

GFF - Infected Colonies 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

Infected Colonies are (usually) human settlements that have been infected by a mysterious virus which mutates them into blood-hungry warriors. Those that have been infected are categorized into different stages, with each stage having a different effect on the mutated subject.

At the early stage of the infection the subjects maintain most of their original form and are still capable of using firearms and other equipment. As the infection spreads however the subjects start to deform into unrecognizable beasts, one more brutal and grotesque than the next.

It's unclear whether the infection evolved naturally over the course of time or if it was engineered by some species to create super warriors, however what is clear is that there seems to be no way to stop it without exterminating its hosts.

If you follow a distress signal and find yourself on a deserted colony you better get out fast or else get ready to be infected.

GFF - Infected Colonies v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Great Hunter [1]	3+	4+	Great Claws (A6, AP(1), Rending)	Ambush, Hero, Strider, Tough(3), Undead	A, B	85pts
Infected Leader [1]	5+	5+	Carbine (18", A2), CCW (A1)	Hero, Tough(3), Undead	C, D	25pts
Infected Gunner [1]	5+	5+	Grenade Launcher (24", A1, Blast(3)), CCW (A1)	Relentless, Undead	E	20pts
Leech Swarm [1]	6+	6+	Swarm Attack (A3, Poison)	Strider, Tough(3), Undead	-	20pts
Rabid Dog [1]	4+	5+	Vicious Jaw (A2, Rending)	Fast, Scout, Undead	-	20pts
Runners [3]	5+	6+	Claws (A2)	Strider, Undead	-	25pts
Crazed Raven [1]	5+	5+	Beak Attack (A3)	Flying, Tough(3), Undead	-	30pts
Hunter [1]	3+	4+	Claws (A3, AP(1), Rending)	Ambush, Strider, Undead	F	35pts
Zombies [3]	5+	6+	Claws (A2)	Regeneration, Slow, Undead	-	35pts
Infected [3]	5+	5+	Carbines (18", A2), CCWs (A1)	Undead	C, G, H	40pts
Weapon Team [1]	5+	5+	Mortar (30", A1, Blast(3), Indirect), Crew (A2)	Tough(3), Undead	H	40pts
Boomer [1]	4+	4+	Putrid Fist (A4, Poison)	Boom, Tough(3), Undead	-	55pts
Corrupted Beast [1]	3+	3+	2x Sharp Claws (A2, AP(1), Rending)	Tough(3), Undead	I	60pts
Infected Vulture [1]	4+	4+	Razor Talon (A3, AP(1))	Ambush, Flying, Tough(3), Undead	J	60pts

A | *Replace Great Claws:*

Toxic Claws (A6, Poison)	free
Barbed Claws (A3, AP(2), Deadly(3))	+15pts
Hardened Claws (A6, AP(4))	+20pts

B | *Upgrade with one:*

Gigantic Strain (Terrifying)	+5pts
Frenzied Strain (Bloodthirsty)	+25pts

C | *Replace one Carbine and CCW:*

Pistol (12", A1), CCW (A2)	free
----------------------------	------

Replace one Pistol:

Plasma Pistol (12", A1, AP(4))	+5pts
Scoped Gun (18", A1, AP(1), Sniper)	+20pts

Replace one CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
Energy Fist (A2, AP(4))	+10pts

D | *Upgrade with one:*

Mad Scientist (Psychic(1))	+25pts
----------------------------	--------

E | *Replace any Grenade Launcher:*

Fusion Rifle (12", A1, AP(4), Deadly(3))	+5pts
Flamethrower (12", A6)	+5pts
Shred Rifle (18", A3, Rending)	+5pts
Heavy Machinegun (30", A3, AP(1))	+10pts

F | *Replace any Claws:*

Toxic Claws (A3, Poison)	free
Hardened Claws (A3, AP(4))	+10pts
Barbed Claws (A2, AP(2), Deadly(3))	+15pts

G | *Replace one Carbines:*

Fusion Rifle (12", A1, AP(4), Deadly(3))	+5pts
Flamethrower (12", A6)	+5pts
Shred Rifle (18", A3, Rending)	+5pts
Grenade Launcher (24", A1, Blast(3))	+5pts
Heavy Machinegun (30", A3, AP(1))	+15pts

H | *Replace any Mortar:*

Heavy Machinegun (30", A3, AP(1))	+5pts
Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)	+10pts
Laser Cannon (36", A1, AP(3), Deadly(3))	+15pts
Autocannon (36", A3, AP(2))	+15pts

I | *Replace any Sharp Claws:*

Serrated Claws (A1, Blast(3))	free
Smashing Fists (A2, AP(4))	+5pts
Piercing Stingers (A1, AP(2), Deadly(3))	+5pts

J | *Upgrade with any:*

Swoop Attack (Impact(3))	+5pts
Piercing Beak (A1, AP(2), Deadly(3))	+10pts

Special Rules

Bloodthirsty: This model and all friendly units within 12" get the Furious special rule.

Boom: If this model is killed in melee, the attacking unit takes 3 automatic hits.

Terrifying: Enemies get -1 to hit in melee when they attack units where all models have this rule.

Undead: 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.

Psychic Spells

Bio-Horror (4+): Target enemy unit within 6" takes 1 hit with AP(2) and Deadly(3).

Infestation (4+): Target 2 friendly units within 6" get Poison next time they fight in melee.

Onslaught (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

Panic Virus (5+): Target enemy unit within 12" takes 5 hits with AP(1).

Plague (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.

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