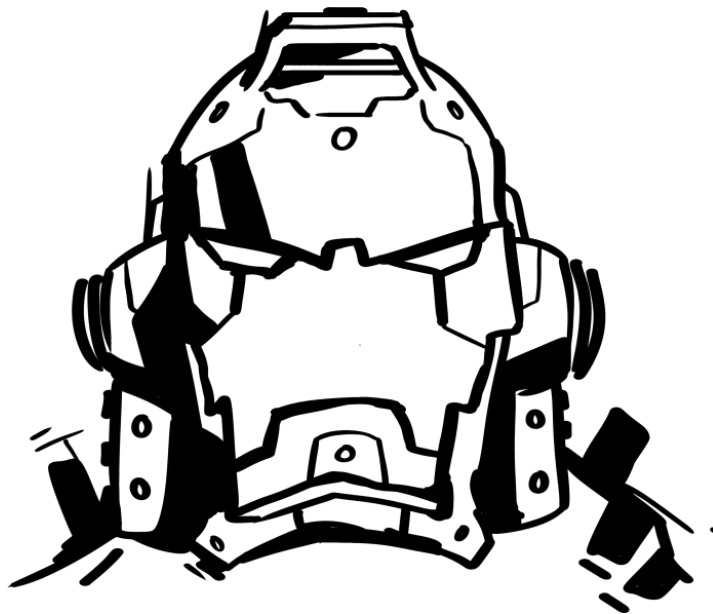


# GF – Battle Brothers v2.8



## About OPR

OPR (onepagerules) 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 generous support of our awesome community!

If you'd like to support the development of our games you can donate: [patreon.com/onepagerules](https://patreon.com/onepagerules)

Join the community by following us here:

- [facebook.com/onepagerules](https://facebook.com/onepagerules)
- [reddit.com/r/onepagerules](https://reddit.com/r/onepagerules)
- [twitter.com/onepagerules](https://twitter.com/onepagerules)

If you want to give us your feedback or have any questions feel free to contact us:

- [onepagerules.proboards.com](https://onepagerules.proboards.com)
- [onepageanon@gmail.com](mailto:onepageanon@gmail.com)

**Thank you for playing!**

Game Design: Gaetano Ferrara

Cover Art & Illustrations: Brandon Gillam

## Background Story

Battle Brothers are the most elite and feared fighting force in the galaxy. Massive genetically modified soldiers equipped with heavy battle armor and deadly weapons, they are ready to take on the most dangerous missions in the name of their immortal god-king.

Soon after reaching the Sirius sector the immortal god-king created the Battle Brothers in order to conquer even the most inhospitable of planets. Born in vats and trained for war all their lives, these fine soldiers are solely focused on victory.

As jacks of all trades they are able to do pretty much anything reasonably well with no particular weakness. Their troops are armed with a variety of advanced weapons and are designed to exploit the enemy's weak spots mercilessly.

They are the ultimate weapon in the god-king's quest for power and only find peace in death.

# GF – Battle Brothers v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Captain [1]	3+	2+	Assault Rifle [24", A1], CCW [A1]	Fearless, Hero, Relentless, Tough(3)	A, B, C	110pts
Champion [1]	3+	2+	Assault Rifle [24", A1], CCW [A1]	Fearless, Hero, Tough(3)	A, B, C	100pts
Engineer [1]	3+	2+	Assault Rifle [24", A1], CCW [A1]	Fearless, Hero, Repair, Tough(3)	A, B	110pts
Psychic [1]	3+	2+	Assault Rifle [24", A1], CCW [A1]	Fearless, Hero, Psychic(1), Tough(3)	A, B, D	125pts
Battle Brothers [5]	3+	2+	Assault Rifles [24", A1], CCWs [A1]	Fearless	A, E	190pts
Assault Brothers [5]	3+	2+	Pistols [12", A1], CCWs [A2]	Fearless	A, F	190pts
Support Brothers [5]	3+	2+	Assault Rifles [24", A1], CCWs [A1]	Fearless, Relentless	A, G	200pts
Pathfinders [5]	3+	4+	Assault Rifles [24", A1], CCWs [A1]	Fearless, Scout, Strider	A, H	200pts
Brother Bikers [3]	3+	2+	Assault Rifles [24", A1], CCWs [A1]	Fast, Fearless, Impact(1)	A, I	150pts
Pathfinder Bikers[3]	3+	4+	Assault Rifles [24", A1], CCWs [A1]	Fast, Fearless, Impact(1), Scout	A, J	140pts
Support Bike [1]	3+	2+	Heavy Flamethrower [12", A6, AP(1)], Assault Rifle [24", A1], CCW [A1]	Fast, Fearless, Impact(3), Tough(3)	A, K	140pts

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

Pistol [12", A1] and CCW [A2]	Free
Heavy Chainsaw Sword [A6, AP(1)]	+10pts
2x Energy Claws [A2, AP(1), Rending]	+10pts

### *Replace one Pistol:*

Gravity Pistol [12", A2, Rending]	+5pts
Plasma Pistol [12", A1, AP(2)]	+5pts
Storm Rifle [24", A2]	+5pts
Combat Shield [Shield Wall]	+10pts

### *Replace one CCW:*

Energy Sword [A2, AP(1), Rending]	+5pts
Energy Fist [A2, AP(3)]	+10pts
EnergyHammer[A2, AP(1), Deadly(3)]	+10pts
Chainsaw Fist [A4, AP(3)]	+20pts

### *Take one Assault Rifle attachment:*

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

## B | *Upgrade with one:*

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

### *Upgrade with:*

Veteran Infantry	+15pts
------------------	--------

## C | *Upgrade with one:*

War Chant	+10pts
Advanced Tactics	+45pts

## D | *Upgrade Psychic(1)*

Psychic[2]	+20pts
------------	--------

## E | *Upgrade all models with:*

Veteran Infantry	+75pts
------------------	--------

### *Upgrade one model with one:*

Battle Standard [Fear]	+20pts
Medical Training	+45pts

### *Replace one Assault Rifle:*

Gravity Rifle [18", A2, Rending]	+5pts
Plasma Rifle [24", A1, AP(2)]	+5pts
Flamethrower [12", A6]	+10pts
Heavy Flamethrower [12", A6, AP(1)]	+15pts
Fusion Rifle [12", A1, AP(4), Deadly(6)]	+20pts
Gravity Cannon [24", A4, Rending]	+20pts
Heavy Machinegun [36", A3, AP(1)]	+25pts
Plasma Cannon [36", A1, Blast(3), AP(2)]	+30pts
Missile Launcher – pick one to fire:	+35pts
HE [48", A1, Blast(3)]	
AT [48", A1, AP(3), Deadly(3)]	
Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+45pts
Laser Cannon [48", A1, AP(4), Deadly(3)]	+45pts

## F | *Upgrade all models with any:*

Veteran Infantry	+75pts
Jetpacks [Ambush, Flying]	+80pts

### *Replace up to two Pistols:*

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

### *Replace one Pistol and CCW:*

Pistol [12", A1] and Energy Sword [A2, AP(1), Rending]	+5pts
Pistol [12", A1] and Energy Fist [A2, AP(3)]	+10pts
Pistol [12", A1] and EnergyHammer[A2, AP(1), Deadly(3)]	+10pts
Heavy Chainsaw Sword [A6, AP(1)]	+10pts

## G | *Replace any Assault Rifle:*

Heavy Flamethrower [12", A6, AP(1)]	+20pts
Gravity Cannon [24", A4, Rending]	+25pts
Heavy Machinegun [36", A3, AP(1)]	+30pts
Plasma Cannon [36", A1, Blast(3), AP(2)]	+35pts
Missile Launcher – pick one to fire:	+40pts
HE [48", A1, Blast(3)]	
AT [48", A1, AP(3), Deadly(3)]	
Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+50pts
Laser Cannon [48", A1, AP(4), Deadly(3)]	+50pts

## H | *Upgrade all models with:*

Stealth Cloaks [Stealth]	+10pts
--------------------------	--------

### *Replace any Assault Rifle and CCW:*

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

### *Replace any Assault Rifle:*

Shotgun [12", A2]	Free
Sniper Rifle [36", A1, AP(1), Sniper]	+20pts

### *Replace one Assault Rifle:*

Gravity Rifle [18", A2, Rending]	+5pts
Flamethrower [12", A6]	+10pts
Plasma Rifle [24", A1, AP(2)]	+5pts
Heavy Machinegun [36", A3, AP(1)]	+25pts
Missile Launcher – pick one to fire:	+35pts
HE [48", A1, Blast(3)]	
AT [48", A1, AP(3), Deadly(3)]	

## I | *Upgrade all models with:*

Twin Assault Rifles [24", A2]	+25pts
-------------------------------	--------

### *Replace all Assault Rifles and CCWs:*

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

### *Replace up to two Assault Rifles:*

Gravity Rifle [18", A2, Rending]	+5pts
Plasma Rifle [24", A1, AP(2)]	+5pts
Flamethrower [12", A6]	+10pts
Fusion Rifle [12", A1, AP(4), Deadly(6)]	+20pts

## J | *Upgrade any model with any:*

Twin Assault Rifle [24", A2]	+10pts
Grenade Launcher – pick one to fire:	+10pts
HE [24", A1, Blast(3)]	
AT [24", A1, AP(1), Deadly(3)]	

### *Replace all Assault Rifles and CCWs:*

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

## K | *Replace Heavy Flamethrower:*

Heavy Machinegun [36", A3, AP(1)]	+10pts
Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+30pts

### *Upgrade with:*

Twin Assault Rifle [24", A2]	+10pts
------------------------------	--------

### *Replace Assault Rifle and CCW:*

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

## Special Rules

**Advanced Tactics:** The hero and his unit get +3" range when shooting and +3" range when using charge actions.

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

**Repair:** Once per turn, if within 2" of a unit with Tough, roll one die. On a 4+ you may repair 1 wound from the target.

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

**Veteran Infantry:** This model gets +1 to its attack rolls for melee and shooting.

**War Chant:** The hero and his unit get Furious.

## Psychic Spells

**Psychic Speed (4+):** Target friendly unit within 12" may immediately move by up to 6".

**Expel (4+):** Target enemy unit within 12" takes 4 automatic hits with AP(2).

**Foresight (5+):** Target friendly unit within 12" gets +6" range to its next shooting.

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

**Protective Dome (6+):** Target friendly unit within 24" gets Stealth next time it is shot at.

**Psychic Roar (6+):** Target 2 enemy units within 6" take 4 hits with AP(4) each.

# GF – Battle Brothers v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Destroyers [5]	3+	2+	Storm Rifles (24", A2), Energy Fists (A2, AP(3))	Ambush, Fearless, Tough(3)	A	600pts
Heavy Exo-Suits [3]	3+	2+	Twin Flamethrowers (12", A12), CCWs (A1, AP(1))	Fearless, Slow, Tough(6)	B	635pts
APC [1]	3+	2+	Storm Rifle (24", A2)	Fast, Fearless, Impact(6), Tough(6), Transport(11)	C	250pts
Attack APC [1]	3+	2+	Twin Heavy Flamethrower (12", A12, AP(1))	Fast, Fearless, Impact(6), Tough(6), Transport(6)	C, D	265pts
Drop Pod [1]	3+	2+	Storm Rifle (24", A2)	Ambush, Fearless, Immobile, Large Cargo, Tough(6), Transport(11)	E	215pts
Attack Speeder [1]	3+	2+	2x Heavy Flamethrower (12", A6, AP(1))	Ambush, Fast, Fearless, Impact(6), Strider, Tough(6)	F	270pts
Artillery Cannon[1]	3+	2+	Cannon (48", A2, AP(1), Blast(3), Indirect), Engineer (A2, AP(2))	Fearless, Repair, Slow, Tough(6)	-	290pts

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

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

**Replace one Storm Rifle:**

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

**Replace any Energy Fist:**

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

**Upgrade one model with:**

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

**B | Replace any Twin Flamethrower:**

Twin Gravity Cannon (24", A8, Rending)	+10pts
Twin Fusion Rifle (12", A2, AP(4), Deadly(6))	+25pts
Twin Heavy Machinegun (36", A6, AP(1))	+30pts
Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+70pts

**Replace any CCW:**

Combat Drills (A2, AP(4))	+10pts
---------------------------	--------

**Upgrade any model with one:**

Assault Rifle Array (24", A6)	+25pts
Missile Launcher – pick one to fire:	+40pts
HE (48", A1, Blast(3))	
AT (48", A1, AP(3), Deadly(3))	

**C | Upgrade with any:**

Dozer Blade (Strider)	+5pts
Storm Rifle (24", A2)	+10pts
Hunter Missiles (48", A1, AP(3), Deadly(3))	+40pts

**D | Replace Twin Heavy Flamethrower:**

Twin Minigun (24", A8, AP(1))	+10pts
Twin Heavy Machinegun (36", A6, AP(1))	+20pts
Laser Cannon (48", A1, AP(4), Deadly(3)) and Twin Plasma Rifle (24", A2, AP(2))	+30pts
Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+60pts

**E | Replace Storm Rifle:**

Death Launcher (12", A1, AP(1), Blast(6))	+10pts
---	--------

**F | Replace one Heavy Flamethrower:**

Minigun (24", A4, AP(1))	+5pts
Heavy Machinegun (36", A3, AP(1))	+10pts
Heavy Fusion Rifle (24", A1, AP(4), Deadly(6))	+30pts

**Replace one Heavy Flamethrower:**

Minigun (24", A4, AP(1))	+5pts
Heavy Machinegun (36", A3, AP(1))	+10pts
Heavy Fusion Rifle (24", A1, AP(4), Deadly(6))	+30pts
Typhoon Missiles – pick one each turn: HE (48", A2, Blast(3))	+60pts
AT (48", A2, AP(3), Deadly(3))	

**Upgrade with:**

Open Sides (Transport(6))	+10pts
---------------------------	--------

## Special Rules

**Large Cargo:** This unit may use all of its transport capacity to carry one Attack Walker.

**Repair:** Once per turn, if within 2" of a unit with Tough, roll one die. On a 4+ you may repair 1 wound from the target.

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

# GF – Battle Brothers v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Battle Tank [1]	3+	2+	Autocannon (48", A2, AP(2))	Fast, Fearless, Impact(6), Tough(12)	A, B, C	445pts
Heavy Battle Tank [1]	3+	2+	Twin Heavy Machinegun (36", A6, AP(1)), 2x Assault Rifle Arrays (24", A6)	Fast, Fearless, Impact(6), Tough(18), Transport(11)	A, B, D	700pts
Attack Walker[1]	3+	2+	Storm Rifle (24", A2), Walker Fist (A4, AP(4)), Assault Rifle Array (24", A6), Stomp (A2, AP(1))	Fear, Fearless, Tough(12)	B, H	465pts
Talon Gunship[1]	3+	2+	Twin Minigun (24", A8, AP(1)), Twin Heavy Machinegun (36", A6, AP(1))	Aircraft, Fearless, Tough(6)	E	305pts
Hawk Interceptor [1]	3+	2+	Twin Minigun (24", A8, AP(1)), Twin Heavy Machinegun (36", A6, AP(1)), Laser Talon (24", A2, AP(4), Deadly(3))	Aircraft, Fearless, Tough(6)	F	355pts
Raven Heavy Gunship [1]	3+	2+	Twin Minigun (24", A8, AP(1)), Twin Heavy Machinegun (36", A6, AP(1)), Storm Missiles (48", A1, AP(3), Deadly(3))	Aircraft, Fearless, Tough(12), Transport(11)	G	560pts

## A | Upgrade with any:

Dozer Blade (Strider)	+5pts
Storm Rifle (24", A2)	+10pts

## B | Upgrade with:

Hunter Missiles (48", A1, AP(3), Deadly(3))	+40pts
---	--------

## C | Replace Autocannon:

Spear Missile Launcher (48", A1, AP(3), Deadly(3), Anti-Air)	+20pts
Demolition Cannon (24", A1, AP(4), Blast(6))	+40pts
Wind Missile Launcher (48", A1, AP(1), Blast(6), Indirect)	+60pts
Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+65pts
Twin Storm Cannon (48", A6, AP(2))	+65pts

### Upgrade with one:

2x Heavy Machineguns (36", A3, AP(1))	+55pts
2x Laser Cannons (48", A1, AP(4), Deadly(3))	+95pts

## D | Replace 2x Assault Rifle Arrays:

2x Flamethrower Cannons (12", A6, AP(2))	Free
2x Twin Laser Cannons (48", A2, AP(4), Deadly(3))	+145pts

### Replace Twin Heavy Machinegun:

Twin Minigun (24", A8, AP(1))	Free
-------------------------------	------

### Upgrade with:

Heavy Fusion Rifle (24", A1, AP(4), Deadly(6))	+50pts
--	--------

## E | Replace Twin Heavy Machinegun:

Hammer Missiles (48", A3, AP(2))	-5pts
Typhoon Missiles – pick one to fire: HE (48", A2, Blast(3))	+25pts
AT (48", A2, AP(3), Deadly(3))	
Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+40pts

## F | Replace Laser Talon:

Storm Cannon (48", A3, AP(2))	Free
-------------------------------	------

### Replace Twin Heavy Machinegun:

Hammer Missiles (48", A3, AP(2))	-5pts
Typhoon Missiles – pick one to fire: HE (48", A2, Blast(3))	+25pts
AT (48", A2, AP(3), Deadly(3))	
Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+40pts

## G | Replace Twin Minigun:

Twin Plasma Cannon (36", A2, AP(2), Blast(3))	+25pts
Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+50pts

### Replace Twin Heavy Machinegun:

Typhoon Missiles – pick one to fire: HE (48", A2, Blast(3))	+25pts
AT (48", A2, AP(3), Deadly(3))	
Twin Heavy Fusion Rifle (24", A2, AP(4), Deadly(6))	+40pts

### Upgrade with any:

Rear Grapples	+20pts
2x Assault Rifle Arrays (24", A6)	+50pts

## H | Replace any Storm Rifle:

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

### Replace Walker Fist and Storm Rifle:

Missile Launcher – pick one to fire: HE (48", A1, Blast(3))	+10pts
AT (48", A1, AP(3), Deadly(3))	
Twin Autocannon (48", A4, AP(2))	+40pts

### Replace Assault Rifle Array:

Walker Fist (A4, AP(4)) and Storm Rifle (24", A2)	+10pts
Twin Heavy Flamethrower (12", A12, AP(1))	+10pts
Heavy Minigun (24", A6, AP(1))	+10pts
Plasma Cannon (36", A1, AP(2), Blast(3))	+10pts
Heavy Fusion Rifle (24", A1, AP(4), Deadly(6))	+25pts
Twin Heavy Machinegun (36", A6, AP(1))	+30pts
Twin Autocannon (48", A4, AP(2))	+40pts
Twin Laser Cannon (48", A2, AP(4), Deadly(3))	+70pts

### Upgrade with:

Veteran Walker	+155pts
----------------	---------

## Special Rules

**Rear Grapples:** This unit may transport a single Attack Walker in addition to any other units that it is transporting.

**Veteran Walker:** This model gets +1 to its attack rolls for melee and shooting.

# GF – Battle Brothers v2.8

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Prime Captain [1]	3+	2+	Auto-Rifle [24", A2], CCW [A2]	Fearless, Hero, Tough(3)	A	110pts
Prime Lieutenant [1]	3+	2+	Auto-Rifle [24", A2], CCW [A2]	Fearless, Hero, Tough(3)	B, E	110pts
Prime Ancient [1]	3+	2+	Auto-Rifle [24", A2], CCW [A2]	Fearless, Hero, Tough(3)	C, E	110pts
Prime Psychic [1]	3+	2+	Pistol [12", A1], Energy Sword [A2, AP(1), Rending]	Fearless, Hero, Tough(3), Psychic(1)	D, E	130pts
Prime Brothers [5]	3+	2+	Auto-Rifles [24", A2], CCWs [A2]	Fearless	F, G	220pts
Blaster Squad [5]	3+	2+	Heavy Plasma Rifles [30", A1, AP(2)], CCWs [A2]	Fearless	F, H	230pts
Raider Squad [5]	3+	2+	Pistols [12", A1] and CCWs [A3]	Fearless, Furious	F, J	205pts
Infiltration Squad [5]	3+	2+	Heavy Carbines [18", A1, Rending], CCWs [A2]	Fearless, Scout	F	240pts
Elimination Squad [3]	3+	2+	Sniper Rifles [36", A1, AP(1), Sniper], CCWs [A2]	Fearless, Scout, Stealth	-	205pts
Aggro Squad [3]	3+	2+	Fist-Carbines [18", A3], Energy Fists [A2, AP(3)]	Fearless, Tough(3)	I	340pts
Jetpack Squad [3]	3+	2+	2x Plasma Carbines [18", A1, AP(2)], CCWs [A2]	Ambush, Fearless, Flying	K	190pts
Suppression Squad [3]	3+	2+	Autocannons [48", A2, AP(2)], CCWs [A2]	Ambush, Fearless, Flying	-	250pts
Prime Light Walker [1]	3+	2+	Incendiary Cannon [12", A12, AP(1)], Walker Fist [A3, AP(3)], Stomp [A2, AP(1)]	Fear, Fearless, Scout, Tough(12)	L	470pts
Prime Attack Walker [1]	3+	2+	Heavy Gatling Gun [30", A12, AP(1)], Walker Fist [A4, AP(4)], Stomp [A2, AP(1)], Twin Storm Rifle [24", A4]	Fear, Fearless, Tough(15)	M	630pts
Heavy Anti-Grav Tank [1]	3+	2+	Twin Heavy Machinegun [36", A6, AP(1)], Laser Talon [24", A2, AP(4), Deadly(3)], Machinegun [36", A3]	Fast, Fearless, Impact(6), Strider, Tough(18), Transport(11)	O	750pts
Heavy Anti-Grav Destroyer Tank [1]	3+	2+	Heavy Plasma Cannon [36", A1, AP(2), Blast(6)], Twin Heavy Machinegun [36", A6, AP(1)], Heavy Gatling Gun [30", A12, AP(1)]	Fast, Fearless, Impact(6), Strider, Tough(18), Transport(6)	N	835pts

## A | Replace Auto-Rifle:

Heavy Carbine [18", A1, Rending]	-5pts
Fist-Pistol [12", A3] and Energy Fist [A2, AP(3)]	+5pts

## Replace CCW:

Energy Sword [A2, AP(1), Rending]	+5pts
-----------------------------------	-------

## Upgrade with one:

War Chant	+10pts
Battle Rites	+15pts

## Upgrade with one:

Camo Cloak [Scout, Stealth]	+10pts
Heavy Armor [Ambush, Tough(+3)]	+75pts

## B | Replace Auto-Rifle and CCW:

Heavy Carbine [18", A1, Rending] and CCW [A2]	-5pts
Pistol [12", A1] and Energy Sword [A4, AP(1), Rending]	+10pts

## Upgrade with:

Precision Shots	+45pts
-----------------	--------

## C | Replace Auto-Rifle:

Heavy Carbine [18", A1, Rending]	-5pts
----------------------------------	-------

## Upgrade with:

Ancient Banner [Fear]	+20pts
-----------------------	--------

## D | Upgrade Psychic(1)

Psychic(2)	+20pts
------------	--------

## E | Upgrade with:

Camo Cloak [Scout, Stealth]	+10pts
-----------------------------	--------

## F | Upgrade one model with:

Medical Training	+45pts
------------------	--------

## G | Replace one Auto-Rifle:

Gravity Rifle [18", A2, Rending]	Free
Plasma Rifle [24", A1, AP(2)]	Free
Flamethrower [12", A6]	+5pts
Fusion Rifle [12", A1, AP(4), Deadly(6)]	+15pts

## H | Replace all Heavy Plasma Rifles:

Plasma Auto-Rifles [24", A2, AP(1)]	+10pts
Light Plasma Cannons [36", A1, AP(2)]	+10pts

## I | Replace all Fist-Carbines:

Fist-Flamethrowers [12", A6]	+10pts
------------------------------	--------

## Upgrade all models with:

Grenade Launchers [18", A1, Blast(3)]	+25pts
---------------------------------------	--------

## J | Replace all Pistols and CCWs:

Auto-Rifles [24", A2], CCWs [A2]	+20pts
----------------------------------	--------

## Replace one Pistol and CCW:

Pistol [12", A1] and Energy Sword [A3, AP(1), Rending]	+5pts
---	-------

Pistol [12", A1] and Energy Fist [A3, AP(3)]	+5pts
---	-------

Pistol [12", A1] and EnergyHammer [A3, AP(1), Deadly(3)]	+10pts
---	--------

Heavy Chainsaw Sword [A9, AP(1)]	+20pts
----------------------------------	--------

## Upgrade all models with:

Grapnels [Strider]	+20pts
--------------------	--------

Orbital Deployment [Ambush]	+40pts
-----------------------------	--------

## K | Replace all 2x Plasma Carbines:

2x Assault Carbines [18", A3]	+20pts
-------------------------------	--------

## L | Replace Incendiary Cannon:

Twin Iron-Cannon [48", A6, AP(2)]	+60pts
-----------------------------------	--------

## Upgrade with any:

HE-Launcher [18", A1, Blast(3)]	+10pts
---------------------------------	--------

Heavy MG Pistol [36", A3, AP(1)]	+25pts
----------------------------------	--------

2x Machineguns [36", A3]	+35pts
--------------------------	--------

## M | Replace Heavy Gatling Gun:

Heavy Plasma Cannon [36", A1, AP(2), Blast(6)]	-20pts
---	--------

## Replace Twin Storm Rifle:

Twin HE-Launcher [18", A2, Blast(3)]	+5pts
--------------------------------------	-------

## Upgrade with one:

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

Gatling Gun [24", A6, AP(1)]	+35pts
------------------------------	--------

## Upgrade with one:

AA-Rocket Pod [24", A1, AP(2), Anti-Air]	+10pts
---	--------

## N | Replace Heavy Plasma Cannon:

Heavy Laser Cannon [48", A2, AP(4), Deadly(6)]	+120pts
---	---------

## Upgrade with any:

AA-Rocket Pod [24", A1, AP(2), Anti-Air]	+10pts
---	--------

2x Storm Rifles [24", A2]	+15pts
---------------------------	--------

Machinegun [36", A3]	+20pts
----------------------	--------

Twin AA-Machinegun [36", A6, Anti-Air]	+50pts
---	--------

## O | Replace Laser Talon:

Heavy Gatling Gun [30", A12, AP(1)]	+60pts
-------------------------------------	--------

## Replace Twin Heavy Machinegun:

Twin Laser Cannon [48", A2, AP(4), Deadly(3)]	+40pts
--	--------

## Upgrade with one:

Machinegun [36", A3]	+20pts
----------------------	--------

Gatling Gun [24", A6, AP(1)]	+35pts
------------------------------	--------

## Upgrade with one:

Storm Rifle [24", A2]	+10pts
-----------------------	--------

HE-Launcher [18", A1, Blast(3)]	+10pts
---------------------------------	--------

AA-Rocket Pod [24", A1, AP(2), Anti-Air]	+10pts
---	--------

AA-Machinegun [36", A3, Anti-Air]	+25pts
-----------------------------------	--------

## Upgrade with one:

2x Storm Rifles [24", A2]	+15pts
---------------------------	--------

2x HE-Launchers [18", A1, Blast(3)]	+20pts
-------------------------------------	--------

## Upgrade with:

2x AT-Launchers [18", A1, AP(1)]	+10pts
----------------------------------	--------

## Prime Brothers

All units with the Psychic special rule may only use the spells from this army page.

## Special Rules

**Battle Rites:** The hero and his unit get +1 to their melee rolls.

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

**Precision Shots:** The hero and his unit get AP(+1) when shooting.

**War Chant:** The hero and his unit get Furious.

## Psychic Spells

**Curse (4+):** Target enemy unit within 12" gets -1 to melee rolls on its next combat.

**Lightning Fog (4+):** Target enemy unit within 12" takes 8 automatic hits.

**Time Passage (5+):** Target friendly unit within 12" may move +6" on its next activation.

**Cerebral Trauma (5+):** Target 2 enemy units within 6" take 10 automatic hits each.

**Ethereal Sight (6+):** Target friendly unit within 12" may immediately shoot.

**Psychic Terror (6+):** Target enemy unit within 12" takes 5 hits with AP(4).