

CERASTUS KNIGHT BANNER

ION SHIELDS					
KNIGHTS IN BANNER	1-6	7	8	9	10+
1 KNIGHT	5+	6+	-	-	-
2 KNIGHTS	4+	5+	6+	-	-
3 KNIGHTS	3+	4+	5+	6+	-

SCALE: 4 (GRANDIS)
130 POINTS + WEAPONS

9-12: DIRECT HIT
13-15: DEVASTATING HIT
16+: CRITICAL HIT




BALLISTIC SKILL **WEAPON SKILL** **SPEED** **COMMAND**

4+

3+

12"

5+

STRUCTURE POINTS



LORD SCION: While the Lord Scion is part of the Banner, add 2 to the result of any Command checks for it.

AGILE: Cerastus Knights are not affected by Difficult terrain or Dangerous terrain.

KNIGHT-LANCER ION GAUNTLET SHIELD: If the Banner contains one or more Cerastus Knight-Lancer, improve the Banner's Ion Shield save roll by 1.

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A QUESTORIS SUPPORT BANNER consists of three Questoris Knights: one Lord Scion and two Scion Martial. If you wish, you can add up to three more Scion Martial at 35 points each.

Each Knight in the Banner is armed with two weapons chosen from the following list in any combination:

- QUESTORIS MELEE WEAPON +5 POINTS
- AVENGER GATLING CANNON +5 POINTS
- THERMAL CANNON +10 POINTS
- RAPID-FIRE BATTLECANNON +10 POINTS

Any Knight can also be fitted with either or both of the following:

- STORMSPEAR ROCKET POD +15 POINTS
- MELTAGUN +15 POINTS

QUESTORIS KNIGHT BANNER

SCALE: 3 (GRANDIS)
120 POINTS + WEAPONS



ION SHIELDS

KNIGHTS IN BANNER	1-6	7	8	9	10+
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BALLISTIC SKILL WEAPON SKILL SPEED COMMAND

4+ 3+ 10" 6+

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AGILE: Questoris Knights are not affected by Difficult terrain or Dangerous terrain.

MELTAGUN: When the Banner is activated in the Combat phase, each Knight with a meltagun upgrade can target an enemy unit within 3". That unit suffers a Strength 8 hit.

STRUCTURE POINTS

Four colored circles: Green, Orange, Orange, Red.

AVENGER GATLING CANNON

Range	Acc.
Short 8"	+1
Long 24"	-

Dice	Strength
8	3

Traits: Rapid

THERMAL CANNON

Range	Acc.
Short 6"	-
Long 12"	-1

Dice	Strength
1	8

Traits: Fusion

RAPID-FIRE BATTLECANNON

Range	Acc.
Short 8"	+1
Long 24"	-

Dice	Strength
2	5

Traits: Ordnance

STORMSPEAR ROCKET POD

Range	Acc.
Short 6"	-
Long 16"	-

Dice	Strength
3	5

Traits:

QUESTORIS MELEE WEAPON

Range	Acc.
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Long -	-

Dice	Strength
1	7

Traits: Melee

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Range	Acc.
Short 6"	-
Long 16"	-

Dice	Strength
3	5

Traits:

QUESTORIS MELEE WEAPON

Range	Acc.
Short 2"	+1
Long -	-

Dice	Strength
1	7

Traits: Melee



ORDER

REAVER TITAN

SCALE: 8 (IMMENSUS)

250 POINTS + WEAPONS

COMMAND

4+

BALLISTIC SKILL

3+

SPEED

6"/9"

WEAPON SKILL

4+

MANOEUVRE

2/3

SERVITOR CLADES

3

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1 0 0 1 1 1 1 1 1 0 0 0 0 1 1 0 0 1 1
0 0 1 0 1 0 1 0 1 1 0 1 1 1 0 0 0 1 0 1
1 0 0 1 0 1 1 1 0 0 1 0 0 1 1 0 0 1 0 1

PLASMA REACTOR



VOID SHIELD



HEAD
11-13: Direct Hit
14-16: Devastating Hit
17+: Critical Hit



1. MIU Feedback
2. MIU Feedback
Moderati Wounded
3. Moderati Wounded
Principes Wounded



BODY
10-12: Direct Hit
13-14: Devastating Hit
15+: Critical Hit



1. Reactor Leak (1)
2. Reactor Leak (1)
VSG Burnout
3. Reactor Leak (2)
VSG Burnout



LEGS
11-12: Direct Hit
13-14: Devastating Hit
15+: Critical Hit



1. Stabilisers Damaged
2. Stabilisers Damaged
Locomotors Seized
3. Immobilised

LEFT ARM

CARAPACE

RIGHT ARM





ORDER

WARHOUND TITAN

SCALE: 6 (GRANDIS)

180 POINTS + WEAPONS

COMMAND

5+

BALLISTIC SKILL

3+

SPEED

8"/12"

WEAPON SKILL

4+

MANOEUVRE

3/5

SERVITOR CLADES

2

SQUADRON: Warhound Titans can be formed into Squadrons of 2-3 Titans.

PLASMA REACTOR



VOID SHIELD



3+



4+



4+



X



X



X



X



X

HEAD

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LEFT ARM

RIGHT ARM





ORDER

WARLORD TITAN

SCALE: 10 (MAGNIFICUS)

385 POINTS + WEAPONS

COMMAND

3+

BALLISTIC SKILL

3+

SPEED

4"/6"

WEAPON SKILL

5+

MANOEUVRE

1/2

SERVITOR CLADES

4

ARDEX-DEFENSOR CANNON: When the Titan is activated in the Combat phase, each enemy unit that is within its Front or Rear arc, and within 6", suffers D3 Strength 5 hits

PLASMA REACTOR



VOID SHIELD

3+

3+

3+

4+

4+

X

HEAD
13-14: Direct Hit
15-16: Devastating Hit
17+: Critical Hit



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2. MIU Feedback
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