

Questoris Mechanicus v1.57 Special Rules

Bravery, Honour and Glory

All Knight Lances receive a +1 modifier to their action test when carrying out an Engage action, and a +1 modifier to their rally tests.  
Halve the number of extra hits to a Knight Lance that loses an assault, rounding down in favour of the Knights.

Knight Technology

**Ion Shield (X)** Knights make use of Ion Shields to deflect shooting attacks. This allows them to make a saving throw on the number within brackets when they are hit by ranged fire instead of using their armour value.

No modifiers ever apply to this saving throw and it is unaffected by Macro-Weapon, Lance and Titan Killer hits (However, each point of damage from a Titan Killer hit must be saved separately) If the unit has reinforced armour as well then it is allowed to re-roll a failed save using its armour value unless the hit was a Macro-Weapon, Lance or Titan killer.

None of these benefits apply to units in a crossfire, hits from supporting fire, or CC attacks (the Ion Shield save can still be used against FF attacks. If relevant, roll CC and FF dice separately when attacking units equipped with Ion Shields).

**Lightning Charge** Weapon only gains First Strike when the wielder's formation initiated the Engage.

**Lance** A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

**Shield Piercer** Ignores Power Fields, Shadowfields, Ion Shields, Knight Shields & Void Shields (Shadowfields still provide cover from shooting).

**Unstable** If a natural 1 is rolled when rolling to hit, roll another dice. If the result is yet another natural 1, the wielder is destroyed.

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Strategy Rating 3. Titan formations have 1+ Initiative. All other formations have 2+ Initiative			
Formation	Units	Options and Upgrades	Pts
Questoris Lances			
Questoris	3 Questoris Knights (any combination of configurations)	0-2 Questoris Knights: 75 points each 0-1 Seneschal: 25 points Upgrade the Seneschal's Questoris Knight to a Dominus Knight: 50 points One Questoris Lance in the army may replace a Seneschal with a Baron: 50 points	300
Cerastus Lances // Max 1 per Questoris Lance			
Cerastus	3 Cerastus Knights, 1 Senschal (any combination of configurations except for the Knight-Atrapos)	One Cerastus Lance in the army may replace its Seneschal's Knight with a Cerastus Knight-Atrapos: 50 points	325
Aspiring Lances // Max 1 per Questoris Lance or Cerastus Lance			
Armiger	4 Knight-Warglaives or 4 Knight-Helverins		175
Relic Lances // Max 1 of each formation per army			
Questoris Reliquae	3 Questoris Relic Knights (any combination of configurations)	0-1 Seneschal: 25 points Upgrade the Seneschal's Questoris Knight to an Acastus Knight: 125 points	325
Acastus Reliquae	2 Acastus Knights with Seneschal (any combination of configurations)		400
Mechanicus, Titanicus and Imperial Navy Allies // Max 1 per Questoris Lance, Max 33% of the Army			
Skitarii	8 Hypaspist, 2 Secutor, 1 Corvus Minorus		300
Dune Crawlers	5 Onager Dune Crawlers		200
Warhound Scout Titan Pack	2 Warhound Scout Titans		500
Reaver Titan	1 Reaver Titan, Hunter Configuration		650
Thunderbolt Squadron	2 Thunderbolts		175
Maruder Squadron	2 Maruder Bombers		225
0-1 Orbital Support	1 Lunar Class Cruiser	May be upgraded to an Emperor Class Battleship for 25 points	150

Name	Type	Move	A	CC	FF	Armament	Range	Damage	Notes
Baron	Char	-	-	-	-	-	-	-	Supreme Commander, Fearless
Seneschal	Char	-	-	-	-	-	-	-	Leader, Commander
Questoris Knight	WE	25cm	5+	4+	4+				<b>DC 2 Notes</b> Reinforced Armour, Walker, Ion Shield (4+) <b>Crit</b> Destroyed
Paladin Configuration						Questoris Battle Cannon 2 x Heavy Stubbers Questoris Shock Lance Reaper Chainsword	75cm 30cm (b-t-b) (b-t-b)	AP3+/AT3+ FwA AP6+ FwA (assault) EA +1, FS (assault) EA +1, MW	<b>Lightning Charge:</b> Weapon only gains First Strike when the wielder's formation initiated the Engage
Errant Configuration						Thermal Cannon (and) Heavy Stubber Thunderstrike Gauntlet	30cm (15cm) 30cm (b-t-b)	MW4+ FwA (small arms) MW AP6+ FwA (assault) EA +1, TK(1)	-
Crusader Configuration						Questoris Battle Cannon Avenger Gatling Cannon 2 x Heavy Stubbers Twin Icarus Autocannon	75cm 45cm 30cm 30cm	AP3+/AT3+ FwA 2 x AP4+/AT5+ FwA AP6+ FwA AP4+/AT5+/AA6+	-
Gallant Configuration						Twin Icarus Autocannon Heavy Stubber Questoris Shock Lance Thunderstrike Gauntlet Reaper Chainsword	30cm 30cm (b-t-b) (b-t-b) (b-t-b)	AP4+/AT5+/AA6+ AP6+ FwA (assault) EA +1, FS (assault) EA +1, TK(1) (assault) EA +1, MW	<b>Lightning Charge:</b> Weapon only gains First Strike when the wielder's formation initiated the Engage
Warden Configuration						Avenger Gatling Cannon Ironstorm Missile Pod Heavy Stubber Reaper Chainsword	45cm 45cm 30cm (b-t-b)	2 x AP4+/AT5+ FwA BP1 FxF AP6+ FwA (assault) EA +1, MW	-
Preceptor Configuration						Las-Impulsor (and) Heavy Stubber Thunderstrike Gauntlet	45cm (15cm) 30cm (b-t-b)	AT2+, Lance FwA (small arms) EA +1 AP6+ FwA (assault) EA +1, TK(1)	-
Armiger Knight	AV	30cm	5+	5+	5+				<b>Notes</b> Walker, Scout, Ion Shield (5+)
Warglaive Configuration						Thermal Spear (and) Reaper Chain-Cleaver Heavy Stubber	15cm (15cm) (b-t-b) 30cm	MW4+ (small arms) MW (assault) EA +1, MW AP6+	-
Helverin Configuration						2 x Autocannons Heavy Stubber	45cm 30cm	AP5+/AT6+ AP6+	-
Cerastus Knight	WE	30cm	5+	4+	4+				<b>DC 2 Notes</b> Reinforced Armour, Scout, Walker, Ion Shield (4+) <b>Crit</b> Destroyed
Lancer Configuration						Cerastus Shock Lance (and) Ion Gauntlet Shield	either or (15cm) (b-t-b) spec	(small arms) EA +1, MW, FS (assault) EA +1, TK(1), FS	<b>Lightning Charge:</b> Weapon only gains First Strike when the wielder's formation initiated the Engage  <i>Ion Gauntlet Shield Increases the Ion Shield Save to 3+</i>
Acheron Configuration						Flame Cannon (and) Reaper Chainfist (and)	15cm (15cm) 30cm (b-t-b)	2BP, IC FwA (small arms) IC AP4+ EA +1, TK(1)	-
Castigator Configuration						Castigator Bolt Cannon Tempest Warblade	45cm (b-t-b)	3 x AP3+/AT5+ FwA (assault) MW	-
Atrapos Configuration						Graviton Singularity Cannon Atrapos Lascutter (and) Ionic Flare Shield	either or 30cm (15cm) (b-t-b) spec	MW3+, TK(D3+1) (small arms) EA +1, MW (assault) EA +1, TK(D2)	<b>Shield Piercer:</b> Ignores Fields and Shields. <b>Unstable:</b> self-destructs on a double 1 when shooting  <i>Ionic Flare Shield increases the Ion Shield Save to 3+</i>
Questoris Relic Knight	WE	20cm	4+	4+	4+				<b>DC 2 Notes</b> Reinforced Armour, Walker, Ion Shield (4+) <b>Crit</b> Destroyed
Styrix Configuration						Volkite Chieorovile Twin Rad Cleanser (and) Hekaton Siege Claw	45cm 15cm (15cm) (b-t-b)	3 x AP3+/AT4+ IC, D FwA AP3+, Ignore cover FwA (small arms) EA +1, IC (assault) EA +1, TK(D2)	-
Magaera Configuration						Lightning Cannon Twin Rad Cleanser (and) Hekaton Siege Claw Ionic Flare Shield	45cm 15cm (15cm) (b-t-b) spec	MW3+ FwA AP3+, Ignore cover FwA (small arms) EA +1, IC (assault) EA +1, TK(D2)	   <i>Ionic Flare Shield increases the Ion Shield Save to 3+</i>
Acastus Knight	WE	20cm	4+	5+	4+				<b>DC 3 Notes</b> Reinforced Armour, Walker, Ion Shield (4+) <b>Crit</b> Takes 1 extra damage
Porphyron Configuration						2 x Twin Magna Lascannon 2 x Autocannons Helios Defense Missiles	75cm 45cm 45cm	AT2+, Lance FxF AP5+/AT6+ FxF 2 x AP5+/AT6+/AA5+	-
Mechanicum Configuration						2 x Acastus Conversion Beamer Twin Rad Cleanser (and) Ionic Flare Shield	90cm 15cm (15cm) spec	MW3+ FxF AP3+, Ignore cover FxF (small arms) EA +1, IC	  <i>Ionic Flare Shield increases the Ion Shield Save to 3+</i>
Dominus Knight	WE	20cm	4+	4+	4+				<b>DC 2 Notes</b> Reinforced Armour, Walker, Ion Shield (4+) <b>Crit</b> Destroyed
Valiant Configuration						Conflagration Cannon (and) Twin Siegebreaker Cannon 4 x Shieldbreaker Missiles Thundercoil Harpoon Twin Melta Guns Ion Aegis	15cm (15cm) 45cm 120cm (15cm) (15cm) spec	BP3, IC FwA (small arms) IC AP3+/AT3+, FwA AT2+, Single Shot, FxF (small arms) EA +1, TK(1) (small arms) EA +1, MW	   <i>Shield Piercer: Ignores Fields and Shields.</i>  <i>Ion Aegis Increases the Ion Shield Save to 3+</i>
Castellan Configuration						Vulcano Lance Plasma Decimator 2 x Twin Siegebreaker Cannon 2 x Shieldbreaker Missiles Twin Melta Guns	60cm 30cm 45cm 120cm (15cm)	MW2+, TK(1) FwA 2 x MW3+, Slow Fire FwA AP3+/AT3+, FwA AT2+, Single Shot, FxF (small arms) EA +1, MW	-
Secutor	Inf	15cm	4+	3+	3+	2 x Multi-Melta (and) Augmentations	15cm (15cm) (b-t-b)	MW5+ (small arms) MW (assault) EA +1, MW	Reinforced Armour, Commander, Leader
Hypaspists	Inf	15cm	5+	5+	5+	Mauler Bolt Cannon	30cm	AP5+	-
Ordinatus Minorus Corvus	WE	25cm	5+	6+	5+	2 x Heavy Bolters	30cm	AP5+/AA6+	<b>DC 2 Void Shields 2 Notes</b> Reinforced Armour, Transport (10 Hypaspists, Secutors) <b>Crit</b> Destroyed. Units within 15cm take hit on 5+
Onager Dune Crawler	AV	20cm	5+	6+	5+	0-1 Eradication Beamer (and) 0-1 Icarus Array	45cm (15cm) 30cm	2 x AP4+/AT5+ (small arms) MW 2 x AP4+/AT5+/AA5+	<b>Notes</b> Invulnerable Save, Walker <i>(May be equipped with either an Eradication Beamer or an Icarus Array, not both)</i>
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega Bolter Plasma Blastgun	45cm 45cm	4 x AP3+/AT5+ FwA 2 x MW2+ FwA, Slow Fire	<b>DC 3 Void Shields 2 Notes</b> Reinforced Armour, Walker, Fearless <b>Crit</b> Staggers d6 cm in random direction, taking 1 extra point of damage. If into impassable terrain or a unit it can't move over, it is destroyed. Units contacted takes a hit on 6+. Can step over vehicles, obstacles 2cm wide and lower than knees.
Reaver Titan	WE	20cm	4+	3+	3+	Turbo Laser Destructor Apocalypse Missile Launcher Battle Claw	60cm 60cm (b-t-b)	4 x AP5+/AT3+ FwA 3BP, Disrupt FxF (assault) EA +2, TK(D3+1)	<b>DC 6 Void Shields 4 Notes</b> Reinforced Armour, Walker, Fearless <b>Crit</b> Roll again for each Crit at end of turn. 1: Destroyed, units within 5cm take hit on 5+. 2-3: Take 1 extra damage, roll again next turn. 4-6: Repaired. Can step over vehicles and obstacles less than 2cm wide and lower than knees.
Thunderbolt Fighter	AC	F/B	6+	-	-	Stormbolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+ FxF AP5+/AT6+/AA5+ FxF AT4+ FxF	-
Maruder Bomber	AC	B	4+	-	-	2 x Twin Heavy Bolters Twin Lascannon Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+ FxF 3BP FxF	-
Lunar Class Cruiser	SS	-	-	-	-	Orbital Bombardment Pin-Point Attack	-	3BP, MW MW2+, TK(D3)	-
Emperor Class Battleship	SS	-	-	-	-	Orbital Bombardment	-	8BP, MW	<b>Notes</b> Slow and Steady