



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 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!

GFF - Feudal Guard v2.50

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 Guardsman [1]	5+	4+	Rifle [24", A1], CCW [A1]	Fearless	A, D, E, F	15pts
Feudal Cavalry [1]	5+	4+	Pistol [12", A1], CCW [A2]	Fast, Fearless, Impact(1)	G	20pts
Feudal Engineer [1]	5+	4+	Shotgun [12", A2, AP(1)], CCW [A1]	Fearless, Scout	-	20pts
Feudal Specialist [1]	5+	4+	Plasma Rifle [24", A1, AP(4)], CCW [A1]	Fearless, Relentless	A, H	20pts
Feudal Elite [1]	4+	3+	Heavy Rifle [24", A1, AP(1)], CCW [A1]	Fearless	C, D, I	25pts
Feudal Sniper [1]	5+	4+	Sniper Rifle [30", A1, AP(1), Sniper], CCW [A1]	Fearless, Scout, Stealth	-	45pts
Weapon Team [1]	5+	4+	Mortar [30", A1, Blast(3), Indirect], Crew [A2]	Fearless, Tough(3)	F	50pts
Feudal Ogre [1]	4+	3+	Mini GL [18", A1, Blast(3)], CCW [A3, AP(1)]	Fearless, Furious, Tough(3)	J	60pts

A | *Replace Rifle and CCW:*

Pistol [12", A1], CCW [A2] free

Replace Pistol:

Plasma Pistol [12", A1, AP(4)] +5pts

Replace CCW:

Energy Sword [A2, AP(1), Rending] +5pts

Energy Lance [A2, AP(1), Impact(1)] +10pts

Energy Fist [A2, AP(4)] +10pts

Upgrade 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 Heavy Rifle and CCW:*

Heavy Pistol [12", A1, AP(1)], CCW [A2] free

Replace Heavy Pistol:

Plasma Pistol [12", A1, AP(4)] +5pts

Replace CCW:

Energy Sword [A2, AP(1), Rending] +10pts

Energy Fist [A2, AP(4)] +15pts

D | *Upgrade with one:*

Field Radio +5pts

Feudal Standard +30pts

E | *Replace 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 CCW:

Bayonets [A1, AP(1)] +5pts

F | *Replace any Mortar:*

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

Burrowing Torpedo +5pts

[24", A1, Blast(6), Indirect]

Missile Launcher +10pts

[30", A1, AP(2), Deadly(3), Lock-On]

Laser Cannon +15pts

[36", A1, AP(3), Deadly(3)]

Autocannon [36", A3, AP(2)] +15pts

G | *Replace CCW:*

Energy Swords [A2, AP(1), Rending] +5pts

Energy Lances [A2, AP(1), Impact(1)] +5pts

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 any Heavy Rifle:*

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 Mini GL:*

Heavy SMGs [12", A3, AP(1)] +5pts

Heavy Batons [A3, AP(2)] +10pts

Replace CCW:

Shield Bash [A2], Shields [Defense +1] +5pts

Special Rules

Ballistics Console: This model and all friendly units within 12" 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. That unit, and all friendly unit within 6" may move by up to 6".

Feudal Standard: Once per activation, pick 2 friendly units within 12". Those units, and all friendly units within 6" 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.

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.