+20 POINTS ION GAUNTLET SHIELD SHOCK BLAST CERASTUS SHOCK LANCE &

CERASTUS KNIGHT-LANCER

CLOSE COMBAT WEAPON (REAPER CHAINFIST) +25 POINTS ACHERON FLAME CANNON &

CERASTUS KNIGHT-ACHERON

+20 POINTS CLOSE COMBAT WEAPON (TEMPEST WARBLADE)

CASTIGATOR BOLT CANNON & CERASTUS KNIGHT-CASTIGATOR

and armed accordingly for their type: Each Knight in the Banner must be one of the types listed below

to two more scion martial at 60 points each, one Lord Scion and one Scion Martial, If you wish, you can add up A CERASIUS KNIGHI BANNER CONSISTS OF TWO CérdStus KNIGHTS: +20 POINTS ION GAUNTLET SHIELD SHOCK BLAST CERASTUS SHOCK LANCE & CERASTUS KNIGHT-LANCER CLOSE COMBAT WEAPON (REAPER CHAINFIST) +25 POINTS ACHERON FLAME CANNON & CERASTUS KNIGHT-ACHERON +20 POINTS CLOSE COMBAT WEAPON (TEMPEST WARBLADE) CASTIGATOR BOLT CANNON & CERASTUS KNIGHT-CASTIGATOR and armed accordingly for their type:

> 130 POINTS + WEAPONS SCVLE: 4 (CRANDIS)

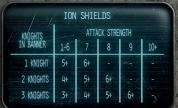
# CERVALUS KNICHT BANNER

to two more scion martial at 60 points each,

Each Knight in the Banner must be one of the types listed below

one Lord Scion and one Scion Martial, If you wish, you can add up

A CERASIUS KNIGHI BANNER CONSISTS OF TWO CERGSTUS KNIGHTS:



SCALE: 4 (GRANDIS) 130 POINTS + WEAPONS

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



SPEED COMMAND





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.

### CASTIGATOR PATTERN BOLT CANNON

ACHERON REAPER Range Long

120 POINTS + WEAPONS

ION SHIELDS

KNIGHTS IN BANNER

1 KNIGHT

2 KNIGHTS

3 KNIGHTS

Command checks for it.

SCVIE: 4 (CKVNDIS)

ATTACK STRENGTH

LORD SCION: While the Lord Scion is part of the Banner, add 2 to the result of any

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

ACC. Short Long Dice Strength Strength Dice Traits: Rending, Melee Traits: Rapid

Knight-Lancer, improve the Banner's Ion Shield save roll by 1

CASTIGATOR WARBLADE, ACHERON PATTERN FLAME CANNON

SCALE: 4 (GRANDIS)

9-12: DIRECT HIT

13-15: DEVASTATING HIT

CRITICAL HIT

130 POINTS + WEAPONS

Range ACC. Short Long Strength 2 Traits: Firestorm

ION GAUNTLET SHIELD SHOCK BLAST

CERVETUS KNICHT BANNER

Range		ACC.	
Short 4"		Marie Sand	
Long 12"			
Dice	Dice Strength		
2 6			
Traits: Rapid			

CERASTUS SHOCK LANCE Range ACC. 2" +2 Short Long

Dice

ORDER

COMMAND

SPEED

STRUCTURE POINTS

Strength Dice Traits: Melee Traits: Rapid

### CASTIGATOR PATTERN CASTIGATOR WARBLADE, BOLT CANNON Range ACC. Range 8" Short Short 20" Long Long Dice Strength

ACHERON REAPER ACC. Strength Traits: Rending, Melee

ACHERON PATTERN FLAME CANNON			
Ro	Range Acc.		
Short	T		
Long	-"		
Dice	Stren	gth	
2 7			
Traits: Firestorm			

ION GAUNTLET SHIELD SHOCK BLAST Range ACC. Short 12" Long Dice Strength

Traits: Rapid

Range		Acc.
Short	Short 2"	
Long -		
Dice	Stren	gth
2 8		
Traits: Melee		

CERASTUS

+IS POINTS STORMSPEAR ROCKET POD of the following: Any Knight can also be fitted with either or both +IO POINTS NONNASATTLECANNON +IO POINTS THERMAL CANNON STNIO9 2+ AVENGER GATLING CANNON STNIO9 2+ QUESTORIS MELEE WEAPON LUG LOTTOWING LIST IN COMPTNOCTON: Each Knight in the Banner is armed with two weapons chosen from to three more Scion Martial at 35 points each. one Lord Scion and two Scion Martial, If you wish, you can add up A GUESTURIS SUPPURI BANNER CONSISTS OF Three GUESTORIS KNIGhts:

### 120 POINTS + WEAPONS ONESLOBIS KNICHI BVNNEK



Command checks for it.

SCALE: 3 (GRANDIS) 120 POINTS + WEAPONS

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

SPEED COMMAND





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### STRUCTURE POINTS

ORDER

SPEED COMMAND

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

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.

AVENGER	
GATLING CAN	NON
Range	ACC.
Short 8"	+1

1 KNIGHT

2-3 KNIGHTS

120 POINTS + WEAPONS

ION SHIELDS

ATTACK STRENGTH

Long 24" Strength Traits: Rapid





SCALE: 3 (GRANDIS)

9-12: DIRECT HIT

13-15: DEVASTATING HIT

CRITICAL HIT

120 POINTS + WEAPONS

	STORMSPEAR ROCKET POD		
1	Ro	ange	ACC.
1	Short	6"	9000 Constant
1	Long	16"	
	Dice	Stren	gth
	3	5	
		Traits:	

ONESTORIS KNICHT BANNER

	QUESTORIS MELEE WEAPON		
	Ro	inge	Acc.
	Short Long	2"	+1
	Dice	Ctron	ath
	1	Stren 7	yui
	* TI	aits: Mele	e
N.			



Traits: Rapid

THERMAL CANNON		
Rai	nge	Acc.
Short	6"	7-
Long	12"	-1
Dice Stren		gth
1	8	

LORD SCION: While the Lord Scion is part of the Banner, add 2 to the result of any

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

upgrade can target an enemy unit within 3". That unit suffers a Strength 8 hit.

MELTAGUN: When the Banner is activated in the Combat phase, each Knight with a meltagun

RAPID-FIRE BATTLECANNON			
Ro	Range Acc.		
Short 8" +1			
Long 24" -			
Dice Strength			
2 5			
Traits: Ordnance			

STORMSPEAR ROCKET POD		
Ro	ange	Acc.
Short	6"	
Long 16"		
Dice   Strength		
3 5		
Traits:		

MELEE WEAPON			
Range Acc.			
Short 2"		+1	
Long -			
Dice   Strength			
1 7			
Traits: Melee			

QUESTORIS





## REAVER TITAN

SCALE: 8 (IMMENSUS)

250 POINTS + WEAPONS



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









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## WARHOUND TITAN

SCALE: 6 (GRANDIS)

180 POINTS + WEAPONS



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









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## WARLORD TITAN

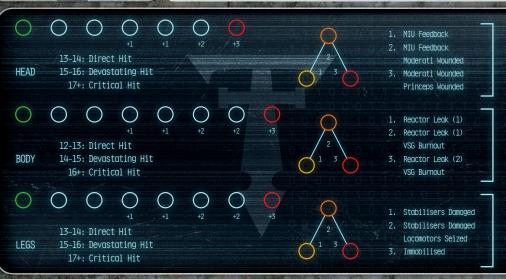
SCALE: 10 (MAGNIFICUS)

385 POINTS + WEAPONS



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









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