



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 Machine Cult is a strange faction of misguided humans that treat machines as holy. Their warriors enhance their abilities by amputating their bodies and implanting machine parts into themselves. Oftentimes these machine hybrids can barely be recognized as humans because of this.

When going to war they bring an arsenal of strange weapons and ammunition such as phosphor rounds and taser batons, making for a highly specialized army that can deal with all sorts of threats. Additionally their hybrid bodies offer them greater mobility, giving them an edge in rough terrain.

The Machine Cult started innocuously with curious scientists discovering mysterious frequencies that are emitted by all machines. As they continued their research they became convinced that the machines had a spirit of their own, and so started adoring them as god-like creatures.

Now they roam the galaxy on a quest to free the inner spirits of all machines that are being "enslaved" by other races.

GF - Machine Cult v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
High Priest [1]	3+	3+	Axe-Halberd (A3, AP(4))	Hero, Regeneration, Tough(3)	A, B	80pts
Cult Leader [1]	4+	4+	R-Carbine (18", A1, Radiation), CCW (A1)	Hero, Strider, Tough(3)	B, C	40pts
Cult Rangers [5]	4+	4+	R-Carabines (18", A1, Radiation), CCWs (A1)	Strider	C, D	100pts
Shock Priests [5]	4+	5+	Shock Staves (A2, Rending)	Furious, Impact(1), Regeneration	E	125pts
Sect Stalkers [5]	3+	4+	Dual S-Blades (A2, AP(1), Rending)	Fast, Furious, Strider	F	160pts
Sect Infiltrators [5]	3+	4+	F-Blasters (12", A3), Taser Swords (A2, Poison)	Scout, Stealth, Strider	G	210pts
Sky Stalkers [5]	3+	4+	F-Carabines (18", A3), CCWs (A2)	Ambush, Flying, Furious	H	230pts
Breacher Cyborgs [3]	4+	3+	Contortion Cannons (24", A1, AP(3), Deadly(3)), Cyborg Claws (A3)	Slow, Tough(3)	I	195pts
Destroyer Cyborgs [3]	4+	4+	Gravity Cannons (18", A6, Rending), Cyborg Claws (A3)	Relentless, Slow, Tough(3)	J	205pts
Raider Cavalry [3]	4+	4+	G-Carabines (18", A2, AP(1)), CCWs (A1)	Fast, Scout, Strider, Tough(3)	K	195pts

A | Upgrade with one:

Eradicator (24", A1, Blast(3), AP(1))	+25pts
Trans Cannon (12", A6, AP(1))	+30pts
Rail Gun (18", A1, AP(3), Deadly(3))	+30pts
V-Blaster (24", A3, Rending)	+30pts

Upgrade with one:

Macro Pistol (12", A3)	+10pts
P-Carbine (18", A2, Phosphor)	+15pts

B | Upgrade with one:

Machine Lore (Psychic(1))	+25pts
Preacher (Canticles)	+25pts
Engineer (Repair)	+25pts
Deacon (Psalms)	+30pts

C | Replace one R-Carbine and CCW:

Revolver (12", A1, AP(1)), CCW (A2)	+5pts
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Replace one Revolver:

R-Pistol (12", A1, Radiation)	free
P-Pistol (12", A2, Phosphor)	+5pts
Arc Pistol (12", A3, Rending)	+10pts

Replace one CCW:

Arc Sword (A2, AP(1), Rending)	+5pts
R-Sword (A2, AP(1), Radiation)	+10pts
Taser Sword (A2, AP(1), Poison)	+10pts
Axe-Halberd (A2, AP(4))	+10pts

D | Replace all R-Carabines:

G-Rifles (30", A1, AP(1))	+20pts
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Replace one R-Carbine:

Fusion Rifle (12", A1, AP(4), Deadly(3))	+10pts
Flamethrower (12", A6)	+10pts
Arc Carbine (18", A3, Rending)	+10pts
Plasma Carbine (18", A2, AP(4))	+15pts
Uranium Rifle (30", A1, AP(1), Radiation, Sniper)	+30pts

E | Replace all Shock Staves:

Gauntlet Shocks (12", A2, Poison),	+65pts
Taser Gauntlets (A2, Poison)	

F | Replace all Dual S-Blades:

S-Razors and Claws (A2, AP(2))	+10pts
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Upgrade one model with:

Metal Spike (A1, AP(2), Deadly(3))	+25pts
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G | Replace all F-Blaster and Taser Swords:

Burst Carabines (18", A2),	+5pts
Energy Swords (A2, AP(1), Rending)	

H | Replace all F-Carabines:

P-Throwers (12", A4, Phosphor)	+10pts
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Replace one F-Carbine and CCW:

F-Blaster (12", A3),	free
Taser Sword (A2, Poison)	

Upgrade all models with:

Cluster Grenades	+30pts
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I | Replace any Contortion Cannon:

Heavy Arc Carbine (36", A3, Rending)	+5pts
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Replace all Cyborg Claws:

Arc Claws (A3, Rending)	+10pts
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J | Replace any Gravity Cannon:

Plasma Cannon (30", A1, Blast(3), AP(4))	+5pts
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Upgrade any model with one:

P-Blaster (18", A2, Phosphor)	+10pts
Flamethrower (12", A6)	+20pts

K | Replace any G-Carbine:

Twin P-Pistols (12", A4, Phosphor)	+5pts
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Replace one G-Carbine:

Twin P-Blaster (18", A4, Phosphor)	+10pts
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Replace one G-Carbine and CCW:

Revolver (12", A1, AP(1)),	+5pts
Raider Sabre (A3, AP(1))	

P-Pistol (12", A2, Phosphor),	+5pts
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Energy Sword (A2, AP(1), Rending)	
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Upgrade all models with:

P-Breath (6", A2, Phosphor)	+10pts
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Special Rules

Canticles: The hero and its unit get AP(+1) when shooting.

Cluster Grenades: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it takes 1 hit.

Phosphor: This weapon ignores cover.

Psalms: The hero and its unit move +2" on Advance and +4" on Rush/Charge.

Radiation: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

Repair: Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

Psychic Spells

Lock-On (4+): Target 2 friendly units within 6" get AP(+1) next time they shoot.

Solar Beam (4+): Target enemy model within 12" takes 1 hit with AP(4).

Shrapnel (5+): Target 2 enemy units within 6" take 4 hits with AP(1) each.

Steel Body (5+): Target 2 friendly units within 12" get +1 to defense next time they take hits.

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

Machine Terror (6+): Target 2 enemy units within 6" take 8 hits each.

GF - Machine Cult v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Landing Craft [1]	3+	2+	Twin P-Machineguns (30", A6, Phosphor)	Fast, Impact(6), Strider, Tough(6), Transport(11)	A	260pts
Attack Craft [1]	3+	2+	Energy Cannon (30", A2, Blast(3), Indirect), Triple P-Machineguns (30", A9, Phosphor)	Fast, Impact(6), Strider, Tough(12)	B	470pts
Crawler Tank [1]	3+	2+	Twin P-Machinegun (30", A6, Phosphor), Twin P-Cannon (24", A8, Phosphor)	Fast, Impact(6), Strider, Tough(12)	C	435pts
Combat Robot [1]	3+	2+	Heavy Flamethrower (12", A6, AP(1)), Dual Energy Fists (A4, AP(4)), Stomp (A2, AP(1))	Fear, Fearless, Stealth, Tough(6)	D	220pts
Dragoon Walker [1]	3+	2+	Stomp (A2, AP(1)), Taser Lance (A3, Poison, Impact(3))	Fast, Fear, Stealth, Strider, Tough(6)	E	200pts
Iron Walker [1]	3+	2+	Twin Laser Cannon (36", A2, AP(3), Deadly(3)), Stomp (A2, AP(1))	Fast, Fear, Strider, Tough(6)	F	290pts
Arch Fighter [1]	3+	2+	Quad P-Machinegun (30", A12, Phosphor)	Aircraft, Tough(6)	G	270pts
Arch Gunship [1]	3+	2+	Twin Laser Cannon (36", A2, AP(3), Deadly(3)), Twin P-Machinegun (30", A6, Phosphor), Twin P-Blaster (18", A4, Phosphor)	Aircraft, Tough(6)	-	350pts

A | Upgrade with:

Twin P-Machinegun (30", A6, Phosphor) +75pts

B | Replace Energy Cannon:

Iron Cannon (36", A2, AP(2), Deadly(3), Lock-On) +60pts

Upgrade with:

Disruption Missiles (24", A3, AP(1)) +35pts

C | Replace Twin P-Cannon:

Eraser Beam (36", A2, Blast(3), AP(1)) +5pts

Neutron Laser (36", A2, AP(3), Deadly(3)), P-Machinegun (30", A3, Phosphor) +85pts

Icarus AA-System (36", A6, AP(3), Lock-On) +110pts

Upgrade with any:

Anti-Charge System +30pts

Repair Arm (Regeneration) +60pts

D | Replace Dual Energy Fists:

Twin P-Cannons (24", A8, Phosphor) +45pts

Replace Heavy Flamethrower:

P-Cannon (24", A4, Phosphor) +10pts

Upgrade with:

Robot Smith (Regeneration) +30pts

E | Replace Taser Lance:

R-Jezzail (30", A3, Radiation, Sniper) +55pts

Upgrade with:

P-Carbine (18", A2, Phosphor) +15pts

F | Replace Twin Laser Cannon:

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

G | Upgrade with one:

Bomb Rack (6", A2, Blast(3), AP(1)) +15pts

Assault Module (Transport(6)) +20pts

Special Rules

Anti-Charge System: Enemy units charging this model must take a dangerous terrain test rolling twice the amount of dice.

Phosphor: This weapon ignores cover.

Radiation: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.