

Questoris Knight Magaera 395 points

Long considered a dark and ill-omened relic of bloody ages past, the few Knight Magaera still kept operational in the 41st Millennium are considered weapons of last resort by the small number of Knight Households that maintain them; powerful, but according to some Sacristans, accursed. It is said such Knight Armours were once the gift of the Mechanicum to those Houses they held in high regard or which to curry favour with—or perhaps enslave if the darkest rumours were true—and that they were created by fusing STC technologies with macabre innovations that should not have been made. Regardless, the strange arcana used to arm and equip them, particularly the singularly powerful shield technology whose demands tax its reactor core to the limit, are now irreplaceable mysteries of the past.

	Armour						I	A	HP
	WS	BS	S	Front	Side	Rear			
Questoris Knight Magaera	4	4	10	13	12	12	2	3	6

Unit Composition

- 1 Questoris Knight Magaera

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Lightning cannon
- Phased plasma-fusil
- Reaper chainsword
- Ionic flare shield
- Blessed autosimulacra

Special Rules

- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Overtaxed Reactor

Options

- The Questoris Knight Magaera may upgrade its reaper chainsword for a:
 - Hekaton siege claw
 - with a twin-linked rad cleanser+25 points



*Experimental Rules
Imperial sanction
not yet granted*

Using the Questoris Knight Magaera in your army in games of Warhammer 40,000

Codex: Imperial Knights: Questoris Knight Magaera may be chosen as part of a *Codex: Imperial Knights* army as you would other types of Knight. However, owing to their rarity in the 41st Millennium, you may not have more Questoris Knights Magaera in your army than you have Knights of other kinds.

Other Armies of the Imperium Factions: A Questoris Knight Magaera may be taken as a Lords of War choice for any faction that is a part of the Armies of the Imperium (see the *Warhammer 40,000* rulebook).

Blessed Autosimulacra

If a vehicle has suffered Hull Point damage at the end of the controlling player's turn, roll a D6. On a 6, one lost Hull Point is restored.

Ionic Flare Shield

When a Questoris Knight Magaera is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight Magaera's controlling player must declare which facing each Questoris Knight's ionic flare shield is covering. The choices are: front, left side, right side or rear. The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase, and the strength of any Shooting attack against it from that facing is reduced by -1, the effect increasing to -2 if the weapon has the Blast or Template rules (note, however, that this strength reduction has no effect on Destroyer or Haywire attacks). Ionic flare shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Overtaxed Reactor

When destroyed, the Knight adds +1 to the result rolled on the Catastrophic Damage table.

Questoris Knight Magaera Weapons

Weapon	Range	Str	AP	Type
Lightning cannon	48"	7	3	Heavy 1, Rending, Large Blast (5"), Shred
Phased plasma-fusil	24"	6	3	Salvo 2/3
Reaper chainsword	-	D	2	Melee
Rad cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage
Hekaton siege claw	-	D	2	Melee, Wrecker

Rad-phage: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

Wrecker: Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.