

Dark Krakens and... no more • 3000pts

Battle Brothers 3.4.1

Marco EL Hechicero [1] - 90pts

Elite Pathfinder

Quality 4+

Defense 4+

Tough 3

Fearless, Hero, Strider, Tough(3), Caster(2)

Weapon	RNG	ATK	AP	SPE
Flamer Pistol	6"	A1	-	Blast(3), Reliable
CCW	-	A2	-	-
Upgrade	SPE			
Archivist	Caster(2)			

Capitán Kaibil [1] - 140pts

Elite Pathfinder

Quality 4+

Defense 4+

Tough 3

Fearless, Hero, Strider, Tough(3), Caster(3), Stealth

Weapon	RNG	ATK	AP	SPE
Master Plasma Pistol	12"	A2	4	-
Energy Hammer	-	A1	-	Blast(3)
Upgrade	SPE			
Master Archivist	Caster(3)			
Camo Cloak	Stealth			

Dark Krakens Kaibiles [5] - 165pts

Pathfinders

Quality 4+

Defense 4+

Fearless, Strider, Stealth

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Heavy Machinegun	30"	A3	1	-
4x Heavy Rifles	24"	A1	1	-
4x CCWs	-	A1	-	-
Upgrade	SPE			
Camo Cloaks	Stealth			

Comandante Krajini [1] - 110pts

Veteran Master Brother

Joined to Equipo lanzallamas

Quality 3+

Defense 3+

Tough 3

Fearless, Hero, Tough(3), War Veteran, Advanced Tactics

Weapon	RNG	ATK	AP	SPE
Flamer Pistol	6"	A1	-	Blast(3), Reliable
CCW	-	A2	-	-
Upgrade	SPE			
Captain	Advanced Tactics			

Equipo lanzallamas [10] - 345pts

Battle Brothers

Quality 3+

Defense 3+

Fearless, 1x Banner, 1x Medical Training

Weapon	RNG	ATK	AP	SPE
6x Heavy Rifles	24"	A1	1	-
8x CCWs	-	A1	-	-
2x Sgt. Heavy Pistols	12"	A1	1	-
2x Sgt. Hand Weapons	-	A2	-	-
2x Flamers	12"	A1	-	Blast(3), Reliable

Krakens de linea Alfa [3] - 120pts

Veteran Battle Brothers

Quality 3+

Defense 3+

Fearless, War Veteran

Weapon	RNG	ATK	AP	SPE
3x Heavy Rifles	24"	A1	1	-
3x CCWs	-	A1	-	-

Krakens de linea Beta [3] - 120pts

Veteran Battle Brothers

Quality 3+

Defense 3+

Fearless, War Veteran

Weapon	RNG	ATK	AP	SPE
3x Heavy Rifles	24"	A1	1	-
3x CCWs	-	A1	-	-

Lanza misiles [3] - 295pts

Support Brothers

Quality 3+

Defense 3+

Fearless, Relentless

Weapon	RNG	ATK	AP	SPE
3x CCWs	-	A1	-	-
3x Missile Launchers	30"	A1	2	Deadly(3), Lock-On

Krakens Blindados [3] - 350pts

Destroyers

Quality 3+

Defense 3+

Tough 3

Ambush, Fearless, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Storm Rifles	24"	A3	1	-
2x Energy Fists	-	A3	4	-
Energy Sword	-	A3	1	Rending

Motos [3] - 310pts

Brother Bikers

Quality 3+

Defense 3+

Tough 3

Fast, Fearless, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Twin Heavy Rifles	24"	A2	1	-
2x Heavy Rifles	24"	A1	1	-
3x CCWs	-	A1	-	-
Fusion Rifle	12"	A1	4	Deadly(3)

Hermano Flamber Sily [1] - 430pts

Attack Walker

Quality 3+

Defense 2+

Tough 12

Fear(2), Fearless, Tough(12)

Weapon	RNG	ATK	AP	SPE
Twin Heavy Flamer	12"	A2	1	Blast(3), Reliable
Stomp	-	A4	1	-
Walker Fist	-	A4	4	-
Storm Rifle	24"	A3	1	-

Hermano Lancer Sily [1] - 525pts

Attack Walker

Quality 3+

Defense 2+

Tough 12

Fear(2), Fearless, Tough(12)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
Walker Fist	-	A4	4	-
Storm Rifle	24"	A3	1	-
Twin Laser Cannon	36"	A2	3	Deadly(3)

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Advanced Tactics: Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Banner: This model and its unit get +1 to morale test rolls.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

Caster: Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear: This model counts as having dealt +X wounds when checking who won melee.

Fearless: Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Lock-On: Ignores cover and all negative modifiers to hit rolls and range.

Medical Training: This model and its unit get Regeneration.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Relentless: When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Reliable: Attacks at Quality 2+.

Rending: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider: May ignore the effects of difficult terrain when moving.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

War Veteran: Gets +1 to hit in melee and shooting.

Battle Brothers Army Spells

Blurred Sight (1): Target enemy unit within 18" gets -1 to hit rolls next time it shoots.

Psychic Terror (1): Target enemy unit within 12" takes 2 hits with AP(2).

Cursed Ground (2): Target 2 enemy units within 18" move -2" next time they Advance, or -4" next time they Charge/Rush.

Cerebral Trauma (2): Target enemy model within 12" takes 2 hits with AP(4).

Time Passage (3): Target 2 friendly units within 12" get AP(+3) next time they charge.

Lightning Fog (3): Target 2 enemy units within 12" take 6 hits each.