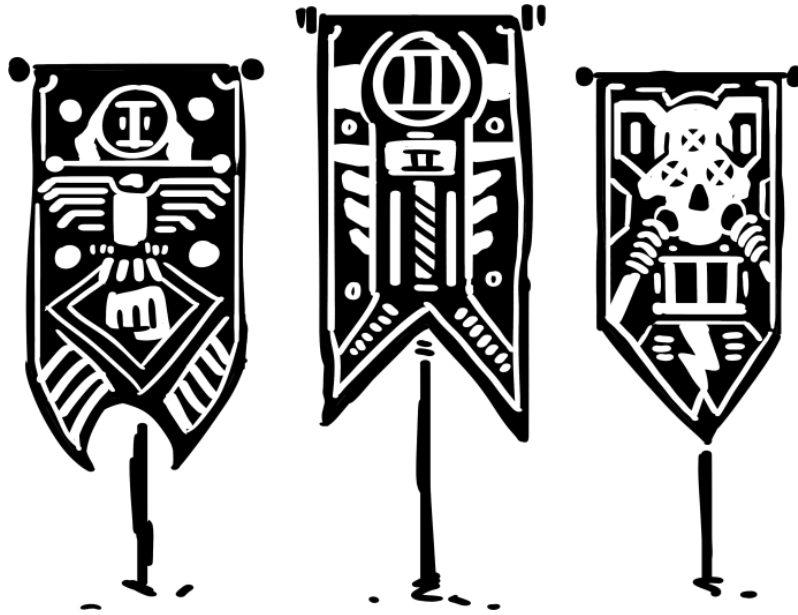


GF – Battle Brother Detachments v2.8



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Thank you for playing!

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Background Story

Battle Brother Detachments are battle companies trained on particularly hostile planets to foster special combat traits and military strategies.

Blood Brothers are trained to be extremely aggressive and focus on crushing their enemies before they can set up a solid defence.

Custodian Brothers are the only detachment to still enlist female warriors. They bear ancient armor of formidable toughness unmatched by their brethren.

Dark Brothers are masters of rapid manoeuvres, going to battle with large formations of bikes and tactically inserted destroyers.

Death Brothers are trained on highly classified and hidden planets. Their focus is on spec-ops missions as well as advanced and experimental equipment.

Knight Brothers train to be masters of psychic disciplines in tight-knit groups all their lives and are they able to cast extremely powerful spells.

Wolf Brothers are brought up on icy planets and train to operate in extreme conditions where not even the elite of Battle Brothers are ready to fight.

GF – Battle Brother Detachments v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Blood Priest [1]	3+	2+	Assault Rifle [24", A1], CCW [A1]	Fearless, Furious, Hero, Tough(3)	A	105pts
Death Brothers [5]	3+	2+	Assault Rifles [24", A1], CCWs [A1]	Fearless, Furious, Regeneration	B	235pts
Guardian Brothers [5]	3+	2+	Assault Pistols [12", A2], CCWs [A2]	Ambush, Fearless, Flying, Furious	C	290pts
Blood Tank [1]	3+	2+	Flamethrower Cannon [12", A6, AP(2)]	Fast, Fearless, Impact(6), Tough(12)	D	435pts
Blood Walker [1]	3+	2+	2x Walker Fists [A4, AP(4)], 2x Storm Rifles [24", A2], Stomp [A2, AP(1)]	Fear, Fearless, Furious, Tough(12)	E	475pts

A | *Replace Assault Rifle and CCW:*

Pistol [12", A1] and CCW [A2] Free

Replace Pistol:

Plasma Pistol [12", A1, AP(2)]	+5pts
Gravity Pistol [12", A2, Rending]	+5pts
Storm Rifle [24", A2]	+5pts
Flamethrower Pistol [6", A6]	+5pts
Fusion Pistol [6", A1, AP(4), Deadly(6)]	+10pts

Replace CCW:

Energy Sword [A2, AP(1), Rending]	+5pts
Energy Fist [A2, AP(3)]	+10pts

Take one Assault Rifle attachment:

Gravity Rifle [18", A2, Rending]	+10pts
Plasma Rifle [24", A1, AP(2)]	+15pts
Flamethrower [12", A6]	+15pts
Fusion Rifle [12", A1, AP(4), Deadly(6)]	+25pts

Upgrade with one:

Jetpack (Ambush, Flying)	+15pts
Combat Bike (Fast, Impact(1), Twin Assault Rifle [24", A2])	+20pts
Destroyer Armor (Ambush, Tough(+3))	+70pts

Upgrade with:

Holy Chalice	+60pts
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B | *Replace all Assault Rifles and CCWs:*

Pistols [12", A1] and CCWs [A2] Free

Replace any Pistol:

Plasma Pistol [12", A1, AP(2)]	+5pts
Flamethrower Pistol [6", A6]	+5pts
Fusion Pistol [6", A1, AP(4), Deadly(6)]	+10pts

Replace any CCW:

Energy Sword [A2, AP(1), Rending]	+5pts
Energy Fist [A2, AP(3)]	+10pts
Energy Hammer [A2, AP(1), Deadly(3)]	+10pts

Upgrade all models with:

Jetpacks (Ambush, Flying)	+80pts
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C | *Replace any Assault Pistol:*

Plasma Pistol [12", A1, AP(2)]	Free
Fusion Pistol [6", A1, AP(4), Deadly(6)]	+10pts

Replace any CCW:

Energy Sword [A2, AP(1), Rending]	+5pts
Energy Fist [A2, AP(3)]	+10pts

Upgrade one model with:

Battle Standard (Fear)	+20pts
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D | *Upgrade with any:*

Dozer Blade (Strider)	+5pts
Overcharged Engines (Very Fast)	+10pts
Storm Rifle [24", A2]	+10pts
Hunter Missiles [48", A1, AP(3), Deadly(3)]	+40pts

Replace Flamethrower Cannon:

Twin Minigun [24", A8, AP(1)]	+25pts
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Upgrade with one:

2x Heavy Flamethrowers [12", A6, AP(1)]	+35pts
2x Heavy Machineguns [36", A3, AP(1)]	+55pts

E | *Replace any Storm Rifle:*

Heavy Flamethrower [12", A6, AP(1)]	+10pts
Fusion Rifle [12", A1, AP(4), Deadly(6)]	+15pts

Replace any Walker Fist:

Blood Fist [A4, AP(2), Rending]	Free
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Replace one Walker Fist and Storm Rifle:

Frag-Blaster (12", A12, AP(1), Rending)	+20pts
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Upgrade with:

Psychic(1)	+25pts
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Blood Brothers

When taking Blood Brothers you can buy Battle Brothers units and upgrade them as shown below. Psychic units may use spells from this army instead of their own.

Upgrade with Furious:

Captain, Champion, Engineer, Psychic, Battle Brothers, Assault Brothers, Support Brothers, Pathfinders, Pathfinder Bikers, Brother Bikers, Support Bike	+5pts
Destroyers, Heavy Exo-Suits	+10pts

Prime Captain, Prime Lieutenant, Prime Ancient, Prime Psychic, Prime Brothers, Blaster Squad, Raider Squad, Infiltration Squad, Elimination Squad, Aggro Squad, Jetpack Squad, Suppression Squad	+5pts
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Upgrade with Very Fast:

APC, Attack APC, Battle Tank, Heavy Battle Tank, Attack Speeder	+10pts
Heavy Anti-Grav Tank, Heavy Anti- Grav Destroyer Tank	+10pts

Special Rules

Holy Chalice: The hero and his unit get +1 to melee rolls and the Regeneration rule.

Very Fast: This model moves 12" when using Advance and 24" when using Rush/Charge.

Psychic Spells

Rage (4+): Target friendly unit within 12" gets +1 to melee rolls on its next combat.

Fear (4+): Target enemy unit within 24" must take a morale test. If failed it takes 8 hits.

Quickness (5+): Target friendly unit within 12" may immediately charge by up to 6".

Blood Curse (5+): Target enemy unit within 6" takes 1 automatic hit with AP(1) per model.

Blood Shield (6+): Target friendly unit within 18" gets the Regeneration rule next time it takes any wounds.

Lance (6+): Target enemy model within 12" takes 4 automatic hits with AP(4).

GF – Battle Brother Detachments v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Custodian Captain [1]	3+	2+	Spear-Rifle [24", A1], Spear [A6, AP(1)]	Fearless, Hero, Regeneration, Tough(3)	A	135pts
Great Sister [1]	4+	3+	Energy Sword [A4, AP(1), Rending]	Fearless, Hero, Tough(3)	B, C	60pts
Custodian Brothers[5]	3+	2+	Spear-Rifles [24", A1], Spears [A3, AP(1)]	Fearless, Regeneration	D	255pts
Custodian Destroyers[3]	3+	2+	Spear-Rifles [24", A1], Spears [A3, AP(1)]	Ambush, Fearless, Regeneration, Tough(3)	E	405pts
Custodian Jetbikers [3]	3+	2+	Energy Lances [A3, AP(1), Impact(1)]	Fast, Fearless, Impact(1), Regeneration, Strider	F	195pts
Vigilant Sisters [5]	4+	3+	Energy Swords [A2, AP(1), Rending]	Fearless, Furious	C	140pts
Prosecution Sisters[5]	4+	3+	Prosecution Rifles [24", A3], CCWs [A2]	Fearless, Relentless	C	150pts
Hunter Sisters[5]	4+	3+	Flamethrowers [12", A6], CCWs [A2]	Fearless, Scout	C	170pts
Custodian Walker [1]	3+	2+	Heavy Minigun [24", A6, AP(1)], Storm Rifle [24", A2], Walker Fist [A4, AP(4)]	Fear, Fearless, Tough(12), Regeneration	G	550pts

A | Replace Spear-Rifle and Spear:

Sword-Rifle [12", A2] and Sword [A6, Rending]	Free
Axe-Rifle [24", A1] and Axe [A6, Poison]	Free
Energy Lance [A6, AP(1), Impact(1)]	Free

Upgrade with one:

Combat Shield [Shield Wall]	+10pts
Jetbike [Fast, Impact(1), Strider]	+15pts
Destroyer [Ambush, Tough(+3)]	+120pts

B | Replace Energy Sword:

Prosecution Rifle[24", A3], CCW[A4]	+5pts
Flamethrower [12", A6], CCW [A4]	+5pts

Upgrade with one:

Furious	+5pts
Relentless	+5pts
Scout	+5pts

Upgrade with one:

Eternal Vigilant	+15pts
High Prosecutor	+15pts
Witch Destroyer	+30pts

C | Upgrade one model with:

Anti-Psychic	+10pts
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D | Replace any Spear-Rifle and Spear:

Sword-Rifle [12", A2] and Sword [A3, Rending]	Free
Axe-Rifle [24", A1] and Axe [A3, Poison]	Free

Upgrade all models with:

Combat Shields [Shield Wall]	+20pts
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Upgrade one model with:

Battle Standard [Fear]	+20pts
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E | Replace any Spear-Rifle and Spear:

Axe-Rifle [24", A1] and Axe [A3, Poison]	Free
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Upgrade all models with:

Wrist-GLs [12", A1, Blast(3)]	+20pts
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Upgrade one model with:

Battle Standard [Fear]	+20pts
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F | Upgrade all models with:

Assault Rifle Arrays [24", A6]	+70pts
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Replace any Assault Rifle Array:

Fusion Missiles [24", A1, AP(4), Deadly(6)]	+25pts
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G | Replace Heavy Minigun:

Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+10pts
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Custodian Brothers

When taking Custodian Brothers you can buy Battle Brothers units and upgrade them as shown below.

Upgrade with Regeneration:

Captain, Champion, Engineer, Psychic, Brother Bikers, Pathfinder Bikers, Support Bike	+20pts
Battle Brothers, Assault Brothers, Support Brothers, Pathfinders	+30pts
APC, Attack APC, Attack Speeder	+35pts
Battle Tank, Attack Walker	+70pts
Destroyers	+90pts
Heavy Exo-Suits, Heavy Battle Tank	+110pts
Prime Captain, Prime Lieutenant, Prime Ancient, Prime Psychic, Elimination Squad, Jetpack Squad, Suppression Squad	+20pts
Prime Brothers, Blaster Squad, Raider Squad, Infiltration Squad	+30pts
Aggro Squad	+55pts
Prime Light Walker	+70pts
Prime Attack Walker	+90pts
Heavy Anti-Grav Tank, Heavy Anti-Grav Destroyer Tank	+110pts

Special Rules

Anti-Psychic: This unit may block spells as if it had the Psychic special rule.

Eternal Vigilant: The hero and his unit get +1 to their melee rolls.

High Prosecutor: The hero and his unit get +1 to their shooting rolls.

Shield Wall: Enemy units get -1 to all attack rolls when targeting this model.

Witch Destroyer: The hero and his unit get +1 to their melee and shooting rolls.

GF – Battle Brother Detachments v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Interrogator [1]	3+	2+	Assault Rifle [24", A1], CCW [A1]	Grim, Hero, Tough(3)	A	110pts
Dark Destroyers [5]	3+	2+	Storm Rifles [24", A2], Energy Fists (A2, AP(3))	Dark Assault, Grim, Tough(3)	B	685pts
Destroyer Knights [5]	3+	2+	Heavy Maces (A2, AP(2), Rending)	Dark Assault, Grim, Shield Wall, Tough(3)	C	725pts
Black Bikers [3]	3+	2+	Pistols (12", A1), CCWs (A2)	Fast, Grim, Impact(1), Scout	D	170pts
Shroud Speeder [1]	3+	2+	Heavy Machinegun [36", A3, AP(1)]	Ambush, Fast, Grim, Impact(6), Strider, Stealth, Tough(6)	E, F	290pts
Vengeance Speeder[1]	3+	2+	Plasma Burst-Cannon [24", A3, AP(2)], Heavy Machinegun [36", A3, AP(1)]	Ambush, Fast, Grim, Impact(6), Strider, Tough(6)	E	300pts
Dark Gunship [1]	3+	2+	Rift Beam (18", A1, AP(1), Blast(3)), Twin Assault Rifle Arrays [24", A12], Dark Bombs (6", A1, AP(1), Blast(6))	Aircraft, Grim, Tough(6)	-	300pts
Angel Jet [1]	3+	2+	Sword Missiles [36", A1, AP(1)], Avenger Minigun [48", A6, AP(1)], Twin Heavy Machinegun [36", A6, AP(1)]	Aircraft, Grim, Tough(6)	G	365pts

A | **Replace Assault Rifle and CCW:**

Pistol [12", A1] and CCW [A2] Free

Replace Pistol:

Plasma Pistol [12", A1, AP(2)] +5pts
 Storm Rifle [24", A2] +5pts
 Flamethrower Pistol [6", A6] +5pts
 Fusion Pistol [6", A1, AP(4), Deadly(6)] +10pts

Replace CCW:

Energy Sword [A2, AP(1), Rending] +5pts
 Energy Fist [A2, AP(3)] +10pts

Take one Assault Rifle attachment:

Plasma Rifle [24", A1, AP(2)] +10pts
 Flamethrower [12", A6] +10pts
 Fusion Rifle [12", A1, AP(4), Deadly(6)] +20pts

Upgrade with one:

Jetpack [Ambush, Flying] +15pts
 Combat Bike [Fast, Impact(1), Twin Assault Rifle [24", A2]] +20pts
 Destroyer Armor [Ambush, Tough(+3)] +70pts

B | **Replace all Storm Rifles and Energy Fists:**

2x Energy Claws [A2, AP(1), Rending] +10pts
 Energy Hammer [A2, AP(1), Deadly(3)] +40pts
 and Combat Shield [Shield Wall]

Replace one Storm Rifle:

Heavy Flamethrower [12", A6, AP(1)] +10pts
 Minigun [24", A4, AP(1)] +15pts
 Plasma Cannon [36", A1, AP(2), Blast(3)] +30pts

Replace any Energy Fist:

Energy Sword [A2, AP(1), Rending] -5pts
 Chainsaw Fist [A4, AP(3)] +15pts

Upgrade one model with:

Cyclone Missiles – pick one to fire: +80pts
 HE [48", A2, Blast(3)]
 AT [48", A2, AP(3), Deadly(3)]

C | **Replace one Heavy Mace:**

Heavy Flail [A4, AP(1), Impact(3)] +10pts

D | **Upgrade all models with:**

Twin Plasma Carbines [18", A2, AP(2)] +35pts

Replace one Twin Plasma Carbine:

Grenade Launcher – pick one to fire: Free
 HE [24", A1, Blast(3)]
 AT [24", A1, AP(1), Deadly(3)]

Replace any CCW:

Energy Sword [A2, AP(1), Rending] +5pts
 Energy Hammer [A2, AP(1), Deadly(3)] +10pts

E | **Replace Heavy Machinegun:**

Minigun [24", A4, AP(1)] Free

F | **Upgrade with:**

Dark Shroud +30pts

G | **Replace Avenger Minigun:**

Twin Laser Cannon +25pts
 [48", A2, AP(4), Deadly(3)]

Dark Brothers

When taking Dark Brothers you can buy Battle Brothers units and upgrade them as shown below.

Upgrade with Dark Assault:

Captain, Champion, Engineer, Psychic +10pts
 Destroyers +40pts
 Prime Captain +10pts
 Jetpack Squad, Suppression Squad +25pts

Upgrade with Grim:

Captain, Champion, Engineer, Psychic, Brother Bikers, Pathfinder Bikers, Support Bike +10pts
 Battle Brothers, Assault Brothers, Support Brothers, Pathfinders +15pts
 APC, Attack APC, Attack Speeder +20pts
 Battle Tank, Attack Walker +35pts
 Destroyers +45pts
 Heavy Exo-Suits, Heavy Battle Tank +55pts
 Prime Captain, Prime Lieutenant, Prime Ancient, Prime Psychic, Elimination Squad, Jetpack Squad, Suppression Squad +10pts
 Prime Brothers, Blaster Squad, Raider Squad, Infiltration Squad +15pts
 Aggro Squad +25pts
 Prime Light Walker +35pts
 Prime Attack Walker +45pts
 Heavy Anti-Grav Tank, Heavy Anti-Grav Destroyer Tank +55pts

Special Rules

Dark Assault: This unit counts as having Ambush and may be deployed on any round.

Dark Shroud: When this unit is activated you may pick 2 friendly units within 6", which get Stealth next time they are shot at.

Grim: This unit counts as having Fearless and whenever it fails a morale test roll one die, on a 4+ it passes it instead.

Shield Wall: Enemy units get -1 to all attack rolls when targeting this model.

GF – Battle Brother Detachments v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Death Watcher [1]	3+	2+	Pistol (12", A1), CCW (A2)	Fearless, Hero, Tough(3)	A, B	110pts
Watch Brothers [5]	3+	2+	Pistols (12", A1), CCWs (A2)	Fearless	B	190pts
Watch Vanguard [5]	3+	2+	Pistols (12", A1), CCWs (A2)	Ambush, Fast, Fearless, Flying	C	310pts
Watch Destroyers[5]	3+	2+	Storm Rifles (24", A2), Energy Fists (A2, AP(3))	Ambush, Fearless, Tough(3)	D	600pts
Watch Star Jet [1]	3+	2+	Twin Minigun (24", A8, AP(1)), Death Rockets (30", A3, AP(2), Anti-Air), Cluster Bombs (6", A1, Blast(6))	Aircraft, Fearless, Tough(6)	E	295pts

A | *Replace Pistol and CCW:*

Spear-Rifle (24", A1) +5pts
and Spear (A2, AP(1))

Upgrade with one:

Jetpack (Ambush, Flying) +15pts
Destroyer Armor +70pts
(Ambush, Tough(+3))

Upgrade with:

Tactical Master +30pts

B | *Replace any Pistol:*

Assault Rifle (24", A1) +5pts
Gravity Pistol (12", A2, Rending) +5pts
Plasma Pistol (12", A1, AP(2)) +5pts
Flamethrower Pistol (6", A6) +5pts
Death Shotgun (12", A2, Rending) +5pts
Storm Rifle (24", A2) +5pts
Gravity Rifle (18", A2, Rending) +10pts
Plasma Rifle (24", A1, AP(2)) +10pts
Fusion Pistol(6",A1,AP(4),Deadly(6)) +10pts
Flamethrower (12", A6) +10pts
Fusion Rifle (12",A1,AP(4),Deadly(6)) +20pts
Stalker Rifle (30", A2, AP(1), Sniper) +35pts

Any model may take one Assault Rifle attachment:

Gravity Rifle (18", A2, Rending) +10pts
Plasma Rifle (24", A1, AP(2)) +15pts
Flamethrower (12", A6) +15pts
Fusion Rifle (12",A1,AP(4),Deadly(6)) +25pts

Replace any CCW:

Energy Sword (A2, AP(1), Rending) +5pts
Energy Fist (A2, AP(3)) +10pts
EnergyHammer(A2,AP(1),Deadly(3)) +10pts

Replace any Pistol and CCW:

Heavy Energy Hammer (A2, AP(2), Deadly(3)) +5pts
2x Energy Claws (A2,AP(1),Rending) +10pts

Replace up to two Pistols:

Heavy Flamethrower (12", A6, AP(1)) +15pts
Heavy Machinegun (36", A3, AP(1)) +25pts
Missile Launcher – pick one to fire: +40pts
HE (48", A1, Blast(3))
AT (48", A1, AP(3), Deadly(3))

Frag-Blaster +50pts
(12", A12, AP(1), Rending)

Any model may take one

Heavy Machinegun attachment:

Heavy Flamethrower (12", A6, AP(1)) +20pts

Upgrade all models with:

Combat Shields (Shield Wall) +20pts

C | *Replace any Pistol:*

Gravity Pistol (12", A2, Rending) +5pts
Plasma Pistol (12", A1, AP(2)) +5pts
Flamethrower Pistol (6", A6) +5pts
Fusion Pistol(6",A1,AP(4),Deadly(6)) +10pts

Replace any CCW:

Energy Sword (A2, AP(1), Rending) +5pts
Energy Fist (A2, AP(3)) +10pts
EnergyHammer(A2,AP(1),Deadly(3)) +10pts

Replace any Pistol and CCW:

Heavy Energy Hammer (A2, AP(2), Deadly(3)) +5pts
2x Energy Claws (A2,AP(1),Rending) +10pts

Upgrade all models with:

Combat Shields (Shield Wall) +20pts

D | *Replace all Storm Rifles and Energy Fists:*

2x Energy Claws (A2,AP(1),Rending) +10pts
EnergyHammer(A2,AP(1),Deadly(3)) +40pts
and Combat Shield (Shield Wall)

Replace any Storm Rifle:

Heavy Flamethrower (12", A6, AP(1)) +10pts
Minigun (24", A4, AP(1)) +15pts

Replace any Energy Fist:

Energy Sword (A2, AP(1), Rending) -5pts
Chainsaw Fist (A4, AP(3)) +15pts

Any model may take one Energy Fist attachment:

Gravity Rifle (18", A2, Rending) +10pts
Plasma Rifle (24", A1, AP(2)) +15pts
Flamethrower (12", A6) +15pts
Fusion Rifle (12",A1,AP(4),Deadly(6)) +25pts

Upgrade any model with:

Cyclone Missiles – pick one to fire: +80pts
HE (48", A2, Blast(3))
AT (48", A2, AP(3), Deadly(3))

E | *Replace Twin Minigun:*

Twin Laser Cannon +25pts
(48", A2, AP(4), Deadly(3))

Replace Death Rockets:

Storm Missiles +5pts
(48", A1, AP(3), Deadly(3))

Upgrade with any:

Cargo Space (Transport (11)) +20pts
Assault Rifle Array (24", A6) +25pts

Watch Brothers

When taking Watch Brothers you can buy Battle Brothers units and upgrade them as shown below.

Upgrade with Tactical Master:

Captain, Champion +30pts
Prime Captain, Prime Lieutenant, +30pts
Prime Ancient

Special Rules

Shield Wall: Enemy units get -1 to all attack rolls when targeting this model.

Tactical Master: When the hero and his unit shoot Pistols, Assault Rifles or Storm Rifles, pick one of the following ammo types, and they get one of these special rules until the end of the round:

- **Guided:** +1 to hit
- **Explosive:** Rending
- **Flechette:** +6" range
- **Incendiary:** AP(1)

GF – Battle Brother Detachments v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Knight Champion [1]	3+	2+	Storm Rifle (24", A2), Energy Sword (A4, AP(1), Rending)	Aegis, Combat Master, Fearless, Hero, Psychic(1), Tough(3)	-	160pts
Knight Brothers [5]	3+	2+	Storm Rifles (24", A2), Energy Swords (A2, AP(1), Rending)	Aegis, Fearless	A, B, E	255pts
Purgation Brothers [5]	3+	2+	Storm Rifles (24", A2), Energy Swords (A2, AP(1), Rending)	Aegis, Fearless, Relentless	A, C, E	265pts
Knight Destroyers [5]	3+	2+	Storm Rifles (24", A2), Energy Swords (A2, AP(1), Rending)	Aegis, Ambush, Fearless, Tough(3)	A, D, E	615pts
Knight Walker [1]	3+	2+	2x Knight Fists (A2, AP(4)), Stomp (A3, AP(2))	Aegis, Ambush, Fear, Fearless, Psychic(1), Tough(18)	F	675pts

A | Replace one Storm Rifle:

Incinerator (12", A6, AP(1))	+10pts
Psychic Silencer (24", A6)	+15pts
Psychic Cannon (24", A3, AP(2), Rending)	+30pts

Replace any Energy Sword:

Energy Staff (A2, AP(1), Poison)	Free
Energy Halberd (A2, AP(2))	Free
2x Energy Falchions (A2, Rending)	+5pts
Daemon Hammer (A2, AP(4), Deadly(3))	+15pts

B | Upgrade all models with one:

Purifiers (Impact(1))	+15pts
Strikers (Ambush)	+40pts
Interceptors (Teleport)	+80pts

C | Replace any Storm Rifle:

Psychic Silencer (24", A6)	+20pts
Psychic Cannon (24", A3, AP(2), Rending)	+35pts

D | Upgrade one model with one:

Battle Standard (Fear)	+20pts
Medical Training	+90pts

Upgrade all models with:

Paladins (Impact(3))	+45pts
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E | Upgrade any model with:

Psychic(1)	+25pts
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F | Upgrade with up to two:

Heavy Incinerator (18", A6, AP(1))	+25pts
Gatling Psychic Silencer (24", A12)	+50pts
Heavy Psychic Cannon (24", A1, AP(2), Blast(6), Rending)	+70pts

Replace one Knight Fist:

Energy Greatsword (A4, AP(2), Rending)	+10pts
Daemon Hammer (A2, AP(4), Deadly(3))	+10pts

Upgrade with any:

Teleport	+15pts
Regeneration	+110pts

Knight Brothers

When taking Knight Brothers you can buy Battle Brothers units and upgrade them as shown below. Psychic units may use spells from this army instead of their own.

Upgrade with Aegis:

Captain, Champion, Engineer, Psychic, Battle Brothers, Assault Brothers, Support Brothers, Pathfinders, Brother Bikers, Pathfinder Bikers, Support Bike, Destroyers, Heavy Exo-Suits	+10pts
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Prime Captain, Prime Lieutenant, Prime Ancient, Prime Psychic, Prime Brothers, Blaster Squad, Raider Squad, Infiltration Squad, Elimination Squad, Aggro Squad, Jetpack Squad, Suppression Squad	+10pts
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Special Rules

Aegis: This unit may block spells as if it had the Psychic special rule. If it is a Psychic then it gets +1 to spell block rolls.

Combat Master: When the hero fights in melee pick one of the following stances:

- **Ox:** +1 to hit
- **Plow:** AP(+1)
- **Fool:** Rending
- **Roof:** Impact(1)

Medical Training: This model and his unit get the Regeneration rule.

Teleport: When this model is activated it may teleport by up to 6" in any direction, ignoring all units and terrain.

Psychic Spells

Strike (4+): Target friendly unit within 12" gets AP(+1) next time it fights in melee.

Doom (4+): Target enemy unit within 12" takes 1 automatic hit with AP(4) and Deadly(3).

Ward (5+): Target friendly unit within 12" gets Stealth next time it is shot at.

Cleanse (5+): Target enemy unit within 12" takes 8 automatic hits with AP(1).

Warp (6+): Target friendly unit within 12" may be placed anywhere within 9" of its current position, ignoring units and terrain.

Purge (6+): Target 2 enemy units within 12" must take a morale test each. If failed they take 8 automatic hits with AP(2).

GF – Battle Brother Detachments v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Lone Wolf [1]	3+	2+	Pistol (12", A1), CCW (A2)	Counter, Fearless, Hero, Tough(3)	A, B, L	105pts
Wolf Rookies [5]	4+	2+	Pistols (12", A1), CCWs (A2)	Counter, Fearless	A, C	155pts
Wolf Brothers [5]	3+	2+	Pistols (12", A1), CCWs (A2)	Counter, Fearless	A, D	205pts
Werewolves [5]	3+	3+	CCWs (A3, AP(1))	Counter, Fast, Fearless, Regeneration	E	250pts
Wolf Destroyers [5]	3+	2+	Storm Rifles (24", A2), Energy Swords (A2, AP(1), Rending)	Ambush, Counter, Fearless, Tough(3)	H	620pts
Wolves [5]	3+	5+	Claws (A3)	Counter, Fast, Impact(1), Strider	G	170pts
Wolf Riders [3]	3+	2+	Pistols (12", A1), CCWs (A2), Claws (A3, AP(1))	Counter, Fast, Fearless, Impact(3), Tough(3)	F	385pts
Wolf Walker [1]	3+	2+	Frost Cannon (24", A1, AP(2), Blast(3)), Walker Fist (A4, AP(4)), Storm Rifle (24", A2), Stomp (A2, AP(1))	Fear, Fearless, Tough(12)	I	465pts
Fang Gunship [1]	3+	2+	Heavy Frost Cannon (24", A1, AP(2), Blast(6)), Storm Missiles (48", A1, AP(3), Deadly(3))	Aircraft, Fearless, Tough(6)	J, K	295pts
Wolf Jet [1]	3+	2+	Twin Frost Cannon (24", A2, AP(2), Blast(3)), Twin Laser Cannon (48", A2, AP(4), Deadly(3))	Aircraft, Fearless, Tough(6)	K	360pts

A | Replace any Pistol:

Plasma Pistol (12", A1, AP(2))	+5pts
Assault Rifle (24", A1)	+5pts
Storm Rifle (24", A1)	+10pts

Any model may take one Assault Rifle attachment:

Plasma Rifle (24", A1, AP(2))	+15pts
Flamethrower (12", A6)	+15pts
Fusion Rifle (12", A1, AP(4), Deadly(6))	+25pts

Replace any CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
Energy Fist (A2, AP(3))	+10pts
Energy Hammer (A2, AP(1), Deadly(3))	+10pts

Replace any Pistol and CCW:

2x Energy Claws (A2, AP(1), Rending)	+10pts
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B | Upgrade with:

Destroyer Armor (Ambush, Tough(+3))	+70pts
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Upgrade with up to two:

Guard Wolf (A3)	+5pts
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C | Replace one Pistol:

Plasma Pistol (12", A1, AP(2))	+5pts
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Replace one CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
Energy Fist (A2, AP(3))	+10pts

Replace one Pistol:

Plasma Rifle (24", A1, AP(2))	+5pts
Flamethrower (12", A6)	+10pts
Fusion Rifle (12", A1, AP(4), Deadly(6))	+20pts

D | Upgrade all models with one:

Jetpacks (Ambush, Flying)	+80pts
Combat Bikes (Fast, Impact(1), Twin Assault Rifles (24", A2))	+95pts

E | Replace all CCWs:

Energy Hammer (A3, AP(1), Deadly(3)) and Combat Shield (Shield Wall)	+65pts
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Replace any CCW:

Heavy Energy Axe (A3, AP(2), Rending)	+10pts
2x Energy Claws (A3, AP(1), Rending)	+20pts

Upgrade any model with:

Backpack GL (12", A1, Blast(3))	+5pts
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F | Replace any Pistol:

Plasma Pistol (12", A1, AP(2))	+5pts
Assault Rifle (24", A1)	+5pts

Replace any CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
Energy Fist (A2, AP(3))	+10pts
Energy Hammer (A2, AP(1), Deadly(3))	+10pts

Replace any Pistol and CCW:

2x Energy Claws (A2, AP(1), Rending)	+10pts
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G | Upgrade all models with:

Cyborg Bodies (Defense +1)	+10pts
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H | Replace all Storm Rifles and Energy Swords:

2x Energy Claws (A2, AP(1), Rending)	+10pts
Energy Hammer (A2, AP(1), Deadly(3)) and Combat Shield (Shield Wall)	+40pts

Replace any Storm Rifle:

Assault Rifle (24", A1)	-5pts
Heavy Flamethrower (12", A6, AP(1))	+10pts
Minigun (24", A4, AP(1))	+15pts

Any model may take one Assault Rifle attachment:

Plasma Rifle (24", A1, AP(2))	+15pts
Flamethrower (12", A6)	+15pts
Fusion Rifle (12", A1, AP(4), Deadly(6))	+25pts

Replace any Energy Sword:

Energy Fist (A2, AP(3))	+5pts
Chainsaw Fist (A4, AP(3))	+15pts

Upgrade any model with:

Cyclone Missiles – pick one to fire: HE (48", A2, Blast(3)) AT (48", A2, AP(3), Deadly(3))	+80pts
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I | Replace Frost Cannon:

Walker Fist (A4, AP(4)) and Storm Rifle (24", A2)	+10pts
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Twin Heavy Flamethrower (12", A12, AP(1))	+10pts
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Heavy Minigun (24", A6, AP(1))	+10pts
Plasma Cannon (36", A1, AP(2), Blast(3))	+10pts

Heavy Fusion Rifle (24", A1, AP(4), Deadly(6))	+25pts
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Twin Heavy Machinegun (36", A6, AP(1))	+30pts
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Twin Autocannon (48", A4, AP(2))	+40pts
Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+70pts

Replace one Walker Fist and Storm Rifle:

Missile Launcher – pick one to fire: HE (48", A1, Blast(3)) AT (48", A1, AP(3), Deadly(3))	Free
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Twin Autocannon (48", A4, AP(2))	+20pts
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Replace any Walker Fist:

Walker Claw (A6, AP(2), Rending)	+10pts
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Replace Storm Rifle:

Heavy Flamethrower (12", A6, AP(1))	+10pts
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Replace Frost Cannon, Walker Fist and Storm Rifle:

Walker Axe (A2, AP(4), Deadly(3)) and Combat Shield (Shield Wall)	+40pts
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Walker Fist (A4, AP(4)) and Storm Rifle (24", A2)	+10pts
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J | Replace Storm Missiles:

Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+55pts
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K | Upgrade with one:

Hammer Missiles (48", A3, AP(2))	+50pts
2x Twin Heavy Machineguns (36", A6, AP(1))	+110pts
2x Twin Heavy Fusion Rifles (24", A2, AP(4), Deadly(6))	+190pts

Upgrade with:

Transport (11)	+20pts
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L | Upgrade with:

Great Wolf Mount (Claws (A3, AP(1)), Fast, Impact(3))	+25pts
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Wolf Brothers

When taking Wolf Brothers you can buy Battle Brothers units and upgrade them as shown below. Psychic units may use spells from this army instead of their own.

Upgrade with Counter:

Captain, Champion, Engineer, Psychic, Battle Brothers, Assault Brothers, Support Brothers, Pathfinders, Pathfinder Bikers, Brother Bikers, Support Bike Destroyers, Heavy Exo-Suits	+5pts
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Prime Captain, Prime Lieutenant, Prime Ancient, Prime Psychic, Prime Brothers, Blaster Squad, Raider Squad, Infiltration Squad, Elimination Squad, Aggro Squad, Jetpack Squad, Suppression Squad	+10pts
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Special Rules

Counter: This model gets +1 melee attack with a weapon of your choice when charged.

Shield Wall: Enemy units get -1 to all attack rolls when targeting this model.

Psychic Spells

Wrath (4+): Target enemy unit within 12" gets -1 to its rolls next time it takes a morale test.

Lightning (4+): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(3).

Storm (5+): Target enemy unit within 18" gets -1 to hit rolls next time it shoots.

Thunder (5+): Target enemy unit within 6" takes 1 automatic hit with AP(1) per model.

Fury (6+): Target friendly unit within 12" may immediately charge by up to 9".

Hurricane (6+): Target enemy unit within 24" takes 8 automatic hits.