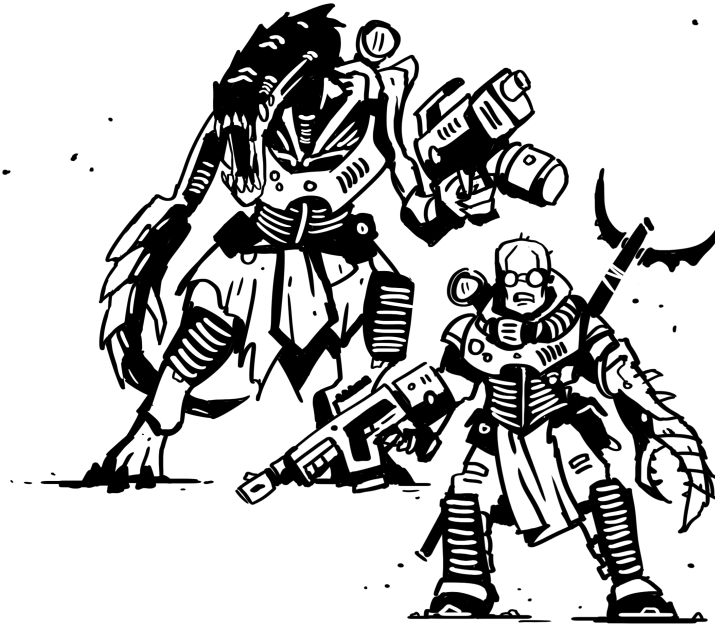


GFF - Soul-Snatcher Cults v2.50



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

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...

GFF - Soul-Snatcher Cults v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Cult Leader [1]	4+	5+	Pistol (12", A1), CCW (A2)	Hero, Scout, Tough(3)	A	40pts
Cult Champion [1]	4+	5+	Pistol (12", A1), CCW (A2)	Hero, Scout, Takedown, Tough(3)	B	60pts
Brute Champion [1]	3+	4+	Sledgehammer (A2, Blast(3), AP(2))	Hero, Regeneration, Scout, Tough(3)	-	95pts
Neophyte [1]	4+	5+	Rifle (24", A1), CCW (A1)	Scout	C, D	20pts
Acolyte [1]	4+	5+	Pistol (12", A1), Mutant Claws (A2, AP(1))	Scout, Strider	D, E	25pts
Mutant Brute [1]	3+	4+	Heavy Pick (A2, AP(1), Rending)	Regeneration, Scout	F	30pts
Minions [3]	5+	5+	Rifles (24", A1), CCWs (A1)	-	G, H	35pts
Minion Biker [1]	5+	5+	Burst Pistol (12", A3), CCW (A2)	Fast, Scout, Tough(3)	I	40pts
Soul-Snatcher [1]	3+	4+	Piercing Claws (A3, AP(1), Rending)	Fast, Scout, Strider	J	40pts
Support Minion [1]	5+	5+	Mortar (30", A1, Blast(3), Indirect), Crew (A2)	Tough(3)	H	40pts
Elite Snatcher [1]	3+	3+	Piercing Claws (A3, AP(1), Rending)	Ambush, Fast, Regeneration, Strider	J	45pts
Minion Quadbike [1]	5+	5+	Burst Pistol (12", A3), Heavy Flamethrower (12", A6, AP(1)), CCW (A2)	Fast, Scout, Tough(6)	K	85pts

A | 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

B | 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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C | Replace any Rifle:

Shotgun (12", A2, AP(1))	+5pts
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Replace 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 Rifle and CCW:

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

Replace CCW:

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

D | Upgrade with:

Cult Standard (Fear)	+20pts
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E | Replace any Pistol:

Flamethrower Pistol (6", A6)	+5pts
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Replace any 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 Mutant Claws:

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

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

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

Replace Heavy Pick:

Great Weapon (A3, AP(4))	+15pts
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G | 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

H | Replace any Mortar:

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

Laser Cannon (36", A1, AP(3), Deadly(3))	+15pts
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Autocannon (36", A3, AP(2))	+15pts
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I | Replace any Burst Pistol:

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

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

Mind Snatcher (Psychic(1))	+25pts
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K | Replace Heavy Flamethrower:

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

Agitator: This model and all friendly units within 12" get Furious.

Experiments: When this model and all friendly units within 12" fight in melee, roll one die and apply one bonus:

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

Megaphone: This model and all friendly units within 12" get Fast.

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.