



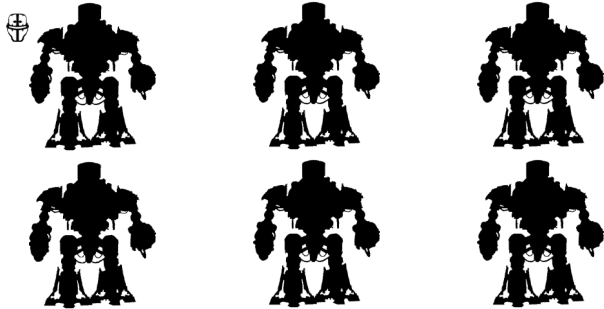
This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



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

ACASTUS KNIGHT ASTERIUS GRAND MANIPLE

The Acastus Knight Asterius Grand Maniple consists of two maniples of 3 Acastus Asterius Knights.



Point Value 1100



ACASTUS KNIGHT ASTERIUS GRAND MANIPLE

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 5+: Knights 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	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 11

Your opponent gains 6 VPs when this Maniple is broken

ACASTUS KNIGHT PORPHYRION GRAND MANIPLE (TYPE 1)

The Acastus Knight Porphyrior (Type 1) Grand Maniple consists of two maniples of 3 Acastus Asterius Knights (Type 1).



Point Value 1000



ACASTUS KNIGHT PORPHYRION GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 5+: Knights 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 (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 10 VP

Your opponent gains 5 VPs when this Maniple is broken

ACASTUS KNIGHT PORPHYRION GRAND MANIPLE (TYPE 2)

The Acastus Knight Porphyrion (Type 2) Grand Maniple consists of two maniples of 3 Acastus Asterius Knights (Type 2).



Point Value 950



ACASTUS KNIGHT PORPHYRION GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

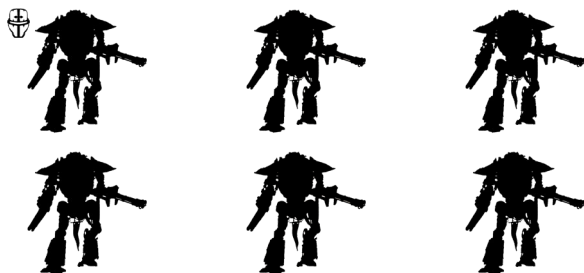
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Porphyrion (Type 2)	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG], [RA]
				2x Lascannons	25/50	2	-3	
				Helios Défense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	

Victory Points 10 VP

Your opponent gains 5 VPs when this Maniple is broken

CERASTUS KNIGHT ACHERON GRAND MANIPLE

The Cerastus Knight Acheron Grand Maniple consists of two maniples of 3 Cerastus Knight Acheron.



Point Value 650



CERASTUS KNIGHT ACHERON GRAND MANIPLE

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

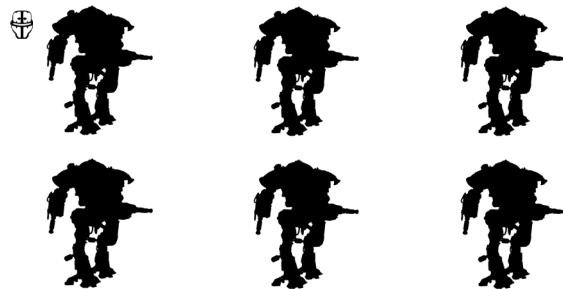
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Acheron	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2], [AG], [RA]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

ARMIGER MORIRAX KNIGHT GRAND MANIPLE (TYPE 1)

The Armiger Morirax (Type 1) Grand Maniple consists of two maniples of 3 Armiger Morirax Knights (Type 1).



Point Value 400



ARMIGER MORIRAX KNIGHT GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

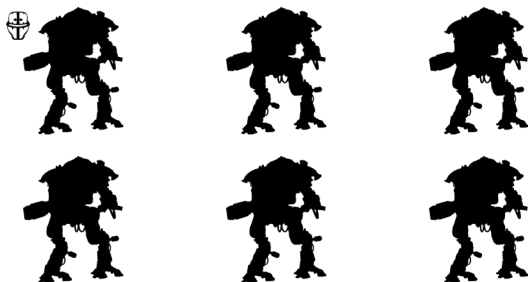
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Morirax (Type 1)	25	4+	2/-2	Armiger Conversion Bean Cannon	25/50	2x B*	-3	[AG], [R], [RA] Special
				Lightning Lock	15/35	3	-1	
				Anti-Personnel	25	1	-1	

Victory Points 4

Your opponent gains 2 VPs when this Maniple is broken

ARMIGER MORIRAX KNIGHT GRAND MANIPLE (TYPE 2)

The Armiger Morirax (Type 2) Grand Maniple consists of two maniples of 3 Armiger Morirax Knights (Type 2).



Point Value 400



ARMIGER MORIRAX KNIGHT GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

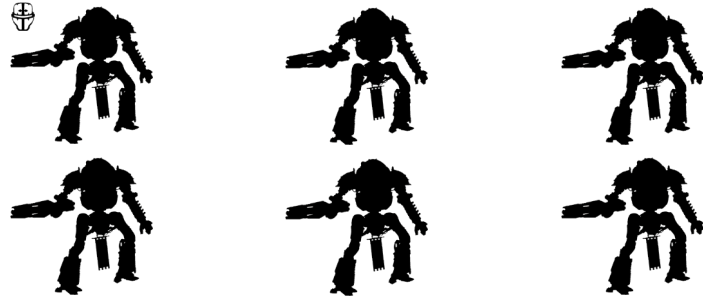
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Morirax (Type 2)	25	4+	3/-3	Rad Cleanser [IC]	10	2	-2	[AG], [R], [RA] Special
				Gyges Siege Claw [Str+2]	15/35	3	-1	
				Anti-Personnel	25	1	-1	

Victory Points 4

Your opponent gains 2 VPs when this Maniple is broken

CERASTUS KNIGHT ATRAPOS GRAND MANIPLE

The Cerastus Knight Atrapos Grand Maniple consists of two maniples of 3 Cerastus Knight Atrapos.



Point Value 700



CERASTUS KNIGHT ATRAPOS GRAND MANIPLE

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

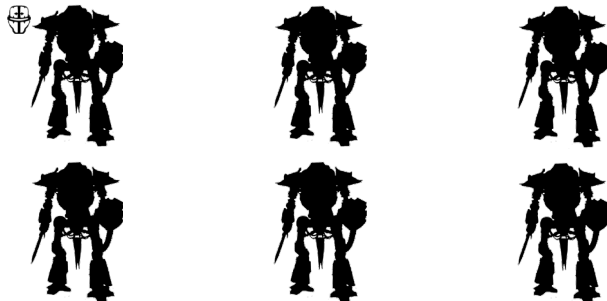
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Atrapos	25	3+	4/-4	Singularity Cannon [Dmg+3]	35	1	-5	[HQ2], [DR2], [AG], [RA]
				Atrapos Lascutter	10	3	-4	
				Anti-Personnel	25	2	-1	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

CERASTUS KNIGHT CASTIGATOR GRAND MANIPLE

The Cerastus Knight Castigator Grand Maniple consists of two maniples of 3 Cerastus Knight Castigators.



Point Value 550



CERASTUS KNIGHT CASTIGATOR GRAND MANIPLE

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

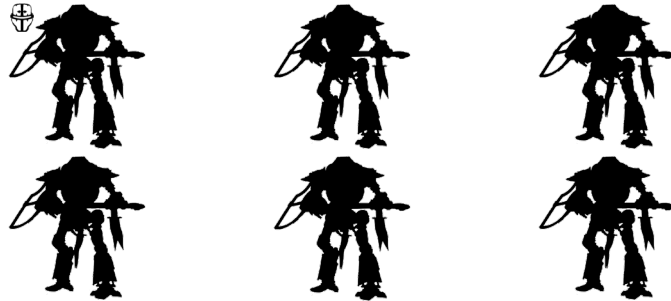
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castigator	25	3+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[DR2], [AG], [RA], Special
				Tempest Warblade	-	-	-	
				Anti-Personnel	25	2	-1	

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

CERASTUS KNIGHT LANCER GRAND MANIPLE

The Cerastus Knight Lancer Grand Maniple consists of two maniples of 3 Cerastus Knights Lancers.



Point Value 500



CERASTUS KNIGHT LANCER GRAND MANIPLE

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

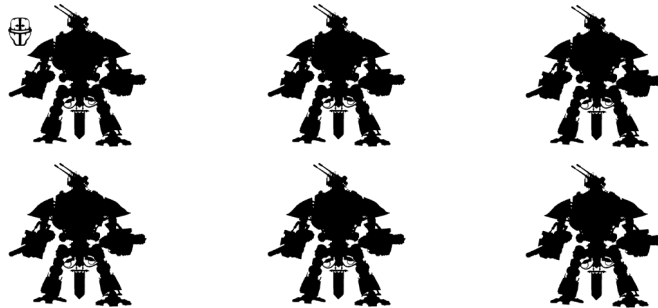
*The Shock Lance causes suppression as artillery.

Victory Points 5

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT CRUSADER GRAND MANIPLE (TYPE 1)

The Questoris Knight Crusader (Type 1) Grand Maniple consists of two maniples of 3 Questoris Knight Crusaders (Type 1)



Point Value 700



QUESTORIS KNIGHT CRUSADER GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

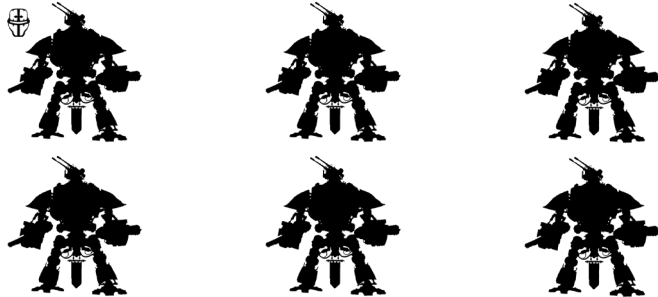
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Crusader (Type 1)	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[DR2], [AG], [RA]
				Thermal Cannon [Fire]	35	B2	-4	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT CRUSADER GRAND MANIPLE (TYPE 2)

The Questoris Knight Crusader (Type 2) Grand Maniple consists of two maniples of 3 Questoris Knight Crusaders (Type 2)



Point Value 700



QUESTORIS KNIGHT CRUSADER GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

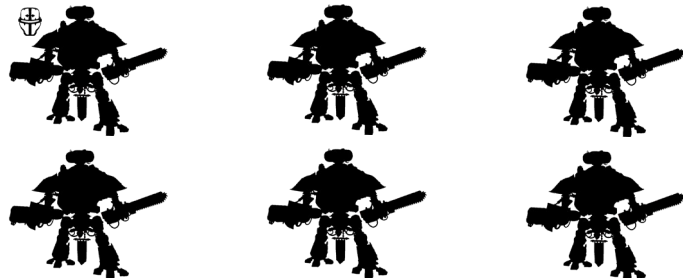
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Crusader (Type 2)	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[DR2], [AG], [RA]
				Thermal Cannon [Fire]	35	B2	-4	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT ERRANT GRAND MANIPLE (TYPE 1)

The Questoris Knight Errant (Type 1) Grand Maniple consists of two maniples of 3 Questoris Knight Errants (Type 1).



Point Value 750



QUESTORIS KNIGHT ERRANT GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

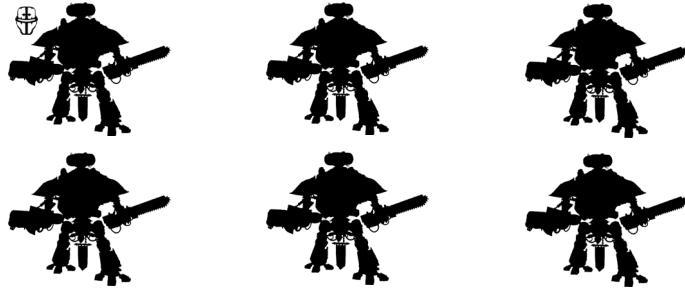
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errant (Type 1)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	

Victory Points 8

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT ERRANT GRAND MANIPLE (TYPE 2)

The Questoris Knight Errant (Type 2) Grand Maniple consists of two maniples of 3 Questoris Knight Errants (Type 2).



Point Value 750



QUESTORIS KNIGHT ERRANT GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 5+: Knights 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 (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 8

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT GALLANT GRAND MANIPLE (TYPE 1)

The Questoris Knight Gallant (Type 1) Grand Maniple consists of two maniples of 3 Questoris Knight Gallants (Type 1).



Point Value 600



QUESTORIS KNIGHT GALLANT GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

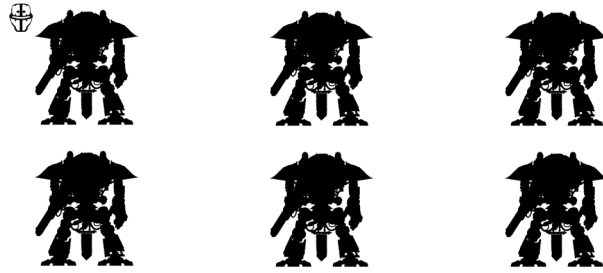
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gallant (Type 1)	20	3+	5/-4	Reaper Chainsword [Dmg+3 in CC]	-	-	-	[DR2], [AG], [RA]
				Thunderstrike Gauntlet	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT GALLANT GRAND MANIPLE (TYPE 2)

The Questoris Knight Errant (Type 2) Grand Maniple consists of two maniples of 3 Questoris Knight Errants (Type 2).



Point Value 650



QUESTORIS KNIGHT GALLANT GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

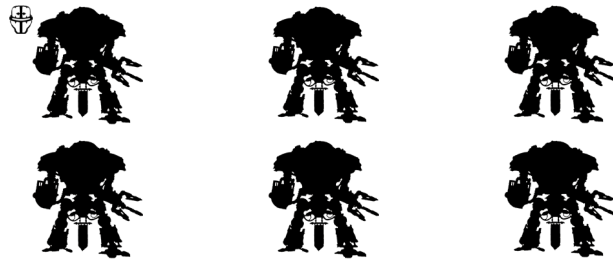
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gallant (Type 2)	20	3+	4/-4	Reaper Chainsword [Dmg+3 in CC]	-	-	-	[DR2], [AG], [RA]
				Thunderstrike Gauntlet	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT MAGAERAS GRAND MANIPLE (TYPE 1)

The Questoris Knight Magaeras (Type 1) Grand Maniple consists of two maniples of 3 Questoris Knight Magaeras (Type 1).



Point Value 500



QUESTORIS KNIGHT MAGAERAS GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 5+: Knights 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 (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 5

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT MAGAERAS GRAND MANIPLE (TYPE 2)

The Questoris Knight Magaeras (Type 2) Grand Maniple consists of two maniples of 3 Questoris Knight Magaeras (Type 2).



Point Value 550



QUESTORIS KNIGHT MAGAERAS GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 5+: Knights 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 (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 6

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT PALADINS GRAND MANIPLE (TYPE 1)

The Questoris Knight Paladins (Type 1) Grand Maniple consists of two maniples of 3 Questoris Knight Paladins (Type 1).



Point Value 750



QUESTORIS KNIGHT PALADINS GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

Morale Value 5+: Knights 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 (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 8

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT PALADIN GRAND MANIPLE (TYPE 2)

The Questoris Knight Paladin (Type 2) Grand Maniple consists of two maniples of 3 Questoris Knight Paladin (Type 2).



Point Value 800



QUESTORIS KNIGHT PALADIN GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

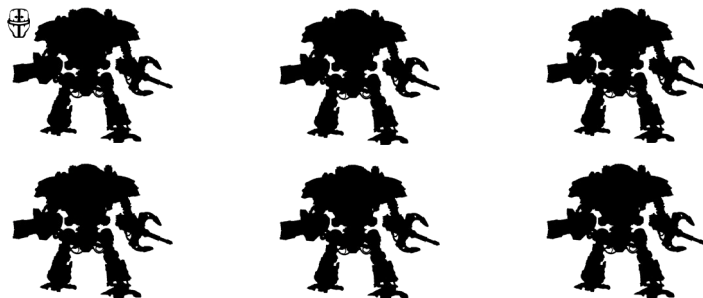
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Paladin (Type 2)	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	

Victory Points 8

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT STYRIXS GRAND MANIPLE (TYPE 1)

The Questoris Knight Styrixs (Type 2) Grand Maniple consists of two maniples of 3 Questoris Knight Styrixs (Type 2).



Point Value 600



QUESTORIS KNIGHT STYRIXS GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

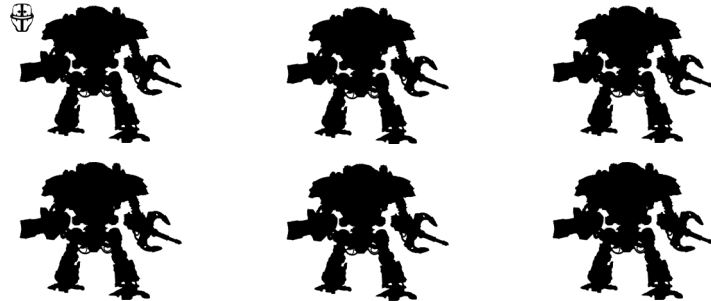
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Styrix (Type 1)	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[DR2], [AG], [RA]
				Volkite Chieorovile [VK, IC]	25/50	2	-2	
				Anti-Personnel	25	2	-1	

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT STYRIXS GRAND MANIPLE (TYPE 2)

The Questoris Knight Styrixs (Type 2) Grand Maniple consists of two maniples of 3 Questoris Knight Styrixs (Type 2).



Point Value 650



QUESTORIS KNIGHT STYRIXS GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

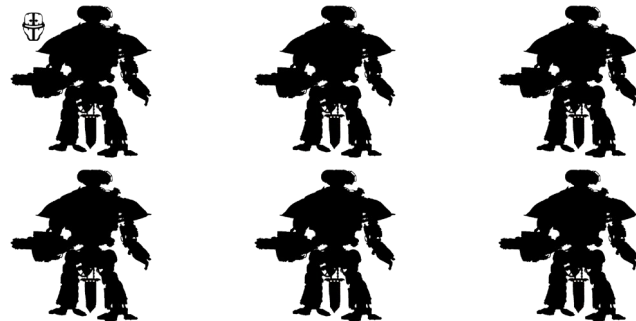
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Styrixs (Type 2)	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT WARDEN GRAND MANIPLE (TYPE 1)

The Questoris Knight Warden (Type 1) Grand Maniple consists of two maniples of 3 Questoris Knight Warden (Type 1).



Point Value 750



QUESTORIS KNIGHT WARDEN GRAND MANIPLE (TYPE 1)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

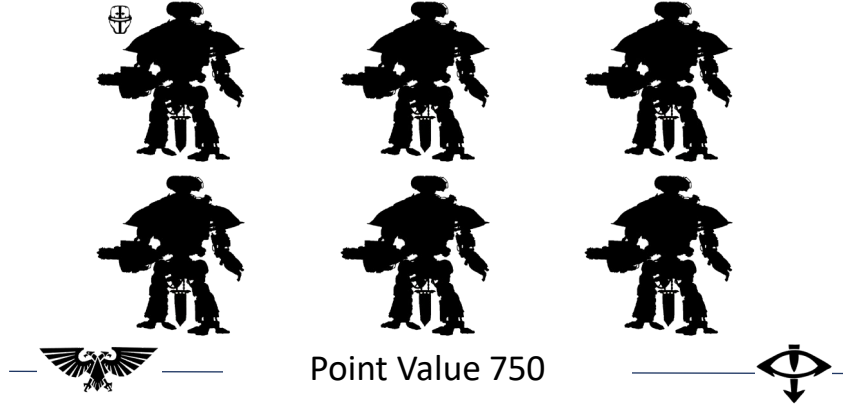
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warden (Type 1)	20	3+	4/-4	Avenger Gatling Cannon	35	4	-2	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	

Victory Points 8

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT WARDEN GRAND MANIPLE (TYPE 2)

The Questoris Knight Warden (Type 2) Grand Maniple consists of two maniples of 3 Questoris Knight Warden (Type 2).



QUESTORIS KNIGHT WARDEN GRAND MANIPLE (TYPE 2)

Break Point 4: The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

Victory Points 8

Your opponent gains 4 VPs when this Maniple is broken