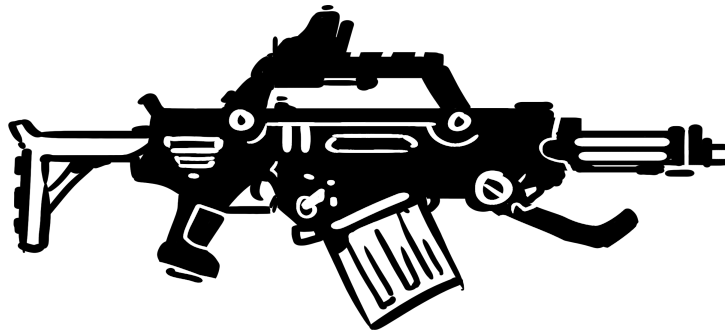


GF - Human Defense Force v2.50



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.

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Thank you for playing!

Background Story

The Human Defense Force (HDF) is a conglomerate of armies from all human controlled planets in the Sirius sector. It is thanks to this diversity of military cultures that humans have been able to stay alive amongst the innumerable threats and dangers they face in this new habitat.

Records show that when humans were still on earth two large coalitions formed, one that believed in religion and one that believed in science. But as technology advanced and brought humanity to space, war for dominance over the solar system broke out, and the destruction of earth and all of humanity had never been so imminent.

In order to ensure human survival both side built colonization ships and narrowly managed to escape to the Sirius sector amongst a hail of artillery fire. No contact has been made with the solar system since, and we can only speculate as to what happened to those that were left behind.

Unfortunately old habits die hard, so once the Sirius sector was reached humanity split apart yet again...

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Company Leader [1]	4+	5+	Rifle [24", A1], CCW [A1]	Hero, Tough[3]	A, B	30pts
Storm Leader [1]	4+	4+	Heavy Rifle [24", A1, AP(1)], CCW [A1]	Hero, Strider, Tough[3]	B, C, D	45pts
Conscripts [10]	6+	5+	Rifles [24", A1], CCWs [A1]	-	-	80pts
Infantry Squad [10]	5+	5+	Rifles [24", A1], CCWs [A1]	-	A, E, F, G	120pts
Weapon Teams [3]	5+	5+	Mortars [30", A1, Blast(3)], Indirect, Crews [A2]	Tough[3]	G	120pts
Veteran Squad [5]	4+	5+	Rifles [24", A1], CCWs [A1]	-	A, E, G, H	80pts
Special Weapons [5]	5+	5+	Plasma Rifles [24", A1, AP(4)], CCWs [A1]	Relentless	I	90pts
Storm Troopers [5]	4+	4+	Heavy Rifles [24", A1, AP(1)], CCWs [A1]	Strider	C, E, J	110pts
Sniper Squad [5]	5+	5+	Sniper Rifles [30", A1, AP(1), Sniper], CCWs [A1]	Scout, Stealth	-	220pts
OGRE Squad [3]	4+	4+	Mini GLs [18", A1, Blast(3)], CCWs [A3, AP(1)]	Fearless, Furious, Tough[3]	K	170pts
Cavalry Squad [5]	5+	5+	Pistols [12", A1], CCWs [A2]	Fast, Impact(1)	A, L	85pts

A | Replace one Rifle and CCW:

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

Replace one Pistol:

Shred Pistol [6", A3, Rending] +5pts
Plasma Pistol [12", A1, AP(4)] +5pts

Replace one CCW:

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

B | Upgrade with one:

Drill Sergeant [Battle Drills] +15pts
Battle Mystic [Psychic(1)] +25pts
Executioner [Set Example] +30pts
Forward Observer [Take Aim] +35pts
Munitioner [Focus Fire] +45pts
Commander [Double Time] +65pts

C | Replace one Heavy Rifle and CCW:

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

Replace one Heavy Pistol:

Shred Pistol [6", A3, Rending] +5pts
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 with:

Drop Trooper [Ambush] +5pts

E | Upgrade one model with one:

Field Radio +5pts
Company Standard +30pts
Medical Training +55pts

F | 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
Sniper Rifle [30", A1, AP(1), Sniper] +30pts

G | Add one model with:

Heavy Weapons Team [Tough(3), Mortar [30", A1, Blast(3), Indirect, Crew [A2]] +55pts

Replace any Mortar:

Heavy Machinegun [30", A3, AP(1)] +5pts
Missile Launcher [30", A1, AP(2), Deadly(3), Lock-On] +15pts
Laser Cannon [36", A1, AP(3), Deadly(3)] +20pts
Autocannon [36", A3, AP(2)] +20pts

H | Replace up to two Rifles:

Shotgun [12", A2, AP(1)] +5pts
Fusion Rifle [12", A1, AP(4), Deadly(3)] +10pts
Plasma Rifle [24", A1, AP(4)] +10pts
Grenade Launcher [24", A1, Blast(3)] +10pts
Flamethrower [12", A6] +15pts
Shred Rifle [18", A3, Rending] +15pts
Heavy Flamethrower [12", A6, AP(1)] +20pts
Sniper Rifle [30", A1, AP(1), Sniper] +25pts

Upgrade all models with one:

Camo Cloaks [Stealth] +10pts
Heavy Armor [Defense +1] +10pts
Recon Kits [Scout] +15pts
Demo Charges [AP(4) in melee] +20pts

I | 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

J | Replace up to two Heavy 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
Heavy Volley Gun [24", A4, AP(1)] +25pts
Sniper Rifle [30", A1, AP(1), Sniper] +25pts

Upgrade all models with:

Drop Troopers [Ambush] +15pts

K | Replace all Mini GLs:

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

Replace all CCWs:

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

L | Replace all CCWs:

Energy Lances [A2, AP(1), Impact(1)] +25pts

Replace one Pistol:

Fusion Rifle [12", A1, AP(4), Deadly(3)] +10pts
Flamethrower [12", A6] +10pts
Plasma Rifle [24", A1, AP(4)] +10pts
Grenade Launcher [24", A1, Blast(3)] +10pts
Shred Rifle [18", A3, Rending] +15pts

Special Rules

Battle Drills: The hero and its unit get the Furious special rule.

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

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

Field Radio: If this unit has a hero with the Double Time, Focus Fire or Take Aim rule, then it may use it on units that have a Field Radio up to 24" away.

Focus Fire: Once per activation, before attacking, pick one friendly unit within 12" of this model, which gets AP(+1) next time it shoots.

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

Set Example: Whenever the hero's unit fails a morale test, you must kill one of its models, and the morale test counts as passed instead.

Take Aim: Once per activation, before attacking, pick one friendly unit within 12" of this model, which gets +1 to hit next time it shoots.

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
Armored Truck [1]	4+	2+	Twin Heavy Volley Gun [24", A8, AP(1)]	Fast, Impact(6), Strider, Tough(6)	A, B	200pts
Light APC [1]	4+	2+	2x Heavy Flamethrowers [12", A6, AP(1)]	Fast, Impact(6), Tough(6), Transport(11)	A, C	210pts
Attack Vehicle [1]	4+	2+	Flamethrower Cannon [18", A6, AP(1)], Heavy Flamethrower [12", A6, AP(1)]	Fast, Impact(6), Tough(6)	A, D	190pts
Support Vehicle [1]	4+	2+	Twin Shard Mortars [24", A4, Blast(3), Indirect], Heavy Flamethrower [12", A6, AP(1)]	Fast, Impact(6), Tough(6)	A, E	235pts
Battle Tank [1]	4+	2+	Nova Cannon [36", A1, Blast(6), AP(1)], Twin Heavy Flamethrowers [12", A12, AP(1)]	Fast, Impact(6), Tough(12)	A, F	340pts
Light Walker [1]	4+	2+	Rapid Heavy Flamethrower [12", A12, AP(1)], Stomp [A2, AP(1)]	Fear, Tough(6)	G	170pts
Light Gunship [1]	4+	2+	Laser Machinegun [30", A3, AP(3)], Twin Rocket Pods [24", A4, Blast(3)]	Aircraft, Tough(6), Transport(11)	H	250pts
Heavy Gunship [1]	4+	2+	Fury Missiles [36", A3, Blast(3)], Twin Laser Cannon [36", A2, AP(3), Deadly(3)]	Aircraft, Tough(12), Transport(6)	I	395pts
Super Heavy Battle Tank [1]	4+	2+	Twin Heavy Machinegun [30", A6, AP(1)], Siege Mortar [24", A1, Blast(3), AP(3), Indirect], Hell Cannon [24", A6, Blast(3), AP(1), Lock-On]	Fast, Impact(12), Tough(24)	J	735pts

A | Upgrade with any:

Dozer Blade (Strider)	+20pts
Camouflage Netting (Stealth)	+25pts
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)]	+35pts

B | Replace Twin Heavy Volley Gun:

Twin Autocannon [36", A6, AP(2)]	+30pts
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Upgrade with one:

Light Battle Cannon [24", A1, Blast(3), AP(2)]	+30pts
Twin Taurus Missiles [24", A4, AP(2), Lock-On]	+55pts
Twin Gatling Gun [18", A18]	+85pts

Upgrade with:

Cargo Space (Transport(11))	+35pts
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C | 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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D | Replace Flamethrower Cannon:

Acid Cannon [18", A6, Poison]	+5pts
Fusion Cannon [24", A1, AP(4), Deadly(6)]	+25pts

Replace Heavy Flamethrower:

Heavy Machinegun [30", A3, AP(1)]	+5pts
Heavy Fusion Rifle [18", A1, AP(4), Deadly(6)]	+20pts

E | Replace Twin Shard Mortars:

Eagle Rockets [30", A2, Blast(3), AP(3), Indirect]	+35pts
Twin AA-Cannons [30", A6, AP(3), Lock-On]	+35pts
Artillery Cannon [36", A2, Blast(6), Indirect]	+45pts
Ballistic Missile [36", A1, Blast(12), AP(2), Indirect]	+125pts

Replace Heavy Flamethrower:

Heavy Machinegun [30", A3, AP(1)]	+5pts
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F | 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 Autocannon [36", A6, AP(2)]	+40pts
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Siege Cannon [24", A3, Blast(3), AP(3), Indirect]	+75pts
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Heavy Plasma Cannon [30", A2, Blast(6), AP(4)]	+100pts
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Replace Twin Heavy Flamethrowers:

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

Heavy Flamethrower [12", A6, AP(1)]	+25pts
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Heavy Machinegun [30", A3, AP(1)]	+35pts
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Laser Cannon [36", A1, AP(3), Deadly(3)]	+50pts
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Upgrade with:

Commander (Double Time)	+65pts
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G | Replace Rapid Heavy Flamethrower:

Rapid Heavy Machinegun [30", A6, AP(1)]	+10pts
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Rapid Missile Launcher [30", A2, AP(2), Deadly(3), Lock-On]	+35pts
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Rapid Plasma Cannon [30", A2, Blast(3), AP(4)]	+35pts
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Rapid Laser Machinegun [30", A6, AP(3)]	+45pts
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Rapid Laser Cannon [36", A2, AP(3), Deadly(3)]	+45pts
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Rapid Autocannon [36", A6, AP(2)]	+45pts
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Upgrade with any:

Forward Observer (Scout)	+15pts
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Hunter Missiles [24", A1, AP(2), Deadly(3), Lock-On]	+35pts
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Upgrade with one:

Camouflage Netting (Stealth)	+10pts
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Heavy Frame (Tough(+3))	+45pts
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H | Replace Laser Machinegun:

Laser Cannon [36", A1, AP(3), Deadly(3)]	free
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Replace Twin Rocket Pods:

Strike Missiles [36", A1, AP(3), Deadly(6), Lock-On]	+45pts
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Upgrade with:

Twin Heavy Machineguns [30", A6, AP(1)]	+60pts
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I | Replace Fury Missiles:

Quad Laser Cannons [36", A4, AP(3), Deadly(3)]	+125pts
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Upgrade with:

Twin Heavy Machineguns [30", A6, AP(1)]	+65pts
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J | Replace Hell Cannon and Siege Mortar:

Autocannon [36", A3, AP(2)]	+25pts
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Bane Cannon [30", A4, Blast(3), AP(2)]	
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Siege Mortar [24", A1, Blast(3), AP(3), Indirect]	
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Hammer Cannon [30", A6, Blast(3), AP(1), Indirect]	+30pts
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Doom Cannon [30", A6, AP(3), Deadly(3)]	+30pts
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Twin Lord Cannon [30", A18, AP(1), Lock-On]	+30pts
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Storm Cannon [24", A3, Blast(6), AP(4), Indirect]	+55pts
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Sword Cannon [36", A3, Blast(6), AP(4)]	+75pts
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Shadow Cannon [36", A3, AP(4), Deadly(6)]	+75pts
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Upgrade with one:

Storm Rifle [24", A3, AP(1)]	+25pts
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Heavy Machinegun [30", A3, AP(1)]	+30pts
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Upgrade with up to four:

Sponson (Tough(+3), Twin Heavy Flamethrower [12", A12, AP(1)], Laser Cannon [36", A1, AP(3), Deadly(3)])	+160pts
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Sponson (Tough(+3), Laser Cannon [36", A1, AP(3), Deadly(3)], Twin Heavy Machinegun [30", A6, AP(1)])	+160pts
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Upgrade with:

Transport(21)	+60pts
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Special Rules

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