

# MECHANICUM KNIGHT MOIRAX TALON

185 POINTS

Fitted with a potent reactor core capable of powering the most destructive weaponry available to its class, the Knight Moirax was a formidable tool in the arsenal of Questoris Households loyal to the Mechanicum. However, this energy core was notorious for radioactive instability, and so the Moirax chassis was considered to be an unseemly instrument with which to lay the foundations of the Imperium, seeing minimal use on human-occupied worlds before the darkest hours of the Horus Heresy.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Knight Moirax	4	4	7	12	12	11	4	2	4

## Unit Composition

- 1 Mechanicum Knight Moirax

## Unit Type

- Vehicle (Walker)

## Wargear

- Volkite Veuglaire
- Gyges siege claw with in-built rad cleanser
- Ionic flare field
- Construct shield (2)
- Rad furnace
- Occular augmetics

## Special Rules

- Moirax Talon
- Household Rank (Questoris Knight Crusade Detachment only)
- Greuso Protocol
- Move Through Cover

## Options

- The unit may take:
  - Up to three additional Mechanicum Knight Moirax ..... +155 points each
- Any Mechanicum Knight Moirax may exchange its Volkite Veuglaire for one of the following weapons:
  - Armiger conversion beam cannon ..... +10 points
  - Gyges siege claw with in-built rad cleanser ..... Free
  - Lightning lock ..... +5 points
  - Graviton pulsar ..... +10 points
- Any Mechanicum Knight Moirax may exchange its Gyges siege claw with in-built rad cleanser for one of the following weapons:
  - Volkite Veuglaire ..... Free
  - Lightning lock ..... +5 points
  - Graviton pulsar ..... +10 points

A Questoris Knight Moirax Talon may be taken as a non-compulsory Troops choice in a Questoris Knight Crusade Detachment, and is subject to the Household Rank special rule, but must select the Scion Amuntar Household Rank.

A Questoris Knight Moirax Talon may alternatively be taken as a Heavy Support choice in any Mechanicum Detachment. However, if taken in this way, the unit loses the Household Rank special rule.

## Mechanicum Knight Moirax Wargear

### Ionic Flare Field

A less power-hungry variant of the directional ionic flare shield used by larger Mechanicum-indentured Knight variants, the ionic flare field projects a wider effect, encompassing the entire machine within lesser, but still formidable, protection from oncoming projectiles.

An ionic flare field grants the Mechanicum Knight Moirax a 5+ Invulnerable save against all Shooting attacks, but grants no benefits against Close Combat attacks. In addition, the Strength of any Shooting attacks made against a model equipped with this item which have the Blast or Template rules are reduced by -1 (note, however, that this Strength reduction has no effect on Destroyer or Haywire attacks).

### Construct Shield

An experimental attempt to create a stable, miniaturised void shield generator at a fraction of the material cost of other forms of heavy shielding, the construct shield is most frequently employed by Magi of the Ordo Katastrophica to ensure their temperamental automata survive in battle long enough for them to gather vital operating data.

A model with a construct shield has a number of expendable shields listed in its profile. Each hit scored against this model will instead hit its construct shields, including Shooting and Close Combat attacks (whilst at least one remains active).

Construct shields have an Armour value of 11. A Glancing or Penetrating hit (or any hit from a Destroyer weapon) scored against a construct shield causes it to collapse – further hits strike the model instead. Invulnerable saves cannot be taken against hits sustained by a construct shield, and construct shields cannot be restored by any means.

## Special Rules

### Greuso Protocol

The Mechanicum Knight Moirax is deployed primarily to be kept at the heel of valuable automata and constructs as their guardian, running ahead to identify and neutralise threats. Its programmed behaviours restrict it from straying too far from its ward, remaining within range to respond to aggressors.

When within 12" of a friendly Siege-automata, War Construct, Ordinatus or Questoris Knight which is the target of a Charge move, a Mechanicum Knight Moirax that is not locked in Combat may make a single Shooting attack against the charging unit if it is in range, as if the attack were made during the Shooting phase. This attack is made immediately after a Charge is declared, before the charging unit is moved.

### Moirax Talon

A Moirax Talon is designed to operate as a 'clenched fist' on the battlefield in order to smash through the fiercest resistance but, given the power and individuality of the Knights themselves, the Talon operates more akin to a warrior band than a squadron unit.

When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Knights in a Talon must be placed within 6" of each other. Afterwards, they are not treated as a Vehicle squadron but operate independently as individual units for the purposes of taking any actions, as well as for determining Victory points in missions which make use of Victory points for destroying units.

### Household Rank

For the purposes of the Scions Aspirant's Young Blood special rule, Mechanicum Knight Moirax units do not count towards the number of Knights in a given army, and as such the inclusion of Mechanicum Knight Moirax Talons do not allow a player to field more of their other Knights as Aspirants.

A Mechanicum Knight Moirax Talon must select the Scion Amuntar Household rank when taken as part of a Questoris Knight Crusade Detachment, and cannot use the other Household ranks presented in the Questoris Knight Crusade army list.

### Troops Rank

#### Scion Amuntar ..... Free

Unlike the vaunted Armiger Knights of the Questoris Knight Households, the Mechanicum Knight Moirax is a construction held in contempt by Questoris nobility due to its unstable core. However, whether by order of their Mechanicum masters or through desperate need, many Questoris Households are frequently forced to make use of the chassis.

**Amuntar:** A unit of Scions Amuntar may not be held in reserve, and must be deployed further than 6" away from a friendly Questoris Knight if this is possible.

## Mechanicum Knight Moirax Weapons

### Gyges Siege Claw

	Range	Str	AP	Type
Gyges siege claw	-	x2	2	Melee, Wrecker

### Rad Cleanser

	Range	Str	AP	Type
Rad cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage

### Lightning Lock

Moirax Knights have the ability to overcharge their own reactor cores in order to supplement the power of their ionising locks, unleashing the surge of power in sustained electromagnetic blasts of energy over short ranges.

	Range	Str	AP	Type
Lightning lock	36"	6	3	Heavy 1, Rending, Shred, Blast (3")

### Graviton Pulsar

The crushing force projected by a graviton pulsar is capable of crumpling power armour or ripping the treads from a tank. While able to cause great destruction, such weapons are more often employed to disable and impede rather than destroy, fired to halt the advance of war machines so that they might be captured largely intact.

	Range	Str	AP	Type
Graviton pulsar	24"	-	4	Heavy 2, Blast (3"), Concussive, Graviton Pulse, Haywire

### Volkite Veuglaire

These ancient weapons are a rare sight even amongst the most venerable of Knight Households, for their complex mechanisms are often beyond the ability of simple Sacristans to repair. But for those Households that still operate them, Volkite Veuglaire are prized for their ability to clear light infantry from the battlefield in a blaze of scintillating energy beams.

	Range	Str	AP	Type
Volkite Veuglaire	36"	6	4	Heavy 5, Deflagrate

### Armiger Conversion Beam Cannon

Though among the most devastating of long range weapons compatible with the Armiger's frame and reactor core, the firing of an Armiger conversion beam cannon is a rare sight on the battlefield as most scions assigned to Armiger Knights show a distinct preference for close range engagements.

	Range	Str	AP	Type
Conversion beam cannon	Up to 18"	6	-	Heavy 1, Blast (3")
	18" - 42"	8	4	Heavy 1, Blast (3")
	42" - 72"	10	1	Heavy 1, Blast (3")