

KNIGHT HOUSEHOLD



COMPANY 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 COMPANY CARDS
ARMIGER KNIGHT WALKERS
[2]

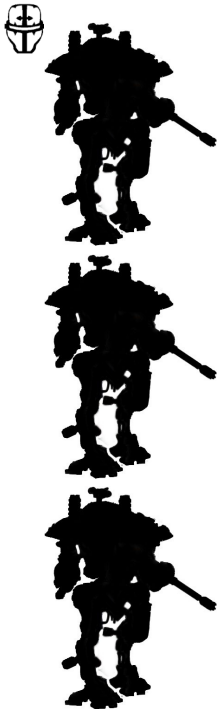
ARMIGER KNIGHT HELVERIN CRUSADE

The Armiger Knight Helverin Crusade consists of 1 Armiger Helverin Command Knight and two detachments of 3 Armiger Helverins.

Command

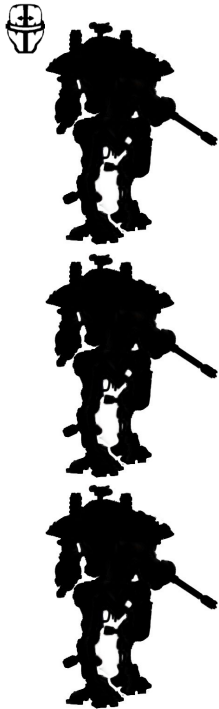


Helverin
Maniple



Point Value 450

Helverin
Maniple



ARMIGER KNIGHT HELVERIN CRUSADE

Break Point 4: The Armiger Crusade is broken if it has lost 4 Armiger Knights. Once the Company is broken each Detachment 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	2	-2	[AG], [IS], Special
				Antitank		2	-1	
				Ignis rounds [IC,Fire]	25	2	0	
				Heavy Stubber[AP]		2	0	

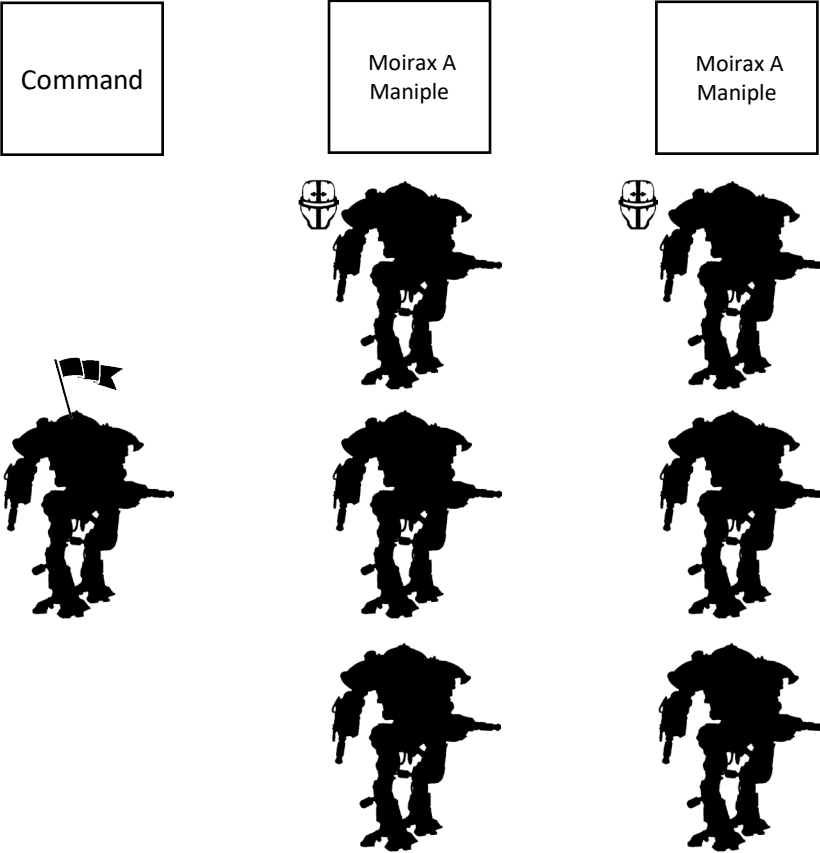


Victory Points 5

Your opponent gains 3 VPs when this Company is broken

ARMIGER KNIGHT MOIRAX A CRUSADE

The Armiger Knight Moirax A Crusade consists of 1 Armiger Moirax A Command Knight and two detachments of 3 Armiger Moirax A.



Point Value 500



ARMIGER KNIGHT MOIRAX A CRUSADE

Break Point 4: The Armiger Crusade is broken if it has lost 4 Armiger Knights. Once the Company is broken each Detachment 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 5

Your opponent gains 3 VPs when this Company is broken

ARMIGER KNIGHT MOIRAX B CRUSADE

The Armiger Knight Moirax B Crusade consists of 1 Armiger Moirax B Command Knight and two detachments of 3 Armiger Moirax B.

Command



Moirax B Maniple







Moirax B Maniple









Point Value 550



ARMIGER KNIGHT MOIRAX B CRUSADE

Break Point 4: The Armiger Crusade is broken if it has lost 4 Armiger Knights. Once the Company is broken each Detachment 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 6

Your opponent gains 3 VPs when this Company is broken

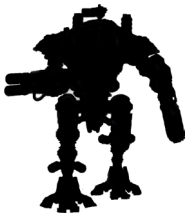
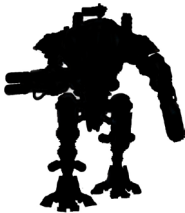
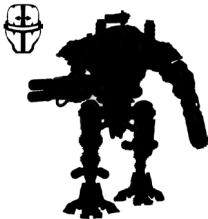
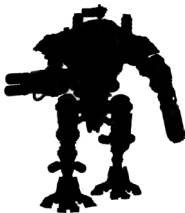
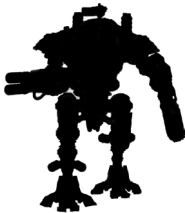
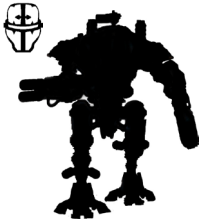
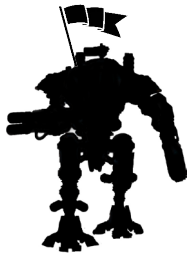
ARMIGER KNIGHT WARGLAIVE CRUSADE

The Armiger Knight Warglaive Crusade consists of 1 Armiger Warglaive Command Knight and two detachments of 3 Armiger Warglaives.

Command

Morirax B
Maniple

Morirax B
Maniple



Point Value 450



ARMIGER KNIGHT WARGLAIVE CRUSADE

Break Point 4: The Armiger Crusade is broken if it has lost 4 Armiger Knights. Once the Company is broken each Detachment 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 5

Your opponent gains 3 VPs when this Company is broken

STANDARD COMPANY CARDS
QUESTORIS PATTERN KNIGHT
WALKERS [4]

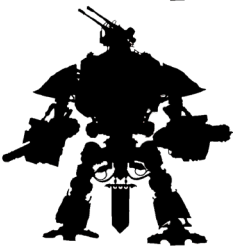
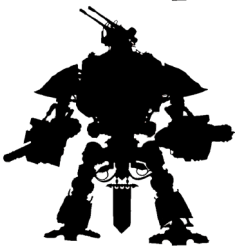
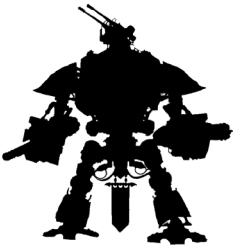
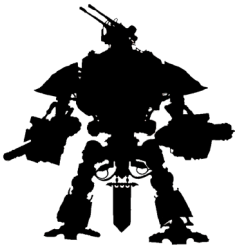
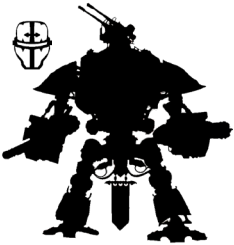
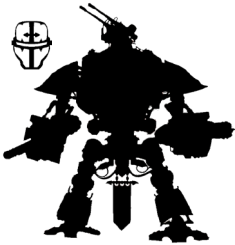
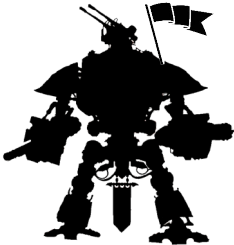
QUESTORIS KNIGHT CRUSADER CRUSADE

The Questoris Knight Crusader Crusade consists of 1 Questoris Crusader Command Knight and two detachments of 3 Questoris Crusader Knights.

Command

Crusader Maniple

Crusader Maniple



Point Value 850



QUESTORIS KNIGHT CRUSADER CRUSADE

Break Point 4: The Questoris Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 9

Your opponent gains 5 VPs when this Company is broken

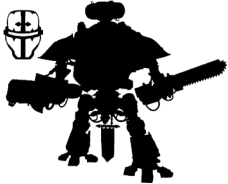
QUESTORIS KNIGHT ERRANT CRUSADE

The Questoris Knight Errant Crusade consists of 1 Questoris Errant Command Knight and two detachments of 3 Questoris Errant Knights.

Command

Errant
Maniple

Errant
Maniple



Point Value 650



QUESTORIS KNIGHT ERRANT CRUSADE

Break Point 4: The Questoris Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 7

Your opponent gains 4 VPs when this Company is broken

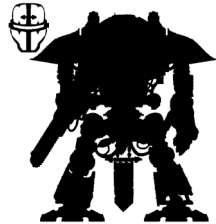
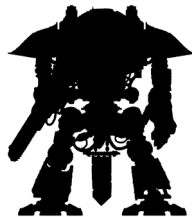
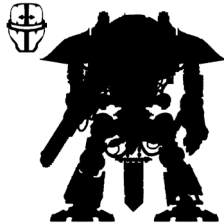
QUESTORIS KNIGHT GALLANT CRUSADE

The Questoris Knight Gallant Crusade consists of 1 Questoris Gallant Command Knight and two detachments of 3 Questoris Gallant Knights.

Command

Gallant
Maniple

Gallant
Maniple



Point Value 550



QUESTORIS KNIGHT GALLANT CRUSADE

Break Point 4: The Questoris Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 6

Your opponent gains 3 VPs when this Company is broken

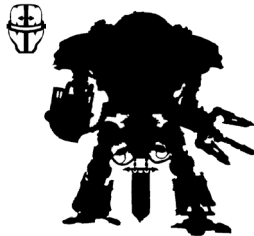
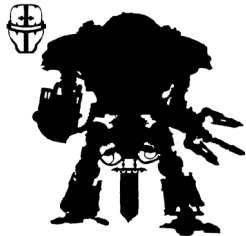
QUESTORIS KNIGHT MAGAERA CRUSADE

The Questoris Knight Magaera Crusade consists of 1 Questoris Magaera Command Knight and two detachments of 3 Questoris Magaera Knights.

Command

Magaera Maniple

Magaera Maniple



Point Value 1150

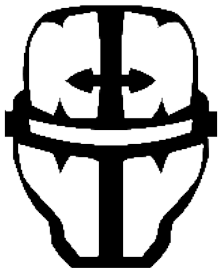


QUESTORIS KNIGHT MAGAERA CRUSADE

Break Point 4: The Questoris Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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],
				Phased plasma fusil [AP]	25	2	-1	[IWD], [N],
				Rad Cleanser [A,AP,RAD]	10	3	0	Special
				Hekaton Siege Claw [W,B2,D]	-	-	-	



Victory Points 12

Your opponent gains 6 VPs when this Company is broken

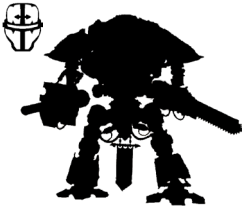
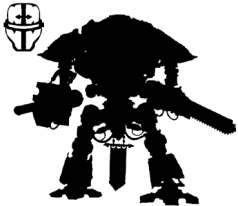
QUESTORIS KNIGHT PALADIN CRUSADE

The Questoris Knight Paladin Crusade consists of 1 Questoris Paladin Command Knight and two detachments of 3 Questoris Paladin Knights.

Command

Paladin
Maniple

Paladin
Maniple



Point Value 750



QUESTORIS KNIGHT PALADIN CRUSADE

Break Point 4: The Questoris Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 8

Your opponent gains 4 VPs when this Company is broken

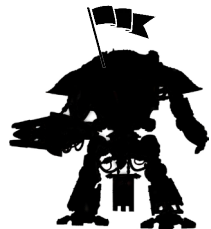
QUESTORIS KNIGHT PRECEPTOR CRUSADE

The Questoris Knight Preceptor Crusade consists of 1 Questoris Preceptor Command Knight and two detachments of 3 Questoris Preceptor Knights.

Command

Preceptor
Maniple

Preceptor
Maniple



Point Value 750

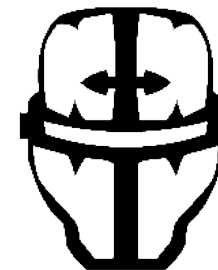


QUESTORIS KNIGHT PRECEPTOR CRUSADE

Break Point 4: The Questoris Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 8

Your opponent gains 4 VPs when this Company is broken

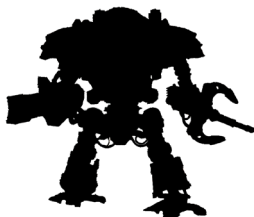
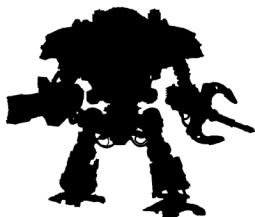
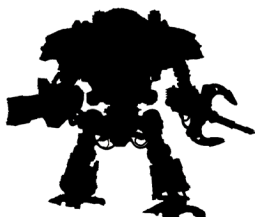
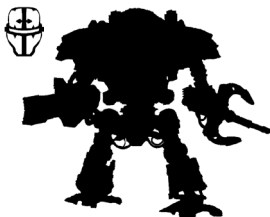
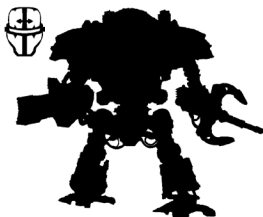
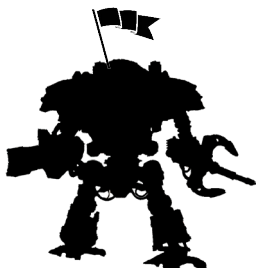
QUESTORIS KNIGHT STYRIX CRUSADE

The Questoris Knight Styrix Crusade consists of 1 Questoris Styrix Command Knight and two detachments of 3 Questoris Styrix Knights.

Command

Styrix
Maniple

Styrix
Maniple



Point Value 1050



QUESTORIS KNIGHT STYRIX CRUSADE

Break Point 4: The Questoris Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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] Graviton Gun [AP, HY] Rad Cleanser [A, AP, RAD] Hekaton Siege Claw [W, B2, D]	20/45 20 10 -	4 2 3 -	-1 0 0 -	[DR2], [IS], [IWD], [N], Special



Victory Points 11

Your opponent gains 6 VPs when this Company is broken

QUESTORIS KNIGHT WARDEN CRUSADE

The Questoris Knight Warden Crusade consists of 1 Questoris Warden Command Knight and two detachments of 3 Questoris Warden Knights.

Command

Warden Maniple

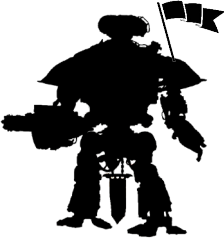




Warden Maniple

















Point Value 650



QUESTORIS KNIGHT WARDEN CRUSADE

Break Point 4: The Questoris Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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]				



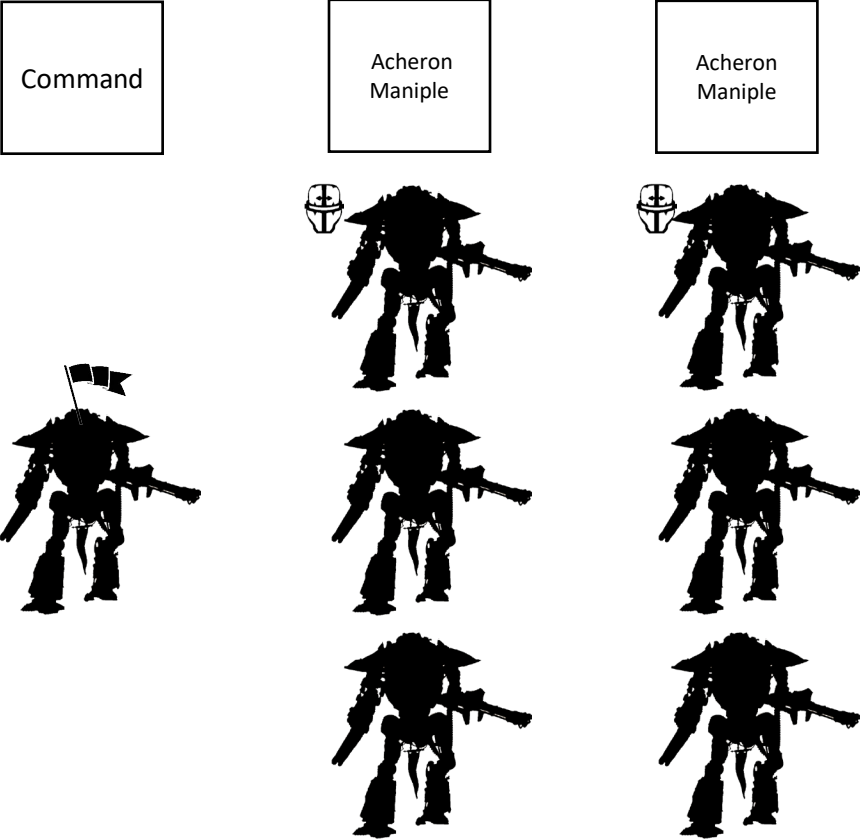
Victory Points 7

Your opponent gains 4 VPs when this Company is broken

STANDARD COMPANY CARDS
CERASTUS PATTERN KNIGHT
WALKERS [4]

CERASTUS KNIGHT ACHERON CRUSADE

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



Point Value 750



CERASTUS KNIGHT ACHERON CRUSADE

Break Point 4: The Cerastus Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 8

Your opponent gains 4 VPs when this Company is broken

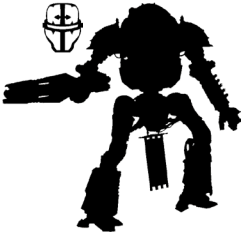
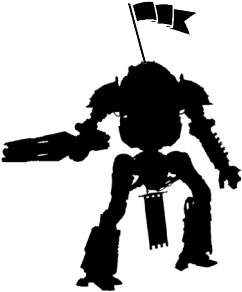
CERASTUS KNIGHT ATRAPOS CRUSADE

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

Command

Atrapos Maniple

Atrapos Maniple



Point Value 950



CERASTUS KNIGHT ATRAPOS CRUSADE

Break Point 4: The Cerastus Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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] Graviton Singularity Cannon [D,B,VK] Lascutter [D,B]	15 20/35 -	3 1 -	-3 -4 -	[DR2], [IWD], [N], [IS], Special



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

CERASTUS KNIGHT CASTIGATOR CRUSADE

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

Command

Castigator
Maniple

Castigator
Maniple



Point Value 750

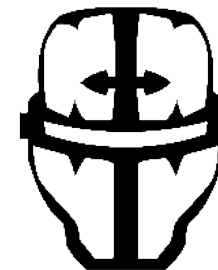


CERASTUS KNIGHT CASTIGATOR CRUSADE

Break Point 4: The Cerastus Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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	30	3+	5/-2	Castigator Bolt Cannon [TL2]	20/35	5	0	[DR2], [IS], Special
Castigator				Tempest Warblade[VK]	-	-	-	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

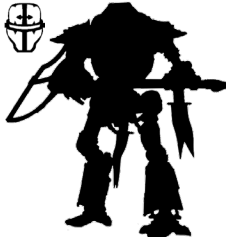
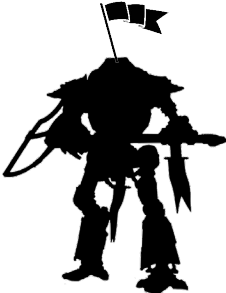
CERASTUS KNIGHT LANCER CRUSADE

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

Command

Lancer Maniple

Lancer Maniple





Point Value 650



CERASTUS KNIGHT LANCER CRUSADE

Break Point 4: The Cerastus Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 7

Your opponent gains 4 VPs when this Company is broken

STANDARD COMPANY CARDS
ACASTUS PATTERN KNIGHT
WALKERS [4]

ACASTUS KNIGHT ASTERIUS CRUSADE

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

Command



Asterius Maniple





Asterius Maniple







Point Value 1400



ACASTUS KNIGHT ASTERIUS CRUSADE

Break Point 4: The Acastus Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 14
Your opponent gains 7 VPs when this Company is broken

ACASTUS KNIGHT PORPHYRION A CRUSADE

The Acastus Knight Porphyrior A Crusade consists of 1 Acastus Porphyrior A Command Knight and two detachments of 3 Acastus Porphyrior A Knights.

Command

Porphyrior
A
Maniple

Porphyrior
A
Maniple



Point Value 1350

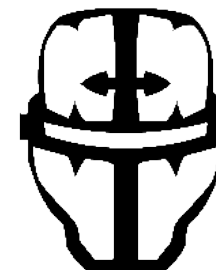


ACASTUS KNIGHT PORPHYRION A CRUSADE

Break Point 4: The Acastus Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 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 14

Your opponent gains 7 VPs when this Company is broken

ACASTUS KNIGHT PORPHYRION B CRUSADE

The Acastus Knight Porphyrior B Crusade consists of 1 Acastus Porphyrior B Command Knight and two detachments of 3 Acastus Porphyrior B Knights.

Command

Porphyrior
B
Maniple

Porphyrior
B
Maniple



Point Value 1300

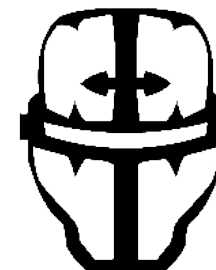


ACASTUS KNIGHT PORPHYRION B CRUSADE

Break Point 4: The Acastus Knight Crusade is broken if it has lost 4 Knights. Once the Company is broken each Detachment 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 13

Your opponent gains 7 VPs when this Company is broken

GRAND COMPANY CARDS
ARMIGER KNIGHT WALKERS
[2]

ARMIGER KNIGHT HELVERIN GRAND CRUSADE

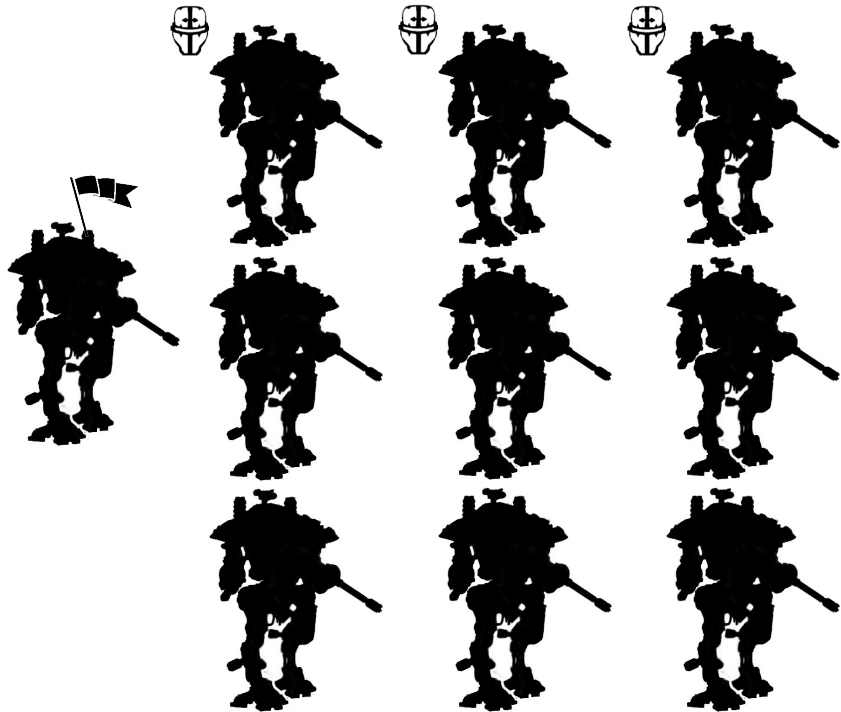
The Armiger Knight Helverin Grand Crusade consists of 1 Armiger Helverin Command Knight and three detachments of 3 Armiger Helverins.

Command

Helverin
Maniple

Helverin
Maniple

Helverin
Maniple



Point Value 650



ARMIGER KNIGHT HELVERIN GRAND CRUSADE

Break Point 6: The Armiger Crusade is broken if it has lost 6 Armiger Knights. Once the Company is broken each Detachment 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	2	-2	[AG], [IS], Special
				Antitank		2	-1	
				Ignis rounds [IC,Fire]	25	2	0	
				Heavy Stubber[AP]		2	0	

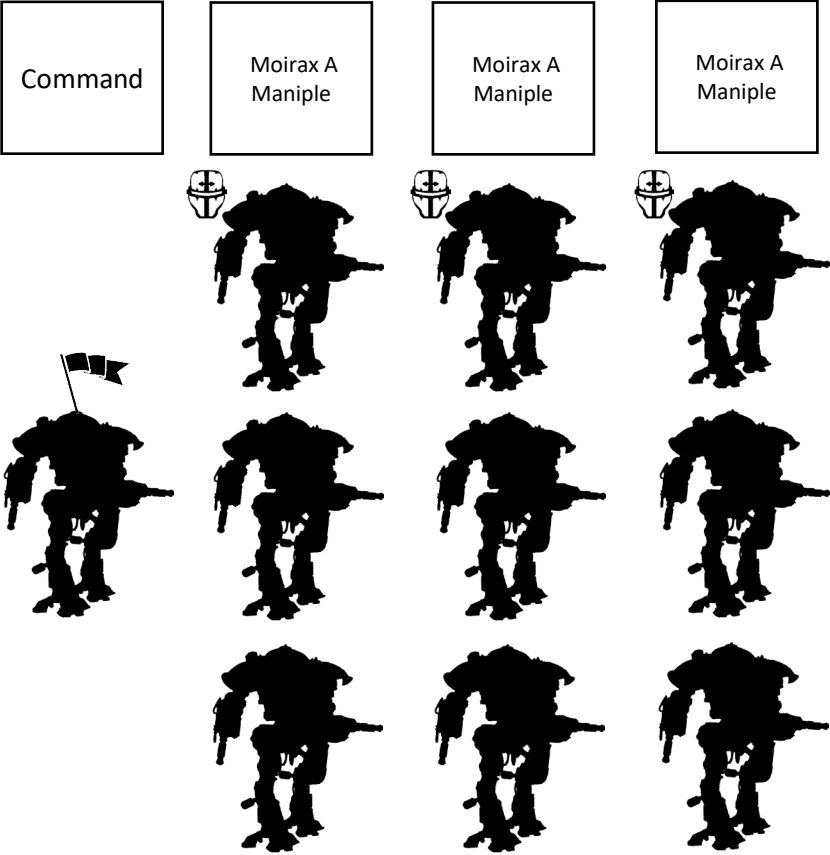


Victory Points 7

Your opponent gains 4 VPs when this Company is broken

ARMIGER KNIGHT MOIRAX A GRAND CRUSADE

The Armiger Knight Moirax A Grand Crusade consists of 1 Armiger Moirax A Command Knight and three detachments of 3 Armiger Moirax A.



Point Value 700



ARMIGER KNIGHT MOIRAX A GRAND CRUSADE

Break Point 6: The Armiger Crusade is broken if it has lost 6 Armiger Knights. Once the Company is broken each Detachment 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

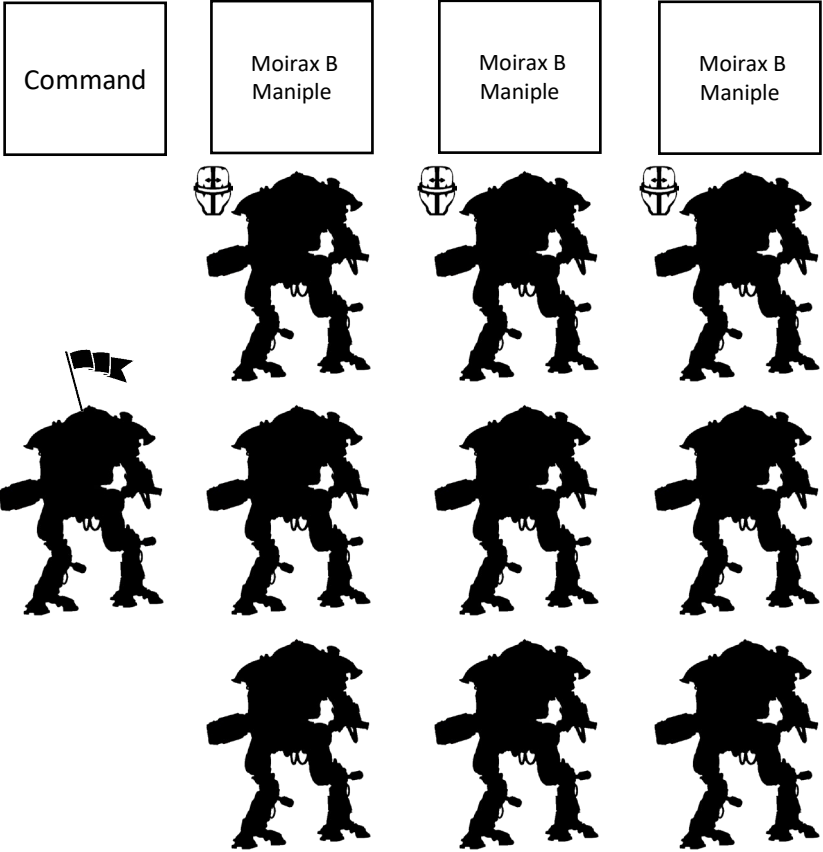


Victory Points 7

Your opponent gains 4 VPs when this Company is broken

ARMIGER KNIGHT MOIRAX B GRAND CRUSADE

The Armiger Knight Moirax B Grand Crusade consists of 1 Armiger Moirax B Command Knight and three detachments of 3 Armiger Moirax B.



Point Value 750



ARMIGER KNIGHT MOIRAX B GRAND CRUSADE

Break Point 6: The Armiger Crusade is broken if it has lost 6 Armiger Knights. Once the Company is broken each Detachment 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]	-	-	-	

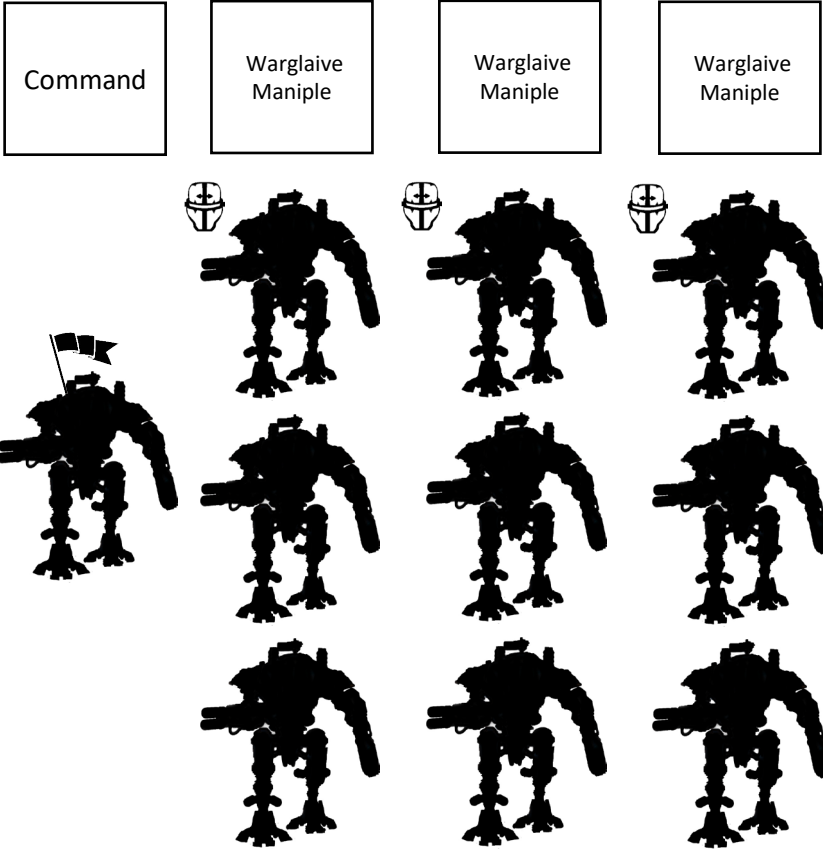


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

ARMIGER KNIGHT WARGLAIVE GRAND CRUSADE

The Armiger Knight Warglaive Grand Crusade consists of 1 Armiger Warglaive Command Knight and three detachments of 3 Armiger Warglaives.



 Point Value 650 

ARMIGER KNIGHT WARGLAIVE GRAND CRUSADE

Break Point 6: The Armiger Crusade is broken if it has lost 6 Armiger Knights. Once the Company is broken each Detachment 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 7
Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS
QUESTORIS PATTERN KNIGHT
WALKERS [4]

QUESTORIS KNIGHT CRUSADER GRAND CRUSADE

The Questoris Knight Crusader Grand Crusade consists of 1 Questoris Crusader Command Knight and three detachments of 3 Questoris Crusader Knights.

Command

Crusader Maniple

Crusader Maniple

Crusader Maniple

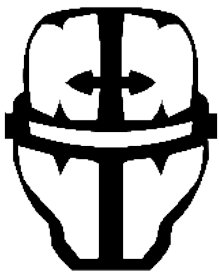
Point Value 1200

QUESTORIS KNIGHT CRUSADER GRAND CRUSADE

Break Point 6: The Questoris Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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 12

Your opponent gains 6 VPs when this Company is broken

QUESTORIS KNIGHT ERRANT GRAND CRUSADE

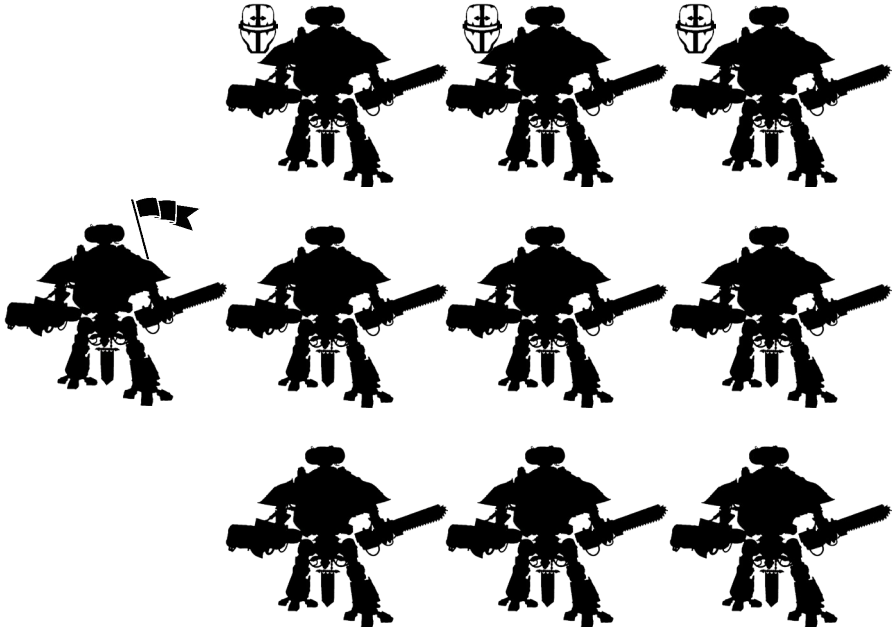
The Questoris Knight Errant Grand Crusade consists of 1 Questoris Errant Command Knight and three detachments of 3 Questoris Errant Knights.

Command

Errant
Maniple

Errant
Maniple

Errant
Maniple



Point Value 950



QUESTORIS KNIGHT ERRANT GRAND CRUSADE

Break Point 6: The Questoris Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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]				

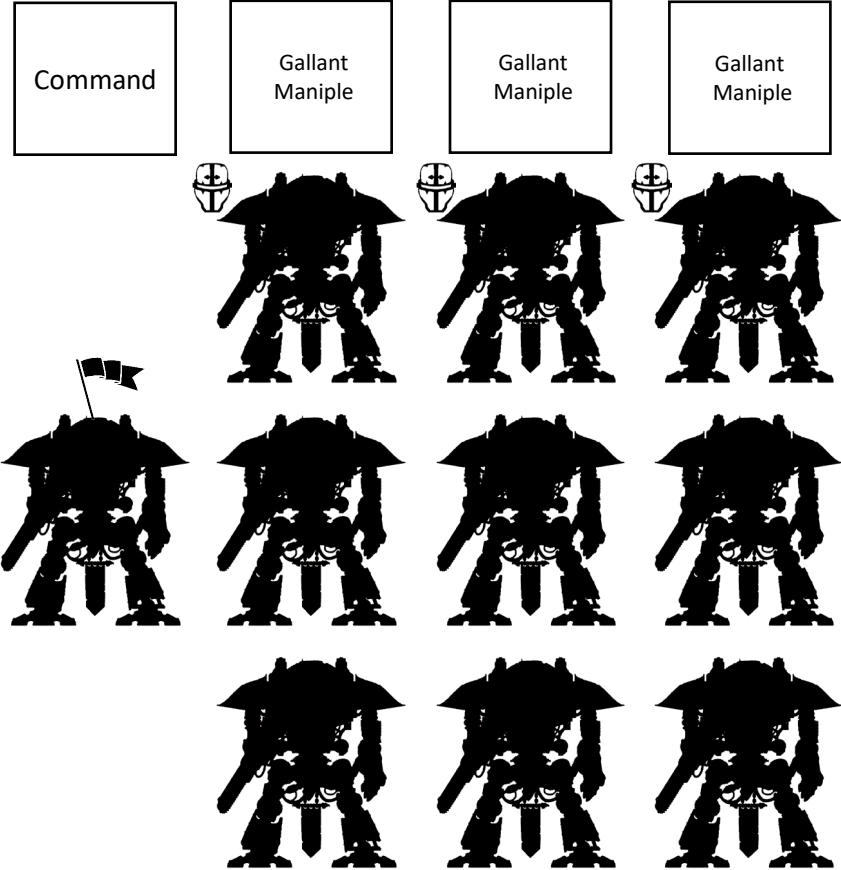


Victory Points 10

Your opponent gains 5 VPs when this Company is broken

QUESTORIS KNIGHT GALLANT GRAND CRUSADE

The Questoris Knight Gallant Grand Crusade consists of 1 Questoris Gallant Command Knight and three detachments of 3 Questoris Gallant Knights.



 Point Value 750 

QUESTORIS KNIGHT GALLANT GRAND CRUSADE

Break Point 6: The Questoris Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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	20	3+	5/-3	Heavy Stubber [AP]	25	2	0	[DR2], [IS]
Gallant				Reaper Chainsword [B]	-	-	-	
				Thunderstrike Gauntlet [B]	-	-	-	

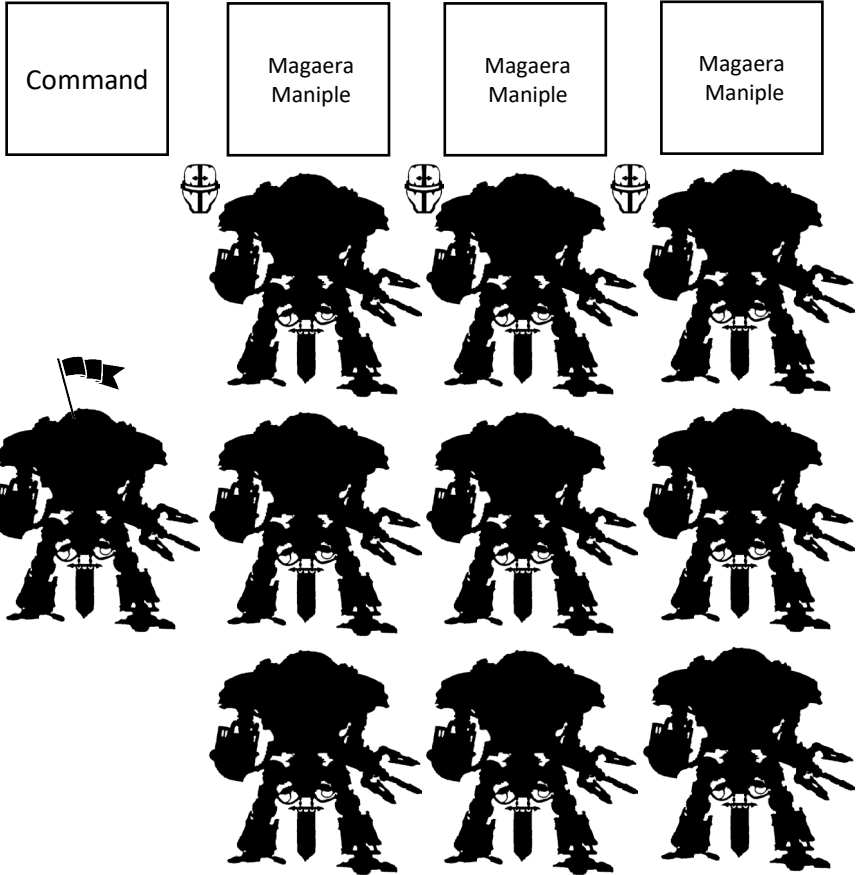


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

QUESTORIS KNIGHT MAGAERA GRAND CRUSADE

The Questoris Knight Magaera Grand Crusade consists of 1 Questoris Magaera Command Knight and three detachments of 3 Questoris Magaera Knights.



 Point Value 1600 

QUESTORIS KNIGHT MAGAERA GRAND CRUSADE

Break Point 6: The Questoris Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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.

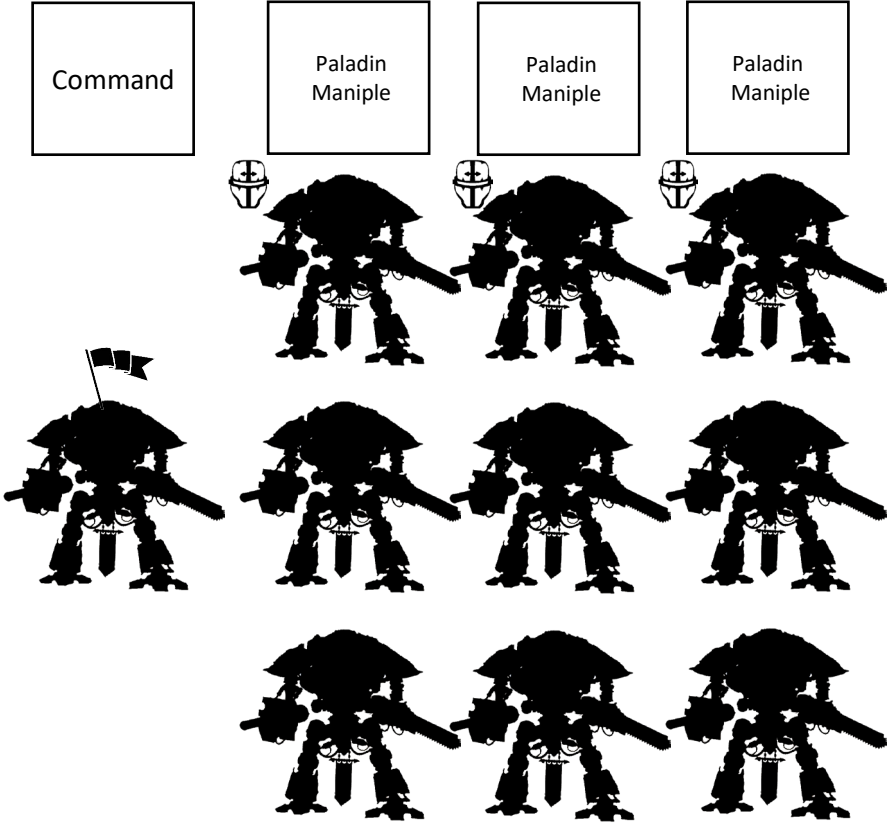
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Questoris Knight Magaera	20	3+	4/-3	Lightning Cannon [B,VK,D]	25/50	2	-3	[DR2], [IS], [IWD], [N], Special
				Phased plasma fusil [AP]	25	2	-1	
				Rad Cleanser[A,AP,RAD]	10	3	0	
				Hekaton Siege Claw [W,B2,D]	-	-	-	



Victory Points 16
Your opponent gains 8 VPs when this Company is broken

QUESTORIS KNIGHT PALADIN GRAND CRUSADE

The Questoris Knight Paladin Grand Crusade consists of 1 Questoris Paladin Command Knight and three detachments of 3 Questoris Paladin Knights.



Point Value 1050



QUESTORIS KNIGHT PALADIN GRAND CRUSADE

Break Point 6: The Questoris Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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]	-	-	-	

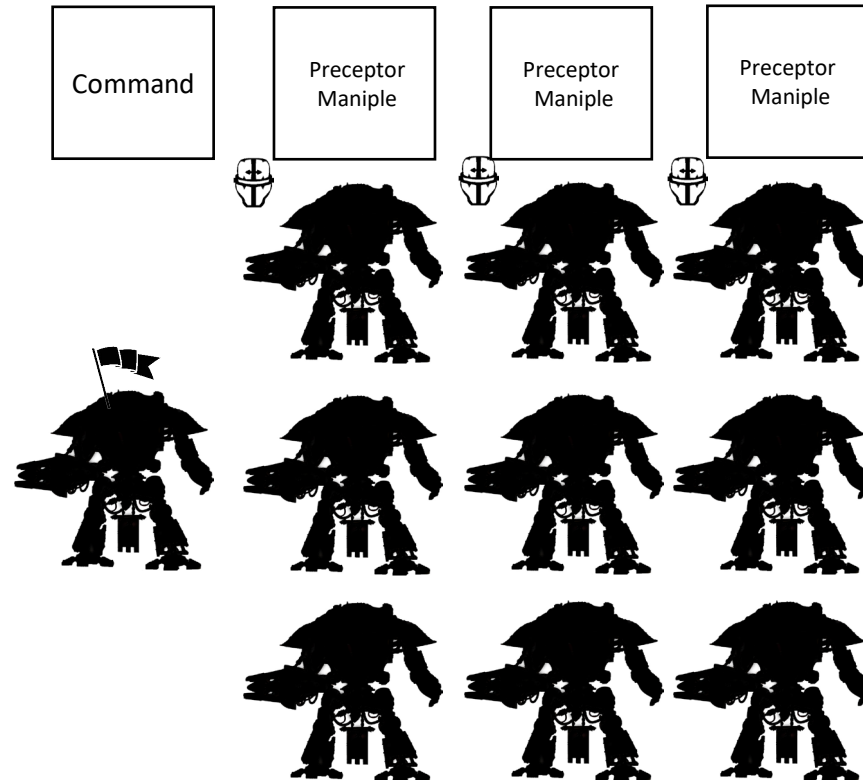


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

QUESTORIS KNIGHT PRECEPTOR GRAND CRUSADE

The Questoris Knight Preceptor Grand Crusade consists of 1 Questoris Preceptor Command Knight and three detachments of 3 Questoris Preceptor Knights.



Point Value 1050



QUESTORIS KNIGHT PRECEPTOR GRAND CRUSADE

Break Point 6: The Questoris Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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] Las-Impulsar [B2] Thunderstrike Gauntlet [D,B2]	35 15 -	3 2 -	0 -3 -	[DR2], [IS]

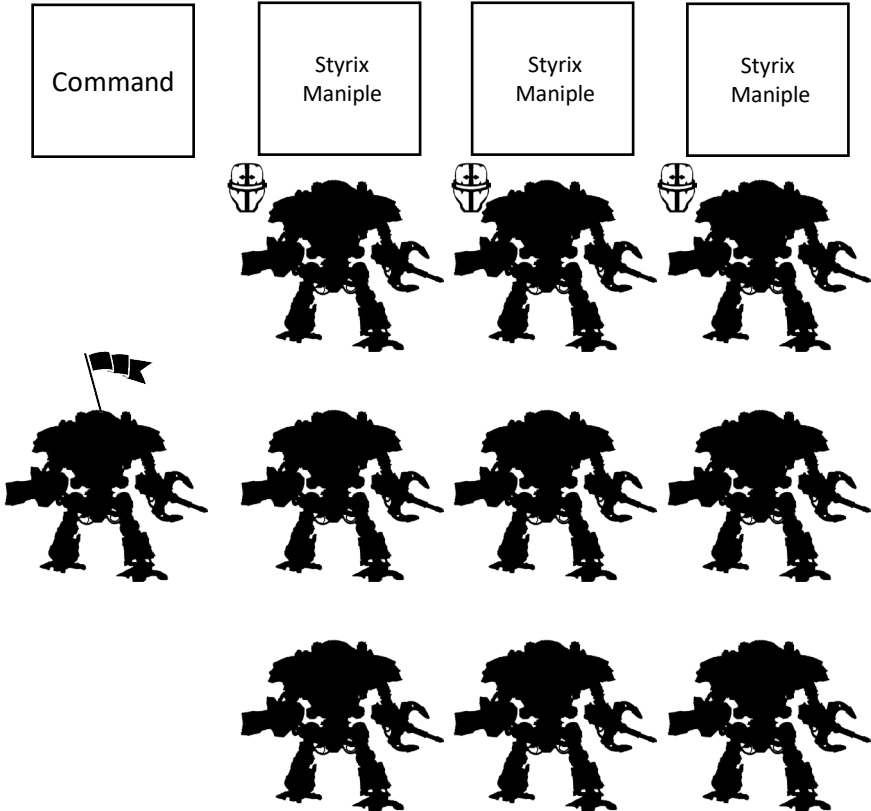


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

QUESTORIS KNIGHT STYRIX GRAND CRUSADE

The Questoris Knight Styrix Grand Crusade consists of 1 Questoris Styrix Command Knight and three detachments of 3 Questoris Styrix Knights.



Point Value 1500



QUESTORIS KNIGHT STYRIX GRAND CRUSADE

Break Point 6: The Questoris Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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],
				Graviton Gun [AP, HY]	20	2	0	[IWD], [N],
				Rad Cleanser [A, AP, RAD]	10	3	0	Special
				Hekaton Siege Claw [W, B2, D]	-	-	-	

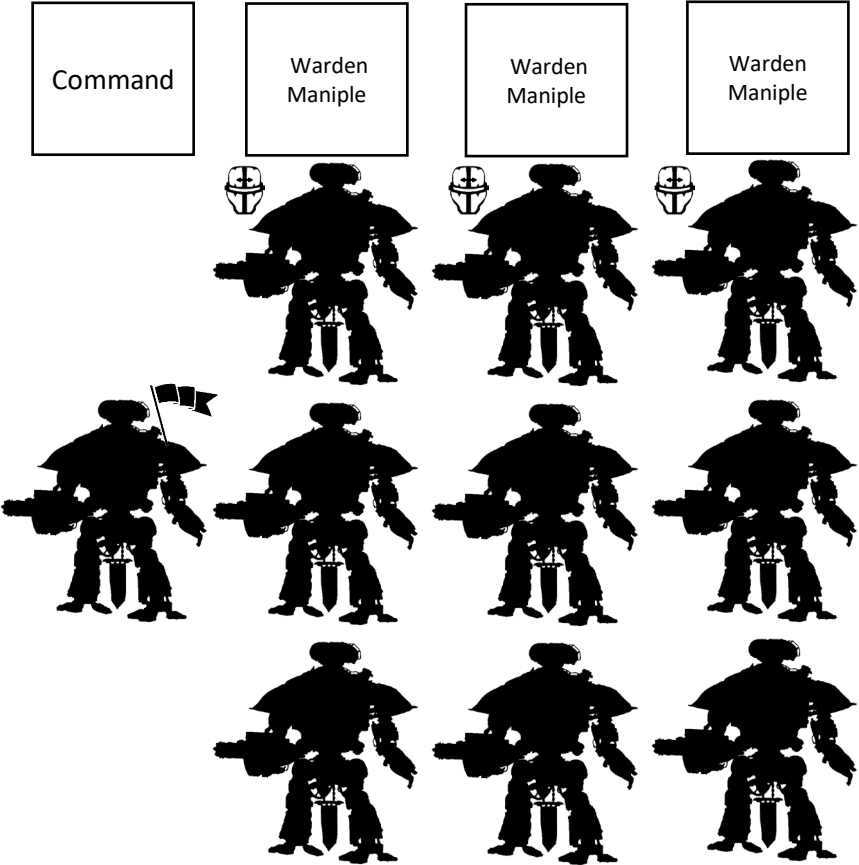


Victory Points 15

Your opponent gains 8 VPs when this Company is broken

QUESTORIS KNIGHT WARDEN GRAND CRUSADE

The Questoris Knight Warden Grand Crusade consists of 1 Questoris Warden Command Knight and three detachments of 3 Questoris Warden Knights.



Point Value 950



QUESTORIS KNIGHT WARDEN GRAND CRUSADE

Break Point 6: The Questoris Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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]				



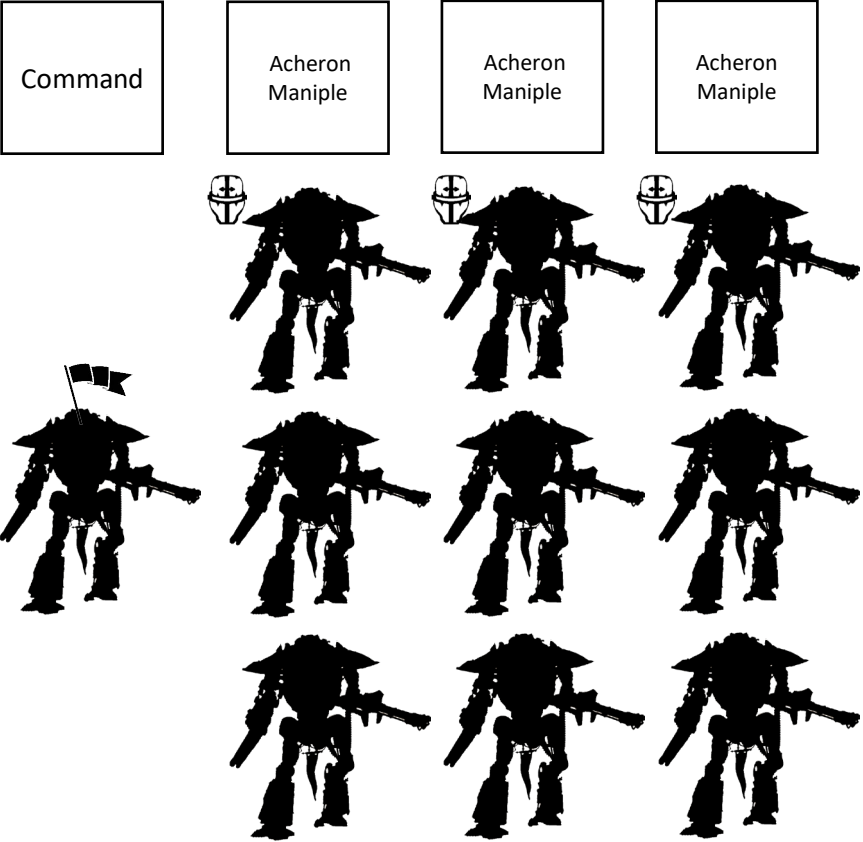
Victory Points 10

Your opponent gains 5 VPs when this Company is broken

GRAND COMPANY CARDS
CERASTUS PATTERN KNIGHT
WALKERS [4]

CERASTUS KNIGHT ACHERON
GRAND CRUSADE

The Cerastus Knight Acheron Grand Crusade consists of 1 Cerastus Acheron Command Knight and three detachments of 3 Cerastus Acheron Knights.



 Point Value 1050 

CERASTUS KNIGHT ACHERON
GRAND CRUSADE

Break Point 6: The Cerastus Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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 11
Your opponent gains 6 VPs when this Company is broken

CERASTUS KNIGHT ATRAPOS GRAND CRUSADE

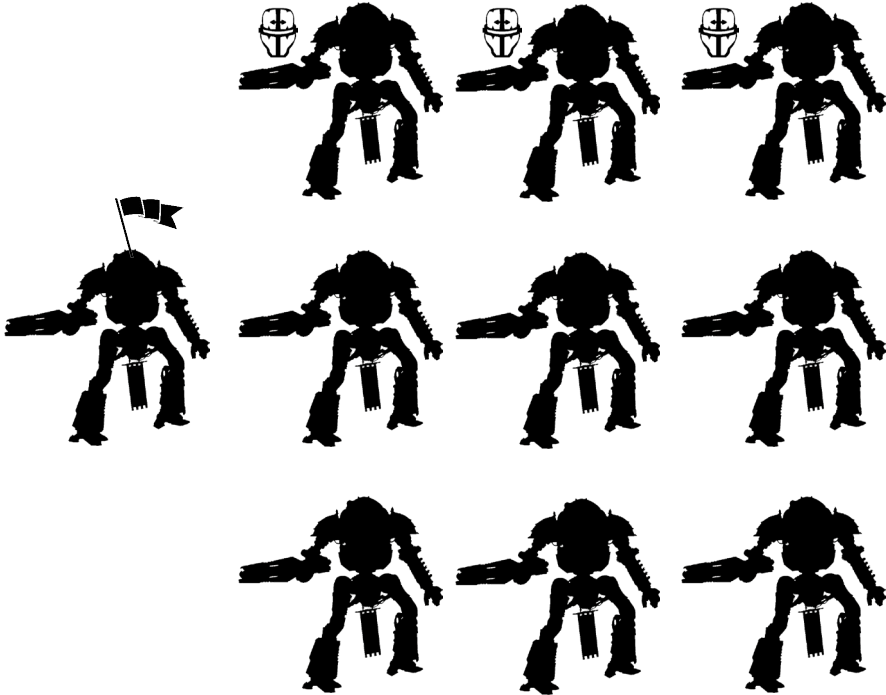
The Cerastus Knight Atrapos Crusade consists of 1 Cerastus Atrapos Command Knight and three detachments of 3 Cerastus Atrapos Knights.

Command

Atrapos
Maniple

Atrapos
Maniple

Atrapos
Maniple



Point Value 1350



CERASTUS KNIGHT ATRAPOS GRAND CRUSADE

Break Point 6: The Cerastus Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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] Graviton Singularity Cannon [D,B,VK] Lascutter [D,B]	15 20/35 -	3 1 -	-3 -4 -	[DR2], [IWD], [N], [IS], Special



Victory Points 14

Your opponent gains 7 VPs when this Company is broken

CERASTUS KNIGHT CASTIGATOR GRAND CRUSADE

The Cerastus Knight Castigator Grand Crusade consists of 1 Cerastus Castigator Command Knight and three detachments of 3 Cerastus Castigator Knights .

Command

Castigator Maniple

Castigator Maniple

Castigator Maniple





Point Value 1050



CERASTUS KNIGHT CASTIGATOR GRAND CRUSADE

Break Point 6: The Cerastus Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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	30	3+	5/-2	Castigator Bolt Cannon [TL2]	20/35	5	0	[DR2], [IS], Special
Castigator				Tempest Warblade[VK]	-	-	-	



Victory Points 11

Your opponent gains 6 VPs when this Company is broken

CERASTUS KNIGHT LANCER GRAND CRUSADE

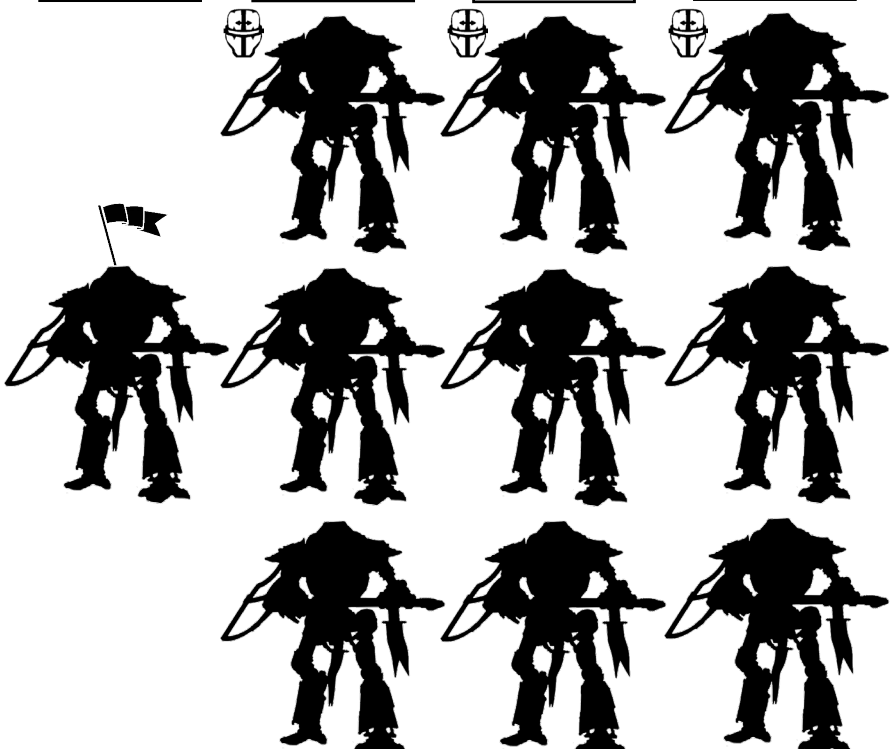
The Cerastus Knight Lancer Grand Crusade consists of 1 Cerastus Lancer Command Knight and three detachments of 3 Cerastus Lancer Knights.

Command

Lancer Maniple

Lancer Maniple

Lancer Maniple





Point Value 900



CERASTUS KNIGHT LANCER GRAND CRUSADE

Break Point 6: The Cerastus Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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 9

Your opponent gains 5 VPs when this Company is broken

GRAND COMPANY CARDS
ACASTUS PATTERN KNIGHT
WALKERS [4]

ACASTUS KNIGHT ASTERIUS GRAND CRUSADE

The Acastus Knight Asterius Grand Crusade consists of 1 Acastus Command Knight and three detachments of 3 Acastus Asterius Knights.

Command

Asterius Maniple

Asterius Maniple

Asterius Maniple

ACASTUS KNIGHT ASTERIUS GRAND CRUSADE

Break Point 6: The Acastus Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment must take a Morale check.

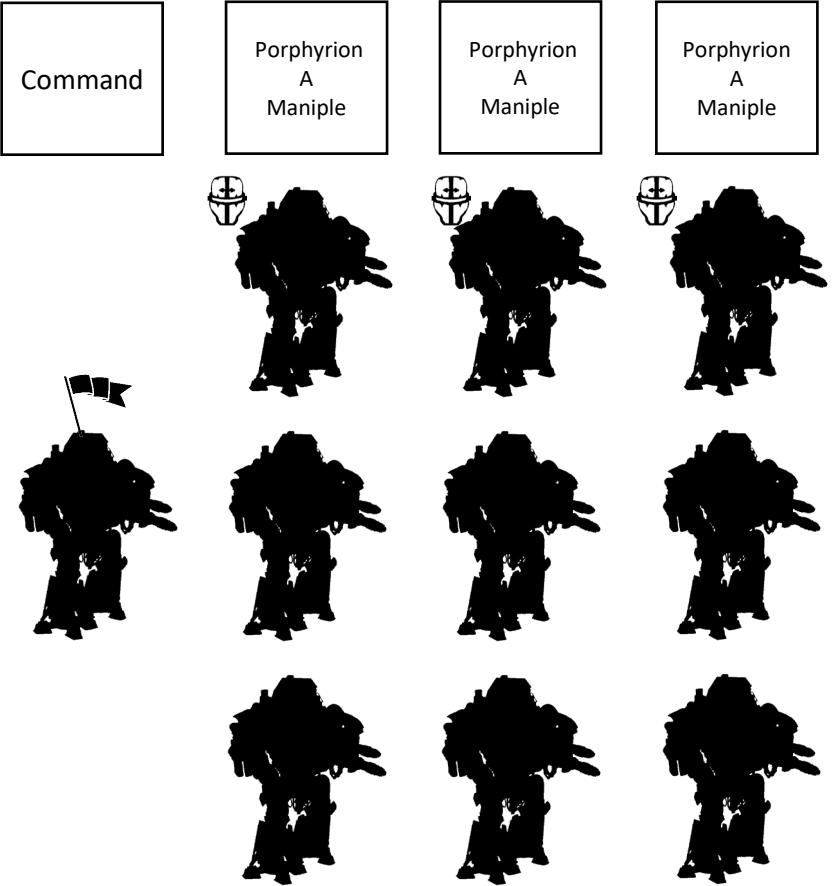
Morale Value 5+: Knights have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

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	



ACASTUS KNIGHT PORPHYRION A GRAND CRUSADE

The Acastus Knight Porphyrior A Grand Crusade consists of 1 Acastus Porphyrior A Command Knight and three detachments of 3 Acastus Porphyrior A Knights.



 Point Value 1900 

ACASTUS KNIGHT PORPHYRION A GRAND CRUSADE

Break Point 6: The Acastus Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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.

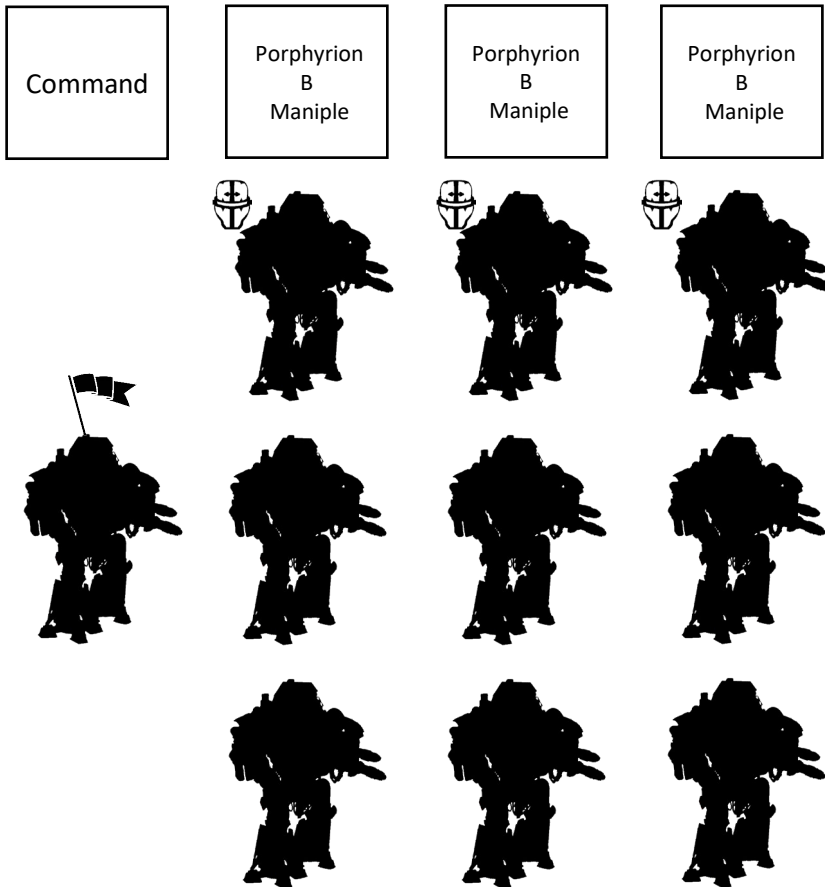
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Acastus Knight Porphyrior A	15	2+	4/-3	Magna Lascannon [M,B,TL]	35/70	2	-3	[DR3], [IS]
				Autocannon [TL]	25/50	1	-1	
				Ironstorm Missile Pod [B]	35/70	2	-1	
				Irad-cleanser [Rad,A,AP]	10	2	0	



Victory Points 19
Your opponent gains 10 VPs when this Company is broken

ACASTUS KNIGHT PORPHYRION B GRAND CRUSADE

The Acastus Knight Porphyrior B Grand Crusade consists of 1 Acastus Porphyrior B Command Knight and three detachments of 3 Acastus Porphyrior B Knights.



Point Value 1800

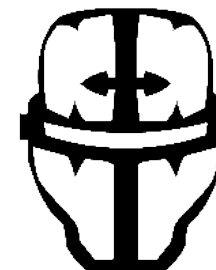


ACASTUS KNIGHT PORPHYRION B GRAND CRUSADE

Break Point 6: The Acastus Knight Crusade is broken if it has lost 6 Knights. Once the Company is broken each Detachment 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 18

Your opponent gains 9 VPs when this Company is broken