KNIGHTLY HOST

Contained here you will find additional datasheets for new Imperial Knights units you can include in your army. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. These datasheets replace any found in earlier publications.

KEYWORDS

Throughout this section you will come across keywords that are within angular brackets, specifically **<Questor Allegiance>** and **<Household>**. These are shorthand for keywords of your own choosing, as described below.

<Questor Allegiance>

All Imperial Knights owe allegiance to either the Imperium of Man or the Machine Cult of the Adeptus Mechanicus. Even Freeblades, who no longer belong to a Noble house, maintain the oath of allegiance they swore long ago.

Imperial Knights datasheets have the **<Questor Allegiance>** keyword. When you include such a unit in your army, you must nominate whether that unit owes its allegiance to the Imperium or the Adeptus Mechanicus. If the former, then you replace the **<Questor Allegiance>** keyword in every instance on that unit's datasheet with **Questor Imperialis**; if the latter, you replace the **<Questor Allegiance>** keyword in every instance on that unit's datasheet with **Questor Mechanicus**.

For example, if you were to include a Knight Preceptor in your army, and you decided it owed allegiance to the Adeptus Mechanicus, its **<Questor Allegiance>** keyword is changed to **Questor Mechanicus**.

<Household>

With the exception of Freeblades, all Imperial Knights belong to a Noble household.

Imperial Knights datasheets have the **<Household>** keyword. When you include such a unit in your army, you must nominate which household that unit is from (unless it is a Freeblade, as described opposite). You then simply replace the **<Household>** keyword in every instance on that unit's datasheet with the name of your chosen household. If the unit has the **Questor Imperialis** keyword, it must come from a household that owes allegiance to the Imperium; if the unit has the **Questor Mechanicus** keyword, it must come from a household that owes allegiance to the Adeptus Mechanicus. You can use any of the Noble households that you have read about, or you can make up your own.

For example, if you were to include a Knight Preceptor in your army that has the **Questor Mechanicus** keyword, you could then decide it was from House Raven. Its **<Household>** keyword is then changed to **House Raven**, and its 'Mentor' ability would say 'Re-roll hit rolls of 1 for friendly **House Raven Armiger Class** units within 6" of this model.'

You can instead nominate any Imperial Knight to be a Freeblade, regardless of whether it owes allegiance to the Imperium or the Adeptus Mechanicus. If you do so, replace the **<Household>** keyword in every instance on that unit's datasheet with the **Freeblade** keyword.

Acastus Knight Asterius

42 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Acastus Knight Asterius	*	*	*	**8**	**8**	**30**	**3**	**9**	**3+**

An Acastus Knight Asterius is a single model equipped with: karacnos mortar battery, 2 twin conversion beam cannons; 2 volkite culverins; titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
16-30+	9"	4+	3+
8-15	6"	5+	4+
1-7	4"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Karacnos mortar battery	60"	Heavy 3D3	5	-1	1	This weapon can target units that are not visible to the bearer. Attacks made with this weapon wound on a 2+ unless the target is a **Vehicle** or **Titanic** unit. When resolving an attack made with this weapon, the target does not receive the benefit of cover to their saving throws.
Twin conversion beam cannon	When attacking with this weapon, select one of the profiles below.					
- Short range	0-24"	Heavy 2D3	12	-1	2	-
- Mid range	24-48"	Heavy 2D3	14	-2	4	-
- Long range	48-72"	Heavy 2D3	16	-3	6	-
Volkite culverin	45"	Heavy 4	6	0	2	Each time an unmodified wound roll of 6 is made for an attack with this weapon, that attack inflicts one mortal wound on the target in addition to the normal damage.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

ABILITIES

Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.

Reactor Meltdown: When this model is destroyed, roll one D6 before removing it from play. On a 5+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **Infantry** models and **Swarm** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS Titanic, Vehicle, Acastus Class, Knight Asterius

43 POWER

Acastus Knight Porphyrion

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Acastus Knight Porphyrion	*	*	*	**8**	**8**	**30**	**3**	**9**	**3+**

An Acastus Knight Porphyrion is a single model equipped with: 2 autocannons; ironstorm missile pod; 2 twin magna lascannons; titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
16-30+	9"	4+	3+
8-15	6"	5+	4+
1-7	4"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Helios defence missiles	60"	Heavy 2	8	-2	3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **Fly**; otherwise subtract 1 from the hit roll.
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin magna lascannon	72"	Heavy 2D3	12	-3	6	-
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

WARGEAR OPTIONS

- This model can be equipped with 1 lascannon instead of 1 autocannon.
- This model can be equipped with helios defence missiles instead of 1 ironstorm missile pod.

ABILITIES

Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.

Reactor Meltdown: When this model is destroyed, roll one D6 before removing it from play. On a 5+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **Infantry** models and **Swarm** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS

Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS

Titanic, Vehicle, Acastus Class, Knight Porphyrion

25 POWER

Cerastus Knight-Acheron

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cerastus Knight-Acheron	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Cerastus Knight-Acheron is a single model equipped with: acheron flame cannon; twin heavy bolter; reaper chainfist; titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	7"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acheron flame cannon	18"	Heavy 2D6	7	-2	3	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Reaper chainfist	Melee	Melee	x2	-4	6	-
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

ABILITIES

Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **Infantry** models and **Swarm** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS Titanic, Vehicle, Cerastus Class, Knight-Acheron

28 POWER

Cerastus Knight-Atrapos

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cerastus Knight-Atrapos	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Cerastus Knight-Atrapos is a single model equipped with: atrapos lascutter; graviton singularity cannon; titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	7"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Atrapos lascutter (shooting)	9"	Heavy 1	12	-4	6	When resolving an attack made with this weapon against a **Vehicle** unit or **Monster** unit, you can re-roll the wound roll.
Graviton singularity cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Contained	36"	Heavy 4	8	-3	3	-
- Singularity	36"	Heavy D6+4	14	-4	3	When you select this profile to shoot with roll one D6; on a 1-3, the bearer suffers D3 mortal wounds.
Atrapos lascutter (melee)	Melee	Melee	+6	-4	6	When resolving an attack made with this weapon against a **Vehicle** unit or **Monster** unit, you can re-roll the wound roll.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

ABILITIES

Ionic Flare Shield: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Macro-extinction Protocols: When resolving an attack made by this model against a **Titanic** unit, add 1 to the hit roll.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **Infantry** models and **Swarm** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS Titanic, Vehicle, Cerastus Class, Knight-Atrapos

23 POWER

Cerastus Knight-Castigator

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cerastus Knight-Castigator	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Cerastus Knight-Castigator is a single model equipped with: castigator bolt cannon; tempest warblade; titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	7"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castigator bolt cannon	36"	Heavy 16	6	-2	2	-
Tempest warblade	Melee	Melee	+6	-3	3	Make 2 hit rolls for each attack made with this weapon, instead of 1.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

ABILITIES

Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **Infantry** models and **Swarm** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS Titanic, Vehicle, Cerastus Class, Knight-Castigator

21 POWER

Cerastus Knight-Lancer

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cerastus Knight-Lancer	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Cerastus Knight-Lancer is a single model equipped with: cerastus shock lance; titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	7"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cerastus shock lance (shooting)	18"	Heavy 6	6	-1	D3	-
Cerastus shock lance (melee)	Melee	Melee	+6	-4	6	This weapon has a Strength characteristic of x2 and a Damage characteristic of 8 if the bearer made a charge move this turn.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

ABILITIES

Ion Gauntlet Shield: This model has a 5+ invulnerable save. This increases to a 4+ invulnerable save against attacks made with melee weapons. In addition, subtract 1 from hit rolls for attacks made with melee weapons by **Titanic** units that target this model.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **Infantry** models and **Swarm** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS Titanic, Vehicle, Cerastus Class, Knight-Lancer

22 POWER

Questoris Knight Magaera

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Questoris Knight Magaera	*	*	*	**8**	**8**	**24**	**4**	**9**	**3+**

A Questoris Knight Magaera is a single model equipped with: lightning cannon; phased plasma-fusil; reaper chainsword; titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning cannon	48"	Heavy 6	7	-2	3	An unmodified hit roll of 6 for an attack made using this weapon scores 2 additional hits on the target.
Phased plasma-fusil	24"	Rapid Fire 2	7	-3	2	-
Twin rad cleanser	9"	Assault 2D6	2	0	3	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit. Attacks made with this weapon wound on a 2+ unless the target is a **Vehicle** or **Titanic** unit.
Hekaton siege claw	Melee	Melee	x2	-4	6	When resolving an attack made with this weapon, subtract 1 from the hit roll. In addition, when resolving an attack made with this weapon against a **Vehicle** or **Titanic** unit, add 2 to the Damage characteristic for that attack.
Reaper chainsword	Melee	Melee	+6	-3	6	-
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

WARGEAR OPTIONS

- This model can be equipped with 1 twin rad cleanser and 1 hekaton siege claw instead of 1 reaper chainsword.

ABILITIES

Ionic Flare Shield: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Empyreal Preysight: When resolving an attack made with this model, the target cannot receive the benefit of cover to its saving throw.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **Infantry** models and **Swarm** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS

Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS

Titanic, Vehicle, Questoris Class, Knight Magaera

22 POWER

Questoris Knight Styrix

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Questoris Knight Styrix	*	*	*	**8**	**8**	**24**	**4**	**9**	**3+**

A Questoris Knight Styrix is a single model equipped with: graviton crusher; volkite chieorovile; reaper chainsword; titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Graviton crusher	18"	Heavy D3	6	-3	2	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of 3 instead of 2.
Twin rad cleanser	9"	Assault 2D6	2	0	3	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit. Attacks made with this weapon wound on a 2+ unless the target is a **Vehicle** or **Titanic** unit.
Volkite chieorovile	45"	Heavy 5	8	-3	D6	Each time an unmodified wound roll of 6 is made for an attack with this weapon, that attack inflicts one mortal wound on the target in addition to the normal damage.
Hekaton siege claw	Melee	Melee	x2	-4	6	When resolving an attack made with this weapon, subtract 1 from the hit roll. In addition, when resolving an attack made with this weapon against a **Vehicle** or **Titanic** unit, add 2 to the Damage characteristic for that attack.
Reaper chainsword	Melee	Melee	+6	-3	6	-
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

WARGEAR OPTIONS

- This model can be equipped with 1 twin rad cleanser and 1 hekaton siege claw instead of 1 reaper chainsword.

ABILITIES

Ionic Flare Shield: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Empyreal Preysight: When resolving an attack made with this model, the target cannot receive the benefit of cover to its saving throw.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **Infantry** models and **Swarm** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS

Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS

Titanic, Vehicle, Questoris Class, Knight Styrix

Armiger Moirax

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Armiger Moirax	*	*	*	**6**	**7**	**12**	**4**	**8**	**3+**

This unit contains 1 Armiger Moirax. It can additionally include 1 Armiger Moirax **(Power Rating +8)**, or 2 Armiger Moirax **(Power Rating +16)**. Every model is equipped with: rad cleanser; volkite veuglaire; Moirax siege claw.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
7-12+	14"	3+	3+
4-6	10"	4+	4+
1-3	7"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Moirax conversion beam cannon	When attacking with this weapon, select one of the profiles below.					
- Short range	0-18"	Heavy D3	6	0	2	-
- Mid range	18-36"	Heavy D3	8	-1	3	-
- Long range	36-54"	Heavy D3	10	-2	4	-
Graviton pulsar	24"	Heavy D6	6	-3	2	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of 4 instead of 2.
Lightning lock	36"	Heavy 6	6	-2	1	An unmodified hit roll of 6 for an attack made using this weapon scores 2 additional hits on the target.
Rad cleanser	9"	Assault D6	2	0	3	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit. Attacks made with this weapon wound on a 2+ unless the target is a **Vehicle** or **Titanic** unit.
Volkite veuglaire	36"	Heavy 5	6	-1	2	Each time an unmodified wound roll of 6 is made for an attack with this weapon, that attack inflicts one mortal wound on the target in addition to the normal damage.
Moirax siege claw	Melee	Melee	x2	-3	D6	When resolving an attack made with this weapon, subtract 1 from the hit roll. In addition, when resolving an attack made with this weapon against a **Vehicle** or **Titanic** unit, add 2 to the Damage characteristic for that attack.

WARGEAR OPTIONS

- Any model can be equipped with one of the following instead of 1 volkite veuglaire: 1 Moirax siege claw and 1 rad cleanser; 1 Moirax conversion beam cannon; 1 graviton pulsar; 1 lightning lock.
- Any model can be equipped with one of the following instead of 1 rad cleanser and 1 Moirax siege claw: 1 volkite veuglaire; 1 graviton pulsar; 1 lightning lock.

ABILITIES

Vehicle Squadron: When this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Moirax Stabilisers: This model does not suffer the penalty for moving and firing Heavy weapons.

Protection Protocols: Whilst this model is within 6" of any friendly **<Household> Titanic** models, it can perform a Heroic Intervention as if it were a **Character**. When doing so, this model can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".

Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.

FACTION KEYWORDS

Imperium, Imperial Knights, <Questor Allegiance>, <Household>

KEYWORDS

Vehicle, Armiger Class, Moirax

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Acastus Knight Asterius	1	600
Acastus Knight Porphyrion	1	600
Armiger Moirax	1-3	145
Cerastus Knight-Acheron	1	358
Cerastus Knight-Atrapos	1	405
Cerastus Knight-Castigator	1	350
Cerastus Knight-Lancer	**1**	360
Questoris Knight Magaera	**1**	380
Questoris Knight Styrix	**1**	340

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Hekaton siege claw	30
Moirax siege claw	0
Reaper chainfist	40
Reaper chainsword	30
Tempest warblade	30
Titanic feet	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Acheron flame cannon	80
Atrapos lascutter	80
Autocannon	10
Castigator bolt cannon	50
Cerastus shock lance	60
Graviton crusher	25
Graviton singularity cannon	70
Graviton pulsar	5
Helios defence missiles	45
Ironstorm missile pod	16
Karacnos mortar battery	20
Lascannon	25
Lightning cannon	70
Lightning lock	5
Moirax conversion beam cannon	15
Phased plasma-fusil	20
Rad cleanser	0
Twin heavy bolter	17
Twin magna lascannon	100
Twin rad cleanser	25
Twin conversion beam cannon	90
Volkite chieorovile	80
Volkite culverin	15
Volkite veuglaire	5