



## 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

The Custodian Brothers are the most ancient protectors of the god-king, bearing ancient armor of formidable toughness unmatched by their brethren. They serve as the god-king's personal guard and are often sent out as emissaries to represent him in both peace and war.

Whilst nobody is able to confirm this information, it is said that the Custodian Brothers were the first warriors of the god-king, and that it's their genes that were passed on to create the esteemed legions of Battle Brothers.

As the most ancient of Battle Brothers they are also the only ones to still enlist female warriors, which complement their ranks by acting as vanguards and providing close range support thanks to their lighter armor.

They might not bring many soldiers to the battle, but don't underestimate them, as each soldier is a one man army.

# GFF - Custodian Brothers v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Great Sister [1]	4+	3+	Energy Sword (A4, AP(1), Rending)	Fearless, Hero, Tough(3)	A, B	55pts
Vigilant Sister [1]	4+	3+	Energy Sword (A2, AP(1), Rending)	Fearless, Furious	B	25pts
Prosecution Sister [1]	4+	3+	Prosecution Rifle (24", A2), CCW (A1)	Fearless, Relentless	B	30pts
Hunter Sister [1]	4+	3+	Flamethrower (12", A6), CCW (A1)	Fearless, Scout	B	35pts
Custodian Brother [1]	3+	2+	Shot-Mount (12", A2, AP(1)), Sword (A3, AP(1), Rending)	Fearless, Tough(3)	C, D	85pts
Jetpack Brother [1]	3+	3+	Destroyer Pistol (12", A3, Rending), Dagger (A3)	Ambush, Fearless, Flying, Tough(3)	D, E	95pts

## A | *Replace Energy Sword:*

Prosecution Rifle (24", A2), CCW (A4)	+5pts
Flamethrower (12", A6), CCW (A4)	+10pts

### *Upgrade with one:*

Vigilant Oath (Furious)	+5pts
Prosecution Ammo (Relentless)	free
Hunter Instincts (Scout)	+10pts

### *Upgrade with one:*

Eternal Vigilant	+15pts
High Prosecutor	+30pts
Witch Destroyer	+45pts

## B | *Upgrade with:*

Anti-Psychic	+10pts
--------------	--------

## C | *Replace any Shot-Mount:*

Fuse-Mount (12", A1, AP(4), Deadly(3))	+10pts
Flame-Mount (12", A6)	+10pts
Bolt-Mount (18", A3, Rending)	+10pts
Storm-Mount (24", A3, AP(1))	+20pts
Needler-Mount (24", A3, Poison)	+25pts

### *Replace any Sword:*

Axe (A2, Blast(3))	+5pts
Spear (A3, AP(4))	+10pts
Halberd (A2, AP(2), Deadly(3))	+15pts

### *Upgrade with:*

Battle Standard (Fear)	+20pts
------------------------	--------

## D | *Upgrade with any:*

Combat Shields (Shield Wall)	+10pts
Wardens (Regeneration)	+15pts

## E | *Replace any Destroyer Pistol and Dagger:*

Shot-Mount (12", A2, AP(1)),	+10pts
Spear (A3, AP(4))	
Storm-Mount (24", A3, AP(1)),	+30pts
Spear (A3, AP(4))	

## Special Rules

**Anti-Psychic:** This unit may block spells as if it had the Psychic(2) special rule.

**Eternal Vigilant:** This model and all friendly units within 12" get +1 to hit rolls in melee.

**High Prosecutor:** This model and all friendly units within 12" get +1 to hit rolls when shooting.

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

**Witch Destroyer:** This model and all friendly units within 12" get the Fast special rule.