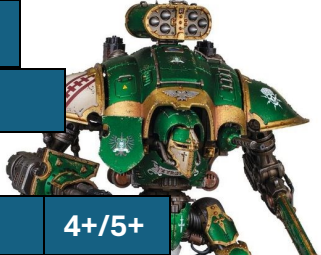
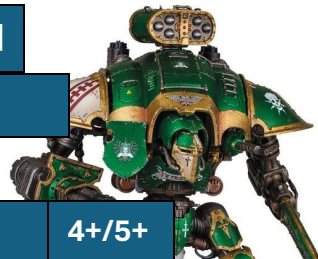


Knight Questoris						[380Pts]						
Special Rules			Ion Shield									
Move	WS	BS	S	Front	Side	Rear	I	A	HP			
10"	4	(4) 3+	8	13	12	12	4	3	7	Invuln	4+/5+	
Weapon		Range		Strength		AP		Type				
Heavy Stubber		36"		4		6		Heavy 3				
Las-Impulsor (Ranged)		12"		10		2		Heavy 2, Sunder, Instant Death				
Las-Impulsor (Melee)		-		10		1		Melee, Unwieldy, Cumbersome, Armourbane(Melee), Instant Death				
Reaper Chainsword		-		10		2		Melee, Shred				
Rules		Description										
Ion Shield		A model with an ion shield gains a 4+ Invulnerable Save against Shooting AttacksA model with an ion shield gains a 4+ Invulnerable Save against Shooting Attacks										
Sunder		Attacking player may reroll failed armour penetration rolls against vehicles and buildings.										
Instant Death		If a model suffers an unsaved Wound from an attack with this special rule, it is reduced to 0 Wounds and is removed as a casualty.										
Unwieldy		A model attacking with this weapon Piles-in and fights at Initiative step 1, unless it has the Dreadnought Unit Type or Monstrous sub-type.										
Cumbersome		A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.										





Knight Questoris		[380Pts]
Rules	Description	
Armourbane (Melee)	A weapon or model with this version of the Armourbane special rule only gains the benefits of Armourbane when attacking in close combat Roll additional D6 for armour penetration when targeting a Vehicle model or when targeting a model with the Automata or Dreadnought unit type, re-roll all failed rolls to wound instead.	
Shred	If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred rule, it re-rolls failed To Wound rolls in close combat. Similarly, if a model makes a Shooting Attack with a weapon that has the Shred rule, it re-rolls its failed To Wound rolls.	