

# ACASTUS KNIGHT ASTERIUS GRAND CRUSADE




The Acastus Knight Asterius Crusade consists of 1 Acastus Asterius Lord Scion Knight and three detachments of 3 Acastus Asterius Knights.





Command




Asterius Maniple

Asterius Maniple

Asterius Maniple



Point Value 1800



# ACASTUS KNIGHT ASTERIUS GRAND CRUSADE

**Break Point 6:** The Acastus Knight Asterius Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Asterius Command	15	2+	4/-3	Karacnos Mortar [VK, IC, M]	30/60	2x B*	-2	[HQ2], [DR3], [AG], *SR/LR is B1/B2
				Conversion Beamer Cannon	35/70	4TL2	-4	
				Anti-Personnel	25	6	-1	
Asterius	15	2+	4/-3	Karacnos Mortar [VK, IC, M]	30/60	2x B*	-2	[DR3], [AG], *SR/LR is B1/B2
				Conversion Beamer Cannon	35/70	4TL2	-4	
				Anti-Personnel	25	6	-1	






Victory Points 18

Your opponent gains 9 VPs when this Company is broken




# ACASTUS KNIGHT PORPHYRION GRAND CRUSADE (TYPE 1)

The Acastus Knight Porphyrior Crusade (Type 1) consists of 1 Acastus Porphyrior Lord Scion Knight and three detachments of 3 Acastus Porphyrior Knights (Type 1).




Command






Porphyrion  
(Type 1)  
Maniple






Porphyrion  
(Type 1)  
Maniple



Point Value 1700

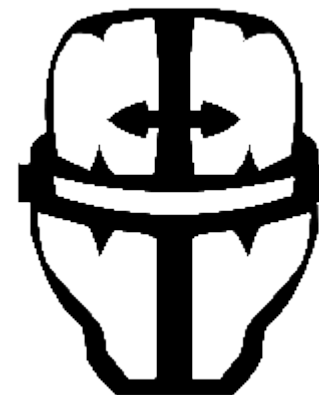


# ACASTUS KNIGHT PORPHYRION GRAND CRUSADE (TYPE 1)

**Break Point 6:** The Acastus Knight Porphyrior Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Porphyrior Command	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[HQ2], [DR3], [AG]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	
Porphyrior (Type 1)	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	

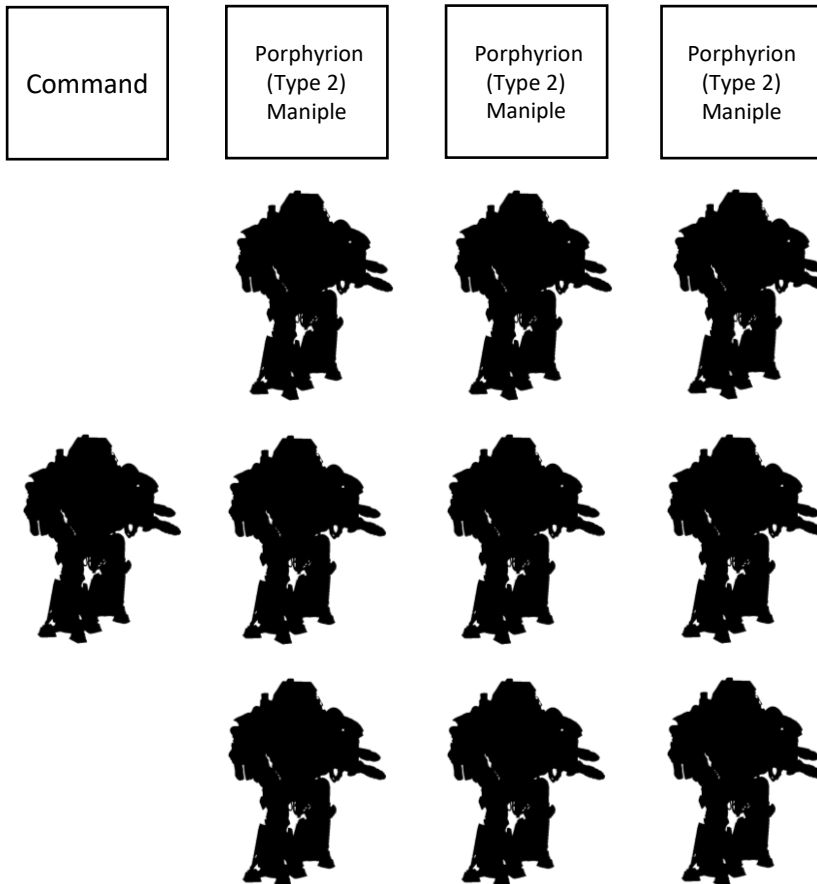


Victory Points 17

Your opponent gains 9 VPs when this Company is broken

## ACASTUS KNIGHT PORPHYRION GRAND CRUSADE (TYPE 2)

The Acastus Knight Porphyryion Crusade (Type 2) consists of 1 Acastus Porphyryion Lord Scion Knight and three detachments of 3 Acastus Porphyryion Knights (Type 2).



Point Value 1600

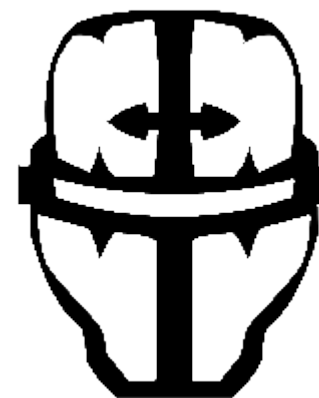


## ACASTUS KNIGHT PORPHYRION GRAND CRUSADE (TYPE 2)

**Break Point 6:** The Acastus Knight Porphyryion Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Porphyryion Command	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[HQ2], [DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Helios Défense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	
Porphyryion (Type 2)	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Helios Défense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	

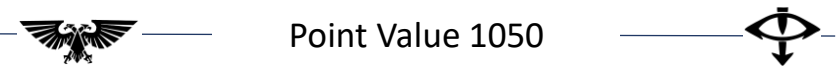
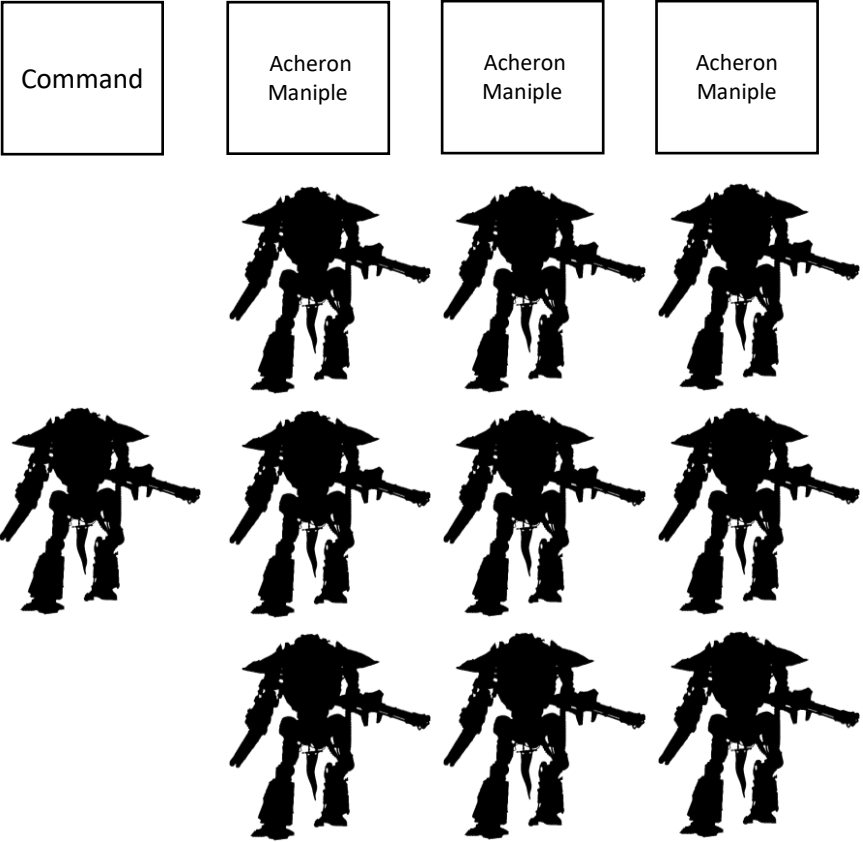


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

CERASTUS KNIGHT ACHERON  
GRAND CRUSADE

The Cerastus Knight Acheron Crusade consists of 1 Cerastus Acheron Lord Scion Knight and three detachments of 3 Cerastus Acheron Knights.



Point Value 1050

CERASTUS KNIGHT ACHERON  
GRAND CRUSADE

**Break Point 6:** The Cerastus Knight Acheron Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Acheron Command	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[HQ2], [DR2], [AG]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	
Acheron	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2], [AG]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	

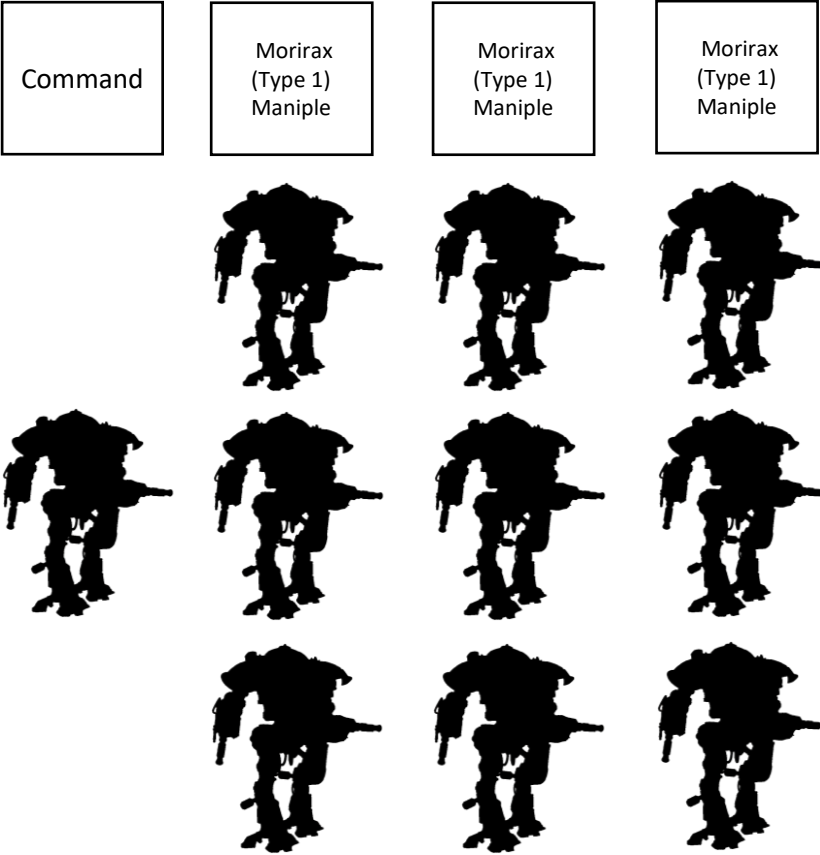




Victory Points 11

Your opponent gains 6 VPs when this Company is broken

# ARMIGER MORIRAX CRUSADE GRAND (TYPE 1)

The Armiger Morirax (Type 1) Crusade consists of 1 Armiger Morirax (Type 1) Lord Scion and three detachments of 3 Armiger Morirax (Type 1).



 Point Value 650 

# ARMIGER MORIRAX CRUSADE GRAND (TYPE 1)

**Break Point 6:** The Armiger Morirax Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Morirax Command	25	4+	2/-2	Armiger Conversion Bean Cannon	25/50	2x B*	-3	[HQ2], [AG], [R], Special**
				Lightning Lock	15/35	3	-1	
				Anti-Personnel	25	1	-1	
Morirax (Type 1)	25	4+	2/-2	Armiger Conversion Bean Cannon	25/50	2x B*	-3	[AG], [R], Special**
				Lightning Lock	15/35	3	-1	
				Anti-Personnel	25	1	-1	

\* Conversion Beamer for range and Blast is SR/LR – B1/B2

\*\* Possess 1 Power field with AV of 5+

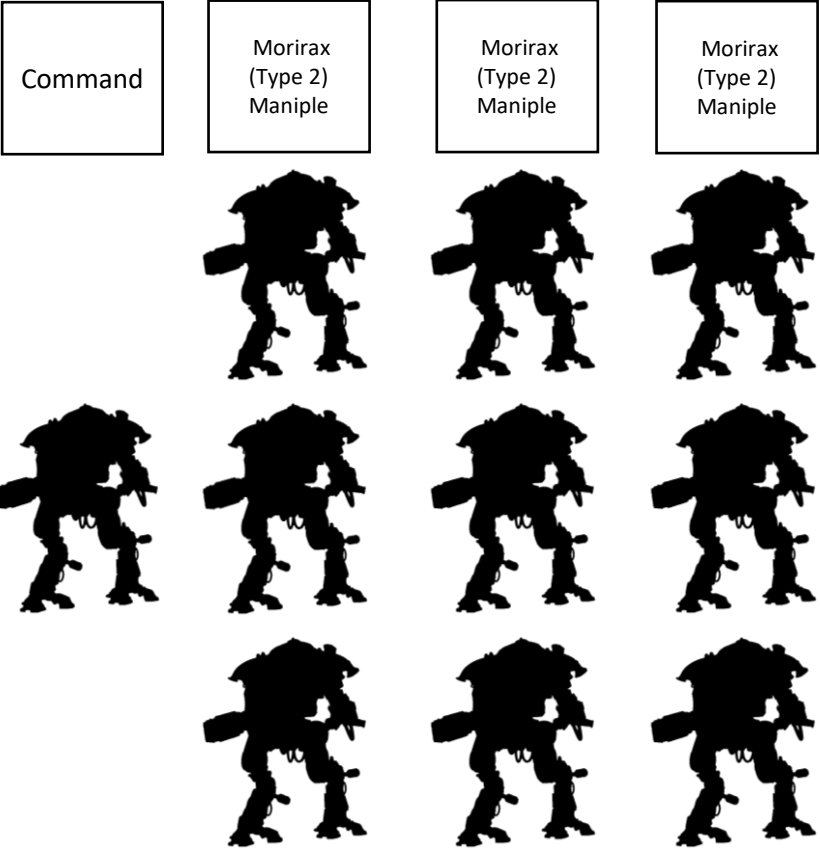


## Victory Points 7

Your opponent gains 4 VPs when this Company is broken

ARMIGER MORIRAX CRUSADE  
GRAND (TYPE 2)

The Armiger Morirax (Type 2) Crusade consists of 1 Armiger Morirax (Type 2) Lord Scion and three detachments of 3 Armiger Morirax (Type 2).



Point Value 700



ARMIGER MORIRAX CRUSADE  
GRAND (TYPE 2)

**Break Point 6:** The Armiger Morirax Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Morirax Command	25	4+	2/-2	Rad Cleanser [IC]	10	2	-2	[HQ2], [AG], [R], Special**
				Gyges Siege Claw [Str+2]	15/35	3	-1	
				Anti-Personnel	25	4	-1	
Morirax (Type 2)	25	4+	3/-3	Rad Cleanser [IC]	10	2	-2	[AG], [R], Special**
				Gyges Siege Claw [Str+2]	15/35	3	-1	
				Anti-Personnel	25	1	-1	

\* Conversion Beamer for range and Blast is SR/LR – B1/B2  
\*\* Possess 1 Power field with AV of 5+



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

# CERASTUS KNIGHT ATRAPOS GRAND CRUSADE

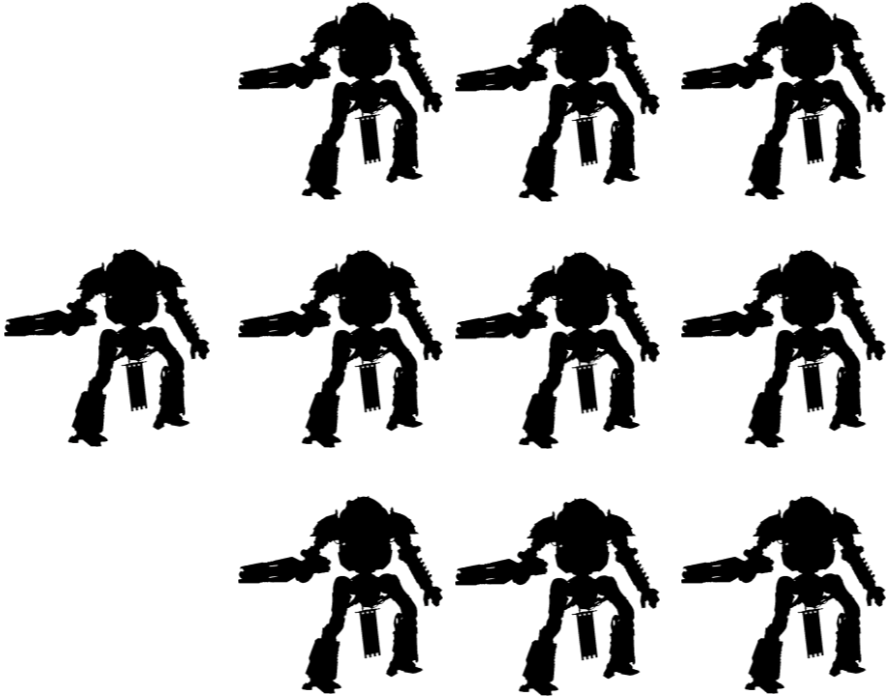
The Cerastus Knight Atrapos Crusade consists of 1 Cerastus Atrapos Lord Scion Knight and three detachments of 3 Cerastus Atrapos Knights..

Command

Atrapos  
Maniple

Atrapos  
Maniple

Atrapos  
Maniple



Point Value 1150



# CERASTUS KNIGHT ATRAPOS GRAND CRUSADE

**Break Point 6:** The Cerastus Knight Atrapos Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Atrapos Command	25	3+	4/-4	Singularity Cannon [Dmg+3]	35	1	-5	[HQ2], [DR2], [AG]
				Atrapos Lascutter	10	3	-4	
				Anti-Personnel	25	2	-1	
Atrapos	25	3+	4/-4	Singularity Cannon [Dmg+3]	35	1	-5	[HQ2], [DR2], [AG]
				Atrapos Lascutter	10	3	-4	
				Anti-Personnel	25	2	-1	



Victory Points 12

Your opponent gains 6 VPs when this Company is broken

# CERASTUS KNIGHT CASTIGATOR GRAND CRUSADE




The Cerastus Knight Castigator Crusade consists of 1 Cerastus Castigator Lord Scion Knight and three detachments of 3 Cerastus Castigator Knights.





Command




Castigator Maniple


Castigator Maniple

Castigator Maniple








Point Value 950



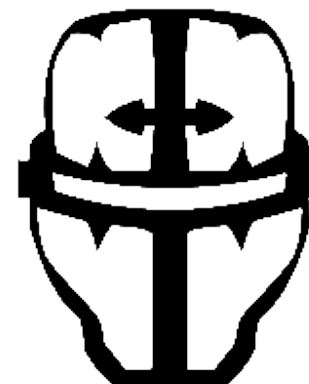
# CERASTUS KNIGHT CASTIGATOR GRAND CRUSADE

**Break Point 6:** The Cerastus Knight Castigator Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Castigator Command	25	3+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[HQ2], [DR2], [AG], Special*
				Tempest Warblade	-	-	-	
				Anti-Personnel	25	2	-1	
Castigator	25	3+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[DR2], [AG], Special*
				Tempest Warblade	-	-	-	
				Anti-Personnel	25	2	-1	

\*Gains +1 CC die when engaged in close combat with infantry elements.



Victory Points 10

Your opponent gains 5 VPs when this Company is broken



# CERASTUS KNIGHT LANCER GRAND CRUSADE

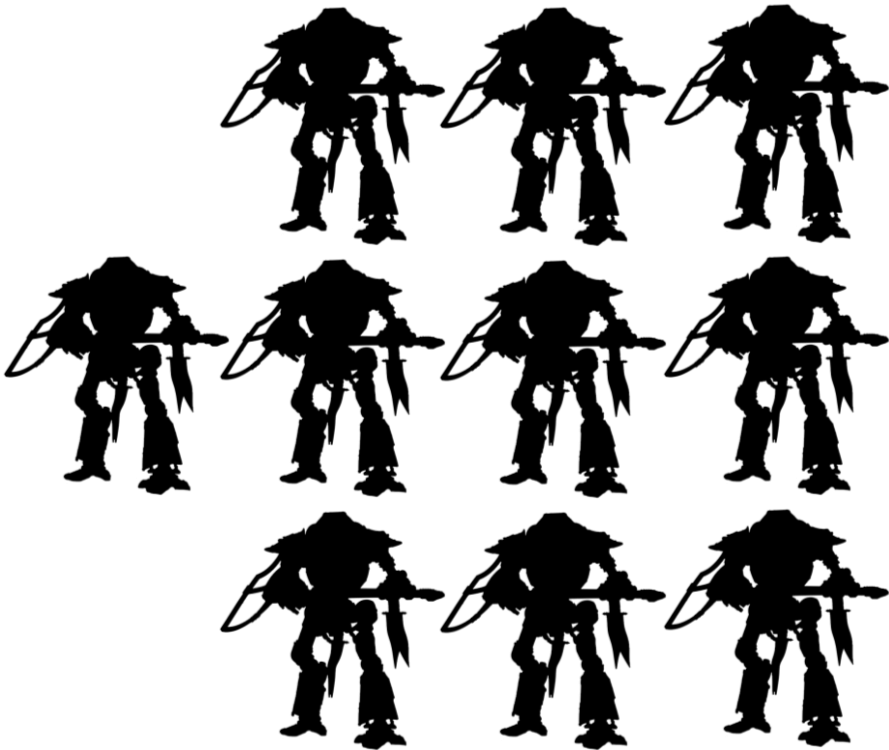
The Cerastus Knight Lancer Crusade consists of 1 Cerastus Lancer Lord Scion Knight and three detachments of 3 Cerastus Lancer Knights.

Command

Lancer Maniple

Lancer Maniple

Lancer Maniple



Point Value 850



# CERASTUS KNIGHT LANCER GRAND CRUSADE

**Break Point 6:** The Cerastus Knight Lancer Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Lancer Command	30	3+	5/-4	Cerastus Shock Lance	20	2	-2	[HQ2], [DR2], [AG], Special*
				Anti-Personnel	25	2	-1	
Lancer	30	3+	5/-4	Cerastus Shock Lance	20	2	-2	[HQ2], [DR2], [AG], Special*
				Anti-Personnel	25	2	-1	

\*The Shock Lance causes suppression as artillery.



Victory Points 9

Your opponent gains 5 VPs when this Company is broken

## QUESTORIS KNIGHT CRUSADER GRAND CRUSADE (TYPE 1)

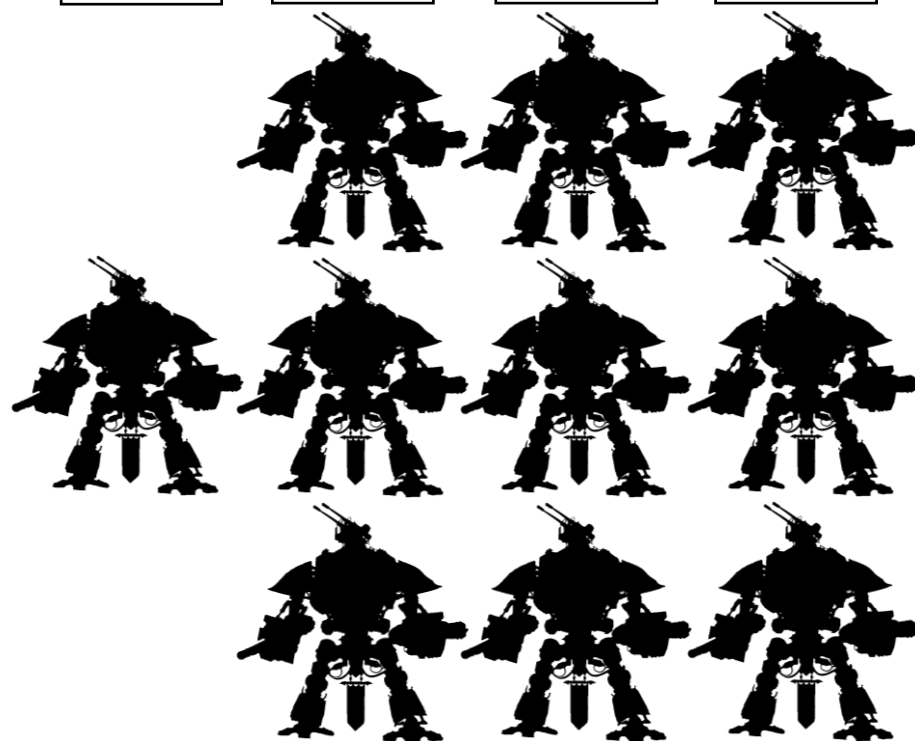
The Questoris Knight Crusader (Type 1) Crusade consists of 1 Questoris Crusader Scion Knight (Type 1) and three detachments of 3 Questoris Knight Crusader Knights (Type 1) .

Command

Crusader  
(Type 1)  
Maniple

Crusader  
(Type 1)  
Maniple

Crusader  
(Type 1)  
Maniple



Point Value 1200

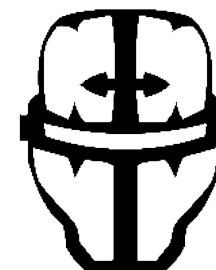


## QUESTORIS KNIGHT CRUSADER GRAND CRUSADE (TYPE 1)

**Break Point 6:** The Questoris Knight Crusader Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Crusader Command	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[HQ2], [DR2], [AG]
				Thermal Cannon [Fire]	35	B2	-4	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	
Crusader (Type 1)	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[DR2], [AG]
				Thermal Cannon [Fire]	35	B2	-4	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	



Victory Points 12

Your opponent gains 6 VPs when this Company is broken

## QUESTORIS KNIGHT CRUSADER GRAND CRUSADE (TYPE 2)

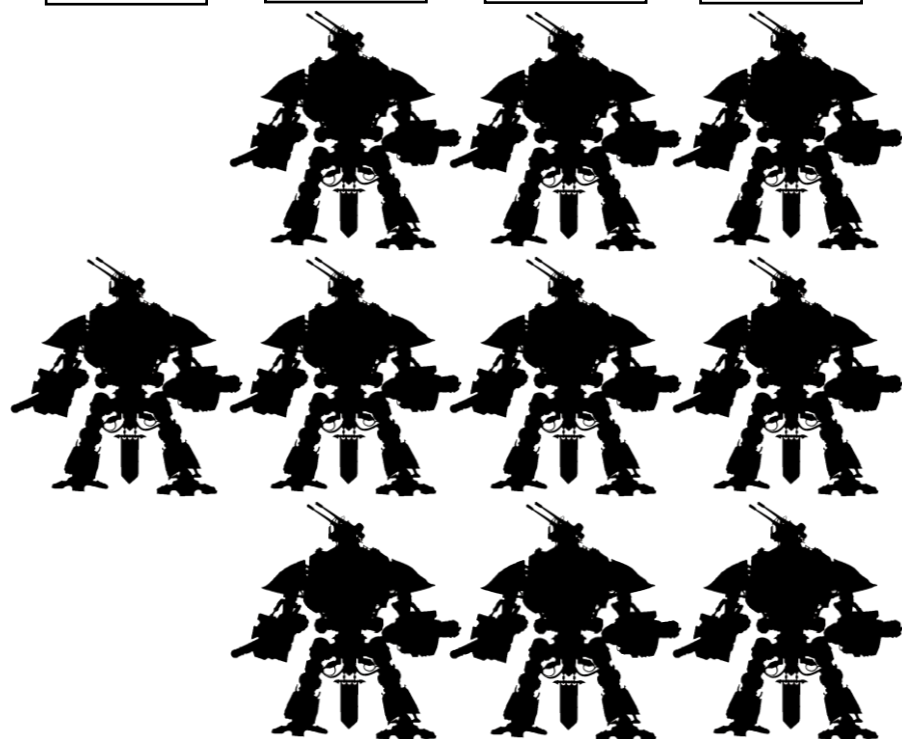
The Questoris Knight Crusader (Type 2) Crusade consists of 1 Questoris Crusader Scion Knight (Type 2) and three detachments of 3 Questoris Knight Crusader Knights (Type 2) .

Command

Crusader  
(Type 2)  
Maniple

Crusader  
(Type 2)  
Maniple

Crusader  
(Type 2)  
Maniple



Point Value 1200



## QUESTORIS KNIGHT CRUSADER GRAND CRUSADE (TYPE 2)

**Break Point 6:** The Questoris Knight Crusader Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Crusader Command	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[HQ2], [DR2], [AG]
				Thermal Cannon [Fire]	35	B2	-4	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	
Crusader (Type 1)	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[DR2], [AG]
				Thermal Cannon [Fire]	35	B2	-4	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	



Victory Points 12

Your opponent gains 6 VPs when this Company is broken

# QUESTORIS KNIGHT ERRANT GRAND CRUSADE (TYPE 1)

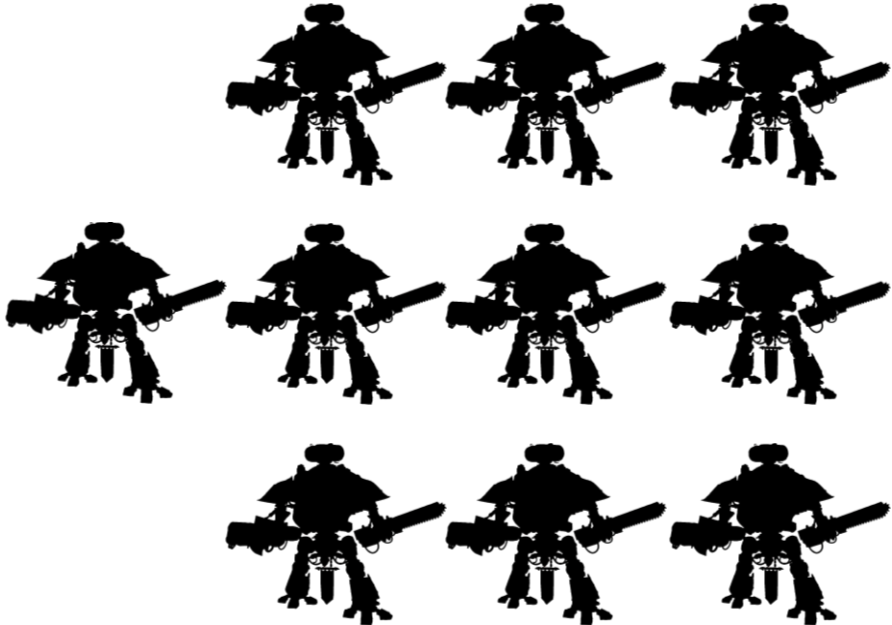
The Questoris Knight Errant (Type 1) Crusade consists of 1 Questoris Errant Scion Knight (Type 1) and three detachments of 3 Questoris Knight Errant Knights (Type 1) .

Command

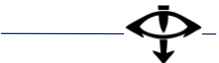
Errant  
(Type 1)  
Maniple

Errant  
(Type 1)  
Maniple

Errant  
(Type 1)  
Maniple



Point Value 1200



# QUESTORIS KNIGHT ERRANT GRAND CRUSADE (TYPE 1)

**Break Point 6:** The Questoris Knight Errant Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Errant Command	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	
Errant (Type 1)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	



Victory Points 12

Your opponent gains 6 VPs when this Company is broken

# QUESTORIS KNIGHT ERRANT GRAND CRUSADE (TYPE 2)

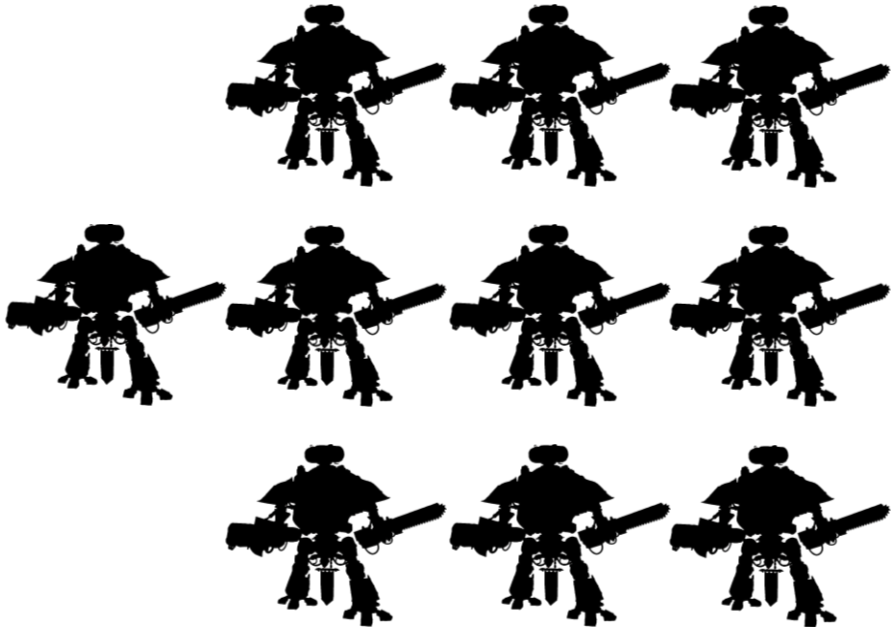
The Questoris Knight Errant (Type 2) Crusade consists of 1 Questoris Errant Scion Knight (Type 2) and three detachments of 3 Questoris Knight Errant Knights (Type 2) .

Command

Errant  
(Type 2)  
Maniple

Errant  
(Type 2)  
Maniple

Errant  
(Type 2)  
Maniple



Point Value 1250



# QUESTORIS KNIGHT ERRANT GRAND CRUSADE (TYPE 2)

**Break Point 6:** The Questoris Knight Errant Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Errant Command	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	
Errant (Type 2)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	

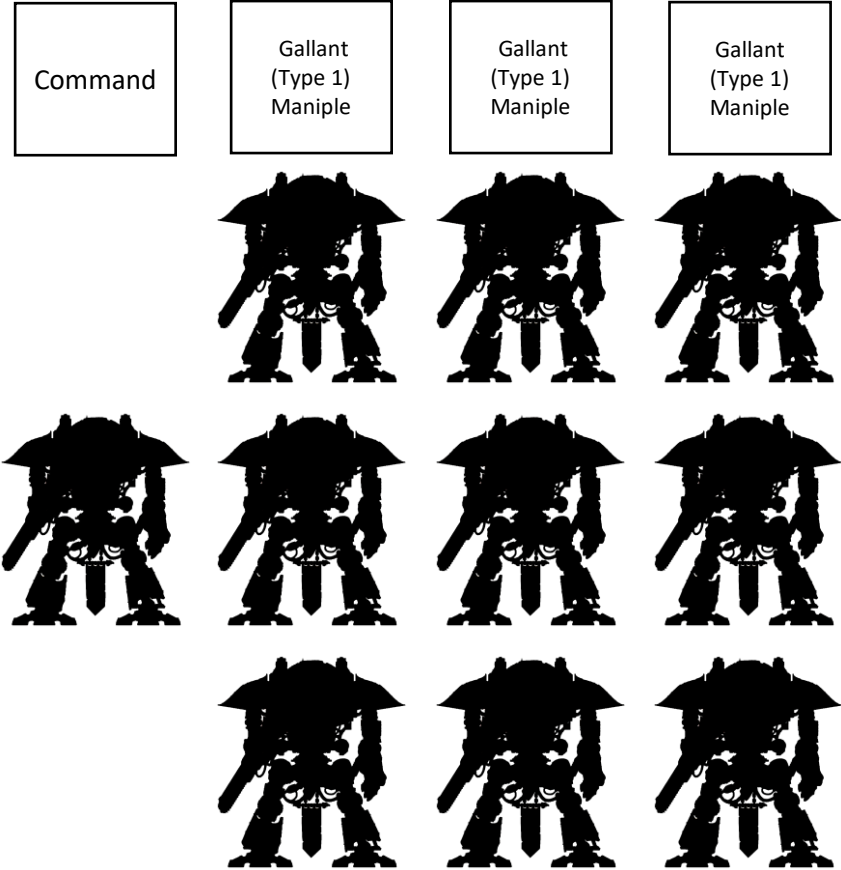




Victory Points 13

Your opponent gains 7 VPs when this Company is broken

# QUESTORIS KNIGHT GALLANT GRAND CRUSADE (TYPE 1)

The Questoris Knight Gallant (Type 1) Crusade consists of 1 Questoris Gallant Scion Knight (Type 1) and three detachments of 3 Questoris Knight Gallant Knights (Type 1) .



 Point Value 1000 

# QUESTORIS KNIGHT GALLANT GRAND CRUSADE (TYPE 1)

**Break Point 6:** The Questoris Knight Gallant Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Gallant Command	20	3+	5/-4	Reaper Chainsword [Dmg+3 in CC]	-	-	-	[HQ2], [DR2], [AG]
				Thunderstrike Gauntlet	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	
Gallant (Type 1)	20	3+	5/-4	Reaper Chainsword [Dmg+3 in CC]	-	-	-	[DR2], [AG]
				Thunderstrike Gauntlet	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	

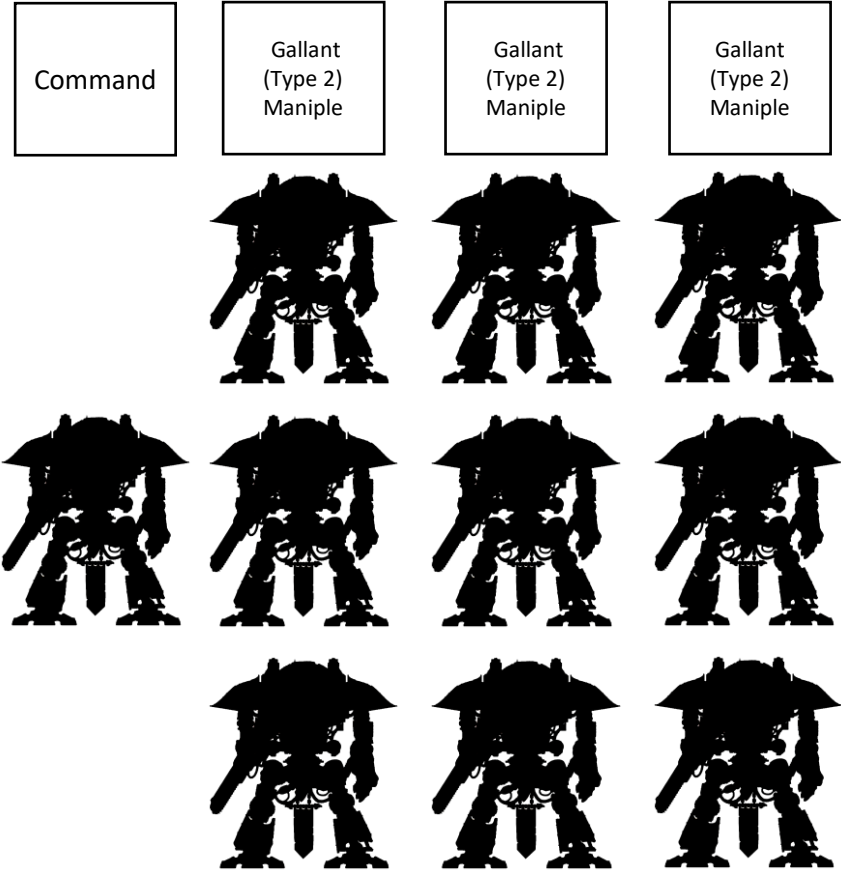




Victory Points 10

Your opponent gains 5 VPs when this Company is broken

# QUESTORIS KNIGHT GALLANT GRAND CRUSADE (TYPE 2)

The Questoris Knight Gallant (Type 2) Crusade consists of 1 Questoris Gallant Scion Knight (Type 2) and three detachments of 3 Questoris Knight Gallant Knights (Type 2) .



 Point Value 1050 

# QUESTORIS KNIGHT GALLANT GRAND CRUSADE (TYPE 2)

**Break Point 6:** The Questoris Knight Gallant Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Gallant Command	20	3+	4/-4	Reaper Chainsword [Dmg+3 in CC]	-	-	-	[HQ2], [DR2], [AG]
				Thunderstrike Gauntlet	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
Gallant (Type 2)	20	3+	4/-4	Reaper Chainsword [Dmg+3 in CC]	-	-	-	[DR2], [AG]
				Thunderstrike Gauntlet	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	



Victory Points 11

Your opponent gains 6 VPs when this Company is broken

# QUESTORIS KNIGHT MAGAERA GRAND CRUSADE (TYPE 1)

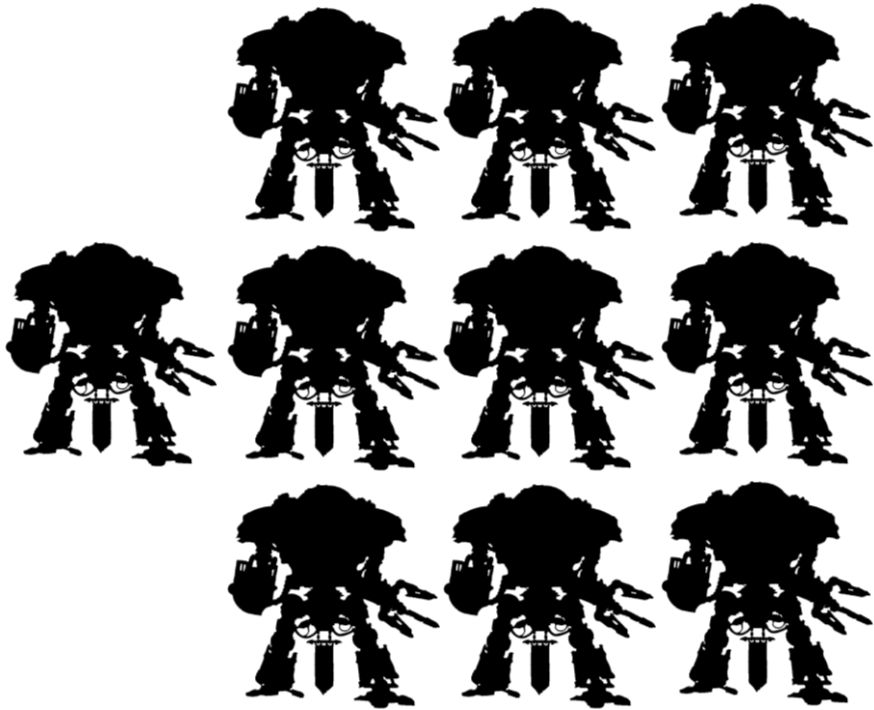
The Questoris Knight Magaera (Type 1) Crusade consists of 1 Questoris Magaera Scion Knight (Type 1) and three detachments of 3 Questoris Knight Magaera Knights (Type 1) .

Command

Magaera  
(Type 1)  
Maniple

Magaera  
(Type 1)  
Maniple

Magaera  
(Type 1)  
Maniple



Point Value 850



# QUESTORIS KNIGHT MAGAERA GRAND CRUSADE (TYPE 1)

**Break Point 6:** The Questoris Knight Magaera Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Magaera Command	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[HQ2], [DR2], [AG]
				Lightning Cannon	25/50	B1	-3	
				Anti-Personnel	25	2	-1	
Magaera (Type 1)	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[DR2], [AG]
				Lightning Cannon	25/50	B1	-3	
				Anti-Personnel	25	2	-1	



Victory Points 9

Your opponent gains 5 VPs when this Company is broken



# QUESTORIS KNIGHT MAGAERA GRAND CRUSADE (TYPE 2)

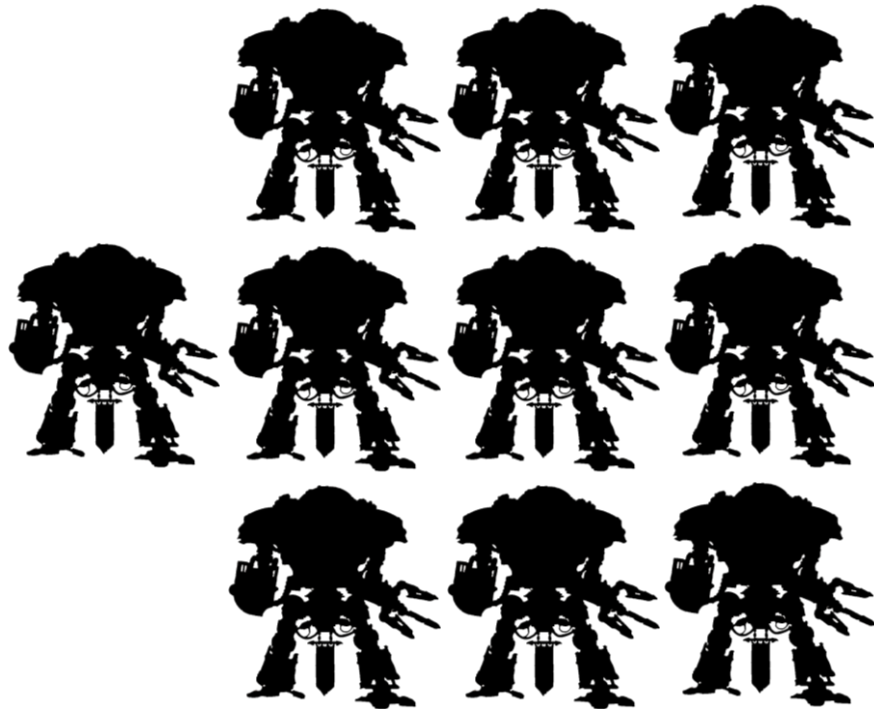
The Questoris Knight Magaera (Type 2) Crusade consists of 1 Questoris Magaera Scion Knight (Type 2) and three detachments of 3 Questoris Knight Magaera Knights (Type 2) .

Command

Magaera  
(Type 2)  
Maniple

Magaera  
(Type 2)  
Maniple

Magaera  
(Type 2)  
Maniple



Point Value 950

# QUESTORIS KNIGHT MAGAERA GRAND CRUSADE (TYPE 2)

**Break Point 6:** The Questoris Knight Magaera Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Magaera Command	20	3+	4/-4	Lightning Cannon	25/50	B1	-3	[HQ2], [DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
				Anti-Personnel	25	2	-1	
Magaera (Type 2)	20	3+	4/-4	Lightning Cannon	25/50	B1	-3	[DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	

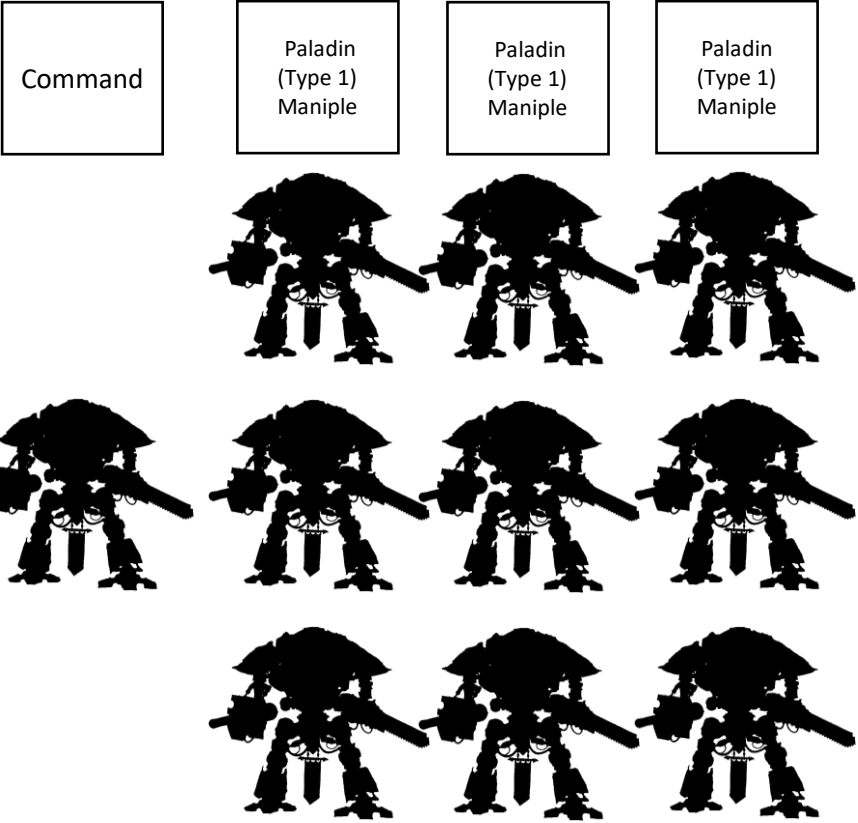




Victory Points 10

Your opponent gains 5 VPs when this Company is broken

# QUESTORIS KNIGHT PALADIN GRAND CRUSADE (TYPE 1)

The Questoris Knight Paladin (Type 1) Crusade consists of 1 Questoris Paladin Scion Knight (Type 1) and three detachments of 3 Questoris Knight Paladin Knights (Type 1) .



 Point Value 1300 

# QUESTORIS KNIGHT PALADIN GRAND CRUSADE (TYPE 1)

**Break Point 6:** The Questoris Knight Paladin Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

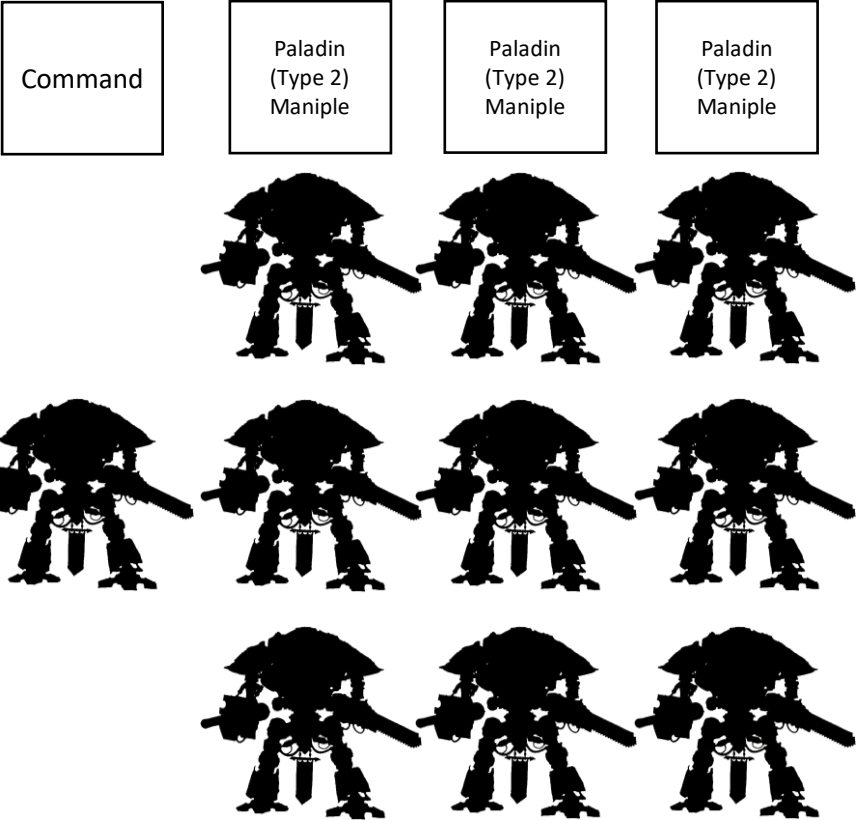
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Paladin Command	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	
Paladin (Type 1)	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	





**Victory Points 13**  
Your opponent gains 7 VPs when this Company is broken

# QUESTORIS KNIGHT PALADIN GRAND CRUSADE (TYPE 2)

The Questoris Knight Paladin (Type 2) Crusade consists of 1 Questoris Paladin Scion Knight (Type 2) and three detachments of 3 Questoris Knight Paladin Knights (Type 2) .



 Point Value 1350 

# QUESTORIS KNIGHT PALADIN GRAND CRUSADE (TYPE 2)

**Break Point 6:** The Questoris Knight Paladin Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Paladin Command	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	
Paladin (Type 1)	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	

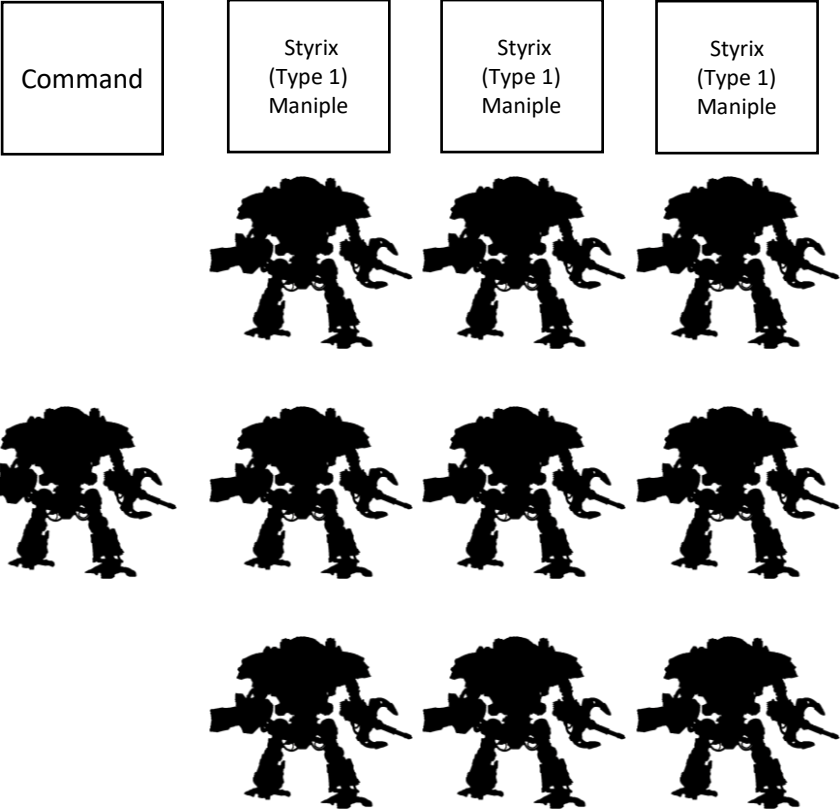




Victory Points 14

Your opponent gains 7 VPs when this Company is broken

# QUESTORIS KNIGHT STYRIX GRAND CRUSADE (TYPE 1)

The Questoris Knight Styrix (Type 1) Crusade consists of 1 Questoris Styrix Scion Knight (Type 1) and three detachments of 3 Questoris Knight Styrix Knights (Type 1) .



 Point Value 950 

# QUESTORIS KNIGHT STYRIX GRAND CRUSADE (TYPE 1)

**Break Point 6:** The Questoris Knight Styrix Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Styrix Command	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[HQ2], [DR2], [AG]
				Volkite Chieorovile [VK, IC]	25/50	2	-2	
				Anti-Personnel	25	2	-1	
Styrix (Type 1)	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[DR2], [AG]
				Volkite Chieorovile [VK, IC]	25/50	2	-2	
				Anti-Personnel	25	2	-1	



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

# QUESTORIS KNIGHT STYRIX GRAND CRUSADE (TYPE 2)




The Questoris Knight Magaera (Type 2) Crusade consists of 1 Questoris Magaera Scion Knight (Type 2) and three detachments of 3 Questoris Knight Magaera Knights (Type 2) .





Command




Styrix  
(Type 2)  
Maniple

Styrix  
(Type 2)  
Maniple

Styrix  
(Type 2)  
Maniple







# QUESTORIS KNIGHT STYRIX GRAND CRUSADE (TYPE 2)

**Break Point 6:** The Questoris Knight Styrix Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Magaera Command	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[HQ2], [DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
				Anti-Personnel	25	2	-1	
Magaera (Type 2)	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	

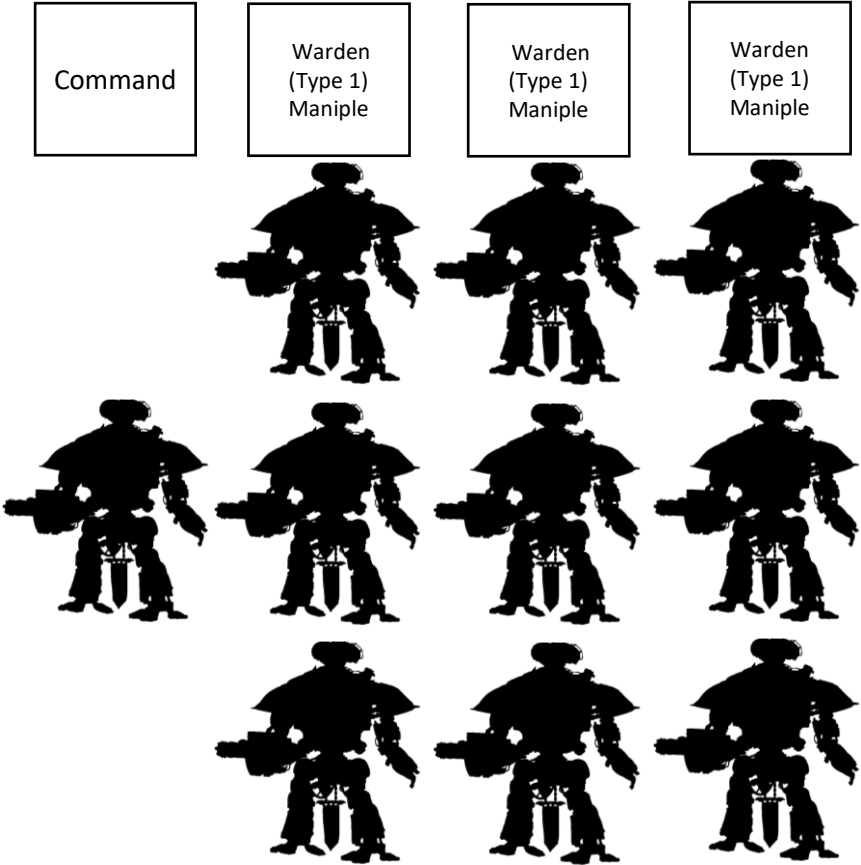




Victory Points 11

Your opponent gains 6 VPs when this Company is broken

# QUESTORIS KNIGHT WARDEN GRAND CRUSADE (TYPE 1)

The Questoris Knight Warden (Type 1) Crusade consists of 1 Questoris Warden Scion Knight (Type 1) and three detachments of 3 Questoris Knight Warden Knights (Type 1) .



 Point Value 1200 

# QUESTORIS KNIGHT WARDEN GRAND CRUSADE (TYPE 1)

**Break Point 6:** The Questoris Knight Warden Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Warden Command	20	3+	4/-4	Avenger Gatling Cannon	35	4	-2	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	
warden (Type 1)	20	3+	4/-4	Avenger Gatling Cannon	35	4	-2	[DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	

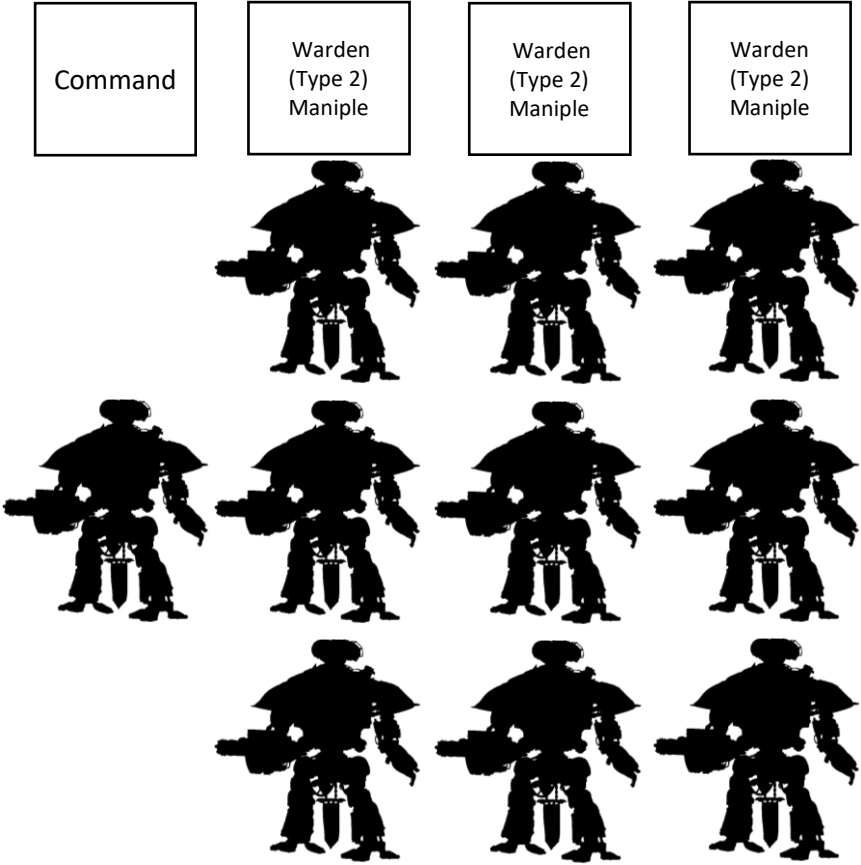


Victory Points 12

Your opponent gains 6 VPs when this Company is broken

# QUESTORIS KNIGHT WARDEN GRAND CRUSADE (TYPE 2)

The Questoris Knight Warden (Type 2) Crusade consists of 1 Questoris Warden Scion Knight (Type 2) and three detachments of 3 Questoris Knight Warden Knights (Type 2) .



Point Value 1300



# QUESTORIS KNIGHT WARDEN GRAND CRUSADE (TYPE 2)

**Break Point 6:** The Questoris Knight Warden Crusade is broken if it has lost 6 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 5+:** 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
Warden Command	20	3+	4/-4	Avenger Gatling Cannon	35	4	-2	[HQ2], [DR2], [AG]
				Thunderstrike Gauntlet	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	
Warden (Type 1)	20	3+	4/-4	Avenger Gatling Cannon	35	4	-2	[DR2], [AG]
				Thunderstrike Gauntlet	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	



Victory Points 13

Your opponent gains 7 VPs when this Company is broken