

KNIGHT HOUSEHOLD



SUPPORT CARDS
MKV

KNIGHT HOUSEHOLD TRAITS

GENERAL TRAITS



The Knight Household possess the following 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 possess the following specific traits:

- I. **Superior Tactics** – The Knight Player gains the following bonuses:
 - a. A+I Bonus on initiative rolls,
 - b. Opponents receive -I 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 +I to close combat resolutions.

ABILITIES



Knight Household have access to these 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 cancels the shields reinforced armor ability (no re-roll-on failed save).



This symbol means the element is a level 1 commander [HQ1] for that formation/detachment.

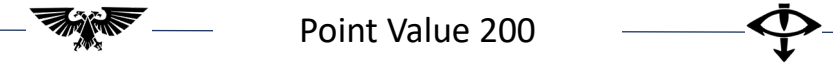
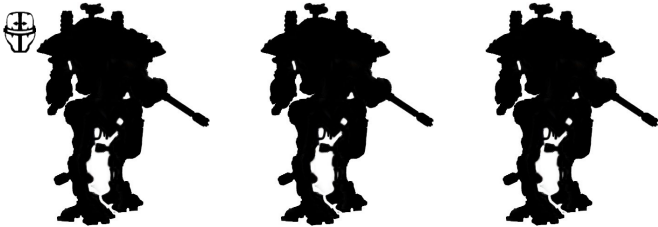


This symbol means the element is a level 2 **company commander** [HQ2] for that **Company Card**.

STANDARD SUPPORT CARDS
ARMIGER KNIGHT WALKERS
[2]

ARMIGER HELVERIN KNIGHT MANIPLE

The Armiger Knight Helverin Maniple consists of 3 Armiger Helverins knights.



ARMIGER HELVERIN KNIGHT MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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.

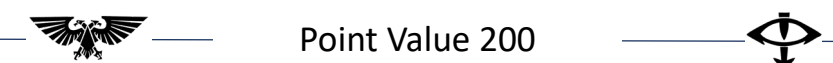
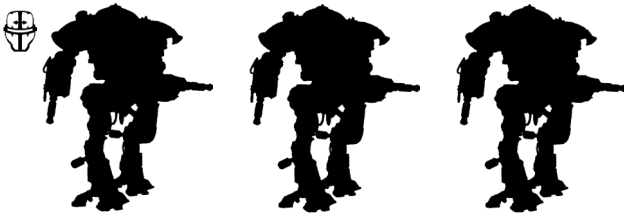
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Armiger Helverin	25	4+	2/-1	Phaeton Autocannons	30/65			[AG], [IS], Special
				Antitank		2	-2	
				Ignis rounds [IC,Fire]		2	-1	
				Heavy Stubber[AP]	25	2	0	

Victory Points 2

Your opponent gains 2 VPs when this Maniple is broken

ARMIGER KNIGHT MOIRAX A MANIPLE

The Armiger Knight Moirax A Maniple consists of 3 Armiger Morirax A Knights.



ARMIGER KNIGHT MOIRAX A MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
Knight Moirax A	25	4+	2/-1	Dual Lightning	20/35	2	-2	[AG], [N], [IS], Special
				Locks [B,VK,TL2]				

Victory Points 2

Your opponent gains 2 VPs when this Maniple is broken

ARMIGER KNIGHT MOIRAX B MANIPLE

The Armiger Knight Moirax B Maniple consists of 3 Armiger Moirax B Knights.



Point Value 200



ARMIGER KNIGHT MOIRAX B MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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.

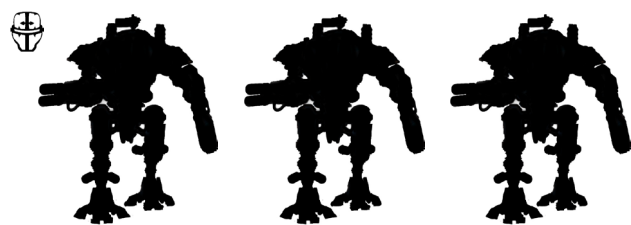
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knight Moirax B	25	4+	3/-2	Radcleanser [Rad,A,AP]	10	2	0	[AG], [N], [IS], Special
				Volkite Veuglaire [VK]	20.30	4	0	
				Siege Claw [B,W]	-	-	-	

Victory Points 2

Your opponent gains 1 VPs when this Maniple is broken

ARMIGER KNIGHT WARGLAIVE MANIPLE

The Armiger Knight Warglaive Maniple consists of 3 Armiger Warglaive Knights.



Point Value 200



ARMIGER KNIGHT WARGLAIVE MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
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	-	-	-	

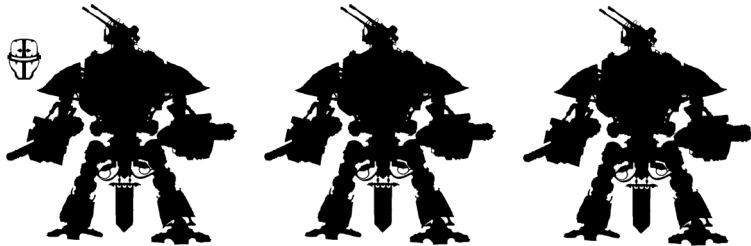
Victory Points 2

Your opponent gains 1 VPs when this Maniple is broken

STANDARD SUPPORT CARDS
QUESTORIS PATTERN KNIGHT
WALKERS [4]

QUESTORIS KNIGHT CRUSADER MANIPLE

The Questoris Knight Crusader Maniple consists of 3 Questoris Knight Crusaders.



Point Value 350



QUESTORIS KNIGHT CRUSADER MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
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	

Victory Points 4

Your opponent gains 2 VP's when this Maniple is broken

QUESTORIS KNIGHT ERRANT MANIPLE

The Questoris Knight Errant Maniple consists of 3 Questoris Knight Errants.



Point Value 300



QUESTORIS KNIGHT ERRANT MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
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]				

Victory Points 3

Your opponent gains 2 VP's when this Maniple is broken

QUESTORIS KNIGHT GALLANT MANIPLE

The Questoris Knight Gallant Maniple consists of 3 Questoris Knight Gallants.



Point Value 250



QUESTORIS KNIGHT GALLANT MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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.

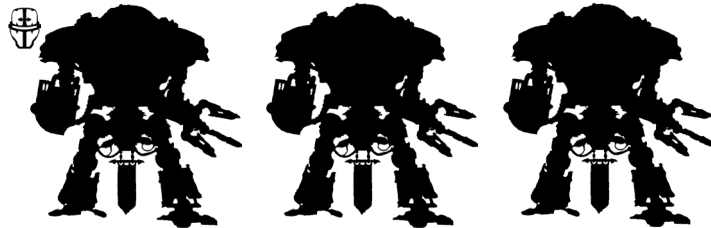
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Gallant	20	3+	5/-3	Heavy Stubber [AP] Reaper Chainsword [B] Thunderstrike Gauntlet [B]	25 - -	2 - -	0 - -	[DR2], [IS]

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

QUESTORIS KNIGHT MAGAERAS MANIPLE

The Questoris Knight Magaeras Maniple consists of 3 Questoris Knight Magaeras.



Point Value 500



QUESTORIS KNIGHT MAGAERAS MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
Questoris Knight Magaera	20	3+	4/-3	Lightning Cannon [B,VK,D] Phased plasma fusil [AP] Rad Cleanser[A,AP,RAD] Hekaton Siege Claw [W,B2,D]	25/50 25 10 -	2 2 3 -	-3 -1 0 -	[DR2], [IS], [IWD], [N], Special

Victory Points 5

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT PALADINS MANIPLE

The Questoris Knight Paladins Maniple consists of 3 Questoris Knight Paladins.



Point Value 300



QUESTORIS KNIGHT PALADINS MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
Questoris Knight Paladin	20	3+	4/-3	Questoris Battlecannon [B]	35/70	2	-2	[DR2], [IS]
				Heavy Stubber [AP]	25	2	0	
				Melta gun	25	1	-2	
				Reaper Chainsword [B] or Thunderstrike Gauntlet [B]	-	-	-	

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

QUESTORIS KNIGHT PRECEPTOR MANIPLE

The Questoris Knight Preceptor Maniple consists of 3 Questoris Knight Preceptors.



Point Value 300



QUESTORIS KNIGHT PRECEPTOR MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
Questoris Knight Preceptor	20	3+	5/-3 D, B2	Multi-laser [AP]	35	3	0	[DR2], [IS]
				Las-Impulsar [B2]	15	2	-3	
				Thunderstrike Gauntlet [D,B2]	-	-	-	

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

QUESTORIS KNIGHT STYRIXS
MANIPLE

The Questoris Knight Styrixs Maniple consists of 3 Questoris Knight Styrixs.



Point Value 450



QUESTORIS KNIGHT STYRIXS
MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
Questoris Knight Styrix	20	3+	4/-3	Volkite Chieorovile [VK]	20/45	4	-1	[DR2], [IS], [IWD], [N], Special
				Graviton Gun [AP, HY]	20	2	0	
				Rad Cleanser [A, AP, RAD]	10	3	0	
				Hekaton Siege Claw [W, B2, D]	-	-	-	

Victory Points 5

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT WARDEN
MANIPLE

The Questoris Knight Warden Maniple consists of 3 Questoris Knight Warden.



Point Value 300



QUESTORIS KNIGHT WARDEN
MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
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]	-	-	-	

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

STANDARD SUPPORT CARDS
CERASTUS PATTERN KNIGHT
WALKERS [4]

CERASTUS KNIGHT ACHERON MANIPLE

The Cerastus Knight Acheron Maniple consists of 3 Cerastus Knight Acheron.



Point Value 300



CERASTUS KNIGHT ACHERON MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
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]	-	-	-	

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

CERASTUS KNIGHT ATRAPOS MANIPLE

The Cerastus Knight Atrapos Maniple consists of 3 Cerastus Knight Atrapos.



Point Value 400



CERASTUS KNIGHT ATRAPOS MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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.

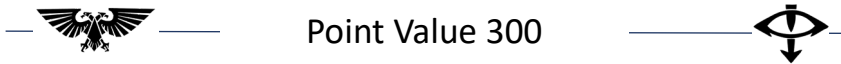
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cerastus Knight Atrapos	30	3+	4/-3	Atrapos Phase-cutter [D]	15	3	-3	[DR2], [IWD], [N], [IS], Special
				Graviton Singularity Cannon [D,B,VK]	20/35	1	-4	
				Lascutter [D,B]	-	-	-	

Victory Points 4

Your opponent gains 2 VPs when this Maniple is broken

CERASTUS KNIGHT CASTIGATOR MANIPLE

The Cerastus Knight Castigator Maniple consists of 3 Cerastus Knight Castigators.



Point Value 300

CERASTUS KNIGHT CASTIGATOR MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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.

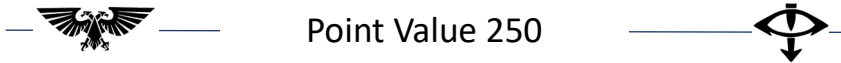
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cerastus Knight Castigator	30	3+	5/-2	Castigator Bolt Cannon [TL2] Tempest Warblade[VK]	20/35 -	5 -	0 -	[DR2], [IS], Special

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

CERASTUS KNIGHT LANCER MANIPLE

The Cerastus Knight Lancer Maniple consists of 3 Cerastus Knights Lancers.



Point Value 250

CERASTUS KNIGHT LANCER MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
Cerastus Knight Lancer	30	3+	4/-3	Shock Lance [HW,B]	20	3	-1	[DR2], [IS], Special

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

STANDARD SUPPORT CARDS
ACASTUS PATTERN KNIGHT
WALKERS [4]

ACASTUS KNIGHT ASTERIUS MANIPLE

The Acastus Knight Asterius Maniple consists of 3 Acastus Asterius Knights.



Point Value 600



ACASTUS KNIGHT ASTERIUS MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
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	

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

ACASTUS KNIGHT PORPHYRION A MANIPLE

The Acastus Knight Porphyryion A Maniple consists of 3 Acastus Porphyryion A Knights.



Point Value 600



ACASTUS KNIGHT PORPHYRION A MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
Acastus Knight Porphyryion 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	

Victory Points 6 VP

Your opponent gains 3 VPs when this Maniple is broken

ACASTUS KNIGHT PORPHYRION B MANIPLE

The Acastus Knight Porphyrior B Maniple consists of 3 Acastus Porphyrior B Knights.



Point Value 550



ACASTUS KNIGHT PORPHYRION B MANIPLE

Break Point 2: The Maniple is broken if it has lost 2 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
Acastus Knight Porphyrior 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	

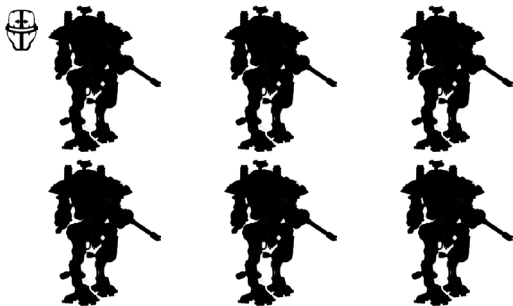
Victory Points 6 VP

Your opponent gains 3 VPs when this Maniple is broken

GRAND SUPPORT CARDS
ARMIGER KNIGHT WALKERS
[2]

ARMIGER HELVERIN KNIGHT GRAND MANIPLE

The Armiger Knight Helverin Grand Maniple consists of 6 Armiger Helverins knights.



 Point Value 350 

ARMIGER HELVERIN KNIGHT 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.

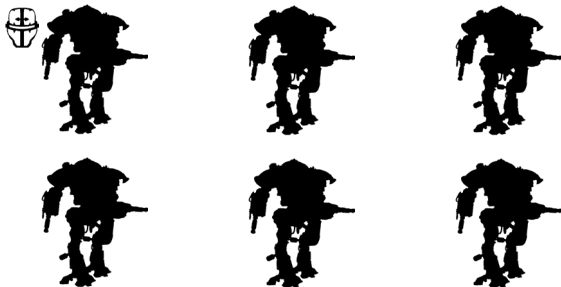
Morale Value 5+: Knights have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

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

Victory Points 4
Your opponent gains 2 VPs when this Maniple is broken

ARMIGER KNIGHT MOIRAX A GRAND MANIPLE

The Armiger Knight Moirax A Maniple consists of 3 Armiger Morirax A Knights.



 Point Value 400 

ARMIGER KNIGHT MOIRAX A 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.

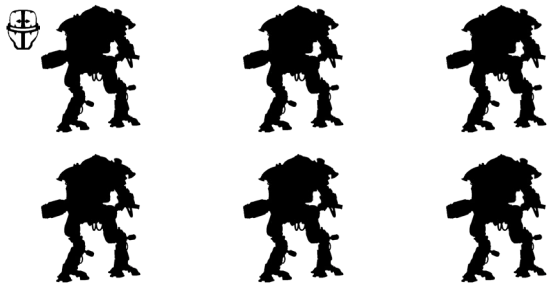
Morale Value 5+: Knights have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

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

Victory Points 4
Your opponent gains 2 VPs when this Maniple is broken

ARMIGER KNIGHT MOIRAX B GRAND MANIPLE

The Armiger Knight Moirax B Grand Maniple consists of 6 Armiger Moirax B Knights.



Point Value 450



ARMIGER KNIGHT MOIRAX B 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
Knight Moirax B	25	4+	3/-2	Radcleanser [Rad,A,AP]	10	2	0	[AG], [N], [IS], Special
				Volkite Veuglaire [VK]	20.30	4	0	
				Siege Claw [B,W]	-	-	-	

Victory Points 5

Your opponent gains 3 VPs when this Maniple is broken

ARMIGER KNIGHT WARGLAIVE GRAND MANIPLE

The Armiger Knight Warglaive Grand Maniple consists of 6 Armiger Warglaive Knights.



Point Value 350



ARMIGER KNIGHT WARGLAIVE 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
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	-	-	-	

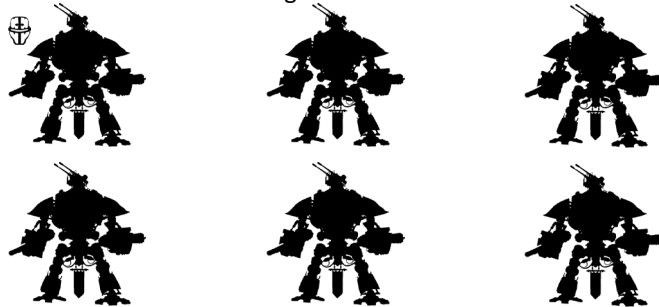
Victory Points 4

Your opponent gains 2 VPs when this Maniple is broken

GRAND SUPPORT CARDS
QUESTORIS PATTERN KNIGHT
WALKERS [4]

QUESTORIS KNIGHT CRUSADER GRAND MANIPLE

The Questoris Knight Crusader Grand Maniple consists of 6 Questoris Knight Crusaders.



Point Value 700



QUESTORIS KNIGHT CRUSADER 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.

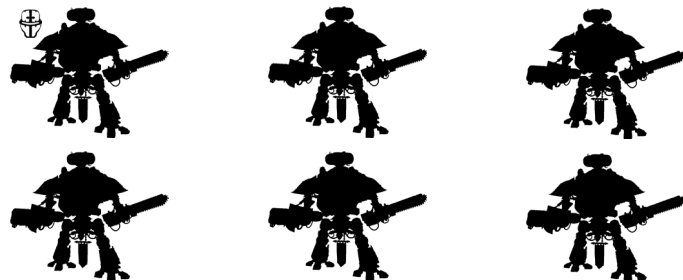
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Crusader	20	3+	3/-2	Questoris Battlecannon [B]	35/70	2	-2	[DR2], [IS]
				Heavy Stubber [AP]	25	3	0	
				Avenger Gatling Cannon	20/35	6	0	
				Heavy Flamer [FW,AP]	10	2	0	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT ERRANT GRAND MANIPLE

The Questoris Knight Errant Grand Maniple consists of 6 Questoris Knight Errants.



Point Value 550



QUESTORIS KNIGHT ERRANT 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.

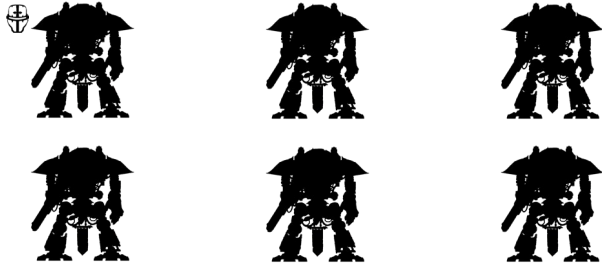
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Errant	20	3+	4/-3	Thermal Cannon [Fire,B]	20/35	2	-3	[DR2], [IS]
				Heavy Stubber[AP]	25	2	0	
				Reaper Chainsword [B] or	-	-	-	
				Thunderstrike Gauntlet [B]				

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT GALLANT GRAND MANIPLE

The Questoris Knight Gallant Grand Maniple consists of 6 Questoris Knight Gallants.



Point Value 450



QUESTORIS KNIGHT GALLANT 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.

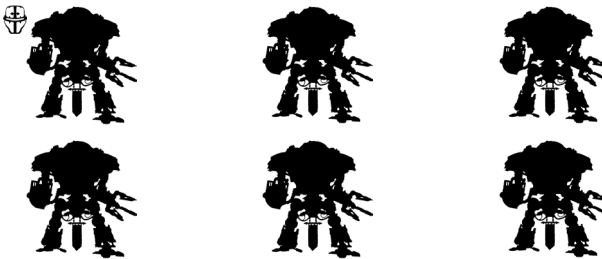
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Gallant	20	3+	5/-3	Heavy Stubber [AP]	25	2	0	[DR2], [IS]
				Reaper Chainsword [B]	-	-	-	
				Thunderstrike Gauntlet [B]	-	-	-	

Victory Points 5

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT MAGAERAS GRAND MANIPLE

The Questoris Knight Magaeras Grand Maniple consists of 6 Questoris Knight Magaeras.



Point Value 950



QUESTORIS KNIGHT MAGAERAS 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
Questoris Knight Magaera	20	3+	4/-3	Lightning Cannon [B,VK,D]	25/50	2	-3	[DR2], [IS], [IWD], [N], Special
				Phased plasma fusil [AP]	25	2	-1	
				Rad Cleanser[A,AP,RAD]	10	3	0	
				Hekaton Siege Claw [W,B2,D]	-	-	-	

Victory Points 10

Your opponent gains 5 VPs when this Maniple is broken

QUESTORIS KNIGHT PALADINS GRAND MANIPLE

The Questoris Knight Paladins Grand Maniple consists of 6 Questoris Knight Paladins.



Point Value 650



QUESTORIS KNIGHT PALADINS 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.

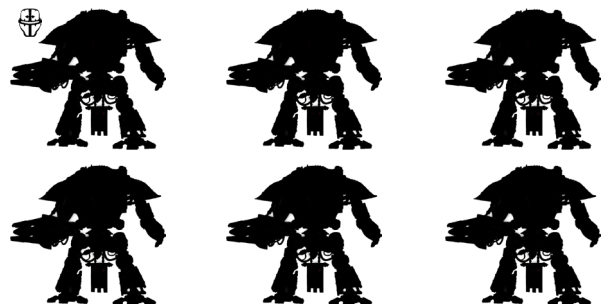
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Paladin	20	3+	4/-3	Questoris Battlecannon [B]	35/70	2	-2	[DR2], [IS]
				Heavy Stubber [AP]	25	2	0	
				Melta gun	25	1	-2	
				Reaper Chainsword [B] or Thunderstrike Gauntlet [B]	-	-	-	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

QUESTORIS KNIGHT PRECEPTOR GRAND MANIPLE

The Questoris Knight Preceptor Grand Maniple consists of 6 Questoris Knight Preceptors.



Point Value 600



QUESTORIS KNIGHT PRECEPTOR 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.

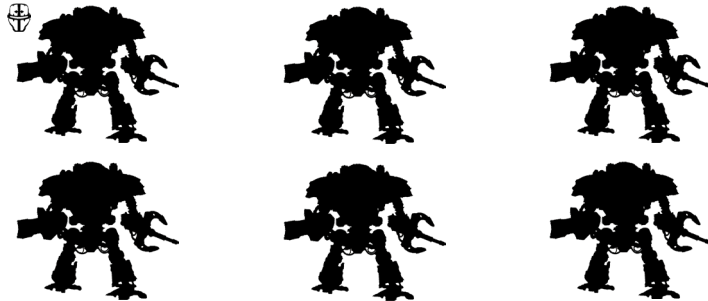
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Preceptor	20	3+	5/-3 D, B2	Multi-laser [AP]	35	3	0	[DR2], [IS]
				Las-Impulsar [B2]	15	2	-3	
				Thunderstrike Gauntlet [D,B2]	-	-	-	

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

QUESTORIS KNIGHT STYRIXS GRAND MANIPLE

The Questoris Knight Styrixs Grand Maniple consists of 6 Questoris Knight Styrixs.



Point Value 900



QUESTORIS KNIGHT STYRIXS 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.

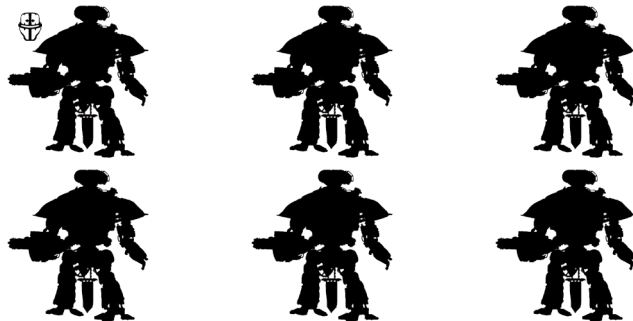
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Styrix	20	3+	4/-3	Volkite Chieorovile [VK]	20/45	4	-1	[DR2], [IS], [IWD], [N], Special
				Graviton Gun [AP, HY]	20	2	0	
				Rad Cleanser [A, AP, RAD]	10	3	0	
				Hekaton Siege Claw [W, B2, D]	-	-	-	

Victory Points 9

Your opponent gains 5 VPs when this Maniple is broken

QUESTORIS KNIGHT WARDEN GRAND MANIPLE

The Questoris Knight Warden Grand Maniple consists of 6 Questoris Knight Warden.



Point Value 550



QUESTORIS KNIGHT WARDEN 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
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]	-	-	-	

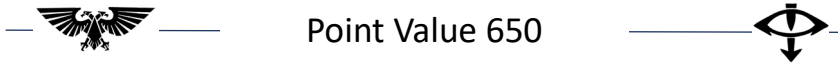
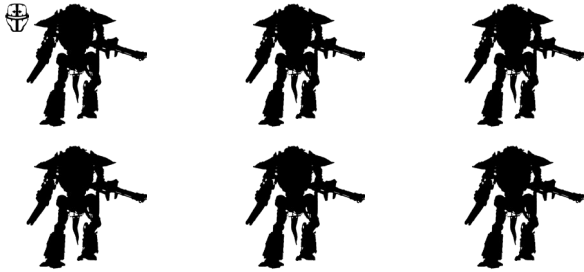
Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

GRAND SUPPORT CARDS
CERASTUS PATTERN KNIGHT
WALKERS [4]

CERASTUS KNIGHT ACHERON GRAND MANIPLE

The Cerastus Knight Acheron Grand Maniple consists of 6 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.

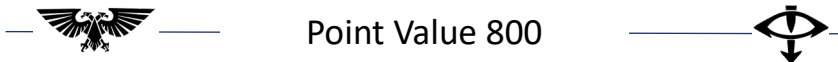
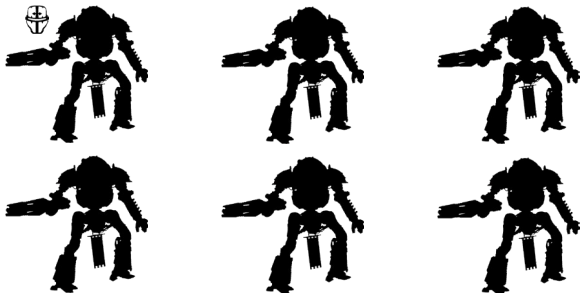
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cerastus Knight Acheron	30	3+	4/-3	Acheron Cannon	25	4	-2	[DR2], [IS], Special
				[FW,Fire]	25	4	0	
				Bolters [AP] Reaper Chainfist [B]	-	-	-	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

CERASTUS KNIGHT ATRAPOS GRAND MANIPLE

The Cerastus Knight Atrapos Grand Maniple consists of 6 Cerastus Knight Atrapos.



Point Value 800

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.

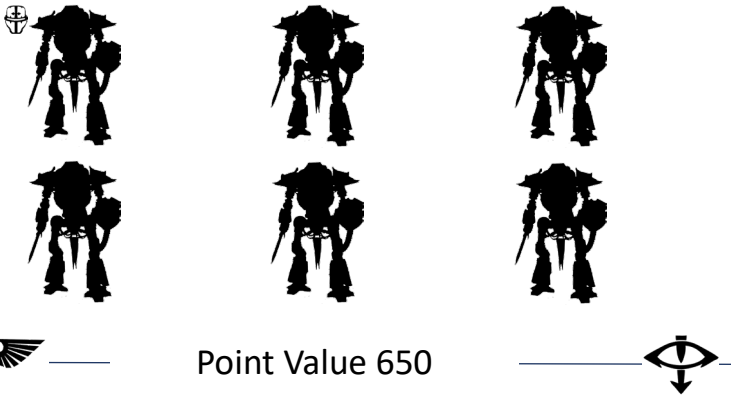
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cerastus Knight Atrapos	30	3+	4/-3	Atrapos Phase-cutter [D]	15	3	-3	[DR2], [IWD], [N], [IS], Special
				Graviton Singularity				
				Cannon [D,B,VK]	20/35	1	-4	
				Lascutter [D,B]	-	-	-	

Victory Points 8

Your opponent gains 4 VPs when this Maniple is broken

CERASTUS KNIGHT CASTIGATOR
GRAND MANIPLE

The Cerastus Knight Castigator Grand Maniple consists of 6 Cerastus Knight Castigators.



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.

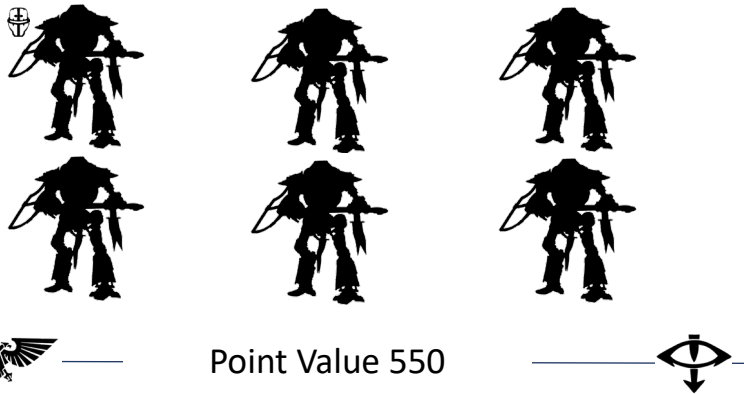
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cerastus Knight Castigator	30	3+	5/-2	Castigator Bolt Cannon [TL2] Tempest Warblade[VK]	20/35 -	5 -	0 -	[DR2], [IS], Special

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

CERASTUS KNIGHT LANCER GRAND
MANIPLE

The Cerastus Knight Lancer Grand Maniple consists of 6 Cerastus Knights Lancers.



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
Cerastus Knight Lancer	30	3+	4/-3	Shock Lance [HW,B]	20	3	-1	[DR2], [IS], Special

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

GRAND SUPPORT CARDS
ACASTUS PATTERN KNIGHT
WALKERS [4]

ACASTUS KNIGHT ASTERIUS GRAND MANIPLE

The Acastus Knight Asterius Grand Maniple consists of 6 Acastus Asterius Knights.



Point Value 1200



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.

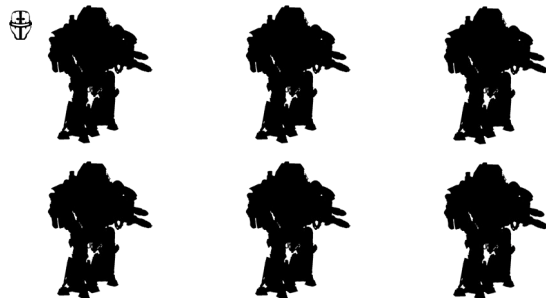
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Acastus Knight Asterius	15	2+	4/-3	Heavy Beam Cannon	35/70	2	-3	[DR3], [N], [IWD], Special
				[HM,B2, TL2]				
				Karacnos Mortar Battery	30/60	2	0	
				[RAD,B,AY] Volkite Culverins [VK]	20/45	4	0	

Victory Points 12

Your opponent gains 6 VPs when this Maniple is broken

ACASTUS KNIGHT PORPHYRION A GRAND MANIPLE

The Acastus Knight Porphyryion A Grand Maniple consists of 6 Acastus Porphyryion A Knights.



Point Value 1150



ACASTUS KNIGHT PORPHYRION A 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.

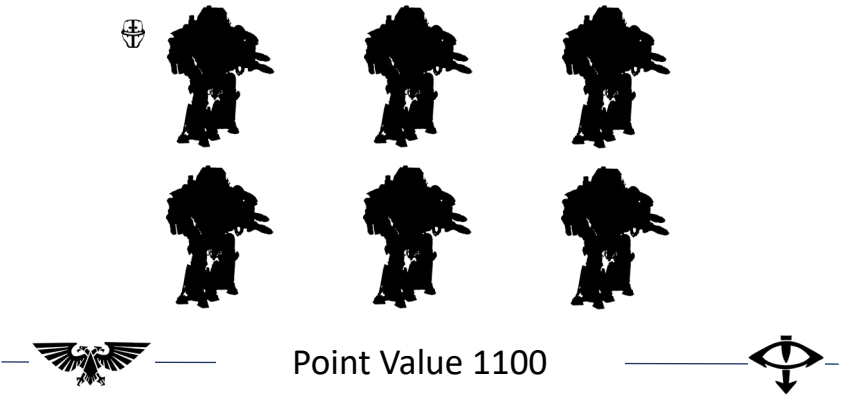
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Acastus Knight Porphyryion A	15	2+	4/-3	Magna Lascannon	35/70	2	-3	[DR3], [IS]
				[M,B,TL]				
				Autocannon [TL]	25/50	1	-1	
				Ironstorm Missile Pod [B] Irad-cleanser [Rad,A,AP]	35/70 10	2 2	-1 0	

Victory Points 12 VP

Your opponent gains 6 VPs when this Maniple is broken

ACASTUS KNIGHT PORPHYRION B GRAND MANIPLE

The Acastus Knight Porphyrior B Grand Maniple consists of 6 Acastus Porphyrior B Knights.



ACASTUS KNIGHT PORPHYRION B 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
Acastus Knight Porphyrior 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	

Victory Points 11 VP

Your opponent gains 6 VPs when this Maniple is broken