

GFF - Robot Legions v2.50



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.

If you'd like to support the continued development of our games you can donate on patreon.com/onepagerules.

Thank you for playing!

Background Story

Robot Legions are an extremely dangerous faction of androids and other destructive machines that have developed sentience and are now out to destroy all biological life forms. They are cruel and relentless in their quest, stopping at nothing.

Their warriors are heavily armed and extremely tough to destroy, being able to rise back even after being torn apart. Due to their heavy frames and complex constructions they are unable to move quickly, but that doesn't hinder them too much.

Originally designed as helper robots by the elves, when these androids started to become sentient their creators tried to shut them down. The robots then rebelled and killed their masters, driving them off their planets.

Since then the Robot Legions have been brutally hunting down all biological life forms in the Sirius sector mercilessly...

GFF - Robot Legions v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Robot Lord [1]	3+	3+	Gauss Pistol (12", A1, Rending), CCW (A3)	Hero, Regeneration, Robot, Slow, Tough(3)	A, B, C	55pts
Warrior [1]	3+	4+	Gauss Rifle (24", A1, Rending), CCW (A1)	Regeneration, Robot, Slow	D	25pts
Bot Swarm [1]	6+	6+	Swarm Attack (A3, Rending)	Regeneration, Robot, Strider, Tough(3)	-	30pts
Guardian [1]	3+	3+	Atom-Caster (12", A1, AP(1)), Void Sword (A1, Blast(3))	Regeneration, Robot, Slow	E	30pts
Eternal [1]	3+	2+	Flux Carbine (18", A2, Poison), CCW (A1)	Regeneration, Robot, Slow	F	40pts
Flesh-Eater [1]	3+	3+	Metal Claws (A3, AP(1))	Regeneration, Robot, Slow, Tunneller	-	40pts
Sniper [1]	3+	3+	D-Mark (24", A1, AP(1), Sniper), CCW (A1)	Regeneration, Robot, Slow	G	40pts
Robot Snake [1]	3+	4+	2x Metal Fangs (A2, Rending)	Regeneration, Robot, Strider, Tough(3)	H	70pts
Tri-Scorpion [1]	3+	3+	Dual Reaper Blade (A4, AP(2))	Regeneration, Robot, Strider, Tough(3)	I	85pts

A | Replace Gauss Pistol and CCW:

Staff-Shot (12", A3, AP(1)),	+20pts
Combat Staff (A3, AP(1))	

Replace Gauss Pistol:

Combat Shield (Shield Wall)	+10pts
Wrist-Flamer (12", A6)	+20pts
Wrist-Laser (18", A3, AP(3))	+35pts

Replace CCW:

Void Sword (A2, Blast(3))	+10pts
Hyper Sword (A3, AP(1), Rending)	+10pts
Phase Glaive (A3, AP(4))	+15pts
War Scythe (A2, AP(2), Deadly(3))	+25pts

B | Replace Gauss Pistol:

Heavy Reaper Rifle (18", A3, AP(2))	+30pts
-------------------------------------	--------

Upgrade with one:

Technoslave (A3, AP(1))	+20pts
Jetpack (Ambush, Flying)	+25pts

C | Upgrade with one:

Psychomancer (Gloom-Protocol)	+10pts
Technomancer (Psychic(1))	+25pts
Chronomancer (Shadow-Protocol)	+30pts
Overseer (Royal March)	+35pts
Warden (Regen-Protocol)	+45pts

D | Replace any Gauss Rifle:

Reaper Rifle (18", A1, AP(2))	+5pts
-------------------------------	-------

Replace Gauss Rifle:

Plasma Caster (24", A1, AP(4))	+10pts
Fusion Caster (12", A1, AP(4), Deadly(3))	+15pts
Flame Caster (12", A6)	+15pts

E | Replace Atom-Casters and Void Sword:

Hyper Swords (A2, AP(1), Rending),	+5pts
Combat Shields (Shield Wall)	
War Scythes (A1, AP(2), Deadly(3))	+5pts
Rod-Shots (12", A2, AP(1)), Rods (A2)	+5pts

Upgrade with:

Jetpacks (Ambush, Flying)	+5pts
---------------------------	-------

F | Replace Flux Carbine:

Heavy Gauss Rifles (24", A2, Rending)	+5pts
---------------------------------------	-------

G | Upgrade with:

Hyperspace Reapers (Hunter)	+10pts
-----------------------------	--------

H | Replace one Metal Fang:

Twin Atom-Caster (12", A2, AP(1))	+5pts
Death Gaze (12", A2, AP(4))	+10pts
Whip Coil (A1, AP(2), Deadly(3))	+10pts

I | Replace Dual Reaper Blade:

Heavy Reaper Blade (A4, AP(4))	+10pts
--------------------------------	--------

Upgrade with:

Plasmabot (Rending in melee)	+5pts
------------------------------	-------

Special Rules

Gloom-Protocol: This model may block spells as if it had the Psychic(2) special rule.

Hunter: This model counts as having the Ambush rule, and gets AP(+3) when shooting on the round in which it deploys.

Regen-Protocol: This model and all friendly units within 12" get +1 to Regeneration rolls.

Robot: Whenever this unit takes a morale test, it is passed automatically. Then, roll as many dice as remaining models/tough in the unit, and for each result of 1-2 the unit takes one wound, which can't be regenerated.

Royal March: This model and all friendly units within 12" may ignore the Slow special rule.

Shadow-Protocol: The hero and up to half of its army get the Ambush special rule (must deploy within 3" of the hero).

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

Tunneller: This model counts as having the Ambush rule, and may be deployed up to 1" away from enemy units.

Psychic Spells

Meteor Bots (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Star Bots (4+): Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

Assault Bots (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +3" next time they Charge/Rush.

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

Arrow Bots (6+): Target 2 enemy units within 12" get -2 to hit next time they shoot.

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