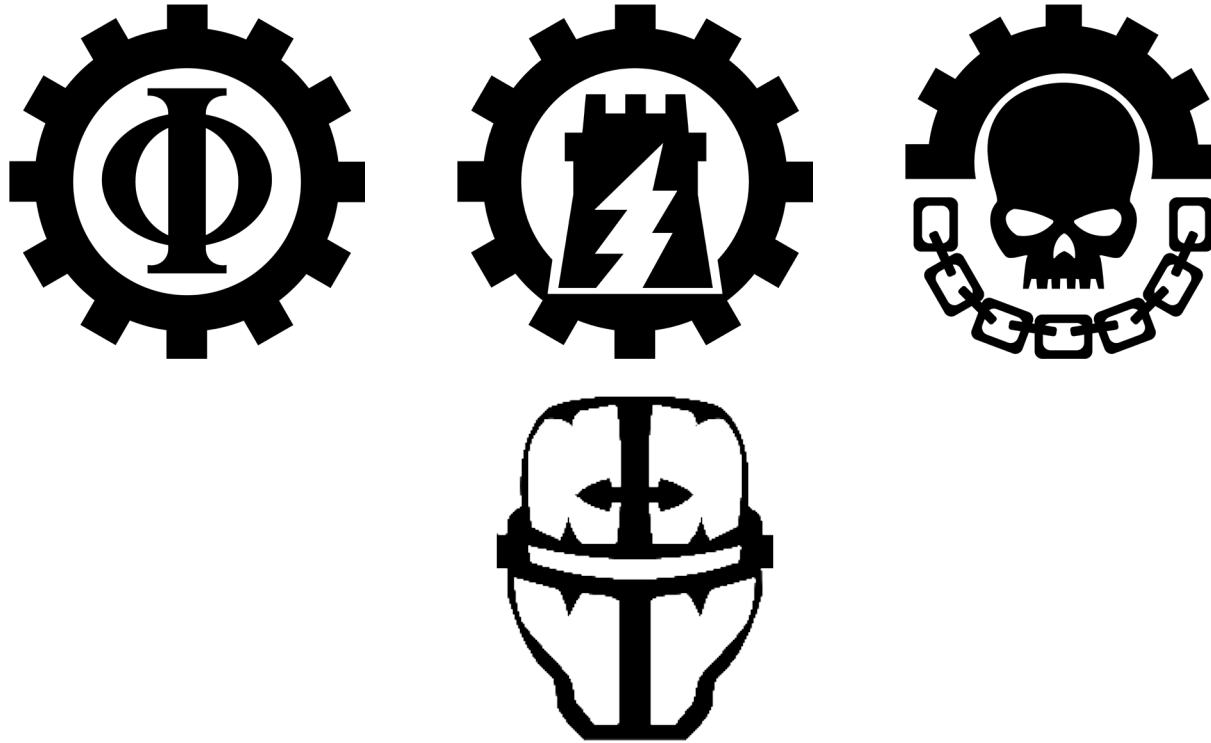


MECHANICUM INDENTURED KNIGHTS



COMPANY 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 COMPANY CARDS
ARMIGER KNIGHT WALKERS
[2]

MECHANICUM INDENTURED 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

Helverin
Maniple



Point Value 450

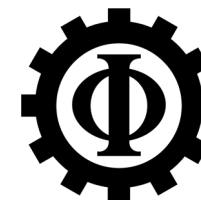
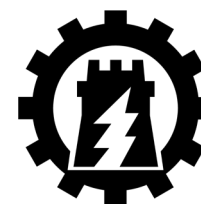


MECHANICUM INDENTURED ARMIGER KNIGHT HELVERIN CRUSADE

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	

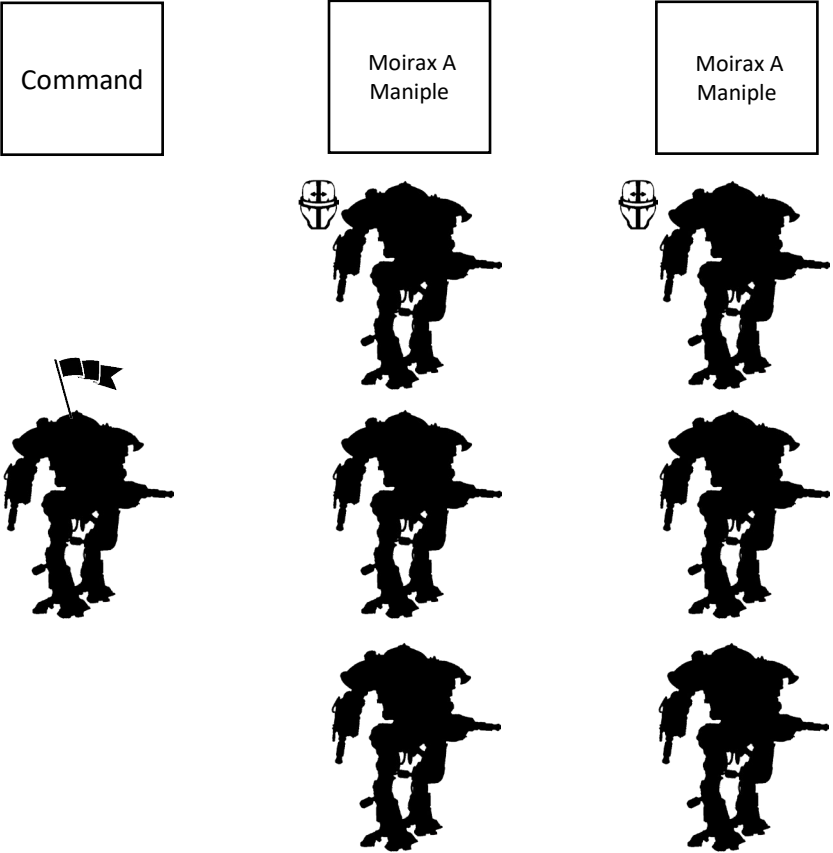


Victory Points 5

Your opponent gains 3 VPs when this Company is broken

MECHANICUM INDENTURED 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

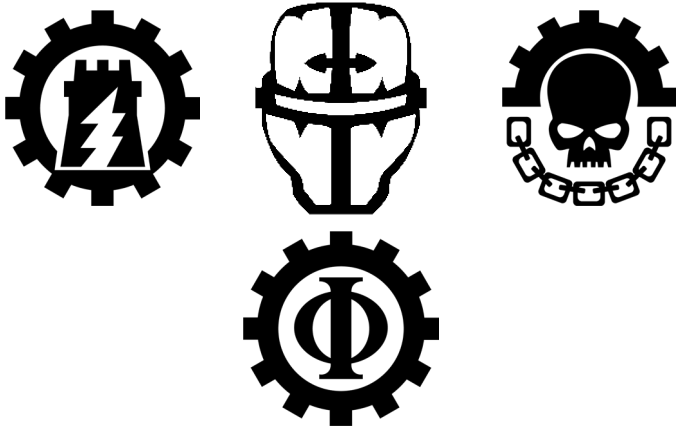


MECHANICUM INDENTURED ARMIGER
KNIGHT MOIRAX A CRUSADE

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

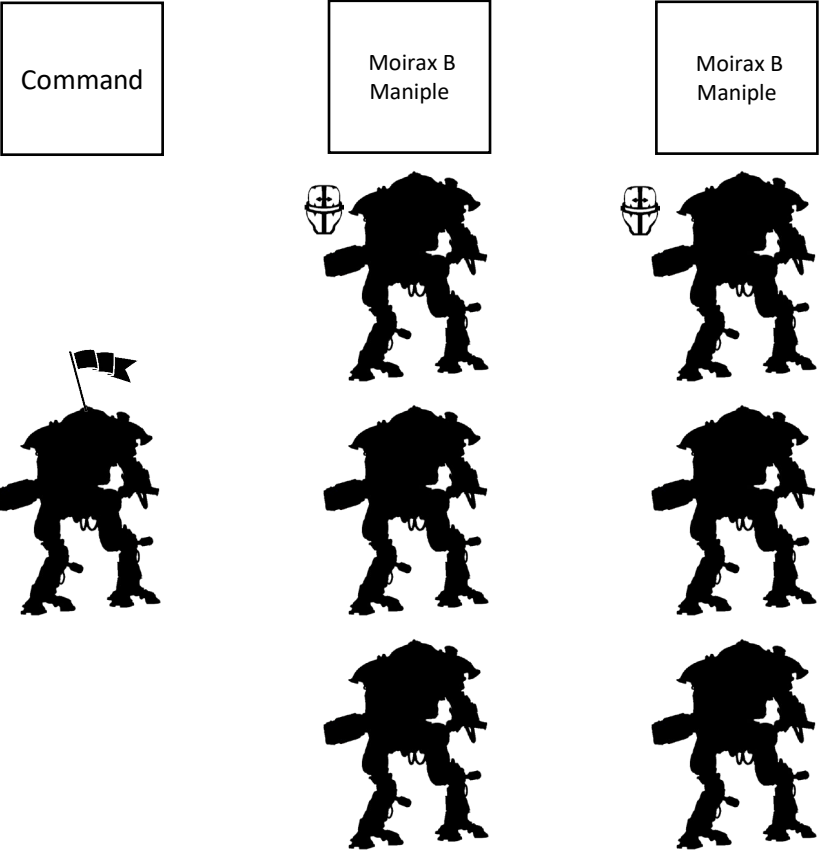


Victory Points 5

Your opponent gains 3 VPs when this Company is broken

MECHANICUM INDENTURED 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.



Point Value 550

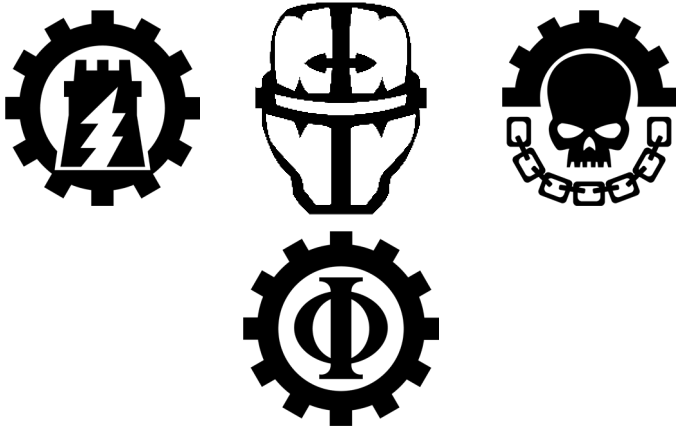


MECHANICUM INDENTURED ARMIGER
KNIGHT MOIRAX B CRUSADE

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

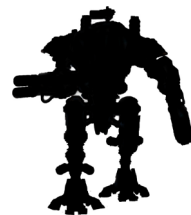
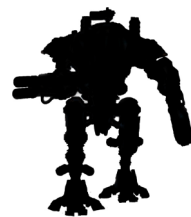
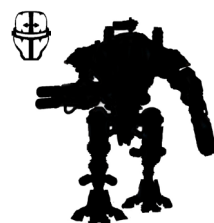
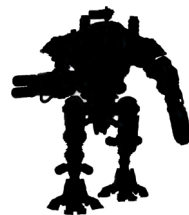
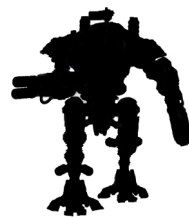
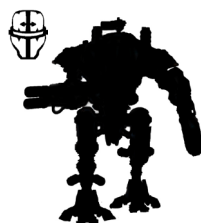
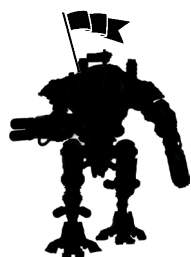
MECHANICUM INDENTURED ARMIGER KNIGHT WARGLAIVE CRUSADE

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

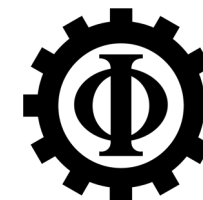
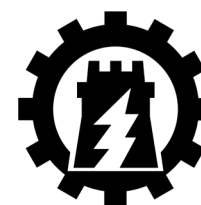


MECHANICUM INDENTURED ARMIGER KNIGHT WARGLAIVE CRUSADE

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]

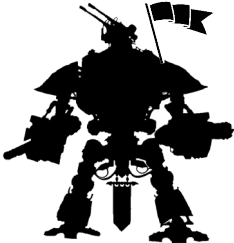
MECHANICUM INDENTURED
QUESTORIS KNIGHT CRUSADER
CRUSADE

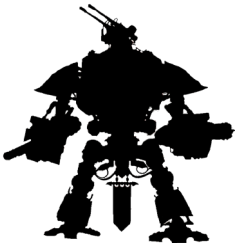
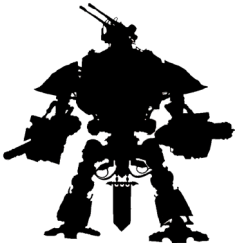
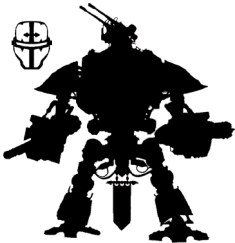
The Questoris Knight Crusader Crusade consists of 1 Questoris Crusader Command Knight and two detachments of 3 Questoris Crusader Knights.

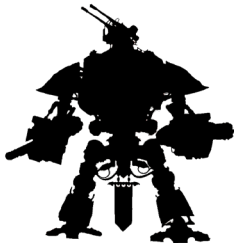
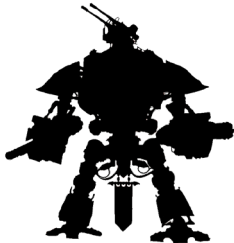
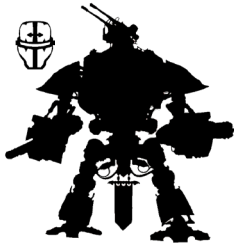
Command

Crusader Maniple

Crusader Maniple









Point Value 850

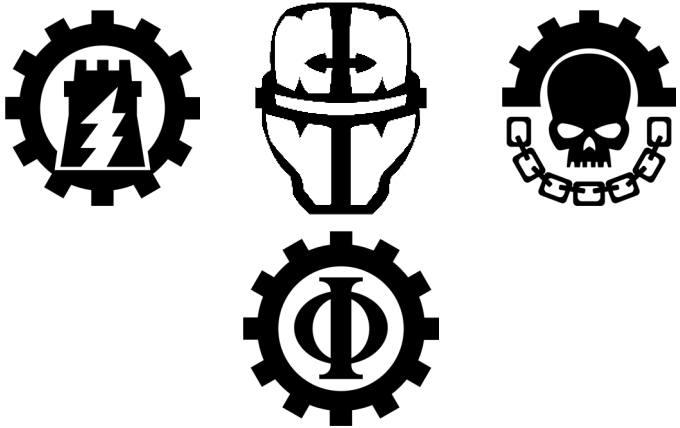


MECHANICUM INDENTURED
QUESTORIS KNIGHT CRUSADER
CRUSADE

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

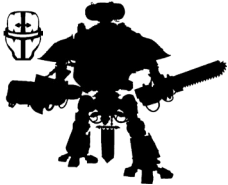
MECHANICUM INDENTURED
QUESTORIS KNIGHT ERRANT CRUSADE

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



MECHANICUM INDENTURED
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]				

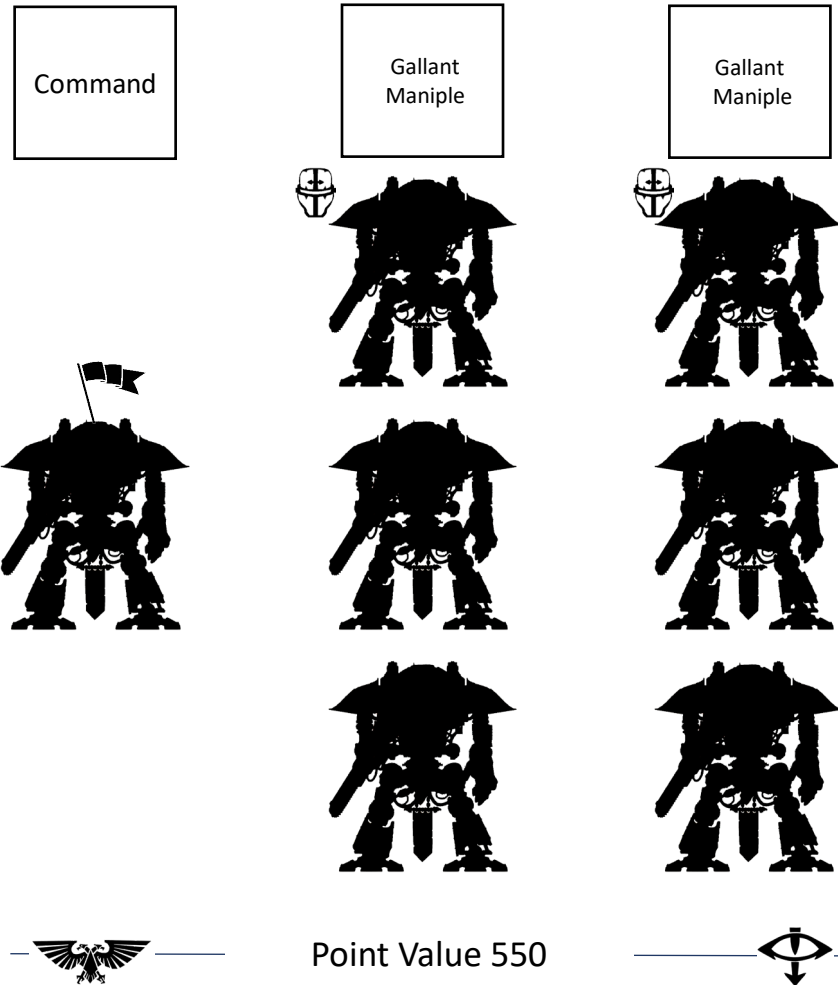


Victory Points 7

Your opponent gains 4 VPs when this Company is broken

MECHANICUM INDENTURED QUESTORIS KNIGHT GALLANT CRUSADE

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

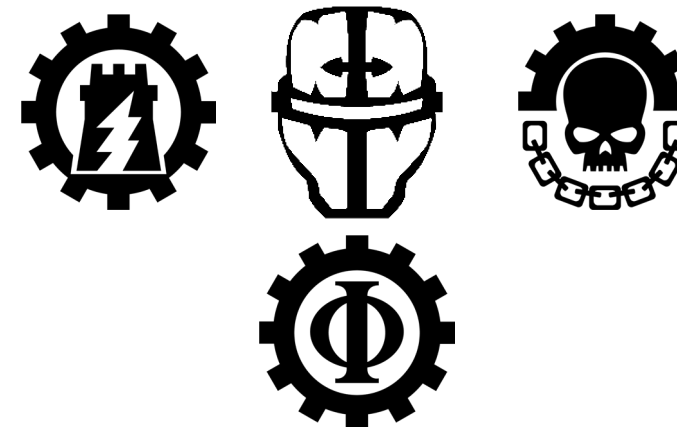


MECHANICUM INDENTURED QUESTORIS KNIGHT GALLANT CRUSADE

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	20	3+	5/-3	Heavy Stubber [AP]	25	2	0	[DR2], [IS]
Gallant				Reaper Chainsword [B]	-	-	-	
				Thunderstrike Gauntlet [B]	-	-	-	



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MECHANICUM INDENTURED 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



MECHANICUM INDENTURED 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

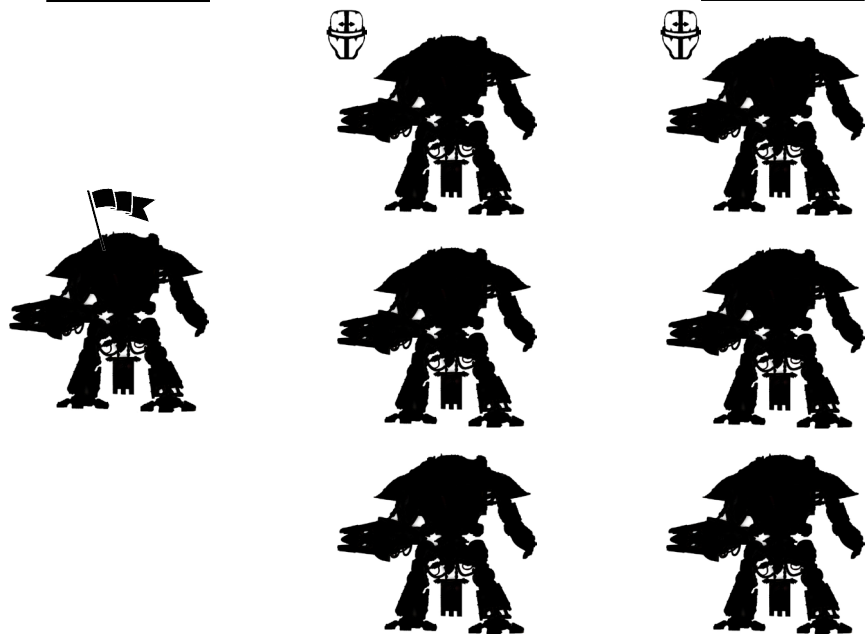
MECHANICUM INDENTURED QUESTORIS KNIGHT PRECEPTOR CRUSADE

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

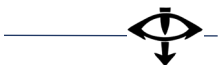
Command

Preceptor
Maniple

Preceptor
Maniple



Point Value 750

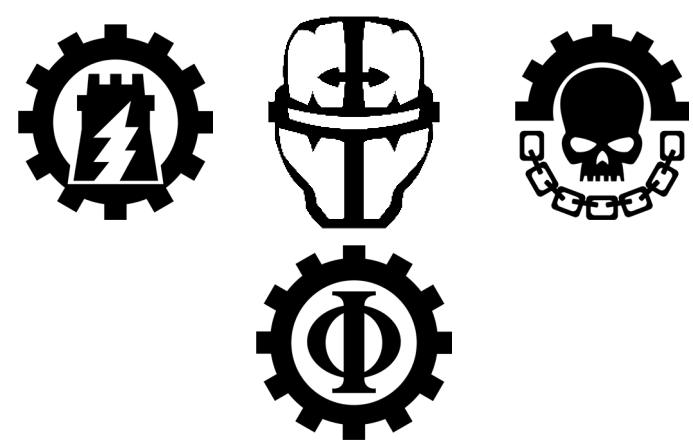


MECHANICUM INDENTURED QUESTORIS KNIGHT PRECEPTOR CRUSADE

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

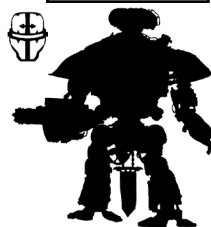
MECHANICUM INDENTURED QUESTORIS KNIGHT WARDEN CRUSADE

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

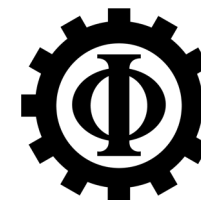


MECHANICUM INDENTURED QUESTORIS KNIGHT WARDEN CRUSADE

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 Heavy Stubber[AP] Reaper Chainsword [B] or Thunderstrike Gauntlet [B]	20/35 25 -	6 2 -	0 0 -	[DR2], [IS]



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

STANDARD COMPANY CARDS
CERASTUS PATTERN KNIGHT
WALKERS [4]

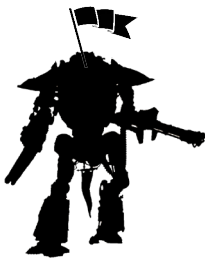
MECHANICUM INDENTURED CERASTUS KNIGHT ACHERON CRUSADE

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

Command

Acheron
Maniple

Acheron
Maniple



Point Value 750

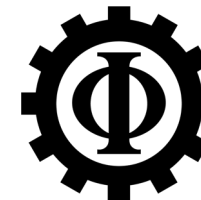
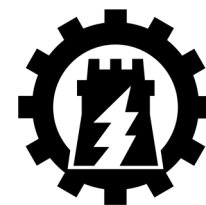


MECHANICUM INDENTURED CERASTUS KNIGHT ACHERON CRUSADE

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

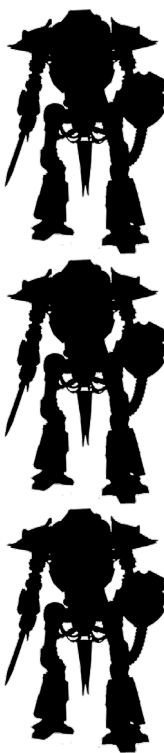
MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR CRUSADE

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

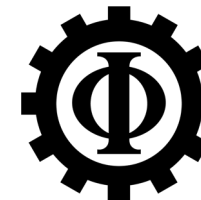
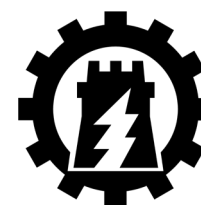


MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR CRUSADE

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

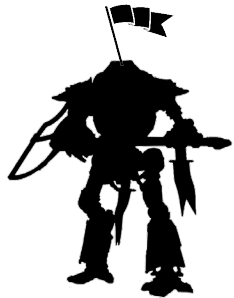
MECHANICUM INDENTURED CERASTUS KNIGHT LANCER CRUSADE

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

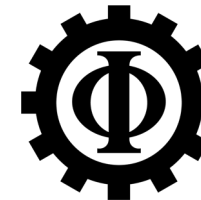


MECHANICUM INDENTURED CERASTUS KNIGHT LANCER CRUSADE

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]

MECHANICUM INDENTURED 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

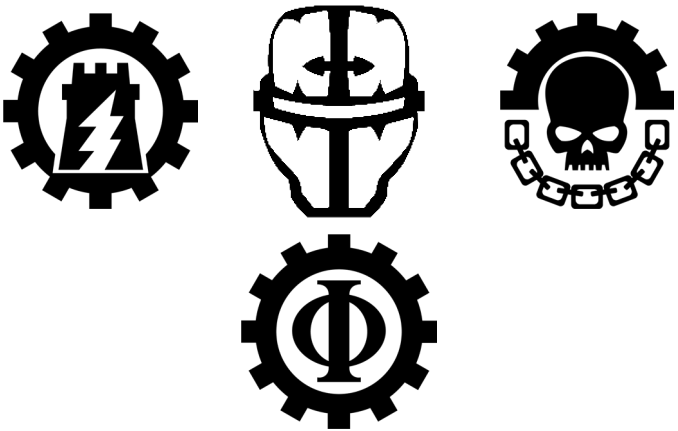


MECHANICUM INDENTURED ACASTUS
KNIGHT PORPHYRION A CRUSADE

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

MECHANICUM INDENTURED 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

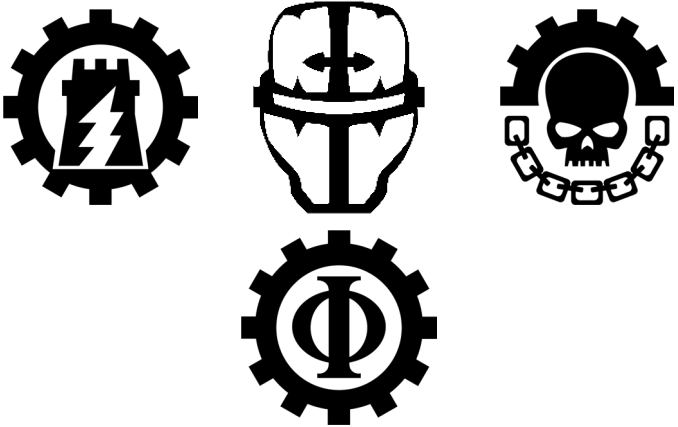


MECHANICUM INDENTURED ACASTUS
KNIGHT PORPHYRION B CRUSADE

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	



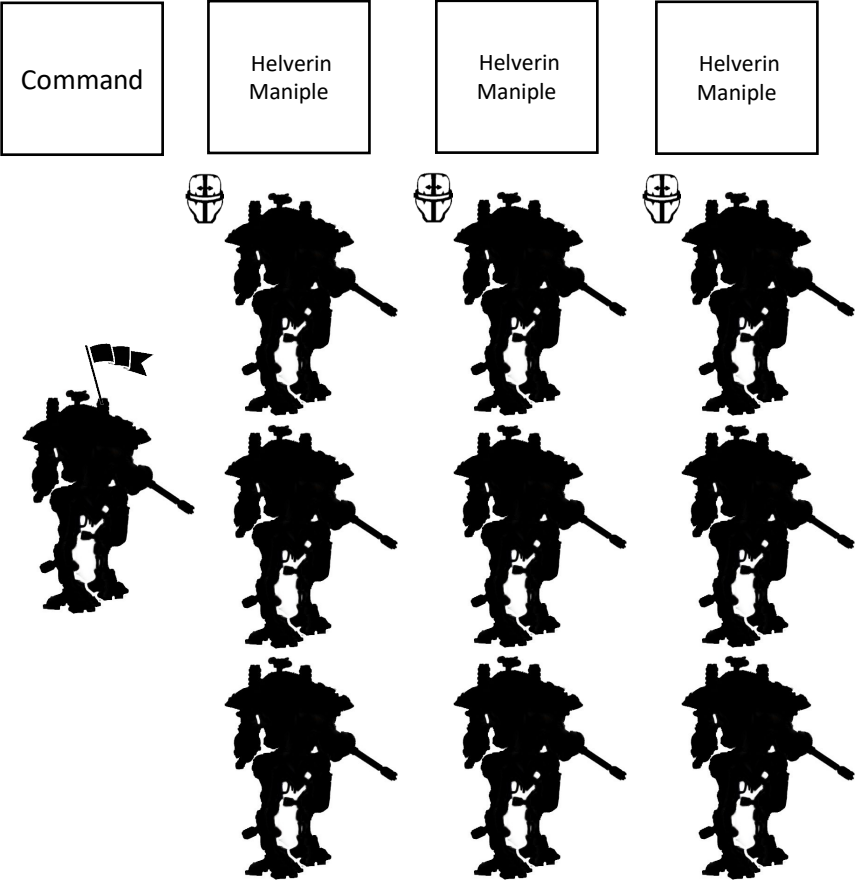
Victory Points 13

Your opponent gains 7 VPs when this Company is broken

GRAND COMPANY CARDS
ARMIGER KNIGHT WALKERS
[2]

MECHANICUM INDENTURED 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.



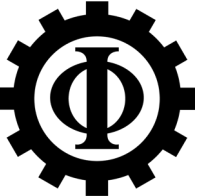
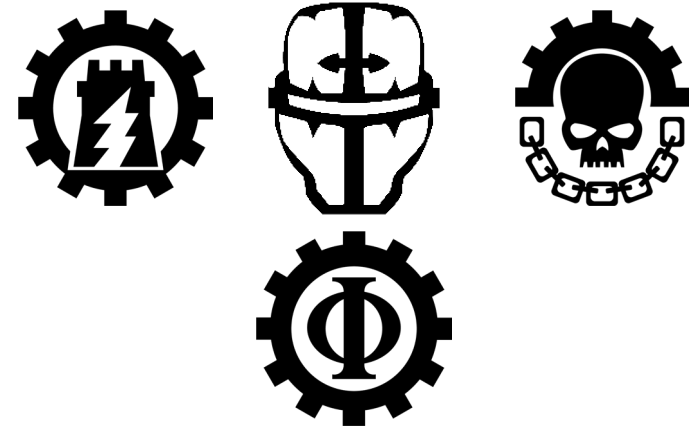
 Point Value 650 

MECHANICUM INDENTURED 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.

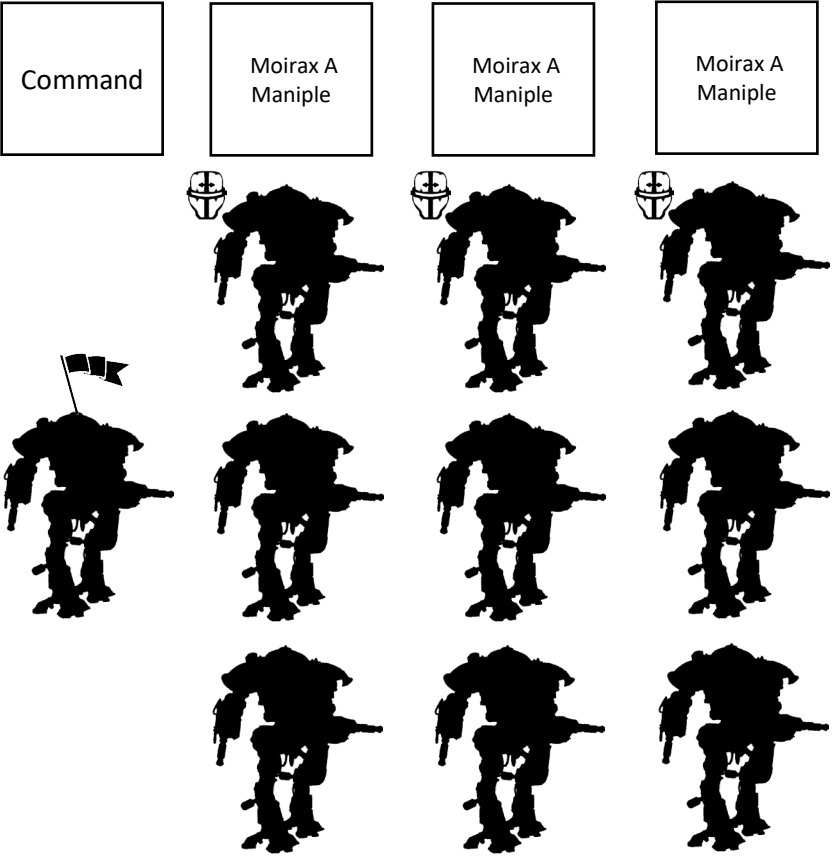
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Armiger Helverin	25	4+	2/-1	Phaeton Autocannons	30/65			[AG], [IS], Special
				Antitank		2	-2	
				Ignis rounds [IC,Fire]	25	2	-1	
				Heavy Stubber[AP]		2	0	



Victory Points 7
Your opponent gains 4 VPs when this Company is broken

MECHANICUM INDENTURED 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.



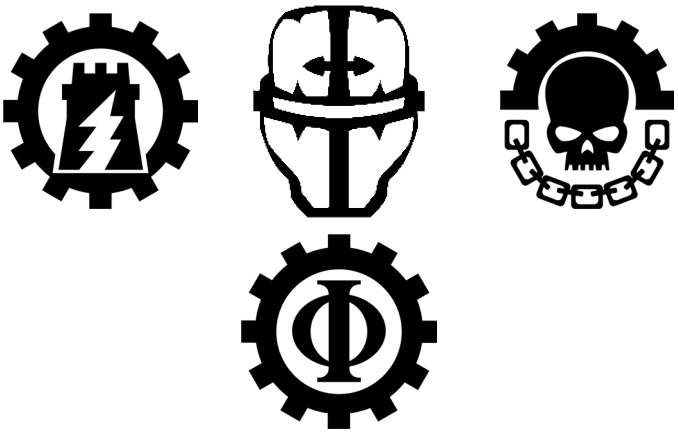
 Point Value 700 

MECHANICUM INDENTURED 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.

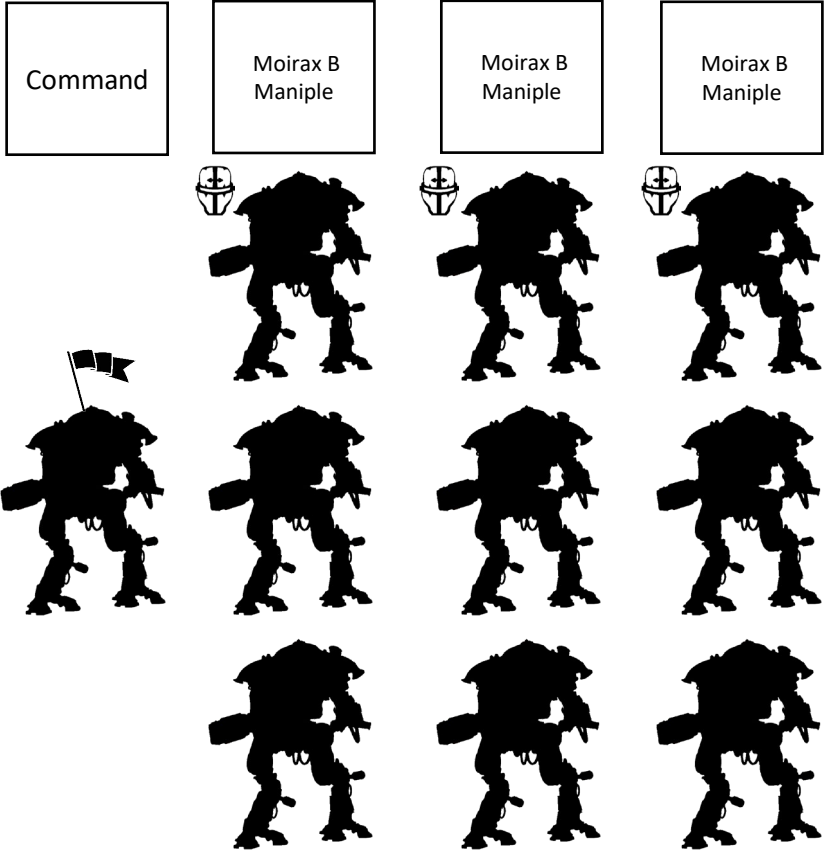
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knight Moirax A	25	4+	2/-1	Dual Lightning Locks [B,VK,TL2]	20/35	2	-2	[AG], [N], [IS], Special



Victory Points 7
Your opponent gains 4 VPs when this Company is broken

MECHANICUM INDENTURED 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.



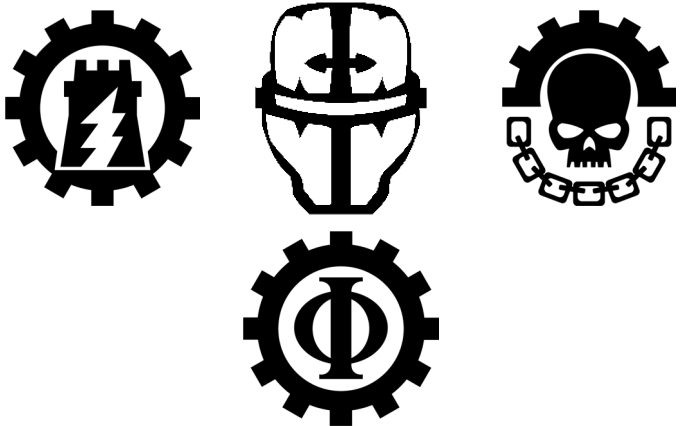
 Point Value 750 

MECHANICUM INDENTURED 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.

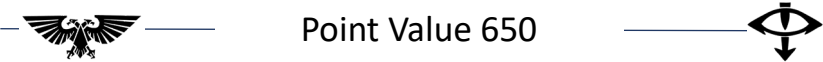
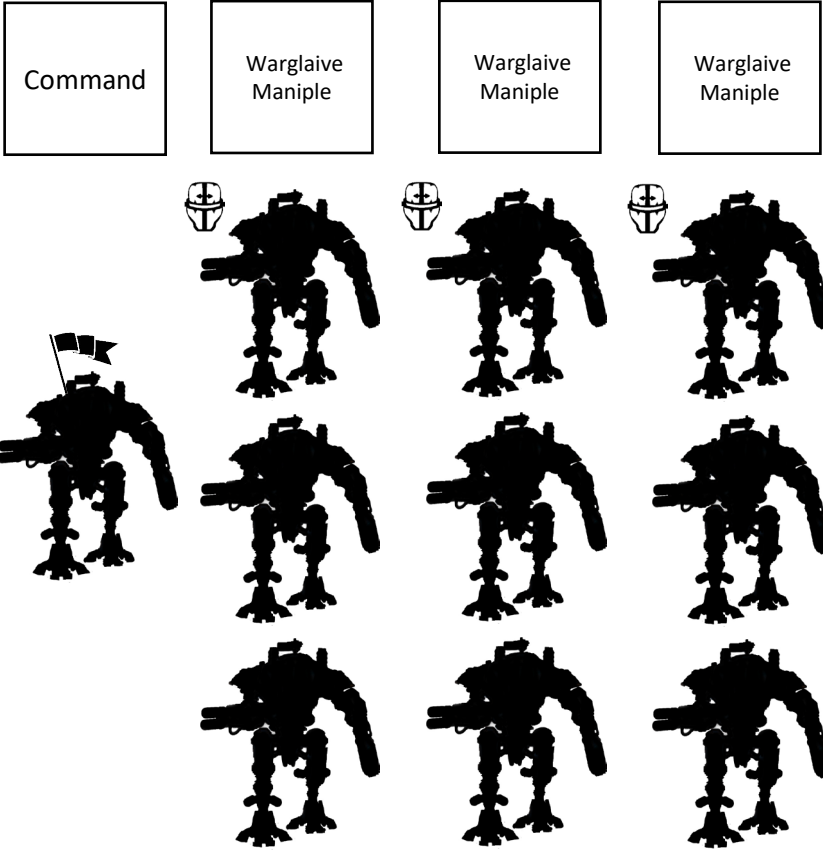
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knight Moirax B	25	4+	3/-2	Radcleanser [Rad,A,AP]	10	2	0	[AG], [N], [IS], Special
				Volkite Veuglaire [VK]	20,30	4	0	
				Siege Claw [B,W]	-	-	-	



Victory Points 8
Your opponent gains 4 VPs when this Company is broken

MECHANICUM INDENTURED 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.



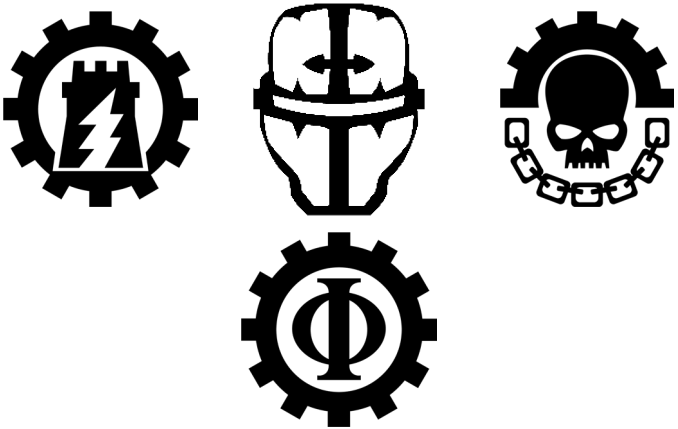
Point Value 650

MECHANICUM INDENTURED 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]

MECHANICUM INDENTURED QUESTORIS KNIGHT CRUSADER GRAND CRUSADE

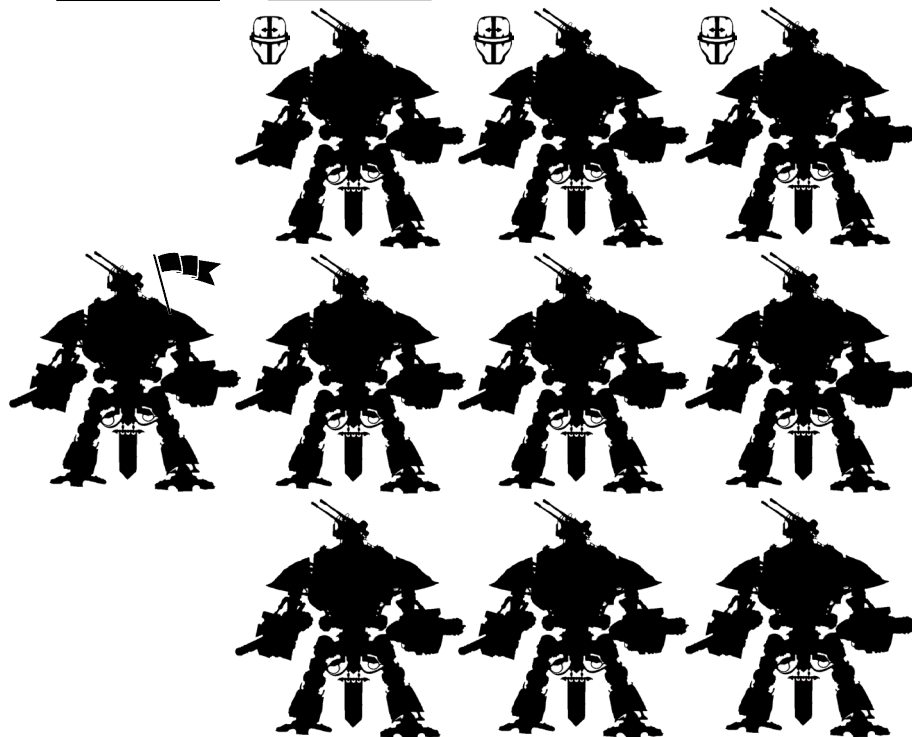
The Questoris Knight Crusader Grand Crusade consists of 1 Questoris Crusader Command Knight and three detachments of 3 Questoris Crusader Knights.

Command

Crusader
Maniple

Crusader
Maniple

Crusader
Maniple



Point Value 1200

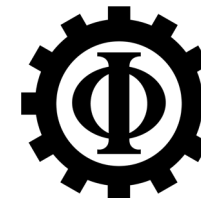
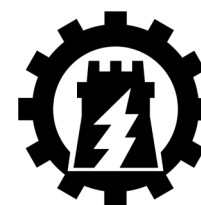


MECHANICUM INDENTURED QUESTORIS KNIGHT CRUSADER GRAND CRUSADE

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

MECHANICUM INDENTURED
QUESTORIS KNIGHT ERRANT GRAND
CRUSADE

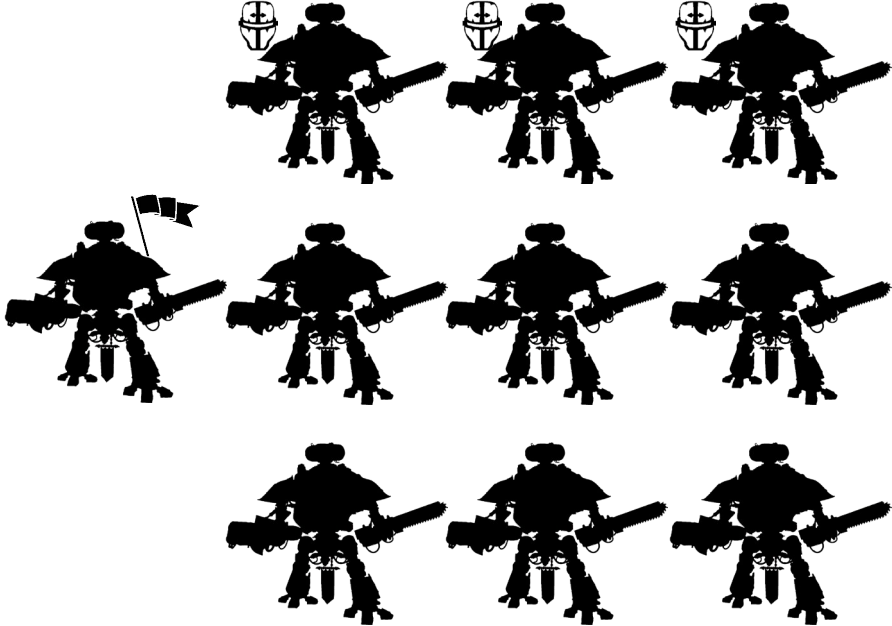
The Questoris Knight Errant Grand Crusade consists of 1 Questoris Errant Command Knight and three detachments of 3 Questoris Errant Knights.

Command

Errant
Maniple

Errant
Maniple

Errant
Maniple



Point Value 950



MECHANICUM INDENTURED
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]				

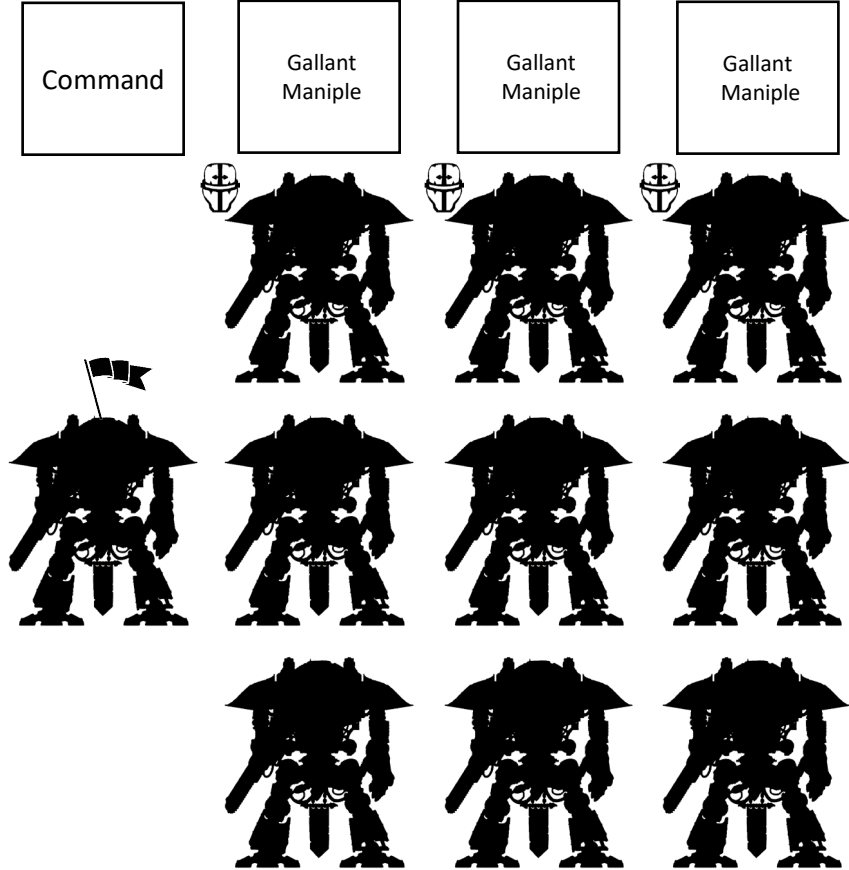


Victory Points 10

Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED
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.



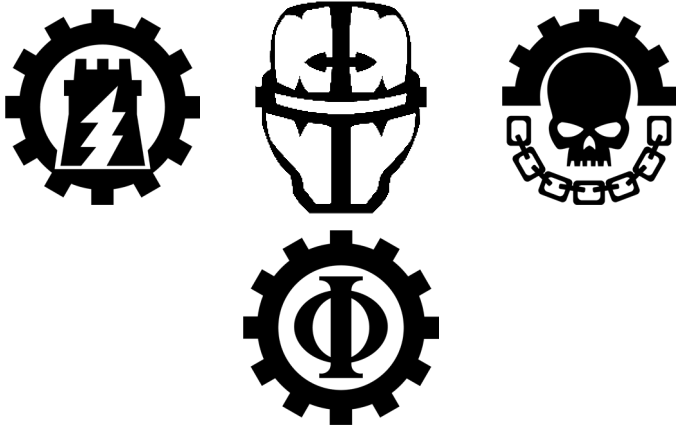
 Point Value 750 

MECHANICUM INDENTURED
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]	-	-	-	

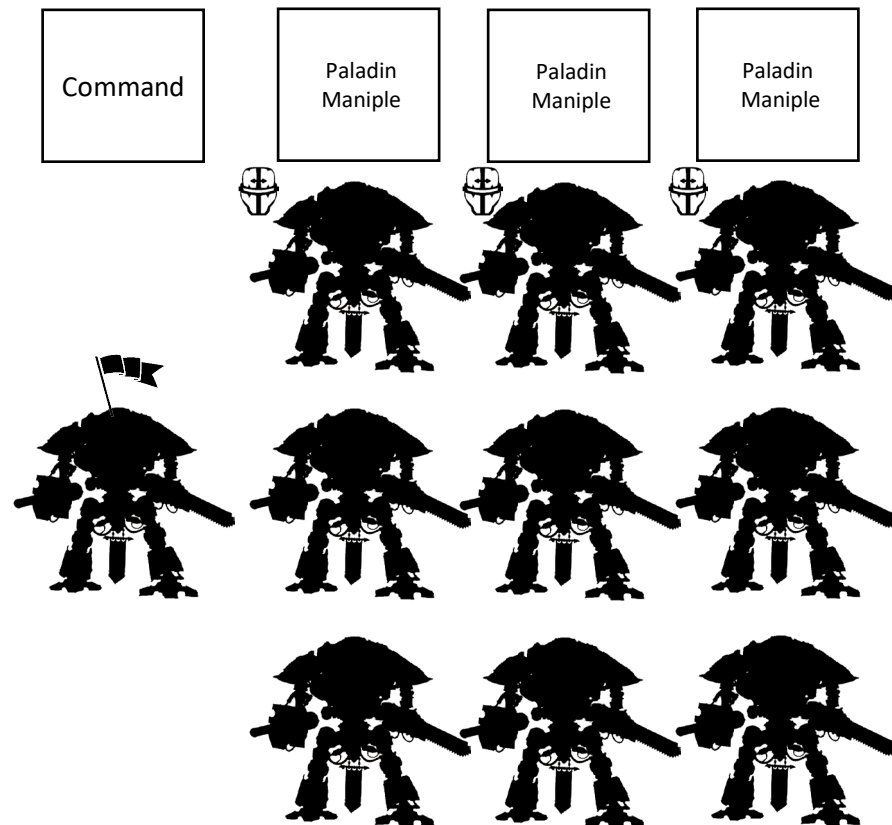


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

MECHANICUM INDENTURED 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

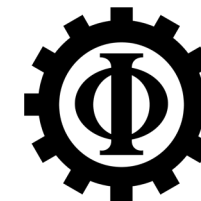


MECHANICUM INDENTURED QUESTORIS KNIGHT PALADIN GRAND CRUSADE

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

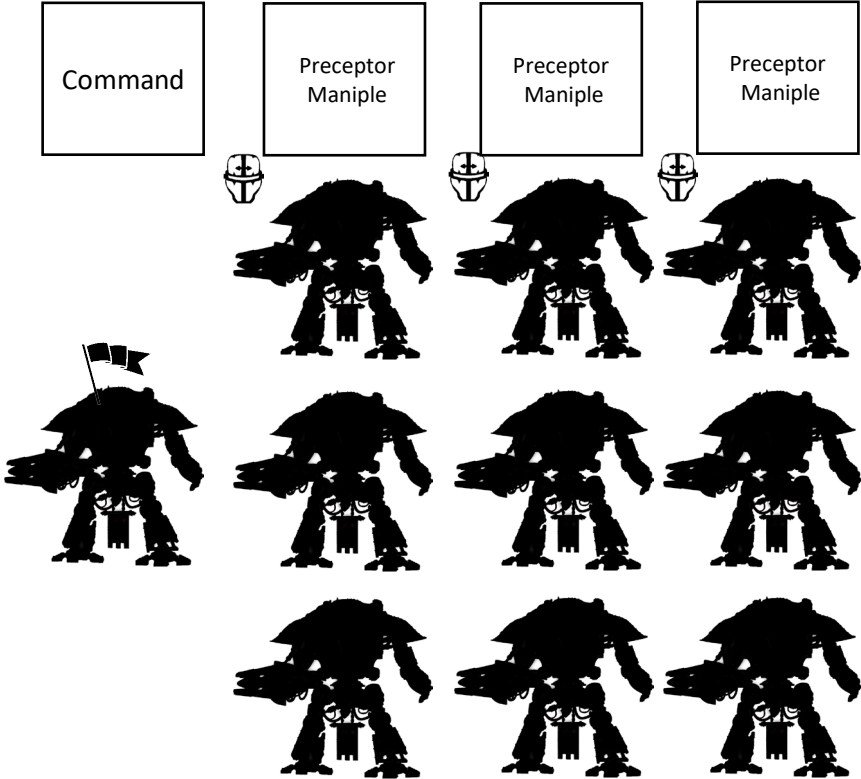


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

MECHANICUM INDENTURED
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

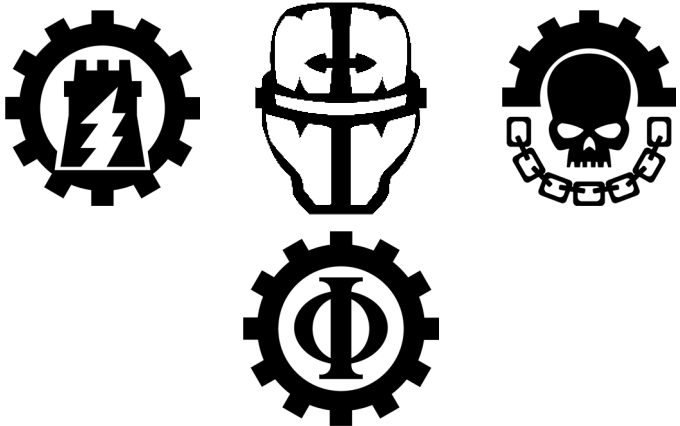


MECHANICUM INDENTURED
QUESTORIS KNIGHT PRECEPTOR GRAND
CRUSADE

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]

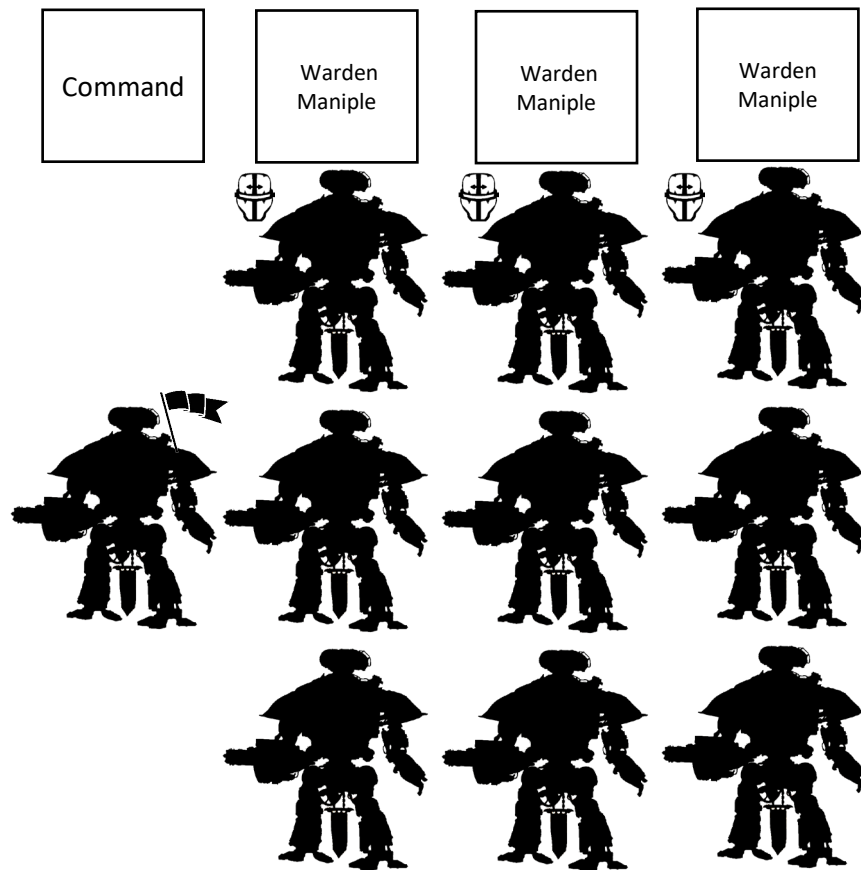


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

MECHANICUM INDENTURED 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

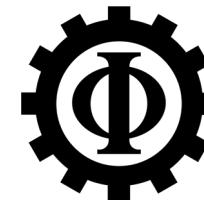
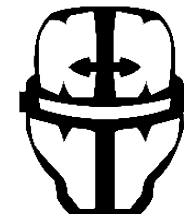
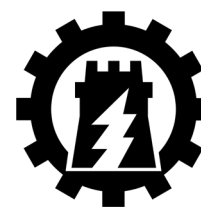


MECHANICUM INDENTURED QUESTORIS KNIGHT WARDEN GRAND CRUSADE

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 Heavy Stubber[AP] Reaper Chainsword [B] or Thunderstrike Gauntlet [B]	20/35 25 -	6 2 -	0 0 -	[DR2], [IS]



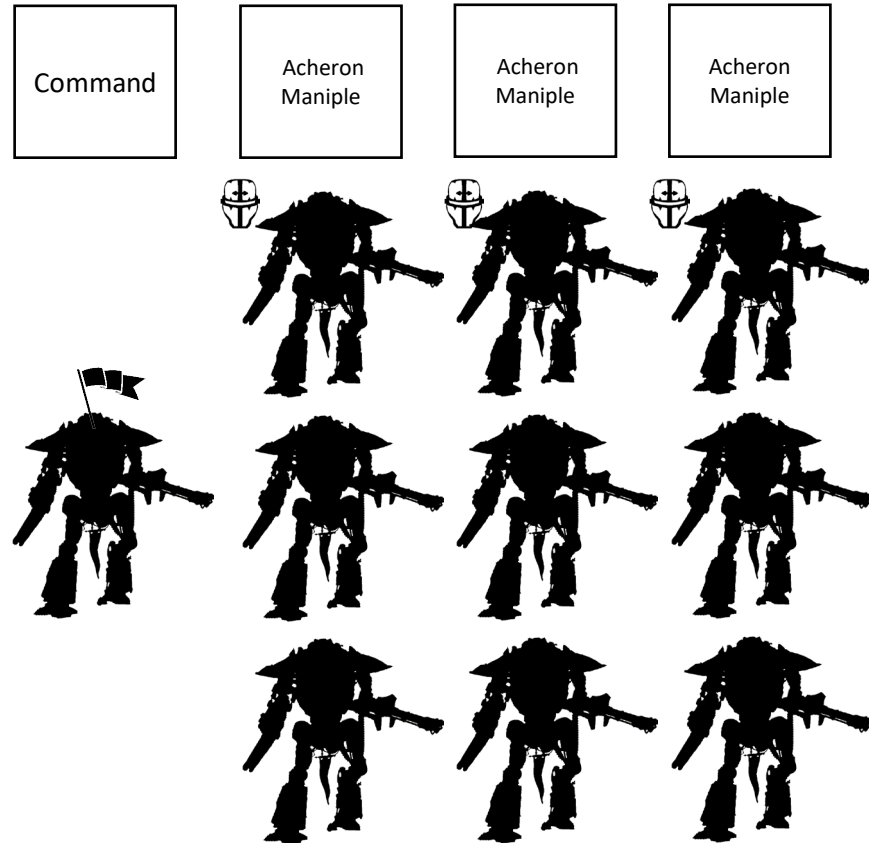
Victory Points 10

Your opponent gains 5 VPs when this Company is broken

GRAND COMPANY CARDS
CERASTUS PATTERN KNIGHT
WALKERS [4]

MECHANICUM INDENTURED 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

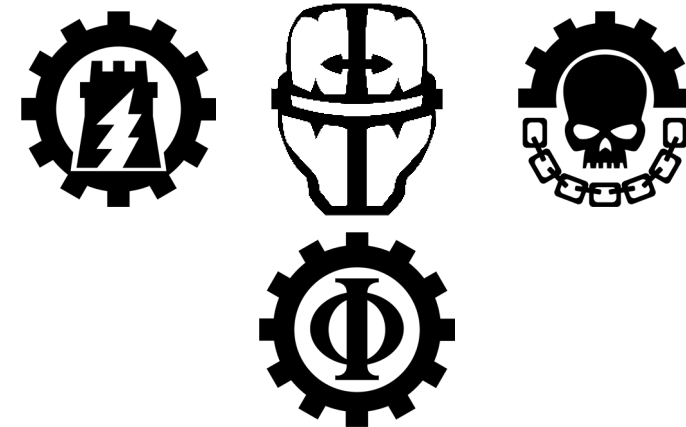


MECHANICUM INDENTURED CERASTUS KNIGHT ACHERON GRAND CRUSADE

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 [FW,Fire] Bolters [AP] Reaper Chainfist [B]	25 25 -	4 4 -	-2 0 -	[DR2], [IS], Special

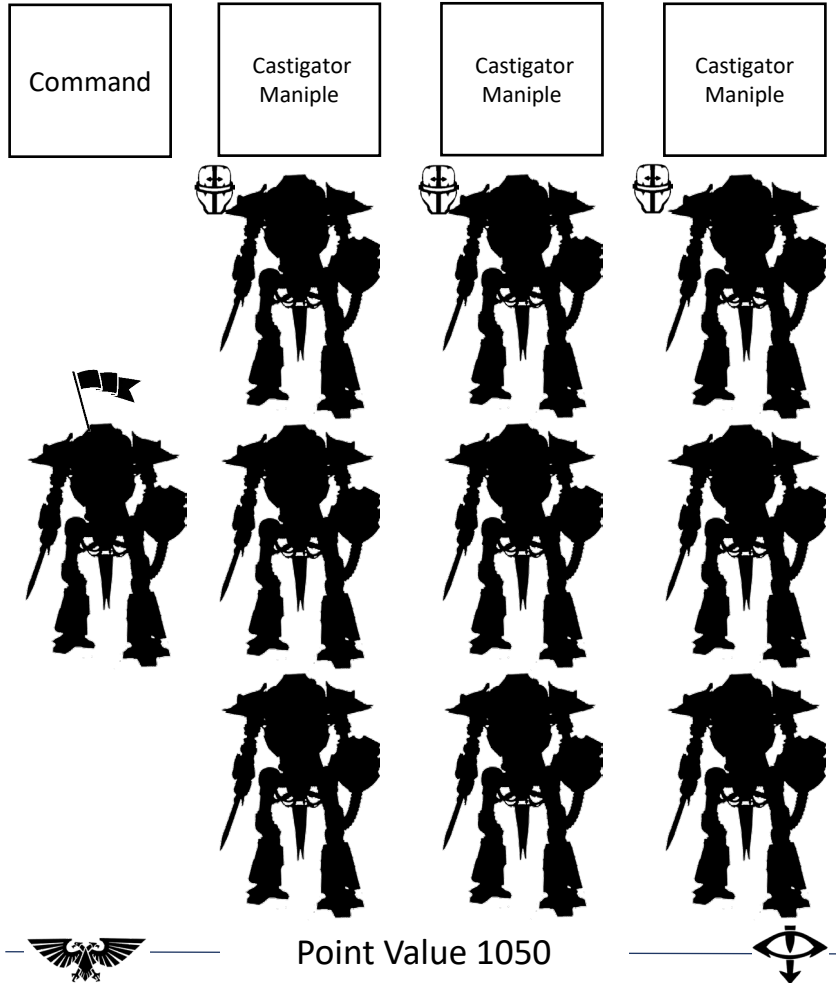


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

MECHANICUM INDENTURED 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 .

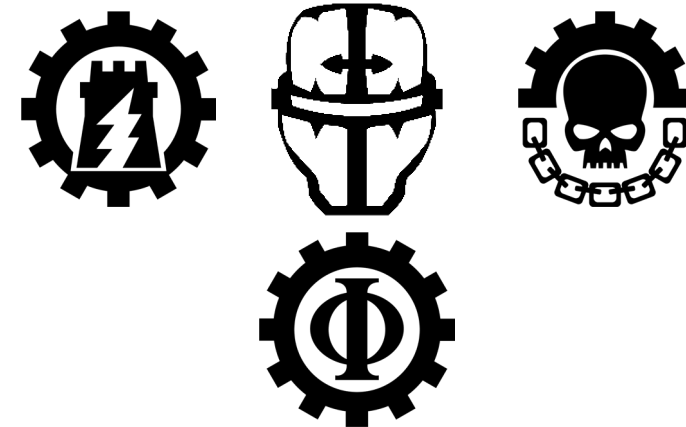


MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR GRAND CRUSADE

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]	-	-	-	

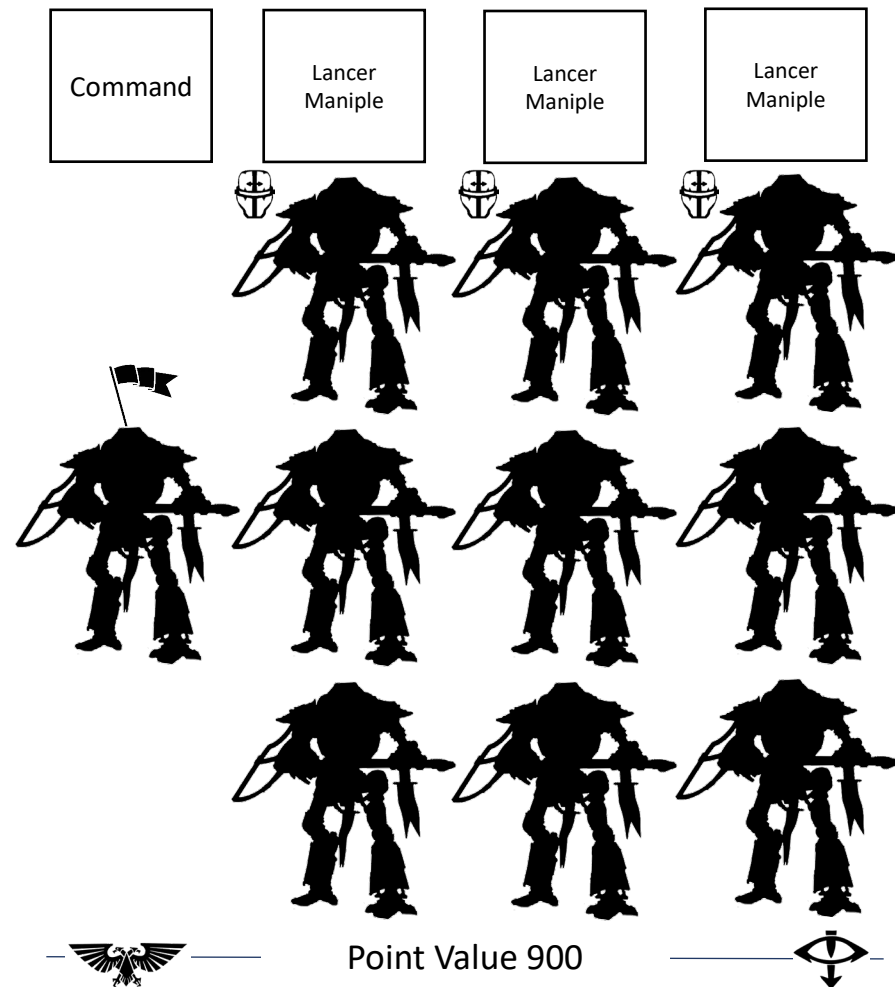


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

MECHANICUM INDENTURED 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.

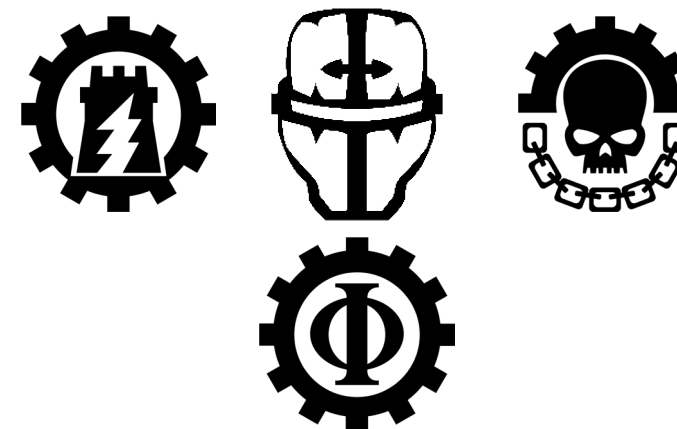


MECHANICUM INDENTURED CERASTUS KNIGHT LANCER GRAND CRUSADE

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



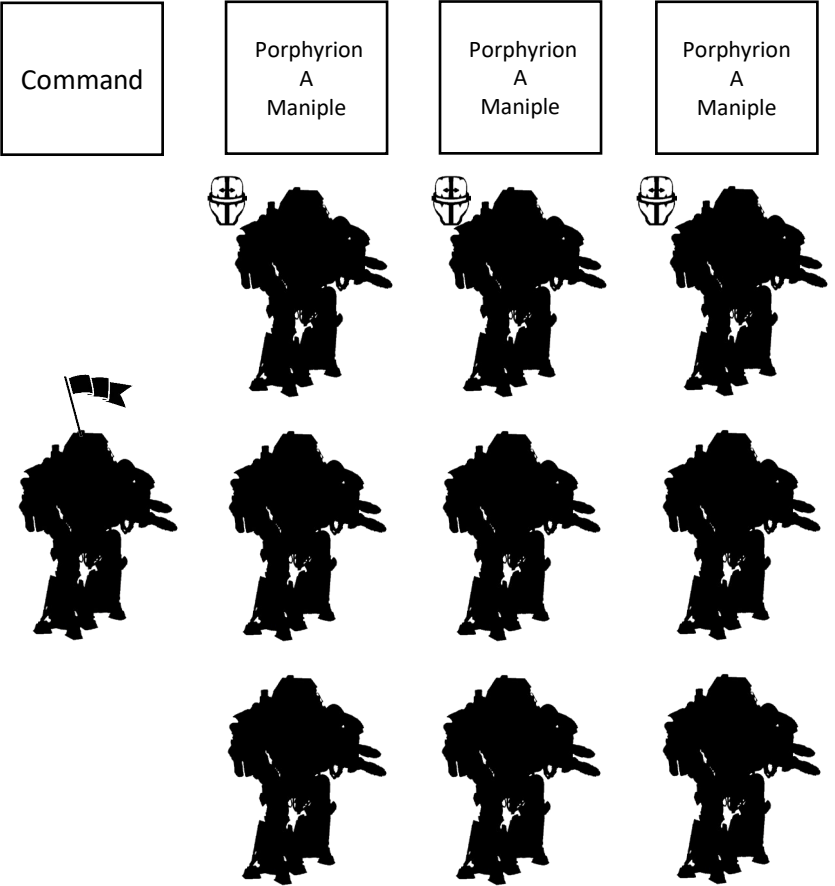
Victory Points 9

Your opponent gains 5 VPs when this Company is broken

GRAND COMPANY CARDS
ACASTUS PATTERN KNIGHT
WALKERS [4]

MECHANICUM INDENTURED ACASTUS
KNIGHT PORPHYRION A GRAND
CRUSADE

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



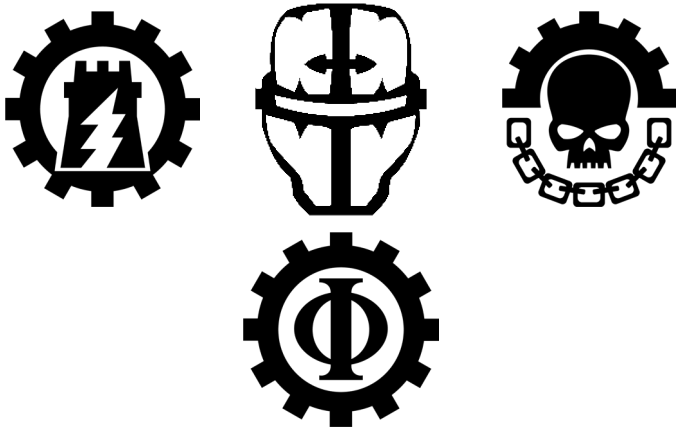
 Point Value 1900 

MECHANICUM INDENTURED 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.

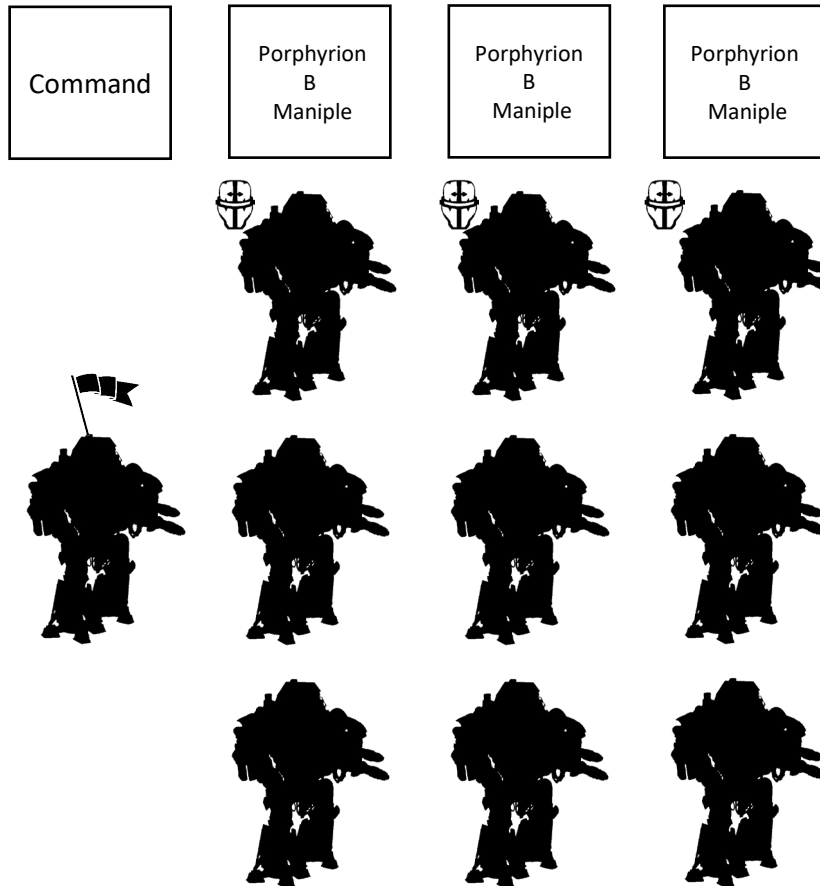
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Acastus Knight Porphyrion A	15	2+	4/-3	Magna Lascannon [M,B,TL]	35/70	2	-3	[DR3], [IS]
				Autocannon [TL]	25/50	1	-1	
				Ironstorm Missile Pod [B]	35/70	2	-1	
				Irad-cleanser [Rad,A,AP]	10	2	0	



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

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION B GRAND CRUSADE

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



Point Value 1800

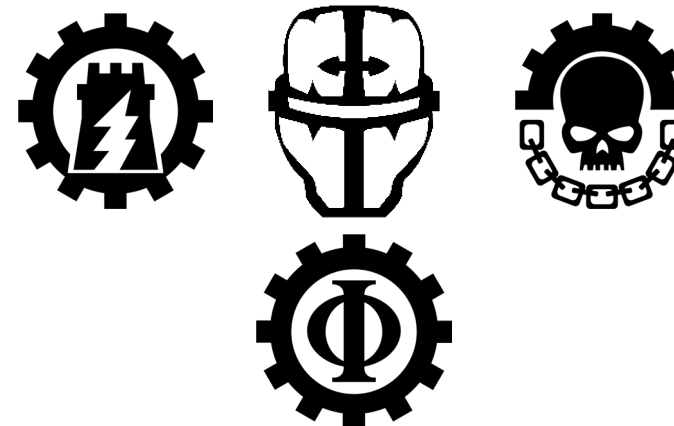


MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION B GRAND CRUSADE

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 Porphyryion 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