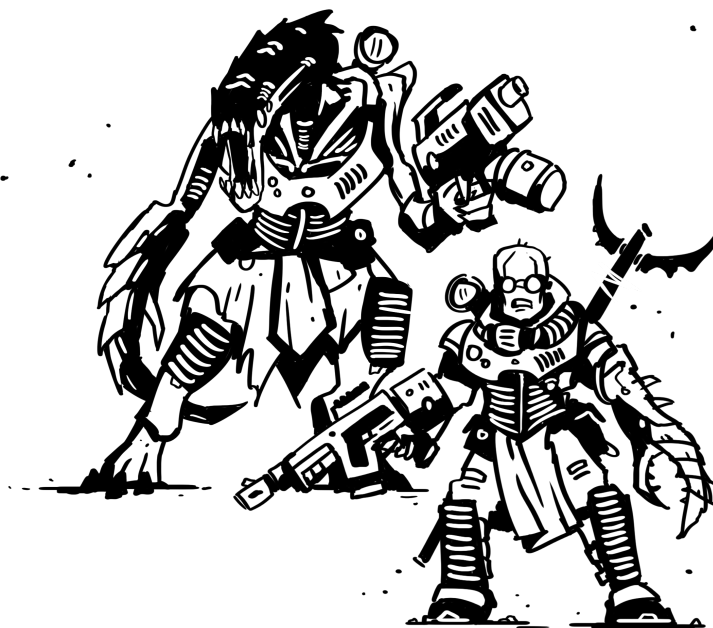


# GF - Soul-Snatcher Cults v2.50



## About OPR

OPR ([www.onepagerules.com](http://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](https://patreon.com/onepagerules).

**Thank you for playing!**

## Background Story

Soul-Snatcher Cults are a collection of vicious aliens that invade human planets covertly, kidnapping the local population and mutating them to fight for their cause. They are led by powerful psychics that seek to take over all human planets under their reign and govern the Sirius sector.

A Soul-Snatcher Cult invasion starts with elite snatchers dropping onto planets in camouflaged drop pods. They then kidnap part of the population and take them back to their ships to brainwash and mutate them before releasing them again.

Once enough individuals have been brainwashed the main invasion begins, with these minions aiding the snatchers in fighting the local military from the inside out.

Don't forget to check your closet before going to sleep, you never know where the Soul-Snatchers might be hiding next...

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Soul-Snatcher Patriarch [1]	3+	3+	Heavy Piercing Claws (A6, AP(1), Rending)	Fast, Fear, Hero, Psychic(1), Scout, Strider, Tough(3)	A	150pts
Cult Leader [1]	4+	5+	Pistol (12", A1), CCW (A2)	Hero, Scout, Tough(3)	B	40pts
Cult Champion [1]	4+	5+	Pistol (12", A1), CCW (A2)	Hero, Scout, Takedown, Tough(3)	C	60pts
Brute Champion [1]	3+	4+	Sledgehammer (A2, Blast(3), AP(2))	Hero, Regeneration, Scout, Tough(3)	-	95pts
Minions [10]	5+	5+	Rifles (24", A1), CCWs (A1)	-	D, E	120pts
Support Minions [3]	5+	5+	Mortars (30", A1, Blast(3), Indirect), Crews (A2)	Tough(3)	E	120pts
Neophytes [5]	4+	5+	Rifles (24", A1), CCWs (A1)	Scout	F, G	95pts
Acolytes [5]	4+	5+	Pistols (12", A1), Mutant Claws (A2, AP(1))	Scout, Strider	G, H	115pts
Mutant Brutes [5]	3+	4+	Heavy Picks (A2, AP(1), Rending)	Regeneration, Scout	I	155pts
Soul-Snatchers [5]	3+	4+	Piercing Claws (A3, AP(1), Rending)	Fast, Scout, Strider	J	195pts
Elite Snatchers [5]	3+	3+	Piercing Claws (A3, AP(1), Rending)	Ambush, Fast, Regeneration, Strider	J	230pts
Minion Bikers [3]	5+	5+	Burst Pistols (12", A3), CCWs (A2)	Fast, Scout, Tough(3)	K	120pts
Minion Quadbike [1]	5+	5+	Burst Pistol (12", A3), Heavy Flamethrower (12", A6, AP(1)), CCW (A2)	Fast, Scout, Tough(6)	L	85pts

## A | Upgrade with any:

Familiar (A2, Rending)	+10pts
Psychic Idol (Resistance)	+10pts

## B | Replace Pistol and CCW:

Sabotage Charges (A1, Blast(3), AP(1))	+5pts
Syringe Goad (A1, AP(2), Deadly(3))	+5pts
Array of CCWs (A3, AP(1), Poison)	+10pts

### Upgrade with one:

Prime (Agitator)	+20pts
Mad Scientist (Experiments)	+20pts
Mage (Psychic(1))	+25pts
Propagandist (Megaphone)	+45pts
Commander (Tactical Console)	+50pts
Warden (Banner)	+75pts

## C | Replace Pistol and CCW:

Dual Swords (A4, AP(1), Rending)	+10pts
Toxin Blade (A4, AP(1), Poison)	+20pts

### Replace Pistol:

Burst Pistol (12", A3)	+5pts
Duelist Pistols (12", A2, Sniper)	+15pts
Sniper Rifle (30", A1, AP(1), Sniper)	+30pts

### Upgrade with:

Combat Bike (Fast, Tough(+3))	+45pts
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## D | 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

## E | Add one model with:

Heavy Weapons Team (Tough(3), Mortar (30", A1, Blast(3), Indirect), Crew (A3))	+45pts
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### Replace any Mortar:

Heavy Machinegun (30", A3, AP(1))	+5pts
Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)	+5pts
Laser Cannon (36", A1, AP(3), Deadly(3))	+10pts
Autocannon (36", A3, AP(2))	+10pts

## F | Replace any Rifle:

Shotgun (12", A2, AP(1))	+5pts
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### Replace one Rifle:

Flamethrower (12", A6)	+10pts
Grenade Launcher (24", A1, Blast(3))	+10pts
Web Carbine (18", A2, Blast(3))	+15pts
Mining Laser (18", A1, AP(3), Deadly(3))	+15pts
Heavy Machinegun (30", A3, AP(1))	+25pts
Sniper Rifle (30", A1, AP(1), Sniper)	+25pts
Quake Cannon (18", A6, Rending)	+30pts

### Replace one Rifle and CCW:

Pistol (12", A1), CCW (A2)	free
Web Pistol (12", A1, Blast(3)), CCW (A2)	+5pts

### Replace one CCW:

Heavy Pick (A2, AP(1), Rending)	+5pts
Heavy Mace (A2, AP(4))	+10pts

## G | Upgrade one model with:

Cult Standard (Fear)	+20pts
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## H | Replace up to two Pistols:

Flamethrower Pistol (6", A6)	+5pts
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### Replace up to two Pistols and Mutant Claws:

Heavy Drill (A3, AP(1), Rending)	+5pts
Demo-Charges (A2, Blast(3))	+5pts
Heavy Buzz Saw (A3, AP(4))	+5pts
Heavy Cutter (A2, AP(2), Deadly(3))	+15pts

### Replace any Mutant Claws:

Piercing Claws (A2, Rending)	free
Toxic Whip Limb (A2, Poison)	+5pts

### Replace one Mutant Claws:

Sword Claw (A1, AP(2), Deadly(3))	+5pts
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### Replace one Pistol and Mutant Claws:

Whip Limb and Sword Claw (A2, Rending, Deadly(3))	+5pts
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## I | Replace any Heavy Pick:

Heavy Hammer (A1, Blast(3))	free
Pick Hammer (A1, AP(2), Deadly(3))	+5pts

### Replace one Heavy Pick:

Great Weapon (A3, AP(4))	+15pts
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## J | Upgrade one model with:

Mind Snatcher (Psychic(1))	+25pts
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## K | Replace any Burst Pistol:

Shotgun (12", A2, AP(1))	free
Rifle (24", A1)	free
Grenade Launcher (24", A1, Blast(3))	+5pts

### Replace one CCW:

Heavy Hammer (A1, Blast(3))	+5pts
Heavy Pick (A2, AP(1), Rending)	+5pts
Heavy Axe (A1, AP(2), Deadly(3))	+5pts
Heavy Mace (A2, AP(4))	+5pts

## L | Replace Heavy Flamethrower:

Mining Laser (18", A1, AP(3), Deadly(3))	free
Heavy Machinegun (30", A3, AP(1))	+5pts

## Special Rules

**Agitator:** The hero and its unit get Furious.

**Banner:** The hero and its unit get the Regeneration special rule.

**Experiments:** When the hero and its unit fight in melee, roll one die and apply one bonus:

- 1-3: Attacks get Rending
- 4-6: Attacks get AP(+1)

**Megaphone:** The hero and its unit get Fast.

**Resistance:** This model gets +2 to its rolls when blocking enemy spells.

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

**Takedown:** When this model is in melee, may pick one model from the target and roll one die. On a 2+ it takes 1 hit with AP(1) and Deadly(3).

## Psychic Spells

**Mind Poison (4+):** Target enemy unit within 12" takes 3 hits with AP(1).

**Stimulant (4+):** Target 2 friendly units within 6" get Furious next time they charge.

**Brain Burst (5+):** Target enemy model within 12" takes 2 hits with AP(4).

**Hypnosis (5+):** Target 2 friendly units within 12" get +1 to defense next time they take hits.

**Mind Control (6+):** Target 2 enemy units within 6" get -3" next time they Advance, or -6" next time they Charge/Rush.

**Psychic Blaze (6+):** Target 2 enemy units within 6" take 6 hits with AP(1) each.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Attack Vehicle [1]	4+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Heavy Mining Laser (24", A1, AP(3), Deadly(3))	Fast, Impact(6), Scout, Tough(6)	A	240pts
Light APC [1]	4+	2+	2x Heavy Flamethrowers (12", A6, AP(1))	Fast, Impact(6), Tough(6), Transport(11)	B, C	210pts
Grinder Truck [1]	4+	2+	Heavy Machinegun (30", A3, AP(1)), Heavy Mining Laser (24", A1, AP(3), Deadly(3))	Fast, Impact(9), Strider, Tough(6), Transport(6)	D	225pts
Mining Truck [1]	4+	2+	Twin Autocannon (36", A6, AP(2)), Heavy Machinegun (30", A3, AP(1))	Fast, Impact(6), Tough(6), Transport(11)	-	290pts
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)	B, E	340pts
Light Walker [1]	4+	2+	Twin Heavy Flamethrower (12", A12, AP(1)), Stomp (A2, AP(1))	Fear, Tough(6)	F	170pts

## A | Replace Heavy Mining Laser:

Heavy Mortar (30", A1, Blast(3), AP(1), Indirect) +5pts

### Upgrade with one:

Spotter +20pts  
Survey Vehicle +30pts  
Flare Gun +45pts

## B | 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

## C | Replace any Heavy Flamethrower:

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

### Replace one Heavy Flamethrower:

Laser Machinegun (30", A3, AP(3)) +20pts

## D | Replace Heavy Mining Laser:

Heavy Incinerator (18", A6, AP(1)) +5pts  
Heavy Quake Cannon (24", A6, Rendering) +20pts

## E | 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 Plasma Cannon (30", A1, Blast(6), AP(4)) +20pts  
Heavy Autocannon (36", A6, AP(2)) +40pts  
Siege Cannon (24", A3, Blast(3), AP(3), Indirect) +75pts

### Replace Twin Heavy Flamethrowers:

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

### Upgrade with one:

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

## F | Replace Twin Heavy Flamethrower:

Twin Heavy Machinegun (30", A6, AP(1)) +10pts  
Twin Missile Launcher (30", A2, AP(2), Deadly(3), Lock-On) +35pts  
Twin Plasma Cannon (30", A2, Blast(3), AP(4)) +35pts  
Twin Laser Machinegun (30", A6, AP(3)) +45pts  
Twin Laser Cannon (36", A2, AP(3), Deadly(3)) +45pts  
Twin Autocannon (36", A6, AP(2)) +45pts

## Special Rules

**Flare Gun:** Once per activation, pick one friendly unit within 12", which gets +2" on Advance and +4" on Rush/Charge actions next time it moves.

**Spotter:** Once per activation, before attacking, pick one friendly unit within 6". That unit's weapons get +6" range next time it shoots.

**Survey Vehicle:** Once per activation, before attacking, pick one enemy unit within 24". Next time that a friendly unit shoots at it, that unit gets +1 to its hit rolls.