

Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Questoris Knight Dominus	4	4	10	13	13	12	3	3	7

Unit Composition

- 1 Questoris Knight Dominus

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Three twin-linked siegebreaker cannon
- Two twin-linked meltaguns
- Blessed Autosimulacra (Mechanicum Taghmata only)
- Ion shield

Special Rules

- Household Rank (Questoris Knight Crusade only)
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown.

Options

- The Questoris Knight Dominus may exchange any of its twin-linked siegebreaker cannon for:
 - Two shieldbreaker missiles..... Free
- The Questoris Knight Dominus must take two arm-mounted weapons chosen from the following:
 - Volcano lance +45 points
 - Plasma decimator +55 points
 - Conflagration cannon +30 points
 - Thundercoil harpoon +50 points
- The Questoris Knight Dominus may be upgraded with:
 - Occular augmetics +10 points

The Questoris Knight Dominus is subject to the Household Rank special rule when taken as part of a Questoris Knight Crusade Detachment only. It may alternatively be taken as a Lords of War choice in a Mechanicum Taghmata Detachment, in which case it gains the Blessed Autosimulacra item of wargear, but may not gain the benefit of a Household Rank.

It may also be taken in other armies as an Engine of Destruction and is considered to be included in the Panoply of War list (see pages 130-131 of The Horus Heresy: Age of Darkness rulebook). If selected as an Engine of Destruction, this model does not gain the Household Rank or the Blessed Autosimulacra rules.

Questoris Knight Dominus Weapons

Weapon	Range	Str	AP	Type
Twin-linked siegebreaker cannon	48"	7	4	Heavy 2, Twin-linked
Shieldbreaker missile	48"	9	3	Heavy 1, Shieldbreaker, One Use
Volcano lance	80"	9	2	Heavy 1, Blast (3")
Plasma decimator	48"	8	2	Heavy 1, Large Blast (5"), Gets Hot
Conflagration cannon	Hellstorm	7	3	Ordnance 1
Thundercoil harpoon	12"	10	1	Ordnance 1, Armourbane, Fleshbane, Instant Death, Sunder, Harpoon

Shieldbreaker: Invulnerable saves may not be taken against Wounds or Hull points inflicted by a weapon with this type.

Harpoon: Once fired, regardless of whether the attack results in a hit or not, this weapon may not be fired again in the controlling player's next Shooting phase. Effectively, it may only be fired every other turn. In addition, any model that fails a save against a Wound or Hull point of damage inflicted by a weapon with this type suffers D6 Wounds or D6 Hull points of damage instead of just one (these wounds do not carry over to other models in the same unit).

Ion Shield

When a Questoris Knight Dominus is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Knight Dominus' controlling player must declare which facing the Dominus' ion shield is covering. The choices are front, left side, right side or rear. The ion shield can only cover one facing per Shooting phase.

The Questoris Knight Dominus has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saves against close combat attacks.

Occular Augmetics

The Questoris Knight Dominus has the Night Vision special rule, and may re-roll results of 1 on the Vehicle Damage table and Destroyer Weapon Attack table when shooting at a range of 12" or less.