



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

Jackals are a species of nomadic humanoid canines, which trade and scavenge for scrap to survive. Whilst their technology is not as advanced as that of other factions, they are clever and resourceful, making them formidable fighters.

In the far corner of the Sirius sector, large quantities of rare minerals were detected on a small arid planet known as Adusta. Many factions sent mining ships to harvest the precious resource, but couldn't get through its thick asteroid belt, and crash-landed on the planet.

The Jackals were tribes in the early stages of their evolution when they found a crashed Robot Legions ship. This discovery led to a technological revolution for them, which helped them spread throughout the planet, and find more and more crashed ships which they turned into cities and trading posts.

Now the Jackals wander their planet and hitchhike through the galaxy, seeking adventure and knowledge alike.

GF - Jackals v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Veteran [1]	4+	5+	Scrap Rifle [24", A1], CCW (A1)	Carnivore, Hero, Strider, Tough(3)	A	35pts
Nomads [10]	5+	5+	Scrap Rifles [24", A1], CCWs (A1)	Carnivore, Strider	B, C	140pts
Stalkers [5]	5+	5+	2x CCWs (A2)	Carnivore, Dodge, Scout, Strider	D	115pts
Elites [5]	4+	4+	Energy Rifles [24", A1, AP(1)], CCWs (A1)	Carnivore, Relentless, Strider	C, E	120pts
Vultures [5]	4+	4+	Scrap Pistols [12", A1], CCWs (A1)	Ambush, Carnivore, Flying, Stinger Bombs	F	140pts
Trackers [5]	5+	5+	Hunting Rifles [24", A1, AP(1), Sniper], CCWs (A1)	Carnivore, Charged Ammo, Strider	C	205pts
Hounds [5]	5+	5+	Claws (A2)	Carnivore, Fast, Scout, Strider	G	85pts
Beast Riders [3]	5+	4+	Claws (A3, AP(1)), Explosive Spears (A1, Blast(3), AP(1))	Bounding, Carnivore, Strider, Tough(3)	H	155pts
Great Beast [1]	4+	2+	Massive Jaws (A6, AP(4)), Stomp (A4, AP(2))	Bounding, Carnivore, Fear, Strider, Tough(12)	I	310pts
Long Neck [1]	4+	2+	Heavy Rail Cannon (30", A6, AP(2), Deadly(3), Lock-On), Heavy Tusks (A6, Rending), Stomp (A6, AP(2))	Carnivore, Fear, Strider, Tough(18)	J	645pts
Mastodon [1]	4+	2+	Scatter Cannon (30", A6, Blast(3), AP(2), Indirect), Pipe Rockets (24", A6, AP(2)), Great Tusks (A8, AP(4)), Stomp (A8, AP(2))	Carnivore, Fear, Strider, Tough(24), Transport(21)	K	980pts

A | Replace Scrap Rifle and CCW:

Scrap Pistol [12", A1], CCW (A2)	+5pts
Explosive Spear (A1, Blast(3), AP(1))	+5pts
Goad-Spear (A3, Rending)	+5pts
Harpoon (A1, AP(2), Deadly(3))	+10pts

Replace Scrap Pistol:

Shotgun [12", A2, AP(1)]	+5pts
Energy Rifle [24", A1, AP(1)]	+5pts
Hunting Rifle [24", A1, AP(1), Sniper]	+25pts

Replace any CCW:

Scrap Club (A1, Blast(3))	+5pts
Junk Sword (A2, AP(1), Rending)	+10pts
Jagged Hook (A1, AP(2), Deadly(3))	+15pts
Claw Hand (A2, AP(4))	+15pts

Upgrade with one:

Hunt Master (Prowl)	+20pts
Shaman (Psychic(1))	+25pts
Warlord (Martial Prowess)	+30pts
Merchant (Scrap Ammo)	+45pts
Pathfinder (Hidden Route)	+55pts

Upgrade with one:

Satellite Backpack (Beacon)	+10pts
Jetpack (Ambush, Flying, Stinger Bombs)	+25pts
Beast Mount (Defense +1, Bounding, Impact(3), Tough(+3), Claws (A3, AP(1)))	+65pts

B | Replace all Scrap Rifles and CCWs:

Scrap Pistols [12", A1], CCWs (A2)	+10pts
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Replace up to two Scrap Rifles:

Scrap Shotgun [6", A4, AP(1)]	+5pts
Power Spiker [9", A3, Rending]	+5pts
Force Blaster [12", A1, AP(4)]	+5pts
Zapper Gun [12", A2, Taser]	+5pts
Fumigator [12", A1, Blast(3), Poison]	+5pts
Rocket Launcher (18", A1, AP(2), Deadly(3))	+10pts
Hunting Rifle [24", A1, AP(1), Sniper]	+20pts

C | Upgrade one model with:

Satellite Backpack (Beacon)	+10pts
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D | Replace any CCW:

Scrap Club (A1, Blast(3))	+5pts
Junk Sword (A2, AP(1), Rending)	+5pts
Jagged Hook (A1, AP(2), Deadly(3))	+5pts
Claw Hand (A2, AP(4))	+5pts

E | Replace any Energy Rifle:

Shotgun [12", A2, AP(1)]	free
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Replace one Energy Rifle:

Plasma Rifle [24", A1, AP(4)]	+5pts
Flamethrower [12", A6]	+10pts
Shred Rifle [18", A3, Rending]	+10pts
Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)	+35pts

F | Replace all Scrap Pistols:

Energy Rifles [24", A1, AP(1)]	+25pts
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Replace any Scrap Pistol and CCW:

Explosive Spear (A2, AP(1), Impact(1))	+5pts
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Replace one Scrap Pistol:

Scrap Shotgun [6", A4, AP(1)]	+5pts
Force Blaster [12", A1, AP(4)]	+5pts
Zapper Gun [12", A2, Taser]	+5pts

Replace any CCW:

Scrap Club (A1, Blast(3))	+5pts
Junk Sword (A2, AP(1), Rending)	+5pts
Jagged Hook (A1, AP(2), Deadly(3))	+10pts
Claw Hand (A2, AP(4))	+10pts

G | Upgrade all models with any:

Hunter Breed (Furious)	+10pts
Vicious Bite (Poison in melee)	+20pts

H | Replace all Explosive Spears:

Heavy Machineguns (30", A3, AP(1))	+30pts
Hunting Rifles [24", A1, AP(1), Sniper]	+45pts

Replace any Explosive Spear:

Harpoon (A1, AP(2), Deadly(3))	+5pts
Hunting Hook (A3, Impact(1))	+5pts
Goad-Spear (A3, Rending)	+5pts

Upgrade all models with:

Bladed Tusks (Impact(3))	+25pts
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I | Upgrade with one:

Harpoon Launcher (12", A1, AP(4), Deadly(6))	+30pts
Spear Launcher (12", A6, AP(2))	+30pts

Upgrade with:

Brutal Charge (Impact(6))	+15pts
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J | Replace Heavy Rail Cannon:

Heavy Rocket Array (30", A3, AP(2), Blast(6), Indirect)	+20pts
Heavy Energy Cannon (36", A3, AP(4), Deadly(6))	+25pts

K | Replace Scatter Cannon:

Piercing Cannon (30", A6, Deadly(3), AP(2), Indirect)	free
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Upgrade with up to two:

Heavy Machinegun (30", A3, AP(1))	+30pts
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Special Rules

Beacon: Friendly units using Ambush may ignore distance restrictions from enemies if they are deployed within 6" of this model.

Bounding: This models moves +D3" on Advance and +2D3" on Rush/Charge actions.

Carnivore: This model gets +1 to hit rolls when in melee.

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

Dodge: This model gets +2 to defense rolls when fighting in melee.

Hidden Route: The hero and its unit get the Ambush special rule.

Martial Prowess: The hero and its unit get +2 to hit rolls in melee or shooting whilst inside terrain (pick one).

Prowl: Enemy units over 18" away get -2 to their rolls when shooting at the hero and its unit whilst they are inside terrain.

Scrap Ammo: The hero and its unit get Rending when shooting.

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

Taser: Unmodified results of 6 to hit are multiplied by 4.

Psychic Spells

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

Lean and Mean (4+): Target 2 friendly units within 6" get +1" next time they Advance, or +2" next time they Charge/Rush.

Psy-Canines (5+): Target 2 friendly units within 12" get AP(+2) next time they fight in melee.

Quill Blast (5+): Target enemy unit within 12" takes 7 hits.

Power Maw (6+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(6).

Shaper (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.