



## 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.

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

**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.

# GFF - 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
Battle Sister [1]	4+	4+	Heavy Rifle [24", A1, AP(1)], CCW [A1]	Devout	A, D, E	20pts
Fanatic Sister [1]	5+	5+	Heavy Chainsaw Sword [A4, AP(1)]	Fearless, Furious	F	20pts
Sacrosanct Sister [1]	4+	4+	Heavy Pistol [12", A1, AP(1)], Halberd [A2, Rending]	Devout, Shield Wall	G	25pts
Vanguard Sister [1]	4+	4+	Shotgun [12", A2, AP(1)], CCW [A1]	Devout, Scout, Strider	A, H	25pts
Assault Sister [1]	4+	4+	Heavy Pistol [12", A1, AP(1)], Energy Sword [A2, AP(1), Rending]	Ambush, Devout, Flying	I	30pts
Pistoleer Sister [1]	4+	4+	Twin Heavy Pistol [12", A2, AP(1)], CCW [A1]	Ambush, Devout, Flying	J	30pts
Novice Sisters [3]	5+	5+	Rifles [24", A1], CCWs [A1]	Devout, Furious	E, K	40pts
Support Sister [1]	4+	4+	Twin Heavy Rifle [24", A6, AP(1)], CCW [A1]	Devout, Relentless	L	45pts
Biker Fanatic [1]	5+	5+	Twin Heavy Rifle [24", A2, AP(1)], Heavy Chainsaw Sword [A4, AP(1)]	Devout, Fast, Fearless, Furious, Tough(3)	-	55pts
Destroyer Sister [1]	4+	4+	Dual Energy Claws [A6, Rending]	Ambush, Devout, Tough(3)	M	60pts
Biker Sister [1]	4+	4+	Twin Heavy Rifle [24", A2, AP(1)], Heavy Pistol [12", A1, AP(1)], CCW [A2]	Devout, Fast, Tough(3)	A, N	65pts
Paragon Sister [1]	4+	4+	Heavy Flamethrower [12", A6, AP(1)], CCW [A3, AP(1)]	Devout, Tough(6)	O	95pts

**A | Replace 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 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 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

**D | Upgrade with:**

Celestial Infantry	+10pts
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**Replace 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

**E | Upgrade one model with one:**

Canticle Megaphone	+10pts
Sacred Banner [Fear]	+20pts

**F | Replace Heavy Chainsaw Sword:**

Dual Arc-Flails [A4, Rending]	+5pts
Dual Shock Whips [A2, Blast(3)]	free
Dual Plasma Whips [A4, AP(4)]	+10pts
Dual Force Whips [A2, AP(2), Deadly(3)]	+10pts

**Upgrade with:**

Flagellants [Regeneration]	+5pts
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**G | Replace any Halberd:**

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

Sacred Spear [A2, AP(2), Deadly(3)]	+15pts
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**Replace any Heavy Pistol:**

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

**H | Replace any Shotgun:**

Heavy Rifle [24", A1, AP(1)]	free
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 Heavy Pistol:**

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

**J | Replace Twin Heavy Pistol:**

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 Twin Heavy Pistols and CCW:**

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

**Replace Plasma Pistol:**

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

**K | Replace one 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

**L | Replace any Heavy Flamethrower:**

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

**M | Replace Dual Energy Claws:**

Combat Shields [Shield Wall],	+5pts
Energy Hammers [A2, Blast(3)]	
Storm Rifles [24", A3, AP(1)], CCWs [A3]	+15pts

**Replace 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 Heavy Pistols and CCW:**

Heavy Rifles [24", A1, AP(1)], CCWs [A1]	+5pts
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**Replace any Heavy Rifle:**

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

**O | 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 with one:**

GL-Pods [24", A1, Blast(3)]	+20pts
Storm-Pods [18", A3, AP(1)]	+25pts

## Special Rules

**Blind Faith:** This model and all friendly units within 12" get the Stealth special rule.

**Canticle Megaphone:** This model and all friendly units within 12" 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".

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

**Spiritual Guidance:** This model and all friendly units within 12" get AP(+1) when shooting.

**War Hymns:** This model and all friendly units within 12" 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.