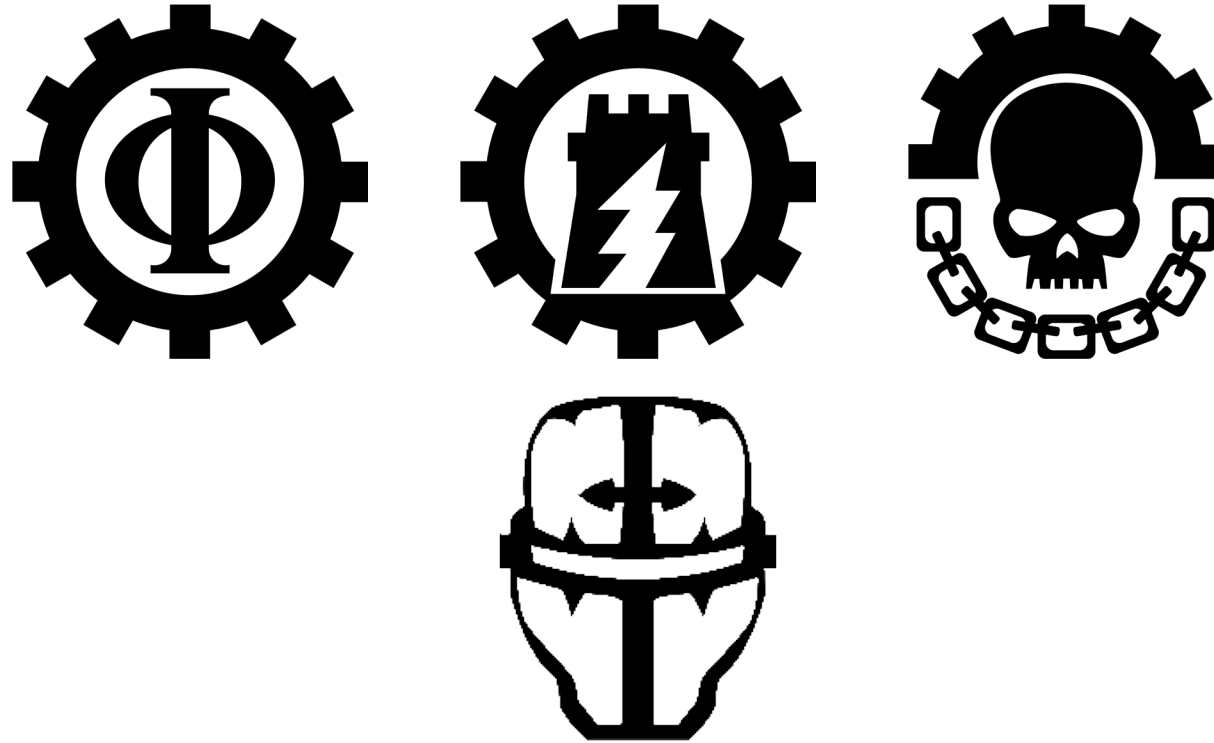


# MECHANICUM INDENTURED KNIGHTS



SPECIAL CARDS

MKV

# SPECIAL COMPANY CARDS

## KNIGHT WALKERS [4]

SPECIAL FORMATION

MECHANICUM INDENTURED  
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

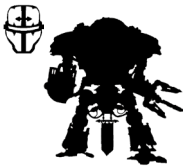


Magaera  
Maniple



Point Value 1150

Magaera  
Maniple

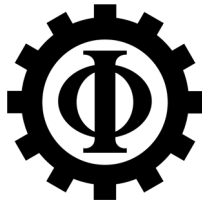
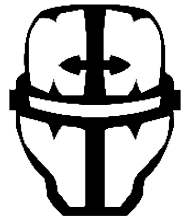


MECHANICUM INDENTURED  
QUESTORIS KNIGHT MAGAERA  
CRUSADE

**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], [IWD], [N], Special |
|                          |      |    |      | Phased plasma fusil [AP]    | 25    | 2  | -1  |                                  |
|                          |      |    |      | Rad Cleanser [A,AP,RAD]     | 10    | 3  | 0   |                                  |
|                          |      |    |      | Hekaton Siege Claw [W,B2,D] | -     | -  | -   |                                  |



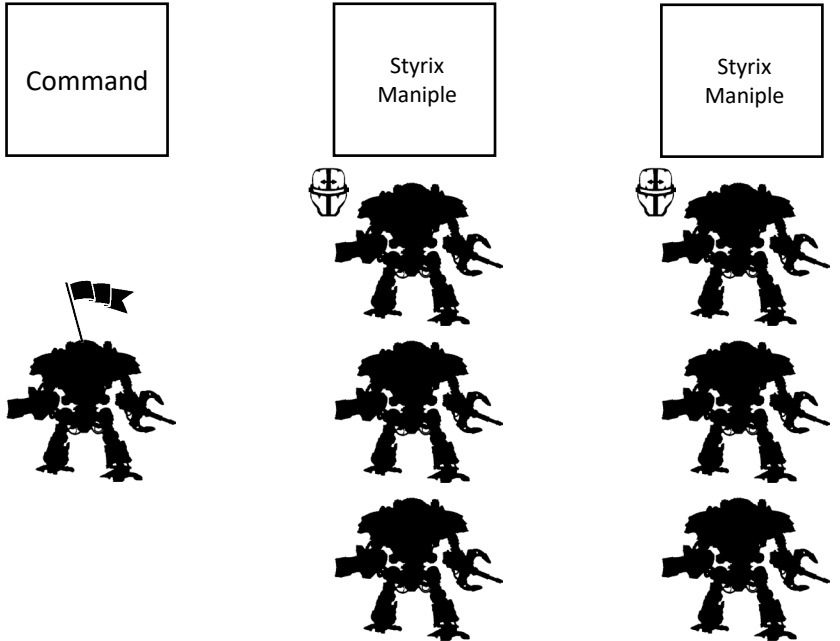
Victory Points 12

Your opponent gains 6 VPs when this Company is broken

SPECIAL FORMATION

MECHANICUM INDENTURED  
QUESTORIS KNIGHT STYRIX CRUSADE

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



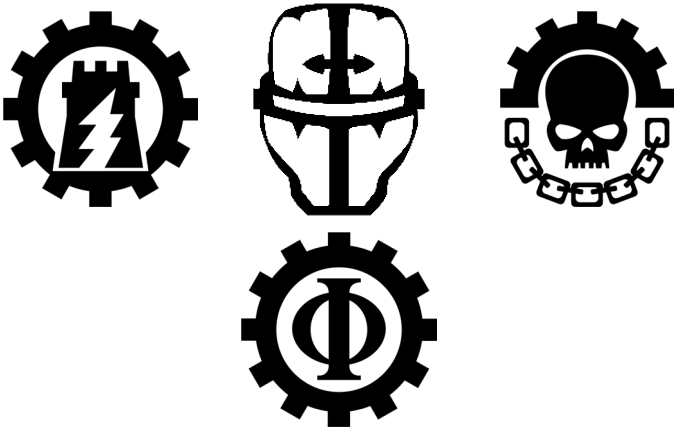
 Point Value 1050 

MECHANICUM INDENTURED  
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]      | 20/45 | 4  | -1  | [DR2], [IS], [IWD], [N], Special |
|                         |      |    |      | Graviton Gun [AP, HY]         | 20    | 2  | 0   |                                  |
|                         |      |    |      | Rad Cleanser [A, AP, RAD]     | 10    | 3  | 0   |                                  |
|                         |      |    |      | Hekaton Siege Claw [W, B2, D] | -     | -  | -   |                                  |

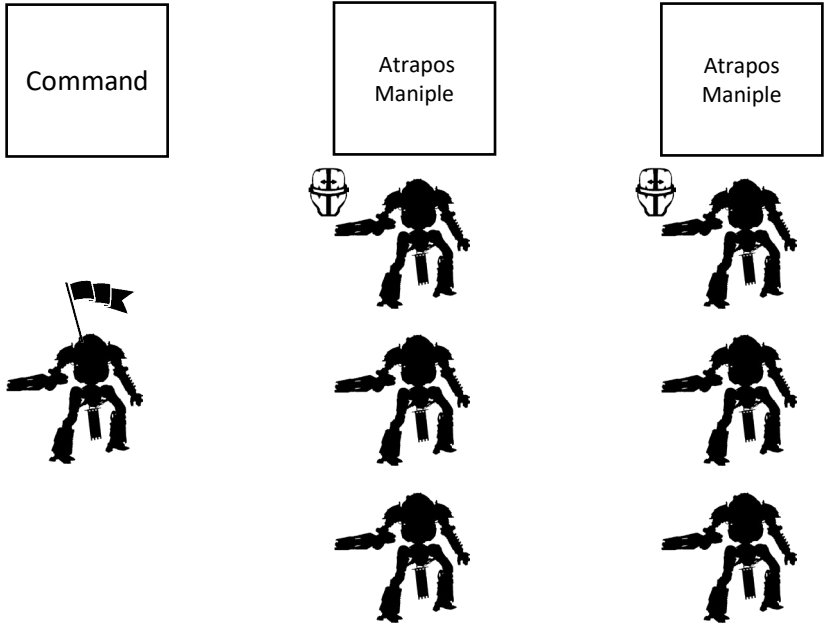


Victory Points 11  
Your opponent gains 6 VPs when this Company is broken

SPECIAL FORMATION

MECHANICUM INDENTURED CERASTUS KNIGHT ATRAPOS CRUSADE

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



Point Value 950

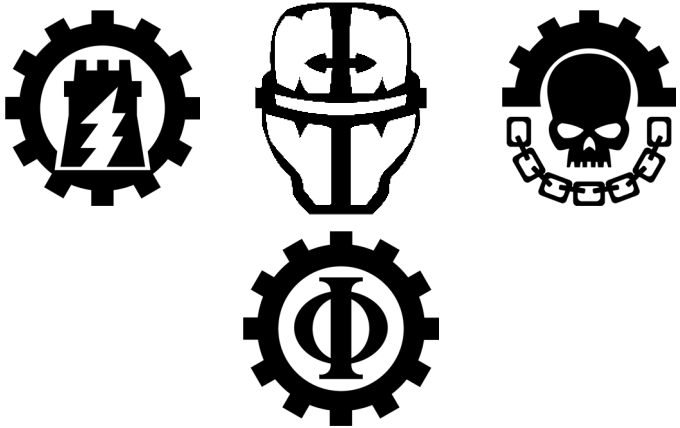


MECHANICUM INDENTURED CERASTUS KNIGHT ATRAPOS CRUSADE

**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]<br>Graviton Singularity Cannon [D,B,VK]<br>Lascutter [D,B] | 15<br>20/35<br>- | 3<br>1<br>- | -3<br>-4<br>- | [DR2],<br>[IWD], [N],<br>[IS],<br>Special |



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

SPECIAL FORMATION

MECHANICUM INDENTURED 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



MECHANICUM INDENTURED 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

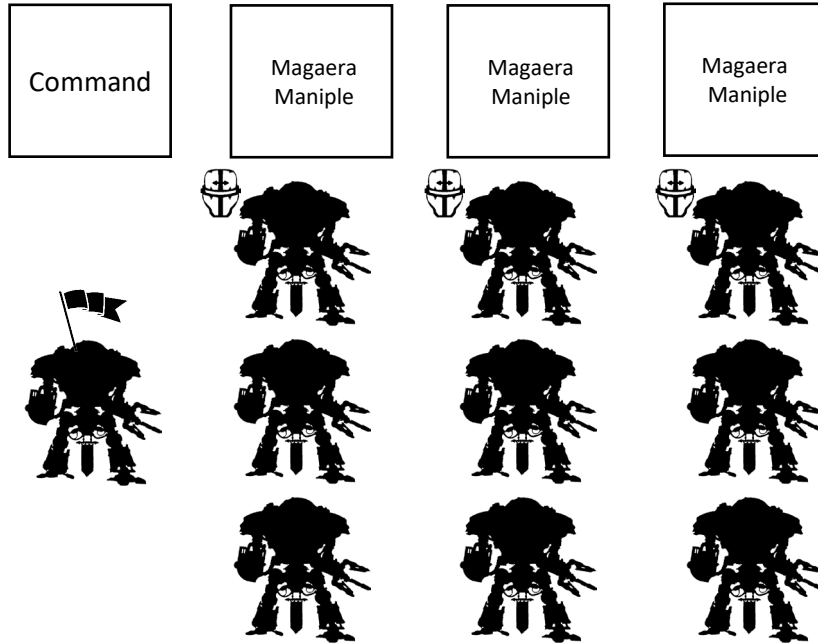
Your opponent gains 7 VPs when this Company is broken

SPECIAL GRAND COMPANY  
CARDS  
KNIGHT WALKERS [4]

## SPECIAL FORMATION

### MECHANICUM INDENTURED 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

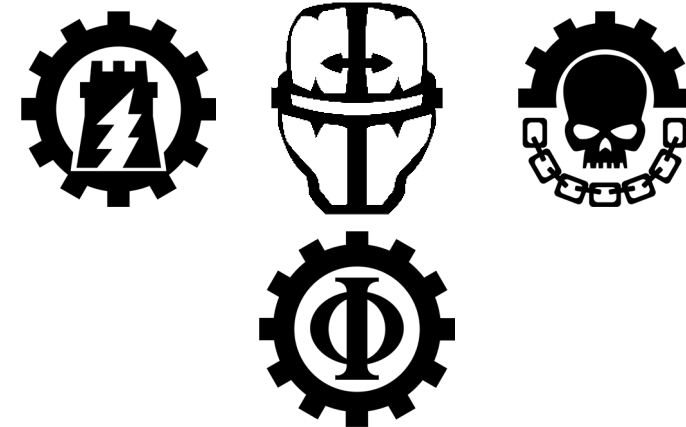


## MECHANICUM INDENTURED QUESTORIS KNIGHT MAGAERA GRAND CRUSADE

**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] | -     | -  | -   |                                  |



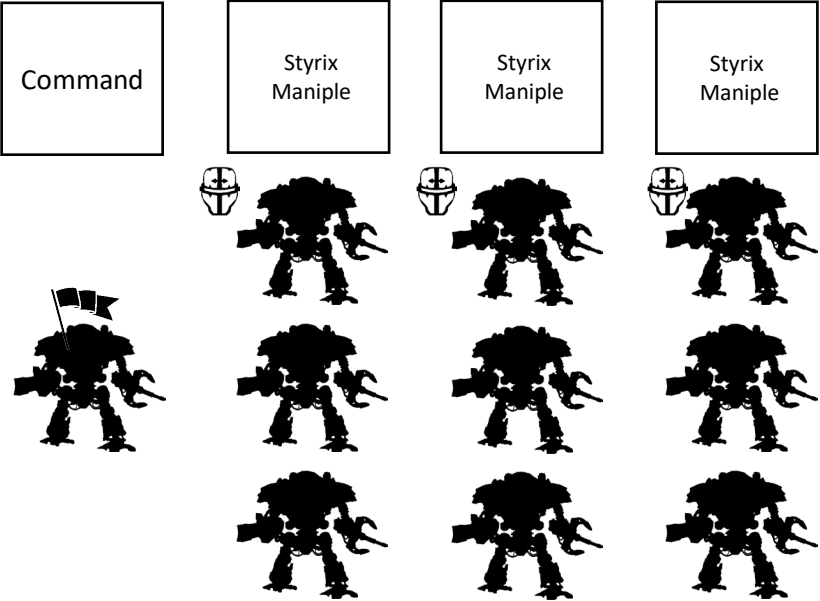
Victory Points 16

Your opponent gains 8 VPs when this Company is broken

SPECIAL FORMATION

MECHANICUM INDENTURED  
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.



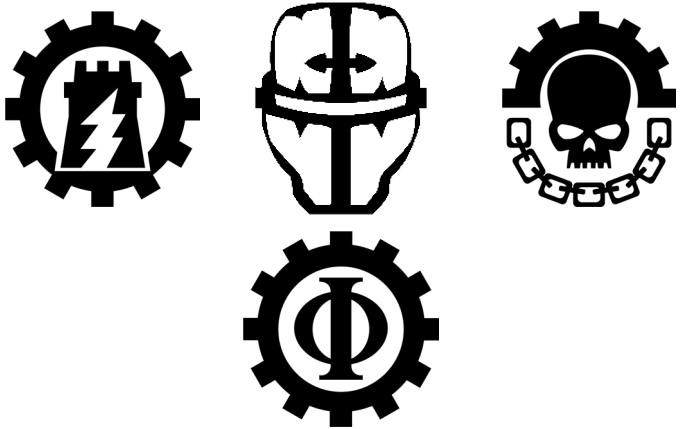
 Point Value 1500 

MECHANICUM INDENTURED  
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], [IWD], [N], Special |
|                         |      |    |      | Graviton Gun [AP, HY]         | 20    | 2  | 0   |                                  |
|                         |      |    |      | Rad Cleanser [A, AP, RAD]     | 10    | 3  | 0   |                                  |
|                         |      |    |      | Hekaton Siege Claw [W, B2, D] | -     | -  | -   |                                  |

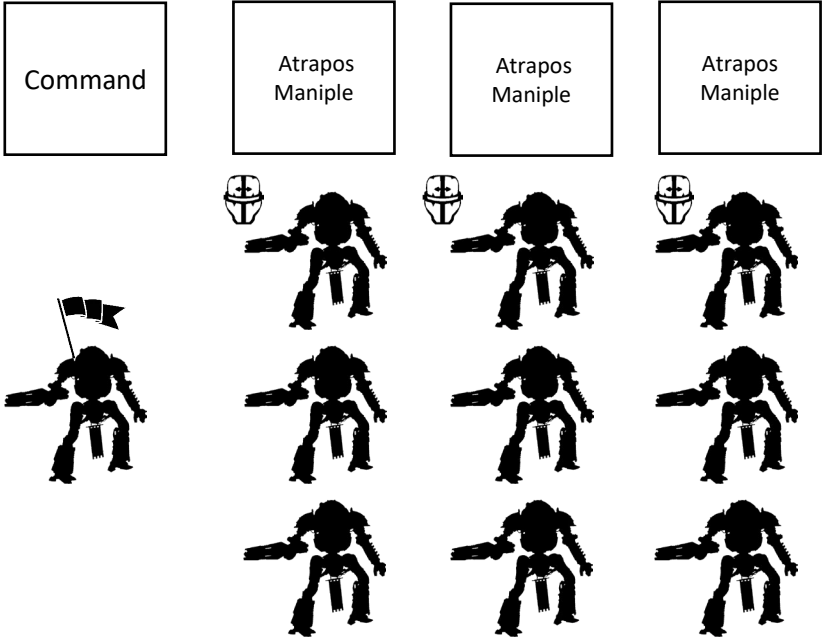


Victory Points 15  
Your opponent gains 8 VPs when this Company is broken

SPECIAL FORMATION

MECHANICUM INDENTURED 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.



Point Value 1350

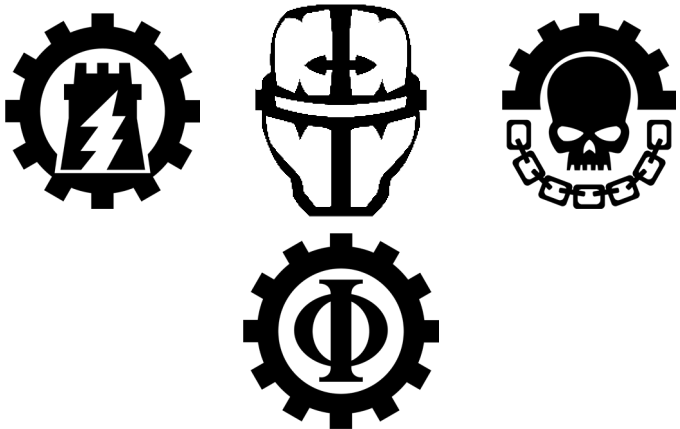


MECHANICUM INDENTURED CERASTUS  
KNIGHT ATRAPOS GRAND CRUSADE

**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]<br>Graviton Singularity Cannon [D,B,VK]<br>Lascutter [D,B] | 15<br>20/35<br>- | 3<br>1<br>- | -3<br>-4<br>- | [DR2],<br>[IWD], [N],<br>[IS],<br>Special |



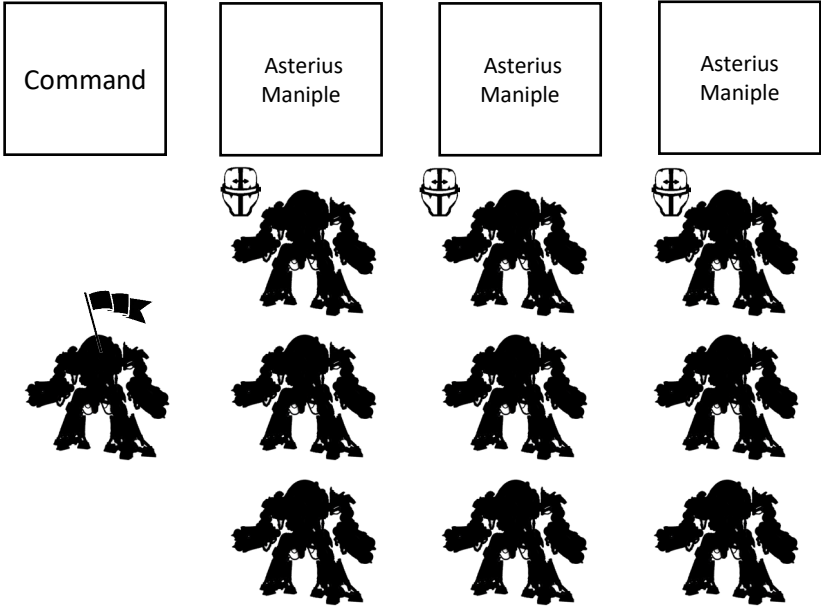
Victory Points 14

Your opponent gains 7 VPs when this Company is broken

SPECIAL FORMATION

MECHANICUM INDENTURED 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.

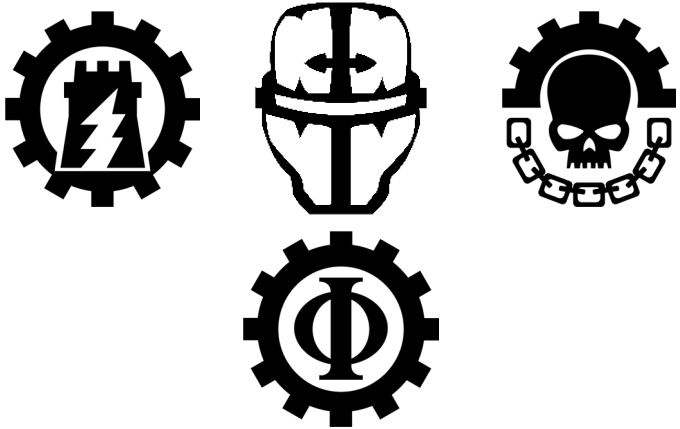


MECHANICUM INDENTURED ACASTUS  
KNIGHT ASTERIUS GRAND CRUSADE

**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   |                            |



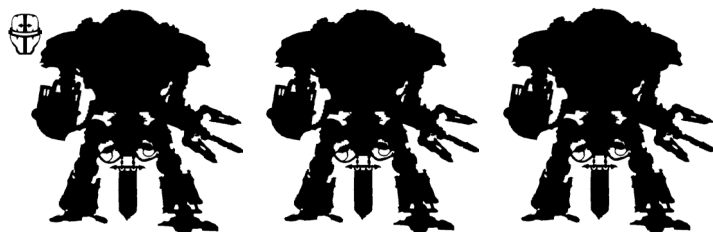
# SPECIAL SUPPORT CARDS

## KNIGHT WALKERS [4]

## SPECIAL FORMATION

### MECHANICUM INDENTURED QUESTORIS KNIGHT MAGAERAS MANIPLE

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



Point Value 500

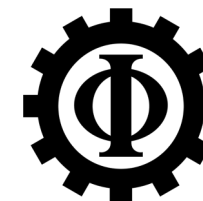
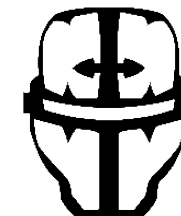


### MECHANICUM INDENTURED QUESTORIS KNIGHT MAGAERAS MANIPLE

**Break Point 2:** The Maniple is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

| Type                     | Move | AV | CAF  | Weapons                     | Range | AD | TSM | Notes                            |
|--------------------------|------|----|------|-----------------------------|-------|----|-----|----------------------------------|
| Questoris Knight Magaera | 20   | 3+ | 4/-3 | Lightning Cannon [B,VK,D]   | 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] | -     | -  | -   |                                  |



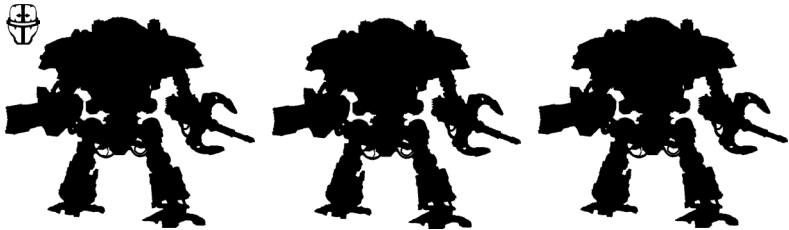
Victory Points 5

Your opponent gains 3 VPs when this Maniple is broken

SPECIAL FORMATION

MECHANICUM INDENTURED  
QUESTORIS KNIGHT STYRIXS MANIPLE

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



Point Value 450

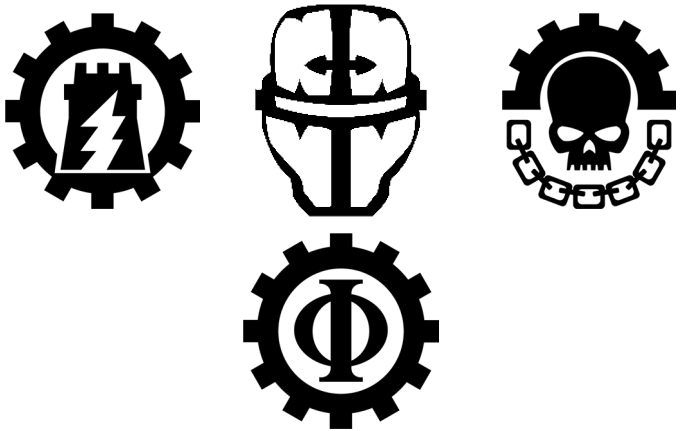


MECHANICUM INDENTURED  
QUESTORIS KNIGHT STYRIXS MANIPLE

**Break Point 2:** The Maniple is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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



Victory Points 5  
Your opponent gains 3 VPs when this Maniple is broken

## SPECIAL FORMATION

### MECHANICUM INDENTURED CERASTUS KNIGHT ATRAPOS MANIPLE

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



Point Value 400

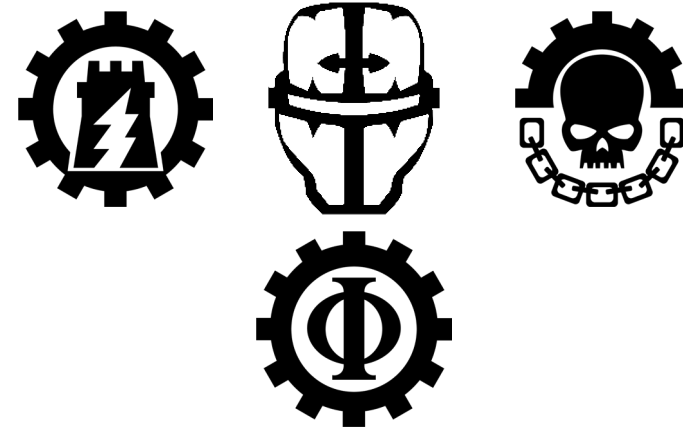


### MECHANICUM INDENTURED CERASTUS KNIGHT ATRAPOS MANIPLE

**Break Point 2:** The Maniple is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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



Victory Points 4

Your opponent gains 2 VPs when this Maniple is broken

SPECIAL FORMATION

MECHANICUM INDENTURED ACASTUS  
KNIGHT ASTERIUS MANIPLE

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



Point Value 600

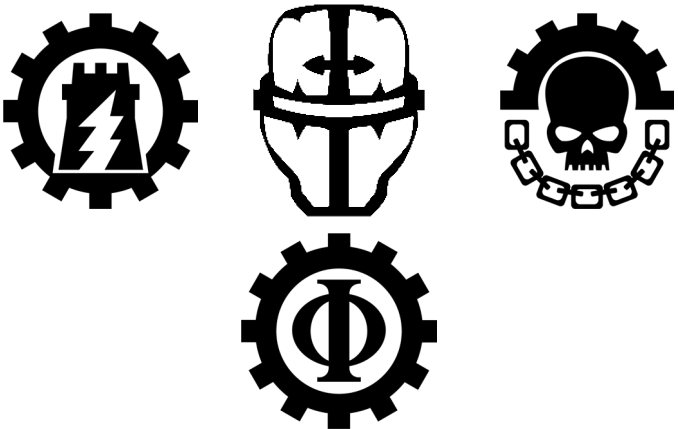


MECHANICUM INDENTURED ACASTUS  
KNIGHT ASTERIUS MANIPLE

**Break Point 2:** The Maniple is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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



Victory Points 6  
Your opponent gains 3 VPs when this Maniple is broken

SPECIAL GRAND SUPPORT  
CARDS  
KNIGHT WALKERS [4]

SPECIAL FORMATION

MECHANICUM INDENTURED  
QUESTORIS KNIGHT MAGAERAS GRAND  
MANIPLE

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

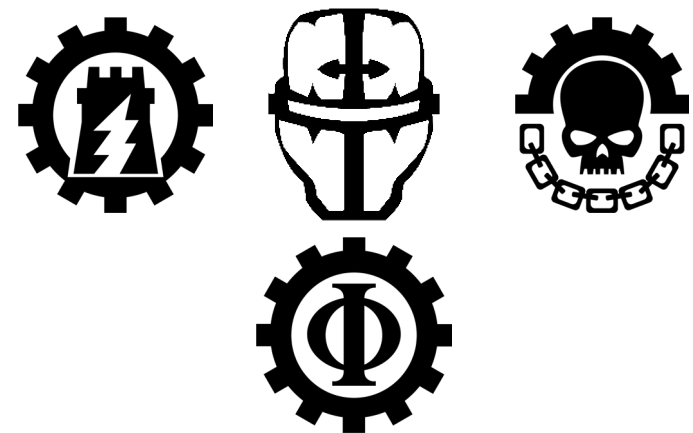


MECHANICUM INDENTURED  
QUESTORIS KNIGHT MAGAERAS GRAND  
MANIPLE

**Break Point 4:** The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

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

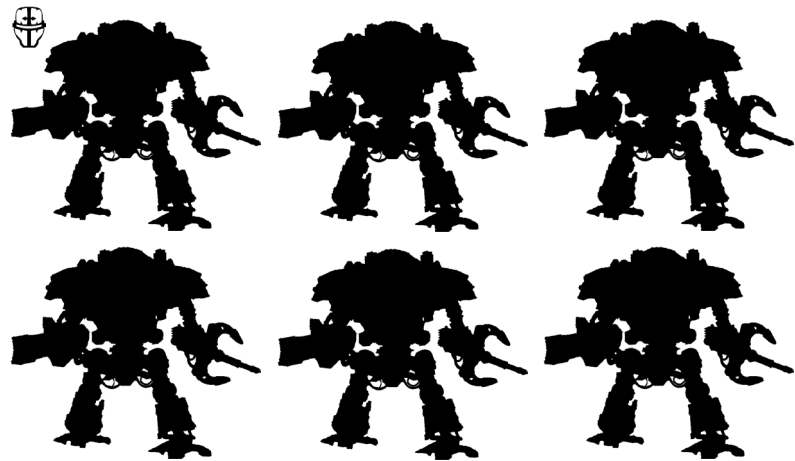


Victory Points 10  
Your opponent gains 5 VPs when this Maniple is broken

SPECIAL FORMATION

MECHANICUM INDENTURED  
QUESTORIS KNIGHT STYRIXS GRAND  
MANIPLE

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



Point Value 900

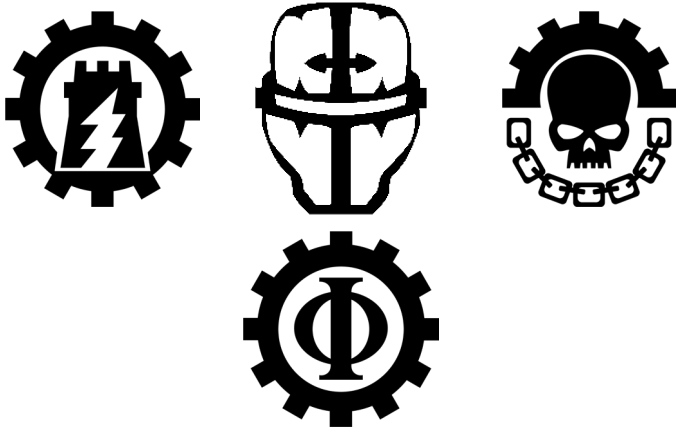


MECHANICUM INDENTURED  
QUESTORIS KNIGHT STYRIXS GRAND  
MANIPLE

**Break Point 4:** The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

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



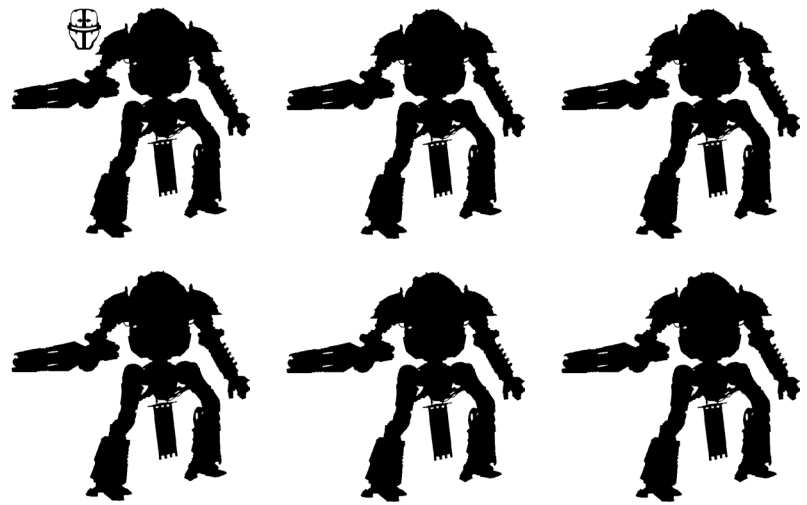
Victory Points 9

Your opponent gains 5 VPs when this Maniple is broken

SPECIAL FORMATION

MECHANICUM INDENTURED CERASTUS  
KNIGHT ATRAPOS GRAND MANIPLE

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



Point Value 800

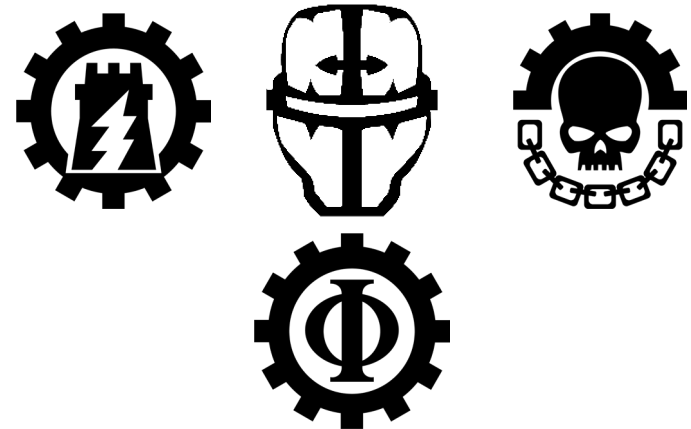


MECHANICUM INDENTURED CERASTUS  
KNIGHT ATRAPOS GRAND MANIPLE

**Break Point 4:** The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

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



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

SPECIAL FORMATION

MECHANICUM INDENTURED ACASTUS  
KNIGHT ASTERIUS GRAND MANIPLE

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



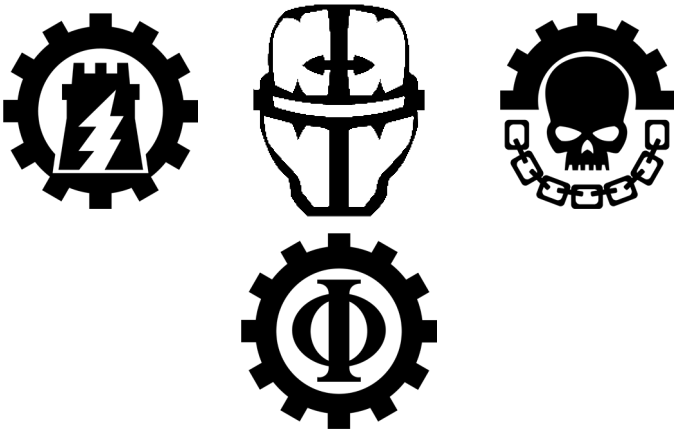
 Point Value 1200 

MECHANICUM INDENTURED ACASTUS  
KNIGHT ASTERIUS GRAND MANIPLE

**Break Point 4:** The Maniple is broken if it has lost 4 Knights. Once the Maniple is broken it must take a Morale check.

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

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



Victory Points 12  
Your opponent gains 6 VPs when this Maniple is broken