



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

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.

GFF - 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 Ranger [1]	4+	4+	R-Carbine (18", A1, Radiation), CCW (A1)	Strider	C, D	20pts
Shock Priest [1]	4+	5+	Shock Stave (A2, Rending)	Furious, Impact(1), Regeneration	E	25pts
Sect Stalker [1]	3+	4+	Dual S-Blade (A2, AP(1), Rending)	Fast, Furious, Strider	F	30pts
Sect Infiltrator [1]	3+	4+	F-Blaster (12", A3), Taser Sword (A2, Poison)	Scout, Stealth, Strider	G	40pts
Sky Stalker [1]	3+	4+	F-Carbine (18", A3), CCW (A2)	Ambush, Flying, Furious	H	45pts
Breacher Cyborg [1]	4+	3+	Contortion Cannon (24", A1, AP(3), Deadly(3)), Cyborg Claws (A3)	Slow, Tough(3)	I	65pts
Raider Cavalry [1]	4+	4+	G-Carbine (18", A2, AP(1)), CCW (A1)	Fast, Scout, Strider, Tough(3)	J	65pts
Destroyer Cyborg [1]	4+	4+	Gravity Cannon (18", A6, Rending), Cyborg Claws (A3)	Relentless, Slow, Tough(3)	K	70pts

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 R-Carbine and CCW:

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

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

Replace 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 R-Carbine:

G-Rifles (30", A1, AP(1))	+5pts
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 Shock Stave:

Gauntlet Shocks (12", A2, Poison), Taser Gauntlets (A2, Poison)	+15pts
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F | Replace Dual S-Blade:

S-Razors and Claws (A2, AP(2))	+5pts
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Upgrade with:

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

Burst Carbines (18", A2), Energy Swords (A2, AP(1), Rending)	+5pts
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H | Replace F-Carbine:

P-Throwers (12", A4, Phosphor)	+5pts
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Replace F-Carbine and CCW:

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

Cluster Grenades	+5pts
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I | Replace any Contortion Cannon:

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

Arc Claws (A3, Rending)	+5pts
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J | Replace any G-Carbine:

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

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

Revolver (12", A1, AP(1)), Raider Sabre (A3, AP(1))	+5pts
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P-Pistol (12", A2, Phosphor), Energy Sword (A2, AP(1), Rending)	+5pts
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Upgrade with:

P-Breath (6", A2, Phosphor)	+5pts
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K | Replace any Gravity Cannon:

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

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

Special Rules

Canticles: This model and all friendly units within 12" 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: This model and all friendly units within 12" 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.