



## INTRO

The Battle Brothers are superhuman warriors that have been empowered through gene-mods and special training to bring about their Founder's vision of an uplifted humanity.

Their pursuit of this vision at any cost led to a violent civil war which nearly destroyed humanity itself, and in pursuit of their enemies fleeing this conflict, they found themselves lost in the Sirius Sector. The Battle Brothers have not relented however, and they go to any length to unite and uplift all of humanity.

## ABOUT OPR

OPR ([www.onepagerules.com](http://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

The Battle Brothers were created by a visionary scientist, known as the Founder, who used a series of gene-mods in order to enhance soldiers beyond their human limits. The Battle Brothers were soon deployed to maintain unity and peace over Earth and its nearby colonies, with the gene-mods proving wildly successful, and many seeking to join their ranks.

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. Many Battle Brothers followed him, overtaking the previous administration in order to improve the lives of many within the colonies, whilst other Battle Brothers rejected the Founder's ambitions, and soon a civil war erupted that engulfed all of humanity.

The civil war proved to be incredibly destructive. On Earth, the fighting was particularly fierce and some feared that it might render it uninhabitable, and a portion of humanity chose to flee the situation, commandeering one of the Founder's fleets. The Battle Brothers pursued these refugees, eventually meeting them in battle at the edge of known space. They were met with a surprisingly fierce resistance, with the Founder losing his life in the ensuing battle shortly before a massive wormhole engulfed both fleets, and left them stranded in the Sirius Sector.

Scattered by the wormhole, the Battle Brothers have moved quickly to establish themselves in the Sirius Sector. Stranded far from the rest of humanity with their Founder slain, the Brothers still hope to carry out his vision. Even as advancements are made in gene-sciences, the Battle Brothers remain steadfast symbols of the Founder's dream for humanity, and the their unwavering faith has turned them into a symbol of humanity's potential and resilience.

The Battle Brothers now serve as the highly elite army of the Conduit, a genetic and mental duplicate of the original Founder. They seek to reunite the shattered human factions in Sirius under their rule, finding a means of recontacting Earth and enforcing their vision of a united humanity. Other factions and species are viewed as little more than impediments to this goal which the Battle Brothers will overcome, and nothing will cause them to relent in their pursuit of the Founder's vision.

How will you unite humanity?

# GF - BATTLE BROTHERS v3.4.4

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Master Destroyer [1]	3+	3+	CCW (A4), Combat Shield (Shield Wall)	Ambush, Fearless, Hero, Tough(6)	130pts
Veteran Master Brother [1]	3+	3+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Fearless, Hero, Tough(3), War Veteran	65pts
Master Brother [1]	3+	3+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Fearless, Hero, Tough(3)	55pts
Elite Pathfinder [1]	4+	4+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Fearless, Hero, Strider, Tough(3)	50pts
Pathfinders [5]	4+	4+	5x Heavy Pistol (12", A1, AP(1)), 5x CCW (A2)	Fearless, Strider	110pts
Battle Brothers [5]	3+	3+	5x Heavy Rifle (24", A1, AP(1)), 5x CCW (A1)	Fearless	150pts
Assault Brothers [5]	3+	3+	5x Heavy Pistol (12", A1, AP(1)), 5x Heavy CCW (A2, AP(1))	Fearless	165pts
Veteran Battle Brothers [3]	3+	3+	3x Heavy Rifle (24", A1, AP(1)), 3x CCW (A1)	Fearless, War Veteran	120pts
Veteran Assault Brothers [3]	3+	3+	3x Heavy Pistol (12", A1, AP(1)), 3x Heavy CCW (A2, AP(1))	Fearless, War Veteran	135pts
Support Brothers [3]	3+	3+	3x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable), 3x CCW (A1)	Fearless, Relentless	145pts
Destroyers [3]	3+	3+	3x CCW (A3), Combat Shield (Shield Wall)	Ambush, Fearless, Tough(3)	200pts
Pathfinder Bikers [3]	4+	4+	3x Grenade Launcher (24", A1, Blast(3)), 3x Heavy Pistol (12", A1, AP(1)), 3x CCW (A2)	Fast, Fearless, Scout, Tough(3)	225pts
Brother Bikers [3]	3+	3+	3x Twin Heavy Rifle (24", A2, AP(1)), 3x Heavy Pistol (12", A1, AP(1)), 3x CCW (A2)	Fast, Fearless, Tough(3)	280pts
Support Bike [1]	3+	3+	Twin Heavy Rifle (24", A2, AP(1)), Heavy Flamer (12", A1, AP(1), Blast(3), Reliable), Heavy Pistol (12", A1, AP(1)), CCW (A3)	Fast, Fearless, Tough(6)	175pts
APC [1]	3+	2+	Storm Rifle (24", A3, AP(1))	Fast, Fearless, Impact(3), Tough(6), Transport(11)	210pts
Attack APC [1]	3+	2+	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	Fast, Fearless, Impact(3), Tough(6), Transport(6)	210pts
Drop Pod [1]	3+	2+	Death Launcher (18", A1, Blast(6))	Ambush, Fearless, Immobile, Tough(6), Transport(11)	155pts
Battle Tank [1]	3+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Twin Storm Cannon (30", A4, AP(2), Lock-On)	Fast, Fearless, Impact(6), Tough(12)	495pts
Heavy Tank [1]	3+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Quad Flamer Cannon (18", A4, AP(1), Blast(3), Reliable)	Fast, Fearless, Impact(9), Tough(18), Transport(11)	775pts
Artillery Gun [1]	3+	2+	Heavy Gatling Cannon (24", A12, AP(1)), Engineer Crew (A3, AP(2))	Entrenched, Fearless, Repair, Slow, Tough(6)	365pts
Attack Speeder [1]	3+	2+	2x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	Ambush, Fast, Fearless, Impact(3), Strider, Tough(6)	215pts
Heavy Exo-Suit [1]	3+	2+	Twin Flamer (12", A2, Blast(3), Reliable), Stomp (A2, AP(1))	Fear(1), Fearless, Tough(6)	165pts
Attack Walker [1]	3+	2+	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable), Stomp (A4, AP(1)), Walker Fist (A4, AP(4))	Fear(2), Fearless, Tough(12)	385pts
Veteran Attack Walker [1]	3+	2+	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable), Stomp (A4, AP(1)), Walker Fist (A4, AP(4))	Fear(2), Fearless, Tough(12), War Veteran	430pts
Light Gunship [1]	3+	2+	Minigun (24", A4, AP(1)), Twin Typhoon Missiles (24", A4, AP(2), Lock-On)	Aircraft, Fearless, Tough(6)	305pts
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)	Aircraft, Fearless, Tough(9), Transport(11)	570pts

## 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".

**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.

**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.

## BATTLE BROTHERS ARMY SPELLS

**Blurred Sight (1):** Target enemy unit within 18" gets -1 to hit rolls next time it shoots.

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

**Cursed Ground (2):** Target 2 enemy units within 18" move -2" next time they Advance, or -4" next time they Charge/Rush.

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

**Time Passage (3):** Target 2 friendly units within 12" get AP(+3) next time they charge.

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

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Master Destroyer [1] - 130 pts	
Quality 3+	Defense 3+
CCW (A4)	
Combat Shield (Shield Wall)	
Ambush, Fearless, Hero, Tough(6)	
Replace Combat Shield and CCW:	
+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)
+30pts	Chain-Fist (A2, AP(2), Deadly(3))
+35pts	Energy Fist (A4, AP(4))
Upgrade with one:	
+15pts	Preacher (War Chant)
+40pts	Archivist (Caster(2))
+40pts	Engineer (Repair)
+45pts	Captain (Advanced Tactics)
+65pts	Master Archivist (Caster(3))

Veteran Master Brother [1] - 65 pts	
Quality 3+	Defense 3+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Fearless, Hero, Tough(3), War Veteran	
Upgrade with one:	
+15pts	Preacher (War Chant)
+40pts	Archivist (Caster(2))
+40pts	Engineer (Repair)
+45pts	Captain (Advanced Tactics)
+65pts	Master Archivist (Caster(3))
Replace Flamer Pistol and CCW:	
+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)
+25pts	Chain-Fist (A1, AP(2), Deadly(3))
+25pts	Energy Fist (A2, AP(4))
Upgrade with one:	
+15pts	Jetpack (Ambush, Flying)
+105pts	Combat Bike (Twin Heavy Rifle (24", A2, AP(1)), Fast, Tough(3))

Master Brother [1] - 55 pts	
Quality 3+	Defense 3+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Fearless, Hero, Tough(3)	
Upgrade with one:	
+15pts	Preacher (War Chant)
+40pts	Archivist (Caster(2))
+40pts	Engineer (Repair)
+45pts	Captain (Advanced Tactics)
+65pts	Master Archivist (Caster(3))
Replace Flamer Pistol and CCW:	
+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)
+15pts	Chain-Fist (A1, AP(2), Deadly(3))
+20pts	Energy Fist (A2, AP(4))
Upgrade with one:	
+15pts	Jetpack (Ambush, Flying)
+85pts	Combat Bike (Twin Heavy Rifle (24", A2, AP(1)), Fast, Tough(3))

Elite Pathfinder [1] - 50 pts	
Quality 4+	Defense 4+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Fearless, Hero, Strider, Tough(3)	
Upgrade with one:	
+15pts	Preacher (War Chant)
+40pts	Archivist (Caster(2))
+40pts	Engineer (Repair)
+45pts	Captain (Advanced Tactics)
+65pts	Master Archivist (Caster(3))
Replace Flamer Pistol and CCW:	
+10pts	Dual Energy Claws (A4, Rending)
+5pts	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))
+5pts	Master Gravity Pistol (9", A3, Rending)
+10pts	Master Plasma Pistol (12", A2, AP(4))
+15pts	Master Heavy Rifle (24", A2, AP(1))
+35pts	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)
+5pts	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	Chain-Fist (A1, AP(2), Deadly(3))
+15pts	Energy Fist (A2, AP(4))
Replace Flamer Pistol:	
+5pts	Master Shotgun (12", A3, AP(1))
+55pts	Master Sniper Rifle (30", A2, AP(1), Sniper)
Upgrade with any:	
+5pts	Forward Sentry (Scout)
+10pts	Camo Cloak (Stealth)

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Pathfinders [5] - 110 pts	
Quality 4+	Defense 4+
5x CCW (A2)	
5x Heavy Pistol (12", A1, AP(1))	
Fearless, Strider	
<i>Replace all Heavy Pistols and CCWs:</i>	
+10pts	Heavy Rifle (24", A1, AP(1)), CCW (A1)
+10pts	Shotgun (12", A2, AP(1)), CCW (A1)
<i>Replace one Heavy Pistol:</i>	
+15pts	Gravity Rifle (18", A2, Rending)
+15pts	Plasma Rifle (24", A1, AP(4))
+15pts	Flamer (12", A1, Blast(3), Reliable)
+35pts	Heavy Machinegun (30", A3, AP(1))
+45pts	Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)
<i>Replace up to three Heavy Rifles:</i>	
+20pts	Sniper Rifle (30", A1, AP(1), Sniper)
<i>Upgrade all models with any:</i>	
+10pts	Camo Cloaks (Stealth)
+10pts	Forward Sentries (Scout)
<i>Replace one Heavy Pistol and CCW:</i>	
free	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Heavy Pistol:</i>	
+5pts	Gravity Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Energy Sword (A2, AP(1), Rending)
+15pts	Energy Fist (A2, AP(4))

Battle Brothers [5] - 150 pts	
Quality 3+	Defense 3+
5x CCW (A1)	
5x Heavy Rifle (24", A1, AP(1))	
Fearless	
<i>Upgrade one model with one:</i>	
+15pts	Banner
+30pts	Medical Training
<i>Replace one Heavy Rifle:</i>	
+5pts	Flamer (12", A1, Blast(3), Reliable)
+10pts	Gravity Rifle (18", A2, Rending)
+10pts	Plasma Rifle (24", A1, AP(4))
+15pts	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)
+20pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+35pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+35pts	Heavy Machinegun (30", A3, AP(1))
+50pts	Gravity Cannon (24", A4, Rending)
+55pts	Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)
+60pts	Laser Cannon (36", A1, AP(3), Deadly(3))
+65pts	Plasma Cannon (30", A1, AP(4), Blast(3))
<i>Replace one Heavy Rifle and CCW:</i>	
-5pts	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Heavy Pistol:</i>	
+5pts	Gravity Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Energy Sword (A2, AP(1), Rending)
+20pts	Energy Fist (A2, AP(4))

Assault Brothers [5] - 165 pts	
Quality 3+	Defense 3+
5x Heavy CCW (A2, AP(1))	
5x Heavy Pistol (12", A1, AP(1))	
Fearless	
<i>Upgrade all models with:</i>	
+25pts	Jetpacks (Ambush, Flying)
<i>Replace up to two Heavy Pistols:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace one Heavy Pistol:</i>	
+15pts	Flamer (12", A1, Blast(3), Reliable)
<i>Replace one Heavy Pistol and Heavy CCW:</i>	
free	Heavy Pistol (12", A1, AP(1)), Energy Hammer (A1, Blast(3))
+5pts	Heavy Pistol (12", A1, AP(1)), Energy Sword (A2, AP(1), Rending)
+10pts	Heavy Chainsaw Sword (A4, AP(1))
+10pts	Heavy Pistol (12", A1, AP(1)), Energy Fist (A2, AP(4))
<i>Replace one Heavy Pistol and Heavy CCW:</i>	
free	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Heavy Hand Weapon (A2, AP(1))
<i>Replace Sgt. Heavy Pistol:</i>	
+5pts	Gravity Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Heavy Hand Weapon:</i>	
+5pts	Energy Sword (A2, AP(1), Rending)
+10pts	Energy Fist (A2, AP(4))

Veteran Battle Brothers [3] - 120 pts	
Quality 3+	Defense 3+
3x CCW (A1)	
3x Heavy Rifle (24", A1, AP(1))	
Fearless, War Veteran	
<i>Replace one Heavy Rifle and CCW:</i>	
-5pts	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Heavy Pistol:</i>	
+5pts	Gravity Pistol (9", A2, Rending)
+10pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+15pts	Energy Sword (A2, AP(1), Rending)
+25pts	Energy Fist (A2, AP(4))
<i>Upgrade any model with one:</i>	
+15pts	Banner
+30pts	Medical Training
<i>Replace any Heavy Rifle:</i>	
free	Flamer (12", A1, Blast(3), Reliable)
+10pts	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)
+10pts	Gravity Rifle (18", A2, Rending)
+20pts	Plasma Rifle (24", A1, AP(4))
+30pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+55pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+55pts	Heavy Machinegun (30", A3, AP(1))
+65pts	Gravity Cannon (24", A4, Rending)
+85pts	Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)
+95pts	Laser Cannon (36", A1, AP(3), Deadly(3))
+100pts	Plasma Cannon (30", A1, AP(4), Blast(3))
<i>Any model may take one Heavy Rifle attachment:</i>	
+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)

Veteran Assault Brothers [3] - 135 pts	
Quality 3+	Defense 3+
3x Heavy CCW (A2, AP(1))	
3x Heavy Pistol (12", A1, AP(1))	
Fearless, War Veteran	
<i>Replace one Heavy Pistol and Heavy CCW:</i>	
free	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Heavy Hand Weapon (A2, AP(1))
<i>Replace Sgt. Heavy Pistol:</i>	
+5pts	Gravity Pistol (9", A2, Rending)
+10pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Heavy Hand Weapon:</i>	
+5pts	Energy Sword (A2, AP(1), Rending)
+20pts	Energy Fist (A2, AP(4))
<i>Upgrade all models with:</i>	
+15pts	Jetpacks (Ambush, Flying)
<i>Replace any Heavy Pistols:</i>	
free	Flamer Pistol (6", A1, Blast(3), Reliable)
+5pts	Gravity Pistol (9", A2, Rending)
+10pts	Plasma Pistol (12", A1, AP(4))
<i>Replace any Heavy Pistol and Heavy CCW:</i>	
free	Heavy Pistol (12", A1, AP(1)), Energy Hammer (A1, Blast(3))
+5pts	Heavy Pistol (12", A1, AP(1)), Energy Sword (A2, AP(1), Rending)
+10pts	Heavy Chainsaw Sword (A4, AP(1))
+10pts	Dual Energy Claws (A4, Rending)
+20pts	Heavy Pistol (12", A1, AP(1)), Energy Fist (A2, AP(4))

Support Brothers [3] - 145 pts	
Quality 3+	Defense 3+
3x CCW (A1)	
3x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Fearless, Relentless	
<i>Replace any Heavy Flamer:</i>	
+25pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+25pts	Heavy Machinegun (30", A3, AP(1))
+40pts	Gravity Cannon (24", A4, Rending)
+50pts	Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)
+55pts	Laser Cannon (36", A1, AP(3), Deadly(3))
+60pts	Plasma Cannon (30", A1, AP(4), Blast(3))

Destroyers [3] - 200 pts	
Quality 3+	Defense 3+
3x CCW (A3)	
Combat Shield (Shield Wall)	
Ambush, Fearless, Tough(3)	
<i>Replace all Combat Shields and CCWs:</i>	
+30pts	Dual Energy Claws (A4, Rending)
+85pts	Storm Rifle (24", A3, AP(1)), CCW (A1)
<i>Replace one Storm Rifle:</i>	
-15pts	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)
+15pts	Minigun (24", A4, AP(1))
+60pts	Storm Rifle (24", A3, AP(1)), Cyclone Missiles (24", A1, AP(2), Deadly(3), Lock-On)
<i>Replace any CCW:</i>	
free	Energy Hammer (A1, Blast(3))
+10pts	Chain-Fist (A1, AP(2), Deadly(3))
+15pts	Energy Sword (A3, AP(1), Rending)
+25pts	Energy Fist (A3, AP(4))

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Pathfinder Bikers [3] - 225 pts	
Quality 4+	Defense 4+
3x CCW (A2)	
3x Heavy Pistol (12", A1, AP(1))	
3x Grenade Launcher (24", A1, Blast(3))	
Fast, Fearless, Scout, Tough(3)	
<i>Replace one Heavy Pistol and CCW:</i>	
free	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Heavy Pistol:</i>	
+5pts	Gravity Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Energy Sword (A2, AP(1), Rending)
+15pts	Energy Fist (A2, AP(4))
<i>Replace any Grenade Launcher:</i>	
+5pts	Twin Heavy Rifle (24", A2, AP(1))
<i>Replace all Heavy Pistols and CCWs:</i>	
+5pts	Heavy Rifle (24", A1, AP(1)), CCW (A1)

Brother Bikers [3] - 280 pts	
Quality 3+	Defense 3+
3x CCW (A2)	
3x Heavy Pistol (12", A1, AP(1))	
3x Twin Heavy Rifle (24", A2, AP(1))	
Fast, Fearless, Tough(3)	
<i>Replace one Heavy Pistol and CCW:</i>	
free	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Heavy Pistol:</i>	
+5pts	Gravity Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Energy Sword (A2, AP(1), Rending)
+20pts	Energy Fist (A2, AP(4))
<i>Replace all Heavy Pistols and CCWs:</i>	
+10pts	Heavy Rifle (24", A1, AP(1)), CCW (A1)
<i>Replace one Heavy Rifle:</i>	
+5pts	Flamer (12", A1, Blast(3), Reliable)
+10pts	Gravity Rifle (18", A2, Rending)
+10pts	Plasma Rifle (24", A1, AP(4))
+20pts	Fusion Rifle (12", A1, AP(4), Deadly(3))

Support Bike [1] - 175 pts	
Quality 3+	Defense 3+
CCW (A3)	
Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Heavy Pistol (12", A1, AP(1))	
Twin Heavy Rifle (24", A2, AP(1))	
Fast, Fearless, Tough(6)	
<i>Replace Heavy Flamer:</i>	
+20pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+20pts	Heavy Machinegun (30", A3, AP(1))
<i>Replace Heavy Pistol:</i>	
+10pts	Heavy Rifle (24", A1, AP(1))

APC [1] - 210 pts	
Quality 3+	Defense 2+
Storm Rifle (24", A3, AP(1))	
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)

Attack APC [1] - 210 pts	
Quality 3+	Defense 2+
Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
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)

Drop Pod [1] - 155 pts	
Quality 3+	Defense 2+
Death Launcher (18", A1, Blast(6))	
Ambush, Fearless, Immobile, Tough(6), Transport(11)	
<i>Replace Death Launcher:</i>	
+55pts	Rapid Storm Rifle (24", A6, AP(1))

Battle Tank [1] - 495 pts	
Quality 3+	Defense 2+
Twin Heavy Machinegun (30", A6, AP(1))	
Twin Storm Cannon (30", A4, AP(2), Lock-On)	
Fast, Fearless, Impact(6), Tough(12)	
<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)
+15pts	Dozer Blade (Strider)
<i>Replace Twin Storm Cannon:</i>	
+35pts	Spear Missile Launcher (30", A1, AP(3), Deadly(6), Lock-On)
+45pts	Twin Laser Cannon (36", A2, AP(3), Deadly(3))
+45pts	Rapid Autocannon (36", A6, AP(2))
+55pts	Wind Missile Launcher (36", A2, AP(1), Blast(3), Indirect)
+65pts	Demolition Cannon (24", A1, AP(4), Blast(6), Indirect)
<i>Replace Twin Heavy Machineguns:</i>	
+50pts	Twin Laser Cannon (36", A2, AP(3), Deadly(3))

Heavy Tank [1] - 775 pts	
Quality 3+	Defense 2+
Quad Flamer Cannon (18", A4, AP(1), Blast(3), Reliable)	
Twin Heavy Machinegun (30", A6, AP(1))	
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))

Artillery Gun [1] - 365 pts	
Quality 3+	Defense 2+
Heavy Gatling Cannon (24", A12, AP(1))	
Engineer Crew (A3, AP(2))	
Entrenched, Fearless, Repair, Slow, Tough(6)	
<i>Replace Heavy Gatling Cannon:</i>	
+125pts	Heavy Crack Cannon (30", A9, AP(1), Indirect, Rending)
+140pts	Heavy Flak Cannon (30", A4, AP(3), Deadly(3), Lock-On)
+180pts	Heavy Thunder Cannon (30", A4, AP(2), Blast(3), Indirect)

Attack Speeder [1] - 215 pts	
Quality 3+	Defense 2+
2x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Ambush, Fast, Fearless, Impact(3), Strider, Tough(6)	
<i>Replace any Heavy Flamer:</i>	
+20pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+20pts	Heavy Machinegun (30", A3, AP(1))
+30pts	Minigun (24", A4, AP(1))
<i>Replace one Heavy Flamer:</i>	
+70pts	Twin Typhoon Missiles (24", A4, AP(2), Lock-On)
<i>Upgrade with:</i>	
+20pts	Open Sides (Transport(6))

Heavy Exo-Suit [1] - 165 pts	
Quality 3+	Defense 2+
Stomp (A2, AP(1))	
Twin Flamer (12", A2, Blast(3), Reliable)	
Fear(1), Fearless, Tough(6)	
<i>Replace Twin Flamer:</i>	
+30pts	Twin Fusion Rifle (12", A2, AP(4), Deadly(3))
+55pts	Twin Light Gravity Cannon (24", A6, Rending)
+65pts	Twin Heavy Machinegun (30", A6, AP(1))
+115pts	Twin Laser Cannon (36", A2, AP(3), Deadly(3))
<i>Upgrade with one:</i>	
+30pts	Dual Heavy Fists (A2, Blast(3))
+55pts	Dual Combat Drills (A4, AP(4))
<i>Upgrade with one:</i>	
+25pts	Chest Missiles (24", A1, AP(2), Lock-On)
+30pts	Chest-Rifles (24", A2, AP(1))

Attack Walker [1] - 385 pts	
Quality 3+	Defense 2+
Stomp (A4, AP(1))	
Walker Fist (A4, AP(4))	
Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
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))

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Veteran Attack Walker [1] - 430 pts	
Quality 3+	Defense 2+
Stomp (A4, AP(1))	
Walker Fist (A4, AP(4))	
Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
Fear(2), Fearless, Tough(12), War Veteran	
Replace Twin Heavy Flamer:	
+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))
Replace one Walker Fist:	
+90pts	Missile Array (30", A4, AP(2), Lock-On)
+150pts	Twin Autocannon (36", A6, AP(2))
Upgrade any Walker Fist with one:	
+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))

Light Gunship [1] - 305 pts	
Quality 3+	Defense 2+
Minigun (24", A4, AP(1))	
Twin Typhoon Missiles (24", A4, AP(2), Lock-On)	
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)

Heavy Gunship [1] - 570 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))	
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))