



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 Human Inquisition are religious fanatics and other misfits roaming the galaxy with the goal of purifying all souls, even if they don't know how.

It is unclear when exactly the Human Inquisition started, though some believe that it formed as soon as humanity reached the Sirius sector. The only thing that's clear is that once confronted with a myriad of alien species, some turned to religious sects to calm their fears.

These sects then send out inquisitors with a retinue of ragtag warriors and assassins, who each bring their own specialty to battle. They usually join HDF armies in their campaigns, who gladly accept their help, even if they might not believe in their cause.

Most alien races are caught by surprise when faced with such religious fanaticism, but then again, nobody expects the Human Inquisition!

GF - Human Inquisition v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Inquisitor [1]	3+	3+	Heavy Pistol (12", A1, AP(1)), CCW (A2)	Fearless, Hero, Tough(3)	A	55pts
Spy Assassin [1]	2+	2+	Neuro Pistol (12", A9, Rending), Toxic Blade (A9, Poison)	Ambush, Fast, Hero, Regeneration, Stealth, Strider, Tough(6)	-	375pts
Assault Assassin [1]	2+	2+	Executioner Gun (12", A6, Poison), Energy Claw (A9, Rending)	Fast, Furious, Hero, Regeneration, Scout, Stealth, Strider, Tough(6)	-	355pts
Terror Assassin [1]	2+	2+	Helmet Laser (18", A3, AP(1), Sniper), Psy-Grenades (A3, Blast(3), AP(1))	Fast, Fear, Hero, Regeneration, Scout, Stealth, Strider, Tough(6)	-	380pts
Sniper Assassin [1]	2+	2+	Heavy Rifle (36", A1, AP(4), Deadly(3), Sniper), Combat Knife (A3)	Fast, Hero, Regeneration, Scout, Stealth, Strider, Tough(6)	-	415pts
Henchmen [3]	4+	4+	Pistols (12", A1), CCWs (A2)	-	B	55pts
Private Guard [10]	5+	5+	Rifles (24", A1), CCWs (A1)	-	C	120pts
Light APC [1]	4+	2+	2x Heavy Flamethrowers (12", A6, AP(1))	Fast, Impact(6), Tough(6), Transport(11)	D	210pts

A | *Replace Heavy Pistol:*

Combat Shield (Shield Wall)	+5pts
Fusion Pistol (6", A1, AP(4), Deadly(3))	+5pts
Needle Pistol (12", A1, Poison)	+5pts
Plasma Pistol (12", A1, AP(4))	+5pts
Heavy Rifle (24", A1, AP(1))	+5pts
Plasma Rifle (24", A1, AP(4))	+15pts
Fusion Rifle (12", A1, AP(4), Deadly(3))	+20pts
Flamethrower (12", A6)	+20pts
Storm Rifle (24", A3, AP(1))	+30pts

Take one Heavy Rifle attachment:

Fusion-Mod (6", A1, AP(4), Deadly(3))	+10pts
Plasma-Mod (12", A1, AP(4))	+10pts
Flamer-Mod (6", A6)	+15pts

Replace CCW:

Energy Hammer (A1, Blast(3))	+5pts
Energy Sword (A2, AP(1), Rending)	+5pts
Chain-Fist (A1, AP(2), Deadly(3))	+10pts
Energy Fist (A2, AP(4))	+10pts

Upgrade with:

Forbidden Lore (Psychic(1))	+25pts
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Upgrade with one:

Witch Hunter	+10pts
Daemon Hunter	+10pts
Alien Hunter	+15pts

B | *Replace all Pistols and CCWs:*

Daemon Bursts (A1, Blast(3))	-5pts
Assassin Blades (A2, Poison)	+5pts
Cyborg Arms (A2, AP(4))	+15pts
Energy Swords (A2, AP(1), Rending), Crusader Shields (Shield Wall)	+15pts
Dual Arc-Flails (A4, Rending)	+20pts

Replace any Pistol:

Plasma Pistol (12", A1, AP(4))	+5pts
Shotgun (12", A2, AP(1))	+5pts
Smith Gun (18", A2, Rending)	+5pts

Replace any CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
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Upgrade all models with one:

Acolyte (Fearless)	+5pts
Missionary (Furious)	+5pts
Cyber Chimp (Relentless)	+5pts
Mystic (Beacon)	+10pts
Fanatic (Regeneration)	+15pts
Mystic (Psychic Host)	+65pts

C | *Replace up to two Rifles:*

Plasma Rifle (24", A1, AP(4))	+5pts
Fusion Rifle (12", A1, AP(4), Deadly(3))	+10pts
Flamethrower (12", A6)	+10pts
Shred Rifle (18", A3, Rending)	+10pts
Grenade Launcher (24", A1, Blast(3))	+10pts

Replace one Rifle and CCW:

Pistol (12", A1), CCW (A2)	free
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Replace one Pistol:

Plasma Pistol (12", A1, AP(4))	+5pts
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Replace one CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
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D | *Replace any Heavy Flamethrower:*

Heavy Machinegun (30", A3, AP(1))	+5pts
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Replace one Heavy Flamethrower:

Laser Machinegun (30", A3, AP(3))	+20pts
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Upgrade with any:

Camouflage Netting (Stealth)	+10pts
Dozer Blade (Strider)	+10pts
Hunter Missiles (24", A1, AP(2), Deadly(3), Lock-On)	+35pts

Upgrade with one:

Storm Rifle (24", A3, AP(1))	+25pts
Heavy Machinegun (30", A3, AP(1))	+30pts

Special Rules

Alien Hunter: The hero and its unit get +1 attack in melee when charging.

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

Daemon Hunter: Enemy units can't be set up within 18" of the hero when using Ambush.

Psychic Host: Models with this rule count as having Psychic(1), however only one of them in the unit may cast or block spells each round. When casting or blocking spells, roll as many dice as models with this rule in the unit, and pick the highest result.

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

Witch Hunter: This model may block spells as if it had the Psychic(2) special rule. If it is a Psychic then it gets +2 to spell block rolls.

Psychic Spells

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

Foresight (4+): Target 2 friendly units within 6" get +1 to hit next time they shoot.

Expel (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Protective Dome (5+): Target 2 friendly units within 12" get Stealth next time they are shot at.

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

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