



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 - DARK BROTHERS v3.4.4

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Dark Master Destroyer [1]	3+	3+	CCW (A4), Combat Shield (Shield Wall)	Dark Assault, Grim, Hero, Tough(6)	140pts
Veteran Dark Master Brother [1]	3+	3+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Grim, Hero, Tough(3), War Veteran	65pts
Dark Master Brother [1]	3+	3+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Grim, Hero, Tough(3)	60pts
Dark Elite Pathfinder [1]	4+	4+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Grim, Hero, Strider, Tough(3)	50pts
Dark Pathfinders [5]	4+	4+	5x Heavy Pistol (12", A1, AP(1)), 5x CCW (A2)	Grim, Strider	110pts
Dark Battle Brothers [5]	3+	3+	5x Heavy Rifle (24", A1, AP(1)), 5x CCW (A1)	Grim	155pts
Dark Assault Brothers [5]	3+	3+	5x Heavy Pistol (12", A1, AP(1)), 5x Heavy CCW (A2, AP(1))	Grim	165pts
Veteran Dark Battle Brothers [3]	3+	3+	3x Heavy Rifle (24", A1, AP(1)), 3x CCW (A1)	Grim, War Veteran	125pts
Veteran Dark Assault Brothers [3]	3+	3+	3x Heavy Pistol (12", A1, AP(1)), 3x Heavy CCW (A2, AP(1))	Grim, War Veteran	135pts
Dark Support Brothers [3]	3+	3+	3x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable), 3x CCW (A1)	Grim, Relentless	150pts
Dark Destroyers [3]	3+	3+	3x CCW (A3), Combat Shield (Shield Wall)	Dark Assault, Grim, Tough(3)	215pts
Dark Pathfinder Bikers [3]	4+	4+	3x Grenade Launcher (24", A1, Blast(3)), 3x Heavy Pistol (12", A1, AP(1)), 3x CCW (A2)	Fast, Grim, Scout, Tough(3)	235pts
Dark Brother Bikers [3]	3+	3+	3x Twin Heavy Rifle (24", A2, AP(1)), 3x Heavy Pistol (12", A1, AP(1)), 3x CCW (A2)	Fast, Grim, Tough(3)	290pts
Dark 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, Grim, Tough(6)	185pts
Dark APC [1]	3+	2+	Storm Rifle (24", A3, AP(1))	Fast, Grim, Impact(3), Tough(6), Transport(11)	215pts
Dark Attack APC [1]	3+	2+	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	Fast, Grim, Impact(3), Tough(6), Transport(6)	215pts
Dark Drop Pod [1]	3+	2+	Death Launcher (18", A1, Blast(6))	Ambush, Grim, Immobile, Tough(6), Transport(11)	160pts
Dark Battle Tank [1]	3+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Twin Storm Cannon (30", A4, AP(2), Lock-On)	Fast, Grim, Impact(6), Tough(12)	510pts
Dark Heavy Tank [1]	3+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Quad Flamer Cannon (18", A4, AP(1), Blast(3), Reliable)	Fast, Grim, Impact(9), Tough(18), Transport(11)	795pts
Dark Artillery Gun [1]	3+	2+	Heavy Gatling Cannon (24", A12, AP(1)), Engineer Crew (A3, AP(2))	Entrenched, Grim, Repair, Slow, Tough(6)	370pts
Dark Attack Speeder [1]	3+	2+	2x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	Ambush, Fast, Grim, Impact(3), Strider, Tough(6)	220pts
Dark Shroud Speeder [1]	3+	2+	Heavy Machinegun (30", A3, AP(1))	Ambush, Dark Shroud, Fast, Grim, Impact(3), Strider, Tough(6)	255pts
Dark Heavy Exo-Suit [1]	3+	2+	Twin Flamer (12", A2, Blast(3), Reliable), Stomp (A2, AP(1))	Fear(1), Grim, Tough(6)	170pts
Dark 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), Grim, Tough(12)	400pts
Veteran Dark 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), Grim, Tough(12), War Veteran	445pts
Dark Light Gunship [1]	3+	2+	Minigun (24", A4, AP(1)), Twin Typhoon Missiles (24", A4, AP(2), Lock-On)	Aircraft, Grim, Tough(6)	310pts
Dark 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, Grim, Tough(9), Transport(11)	580pts

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".

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

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

Dark Shroud: Once per this unit's activation, pick 2 friendly units within 12", which get Stealth next time they are shot at.

Grim: Whenever a unit where most models have this rule fails a morale test that causes it to be Shaken or Routed, the test counts as passed instead. Then, roll as many dice as the number of wounds it would take to fully destroy it, and for each result of 1-3 the unit takes one wound, which can't be ignored.

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.

DARK 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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Dark Master Destroyer [1] - 140 pts	
Quality 3+	Defense 3+
CCW (A4)	
Combat Shield (Shield Wall)	
Dark Assault, Grim, 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)
+30pts	Interrogator (Fear(3))
+40pts	Archivist (Caster(2))
+40pts	Engineer (Repair)
+45pts	Captain (Advanced Tactics)
+65pts	Master Archivist (Caster(3))

Veteran Dark Master Brother [1] - 65 pts	
Quality 3+	Defense 3+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Grim, Hero, Tough(3), War Veteran	
Upgrade with one:	
+15pts	Preacher (War Chant)
+30pts	Interrogator (Fear(3))
+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))
+120pts	Black Bike (Twin Heavy Rifle (24", A2, AP(1)), Fast, Scout, Tough(3))

Dark Master Brother [1] - 60 pts	
Quality 3+	Defense 3+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Grim, Hero, Tough(3)	
Upgrade with one:	
+15pts	Preacher (War Chant)
+30pts	Interrogator (Fear(3))
+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)
+90pts	Combat Bike (Twin Heavy Rifle (24", A2, AP(1)), Fast, Tough(3))
+105pts	Black Bike (Twin Heavy Rifle (24", A2, AP(1)), Fast, Scout, Tough(3))

Dark Elite Pathfinder [1] - 50 pts	
Quality 4+	Defense 4+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Grim, Hero, Strider, Tough(3)	
Upgrade with one:	
+15pts	Preacher (War Chant)
+30pts	Interrogator (Fear(3))
+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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Dark Pathfinders [5] - 110 pts	
Quality 4+	Defense 4+
5x CCW (A2)	
5x Heavy Pistol (12", A1, AP(1))	
Grim, 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))
<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))

Dark Battle Brothers [5] - 155 pts	
Quality 3+	Defense 3+
5x CCW (A1)	
5x Heavy Rifle (24", A1, AP(1))	
Grim	
<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))
<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))

Dark Assault Brothers [5] - 165 pts	
Quality 3+	Defense 3+
5x Heavy CCW (A2, AP(1))	
5x Heavy Pistol (12", A1, AP(1))	
Grim	
<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	Sniper Rifle (30", A1, AP(1), Rending)
+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 Dark Battle Brothers [3] - 125 pts	
Quality 3+	Defense 3+
3x CCW (A1)	
3x Heavy Rifle (24", A1, AP(1))	
Grim, 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 Dark Assault Brothers [3] - 135 pts	
Quality 3+	Defense 3+
3x Heavy CCW (A2, AP(1))	
3x Heavy Pistol (12", A1, AP(1))	
Grim, 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))

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

Dark Destroyers [3] - 215 pts	
Quality 3+	Defense 3+
3x CCW (A3)	
Combat Shield (Shield Wall)	
Dark Assault, Grim, Tough(3)	
<i>Replace all Combat Shields and CCWs:</i>	
+30pts	Dual Energy Claws (A4, Rending)
+65pts	Heavy Mace (A3, AP(2), Rending), Combat Shield (Shield Wall)
+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))
+35pts	Plasma Cannon (30", A1, AP(4), Blast(3))
+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))
<i>Replace one Heavy Mace:</i>	
+15pts	Heavy Flail (A2, AP(2), Blast(3))

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Dark Pathfinder Bikers [3] - 235 pts	
Quality 4+	Defense 4+
3x CCW (A2)	
3x Heavy Pistol (12", A1, AP(1))	
3x Grenade Launcher (24", A1, Blast(3))	
Fast, Grim, Scout, Tough(3)	
Replace one Heavy Pistol and CCW:	
free	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2)
Replace Sgt. Heavy Pistol:	
+5pts	Gravity Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
Replace Sgt. Hand Weapon:	
+10pts	Energy Sword (A2, AP(1), Rending)
+15pts	Energy Fist (A2, AP(4))
Replace any Grenade Launcher:	
+5pts	Twin Heavy Rifle (24", A2, AP(1))
Replace all Heavy Pistols and CCWs:	
+5pts	Heavy Rifle (24", A1, AP(1)), CCW (A1)

Dark Brother Bikers [3] - 290 pts	
Quality 3+	Defense 3+
3x CCW (A2)	
3x Heavy Pistol (12", A1, AP(1))	
3x Twin Heavy Rifle (24", A2, AP(1))	
Fast, Grim, Tough(3)	
Replace one Heavy Pistol and CCW:	
free	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2)
Replace Sgt. Heavy Pistol:	
+5pts	Gravity Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
Replace Sgt. Hand Weapon:	
+10pts	Energy Sword (A2, AP(1), Rending)
+20pts	Energy Fist (A2, AP(4))
Replace all Heavy Pistols and CCWs:	
+10pts	Heavy Rifle (24", A1, AP(1)), CCW (A1)
Replace one Heavy Rifle:	
+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))
Upgrade all models with:	
+25pts	Black Bikers (Scout)
Replace all Twin Heavy Rifles:	
+75pts	Twin Plasma Rifle (24", A2, AP(4))
Replace one Twin Plasma Rifle:	
+5pts	Dark Grenade Launcher (24", A2, AP(2), Indirect)
Replace any CCW:	
+5pts	Energy Hammer (A1, Blast(3))
+10pts	Energy Sword (A2, AP(1), Rending)

Dark Support Bike [1] - 185 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, Grim, Tough(6)	
Replace Heavy Flamer:	
+20pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+20pts	Heavy Machinegun (30", A3, AP(1))
Replace Heavy Pistol:	
+10pts	Heavy Rifle (24", A1, AP(1))

Dark APC [1] - 215 pts	
Quality 3+	Defense 2+
Storm Rifle (24", A3, AP(1))	
Fast, Grim, Impact(3), Tough(6), Transport(11)	
Upgrade with one:	
+45pts	Storm Rifle (24", A3, AP(1))
+55pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
Upgrade with any:	
+15pts	Hunter Missiles (24", A1, AP(2), Deadly(3), Limited, Lock-On)
+10pts	Dozer Blade (Strider)

Dark Attack APC [1] - 215 pts	
Quality 3+	Defense 2+
Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
Fast, Grim, Impact(3), Tough(6), Transport(6)	
Replace Twin Heavy Flamer:	
+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))
Upgrade with:	
+10pts	Dozer Blade (Strider)

Dark Drop Pod [1] - 160 pts	
Quality 3+	Defense 2+
Death Launcher (18", A1, Blast(6))	
Ambush, Grim, Immobile, Tough(6), Transport(11)	
Replace Death Launcher:	
+55pts	Rapid Storm Rifle (24", A6, AP(1))

Dark Battle Tank [1] - 510 pts	
Quality 3+	Defense 2+
Twin Heavy Machinegun (30", A6, AP(1))	
Twin Storm Cannon (30", A4, AP(2), Lock-On)	
Fast, Grim, Impact(6), Tough(12)	
Upgrade with one:	
+45pts	Storm Rifle (24", A3, AP(1))
+55pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
Upgrade with any:	
+15pts	Hunter Missiles (24", A1, AP(2), Deadly(3), Limited, Lock-On)
+15pts	Dozer Blade (Strider)
Replace Twin Storm Cannon:	
+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)
Replace Twin Heavy Machineguns:	
+50pts	Twin Laser Cannon (36", A2, AP(3), Deadly(3))

Dark Heavy Tank [1] - 795 pts	
Quality 3+	Defense 2+
Quad Flamer Cannon (18", A4, AP(1), Blast(3), Reliable)	
Twin Heavy Machinegun (30", A6, AP(1))	
Fast, Grim, Impact(9), Tough(18), Transport(11)	
Upgrade with one:	
+45pts	Storm Rifle (24", A3, AP(1))
+55pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
Upgrade with any:	
+15pts	Hunter Missiles (24", A1, AP(2), Deadly(3), Limited, Lock-On)
+25pts	Dozer Blade (Strider)
Replace Quad Flamer Cannon:	
+5pts	Twin Heavy Rifle Array (24", A12, AP(1))
+130pts	Quad Laser Cannon (36", A4, AP(3), Deadly(3))
Replace Twin Heavy Machinegun:	
+20pts	Twin Minigun (24", A8, AP(1))

Dark Artillery Gun [1] - 370 pts	
Quality 3+	Defense 2+
Heavy Gatling Cannon (24", A12, AP(1))	
Engineer Crew (A3, AP(2))	
Entrenched, Grim, Repair, Slow, Tough(6)	
Replace Heavy Gatling Cannon:	
+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)

Dark Attack Speeder [1] - 220 pts	
Quality 3+	Defense 2+
2x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Ambush, Fast, Grim, Impact(3), Strider, Tough(6)	
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)
+80pts	Twin Plasma Battery (24", A4, AP(4))
Upgrade with:	
+20pts	Open Sides (Transport(6))

Dark Shroud Speeder [1] - 255 pts	
Quality 3+	Defense 2+
Heavy Machinegun (30", A3, AP(1))	
Ambush, Dark Shroud, Fast, Grim, Impact(3), Strider, Tough(6)	
Replace Heavy Machinegun:	
+10pts	Minigun (24", A4, AP(1))

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Dark Heavy Exo-Suit [1] - 170 pts	
Quality 3+	Defense 2+
Stomp (A2, AP(1))	
Twin Flamer (12", A2, Blast(3), Reliable)	
Fear(1), Grim, 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:	
+30pts	Dual Heavy Fists (A2, Blast(3))
+55pts	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))

Dark 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), Grim, 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))
+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:	
+55pts	Missile Array (30", A4, AP(2), Lock-On)
+100pts	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))

Veteran Dark 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), Grim, 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))

Dark Light Gunship [1] - 310 pts	
Quality 3+	Defense 2+
Minigun (24", A4, AP(1))	
Twin Typhoon Missiles (24", A4, AP(2), Lock-On)	
Aircraft, Grim, Tough(6)	
Upgrade with one:	
+50pts	Laser Talon (24", A2, AP(3))
+55pts	Storm Cannon (30", A2, AP(2), Lock-On)
+60pts	Sword Missiles (36", A2, AP(2), Lock-On)
Replace Twin Typhoon Missiles:	
-80pts	Dark Bombs (6", A2, Blast(3), Rending)
-5pts	Twin Dark Rifle Arrays (24", A6, AP(1))
+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)

Dark Heavy Gunship [1] - 580 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, Grim, 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))