



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...

GFF - TAO Coalition v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Grunt Leader [1]	4+	4+	Pulse Shotgun [12", A2, AP(1)], CCW (A1)	Hero, Tough(3)	A, B, C	40pts
Grunt [1]	5+	4+	Pulse Shotgun [12", A2, AP(1)], CCW (A1)	Good Shot	C, D, E	20pts
Gun Drone [1]	5+	4+	Twin-Gun [18", A2], Taser (A1)	Fearless, Flying, Good Shot	F	20pts
Sniper Drone [1]	5+	4+	Pulse Rifle [30", A1, AP(1)], Taser (A1)	Fearless, Flying, Good Shot	G	25pts
Spotter [1]	5+	5+	Pulse Carbine [18", A2, AP(1)], CCW (A1)	Good Shot, Scout	D, H	25pts
Stealth Suit [1]	4+	4+	Burst Carbine [18", A3, Rending], CCW (A1)	Ambush, Stealth, Tough(3)	I	65pts
Battle Suit [1]	4+	3+	3x Suit-Flamers [12", A3], Bash (A2)	Ambush, Flying, Tough(3)	J	85pts

A | Upgrade with up to two:

Gun Drone [Twin-Guns (18", A2)]	+5pts
Spotter Drone [Spotting Laser]	+15pts
Mini-Shield Drone [Regeneration]	+15pts

B | 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

C | Replace 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

D | Upgrade with one:

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

E | Replace Pulse Shotgun:

Pulse Rifles [30", A1, AP(1)]	+5pts
Pulse Carbines [18", A2, AP(1)]	+5pts
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 with one:

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

F | Upgrade all Twin-Guns with one:

Precision Rounds [Ignores Cover]	+5pts
Shred Ammo [Rending]	+5pts

Upgrade with:

Self-Repair [Regeneration]	+5pts
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G | Upgrade all Pulse Rifles with:

Drone Controller [Sniper]	+20pts
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H | Replace any Pulse Carbine:

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 with:

Spotting Laser	+15pts
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Upgrade with one:

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

I | Replace Burst Carbine:

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

Beacon	+10pts
Spotting Laser	+15pts

J | 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

Replace one Suit-Flamer:

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

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

Special Rules

Accelerator Drone: This model and all friendly units within 12" 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. That unit, and all friendly unit within 6" 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 all friendly units within 12".

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: This model and all friendly units within 12" 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.