



# ***KNIGHT HOUSEHOLDS***

***Warfare in the Age of Horus***

MKV

Heresy Edition VI.0

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# Knight Households

The current houses are ancient, many tracing roots to the Dark Age of technology and evolving over Old Night into feudal houses where the ruling class pilots bipedal combat robots called knights.

## Knight Household Traits

This section contains all traits available to the Knight Household Faction.

### General Traits

Knight Households have the following general traits:

1. The Faction Value is 400
2. To-hit value for Knight Household is 6+ for ranged and close combat attacks.

### Specific Traits

The Knight Household faction has several Specific Traits:

1. **Superior Tactics** – The Knight Player gains the following bonuses:
  - a. A+1 Bonus on initiative rolls,
  - b. Opponents receive -1 penalty to reserve rolls.
  - c. The Knight Player has access to special order (hero versus fool)
    - i. **Hell Rider:** Formation gains +5cm to charge move and +1 to close combat resolutions.

### Knight Abilities

Knight elements have the following abilities:

1. Knights gain the following:
  - a. **Fear [FR]**
  - b. **Agile [AG]**
  - c. **Night Vision [N]**
  - d. **Autosimulacra [AU]**
2. **Ion Shield [IS]**. All Knight types gain the Reinforced Armor [RA] ability on failed armored saves versus RANGED ATTACKS. Individual cases where it also applies to melee attacks will be in that element's description. Weapons with the Destroyer cancel the shields reinforced armor ability (no re-roll-on failed save).

### Mechanicum Indentured Knights

Mechanicum Indentured Knights have all the general, specific traits and knight abilities that Household Knights possess as listed above.

**Mechanicum Indentured Knights differ from Household Knights as follows:**

1. Mechanicum Indentured Knights are part of the **MECHANICUM** faction and forces. This means a Mechanicum force may add army cards of Indentured Knights as part of their army, and they **DO NOT** count as allies.
2. Certain types of Knights Classes are rare amongst Indentured Knights and are available as Special Cards.

## Knight Elements

This section covers all general elements that any Knight force may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section appears in brackets in the heading of that element in the same manner.

## Command

Unlike most factions, there is little variance in the elements game characteristics apart from the command ability [HQ]. However, Upgrade cards can elevate command element knights to even higher abilities.

## Armiger Pattern Walkers [2]

This section lists all the smaller class-walker armiger knights available.

### *Armiger Helverin*

Designed to lay down blistering hails of heavy fire while running rings around the enemy's forces.

**The Armiger Helverin has the following Special Abilities:**

1. **Phaeton Autocannon** – This weapon has two modes of fire: anti-tank and Ignis rounds. The player may select one of these modes per turn.



| Type             | Move | AV | CAF  | Weapons                | Range | AD | TSM | Notes                  |
|------------------|------|----|------|------------------------|-------|----|-----|------------------------|
| Armiger Helverin | 25   | 4+ | 2/-1 | Phaeton Autocannons    | 30/65 |    |     | [AG], [IS],<br>Special |
|                  |      |    |      | Antitank               |       | 2  | -2  |                        |
|                  |      |    |      | Ignis rounds [IC,Fire] |       | 2  | -1  |                        |
|                  |      |    |      | Heavy Stubber[AP]      | 25    | 2  | 0   |                        |

## Armiger Moirax

Fitted with a potent reactor core capable of powering the most destructive weaponry available to its class.

The Armiger Moirax has the following Special Abilities:

- I. **Superior Reaction** – The Armiger Moirax may use Overwatch on Advance Orders.

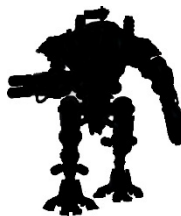


| Type            | Move | AV | CAF  | Weapons                         | Range | AD | TSM | Notes                    |
|-----------------|------|----|------|---------------------------------|-------|----|-----|--------------------------|
| Knight Moirax A | 25   | 4+ | 2/-1 | Dual Lightning Locks [B,VK,TL2] | 20/35 | 2  | -2  | [AG], [N], [IS], Special |

| Type            | Move | AV | CAF  | Weapons                                                              | Range            | AD          | TSM         | Notes                    |
|-----------------|------|----|------|----------------------------------------------------------------------|------------------|-------------|-------------|--------------------------|
| Knight Moirax B | 25   | 4+ | 3/-2 | Radcleanser [Rad,A,AP]<br>Volkite Veuglaire [VK]<br>Siege Claw [B,W] | 10<br>20.30<br>- | 2<br>4<br>- | 0<br>0<br>- | [AG], [N], [IS], Special |

## Armiger Warglaive

A nimble and responsive armiger armed with close quarters weaponry.



| Type              | Move | AV | CAF  | Weapons                                                               | Range            | AD          | TSM          | Notes      |
|-------------------|------|----|------|-----------------------------------------------------------------------|------------------|-------------|--------------|------------|
| Armiger Warglaive | 25   | 4+ | 3/-2 | Thermal lance [B,TL2,Fire]<br>Heavy Stubber [AP]<br>Reaper Chainblade | 20/35<br>25<br>- | 1<br>2<br>- | -3<br>0<br>- | [AG], [IS] |

## Questoris Pattern Walkers [4]

This section lists all the most common knight walkers available.

### *Questoris Knight Crusader*

Built to spearhead assaults and blow holes in the enemy lines.



| Type                      | Move | AV | CAF  | Weapons                    | Range | AD | TSM | Notes       |
|---------------------------|------|----|------|----------------------------|-------|----|-----|-------------|
| Questoris Knight Crusader | 20   | 3+ | 3/-2 | Questoris Battlecannon [B] | 35/70 | 2  | -2  | [DR2], [IS] |
|                           |      |    |      | Heavy Stubber [AP]         | 25    | 3  | 0   |             |
|                           |      |    |      | Avenger Gatling Cannon     | 20/35 | 6  | 0   |             |
|                           |      |    |      | Heavy Flamer [FW,AP]       | 10    | 2  | 0   |             |

### *Questoris Knight Errant*

Suited to engage highly armored targets, including titans.



| Type                    | Move | AV | CAF  | Weapons                       | Range | AD | TSM | Notes       |
|-------------------------|------|----|------|-------------------------------|-------|----|-----|-------------|
| Questoris Knight Errant | 20   | 3+ | 4/-3 | Thermal Cannon [Fire,B]       | 20/35 | 2  | -3  | [DR2], [IS] |
|                         |      |    |      | Heavy Stubber[AP]             | 25    | 2  | 0   |             |
|                         |      |    |      | Reaper Chainsword [B]         | -     | -  | -   |             |
|                         |      |    |      | or Thunderstrike Gauntlet [B] |       |    |     |             |

## Questoris Knight Gallant

A Melee focus knight.



| Type                     | Move | AV | CAF  | Weapons                                                                   | Range        | AD          | TSM         | Notes       |
|--------------------------|------|----|------|---------------------------------------------------------------------------|--------------|-------------|-------------|-------------|
| Questoris Knight Gallant | 20   | 3+ | 5/-3 | Heavy Stubber [AP]<br>Reaper Chainsword [B]<br>Thunderstrike Gauntlet [B] | 25<br>-<br>- | 2<br>-<br>- | 0<br>-<br>- | [DR2], [IS] |

## Questoris Knight Magaera

Deployed as Shock Assault formations.

The Questoris Knight Magaera has the following abilities:

1. **Critical Reactor** – Due to its powerful core, this knight explodes when destroyed. Roll a d10 to determine the radius of the blast (1-10cms). Every element (friend or foe) is automatically hit with a blast 4 [B4] and must make an armor saves at -2 TSM.



| Type                     | Move | AV | CAF  | Weapons                                                                                                        | Range                  | AD               | TSM                | Notes                            |
|--------------------------|------|----|------|----------------------------------------------------------------------------------------------------------------|------------------------|------------------|--------------------|----------------------------------|
| Questoris Knight Magaera | 20   | 3+ | 4/-3 | Lightning Cannon [B,VK,D]<br>Phased plasma fusil [AP]<br>Rad Cleanser[A,AP,RAD]<br>Hekaton Siege Claw [W,B2,D] | 25/50<br>25<br>10<br>- | 2<br>2<br>3<br>- | -3<br>-1<br>0<br>- | [DR2], [IS], [IWD], [N], Special |

## Questoris Knight Paladin

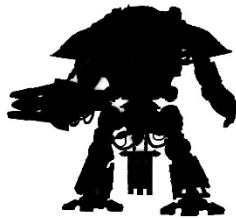
The archetypical knight pattern, the most widely used.



| Type                     | Move | AV | CAF  | Weapons                                                                                                                 | Range                       | AD                    | TSM                     | Notes       |
|--------------------------|------|----|------|-------------------------------------------------------------------------------------------------------------------------|-----------------------------|-----------------------|-------------------------|-------------|
| Questoris Knight Paladin | 20   | 3+ | 4/-3 | Questoris Battlecannon [B]<br>Heavy Stubber [AP]<br>Melta gun<br>Reaper Chainsword [B]<br>or Thunderstrike Gauntlet [B] | 35/70<br>25<br>25<br>-<br>- | 2<br>2<br>1<br>-<br>- | -2<br>0<br>-2<br>-<br>- | [DR2], [IS] |

## Questoris Knight Preceptor

Piloted by grizzled veterans with decades of combat experience.



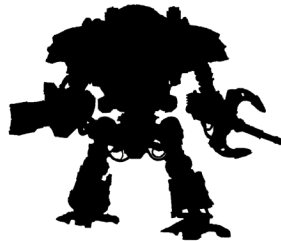
| Type                       | Move | AV | CAF           | Weapons                                                                | Range         | AD          | TSM          | Notes       |
|----------------------------|------|----|---------------|------------------------------------------------------------------------|---------------|-------------|--------------|-------------|
| Questoris Knight Preceptor | 20   | 3+ | 5/-3<br>D, B2 | Multi-laser [AP]<br>Las-Impulsar [B2]<br>Thunderstrike Gauntlet [D,B2] | 35<br>15<br>- | 3<br>2<br>- | 0<br>-3<br>- | [DR2], [IS] |

## Questoris Knight Styrix

Designed to facilitate the efficient eradication of infantry and support vehicles.

The Questoris Knight Styrix has the following abilities:

1. **Critical Reactor** – Due to its powerful core, this knight explodes when destroyed. Roll a d10 to determine the radius of the blast (1-10cms). Every element (friend or foe) is automatically hit with a blast 4 [B4] and must make an armor saves at -2 TSM.
2. **Overwhelming Firepower** – If the element that is a target of the Styrix ranged weapons is of pinning class I they are suppressed as artillery [AY].



| Type                    | Move | AV | CAF  | Weapons                       | Range | AD | TSM | Notes        |
|-------------------------|------|----|------|-------------------------------|-------|----|-----|--------------|
| Questoris Knight Styrix | 20   | 3+ | 4/-3 | Volkite Chieorovile [VK]      | 20/45 | 4  | -1  | [DR2], [IS], |
|                         |      |    |      | Graviton Gun [AP, HY]         | 20    | 2  | 0   | [IWD], [N],  |
|                         |      |    |      | Rad Cleanser [A, AP, RAD]     | 10    | 3  | 0   | Special      |
|                         |      |    |      | Hekaton Siege Claw [W, B2, D] | -     | -  | -   |              |

## Questoris Knight Warden

The Knight Warden is perfectly equipped to deal with foes who attempt to use the weight of numbers to their advantage.



| Type                    | Move | AV | CAF  | Weapons                       | Range | AD | TSM | Notes       |
|-------------------------|------|----|------|-------------------------------|-------|----|-----|-------------|
| Questoris Knight Warden | 20   | 3+ | 4/-3 | Avenger Gatling cannon        | 20/35 | 6  | 0   | [DR2], [IS] |
|                         |      |    |      | Heavy Stubber [AP]            | 25    | 2  | 0   |             |
|                         |      |    |      | Reaper Chainsword [B]         | -     | -  | -   |             |
|                         |      |    |      | or Thunderstrike Gauntlet [B] |       |    |     |             |

## Cerastus Pattern Walkers [4]

This section lists all Cerastus Pattern knights available.

### *Cerastus Knight Acheron*

Employed as weapons of extermination and to inspire fear in their foes.

The **Cerastus Knight Acheron** has the following **Special Abilities**:

1. The **Acheron Cannon** gains a +1 bonus on the fire table versus structures.



| Type                    | Move | AV | CAF  | Weapons              | Range | AD | TSM | Notes                |
|-------------------------|------|----|------|----------------------|-------|----|-----|----------------------|
| Cerastus Knight Acheron | 30   | 3+ | 4/-3 | Acheron Cannon       | 25    | 4  | -2  | [DR2], [IS], Special |
|                         |      |    |      | [FW,Fire]            | 25    | 4  | 0   |                      |
|                         |      |    |      | Bolters [AP]         |       |    |     |                      |
|                         |      |    |      | Reaper Chainfist [B] | -     | -  | -   |                      |

### *Cerastus Knight Atrapos*

Created solely to destroy heretek engines and xenos war machines whose very nature and existence were considered a blasphemy to the Omnissiah.

The **Cerastus Knight Atrapos** has the following abilities:

1. **Critical Reactor** – Due to its powerful core, this knight explodes when destroyed. Roll a d10 to determine the radius of the blast (1-10cms). Every element (friend or foe) is automatically hit with a blast 4 [B4] and must make an armor saves at -2 TSM.
2. **Armorbane** – If the element that is a target of the Atrapos ranged weapons is of pinning class 4 or larger, the Atrapos' ranged weapons gain the twin-linked weapon trait [TL2].



| Type                    | Move | AV | CAF  | Weapons                                                                             | Range            | AD          | TSM           | Notes                            |
|-------------------------|------|----|------|-------------------------------------------------------------------------------------|------------------|-------------|---------------|----------------------------------|
| Cerastus Knight Atrapos | 30   | 3+ | 4/-3 | Atrapos Phase-cutter [D]<br>Graviton Singularity Cannon [D,B,VK]<br>Lascutter [D,B] | 15<br>20/35<br>- | 3<br>1<br>- | -3<br>-4<br>- | [DR2], [IWD], [N], [IS], Special |

### *Cerastus Knight Castigator*

Designed to take down hordes of lesser foes that could overwhelm other patterns of Knight through sheer numbers.

**The Cerastus Knight Castigator has the following Special Abilities:**

1. **Suppression Rounds** – Opposing formations hit by the Castigator Bolt Cannon suppress as if artillery [AY].



| Type                       | Move | AV | CAF  | Weapons                                              | Range      | AD     | TSM    | Notes                |
|----------------------------|------|----|------|------------------------------------------------------|------------|--------|--------|----------------------|
| Cerastus Knight Castigator | 30   | 3+ | 5/-2 | Castigator Bolt Cannon [TL2]<br>Tempest Warblade[VK] | 20/35<br>- | 5<br>- | 0<br>- | [DR2], [IS], Special |

### *Cerastus Knight Lancer*

The Knight Lancer is a first-strike weapon, attuned to rapid assault tactics and lethal flanking maneuvers.

**The Cerastus Knight Lancer has the following Special Abilities:**

1. **Ion Shield** – The lancers Ion Shield confers the Reinforced Armor [RA] ability versus RANGED AND MELEE ATTACKS.
2. **Shock Lance** – This weapon confers a +1 bonus to all close combat attack die rolls.



| Type                   | Move | AV | CAF  | Weapons            | Range | AD | TSM | Notes                |
|------------------------|------|----|------|--------------------|-------|----|-----|----------------------|
| Cerastus Knight Lancer | 30   | 3+ | 4/-3 | Shock Lance [HW,B] | 20    | 3  | -1  | [DR2], [IS], Special |

## Acastus Pattern Walkers [4]

This section lists all Acastus Pattern knights available.

### *Acastus Knight Asterius*

A rare form of the Acastus knights.

The Acastus Knight Asterius has the following abilities:

1. **Critical Reactor** – Due to its powerful core, this knight explodes when destroyed. Roll a d10 to determine the radius of the blast (1-10cms). Every element (friend or foe) is automatically hit with a blast 6 [B6] and must make an armor save at -2 TSM.
2. **Overwhelming Firepower** – If the element that is a target of the Atrapos ranged weapons is of pinning class I they are suppressed as artillery [AY].
3. **Beam Weapon** – The Heavy Beam Cannon can attempt to hit any elements along the path of fire up to its maximum range.



| Type                              | Move | AV | CAF  | Weapons                            | Range | AD | TSM | Notes                      |
|-----------------------------------|------|----|------|------------------------------------|-------|----|-----|----------------------------|
| Questoris Acastus Knight Asterius | 15   | 2+ | 4/-3 | Heavy Beam Cannon [HM,B2, TL2]     | 35/70 | 2  | -3  | [DR3], [N], [IWD], Special |
|                                   |      |    |      | Karacnos Mortar Battery [RAD,B,AY] | 30/60 | 2  | 0   |                            |
|                                   |      |    |      | Volkite Culverins [VK]             | 20/45 | 4  | 0   |                            |

## Acastus Pattern Porphyron

Heavily armed and armored, the Porphyron is the most common type of Acastus knight.



| Type                       | Move | AV | CAF  | Weapons                   | Range | AD | TSM | Notes       |
|----------------------------|------|----|------|---------------------------|-------|----|-----|-------------|
| Acastus Knight Porphyron A | 15   | 2+ | 4/-3 | Magna Lascannon [M,B,TL]  | 35/70 | 2  | -3  | [DR3], [IS] |
|                            |      |    |      | Autocannon [TL]           | 25/50 | 1  | -1  |             |
|                            |      |    |      | Ironstorm Missile Pod [B] | 35/70 | 2  | -1  |             |
|                            |      |    |      | Irad-cleanser [Rad,A,AP]  | 10    | 2  | 0   |             |

| Type                       | Move | AV | CAF  | Weapons                      | Range | AD | TSM | Notes       |
|----------------------------|------|----|------|------------------------------|-------|----|-----|-------------|
| Acastus Knight Porphyron B | 15   | 2+ | 4/-3 | Magna Lascannon [M,B,TL]     | 35/70 | 2  | -3  | [DR3], [IS] |
|                            |      |    |      | Lascannon                    | 25/50 | 1  | -2  |             |
|                            |      |    |      | Helios Defense Missiles [AA] | 30/60 | 2  | -1  |             |
|                            |      |    |      | Irad-cleanser [Rad,A,AP]     | 10    | 2  | 0   |             |

# Fortifications

The following fortifications are available to all Knight Household forces.

**Fortifications have the following Special Ability:**

1. **Elements within fortifications gain** the Indomitable [ID] ability while they are within these structures.

**Legion players can choose any of these fortifications as part of their force:**

1. **Aegis Defense Line**
2. **Bastion**
3. **Defense Line**
4. **Defense Emplacement**
5. **Bunker**
6. **Firestorm Redoubt**
7. **Vengeance Weapon Battery**
8. **Macro Cannon Aquila Strongpoint**
9. **Vortex Missile Aquila Strongpoint**
10. **Imperial Primus Redoubt**
11. **Imperial Castellum Stronghold**

**Detail stats and descriptions are available on the appropriate fortification cards. Please see Fortification Cards MKV file.**

# Allies

This section covers all potential allies the Knight Household has in play.

## Crusade Era

During this era Knight Household may ally with any Imperial force (includes Legiones Astartes, Solar Auxilia, Mechanicum, Militia Imperialis, Questoris Knight Houses and Titan Legions).

## Heresy Era

Once the Heresy begins the Knight Household can ally with either traitor or loyal forces.

# Army Cards

The Knight Household has access to the following Army Card files:

## Knight Household Army Cards

1. Knight Household MKV Company Cards – includes standard and grand companies.
2. Knight Household MKV Support Cards – includes standard and grand support formations.
3. Knight Household MKV Upgrade Cards

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

## Mechanicum Indentured Knights Army Cards

For use with the Mechanicum Faction.

1. Mechanicum Indentured Knights MKV Company Cards – includes standard and grand companies.
2. Mechanicum Indentured Knights MKV Support Cards – includes standard and grand support formations.
3. Mechanicum Indentured Knights MKV Special Cards
4. Mechanicum Indentured Knights MKV Upgrade Cards

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

# Appendix

This section contains Statline summaries for use as play aids.

## Knights

Appendix for all Knight Class elements.

### Armiger Knight Walkers [2]

| Name              | Move | AV | CAF  | Weapon                          | Range | AD | TSM | Notes                       |
|-------------------|------|----|------|---------------------------------|-------|----|-----|-----------------------------|
| Armiger Helverin  | 25   | 4+ | 2/-1 | Phaeton Autocannons             | 30/65 |    |     | [AG], [IS],<br>Special      |
|                   |      |    |      | Antitank                        |       | 2  | -2  |                             |
|                   |      |    |      | Ignis rounds [IC,Fire]          |       | 2  | -1  |                             |
|                   |      |    |      | Heavy Stubber[AP]               | 25    | 2  | 0   |                             |
| Knight Moriax A   | 25   | 4+ | 2/-1 | Dual Lightning Locks [B,VK,TL2] | 20/35 | 2  | -2  | [AG], [N],<br>[IS], Special |
| Knight Moriax B   | 25   | 4+ | 3/-2 | Radcleanser [Rad,A,AP]          | 10    | 2  | 0   | [AG], [N],<br>[IS], Special |
|                   |      |    |      | Volkite Veuglaire [VK]          | 20.30 | 4  | 0   |                             |
|                   |      |    |      | Siege Claw [B,W]                | -     | -  | -   |                             |
| Armiger Warglaive | 25   | 4+ | 3/-2 | Thermal lance, [B,TL2,Fire]     | 20/35 | 1  | -3  | [AG], [IS]                  |
|                   |      |    |      | Heavy Stubber[AP]               | 25    | 2  | 0   |                             |
|                   |      |    |      | Reaper Chainblade               | -     | -  | -   |                             |

### Knight Walkers [4]

| Name                             | Move | AV | CAF  | Weapon                                              | Range | AD | TSM | Notes       |
|----------------------------------|------|----|------|-----------------------------------------------------|-------|----|-----|-------------|
| <b>Questoris Pattern Knights</b> |      |    |      |                                                     |       |    |     |             |
| Knight Questoris Crusader        | 20   | 3+ | 3/-2 | Questoris Battlecannon [B]                          | 35/70 | 2  | -2  | [DR2], [IS] |
|                                  |      |    |      | Heavy Stubber[AP]                                   | 25    | 3  | 0   |             |
|                                  |      |    |      | Avenger gatling cannon                              | 20/35 | 6  | 0   |             |
|                                  |      |    |      | Heavy Flamer [FW,AP]                                | 10    | 2  | 0   |             |
| Knight Questoris Errant          | 20   | 3+ | 4/-3 | Thermal Cannon [Fire,B]                             | 20/35 | 2  | -3  | [DR2], [IS] |
|                                  |      |    |      | Heavy Stubber[AP]                                   | 25    | 2  | 0   |             |
|                                  |      |    |      | Reaper Chainsword [B] or Thunderstrike Gauntlet [B] | -     | -  | -   |             |
| Knight Questoris Gallant         | 20   | 3+ | 5/-3 | Heavy Stubber[AP]                                   | 25    | 2  | 0   | [DR2], [IS] |
|                                  |      |    |      | Reaper Chainsword [B]                               | -     | -  | -   |             |
|                                  |      |    |      | Thunderstrike Gauntlet [B]                          | -     | -  | -   |             |

|                                   |    |    |               |                                                                                                                      |                               |                  |                     |                                        |
|-----------------------------------|----|----|---------------|----------------------------------------------------------------------------------------------------------------------|-------------------------------|------------------|---------------------|----------------------------------------|
| Questoris Knight Magaera          | 20 | 3+ | 4/-3          | Lightning Cannon [B,VK,D]<br>Phased plasma fusil [AP]<br>Rad Cleanser [A,AP,RAD]<br>Hekaton Siege Claw [W,B2,D]      | 25/50<br>25<br>10<br>-        | 2<br>2<br>3<br>- | -3<br>-1<br>0<br>-  | [DR2], [IS],<br>[IWD], [N],<br>Special |
| Knight Questoris Paladin          | 20 | 3+ | 4/-3          | Questoris Battlecannon [B]<br>Heavy Stubber [AP]<br>Melta gun<br>Reaper Chainsword [B] or Thunderstrike Gauntlet [B] | 35/70<br>25<br>25<br>-        | 2<br>2<br>1<br>- | -2<br>0<br>-2<br>-  | [DR2], [IS]                            |
| Knight Questoris Preceptor        | 20 | 3+ | 5/-3<br>D, B2 | Multi-laser [AP]<br>Las-Impulsar [B2]<br>Thunderstrike Gauntlet [D,B2]                                               | 35<br>15<br>-                 | 3<br>2<br>-      | 0<br>-3<br>-        | [DR2], [IS]                            |
| Questoris Knight Styrix           | 20 | 3+ | 4/-3          | Volkite Chieorovile [VK]<br>Graviton Gun [AP,HY]<br>Rad Cleanser [A,AP,RAD]<br>Hekaton Siege Claw [W,B2,D]           | 20/45<br>20<br>10<br>-        | 4<br>2<br>3<br>- | -1<br>0<br>0<br>-   | [DR2], [IS],<br>[IWD], [N],<br>Special |
| Knight Questoris Warden           | 20 | 3+ | 4/-3          | Avenger Gatling cannon<br>Heavy Stubber[AP]<br>Reaper Chainsword [B] or Thunderstrike Gauntlet [B]                   | 20/35<br>25<br>-              | 6<br>2<br>-      | 0<br>0<br>-         | [DR2], [IS]                            |
| <b>Cerastus Pattern Knights</b>   |    |    |               |                                                                                                                      |                               |                  |                     |                                        |
| Cerastus Knight Acheron           | 30 | 3+ | 4/-3          | Acheron Cannon [FW,Fire]<br>Bolters [AP]<br>Reaper Chainfist [B]                                                     | 25<br>25<br>-                 | 4<br>4<br>-      | -2<br>0<br>-        | [DR2], [IS],<br>Special                |
| Cerastus Knight Atrapos           | 30 | 3+ | 4/-3          | Atrapos Phase-cutter [D]<br>Graviton Singularity Cannon [D,B,VK]<br>Lascutter [D,B]                                  | 15<br>20/35<br>-              | 3<br>1<br>-      | -3<br>-4<br>-       | [DR2],<br>[IWD], [N],<br>[IS], Special |
| Cerastus Knight Castigator        | 30 | 3+ | 5/-2          | Castigator Bolt Cannon [TL2]<br>Tempest Warblade[VK]                                                                 | 20/35<br>-                    | 5<br>-           | 0<br>-              | [DR2], [IS],<br>Special                |
| Cerastus Knight Lancer            | 30 | 3+ | 4/-3          | Shock Lance [HW,B]                                                                                                   | 20                            | 3                | -1                  | [DR2], [IS],<br>Special                |
| <b>Acastus Pattern Knights</b>    |    |    |               |                                                                                                                      |                               |                  |                     |                                        |
| Questoris Acastus Knight Asterius | 15 | 2+ | 4/-3          | Heavy Beam Cannon [HM,B2, TL2]<br>Karacnos Mortar Battery [RAD,B,AY]<br>Volkite Culverins [VK]                       | 35/70<br>30/60<br>20/45       | 2<br>2<br>4      | -3<br>0<br>0        | [DR3], [N],<br>[IWD],<br>Special       |
| Acastus Knight Porphyryon A       | 15 | 2+ | 4/-3          | Magna Lascannon [M,B,TL]<br>Autocannon [TL]<br>Ironstorm Missile Pod [B]<br>Irad-cleanser [Rad,A,AP]                 | 35/70<br>25/50<br>35/70<br>10 | 2<br>1<br>2<br>2 | -3<br>-1<br>-1<br>0 | [DR3], [IS]                            |

|                                     |    |    |      |                          |       |   |    |             |
|-------------------------------------|----|----|------|--------------------------|-------|---|----|-------------|
| Acastus<br>Knight<br>Porphyron<br>B | 15 | 2+ | 4/-3 | Magna Lascannon          | 35/70 | 2 | -3 | [DR3], [IS] |
|                                     |    |    |      | [M,B,TL]                 |       |   |    |             |
|                                     |    |    |      | Lascannon                | 25/50 | 1 | -2 |             |
|                                     |    |    |      | Helios Defense Missiles  | 30/60 | 2 | -1 |             |
|                                     |    |    |      | [AA]                     |       |   |    |             |
|                                     |    |    |      | Irad-cleanser [Rad,A,AP] | 10    | 2 | 0  |             |