



GRAND COMPANY UPGRADE

VETERAN



Elements gain the Veteran[V] ability



Point Value 250
+3 VP/+2 VP When broken



GRAND COMPANY UPGRADE

DOZER BLADE



Vehicle formations (rhino hull only), -5cms move, gains Agile [AG] ability.



Point Value Free



GRAND COMPANY UPGRADE

PROSCRIBED AMMO



Artillery formations may use Phosphex (causes fires) and Radiation shells (ignores cover) Use base stats of firing artillery element and add traits [PH], [RAD].



Point Value 450
+5 VP/+3 VP When broken



GRAND COMPANY UPGRADE EXTRA SPONSON WEAPONS



Sicaran Tanks, Legion Cerebus heavy tank destroyers, Legion Typhon heavy siege tanks **ONLY**

Can increase Antipersonnel weapon attack dice to 4 or replace antipersonnel weapon with lascannons (25/50cm; -2 tsm) as side sponsons, cannot mix choices in a detachment.



Point Value 350
+4 VP/+2 VP When broken



GRAND COMPANY UPGRADE SPECIAL TRANSPORT



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

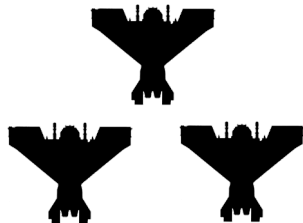


Point Value Free



UPGRADES FOR FLIER FORMATIONS

SQUADRON UPGRADE TANK HUNTER WEAPONS



Lightning Strike Fighters ONLY

One Lightning Strike Fighter Squadron gains:
Kraken Penetrator Missile: Range 20/35, 1AD, -3TSM
Dual Autocannon [TL2]: Range 25/50, 2AD, -1TSM



Point Value 100
+1 VP



WING UPGRADE TANK HUNTER WEAPONS



Lightning Strike Fighters ONLY

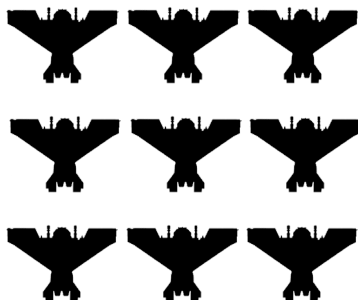
One Lightning Strike Fighter Wing gains:
Kraken Penetrator Missile: Range 20/35, 1AD, -3TSM
Dual Autocannon [TL2]: Range 25/50, 2AD, -1TSM



Point Value 200
+2 VP



AIR FORCE UPGRADE TANK HUNTER WEAPONS



Lightning Strike Fighters ONLY

One Lightning Strike Fighter Air Force gains:
Kraken Penetrator Missile: Range 20/35, 1AD, -3TSM
Dual Autocannon [TL2]: Range 25/50, 2AD, -1TSM



Point Value 300
+3 VP



SQUADRON UPGRADE GROUND ATTACK WEAPONS



Lightning Strike Fighters ONLY

One Lightning Strike Fighter Wing gains:
Sunfury Heavy Missiles [B]: Range 20/35, 4AD, -1TSM, causes suppression like artillery.
Phosphex Bombs [B,PH]: Range 0, 2AD, -1TSM



Point Value 100
+1 VP



WING UPGRADE GROUND ATTACK WEAPONS



Lightning Strike Fighters ONLY

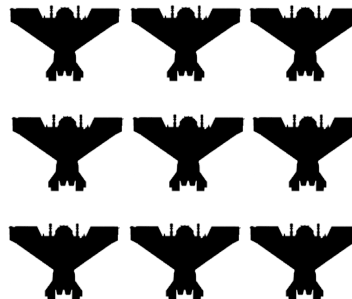
One Lightning Strike Fighter Wing gains:
Sunfury Heavy Missiles [B]: Range 20/35, 4AD, -1TSM,
causes suppression like artillery.
Phosphex Bombs [B,PH]: Range 0, 2AD, -1TSM



Point Value 200
+2 VP



AIR FORCE UPGRADE GROUND ATTACK WEAPONS



Lightning Strike Fighters ONLY

One Lightning Strike Fighter Air Force gains:
Sunfury Heavy Missiles [B]: Range 20/35, 4AD, -1TSM,
causes suppression like artillery.
Phosphex Bombs [B,PH]: Range 0, 2AD, -1TSM



Point Value 300
+3 VP



SQUADRON UPGRADE INTERCEPTOR WEAPONS



Lightning Strike Fighters ONLY

One Lightning Strike Fighter Wing gains:
Autocannon [TL2]: Range 25/50, 1AD, -1TSM
Dual Multilaser: Range 20/35, 6AD, -1TSM



Point Value 100
+1 VP



WING UPGRADE INTERCEPTOR WEAPONS



Lightning Strike Fighters ONLY

One Lightning Strike Fighter Wing gains:
Autocannon [TL2]: Range 25/50, 1AD, -1TSM
Dual Multilaser: Range 20/35, 6AD, -1TSM



Point Value 200
+2 VP



AIR FORCE UPGRADE INTERCEPTOR WEAPONS



Lightning Strike Fighters ONLY



One Lightning Strike Fighter Air Force gains:
Autocannon [TL2]: Range 25/50, 1AD, -1TSM
Dual Multilaser: Range 20/35, 6AD, -1TSM



Point Value 300
+3 VP

