



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

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.

GF - Custodian Brothers v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Master Destroyer [1]	3+	2+	Shot-Mount (12", A2, AP(1)), Wrist-GL (12", A1, Blast(3)), Axe (A3, Blast(3))	Ambush, Fearless, Hero, Tough(9)	A, B	250pts
Master Custodian [1]	3+	2+	Shot-Mount (12", A2, AP(1)), Axe (A3, Blast(3))	Fearless, Hero, Tough(6)	A, C, D	150pts
Great Sister [1]	4+	3+	Energy Sword (A4, AP(1), Rending)	Fearless, Hero, Tough(3)	E, F	55pts
Custodian Brothers [3]	3+	2+	Shot-Mounts (12", A2, AP(1)), Swords (A3, AP(1), Rending)	Fearless, Tough(3)	G, H	250pts
Sagittarius Brothers [3]	3+	2+	Bolt Rifles (30", A2, AP(1)), Disintegrator-Mods (18", A1, AP(4)), Daggers (A2)	Fearless, Relentless, Tough(3)	H	325pts
Jetpack Brothers [3]	3+	3+	Destroyer Pistols (12", A3, Rending), Daggers (A3)	Ambush, Fearless, Flying, Tough(3)	H, I	280pts
Destroyers [3]	3+	2+	Shot-Mounts (12", A2, AP(1)), Wrist-GLs (12", A1, Blast(3)), Axes (A2, Blast(3))	Ambush, Fearless, Tough(6)	J	520pts
Destructors [3]	3+	2+	Heavy Flamethrowers (12", A6, AP(1)), Energy Claws (A3, Rending)	Ambush, Fearless, Tough(6)	K	545pts
Custodian Jetbikers [3]	3+	2+	Twin Devastators (24", A4, AP(3)), Energy Lances (A3, AP(1), Impact(3))	Fast, Fearless, Strider, Tough(6)	D	710pts
Vigilant Sisters [5]	4+	3+	Energy Swords (A2, AP(1), Rending)	Fearless, Furious	F	120pts
Prosecution Sisters [5]	4+	3+	Prosecution Rifles (24", A2), CCWs (A1)	Fearless, Relentless	F	145pts
Hunter Sisters [5]	4+	3+	Flamethrowers (12", A6), CCWs (A1)	Fearless, Scout	F	180pts

A | Replace Shot-Mount and Axe:

Energy Lance (A6, AP(1), Impact(3)) +5pts

Replace 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 Axe:

Sword (A6, AP(1), Rending) +5pts

Halberd (A3, AP(2), Deadly(3)) +25pts

Spear (A6, AP(4)) +25pts

B | Upgrade with:

Combat Shield (Shield Wall) +35pts

Upgrade with any:

Standard Bearer (Fear) +20pts

Captain (Custodian Tactics) +70pts

C | Upgrade with one:

Combat Shield (Shield Wall) +25pts

Jetpack (Ambush, Flying) +45pts

Custodian Jetbike (Fast, Strider, Tough(+3), +175pts)

Twin Devastator (24", A4, AP(3))

Upgrade with any:

Standard Bearer (Fear) +20pts

Warden (Regeneration) +30pts

Captain (Custodian Tactics) +70pts

D | Replace any Twin Devastator:

Heavy Rifle Array (24", A6, AP(1)) free

Fusion Missiles (18", A2, AP(4), Deadly(3)) +5pts

Twin Laser Pulser (24", A2, Blast(3), AP(2)) +5pts

Twin Heavy Machinegun (30", A6, AP(1)) +20pts

G | 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 one model with:

Battle Standard (Fear) +20pts

H | Upgrade all models with any:

Combat Shields (Shield Wall) +40pts

Wardens (Regeneration) +45pts

I | 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.

Custodian Tactics: Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".

Eternal Vigilant: The hero and its unit get +1 to hit rolls in melee.

High Prosecutor: The hero and its unit 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: The hero and its unit get the Fast special rule.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Anti-Grav Light Tank [1]	3+	2+	Twin Blazer (30", A2, AP(3), Deadly(3))	Fast, Fearless, Impact(6), Strider, Tough(6)	-	265pts
Anti-Grav Battle Tank [1]	3+	2+	Twin Heavy Blazer (36", A2, AP(3), Deadly(3)), Twin Bolt Cannon (30", A6, AP(1))	Fast, Fearless, Impact(6), Strider, Tough(12)	A	515pts
Anti-Grav Heavy Battle Tank [1]	3+	2+	Twin Blazer (30", A2, AP(3), Deadly(3)), Twin Heavy Bolt Cannon (30", A12, AP(1))	Fast, Fearless, Impact(6), Strider, Tough(18)	B	725pts
Custodian Heavy Battle Tank [1]	3+	2+	Quad Laser Cannons (36", A4, AP(3), Deadly(3)), Twin Heavy Machinegun (30", A6, AP(1))	Fast, Fearless, Impact(6), Tough(18), Transport(11)	C	785pts
Custodian Assault Walker [1]	3+	2+	2x Destroyers (18", A3, Rending), Rapid Shot-Mount (12", A4, AP(1)), Spear (A2, AP(4), Deadly(3)), Stomp (A4, AP(1))	Fear, Fearless, Tough(12)	D	375pts
Custodian Attack Walker [1]	3+	2+	Storm Rifle (24", A3, AP(1)), Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)), Stomp (A4, AP(1)), Walker Fist (A4, AP(4))	Fear, Fearless, Tough(12)	E	390pts
Custodian Heavy Walker [1]	3+	2+	Bolt Launcher (24", A6, AP(1)), 2x Twin Plasmas (12", A2, Blast(3), AP(4)), Stomp (A6, AP(2)), 2x Walker Fists (A4, AP(3))	Fear, Fearless, Tough(18)	F	615pts

A | **Replace Twin Heavy Blazer:**

Twin Accelerator (36", A6, AP(2)) +5pts

B | **Upgrade with:**

Transport(6) +15pts

C | **Upgrade with any:**

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

Hunter Missiles (24", A1, AP(2), Deadly(3), Lock-On) +45pts

D | **Replace Rapid Shot-Mount:**

Rapid Flame-Mount (12", A12) +25pts

Rapid Storm-Mount (24", A6, AP(1)) +45pts

Replace any Destroyer:

Flamethrower (12", A6) +5pts

Storm Rifle (24", A3, AP(1)) +10pts

Replace Spear and 2x Destroyers:

Combat Shield (Shield Wall), +5pts

Heavy Sword (A8, AP(1), Rending)

E | **Replace Heavy Fusion Rifle:**

Heavy Minigun (24", A6, AP(2)) +25pts

F | **Replace any Walker Fist and Twin Plasma:**

Storm Cannon (30", A2, AP(3), Deadly(3)) +25pts

Accelerator Gun (36", A6, AP(2)) +50pts

Special Rules

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