

Loyalist
Titan
Alligiance
Ability

Questoris
Imperialis
Alligiance
Ability

Questoris
Mechanicus
Alligiance
Ability

Adaptive Tactics

Once per game, at
end of Damage
Control, change
single given order
to different order
(except Emergency
Repairs).

Valorous Charge

Once per game
during Movement
phase, a single
Lance can add 2" to
Speed for remainder
of phase.

Targeting Solutions

Once per game all
Banners within Lance
can be issued
Coordinated Strike,
Split Fire, or First
Fire without command
check. Each banner
can be given
separate Order.

Traitor
Titan
Alligiance
Ability

Questoris
Traitoris
Alligiance
Ability

Unbridled Hatred

Once per game during
Movement phase, a
single Titan can add
2" to default and
boosted Speed, and
add 1 to Dice value
of all Melee
weapons, until end
of round.

Lust for Blood

Once per game
during Combat
phase, all Knights
in single Banner
can add 1 to Dice
value of single
type of Melee
weapon for rest of
phase.