



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 TAO Coalition is an interstellar military alliance between various factions. These factions all fight under the same banner and share advanced technology, making them one of the most prolific military forces in the Sirius sector.

Originally the TAO Coalition was formed between small alien empires that banded together to fight a local alien hive, but with time more and more factions joined in. By sharing their knowledge they were able to develop advanced battle suits and superior titan mecha.

Now the TAO Coalition is made up of highly advanced military factions and this is reflected in their use of ranged weaponry with no real melee capabilities. This leads them to fight much more conservatively and take an almost hunt-style approach to combat that is slow and methodical.

Individually they might not amount to much, but together they could take over the galaxy one day...

GF - TAO Coalition v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Battle Suit Elite [1]	3+	3+	4x Suit-Flamers (12", A3), Bash (A2, AP(1))	Ambush, Flying, Hero, Tough(6)	A, B	180pts
Grunt Leader [1]	4+	4+	Pulse Shotgun (12", A2, AP(1)), CCW (A1)	Hero, Tough(3)	B, C, D	40pts
Grunt Squad [5]	5+	4+	Pulse Shotguns (12", A2, AP(1)), CCWs (A1)	Good Shot	D, E, F	90pts
Spotter Squad [5]	5+	5+	Pulse Carbines (18", A2, AP(1)), CCWs (A1)	Good Shot, Scout	E, G	115pts
Stealth Suits [3]	4+	4+	Burst Carbines (18", A3, Rending), CCWs (A1)	Ambush, Stealth, Tough(3)	H	190pts
Battle Suits [3]	4+	3+	3x Suit-Flamers (12", A3), Bashes (A2)	Ambush, Flying, Tough(3)	I	250pts
Gun Drones [5]	5+	4+	Twin-Guns (18", A2), Tasers (A1)	Fearless, Flying, Good Shot	J	110pts
Sniper Drones [3]	5+	4+	Pulse Rifles (30", A1, AP(1)), Tasers (A1)	Fearless, Flying, Good Shot	K	70pts

A | Replace any Suit-Flamer:

Suit-Burst (18", A2, Rending)	+5pts
Suit-Ion (18", A2, AP(1))	+5pts
Suit-Plasma (24", A1, AP(4))	+5pts
Suit-Fuse (12", A1, AP(4), Deadly(3))	+10pts
Suit-Frag (24", A2, Indirect)	+10pts
Suit-Missiles (30", A1, AP(2), Lock-On)	+10pts
Energy Shield (Shield Wall)	+10pts

Replace one Suit-Flamer:

Plasma Sword (A4, AP(1), Rending)	+10pts
Heavy Suit-Burst (18", A4, Rending)	+20pts

B | Upgrade with up to two:

Gun Drone (Twin-Guns (18", A2))	+10pts
Spotter Drone (Spotting Laser)	+15pts
Mini-Shield Drone (Regeneration)	+30pts

C | Replace Pulse Shotgun:

Pulse Carbine (18", A2, AP(1))	+5pts
Pulse Rifle (30", A1, AP(1))	+5pts

Replace Pulse Shotgun and CCW:

Holy Sword (A3, AP(1), Rending)	+5pts
Holy Batons (A2, Blast(3))	+5pts
Holy Dual-Spear (A3, AP(4))	+10pts
Holy Halberd (A3, AP(1), Deadly(3))	+20pts

Upgrade with one:

Captain (Volley Fire)	+15pts
High Elder (Psychic(1))	+25pts
Ethereal (Elemental Power)	+35pts

D | Replace one Pulse Shotgun and CCW:

Pulse Pistol (12", A1, AP(1)),	-5pts
Ritual Blade (A2)	

Replace Ritual Blade:

Plasma Sword (A2, AP(1), Rending)	+5pts
Plasma Gauntlet (A2, AP(4))	+10pts

E | Upgrade one model with one:

Gun Drone (Twin-Guns (18", A2))	+5pts
Spotter Drone (Spotting Laser)	+15pts
Shield Drone	+55pts

F | Replace all Pulse Shotguns:

Pulse Rifles (30", A1, AP(1))	+15pts
Pulse Carbines (18", A2, AP(1))	+25pts

Replace one Pulse Shotgun:

Plasma Rifle (24", A1, AP(4))	+5pts
Flamethrower (12", A6)	+10pts
Burst Carbine (18", A3, Rending)	+10pts
Fusion Carbine (18", A1, AP(4), Deadly(3))	+15pts

Upgrade one model with one:

Support Turret (Missile Pod (30", A2, AP(2), Lock-On))	+30pts
Support Turret (Smart Missiles (30", A3, AP(1), Indirect))	+45pts

G | Replace up to three Pulse Carbines:

Ion Rifle (30", A1, Blast(3), AP(1))	+10pts
Scoped Rifle (30", A1, AP(1), Sniper)	+15pts
Rail Rifle (30", A1, AP(2), Deadly(3))	+20pts

Upgrade any model with:

Spotting Laser	+15pts
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Upgrade one model with one:

Inhibitor Drone	+15pts
Accelerator Drone	+30pts
Recon Drone (Beacon, Burst Carbine (18", A3, Rending))	+25pts

H | Replace one Burst Carbine:

Fusion Carbine (18", A1, AP(4), Deadly(3))	+5pts
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Upgrade one model with any:

Beacon	+10pts
Spotting Laser	+15pts

I | Replace any Suit-Flamer:

Suit-Fuse (12", A1, AP(4), Deadly(3))	+5pts
Suit-Burst (18", A2, Rending)	+5pts
Suit-Ion (18", A2, AP(1))	+5pts
Suit-Frag (24", A2, Indirect)	+5pts
Suit-Plasma (24", A1, AP(4))	+5pts
Suit-Missiles (30", A1, AP(2), Lock-On)	+5pts
Energy Shield (Shield Wall)	+5pts

Any model may replace one Suit-Flamer:

Plasma Sword (A2, AP(1), Rending)	+5pts
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Upgrade any model with up to two:

Gun Drone (Twin-Guns (18", A2))	+10pts
Spotter Drone (Spotting Laser)	+15pts
Shield Drone	+55pts

J | Upgrade all Twin-Guns with one:

Precision Rounds (Ignores Cover)	+10pts
Shred Ammo (Rending)	+15pts

Upgrade all models with:

Self-Repair (Regeneration)	+25pts
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K | Upgrade all Pulse Rifles with:

Drone Controller (Sniper)	+65pts
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Special Rules

Accelerator Drone: This model and its unit get +6" range when firing their Pulse Carbines.

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

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

Good Shot: This model shoots at Quality 4+.

Inhibitor Drone: Enemies get -3" movement when trying to charge this model and its unit.

Shield Drone: This model and its unit count as having the Regeneration special rule.

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

Spotting Laser: This model may try to mark an enemy instead of firing one of its weapons. Pick one unit within 30" and in line of sight and roll one die, on a 4+ it's marked. Friendly units may remove markers from their target to get +X to hit rolls when shooting, where X is the number of removed markers.

Volley Fire: The hero and its unit count as having the Relentless special rule.

Psychic Spells

Killing Blow (4+): Target enemy model within 12" takes 1 hit with AP(4).

Patience (4+): Target 2 friendly units within 6" get Stealth next time they are shot at.

Boldness (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +3" next time they Charge/Rush.

Devastating Strike (5+): Target enemy unit within 12" takes 5 hits with AP(1).

Deadly Surge (6+): Target 2 enemy units within 6" take 8 hits each.

Pacification (6+): Target 2 enemy units within 12" get -2 to hit next time they fight in melee.

GF - TAO Coalition v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Hover Transport [1]	4+	2+	Dual Heavy Twin-Guns (18", A4, AP(1)), Heavy Burst Carbine (18", A3, AP(1), Rending)	Fast, Impact(6), Strider, Tough(6), Transport(11)	A, B, C	215pts
Hover Tank [1]	4+	2+	Sub-Railgun (36", A1, Blast(6), AP(1)), Dual Heavy Twin-Guns (18", A4, AP(1))	Fast, Impact(6), Strider, Tough(12)	A, B, C, D	335pts
Hover Attack Bike [1]	4+	2+	Burst Carbine (18", A3, Rending), Dual Heavy Twin-Guns (18", A4, AP(1))	Fast, Impact(6), Strider, Tough(6)	B, C, E	180pts
Heavy Battle Suit [1]	4+	2+	Quad Frag Pods (24", A4, Blast(3), Indirect), Stomp (A4, AP(1)), Suit Fists (A4, AP(1))	Fear, Tough(12)	B, F	320pts
Heavy Stealth Suit [1]	4+	2+	Heavy Ion Carbine (18", A1, Blast(6), AP(1)), Twin Flamethrower (12", A12), Stomp (A4, AP(1)), Suit Fists (A4, AP(1))	Ambush, Fear, Stealth, Tough(12)	G	360pts
Razor Fighter [1]	4+	2+	Ion Cannon (30", A2, Blast(3), AP(2)), Twin Burst Carbine (18", A6, Rending)	Aircraft, Tough(6)	B, H	215pts
Sun Bomber [1]	4+	2+	Missile Pod (30", A2, AP(2), Lock-On), Twin Ion Rifle (30", A2, Blast(3), AP(1)), Pulse Bombs (6", A2, Blast(6), AP(1))	Aircraft, Tough(6)	B, I	215pts
Tide Titan [1]	3+	2+	Twin Plasma Rifle (24", A2, AP(4)), 2x Heavy Plasma Swords (A8, AP(1), Rending), Stomp (A6, AP(2))	Fear, Tough(18)	J	490pts
Surge Titan [1]	3+	2+	Cluster Rockets (24", A12, AP(1)), Pulse Blaster (24", A3, Blast(3), AP(2)), Stomp (A8, AP(2))	Fear, Tough(24)	K	705pts

A | Replace Dual Heavy Twin-Guns:

Twin Heavy Burst Carbines (18", A6, AP(1), Rending)	+20pts
Twin Heavy Frag Pods (24", A2, Blast(3), AP(1), Indirect)	+35pts
Twin Heavy Smart Missiles (30", A6, AP(1), Indirect)	+70pts

B | Upgrade with:

Homing Missiles (30", A1, AP(2), Deadly(3), Indirect)	+50pts
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C | Upgrade with any:

Distortion Engine (Stealth)	+25pts
Anti-Charge System	+30pts

D | Replace Sub-Railgun:

Ion Cannon (30", A2, Blast(3), AP(2))	+10pts
Railgun (36", A1, AP(4), Deadly(6))	+35pts
Homing Missile Array (30", A2, AP(2), Deadly(3), Indirect)	+45pts
Frag Missile Array (24", A4, Blast(3), AP(1), Indirect)	+60pts

E | Replace Burst Carbine:

Fusion Carbine (18", A1, AP(4), Deadly(3))	+5pts
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F | Replace Quad Frag Pods:

Twin Heavy Rail Rifle (30", A2, AP(3), Deadly(3))	-10pts
Quad Missile Pods (30", A8, AP(2), Lock-On)	+50pts

Upgrade with one:

Twin Plasma Rifle (24", A2, AP(4))	+25pts
Twin Smart Missiles (30", A6, AP(1), Indirect)	+90pts

Upgrade with up to two:

Gun Drone (Twin-Guns (18", A2))	+5pts
Shield Drone (Regeneration)	+60pts

G | Replace Heavy Ion Carbine:

Heavy Fusion Carbine (18", A1, AP(4), Deadly(6))	+15pts
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Replace Twin Flamethrower:

Twin Burst Carbine (18", A6, Rending)	+5pts
Twin Fusion Carbine (18", A2, AP(4), Deadly(3))	+15pts

Upgrade with up to two:

Stealth Drone	+15pts
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H | Replace Twin Burst Carbine:

Twin Missile Pod (30", A4, AP(2), Lock-On)	+30pts
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I | Upgrade with:

Missile Pod (30", A2, AP(2), Lock-On)	+30pts
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J | Replace any Heavy Plasma Sword:

Nova Shield (Regeneration)	+40pts
Twin Heavy Burst Carbine (18", A12, AP(1), Rending)	+60pts
Twin Heavy Ion Cannon (30", A4, Blast(3), AP(2))	+130pts

Replace Twin Plasma Rifle:

Twin Fusion Carbine (18", A2, AP(4), Deadly(3))	+30pts
Twin Smart Missiles (30", A6, AP(1), Indirect)	+85pts

K | Replace Pulse Blaster:

Pulse Driver (36", A3, AP(3), Deadly(3))	+80pts
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Upgrade with any:

Twin Flamethrower (12", A12)	+45pts
Destroyer Missiles (30", A1, AP(2), Deadly(3))	+45pts
Twin Smart Missiles (30", A6, AP(1), Indirect)	+125pts

Replace Twin Flamethrower:

Twin Frag Pod (24", A2, Blast(3), Indirect)	+10pts
Twin Burst Carbine (36", A6, AP(1), Rending)	+65pts

Special Rules

Anti-Charge System: Enemy units charging this model must take a dangerous terrain test rolling twice the amount of dice.

Stealth Drone: Enemy units over 18" away get -1 to hit rolls when shooting per drone.