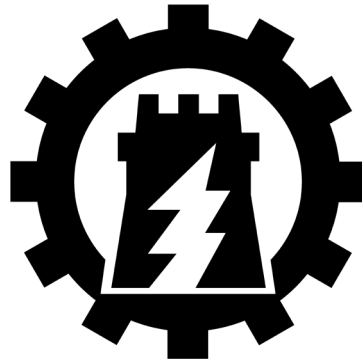
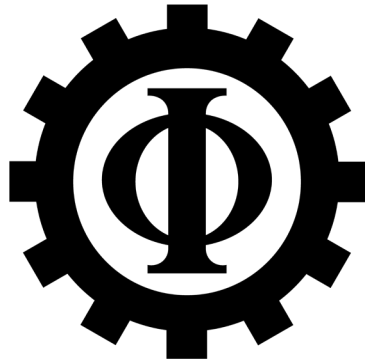


MECHANICUM INDENTURED KNIGHTS



SUPPORT CARDS

MKV

MECHANICUM INDENTURED KNIGHTS

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

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.

MECHANICUM INDENTURED KNIGHT TRAITS

GENERAL TRAITS



The Mechanicum Indentured Knights possess the following traits:

1. The Faction Value used is the Mechanicum Faction Value.
2. To-hit value for Mechanicum Indentured Knights is 6+ for ranged and close combat attacks.

SPECIFIC TRAITS



The Mechanicum Indentured Knights possess the following specific traits:

- I. **Superior Tactics** – The Mechanicum Indentured 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



Mechanicum Indentured Knights 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.

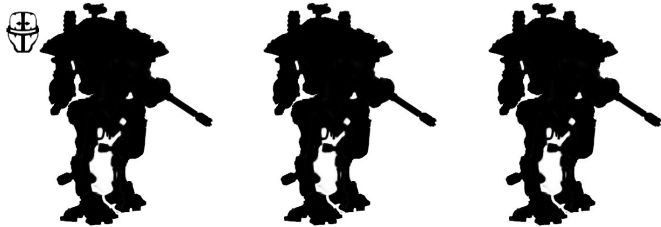


This symbol means the element is a level 2 **company commander** [HQ2] for that **Company Card**.

STANDARD SUPPORT CARDS
ARMIGER KNIGHT WALKERS
[2]

MECHANICUM INDENTURED ARMIGER HELVERIN KNIGHT MANIPLE

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



Point Value 200



MECHANICUM INDENTURED 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.

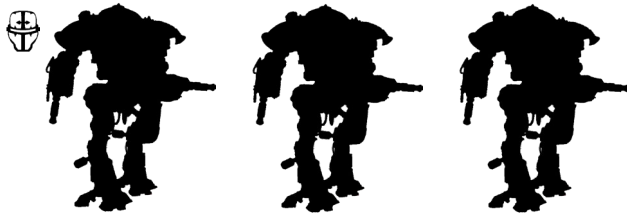
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Armiger Helverin	25	4+	2/-1	Phaeton Autocannons	30/65			[AG], [IS], Special
				Antitank		2	-2	
				Ignis rounds [IC,Fire]		2	-1	
				Heavy Stubber[AP]	25	2	0	

Victory Points 2

Your opponent gains 2 VPs when this Maniple is broken

MECHANICUM INDENTURED ARMIGER KNIGHT MOIRAX A MANIPLE

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



Point Value 200



MECHANICUM INDENTURED 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.

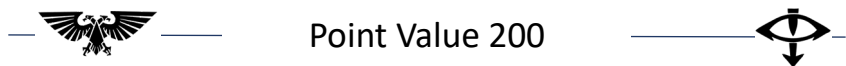
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knight Moirax A	25	4+	2/-1	Dual Lightning	20/35	2	-2	[AG], [N], [IS], Special
				Locks [B,VK,TL2]				

Victory Points 2

Your opponent gains 2 VPs when this Maniple is broken

MECHANICUM INDENTURED ARMIGER KNIGHT MOIRAX B MANIPLE

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



Point Value 200

MECHANICUM INDENTURED 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.

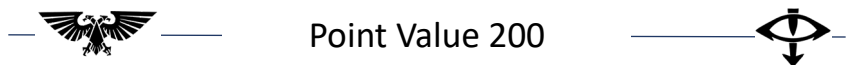
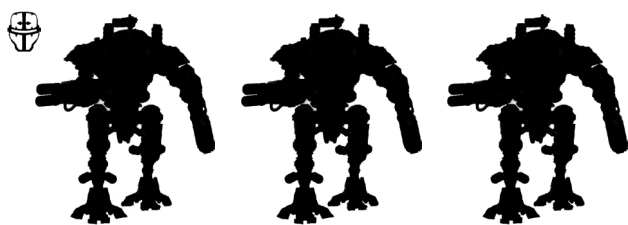
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knight Moirax B	25	4+	3/-2	Radcleanser [Rad,A,AP]	10	2	0	[AG], [N], [IS], Special
				Volkite Veuglaire [VK]	20.30	4	0	
				Siege Claw [B,W]	-	-	-	

Victory Points 2

Your opponent gains 1 VPs when this Maniple is broken

MECHANICUM INDENTURED ARMIGER KNIGHT WARGLAIVE MANIPLE

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



Point Value 200

MECHANICUM INDENTURED 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]

MECHANICUM INDENTURED QUESTORIS KNIGHT CRUSADER MANIPLE

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



Point Value 350



MECHANICUM INDENTURED 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 VPs when this Maniple is broken

MECHANICUM INDENTURED QUESTORIS KNIGHT ERRANT MANIPLE

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



Point Value 300



MECHANICUM INDENTURED 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 VPs when this Maniple is broken

MECHANICUM INDENTURED QUESTORIS KNIGHT GALLANT MANIPLE

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



Point Value 250



MECHANICUM INDENTURED 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

MECHANICUM INDENTURED QUESTORIS KNIGHT PALADINS MANIPLE

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



Point Value 300



MECHANICUM INDENTURED 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] Heavy Stubber [AP] Melta gun Reaper Chainsword [B] or Thunderstrike Gauntlet [B]	35/70 25 25 - -	2 2 1 - -	-2 0 -2 - -	[DR2], [IS]

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

MECHANICUM INDENTURED QUESTORIS KNIGHT PRECEPTOR MANIPLE

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



Point Value 300



MECHANICUM INDENTURED 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

MECHANICUM INDENTURED QUESTORIS KNIGHT WARDEN MANIPLE

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



Point Value 300



MECHANICUM INDENTURED 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]

MECHANICUM INDENTURED CERASTUS KNIGHT ACHERON MANIPLE

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



Point Value 300



MECHANICUM INDENTURED 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.

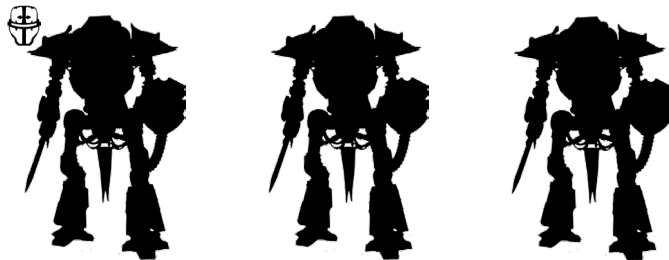
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cerastus Knight Acheron	30	3+	4/-3	Acheron Cannon	25	4	-2	[DR2], [IS], Special
				[FW,Fire]	25	4	0	
				Bolters [AP] Reaper Chainfist [B]	-	-	-	

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR MANIPLE

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



Point Value 300



MECHANICUM INDENTURED 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	20/35	5	0	[DR2], [IS], Special
				[TL2] Tempest Warblade[VK]	-	-	-	

Victory Points 3

Your opponent gains 2 VPs when this Maniple is broken

MECHANICUM INDENTURED CERASTUS KNIGHT LANCER MANIPLE

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



Point Value 250



MECHANICUM INDENTURED 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]

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION A MANIPLE

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



Point Value 600



MECHANICUM INDENTURED 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 Porphyrion 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	
				Irads-cleanser [Rad,A,AP]	10	2	0	

Victory Points 6 VP

Your opponent gains 3 VPs when this Maniple is broken

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION B MANIPLE

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



Point Value 550



MECHANICUM INDENTURED 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 Porphyrion 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	
				Irads-cleanser [Rad,A,AP]	10	2	0	

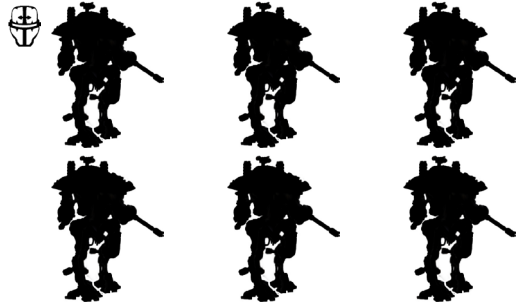
Victory Points 6 VP

Your opponent gains 3 VPs when this Maniple is broken

GRAND SUPPORT CARDS
ARMIGER KNIGHT WALKERS
[2]

MECHANICUM INDENTURED ARMIGER HELVERIN KNIGHT GRAND MANIPLE

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



Point Value 350



MECHANICUM INDENTURED 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.

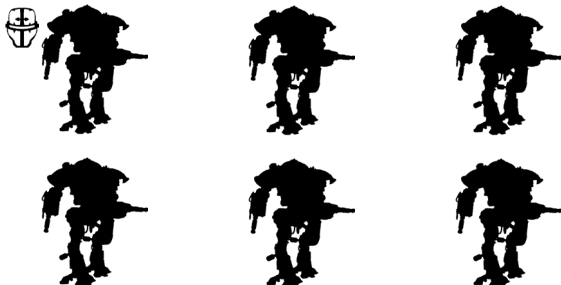
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Armiger Helverin	25	4+	2/-1	Phaeton Autocannons	30/65			[AG], [IS], Special
				Antitank		2	-2	
				Ignis rounds [IC,Fire]		2	-1	
				Heavy Stubber[AP]	25	2	0	

Victory Points 4

Your opponent gains 2 VPs when this Maniple is broken

MECHANICUM INDENTURED ARMIGER KNIGHT MOIRAX A GRAND MANIPLE

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



Point Value 400



MECHANICUM INDENTURED 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.

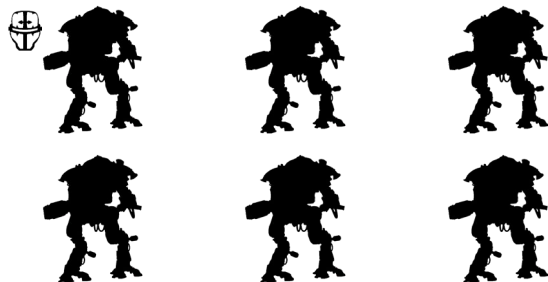
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knight Moirax A	25	4+	2/-1	Dual Lightning Locks [B,VK,TL2]	20/35	2	-2	[AG], [N], [IS], Special

Victory Points 4

Your opponent gains 2 VPs when this Maniple is broken

MECHANICUM INDENTURED ARMIGER KNIGHT MOIRAX B GRAND MANIPLE

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



Point Value 450



MECHANICUM INDENTURED 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

MECHANICUM INDENTURED ARMIGER KNIGHT WARGLAIVE GRAND MANIPLE

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



Point Value 350



MECHANICUM INDENTURED 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	-	-	-	

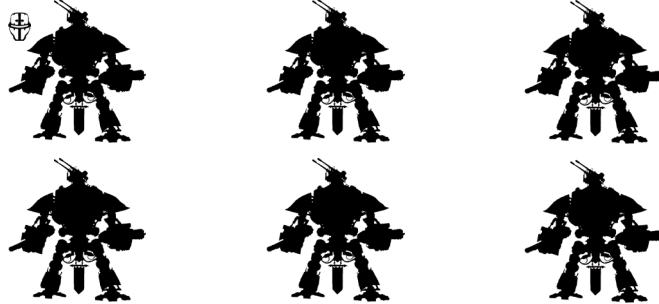
Victory Points 4

Your opponent gains 2 VPs when this Maniple is broken

GRAND SUPPORT CARDS
QUESTORIS PATTERN KNIGHT
WALKERS [4]

MECHANICUM INDENTURED QUESTORIS KNIGHT CRUSADER GRAND MANIPLE

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



Point Value 700



MECHANICUM INDENTURED 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.

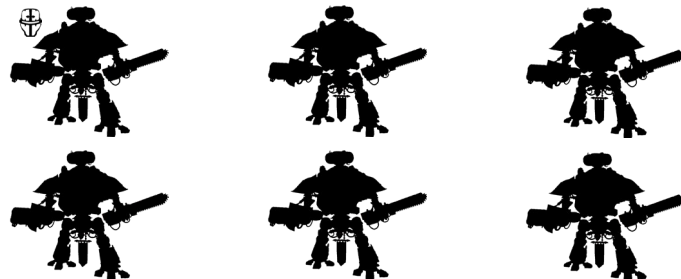
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Crusader	20	3+	3/-2	Questoris Battlecannon [B]	35/70	2	-2	[DR2], [IS]
				Heavy Stubber [AP]	25	3	0	
				Avenger Gatling Cannon	20/35	6	0	
				Heavy Flamer [FW,AP]	10	2	0	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

MECHANICUM INDENTURED QUESTORIS KNIGHT ERRANT GRAND MANIPLE

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



Point Value 550



MECHANICUM INDENTURED 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.

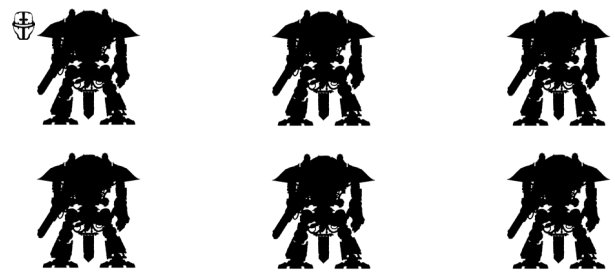
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Errant	20	3+	4/-3	Thermal Cannon [Fire,B]	20/35	2	-3	[DR2], [IS]
				Heavy Stubber[AP]	25	2	0	
				Reaper Chainsword [B] or	-	-	-	
				Thunderstrike Gauntlet [B]				

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

MECHANICUM INDENTURED QUESTORIS KNIGHT GALLANT GRAND MANIPLE

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



Point Value 450



MECHANICUM INDENTURED 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

MECHANICUM INDENTURED QUESTORIS KNIGHT PALADINS GRAND MANIPLE

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



Point Value 650



MECHANICUM INDENTURED 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.

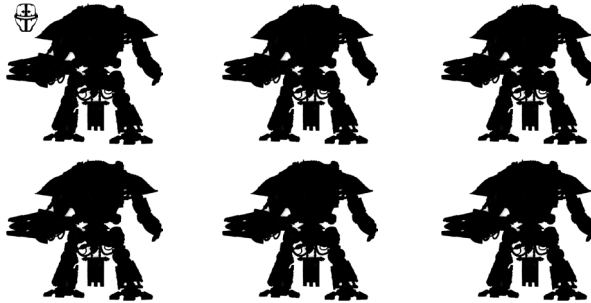
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Paladin	20	3+	4/-3	Questoris Battlecannon [B]	35/70	2	-2	[DR2], [IS]
				Heavy Stubber [AP]	25	2	0	
				Melta gun	25	1	-2	
				Reaper Chainsword [B] or Thunderstrike Gauntlet [B]	-	-	-	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

MECHANICUM INDENTURED QUESTORIS KNIGHT PRECEPTOR GRAND MANIPLE

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



Point Value 600



MECHANICUM INDENTURED 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.

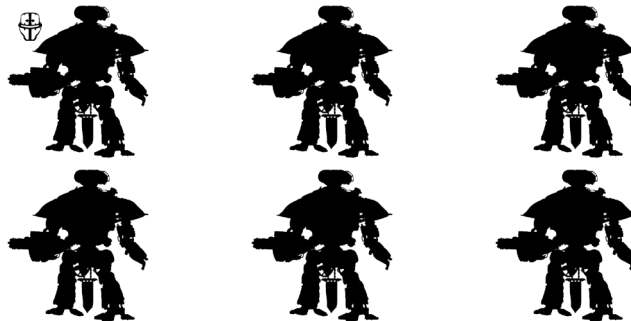
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Preceptor	20	3+	5/-3 D, B2	Multi-laser [AP]	35	3	0	[DR2], [IS]
				Las-Impulsar [B2]	15	2	-3	
				Thunderstrike Gauntlet [D,B2]	-	-	-	

Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

MECHANICUM INDENTURED QUESTORIS KNIGHT WARDEN GRAND MANIPLE

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



Point Value 550



MECHANICUM INDENTURED 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]

MECHANICUM INDENTURED CERASTUS KNIGHT ACHERON GRAND MANIPLE

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



Point Value 650



MECHANICUM INDENTURED 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.

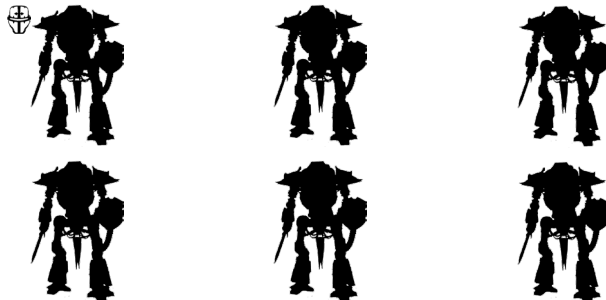
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cerastus Knight Acheron	30	3+	4/-3	Acheron Cannon	25	4	-2	[DR2], [IS], Special
				[FW,Fire]	25	4	0	
				Bolters [AP] Reaper Chainfist [B]	-	-	-	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR GRAND MANIPLE

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



Point Value 650



MECHANICUM INDENTURED 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.

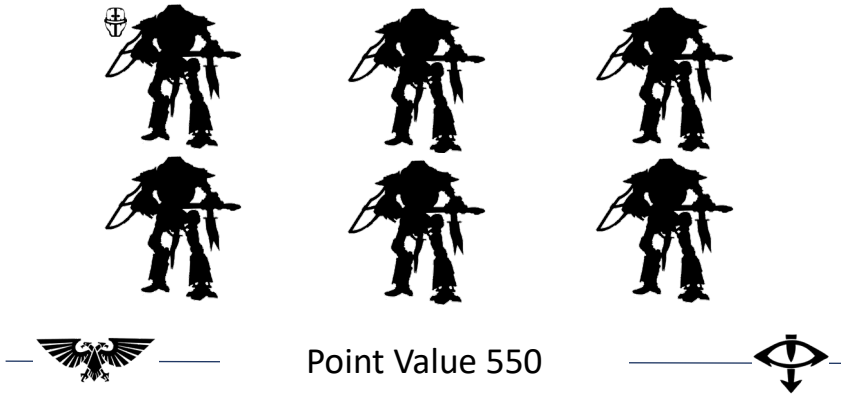
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cerastus Knight Castigator	30	3+	5/-2	Castigator Bolt Cannon	20/35	5	0	[DR2], [IS], Special
				[TL2] Tempest Warblade[VK]	-	-	-	

Victory Points 7

Your opponent gains 4 VPs when this Maniple is broken

MECHANICUM INDENTURED CERASTUS KNIGHT LANCER GRAND MANIPLE

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



MECHANICUM INDENTURED 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

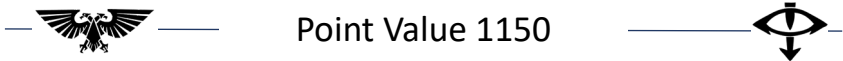
Victory Points 6

Your opponent gains 3 VPs when this Maniple is broken

GRAND SUPPORT CARDS
ACASTUS PATTERN KNIGHT
WALKERS [4]

MECHANICUM INDENTURED ACASTUS
KNIGHT PORPHYRION A GRAND
MANIPLE

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



Point Value 1150

MECHANICUM INDENTURED 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.

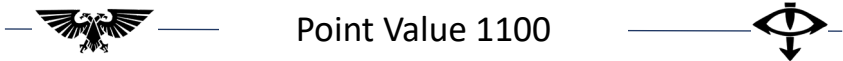
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Acastus Knight Porphyrion A	15	2+	4/-3	Magna Lascannon [M,B,TL]	35/70	2	-3	[DR3], [IS]
				Autocannon [TL]	25/50	1	-1	
				Ironstorm Missile Pod [B]	35/70	2	-1	
				Irad-cleanser [Rad,A,AP]	10	2	0	

Victory Points 12 VP

Your opponent gains 6 VPs when this Maniple is broken

MECHANICUM INDENTURED ACASTUS
KNIGHT PORPHYRION B GRAND
MANIPLE

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



Point Value 1100

MECHANICUM INDENTURED 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 Porphyrion 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