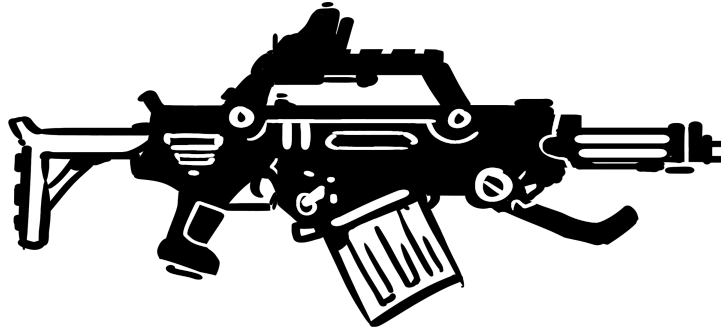


GFF - Human Defense Force v2.50



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.

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 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
Cavalry [1]	5+	5+	Pistol [12", A1], CCW [A2]	Fast, Impact(1)	A, E	15pts
Veteran [1]	4+	5+	Rifle [24", A1], CCW [A1]	-	A, F, G, H	15pts
Special Weapon [1]	5+	5+	Plasma Rifle [24", A1, AP(4)], CCW [A1]	Relentless	I	20pts
Storm Trooper [1]	4+	4+	Heavy Rifle [24", A1, AP(1)], CCW [A1]	Strider	C, F, J	20pts
Conscripts [3]	6+	5+	Rifles [24", A1], CCWs [A1]	-	-	25pts
Infantry Squad [3]	5+	5+	Rifles [24", A1], CCWs [A1]	-	A, F, G, K	35pts
Weapon Team [1]	5+	5+	Mortar [30", A1, Blast(3), Indirect], Crew [A2]	Tough[3]	G	40pts
Sniper [1]	5+	5+	Sniper Rifle [30", A1, AP(1), Sniper], CCW [A1]	Scout, Stealth	-	45pts
OGRE [1]	4+	4+	Mini GL [18", A1, Blast(3)], CCW [A3, AP(1)]	Fearless, Furious, Tough[3]	L	55pts

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

C | Replace Heavy Rifle and CCW:

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

Replace Heavy Pistol:

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

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:

Drop Trooper [Ambush] +5pts

E | Replace CCW:

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

Replace 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

F | Upgrade one model with one:

Field Radio +5pts

Company Standard +30pts

G | 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 any Rifle:

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 with one:

Camo Cloaks [Stealth] +5pts

Heavy Armor [Defense +1] +5pts

Recon Kits [Scout] +5pts

Demo Charges [AP(4) in melee] +5pts

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 any Heavy Rifle:

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 with:

Drop Troopers [Ambush] +5pts

K | Replace one 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

L | Replace Mini GL:

Shock Batons [A3, Rending] +5pts

Heavy Batons [A3, AP(1)] +5pts

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

Replace CCW:

Shield Bash [A2], Shields [Defense +1] free

Special Rules

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

Company 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 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. That unit, and all friendly unit within 6" gets AP(+1) next time it shoots.

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. That unit, and all friendly unit within 6" 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.