



INTRO

Battle Brother Detachments are elite battle companies of superhuman warriors with highly specialized training and tactics. Stranded in the Sirius Sector, the Detachments settled a number of worlds which they have adapted to their unique needs.

The Detachments changed over time as well, becoming more distinct and developing their own ideas of how best to serve their Founder. Now, Detachments struggle to maintain a sense of unity and purpose as they become more distinct.

ABOUT OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

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BACKGROUND STORY

Following the genetic innovations of the Founder, the Battle Brothers were soon deployed to maintain unity and peace over Earth and its nearby colonies. Early space travel had proven an expensive and difficult process, and as a result, Battle Brothers were assigned to each colony as a permanent garrison. These garrisons were formed into the first Detachments, serving as their world's first line of defence against insurgency and civil conflict.

Detachments rapidly adapted to combat on their respective worlds, developing unique tactics, equipment and roles to excel in localized conflicts. By the time that the first wave of recruits had been fully trained, most Detachments had already developed their own unique culture, skills and traditions, which set them apart from the original Battle Brothers. Many Detachments became symbols of stability and cultural identity on their respective home worlds, gathering respect and political influence as their reputation grew.

At the height of the Detachments' influence, the Founder revealed his vision of a united and uplifted humanity, capable of thriving throughout the galaxy with the use of advanced gene-mods. In order to overcome political obstacles to his vision, the Founder led a daring coup to seize control of humanity's colonies. Detachments moved quickly, with some declaring their loyalty to the Founder while others opposed him. This division sparked a long and destructive civil war which soon engulfed all of humanity.

On Earth, the fighting was particularly fierce and some feared that it might leave the world uninhabitable. A portion of humanity chose to flee the situation, commandeering one of the Founder's fleets. The Founder drew a number of Detachments from the front lines to pursue these refugees, but a massive wormhole left both fleets stranded in the Sirius Sector.

The Battle Brothers moved quickly to establish themselves in the Sirius Sector, with each remaining detachment tasked with gathering their surviving members and settling on a world in order to best achieve the Founder's vision. Their time in Sirius has given the detachments time to further specialize and hone their skills, building upon their predecessors in new ways. This has fostered a strong sense of independence and even rivalry among a number of detachments, united only by their loyalty to the original Founder and his successors, the Conduits.

How will your detachment adapt to the Sirius Sector?

GF - KNIGHT BROTHERS v3.4.4

| Name [size] | Qua | Def | Equipment | Special Rules | Cost |
|------------------------------------|-----|-----|---|--|--------|
| Knight Champion [1] | 3+ | 3+ | Storm Rifle (24", A3, AP(1)), Relic Blade (A4, AP(1)) | Aegis, Caster(2), Combat Master, Fearless, Hero, Tough(3) | 175pts |
| Knight Master Destroyer [1] | 3+ | 3+ | CCW (A4), Combat Shield (Shield Wall) | Aegis, Ambush, Fearless, Hero, Tough(6) | 150pts |
| Veteran Knight Master Brother [1] | 3+ | 3+ | Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2) | Aegis, Fearless, Hero, Tough(3), War Veteran | 75pts |
| Knight Master Brother [1] | 3+ | 3+ | Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2) | Aegis, Fearless, Hero, Tough(3) | 65pts |
| Knight Battle Brothers [5] | 3+ | 3+ | 5x Assault Storm Rifle (24", A2, AP(1)), 5x CCW (A1) | Aegis, Fearless, Regeneration | 255pts |
| Veteran Knight Battle Brothers [3] | 3+ | 3+ | 3x Incinerator (12", A1, AP(1), Blast(3), Reliable), 3x CCW (A1) | Aegis, Fearless, Regeneration, War Veteran | 160pts |
| Knight Purgation Brothers [3] | 3+ | 3+ | 3x Incinerator (12", A1, AP(1), Blast(3), Reliable), 3x CCW (A2) | Aegis, Fearless, Relentless | 170pts |
| Knight Destroyers [3] | 3+ | 3+ | 3x Storm Rifle (24", A3, AP(1)), 3x CCW (A2) | Aegis, Ambush, Fearless, Tough(3) | 335pts |
| Knight APC [1] | 3+ | 2+ | Storm Rifle (24", A3, AP(1)) | Aegis, Fast, Fearless, Impact(3), Tough(6), Transport(11) | 230pts |
| Knight Attack APC [1] | 3+ | 2+ | Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable) | Aegis, Fast, Fearless, Impact(3), Tough(6), Transport(6) | 230pts |
| Knight Heavy Tank [1] | 3+ | 2+ | Twin Heavy Machinegun (30", A6, AP(1)), Quad Flamer Cannon (18", A4, AP(1), Blast(3), Reliable) | Aegis, Fast, Fearless, Impact(9), Tough(18), Transport(11) | 850pts |
| Knight Attack Walker [1] | 3+ | 2+ | Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable), Stomp (A4, AP(1)), Walker Fist (A4, AP(4)) | Aegis, Fear(2), Fearless, Tough(12) | 435pts |
| Veteran Knight Attack Walker [1] | 3+ | 2+ | Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable), Stomp (A4, AP(1)), Walker Fist (A4, AP(4)) | Aegis, Fear(2), Fearless, Tough(12), War Veteran | 480pts |
| Knight Nemesis Walker [1] | 3+ | 2+ | 2x Super-Heavy Incinerator (18", A2, AP(1), Blast(3), Reliable), 2x Nemesis Fist (A4, AP(4)), Stomp (A6, AP(2)) | Aegis, Ambush, Caster(2), Fear(3), Fearless, Tough(18) | 910pts |
| Knight Light Gunship [1] | 3+ | 2+ | Minigun (24", A4, AP(1)), Twin Typhoon Missiles (24", A4, AP(2), Lock-On) | Aegis, Aircraft, Fearless, Tough(6) | 325pts |
| Knight Heavy Gunship [1] | 3+ | 2+ | Storm Missiles (36", A1, AP(3), Deadly(3)), Light Heavy Rifle Array (24", A4, AP(1)), Twin Minigun (24", A8, AP(1)), Typhoon Missiles (24", A2, AP(2), Lock-On) | Aegis, Aircraft, Fearless, Tough(9), Transport(11) | 605pts |

SPECIAL RULES

Advanced Tactics: Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

Aegis: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Cleanse: Whenever this model attacks in melee, roll one die. On a roll of 6+ the target takes 1 wound.

Combat Master: When in melee, roll one die and apply one bonus to all models with this rule. On a 1-3 attacks get Rending, on a 4-6 attacks get AP(+1).

Destroyer Medical Training: This model and its unit get Regeneration.

Repair: Once per this model's activation, before attacking, if within 2" of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Teleport: Once per activation, before attacking, place this model anywhere within 6" of its position.

Tough(X): This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

War Chant: This model and its unit get Furious. If they already had Furious, they get extra hits from Furious on unmodified rolls of 5-6 to hit instead.

War Veteran: Gets +1 to hit in melee and shooting.

KNIGHT BROTHERS ARMY SPELLS

Ward (1): Target enemy unit within 18" gets -1 to hit rolls next time it fights in melee.

Cleanse (1): Target enemy unit within 12" takes 2 hits with AP(2).

Warp (2): Target 2 enemy units within 18" get -1 to defense rolls next time they take hits.

Doom (2): Target enemy model within 12" takes 2 hits with AP(4).

Strike (3): Target 2 friendly units within 12" get +18" range next time they shoot.

Purge (3): Target 2 enemy units within 12" take 6 hits each.

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| Knight Champion [1] - 175 pts | |
|---|---------------------|
| Quality 3+ | Defense 3+ |
| Storm Rifle (24", A3, AP(1)) | |
| Relic Blade (A4, AP(1)) | |
| Aegis, Caster(2), Combat Master, Fearless, Hero, Tough(3) | |
| Upgrade with one: | |
| +5pts | Purifier (Cleanse) |
| +10pts | Striker (Ambush) |
| +15pts | Inceptor (Teleport) |

| Knight Master Destroyer [1] - 150 pts | |
|---|---|
| Quality 3+ | Defense 3+ |
| CCW (A4) | |
| Combat Shield (Shield Wall) | |
| Aegis, Ambush, Fearless, Hero, Tough(6) | |
| Replace Combat Shield and CCW: | |
| +25pts | Dual Energy Falchions (A8, Reliable) |
| +30pts | Dual Energy Claws (A8, Rending) |
| +75pts | Rapid Storm Rifle (24", A6, AP(1)), CCW (A4) |
| Replace CCW: | |
| +10pts | Energy Hammer (A2, Blast(3)) |
| +20pts | Energy Sword (A4, AP(1), Rending) |
| +20pts | Energy Staff (A4, AP(1), Poison) |
| +25pts | Energy Halberd (A4, AP(1), Reliable) |
| +30pts | Chain-Fist (A2, AP(2), Deadly(3)) |
| +35pts | Energy Fist (A4, AP(4)) |
| +40pts | Slayer Hammer (A2, AP(2), Deadly(3), Rending) |
| Upgrade with one: | |
| +15pts | Preacher (War Chant) |
| +40pts | Archivist (Caster(2)) |
| +40pts | Engineer (Repair) |
| +45pts | Captain (Advanced Tactics) |
| +60pts | Master Archivist (Caster(3)) |
| Upgrade with: | |
| +5pts | Paladin (Cleanse) |

| Veteran Knight Master Brother [1] - 75 pts | |
|--|---|
| Quality 3+ | Defense 3+ |
| CCW (A2) | |
| Flamer Pistol (6", A1, Blast(3), Reliable) | |
| Aegis, Fearless, Hero, Tough(3), War Veteran | |
| Upgrade with one: | |
| +5pts | Purifier (Cleanse) |
| +10pts | Striker (Ambush) |
| +15pts | Inceptor (Teleport) |
| Upgrade with one: | |
| +15pts | Preacher (War Chant) |
| +40pts | Archivist (Caster(2)) |
| +40pts | Engineer (Repair) |
| +45pts | Captain (Advanced Tactics) |
| +60pts | Master Archivist (Caster(3)) |
| Replace Flamer Pistol and CCW: | |
| +5pts | Dual Energy Falchions (A4, Reliable) |
| +15pts | Dual Energy Claws (A4, Rending) |
| +20pts | Heavy Chainsaw Sword (A4, AP(1)) |
| Replace Flamer Pistol: | |
| +10pts | Master Heavy Pistol (12", A2, AP(1)) |
| +15pts | Fusion Pistol (6", A1, AP(4), Deadly(3)) |
| +15pts | Master Gravity Pistol (9", A3, Rending) |
| +30pts | Master Plasma Pistol (12", A2, AP(4)) |
| +35pts | Master Heavy Rifle (24", A2, AP(1)) |
| +85pts | Master Storm Rifle (24", A4, AP(1)) |
| Take one Master Heavy Rifle attachment: | |
| +5pts | Flamer-Mod (12", A1, Blast(3), Limited, Reliable) |
| +10pts | Gravity-Mod (18", A2, Limited, Rending) |
| +10pts | Plasma-Mod (24", A1, AP(4), Limited) |
| +15pts | Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) |
| Replace CCW: | |
| +5pts | Energy Hammer (A1, Blast(3)) |
| +15pts | Energy Sword (A2, AP(1), Rending) |
| +15pts | Energy Staff (A2, AP(1), Poison) |
| +10pts | Energy Halberd (A2, AP(1), Reliable) |
| +25pts | Chain-Fist (A1, AP(2), Deadly(3)) |
| +25pts | Energy Fist (A2, AP(4)) |
| +30pts | Slayer Hammer (A1, AP(2), Deadly(3), Rending) |
| Upgrade with one: | |
| +15pts | Jetpack (Ambush, Flying) |
| +115pts | Combat Bike (Twin Heavy Rifle (24", A2, AP(1)), Fast, Tough(3)) |

| Knight Master Brother [1] - 65 pts | |
|--|---|
| Quality 3+ | Defense 3+ |
| CCW (A2) | |
| Flamer Pistol (6", A1, Blast(3), Reliable) | |
| Aegis, Fearless, Hero, Tough(3) | |
| Upgrade with one: | |
| +5pts | Purifier (Cleanse) |
| +10pts | Striker (Ambush) |
| +15pts | Inceptor (Teleport) |
| Upgrade with one: | |
| +15pts | Preacher (War Chant) |
| +40pts | Archivist (Caster(2)) |
| +40pts | Engineer (Repair) |
| +45pts | Captain (Advanced Tactics) |
| +60pts | Master Archivist (Caster(3)) |
| Replace Flamer Pistol and CCW: | |
| +10pts | Dual Energy Falchions (A4, Reliable) |
| +10pts | Dual Energy Claws (A4, Rending) |
| +10pts | Heavy Chainsaw Sword (A4, AP(1)) |
| Replace Flamer Pistol: | |
| +5pts | Master Heavy Pistol (12", A2, AP(1)) |
| +5pts | Fusion Pistol (6", A1, AP(4), Deadly(3)) |
| +10pts | Master Gravity Pistol (9", A3, Rending) |
| +20pts | Master Plasma Pistol (12", A2, AP(4)) |
| +20pts | Master Heavy Rifle (24", A2, AP(1)) |
| +50pts | Master Storm Rifle (24", A4, AP(1)) |
| Take one Master Heavy Rifle attachment: | |
| +5pts | Flamer-Mod (12", A1, Blast(3), Limited, Reliable) |
| +5pts | Gravity-Mod (18", A2, Limited, Rending) |
| +5pts | Plasma-Mod (24", A1, AP(4), Limited) |
| +10pts | Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) |
| Replace CCW: | |
| +5pts | Energy Hammer (A1, Blast(3)) |
| +10pts | Energy Sword (A2, AP(1), Rending) |
| +10pts | Energy Staff (A2, AP(1), Poison) |
| +15pts | Energy Halberd (A2, AP(1), Reliable) |
| +15pts | Chain-Fist (A1, AP(2), Deadly(3)) |
| +20pts | Energy Fist (A2, AP(4)) |
| +20pts | Slayer Hammer (A1, AP(2), Deadly(3), Rending) |
| Upgrade with one: | |
| +15pts | Jetpack (Ambush, Flying) |
| +100pts | Combat Bike (Twin Heavy Rifle (24", A2, AP(1)), Fast, Tough(3)) |

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| Knight Battle Brothers [5] - 255 pts | |
|---|---|
| Quality 3+ | Defense 3+ |
| 5x CCW (A1) 5x Assault Storm Rifle (24", A2, AP(1)) Aegis, Fearless, Regeneration | |
| <i>Upgrade one model with:</i> | |
| +15pts | Psychic (Caster(1)) |
| <i>Replace one Assault Storm Rifle:</i> | |
| free | Incinerator (12", A1, AP(1), Blast(3), Reliable) |
| +10pts | Psychic Cannon (18", A1, AP(2), Blast(3)) |
| +35pts | Psychic Silencer (24", A4, Rending) |
| <i>Replace any CCW:</i> | |
| +15pts | Energy Staff (A2, AP(1), Poison) |
| +15pts | Energy Sword (A2, AP(1), Rending) |
| +20pts | Energy Halberd (A2, AP(1), Reliable) |
| <i>Replace one CCW:</i> | |
| +25pts | Slayer Hammer (A1, AP(2), Deadly(3), Rending) |
| +25pts | Dual Energy Falchions (A4, Reliable) |
| <i>Upgrade all models with one:</i> | |
| +15pts | Strikers (Ambush) |
| +20pts | Purifiers (Cleanse) |
| +25pts | Inceptors (Teleport) |

| Veteran Knight Battle Brothers [3] - 160 pts | |
|--|--|
| Quality 3+ | Defense 3+ |
| 3x CCW (A1) 3x Incinerator (12", A1, AP(1), Blast(3), Reliable) Aegis, Fearless, Regeneration, War Veteran | |
| <i>Upgrade one model with:</i> | |
| +15pts | Psychic (Caster(1)) |
| <i>Replace any Incinerator:</i> | |
| +15pts | Assault Storm Rifle (24", A2, AP(1)) |
| +30pts | Psychic Cannon (18", A1, AP(2), Blast(3)) |
| +55pts | Psychic Silencer (24", A4, Rending) |
| <i>Replace any CCW:</i> | |
| +15pts | Energy Halberd (A2, AP(1), Reliable) |
| +20pts | Energy Sword (A2, AP(1), Rending) |
| +25pts | Energy Staff (A2, AP(1), Poison) |
| +25pts | Dual Energy Falchions (A4, Reliable) |
| +40pts | Slayer Hammer (A1, AP(2), Deadly(3), Rending) |
| <i>Upgrade all models with one:</i> | |
| +10pts | Strikers (Ambush) |
| +10pts | Purifiers (Cleanse) |
| +15pts | Inceptors (Teleport) |

| Knight Purgation Brothers [3] - 170 pts | |
|---|---|
| Quality 3+ | Defense 3+ |
| 3x CCW (A2) 3x Incinerator (12", A1, AP(1), Blast(3), Reliable) Aegis, Fearless, Relentless | |
| <i>Upgrade one model with:</i> | |
| +15pts | Psychic (Caster(1)) |
| <i>Replace any Incinerator:</i> | |
| +15pts | Psychic Cannon (18", A1, AP(2), Blast(3)) |
| +40pts | Psychic Silencer (24", A4, Rending) |

| Knight Destroyers [3] - 335 pts | |
|---|---|
| Quality 3+ | Defense 3+ |
| 3x CCW (A2) 3x Storm Rifle (24", A3, AP(1)) Aegis, Ambush, Fearless, Tough(3) | |
| <i>Upgrade one model with:</i> | |
| +15pts | Psychic (Caster(1)) |
| <i>Replace one Storm Rifle:</i> | |
| -15pts | Incinerator (12", A1, AP(1), Blast(3), Reliable) |
| -5pts | Psychic Cannon (18", A1, AP(2), Blast(3)) |
| +20pts | Psychic Silencer (24", A4, Rending) |
| <i>Replace any CCW:</i> | |
| +30pts | Energy Staff (A4, AP(1), Poison) |
| +30pts | Energy Sword (A4, AP(1), Rending) |
| +35pts | Energy Halberd (A4, AP(1), Reliable) |
| <i>Replace one CCW:</i> | |
| +35pts | Dual Energy Falchions (A6, Reliable) |
| +50pts | Slayer Hammer (A2, AP(2), Deadly(3), Rending) |
| <i>Upgrade one model with one:</i> | |
| +15pts | Banner |
| +30pts | Destroyer Medical Training |
| <i>Upgrade all models with:</i> | |
| +10pts | Paladins (Cleanse) |

| Knight APC [1] - 230 pts | |
|---|--|
| Quality 3+ | Defense 2+ |
| Storm Rifle (24", A3, AP(1)) Aegis, Fast, Fearless, Impact(3), Tough(6), Transport(11) | |
| <i>Upgrade with one:</i> | |
| +45pts | Storm Rifle (24", A3, AP(1)) |
| +55pts | Heavy Fusion Rifle (18", A1, AP(4), Deadly(3)) |
| <i>Upgrade with any:</i> | |
| +15pts | Hunter Missiles (24", A1, AP(2), Deadly(3), Limited, Lock-On) |
| +10pts | Dozer Blade (Strider) |

| Knight Attack APC [1] - 230 pts | |
|--|---|
| Quality 3+ | Defense 2+ |
| Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable) Aegis, Fast, Fearless, Impact(3), Tough(6), Transport(6) | |
| <i>Replace Twin Heavy Flamer:</i> | |
| +45pts | Twin Heavy Machinegun (30", A6, AP(1)) |
| +65pts | Twin Minigun (24", A8, AP(1)) |
| +75pts | Laser Cannon (36", A1, AP(3), Deadly(3)), Twin Plasma Rifle (24", A2, AP(4)) |
| +95pts | Twin Laser Cannon (36", A2, AP(3), Deadly(3)) |
| <i>Upgrade with:</i> | |
| +10pts | Dozer Blade (Strider) |

| Knight Heavy Tank [1] - 850 pts | |
|---|--|
| Quality 3+ | Defense 2+ |
| Quad Flamer Cannon (18", A4, AP(1), Blast(3), Reliable) Twin Heavy Machinegun (30", A6, AP(1)) Aegis, Fast, Fearless, Impact(9), Tough(18), Transport(11) | |
| <i>Upgrade with one:</i> | |
| +45pts | Storm Rifle (24", A3, AP(1)) |
| +55pts | Heavy Fusion Rifle (18", A1, AP(4), Deadly(3)) |
| <i>Upgrade with any:</i> | |
| +15pts | Hunter Missiles (24", A1, AP(2), Deadly(3), Limited, Lock-On) |
| +25pts | Dozer Blade (Strider) |
| <i>Replace Quad Flamer Cannon:</i> | |
| +5pts | Twin Heavy Rifle Array (24", A12, AP(1)) |
| +130pts | Quad Laser Cannon (36", A4, AP(3), Deadly(3)) |
| <i>Replace Twin Heavy Machinegun:</i> | |
| +20pts | Twin Minigun (24", A8, AP(1)) |

| Knight Attack Walker [1] - 435 pts | |
|---|---|
| Quality 3+ | Defense 2+ |
| Stomp (A4, AP(1)) Walker Fist (A4, AP(4)) Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable) Aegis, Fear(2), Fearless, Tough(12) | |
| <i>Replace Twin Heavy Flamer:</i> | |
| -5pts | Walker Fist (A4, AP(4)) |
| +35pts | Heavy Rifle Array (24", A6, AP(1)) |
| +35pts | Super-Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)) |
| +45pts | Twin Heavy Machinegun (30", A6, AP(1)) |
| +65pts | Heavy Minigun (24", A6, AP(2)) |
| +85pts | Heavy Plasma Cannon (30", A1, AP(4), Blast(6)) |
| +95pts | Twin Laser Cannon (36", A2, AP(3), Deadly(3)) |
| <i>Replace one Walker Fist:</i> | |
| +55pts | Missile Array (30", A4, AP(2), Lock-On) |
| +100pts | Twin Autocannon (36", A6, AP(2)) |
| <i>Upgrade any Walker Fist with one:</i> | |
| +30pts | Heavy Flamer (12", A1, AP(1), Blast(3), Reliable) |
| +35pts | Fusion Rifle (12", A1, AP(4), Deadly(3)) |
| +45pts | Storm Rifle (24", A3, AP(1)) |

| Veteran Knight Attack Walker [1] - 480 pts | |
|--|---|
| Quality 3+ | Defense 2+ |
| Stomp (A4, AP(1)) Walker Fist (A4, AP(4)) Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable) Aegis, Fear(2), Fearless, Tough(12), War Veteran | |
| <i>Replace Twin Heavy Flamer:</i> | |
| +20pts | Walker Fist (A4, AP(4)) |
| +75pts | Heavy Rifle Array (24", A6, AP(1)) |
| +80pts | Super-Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)) |
| +95pts | Twin Heavy Machinegun (30", A6, AP(1)) |
| +125pts | Heavy Minigun (24", A6, AP(2)) |
| +155pts | Heavy Plasma Cannon (30", A1, AP(4), Blast(6)) |
| +170pts | Twin Laser Cannon (36", A2, AP(3), Deadly(3)) |
| <i>Replace one Walker Fist:</i> | |
| +90pts | Missile Array (30", A4, AP(2), Lock-On) |
| +150pts | Twin Autocannon (36", A6, AP(2)) |
| <i>Upgrade any Walker Fist with one:</i> | |
| +30pts | Heavy Flamer (12", A1, AP(1), Blast(3), Reliable) |
| +55pts | Fusion Rifle (12", A1, AP(4), Deadly(3)) |
| +70pts | Storm Rifle (24", A3, AP(1)) |

| Knight Nemesis Walker [1] - 910 pts | |
|---|---|
| Quality 3+ | Defense 2+ |
| 2x Nemesis Fist (A4, AP(4)) | |
| Stomp (A6, AP(2)) | |
| 2x Super-Heavy Incinerator (18", A2, AP(1), Blast(3), Reliable) | |
| Aegis, Ambush, Caster(2), Fear(3), Fearless, Tough(18) | |
| Replace any Super-Heavy Incinerator: | |
| +15pts | Heavy Psychic Cannon (24", A2, AP(2), Blast(3)) |
| +40pts | Gatling Psychic Silencer (24", A8, Rending) |
| Replace one Nemesis Fist: | |
| +5pts | Nemesis Slayer Hammer (A2, AP(2), Deadly(3), Rending) |
| +5pts | Nemesis Great Sword (A6, AP(1), Rending) |
| Upgrade with any: | |
| +95pts | Dislocator Engine (Teleport) |
| +105pts | Power Shield (Stealth) |

| Knight Light Gunship [1] - 325 pts | |
|---|---|
| Quality 3+ | Defense 2+ |
| Minigun (24", A4, AP(1)) | |
| Twin Typhoon Missiles (24", A4, AP(2), Lock-On) | |
| Aegis, Aircraft, Fearless, Tough(6) | |
| Upgrade with one: | |
| +50pts | Laser Talon (24", A2, AP(3)) |
| +55pts | Storm Cannon (30", A2, AP(2), Lock-On) |
| Replace Twin Typhoon Missiles: | |
| +5pts | Twin Heavy Machinegun (30", A6, AP(1)) |
| +55pts | Twin Laser Cannon (36", A2, AP(3), Deadly(3)) |
| +80pts | Twin Hammer Missiles (36", A2, AP(3), Deadly(3), Lock-On) |

| Knight Heavy Gunship [1] - 605 pts | |
|--|--|
| Quality 3+ | Defense 2+ |
| Light Heavy Rifle Array (24", A4, AP(1)) | |
| Twin Minigun (24", A8, AP(1)) | |
| Typhoon Missiles (24", A2, AP(2), Lock-On) | |
| Storm Missiles (36", A1, AP(3), Deadly(3)) | |
| Aegis, Aircraft, Fearless, Tough(9), Transport(11) | |
| Replace Twin Minigun: | |
| +30pts | Twin Laser Cannon (36", A2, AP(3), Deadly(3)) |
| +40pts | Twin Plasma Cannon (30", A2, AP(4), Blast(3)) |
| Replace Typhoon Missiles: | |
| +5pts | Heavy Fusion Rifle (18", A1, AP(4), Deadly(3)) |
| +5pts | Heavy Machinegun (30", A3, AP(1)) |