



## 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](http://www.onepagerules.com)) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

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Thank you for playing!

## 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 - WOLF BROTHERS v3.4.1

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Wolf Master Destroyer [1]	3+	3+	CCW (A4), Combat Shield (Shield Wall)	Ambush, Counter-Attack, Fearless, Hero, Tough(6)	140pts
Veteran Wolf Master Brother [1]	3+	3+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Counter-Attack, Fearless, Hero, Tough(3), War Veteran	70pts
Wolf Master Brother [1]	3+	3+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Counter-Attack, Fearless, Hero, Tough(3)	60pts
Wolf Elite Pathfinder [1]	4+	4+	Flamer Pistol (6", A1, Blast(3), Reliable), CCW (A2)	Counter-Attack, Fearless, Hero, Strider, Tough(3)	55pts
Wolf Pathfinders [5]	4+	4+	5x Heavy Pistol (12", A1, AP(1)), 5x CCW (A2)	Counter-Attack, Fearless, Strider	125pts
Wolf Rookies [5]	4+	4+	5x Heavy Pistol (12", A1, AP(1)), 5x Heavy CCW (A2, AP(1))	Counter-Attack, Fearless, Furious	160pts
Wolf Battle Brothers [5]	3+	3+	5x Heavy Rifle (24", A1, AP(1)), 5x CCW (A1)	Counter-Attack, Fearless	160pts
Veteran Wolf Battle Brothers [3]	3+	3+	3x Heavy Rifle (24", A1, AP(1)), 3x CCW (A1)	Counter-Attack, Fearless, War Veteran	130pts
Werewolf Brothers [5]	3+	4+	5x Wolf Hammer (A1, AP(2)), Energy Shield (Shield Wall)	Counter-Attack, Fast, Fearless, Regeneration	145pts
Wolf Support Brothers [3]	3+	3+	3x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable), 3x CCW (A1)	Counter-Attack, Fearless, Relentless	155pts
Wolf Destroyers [3]	3+	3+	3x CCW (A3), Combat Shield (Shield Wall)	Ambush, Counter-Attack, Fearless, Tough(3)	225pts
Hunting Wolves [5]	4+	4+	5x Vicious Bites (A2, AP(1))	Counter-Attack, Fast, Strider	130pts
Wolf Riders [3]	3+	3+	3x Heavy Pistol (12", A1, AP(1)), 3x CCW (A2), 3x Heavy Claws (A2, AP(1))	Counter-Attack, Fast, Fearless, Strider, Tough(3)	280pts
Wolf Pathfinder Bikers [3]	4+	4+	3x Grenade Launcher (24", A1, Blast(3)), 3x Heavy Pistol (12", A1, AP(1)), 3x CCW (A2)	Counter-Attack, Fast, Fearless, Scout, Tough(3)	235pts
Wolf Brother Bikers [3]	3+	3+	3x Twin Heavy Rifle (24", A2, AP(1)), 3x Heavy Pistol (12", A1, AP(1)), 3x CCW (A2)	Counter-Attack, Fast, Fearless, Tough(3)	295pts
Wolf 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)	Counter-Attack, Fast, Fearless, Tough(6)	185pts
Wolf APC [1]	3+	2+	Storm Rifle (24", A3, AP(1))	Fast, Fearless, Impact(3), Tough(6), Transport(11)	210pts
Wolf Attack APC [1]	3+	2+	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	Fast, Fearless, Impact(3), Tough(6), Transport(6)	210pts
Wolf Drop Pod [1]	3+	2+	Death Launcher (18", A1, Blast(6))	Ambush, Fearless, Immobile, Tough(6), Transport(11)	155pts
Wolf 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
Wolf 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
Wolf Attack Speeder [1]	3+	2+	2x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	Ambush, Fast, Fearless, Impact(3), Strider, Tough(6)	215pts
Wolf Artillery Gun [1]	3+	2+	Heavy Gatling Cannon (24", A12, AP(1)), Engineer Crew (A3, AP(2))	Counter-Attack, Entrenched, Fearless, Repair, Slow, Tough(6)	380pts
Wolf Heavy Exo-Suit [1]	3+	2+	Twin Flamer (12", A2, Blast(3), Reliable), Stomp (A2, AP(1))	Counter-Attack, Fear(1), Fearless, Tough(6)	170pts
Wolf Attack Walker [1]	3+	2+	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable), Stomp (A4, AP(1)), Walker Fist (A4, AP(4))	Counter-Attack, Fear(2), Fearless, Tough(12)	425pts
Veteran Wolf Attack Walker [1]	3+	2+	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable), Stomp (A4, AP(1)), Walker Fist (A4, AP(4))	Counter-Attack, Fear(2), Fearless, Tough(12), War Veteran	490pts
Wolf Light Gunship [1]	3+	2+	Minigun (24", A4, AP(1)), Twin Typhoon Missiles (24", A4, AP(2), Lock-On)	Aircraft, Fearless, Tough(6)	305pts
Wolf 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

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

**Advanced Tactics:** Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

**Aircraft:** May only use Advance actions, moving in a straight line, and adding 30" to its total move (even if Shaken). Aircraft ignore all units and terrain when moving and stopping, can't seize objectives, can't be charged, and units targeting them get -12" range and -1 to hit.

**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.

**Banner:** This model and its unit get +1 to morale test rolls.

**Blast(X):** Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

**Caster(X):** Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once.

At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

**Counter-Attack:** Strikes first when charged.

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

**Entrenched:** Enemies get -2 to hit when shooting at this model from over 9" away, as long as it hasn't moved since the beginning of its last activation.

**Fast:** Moves +2" when using Advance, and +4" when using Rush/Charge.

**Fear(X):** This model counts as having dealt +X wounds when checking who won melee.

**Fearless:** Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

**Flying:** May move through units and terrain, and ignores terrain effects whilst moving.

**Furious:** When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

**Hero:** Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

**Immobile:** May only use Hold actions.

**Impact(X):** Roll X dice when attacking after charging, unless fatigued. For each 2+ the target takes one hit.

**Indirect:** Gets -1 to hit rolls when shooting after moving. May target enemies that are not in line of sight as if in line of sight, and ignores cover from sight obstructions.

**Limited:** May only be used once per game.

**Lock-On:** Ignores cover and all negative modifiers to hit rolls and range.

**Medical Training:** This model and its unit get Regeneration.

**Protected:** When units where all models have this rule take hits, those hits count as having AP(-1), to a min. of AP(0).

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

**Relentless:** When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

**Reliable:** Attacks at Quality 2+.

**Rendering:** Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

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Wolf Master Destroyer [1] - 140 pts	
Quality 3+	Defense 3+
CCW (A4)	
Combat Shield (Shield Wall)	
Ambush, Counter-Attack, Fearless, Hero, Tough(6)	
Replace Combat Shield and CCW:	
+40pts	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)
+45pts	Chain-Fist (A2, AP(2), Deadly(3))
+50pts	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 Wolf Master Brother [1] - 70 pts	
Quality 3+	Defense 3+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Counter-Attack, 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	Energy Sword (A2, AP(1), Rending), Combat Shield (Shield Wall)
+25pts	Dual Energy Claws (A4, Rending)
+35pts	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))
+20pts	Energy Sword (A2, AP(1), Rending)
+35pts	Chain-Fist (A1, AP(2), Deadly(3))
+40pts	Energy Fist (A2, AP(4))
Upgrade with one:	
+15pts	Jetpack (Ambush, Flying)
+95pts	Wolf Mount (Heavy Claws (A2, AP(1)), Fast, Strider, Tough(3))
+105pts	Combat Bike (Fast, Tough(3), Twin Heavy Rifle (24", A2, AP(1)))

Wolf Master Brother [1] - 60 pts	
Quality 3+	Defense 3+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Counter-Attack, 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	Energy Sword (A2, AP(1), Rending), Combat Shield (Shield Wall)
+15pts	Dual Energy Claws (A4, Rending)
+20pts	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))
+15pts	Energy Sword (A2, AP(1), Rending)
+20pts	Chain-Fist (A1, AP(2), Deadly(3))
+25pts	Energy Fist (A2, AP(4))
Upgrade with one:	
+15pts	Jetpack (Ambush, Flying)
+85pts	Wolf Mount (Heavy Claws (A2, AP(1)), Fast, Strider, Tough(3))
+85pts	Combat Bike (Fast, Tough(3), Twin Heavy Rifle (24", A2, AP(1)))

Wolf Elite Pathfinder [1] - 55 pts	
Quality 4+	Defense 4+
CCW (A2)	
Flamer Pistol (6", A1, Blast(3), Reliable)	
Counter-Attack, 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:	
+5pts	Energy Sword (A2, AP(1), Rending), Combat Shield (Shield Wall)
+15pts	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))
+20pts	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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Wolf Pathfinders [5] - 125 pts	
Quality 4+	Defense 4+
5x CCW (A2)	
5x Heavy Pistol (12", A1, AP(1))	
Counter-Attack, Fearless, 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 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>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))

Wolf Rookies [5] - 160 pts	
Quality 4+	Defense 4+
5x Heavy CCW (A2, AP(1))	
5x Heavy Pistol (12", A1, AP(1))	
Counter-Attack, Fearless, Furious	
<i>Upgrade all models with:</i>	
+20pts	Jetpacks (Ambush, Flying)
<i>Replace one Heavy Pistol:</i>	
+15pts	Flamer (12", A1, Blast(3), Reliable)
+15pts	Gravity Rifle (18", A2, Rending)
+15pts	Plasma Rifle (24", A1, AP(4))
+20pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
<i>Replace one Heavy Pistol:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
<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)
+15pts	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))

Wolf Battle Brothers [5] - 160 pts	
Quality 3+	Defense 3+
5x CCW (A1)	
5x Heavy Rifle (24", A1, AP(1))	
Counter-Attack, Fearless	
<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>	
+15pts	Energy Sword (A2, AP(1), Rending)
+25pts	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))

Veteran Wolf Battle Brothers [3] - 130 pts	
Quality 3+	Defense 3+
3x CCW (A1)	
3x Heavy Rifle (24", A1, AP(1))	
Counter-Attack, Fearless, War Veteran	
<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)
+10pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+20pts	Energy Sword (A2, AP(1), Rending)
+40pts	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)

Werewolf Brothers [5] - 145 pts	
Quality 3+	Defense 4+
5x Wolf Hammer (A1, AP(2))	
Energy Shield (Shield Wall)	
Counter-Attack, Fast, Fearless, Regeneration	
<i>Replace all Wolf Hammers and Energy Shields:</i>	
+35pts	Heavy Claws (A2, AP(1))
<i>Replace any Heavy Claws:</i>	
+5pts	Dual Wolf Claws (A2, Reliable, Rending)
+20pts	Heavy Wolf Axe (A2, AP(4))
<i>Upgrade any model with:</i>	
+5pts	Backpack-GL (24", A1, Blast(3), Limited)

Wolf Support Brothers [3] - 155 pts	
Quality 3+	Defense 3+
3x CCW (A1)	
3x Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Counter-Attack, 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))

Wolf Destroyers [3] - 225 pts	
Quality 3+	Defense 3+
3x CCW (A3)	
Combat Shield (Shield Wall)	
Ambush, Counter-Attack, Fearless, Tough(3)	
<i>Replace all Combat Shields and CCWs:</i>	
+35pts	Dual Energy Claws (A4, Rending)
+70pts	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))
+15pts	Chain-Fist (A1, AP(2), Deadly(3))
+20pts	Energy Sword (A3, AP(1), Rending)
+40pts	Energy Fist (A3, AP(4))

Hunting Wolves [5] - 130 pts	
Quality 4+	Defense 4+
5x Vicious Bites (A2, AP(1))	
Counter-Attack, Fast, Strider	
<i>Upgrade all models with:</i>	
+15pts	Cyborg Bodies (Regeneration)

Wolf Riders [3] - 280 pts	
Quality 3+	Defense 3+
3x CCW (A2)	
3x Heavy Claws (A2, AP(1))	
3x Heavy Pistol (12", A1, AP(1))	
Counter-Attack, Fast, Fearless, Strider, Tough(3)	
<i>Replace one Heavy Pistol and CCW:</i>	
+5pts	Heavy Pistol (12", A1, AP(1)), Energy Hammer (A1, Blast(3))
+20pts	Dual Energy Claws (A4, Rending)
<i>Replace all Heavy Pistols:</i>	
free	Combat Shield (Shield Wall)
<i>Replace any Heavy Pistol:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace any CCW:</i>	
+15pts	Energy Sword (A2, AP(1), Rending)
+25pts	Energy Fist (A2, AP(4))

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Wolf 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))	
Counter-Attack, 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)
+20pts	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)

Wolf Brother Bikers [3] - 295 pts	
Quality 3+	Defense 3+
3x CCW (A2)	
3x Heavy Pistol (12", A1, AP(1))	
3x Twin Heavy Rifle (24", A2, AP(1))	
Counter-Attack, 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>	
+15pts	Energy Sword (A2, AP(1), Rending)
+25pts	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))

Wolf 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))	
Counter-Attack, 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))

Wolf 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)

Wolf 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)

Wolf 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))

Wolf 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))

Wolf 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))

Wolf 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))

Wolf Artillery Gun [1] - 380 pts	
Quality 3+	Defense 2+
Heavy Gatling Cannon (24", A12, AP(1))	
Engineer Crew (A3, AP(2))	
Counter-Attack, 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)

Wolf Heavy Exo-Suit [1] - 170 pts	
Quality 3+	Defense 2+
Stomp (A2, AP(1))	
Twin Flamer (12", A2, Blast(3), Reliable)	
Counter-Attack, 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>	
+40pts	Dual Heavy Fists (A2, Blast(3))
+80pts	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))

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Wolf Attack Walker [1] - 425 pts	
Quality 3+	Defense 2+
Stomp (A4, AP(1))	
Walker Fist (A4, AP(4))	
Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
Counter-Attack, Fear(2), Fearless, Tough(12)	
Replace Twin Heavy Flamer:	
-5pts	Walker Claw (A4, AP(1), Rending)
+20pts	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:	
-25pts	Walker Claw (A4, AP(1), Rending)
+30pts	Missile Array (30", A4, AP(2), Lock-On)
+75pts	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 2x Walker Fist:	
+30pts	Walker Axe (A2, AP(2), Deadly(3)), Combat Shield (Protected)
Upgrade any Walker Claw 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 Wolf Attack Walker [1] - 490 pts	
Quality 3+	Defense 2+
Stomp (A4, AP(1))	
Walker Fist (A4, AP(4))	
Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
Counter-Attack, Fear(2), Fearless, Tough(12), War Veteran	
Replace Twin Heavy Flamer:	
+15pts	Walker Claw (A4, AP(1), Rending)
+60pts	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:	
-40pts	Walker Claw (A4, AP(1), Rending)
+50pts	Missile Array (30", A4, AP(2), Lock-On)
+115pts	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))

Wolf 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)

Wolf 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))