

Knight Master Destroyer [1] - 215pts

Quality 3+

Defense 3+

Tough 6

Ambush, Fearless, Hero, Tough(6), Aegis, Veteran Infantry

Weapon	RNG	ATK	AP	SPE
Dual Energy Claw	-	A8	-	Rending
Upgrade	SPE			
Preacher	War Chant			

Knight Master Brother [1] - 140pts

Quality 3+

Defense 3+

Tough 3

Fearless, Hero, Tough(3), Aegis, Veteran Infantry

Weapon	RNG	ATK	AP	SPE
Heavy Rifle	24"	A1	1	-
Fusion-Mod	6"	A1	4	Deadly(3)
Energy Staff	-	A2	1	Poison
Upgrade	SPE			
Inceptor	Teleport			
Jetpack	Ambush, Flying			

Knight Battle Brothers [5] - 305pts

Quality 3+

Defense 3+

Aegis, Fearless, Regeneration

Weapon	RNG	ATK	AP	SPE
4x Assault Storm Rifles	24"	A2	1	-
5x CCWs	-	A1	-	-
Psychic Silencer	24"	A4	-	Rending
Upgrade	SPE			
Inceptors	Teleport			

Knight Destroyers [3] - 340pts

Quality 3+

Defense 3+

Tough 3

Aegis, Ambush, Fearless, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Storm Rifles	24"	A3	1	-
3x CCWs	-	A2	-	-

Special Rules

- AP: Targets get -X to Defense rolls when blocking hits.

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.

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both players have Ambush, roll-off to see who goes first, and alternate deploying units. Units that deploy like this on the last round can't seize or contest objective markers.

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the target is killed.

Defense: Gets +X to Defense rolls.

Fearless: When failing a morale test, roll one die. On a 4+ it's passed instead.

Flying: May go through obstacles and ignores terrain effects when moving.

Furious: When charging, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).
- Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Poison: Wounds can't be regenerated, and must re-roll unmodified Defense rolls of 6 when blocking hits.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Rending: Wounds can't be regenerated, and unmodified results of 6 to hit count as having AP(4).

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

Tough: 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).

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

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