



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 - BLOOD BROTHERS v3.4.4

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Blood Master Destroyer [1]	3+	3+	CCW (A4), Combat Shield (Shield Wall)	Ambush, Fearless, Furious, Hero, Tough(6)	135pts
Veteran Blood Master Brother [1]	3+	3+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Fearless, Furious, Hero, Tough(3), War Veteran	65pts
Blood Master Brother [1]	3+	3+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Fearless, Furious, Hero, Tough(3)	60pts
Blood Elite Pathfinder [1]	4+	4+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Fearless, Furious, Hero, Strider, Tough(3)	50pts
Blood Pathfinders [5]	4+	4+	5x Heavy Pistol (12", A1, AP(1)), 5x CCW (A2)	Fearless, Furious, Strider	115pts
Blood Battle Brothers [5]	3+	3+	5x Heavy Rifle (24", A1, AP(1)), 5x CCW (A1)	Fearless, Furious	155pts
Blood Assault Brothers [5]	3+	3+	5x Heavy Pistol (12", A1, AP(1)), 5x Heavy CCW (A2, AP(1))	Fearless, Furious	175pts
Veteran Blood Battle Brothers [3]	3+	3+	3x Heavy Rifle (24", A1, AP(1)), 3x CCW (A1)	Fearless, Furious, War Veteran	125pts
Veteran Blood Assault Brothers [3]	3+	3+	3x Heavy Pistol (12", A1, AP(1)), 3x Heavy CCW (A2, AP(1))	Fearless, Furious, War Veteran	140pts
Blood Death Brothers [5]	3+	3+	5x Heavy Rifle (24", A1, AP(1)), 5x CCW (A1)	Fearless, Furious, Regeneration	165pts
Blood Guard Brothers [5]	3+	3+	5x Assault Pistol (12", A2), 5x Heavy CCW (A2, AP(1))	Ambush, Fearless, Flying, Furious	215pts
Blood Support Brothers [3]	3+	3+	3x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable), 3x CCW (A1)	Fearless, Furious, Relentless	150pts
Blood Destroyers [3]	3+	3+	3x CCW (A3), Combat Shield (Shield Wall)	Ambush, Fearless, Furious, Tough(3)	210pts
Blood Pathfinder Bikers [3]	4+	4+	3x Grenade Launcher (24", A1, Blast(3)), 3x Heavy Pistol (12", A1, AP(1)), 3x CCW (A2)	Fast, Fearless, Furious, Scout, Tough(3)	230pts
Blood 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, Furious, Tough(3)	285pts
Blood 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, Furious, Tough(6)	180pts
Blood APC [1]	3+	2+	Storm Rifle (24", A3, AP(1))	Fearless, Impact(3), Tough(6), Transport(11), Very Fast	225pts
Blood Attack APC [1]	3+	2+	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	Fearless, Impact(3), Tough(6), Transport(6), Very Fast	225pts
Blood Drop Pod [1]	3+	2+	Death Launcher (18", A1, Blast(6))	Ambush, Fearless, Immobile, Tough(6), Transport(11)	155pts
Blood Battle Tank [1]	3+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Twin Storm Cannon (30", A4, AP(2), Lock-On)	Fearless, Impact(6), Tough(12), Very Fast	530pts
Blood Heavy Tank [1]	3+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Quad Flamer Cannon (18", A4, AP(1), Blast(3), Reliable)	Fearless, Impact(9), Tough(18), Transport(11), Very Fast	820pts
Blood Artillery Gun [1]	3+	2+	Heavy Gatling Cannon (24", A12, AP(1)), Engineer Crew (A3, AP(2))	Entrenched, Fearless, Repair, Slow, Tough(6)	365pts
Blood Attack Speeder [1]	3+	2+	2x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	Ambush, Fearless, Impact(3), Strider, Tough(6), Very Fast	230pts
Blood Heavy Exo-Suit [1]	3+	2+	Twin Flamer (12", A2, Blast(3), Reliable), Stomp (A2, AP(1))	Fear(1), Fearless, Furious, Tough(6)	170pts
Blood 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, Furious, Tough(12)	400pts
Veteran Blood 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, Furious, Tough(12), War Veteran	445pts
Blood Light Gunship [1]	3+	2+	Minigun (24", A4, AP(1)), Twin Typhoon Missiles (24", A4, AP(2), Lock-On)	Aircraft, Fearless, Tough(6)	305pts
Blood 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".

Holy Chalice: This model and its unit get Regeneration, and +1 to hit in melee.

Medical Training: This model and its unit get Regeneration.

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

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).

Very Fast: Moves +4" when using Advance, and +8" when using Rush/Charge.

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.

BLOOD BROTHERS ARMY SPELLS

Fear (1): Target 2 enemy units within 18" move -1" next time they Advance, or -2" next time they Charge/Rush.

Lance (1): Target enemy model within 12" takes 1 hit with AP(4).

Quickness (2): Target 2 friendly units within 12" get AP(+2) next time they charge.

Blood Curse (2): Target 2 enemy units within 12" take 4 hits each.

Break Shields (3): Target 2 enemy units within 18" get -2 to defense rolls next time they take hits.

Rage Burst (3): Target enemy unit within 12" takes 6 hits with AP(2).

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Blood Master Destroyer [1] - 135 pts	
Quality 3+	Defense 3+
CCW (A4)	
Combat Shield (Shield Wall)	
Ambush, Fearless, Furious, 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))
+25pts	Energy Sword (A4, AP(1), Rending)
+35pts	Chain-Fist (A2, AP(2), Deadly(3))
+40pts	Energy Fist (A4, AP(4))
Upgrade with one:	
+15pts	Preacher (War Chant)
+40pts	Engineer (Repair)
+45pts	Archivist (Caster(2))
+45pts	Captain (Advanced Tactics)
+55pts	Blood Priest (Holy Chalice)
+70pts	Master Archivist (Caster(3))

Veteran Blood Master Brother [1] - 65 pts	
Quality 3+	Defense 3+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Fearless, Furious, Hero, Tough(3), War Veteran	
Upgrade with one:	
+15pts	Preacher (War Chant)
+40pts	Engineer (Repair)
+45pts	Archivist (Caster(2))
+45pts	Captain (Advanced Tactics)
+55pts	Blood Priest (Holy Chalice)
+70pts	Master Archivist (Caster(3))
Replace Flamer Pistol and CCW:	
+20pts	Dual Energy Claws (A4, Rending)
+25pts	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:	
+10pts	Energy Hammer (A1, Blast(3))
+15pts	Energy Sword (A2, AP(1), Rending)
+25pts	Chain-Fist (A1, AP(2), Deadly(3))
+30pts	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))

Blood Master Brother [1] - 60 pts	
Quality 3+	Defense 3+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Fearless, Furious, Hero, Tough(3)	
Upgrade with one:	
+15pts	Preacher (War Chant)
+40pts	Engineer (Repair)
+45pts	Archivist (Caster(2))
+45pts	Captain (Advanced Tactics)
+55pts	Blood Priest (Holy Chalice)
+70pts	Master Archivist (Caster(3))
Replace Flamer Pistol and CCW:	
+15pts	Dual Energy Claws (A4, Rending)
+15pts	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)
+20pts	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))

Blood Elite Pathfinder [1] - 50 pts	
Quality 4+	Defense 4+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Fearless, Furious, Hero, Strider, Tough(3)	
Upgrade with one:	
+15pts	Preacher (War Chant)
+40pts	Engineer (Repair)
+45pts	Archivist (Caster(2))
+45pts	Captain (Advanced Tactics)
+55pts	Blood Priest (Holy Chalice)
+70pts	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))
+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)
+15pts	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)

GF - BLOOD BROTHERS v3.4.4

Blood Pathfinders [5] - 115 pts	
Quality 4+	Defense 4+
5x CCW (A2)	
5x Heavy Pistol (12", A1, AP(1))	
Fearless, Furious, Strider	
<i>Replace all Heavy Pistols and CCWs:</i>	
+5pts	Heavy Rifle (24", A1, AP(1)), CCW (A1)
+5pts	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))
<i>Replace one Heavy Rifle 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))

Blood Battle Brothers [5] - 155 pts	
Quality 3+	Defense 3+
5x CCW (A1)	
5x Heavy Rifle (24", A1, AP(1))	
Fearless, Furious	
<i>Replace one Heavy Rifle 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>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))

Blood Assault Brothers [5] - 175 pts	
Quality 3+	Defense 3+
5x Heavy CCW (A2, AP(1))	
5x Heavy Pistol (12", A1, AP(1))	
Fearless, Furious	
<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))
+15pts	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)
+15pts	Energy Fist (A2, AP(4))

Veteran Blood Battle Brothers [3] - 125 pts	
Quality 3+	Defense 3+
3x CCW (A1)	
3x Heavy Rifle (24", A1, AP(1))	
Fearless, Furious, 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)
+30pts	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 Blood Assault Brothers [3] - 140 pts	
Quality 3+	Defense 3+
3x Heavy CCW (A2, AP(1))	
3x Heavy Pistol (12", A1, AP(1))	
Fearless, Furious, 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	Dual Energy Claws (A4, Rending)
+15pts	Heavy Chainsaw Sword (A4, AP(1))
+20pts	Heavy Pistol (12", A1, AP(1)), Energy Fist (A2, AP(4))

Blood Death Brothers [5] - 165 pts	
Quality 3+	Defense 3+
5x CCW (A1)	
5x Heavy Rifle (24", A1, AP(1))	
Fearless, Furious, Regeneration	
<i>Replace all Heavy Rifles and CCWs:</i>	
+20pts	Heavy Pistol (12", A1, AP(1)), Heavy CCW (A2, AP(1))
<i>Replace any Heavy Pistol:</i>	
+5pts	Gravity Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace one Heavy Pistol:</i>	
+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)
+10pts	Fusion Pistol (6", A1, AP(4), Deadly(3))
<i>Replace any Heavy CCW:</i>	
+5pts	Energy Sword (A2, AP(1), Rending)
+15pts	Energy Fist (A2, AP(4))
<i>Replace one Heavy CCW:</i>	
free	Energy Hammer (A1, Blast(3))
<i>Upgrade all models with:</i>	
+25pts	Jetpacks (Ambush, Flying)

Blood Guard Brothers [5] - 215 pts	
Quality 3+	Defense 3+
5x Heavy CCW (A2, AP(1))	
5x Assault Pistol (12", A2)	
Ambush, Fearless, Flying, Furious	
<i>Replace any Assault Pistol:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace one Assault Pistol:</i>	
+5pts	Fusion Pistol (6", A1, AP(4), Deadly(3))
<i>Replace any Heavy CCW:</i>	
+5pts	Energy Sword (A2, AP(1), Rending)
+15pts	Energy Fist (A2, AP(4))
<i>Upgrade one model with:</i>	
+15pts	Banner

GF - BLOOD BROTHERS v3.4.4

Blood Support Brothers [3] - 150 pts	
Quality 3+	Defense 3+
3x CCW (A1)	
3x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Fearless, Furious, 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))

Blood Destroyers [3] - 210 pts	
Quality 3+	Defense 3+
3x CCW (A3)	
Combat Shield (Shield Wall)	
Ambush, Fearless, Furious, Tough(3)	
<i>Replace all Combat Shields and CCWs:</i>	
+30pts	Dual Energy Claws (A4, Rending)
+80pts	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)
+30pts	Energy Fist (A3, AP(4))

Blood Pathfinder Bikers [3] - 230 pts	
Quality 4+	Defense 4+
3x CCW (A2)	
3x Heavy Pistol (12", A1, AP(1))	
3x Grenade Launcher (24", A1, Blast(3))	
Fast, Fearless, Furious, 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)

Blood Brother Bikers [3] - 285 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, Furious, 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>	
+5pts	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))

Blood Support Bike [1] - 180 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, Furious, 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))

Blood APC [1] - 225 pts	
Quality 3+	Defense 2+
Storm Rifle (24", A3, AP(1))	
Fearless, Impact(3), Tough(6), Transport(11), Very Fast	
<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)

Blood Attack APC [1] - 225 pts	
Quality 3+	Defense 2+
Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
Fearless, Impact(3), Tough(6), Transport(6), Very Fast	
<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)

Blood 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))

Blood Battle Tank [1] - 530 pts	
Quality 3+	Defense 2+
Twin Heavy Machinegun (30", A6, AP(1))	
Twin Storm Cannon (30", A4, AP(2), Lock-On)	
Fearless, Impact(6), Tough(12), Very Fast	
<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>	
-20pts	Twin Flamer Cannon (18", A2, AP(1), Blast(3), Reliable)
+10pts	Heavy Minigun (24", A6, AP(2))
+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>	
-45pts	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)
+50pts	Twin Laser Cannon (36", A2, AP(3), Deadly(3))

Blood Heavy Tank [1] - 820 pts	
Quality 3+	Defense 2+
Quad Flamer Cannon (18", A4, AP(1), Blast(3), Reliable)	
Twin Heavy Machinegun (30", A6, AP(1))	
Fearless, Impact(9), Tough(18), Transport(11), Very Fast	
<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))

Blood 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)

GF - BLOOD BROTHERS v3.4.4

Blood Attack Speeder [1] - 230 pts	
Quality 3+	Defense 2+
2x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable) Ambush, Fearless, Impact(3), Strider, Tough(6), Very Fast	
Replace any Heavy Flamer:	
+20pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+20pts	Heavy Machinegun (30", A3, AP(1))
+30pts	Minigun (24", A4, AP(1))
Replace one Heavy Flamer:	
+70pts	Twin Typhoon Missiles (24", A4, AP(2), Lock-On)
Upgrade with:	
+20pts	Open Sides (Transport(6))

Blood Heavy Exo-Suit [1] - 170 pts	
Quality 3+	Defense 2+
Stomp (A2, AP(1)) Twin Flamer (12", A2, Blast(3), Reliable) Fear(1), Fearless, Furious, Tough(6)	
Replace Twin Flamer:	
+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))
Upgrade with one:	
+35pts	Dual Heavy Fists (A2, Blast(3))
+65pts	Dual Combat Drills (A4, AP(4))
Upgrade with one:	
+25pts	Chest Missiles (24", A1, AP(2), Lock-On)
+30pts	Chest-Rifles (24", A2, AP(1))

Blood Attack Walker [1] - 400 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, Furious, Tough(12)	
Replace Twin Heavy Flamer:	
+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))
+40pts	Frag-Blaster Cannon (12", A10, AP(1), Rending)
+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))
Replace one Walker Fist:	
+45pts	Missile Array (30", A4, AP(2), Lock-On)
+90pts	Twin Autocannon (36", A6, AP(2))
Upgrade any Walker Fist with one:	
+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))
Replace any Walker Fist:	
+5pts	Walker Claw (A6, AP(1), Rending)
Upgrade with one:	
+45pts	Archivist (Caster(2))
+50pts	Death Pilot (Regeneration)

Veteran Blood Attack Walker [1] - 445 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, Furious, Tough(12), War Veteran	
Replace Twin Heavy Flamer:	
+30pts	Walker Fist (A4, AP(4))
+75pts	Heavy Rifle Array (24", A6, AP(1))
+80pts	Super-Heavy Fusion Rifle (18", A1, AP(4), Deadly(6))
+80pts	Frag-Blaster Cannon (12", A10, AP(1), Rending)
+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:	
+80pts	Missile Array (30", A4, AP(2), Lock-On)
+140pts	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))
Replace any Walker Fist:	
+5pts	Walker Claw (A6, AP(1), Rending)
Upgrade with one:	
+45pts	Archivist (Caster(2))
+50pts	Death Pilot (Regeneration)

Blood 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)

Blood 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))