



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.

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

Battle Sisters are all-female splinter factions of the Battle Brothers, which follow the lead of their own god-queen. They are equipped with custom heavy battle armor and wield a lot of the same equipment as the Battle Brothers.

At the beginning of the god-king's quest to conquer the galaxy everyone was deemed equal, however with time his views became more extremist and he created the Battle Brothers, deeming women unfit to fight. The god-queen, a respected general at the time, saw this as a declaration of war on all women, and took off to start her own faction of genetically modified soldiers to establish her reign.

Battle Sisters are a solid force consisting of above average troopers with good training, armor and a wide selection of heavy weapons. Their forces are generally well rounded, however they do have an affinity for roasting their enemies with flamethrowers and fusion rifles.

They are fanatic warriors armed to the teeth and are bringing equality to the galaxy... by force.

GF - Battle Sisters v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
High Sister [1]	4+	4+	Heavy Rifle [24", A1, AP(1)], CCW (A1)	Devout, Hero, Tough(3)	A, B, C	40pts
Novice Leader [1]	5+	5+	Heavy Rifle [24", A1, AP(1)], CCW (A1)	Devout, Furious, Hero, Tough(3)	A, B	30pts
Fanatic Sisters [5]	5+	5+	Heavy Chainsaw Swords [A4, AP(1)]	Fearless, Furious	D	100pts
Novice Sisters [10]	5+	5+	Rifles [24", A1], CCWs (A1)	Devout, Furious	E, F	140pts
Battle Sisters [5]	4+	4+	Heavy Rifles [24", A1, AP(1)], CCWs (A1)	Devout	A, F, G	110pts
Vanguard Sisters [5]	4+	4+	Shotguns [12", A2, AP(1)], CCWs (A1)	Devout, Scout, Strider	A, H	130pts
Sacrosanct Sisters [5]	4+	4+	Heavy Pistols [12", A1, AP(1)], Halberds [A2, Rending]	Devout, Shield Wall	I	130pts
Pistoleer Sisters [5]	4+	4+	Twin Heavy Pistols [12", A2, AP(1)], CCWs (A1)	Ambush, Devout, Flying	J	140pts
Assault Sisters [5]	4+	4+	Heavy Pistols [12", A1, AP(1)], Energy Swords [A2, AP(1), Rending]	Ambush, Devout, Flying	K	150pts
Support Sisters [5]	4+	4+	Heavy Flamethrowers [12", A6, AP(1)], CCWs (A1)	Devout, Relentless	L	225pts
Destroyer Sisters [3]	4+	4+	Dual Energy Claws [A6, Rending]	Ambush, Devout, Tough(3)	M	185pts
Biker Fanatics [3]	5+	5+	Twin Heavy Rifles [24", A2, AP(1)], Heavy Chainsaw Swords [A4, AP(1)]	Devout, Fast, Fearless, Furious, Tough(3)	-	160pts
Biker Sisters [3]	4+	4+	Twin Heavy Rifles [24", A2, AP(1)], Heavy Pistols [12", A1, AP(1)], CCWs (A2)	Devout, Fast, Tough(3)	A, N	200pts

A | Replace one Heavy Rifle and CCW:

Heavy Pistol [12", A1, AP(1)], CCW [A2]	free
Dual Energy Claws [A4, Rending]	+5pts
Heavy Chainsaw Sword [A4, AP(1)]	+5pts

Replace one Heavy Pistol:

Fusion Pistol [6", A1, AP(4), Deadly(3)]	+5pts
Flamethrower Pistol [6", A6]	+5pts
Plasma Pistol [12", A1, AP(4)]	+5pts
Shotgun [12", A2, AP(1)]	+5pts
Combat Shield [Shield Wall]	+10pts
Plasma Rifle [24", A1, AP(4)]	+15pts
Storm Rifle [24", A3, AP(1)]	+25pts

Replace one CCW:

Energy Sword [A2, AP(1), Rending]	+10pts
Energy Fist [A2, AP(4)]	+15pts

Take one Heavy Rifle attachment:

Plasma-Mod [12", A1, AP(4)]	+10pts
Fusion-Mod [6", A1, AP(4), Deadly(3)]	+10pts
Flamer-Mod [6", A6]	+10pts
Crossbow-Mod [12", A1, AP(1), Sniper]	+15pts

B | Upgrade with one:

Priestess [War Hymns]	+15pts
Superior [Blind Faith]	+20pts
Witch [Psychic(1)]	+25pts
Canoness [Spiritual Guidance]	+25pts

Upgrade with:

Celestial Infantry	+10pts
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C | Upgrade with one:

Vanguard [Scout, Strider]	+15pts
Jetpack [Ambush, Flying]	+20pts
Destroyer Armor [Ambush, Tough(+3)]	+45pts
Twin Heavy Rifle [24", A2, AP(1)],	+65pts
Combat Bike [Fast, Tough(+3)]	

D | Replace all Heavy Chainsaw Swords:

Dual Arc-Flails [A4, Rending]	+5pts
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Replace one Heavy Chainsaw Sword:

Dual Shock Whips [A2, Blast(3)]	free
Dual Plasma Whips [A4, AP(4)]	+10pts
Dual Force Whips [A2, AP(2), Deadly(3)]	+10pts

Upgrade all models with:

Flagellants [Regeneration]	+25pts
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E | Replace up to two Rifles:

Fusion Rifle [12", A1, AP(4), Deadly(3)]	+10pts
Flamethrower [12", A6]	+10pts

Replace any Rifle and CCW:

Paired CCWs [A3]	free
Great Weapon [A2, AP(1)]	free

F | Upgrade one model with one:

Canticle Megaphone	+10pts
Sacred Banner [Fear]	+20pts
Medical Training	+55pts

G | Upgrade all models with:

Celestial Infantry	+50pts
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Replace one Heavy Rifle:

Plasma Rifle [24", A1, AP(4)]	+10pts
Fusion Rifle [12", A1, AP(4), Deadly(3)]	+10pts
Flamethrower [12", A6]	+15pts
Shred Rifle [18", A3, Rending]	+15pts
Heavy Flamethrower [12", A6, AP(1)]	+20pts
Storm Rifle [24", A3, AP(1)]	+20pts
Heavy Machinegun [30", A3, AP(1)]	+30pts
Heavy Fusion Rifle [18", A1, AP(4), Deadly(6)]	+45pts

H | Replace any Shotgun:

Heavy Rifle [24", A1, AP(1)]	free
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Replace up to two Shotguns:

Plasma Rifle [24", A1, AP(4)]	+10pts
Fusion Rifle [12", A1, AP(4), Deadly(3)]	+10pts
Flamethrower [12", A6]	+15pts
Shred Rifle [18", A3, Rending]	+10pts
Storm Rifle [24", A3, AP(1)]	+20pts
Flamethrower Sniper Rifle [18", A2, AP(1), Sniper]	+30pts

I | Replace any Halberd:

Mace [A2, AP(2)]	+5pts
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Replace one Mace:

Sacred Spear [A2, AP(2), Deadly(3)]	+15pts
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Replace up to two Heavy Pistols:

Fusion Pistol [6", A1, AP(4), Deadly(3)]	+5pts
Flamethrower Pistol [6", A6]	+5pts
Plasma Pistol [12", A1, AP(4)]	+5pts

J | Replace one Twin Heavy Pistols:

Twin Plasma Pistols [12", A2, AP(4)]	+5pts
Twin Fusion Pistols [6", A2, AP(4), Deadly(3)]	+10pts
Twin Flamethrower Pistols [6", A12]	+10pts

Replace one Twin Heavy Pistols and CCW:

Plasma Pistol [12", A1, AP(4)],	+5pts
Energy Sword [A2, AP(1), Rending]	

Replace one Plasma Pistol:

Fusion Pistol [6", A1, AP(4), Deadly(3)]	+5pts
Flamethrower Pistol [6", A6]	+5pts

K | Replace one Heavy Pistol:

Fusion Pistol [6", A1, AP(4), Deadly(3)]	+5pts
Flamethrower Pistol [6", A6]	+5pts
Plasma Pistol [12", A1, AP(4)]	+5pts

L | Replace any Heavy Flamethrower:

Heavy Machinegun [30", A3, AP(1)]	+10pts
Heavy Fusion Rifle [18", A1, AP(4), Deadly(6)]	+30pts

M | Replace all Dual Energy Claws:

Combat Shields [Shield Wall],	+5pts
Energy Hammers [A2, Blast(3)]	
Storm Rifles [24", A3, AP(1)], CCWs [A3]	+40pts

Replace one Storm Rifle:

Heavy Flamethrower [12", A6, AP(1)]	free
Heavy Fusion Rifle [18", A1, AP(4), Deadly(6)]	+25pts

Replace any CCW:

Energy Sword [A3, AP(1), Rending]	+15pts
Energy Fist [A3, AP(4)]	+20pts

N | Replace all Heavy Pistols and CCWs:

Heavy Rifles [24", A1, AP(1)], CCWs [A1]	+5pts
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Replace up to two Heavy Rifles:

Plasma Rifle [24", A1, AP(4)]	+5pts
Fusion Rifle [12", A1, AP(4), Deadly(3)]	+10pts
Flamethrower [12", A6]	+10pts

Special Rules

Blind Faith: The hero and its unit get the Stealth special rule.

Canticle Megaphone: This model and its unit get the Fearless rule.

Celestial Infantry: This model gets +1 to hit rolls in melee and shooting.

Devout: This model gets +1 to hit rolls when shooting at enemies within 12".

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

Shield Wall: Enemies get -1 to hit when they attack units where all models have this rule.

Spiritual Guidance: The hero and its unit get AP(+1) when shooting.

War Hymns: The hero and its unit get AP(+1) when fighting in melee.

Psychic Spells

Eternal Flame (4+): Target enemy unit within 12" takes 5 hits.

Holy Tears (4+): Target 2 friendly units within 6" get Poison next time they fight in melee.

Admonition (5+): Target enemy model within 12" takes 2 hits with AP(4).

Heretics (5+): Target 2 enemy units within 12" get -1 to defense next time they take hits.

Litanies (6+): Target 2 friendly units within 6" get +12" range next time they shoot.

Righteous Wrath (6+): Target 2 enemy units within 6" take 6 hits with AP(1) each.

GF - Battle Sisters v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Paragon Sisters [3]	4+	4+	Heavy Flamethrowers (12", A6, AP(1)), CCWs (A3, AP(1))	Devout, Tough(6)	A	290pts
APC [1]	4+	2+	Storm Rifle (24", A3, AP(1))	Devout, Fast, Impact(6), Tough(6), Transport(11)	B	190pts
Infernal APC [1]	4+	2+	Twin Heavy Flamethrower (12", A12, AP(1)), Heavy Flamethrower (12", A6, AP(1))	Devout, Fast, Impact(6), Tough(6), Transport(6)	B, C, D	230pts
Organ Tank [1]	4+	2+	Organ Heavy Missiles (30", A3, AP(2), Deadly(3), Lock-On), Heavy Flamethrower (12", A6, AP(1))	Devout, Fast, Impact(6), Tough(6)	B, D, E	305pts
Battle Tank [1]	4+	2+	Battle Cannon (30", A2, Blast(3), AP(2)), 3x Heavy Flamethrowers (12", A6, AP(1))	Devout, Fast, Impact(6), Tough(12)	B, D, F	400pts
Assault Walker [1]	4+	2+	Twin Heavy Flamethrowers (12", A12, AP(1)), Stomp (A3, AP(1)), 2x Walker Sawblades (A6, AP(1))	Devout, Fear, Fearless, Furious, Regeneration, Tough(9)	G	335pts
Support Walker [1]	4+	2+	Quad Heavy Machineguns (30", A12, AP(1)), Stomp (A3, AP(1)), 2x Walker Sawblades (A3, AP(1), Rending)	Devout, Fear, Fearless, Regeneration, Relentless, Tough(9)	G	415pts

A | Replace any Heavy Flamethrower:

Heavy Machinegun (30", A3, AP(1)) +10pts

Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)) +25pts

Replace any CCW:

Energy Sword (A3, AP(1), Rending) +5pts

Energy Mace (A3, AP(3)) +5pts

Upgrade any model with one:

GL-Pods (24", A1, Blast(3)) +20pts

Storm-Pods (18", A3, AP(1)) +25pts

B | Upgrade with any:

Dozer Blade (Strider) +20pts

Hunter Missiles (24", A1, AP(2), Deadly(3), Lock-On) +40pts

Upgrade with one:

Fusion Rifle (12", A1, AP(4), Deadly(3)) +20pts

Flamethrower (12", A6) +25pts

Storm Rifle (24", A3, AP(1)) +30pts

C | Replace Twin Heavy Flamethrower:

Twin Heavy Machinegun (30", A6, AP(1)) +15pts

Twin Flamethrower Cannon (18", A12, AP(1)) +30pts

Twin Heavy Fusion Rifle (18", A2, AP(4), Deadly(6)) +50pts

D | Replace any Heavy Flamethrower:

Heavy Machinegun (30", A3, AP(1)) +10pts

Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)) +25pts

E | Replace Organ Heavy Missiles:

Organ Mortar Array (36", A3, Blast(3), AP(1), Indirect) +25pts

F | Replace Battle Cannon:

Anti-Tank Cannon (30", A1, AP(3), Deadly(6)) +5pts

Twin Autocannon (36", A6, AP(2)) +35pts

G | Replace any Walker Sawblade:

Walker Flail (A4, AP(1), Rending) +5pts

Walker Fist (A4, AP(4)) +15pts

Special Rules

Devout: This model gets +1 to hit rolls when shooting at enemies within 12".