

**IMPERIUS
DOMINATUS**

COMPANY CARDS

QUESTORIS GENRAL RULES

(FACTION VALUE 400)

Army to Hit Value is: 6+

- **Knights** gain fear [FR], Agile [AG], night vision [N], +1 bonus to damage table rolls [Dmg+1], receive -1 to damage table rolls on hits against them, gains auto-repair on roll of 10+.
- **Knight tactics.** Knight Player gains +1 on initiative rolls, opponents receive -1 penalty to reserve rolls. The Knight Player has access to special order (hero versus fool)
- **Hell Rider:** Formation gains +5cm to charge move and +1 to close combat resolutions.
- **Ion Shield.** Can re-roll failed armor saves (second result stands).



This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



This symbol means the element is a level 2 commander [HQ2] for that Company Card (mainly used in non infantry formations).

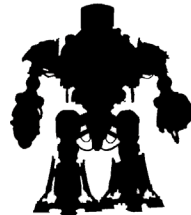
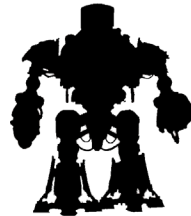
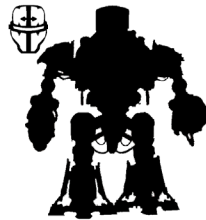
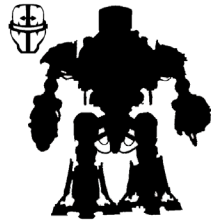
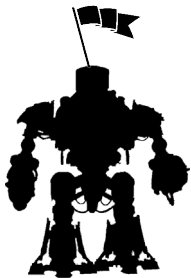
ACASTUS KNIGHT ASTERIUS CRUSADE

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

Command

Asterius
Maniple

Asterius
Maniple



Point Value 1300



ACASTUS KNIGHT ASTERIUS CRUSADE

Break Point 4: The Acastus Knight Asterius Crusade is broken if it has lost 4 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], [RA] *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],[RA] *SR/LR is B1/B2
				Conversion Beamer Cannon	35/70	4TL2	-4	
				Anti-Personnel	25	6	-1	



Victory Points 13

Your opponent gains 7 VPs when this Company is broken

ACASTUS KNIGHT PORPHYRION CRUSADE (TYPE 1)

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

Command

Porphyrior
(Type 1)
Maniple

Porphyrior
(Type 1)
Maniple



Point Value 1200



ACASTUS KNIGHT PORPHYRION CRUSADE (TYPE 1)

Break Point 4: The Acastus Knight Porphyrior Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	



Victory Points 12

Your opponent gains 6 VPs when this Company is broken

ACASTUS KNIGHT PORPHYRION CRUSADE (TYPE 2)

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

Command

Porphyrior
(Type 2)
Maniple

Porphyrior
(Type 2)
Maniple



Point Value 1150



ACASTUS KNIGHT PORPHYRION CRUSADE (TYPE 2)

Break Point 4: The Acastus Knight Porphyrior Crusade is broken if it has lost 4 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], [RA]
				2x Lascannons	25/50	2	-3	
				Helios Défense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	
Porphyrior (Type 2)	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG], [RA]
				2x Lascannons	25/50	2	-3	
				Helios Défense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	



Victory Points 12

Your opponent gains 6 VPs when this Company is broken

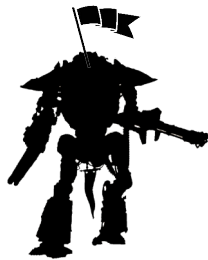
CERASTUS KNIGHT ACHERON CRUSADE

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

Command

Acheron
Maniple

Acheron
Maniple



Point Value 750



CERASTUS KNIGHT ACHERON CRUSADE

Break Point 4: The Cerastus Knight Acheron Crusade is broken if it has lost 4 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], [RA]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	
Acheron	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2], [AG], [RA]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

ARMIGER MORIRAX CRUSADE (TYPE 1)

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

Command

Morirax
(Type 1)
Maniple

Morirax
(Type 1)
Maniple



Point Value 450



ARMIGER MORIRAX CRUSADE (TYPE 1)

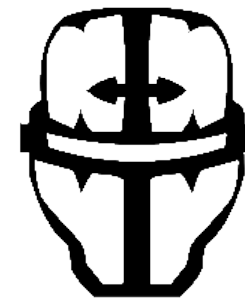
Break Point 4: The Armiger Morirax Crusade is broken if it has lost 4 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

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], [RA], 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], [RA] 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 5

Your opponent gains 3 VPs when this Company is broken

ARMIGER MORIRAX CRUSADE (TYPE 2)

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

Command

Morirax
(Type 2)
Maniple

Morirax
(Type 2)
Maniple



Point Value 450



ARMIGER MORIRAX CRUSADE (TYPE 2)

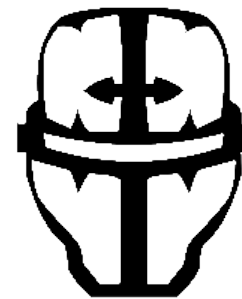
Break Point 4: The Armiger Morirax Crusade is broken if it has lost 4 Knights either the scion command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

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], [RA], 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],[RA] 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 5

Your opponent gains 3 VPs when this Company is broken

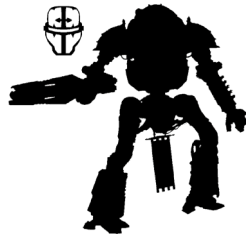
CERASTUS KNIGHT ATRAPOS CRUSADE

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

Command

Atrapos
Maniple

Atrapos
Maniple



Point Value 800



CERASTUS KNIGHT ATRAPOS CRUSADE

Break Point 4: The Cerastus Knight Atrapos Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Atrapos Lascutter	10	3	-4	
				Anti-Personnel	25	2	-1	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

CERASTUS KNIGHT CASTIGATOR CRUSADE

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

Command

Castigator
Maniple

Castigator
Maniple



Point Value 650



CERASTUS KNIGHT CASTIGATOR CRUSADE

Break Point 4: The Cerastus Knight Castigator Crusade is broken if it has lost 4 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], [RA], Special*
				Tempest Warblade				
				Anti-Personnel				
Castigator	25	3+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[DR2], [AG], [RA], Special*
				Tempest Warblade				
				Anti-Personnel				

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



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

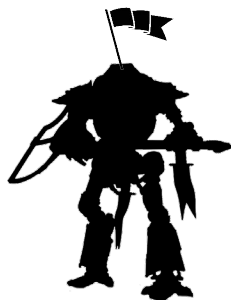
CERASTUS KNIGHT LANCER CRUSADE

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

Command

Lancer
Maniple

Lancer
Maniple



Point Value 600



CERASTUS KNIGHT LANCER CRUSADE

Break Point 4: The Cerastus Knight Lancer Crusade is broken if it has lost 4 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], [RA], Special*
				Anti-Personnel	25	2	-1	
Lancer	30	3+	5/-4	Cerastus Shock Lance	20	2	-2	[HQ2], [DR2], [AG], [RA], Special*
				Anti-Personnel	25	2	-1	

*The Shock Lance causes suppression as artillery.



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

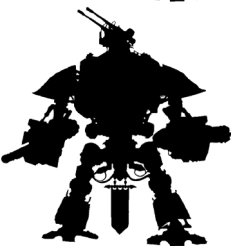
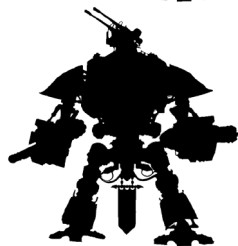
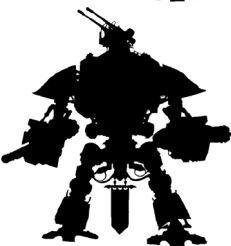
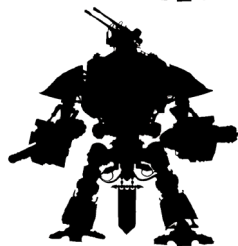
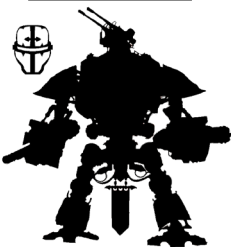
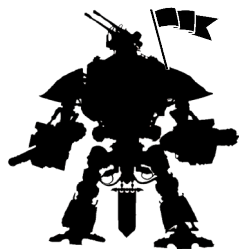
QUESTORIS KNIGHT CRUSADER CRUSADE (TYPE 1)

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

Command

Crusader
(Type 1)
Maniple

Crusader
(Type 1)
Maniple



Point Value 850

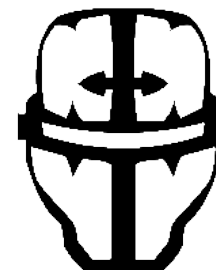


QUESTORIS KNIGHT CRUSADER CRUSADE (TYPE 1)

Break Point 4: The Questoris Knight Crusader Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				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 9

Your opponent gains 5 VPs when this Company is broken

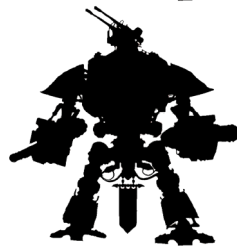
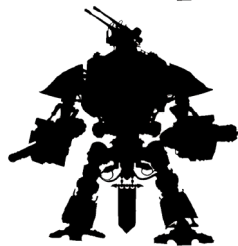
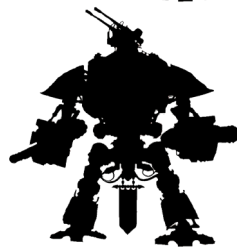
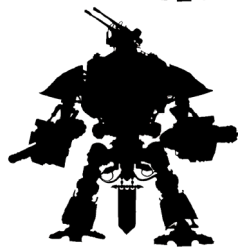
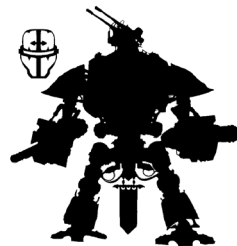
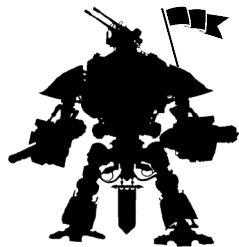
QUESTORIS KNIGHT CRUSADER CRUSADE (TYPE 2)

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

Command

Crusader
(Type 2)
Maniple

Crusader
(Type 2)
Maniple



Point Value 850

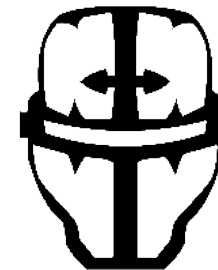


QUESTORIS KNIGHT CRUSADER CRUSADE (TYPE 2)

Break Point 4: The Questoris Knight Crusader Crusade is broken if it has lost 4 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], [RA]
				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 2)	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[DR2], [AG], [RA]
				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	

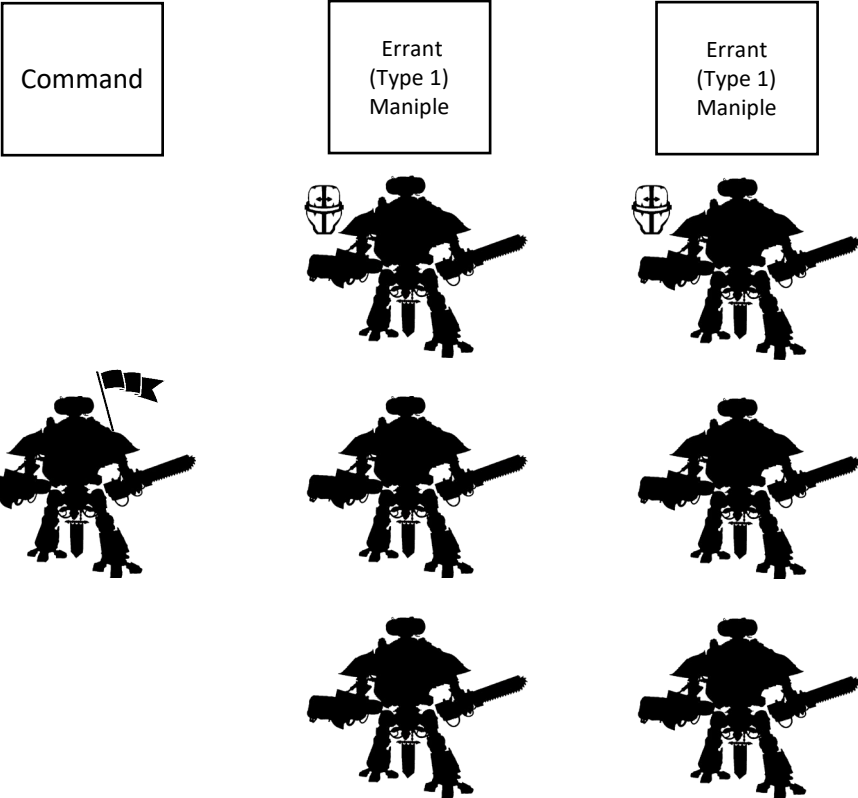


Victory Points 9

Your opponent gains 5 VPs when this Company is broken

QUESTORIS KNIGHT ERRANT CRUSADE (TYPE 1)

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



Point Value 850

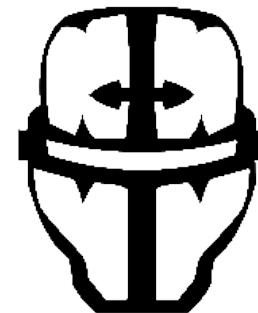


QUESTORIS KNIGHT ERRANT CRUSADE (TYPE 1)

Break Point 4: The Questoris Knight Errant Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	



Victory Points 9

Your opponent gains 5 VPs when this Company is broken

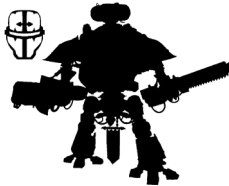
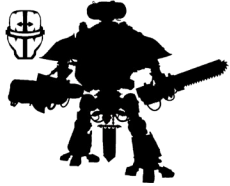
QUESTORIS KNIGHT ERRANT CRUSADE (TYPE 2)

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

Command

Errant
(Type 2)
Maniple

Errant
(Type 2)
Maniple



Point Value 900

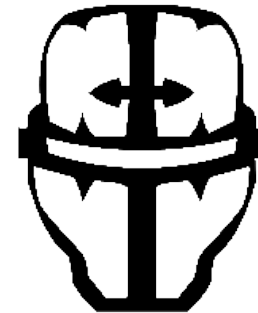


QUESTORIS KNIGHT ERRANT CRUSADE (TYPE 2)

Break Point 4: The Questoris Knight Errant Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	



Victory Points 9

Your opponent gains 5 VPs when this Company is broken

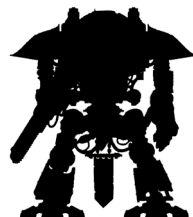
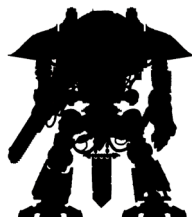
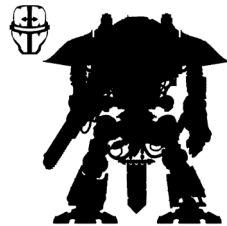
QUESTORIS KNIGHT GALLANT CRUSADE (TYPE 1)

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

Command

Gallant
(Type 1)
Maniple

Gallant
(Type 1)
Maniple



Point Value 700

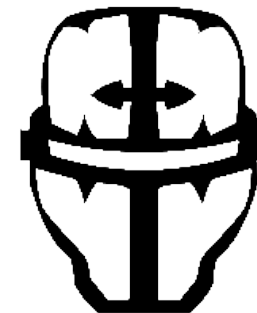


QUESTORIS KNIGHT GALLANT CRUSADE (TYPE 1)

Break Point 4: The Questoris Knight Gallant Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Thunderstrike Gauntlet	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

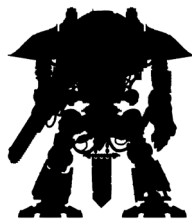
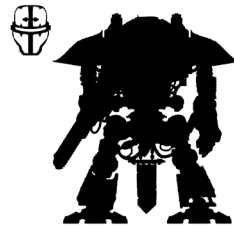
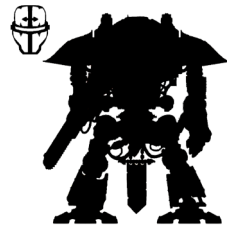
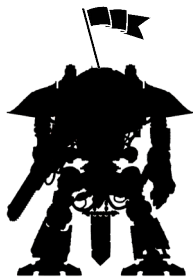
QUESTORIS KNIGHT GALLANT CRUSADE (TYPE 2)

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

Command

Gallant
(Type 2)
Maniple

Gallant
(Type 2)
Maniple



Point Value 750

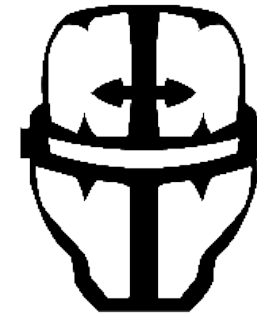


QUESTORIS KNIGHT GALLANT CRUSADE (TYPE 2)

Break Point 4: The Questoris Knight Gallant Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Thunderstrike Gauntlet	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

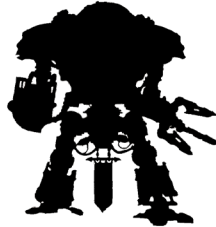
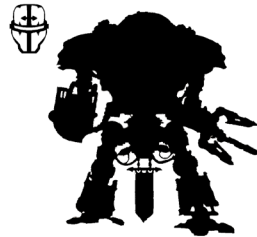
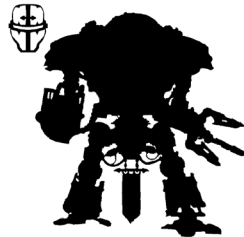
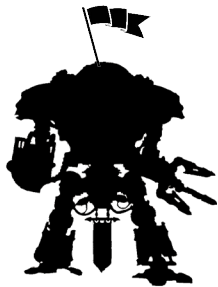
QUESTORIS KNIGHT MAGAERA CRUSADE (TYPE 1)

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

Command

Magaera
(Type 1)
Maniple

Magaera
(Type 1)
Maniple



Point Value 600



QUESTORIS KNIGHT MAGAERA CRUSADE (TYPE 1)

Break Point 4: The Questoris Knight Magaera Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Lightning Cannon	25/50	B1	-3	
				Anti-Personnel	25	2	-1	



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

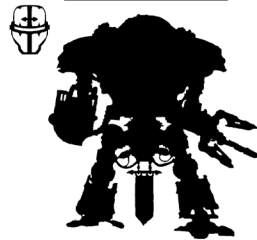
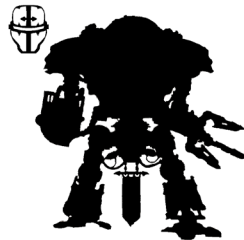
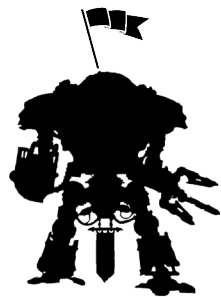
QUESTORIS KNIGHT MAGAERA CRUSADE (TYPE 2)

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

Command

Magaera
(Type 2)
Maniple

Magaera
(Type 2)
Maniple



Point Value 700



QUESTORIS KNIGHT MAGAERA CRUSADE (TYPE 2)

Break Point 4: The Questoris Knight Magaera Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
				Anti-Personnel	25	2	-1	



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

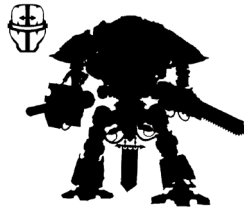
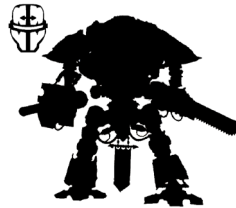
QUESTORIS KNIGHT PALADIN CRUSADE (TYPE 1)

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

Command

Paladin
(Type 1)
Maniple

Paladin
(Type 1)
Maniple



Point Value 900



QUESTORIS KNIGHT PALADIN CRUSADE (TYPE 1)

Break Point 4: The Questoris Knight Paladin Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	



Victory Points 9

Your opponent gains 5 VPs when this Company is broken

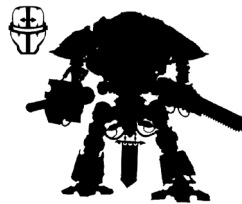
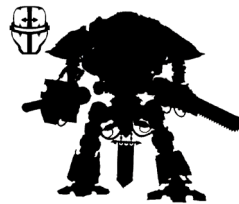
QUESTORIS KNIGHT PALADIN CRUSADE (TYPE 2)

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

Command

Paladin
(Type 2)
Maniple

Paladin
(Type 2)
Maniple



Point Value 950



QUESTORIS KNIGHT PALADIN CRUSADE (TYPE 2)

Break Point 4: The Questoris Knight Paladin Crusade is broken if it has lost 4 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], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	
Paladin (Type 2)	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

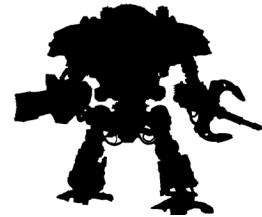
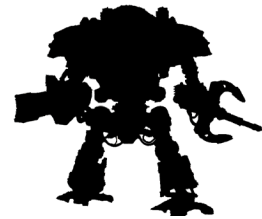
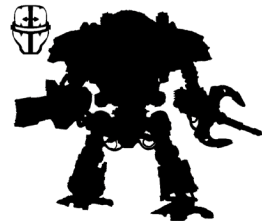
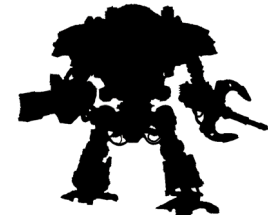
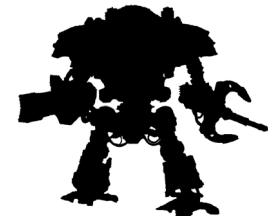
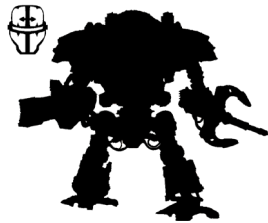
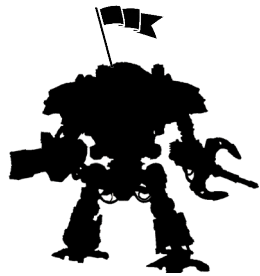
QUESTORIS KNIGHT STYRIX CRUSADE (TYPE 1)

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

Command

Styrix
(Type 1)
Maniple

Styrix
(Type 1)
Maniple



Point Value 700



QUESTORIS KNIGHT STYRIX CRUSADE (TYPE 1)

Break Point 4: The Questoris Knight Styrix Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				Volkite Chieorovile [VK, IC]	25/50	2	-2	
				Anti-Personnel	25	2	-1	



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

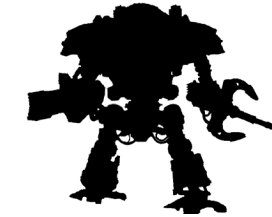
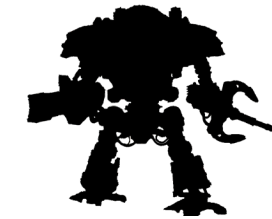
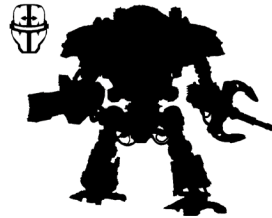
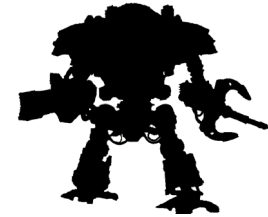
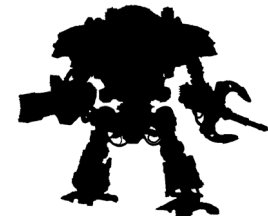
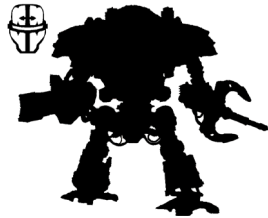
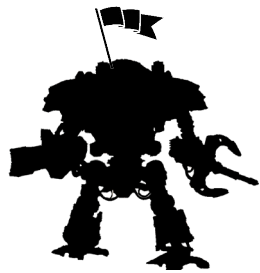
QUESTORIS KNIGHT STYRIX CRUSADE (TYPE 2)

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

Command

Magaera
(Type 2)
Maniple

Magaera
(Type 2)
Maniple



Point Value 750



QUESTORIS KNIGHT STYRIX CRUSADE (TYPE 2)

Break Point 4: The Questoris Knight Styrix Crusade is broken if it has lost 4 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
Styrixs Command	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[HQ2], [DR2], [AG], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
				Anti-Personnel	25	2	-1	
Styrixs (Type 2)	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

QUESTORIS KNIGHT WARDEN CRUSADE (TYPE 1)

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

Command

Warden
(Type 1)
Maniple

Warden
(Type 1)
Maniple



Point Value 850



QUESTORIS KNIGHT WARDEN CRUSADE (TYPE 1)

Break Point 4: The Questoris Knight Warden Crusade is broken if it has lost 4 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], [RA]
				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], [RA]
				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 9

Your opponent gains 5 VPs when this Company is broken

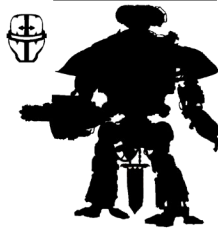
QUESTORIS KNIGHT WARDEN CRUSADE (TYPE 2)

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

Command

Warden
(Type 2)
Maniple

Warden
(Type 2)
Maniple



Point Value 900

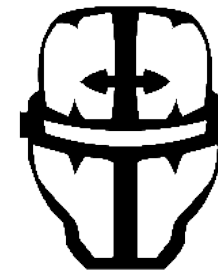


QUESTORIS KNIGHT WARDEN CRUSADE (TYPE 2)

Break Point 4: The Questoris Knight Warden Crusade is broken if it has lost 4 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], [RA]
				Thunderstrike Gauntlet	-	-	-	
				TL Icarus	25/50	4TL2	-2	
				Autocannon [AA]	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	
Warden (Type 2)	20	3+	4/-4	Avenger Gatling Cannon	35	4	-2	[DR2], [AG], [RA]
				Thunderstrike Gauntlet	-	-	-	
				TL Icarus	25/50	4TL2	-2	
				Autocannon [AA]	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	



Victory Points 9

Your opponent gains 5 VPs when this Company is broken