GF - Feudal Guard v2.50

About OPR

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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 Feudal Guard serves as a standing army of heavily armored soldiers that pave the way for their bosses so that they can come in and get the credit.

Whilst mighty factions wage war across the galaxy, fighting for conquest, survival or whatever else, there are those that don't align themselves with any specific force, but instead pledge their allegiance to the highest bidder.

These are the soldiers of the Feudal Guard, who are ready to take on any threat for the right amount of cash. They then reinvest their earnings into heavy armor and advanced equipment, allowing them to go toe-to-toe with even the mightiest of armies.

Do you have extra cash and need someone to get their face stomped in? Then hire the Feudal Guard and get the best value for your money!

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Feudal Leader [1]	4+	4+	Rifle (24", A1), CCW (A1)	Fearless, Hero, Tough(3)	A, B	40pts
Elite Leader [1]	4+	3+	Heavy Rifle (24", A1, AP(1)), CCW (A1)	Fearless, Hero, Tough(3)	B, C	45pts
Feudal Guardsmen [5]	5+	4+	Rifles (24", A1), CCWs (A1)	Fearless	A, D, E, F	75pts
Weapon Teams [3]	5+	4+	Mortars (30", A1, Blast(3), Indirect), Crews (A2)	Fearless, Tough(3)	F	150pts
Feudal Engineers [5]	5+	4+	Shotguns (12", A2, AP(1)), CCWs (A1)	Fearless, Scout	G	95pts
Feudal Specialists [5]	5+	4+	Plasma Rifles (24", A1, AP(4)), CCWs (A1)	Fearless, Relentless	A, H	105pts
Feudal Elites [5]	4+	3+	Heavy Rifles (24", A1, AP(1)), CCWs (A1)	Fearless	C, D, I	115pts
Feudal Snipers [3]	5+	4+	Sniper Rifles (30", A1, AP(1), Sniper), CCWs (A1)	Fearless, Scout, Stealth	-	140pts
Feudal Ogres [3]	4+	3+	Mini GLs (18", A1, Blast(3)), CCWs (A3, AP(1))	Fearless, Furious, Tough(3)	J	185pts
Feudal Cavalry [5]	5+	4+	Pistols (12", A1), CCWs (A2)	Fast, Fearless, Impact(1)	K	100pts

A | *Replace one Rifle and CCW:*
Pistol (12", A1), CCW (A2)	free

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

Replace one CCW:
Energy Sword (A2, AP(1), Rending)	+5pts
Energy Lance (A2, AP(1), Impact(1))	+10pts
Energy Fist (A2, AP(4))	+10pts

Upgrade one model with:
Feudal Steed (Fast, Impact(1))	+10pts

B | *Upgrade with one:*
Watchman (Purity Scroll)	+10pts
Strategist (Ballistics Console)	+20pts
Battle Mystic (Psychic(1))	+25pts
Falconer (Bird of Prey)	+25pts
Commander (Feudal March)	+35pts

C | *Replace one Heavy Rifle and CCW:*
Heavy Pistol (12", A1, AP(1)), CCW (A2)	free

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

Replace one CCW:
Energy Sword (A2, AP(1), Rending)	+10pts
Energy Fist (A2, AP(4))	+15pts

D | *Upgrade one model with one:*
Field Radio	+5pts
Feudal Standard	+30pts
Medical Training	+55pts

E | *Replace one Rifle:*
Plasma Rifle (24", A1, AP(4))	+5pts
Grenade Launcher (24", A1, Blast(3))	+5pts
Fusion Rifle (12", A1, AP(4), Deadly(3))	+10pts
Flamethrower (12", A6)	+10pts
Shred Rifle (18", A3, Rending)	+10pts
Sniper Rifle (30", A1, AP(1), Sniper)	+30pts

Replace all CCWs:
Bayonets (A1, AP(1))	+5pts

F | *Add one model with:*
Heavy Weapons Team (Tough(3), Mortar (30", A1, Blast(3), Indirect), Crew (A2))	+50pts

Replace any Mortar:
Heavy Machinegun (30", A3, AP(1))	+5pts
Burrowing Torpedo (24", A1, Blast(6), Indirect)	+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

G | *Add one model with:*
Heavy Weapons Team (Tough(3), Burrowing Torpedo (24", A1, Blast(6), Indirect), Crew (A3))	+65pts

H | *Replace any Plasma Rifle:*
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

I | *Replace up to two Heavy Rifles:*
Fusion Rifle (12", A1, AP(4), Deadly(3))	+5pts
Plasma Rifle (24", A1, AP(4))	+5pts
Grenade Launcher (24", A1, Blast(3))	+5pts
Flamethrower (12", A6)	+10pts
Shred Rifle (18", A3, Rending)	+10pts
Sniper Rifle (30", A1, AP(1), Sniper)	+20pts
Squad Machinegun (24", A4, AP(1))	+25pts

J | *Replace all Mini GLs:*
Heavy SMGs (12", A3, AP(1))	+5pts
Heavy Batons (A3, AP(2))	+20pts

Replace all CCWs:
Shield Bash (A2), Shields (Defense +1)	+15pts

K | *Replace all CCWs:*
Energy Swords (A2, AP(1), Rending)	+15pts
Energy Lances (A2, AP(1), Impact(1))	+25pts

Special Rules

Ballistics Console: The hero and its unit get +1 to hit when shooting.

Bird of Prey: Once per activation, before attacking, pick enemy model within 24" and roll one die, on a 2+ it takes 1 hit with AP(1).

Feudal March: Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".

Feudal Standard: Once per activation, pick 2 friendly units within 12", which get +1 to their next morale test roll.

Field Radio: If this unit has a hero with the Feudal March rule, then it may use it on units that have a Field Radio up to 24" away.

Medical Training: This model and its unit get the Regeneration rule.

Purity Scroll: This model may block spells as if it had the Psychic(2) special rule.

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.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Heavy APC [1]	4+	2+	2x Heavy Flamethrowers (12", A6, AP(1))	Fast, Fearless, Impact(6), Tough(9), Transport(11)	A, B	270pts
Heavy Support Vehicle [1]	4+	2+	Twin Shard Mortars (24", A4, Blast(3), Indirect), Heavy Flamethrower (12", A6, AP(1))	Fast, Fearless, Impact(6), Tough(9)	A, C	300pts
Heavy Battle Tank [1]	4+	2+	Nova Cannon (36", A1, Blast(6), AP(1)), Twin Heavy Flamethrowers (12", A12, AP(1))	Fast, Fearless, Impact(6), Tough(15)	A, D	410pts
Heavy Walker [1]	4+	2+	2x Heavy Swords (A4, AP(1), Rending), Stomp (A3, AP(1))	Fear, Fearless, Tough(9)	A, E	215pts

A | *Upgrade with one:*

Twin Missile Pods (18", A4, AP(2))	+35pts
Hunter Missiles (24", A1, AP(2), Deadly(3), Lock-On)	+35pts

Upgrade with one:

Storm Rifle (24", A3, AP(1))	+30pts
Heavy Machinegun (30", A3, AP(1))	+35pts

B | *Replace one Heavy Flamethrower:*

Heavy Machinegun (30", A3, AP(1))	+10pts
Laser Machinegun (30", A3, AP(3))	+25pts

Replace one Heavy Flamethrower:

Heavy Machinegun (30", A3, AP(1))	+10pts
Laser Machinegun (30", A3, AP(3))	+25pts
Autocannon (36", A3, AP(2))	+25pts
Twin Heavy Machinegun (30", A6, AP(1))	+40pts

Upgrade with any:

Heavy Machinegun (30", A3, AP(1))	+35pts
Heavy Rifle Array (24", A6, AP(1))	+55pts

C | *Replace Twin Shard Mortars:*

Eagle Rockets (30", A2, Blast(3), AP(3), Indirect)	+30pts
Twin AA-Cannon (30", A6, AP(3), Lock-On)	+30pts
Artillery Cannon (36", A2, Blast(6), Indirect)	+45pts
Ballistic Missile (36", A1, Blast(12), AP(2), Indirect)	+120pts

Replace Heavy Flamethrower:

Heavy Machinegun (30", A3, AP(1))	+5pts

D | *Replace Nova Cannon:*

Battle Cannon (30", A2, Blast(3), AP(2))	+10pts
Gatling Cannon (24", A12)	+15pts
Anti-Tank Cannon (30", A1, AP(3), Deadly(6))	+15pts
Heavy Plasma Cannon (30", A1, Blast(6), AP(4))	+20pts
Heavy Autocannon (36", A6, AP(2))	+40pts
Siege Cannon (24", A3, Blast(3), AP(3), Indirect)	+75pts

Replace Twin Heavy Flamethrowers:

Twin Heavy Machineguns (30", A6, AP(1))	+15pts
Twin Plasma Cannons (30", A2, Blast(3), AP(4))	+35pts
Twin Heavy Fusion Rifles (18", A2, AP(4), Deadly(6))	+45pts

Upgrade with one:

Heavy Flamethrower (12", A6, AP(1))	+25pts
Heavy Machinegun (30", A3, AP(1))	+30pts
Laser Cannon (36", A1, AP(3), Deadly(3))	+45pts

Upgrade with:

Commander (Feudal March)	+35pts

E | *Replace any Heavy Sword:*

Heavy Chainsaw (A6, AP(1))	+5pts
Heavy Flamethrower (12", A6, AP(1))	+5pts
Heavy Machinegun (30", A3, AP(1))	+10pts
Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)	+25pts
Plasma Cannon (30", A1, Blast(3), AP(4))	+25pts
Laser Machinegun (30", A3, AP(3))	+30pts
Laser Cannon (36", A1, AP(3), Deadly(3))	+30pts
Autocannon (36", A3, AP(2))	+30pts
Heavy Shield (Tough(+3))	+30pts

Special Rules

Feudal March: Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".