



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.

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Thank you for playing!

Background Story

Robot Legions are an extremely dangerous faction of androids and other destructive machines that have developed sentience and are now out to destroy all biological life forms. They are cruel and relentless in their quest, stopping at nothing.

Their warriors are heavily armed and extremely tough to destroy, being able to rise back even after being torn apart. Due to their heavy frames and complex constructions they are unable to move quickly, but that doesn't hinder them too much.

Originally designed as helper robots by the elves, when these androids started to become sentient their creators tried to shut them down. The robots then rebelled and killed their masters, driving them off their planets.

Since then the Robot Legions have been brutally hunting down all biological life forms in the Sirius sector mercilessly...

GF - Robot Legions v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Robot Lord [1]	3+	3+	Gauss Pistol (12", A1, Rending), CCW (A3)	Hero, Regeneration, Robot, Slow, Tough(3)	A, B, C	55pts
Annihilator Lord [1]	3+	3+	Gauss Pistol (12", A1, Rending), CCW (A3)	Ambush, Hero, Regeneration, Robot, Strider, Tough(6)	A, C, D	155pts
Tri-Scorpion Lord [1]	3+	3+	Annihilation Gun (18", A3, Blast(3), AP(1)), Harvest Blades (A2, AP(2), Deadly(3))	Hero, Regeneration, Relentless, Robot, Strider, Tough(6)	C	220pts
Warriors [5]	3+	4+	Gauss Rifles (24", A1, Rending), CCWs (A1)	Regeneration, Robot, Slow	E	125pts
Guardians [5]	3+	3+	Atom-Casters (12", A1, AP(1)), Void Swords (A1, Blast(3))	Regeneration, Robot, Slow	F	145pts
Flesh-Eaters [5]	3+	3+	Metal Claws (A3, AP(1))	Regeneration, Robot, Slow, Tunneller	-	190pts
Eternals [5]	3+	2+	Flux Carbines (18", A2, Poison), CCWs (A1)	Regeneration, Robot, Slow	G	195pts
Snipers [5]	3+	3+	D-Marks (24", A1, AP(1), Sniper), CCWs (A1)	Regeneration, Robot, Slow	H	210pts
Bot Swarms [3]	6+	6+	Swarm Attacks (A3, Rending)	Regeneration, Robot, Strider, Tough(3)	-	95pts
Robot Snakes [3]	3+	4+	2x Metal Fangs (A2, Rending)	Regeneration, Robot, Strider, Tough(3)	I	215pts
Destroyer Snakes [3]	3+	4+	Dual Reaper Blades (A4, AP(2))	Regeneration, Robot, Strider, Tough(3), Tunneller	J	310pts
Tri-Scorpions [3]	3+	3+	Dual Reaper Blades (A4, AP(2))	Regeneration, Robot, Strider, Tough(3)	J	255pts
Annihilators [3]	3+	3+	Dual Hyper Swords (A6, AP(1), Rending)	Ambush, Regeneration, Robot, Strider, Tough(3)	K	320pts
Tri-Scorpion Pistoleer [1]	3+	3+	Disintegration Pistols (12", A6, AP(1)), CCW (A3)	Hunter, Regeneration, Relentless, Robot, Strider, Tough(6)	-	195pts
Forge Spider [1]	3+	3+	Twin Atom-Beamer (24", A6, AP(1)), Spider Fangs (A6, Poison)	Regeneration, Robot, Strider, Tough(6)	L	215pts
Heavy Annihilator [1]	3+	3+	Heavy Gauss Cannon (24", A1, AP(2), Deadly(6)), Heavy CCW (A6, AP(1))	Ambush, Regeneration, Robot, Strider, Tough(6)	M	235pts
Hover Bikes [3]	3+	3+	Rapid Gauss Rifles (24", A2, Rending), Gauss Pistols (12", A1, Rending), CCWs (A2)	Fast, Regeneration, Robot, Strider, Tough(3)	N	310pts

A | Replace Gauss Pistol and CCW:

Staff-Shot (12", A3, AP(1)),	+20pts
Combat Staff (A3, AP(1))	

Replace Gauss Pistol:

Combat Shield (Shield Wall)	+20pts
Wrist-Flamer (12", A6)	+20pts
Wrist-Laser (18", A3, AP(3))	+35pts

Replace CCW:

Void Sword (A2, Blast(3))	+10pts
Hyper Sword (A3, AP(1), Rending)	+10pts
Phase Glaive (A3, AP(4))	+15pts
War Scythe (A2, AP(2), Deadly(3))	+25pts

B | Replace Gauss Pistol:

Heavy Reaper Rifle (18", A3, AP(2))	+30pts
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Upgrade with one:

Technoslave (A3, AP(1))	+20pts
Jetpack (Ambush, Flying)	+25pts

C | Upgrade with one:

Psychomancer (Gloom-Protocol)	+10pts
Technomancer (Psychic(1))	+25pts
Chronomancer (Shadow-Protocol)	+30pts
Overseer (Royal March)	+35pts
Warden (Regen-Protocol)	+45pts

D | Replace Gauss Pistol:

Heavy Gauss Cannon (24", A1, AP(2), Deadly(6))	+60pts
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Replace Gauss Pistol and CCW:

Dual Hyper Swords (A6, AP(1), Rending)	+20pts
Staff-Shot (12", A3, AP(1)),	+35pts
Combat Staff (A3, AP(1)),	
Hyper Sword (A3, AP(1), Rending)	

E | Replace any Gauss Rifle:

Reaper Rifle (18", A1, AP(2))	+5pts
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Replace one Gauss Rifle:

Plasma Caster (24", A1, AP(4))	+10pts
Fusion Caster (12", A1, AP(4), Deadly(3))	+15pts
Flame Caster (12", A6)	+15pts
Ray Caster (30", A3, AP(2), Lock-On)	+60pts

F | Replace all Atom-Casters and Void Swords:

Hyper Swords (A2, AP(1), Rending),	+5pts
Combat Shields (Shield Wall)	
War Scythes (A1, AP(2), Deadly(3))	+10pts
Rod-Shots (12", A2, AP(1)), Rods (A2)	+15pts

Upgrade all models with:

Jetpacks (Ambush, Flying)	+40pts
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G | Replace all Flux Carbines:

Heavy Gauss Rifles (24", A2, Rending)	+15pts
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H | Upgrade all models with:

Hyperspace Reapers (Hunter)	+40pts
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I | Any model may replace one Metal Fangs:

Twin Atom-Caster (12", A2, AP(1))	+5pts
Death Gaze (12", A2, AP(4))	+10pts
Whip Coil (A1, AP(2), Deadly(3))	+10pts

J | Replace one Dual Reaper Blades:

Heavy Reaper Blade (A4, AP(4))	+10pts
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Upgrade all models with:

Plasmabot (Rending in melee)	+10pts
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K | Replace all Dual Hyper Swords:

Gauss Cannons (24", A4, Rending),	+45pts
CCWs (A3)	

Replace one Gauss Cannon:

Heavy Gauss Cannon (24", A1, AP(2), Deadly(6))	+25pts
Ray Cannon (30", A3, AP(4), Lock-On)	+45pts

L | Upgrade with any:

Psy-Resistance (Gloom-Protocol)	+10pts
Bot Fabricator (Release Swarm)	+160pts

Replace Twin Atom-Beamer:

Atom-Beamer (24", A3, AP(1)),	-5pts
Cyber-Palps (Repair)	

M | Replace Heavy Gauss Cannon:

Ray Cannon (30", A3, AP(4), Lock-On)	+25pts
Exterminator Cannon (30", A2, Blast(3), AP(2))	+25pts

N | Replace any Rapid Gauss Rifle:

Atom-Beamer (24", A3, AP(1))	+10pts
Rapid Flux Carbine (18", A4, Poison)	+15pts

Special Rules

Gloom-Protocol: This model may block spells as if it had the Psychic(2) special rule.

Hunter: This model counts as having the Ambush rule, and gets AP(+3) when shooting on the round in which it deploys.

Regen-Protocol: The hero and its unit get +1 to Regeneration rolls.

Release Swarm: When this model is activated, you may place a unit of 2 Bot Swarms fully within 6" of it.

Repair: Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

Robot: Whenever this unit takes a morale test, it is passed automatically. Then, roll as many dice as remaining models/tough in the unit, and for each result of 1-2 the unit takes one wound, which can't be regenerated.

Royal March: The hero and its unit may ignore the Slow special rule.

Shadow-Protocol: The hero and its unit get the Ambush special rule.

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

Tunneller: This model counts as having the Ambush rule, and may be deployed up to 1" away from enemy units.

Psychic Spells

Meteor Bots (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Star Bots (4+): Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

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

Thunderbolt Bots (5+): Target enemy model within 12" takes 2 hits with AP(4).

Arrow Bots (6+): Target 2 enemy units within 12" get -2 to hit next time they shoot.

Fire Bots (6+): Target 2 enemy units within 6" take 6 hits with AP(1) each.

GF - Robot Legions v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Transport Tank [1]	3+	2+	Gauss Rifle Array (24", A6, Rending)	Impact(6), Robot, Strider, Tough(6), Transport(11)	A	220pts
Doom Tank [1]	3+	2+	Doom Cannon (30", A3, Blast(3), AP(2)), Gauss Rifle Array (24", A6, Rending)	Impact(6), Robot, Strider, Tough(9)	B	375pts
Support Platform [1]	3+	2+	Gauss Cannon (24", A4, Rending), Twin Flux Cannon (24", A6, AP(1), Poison)	Robot, Slow, Strider, Tough(6)	A, C	225pts
Tripod Walker [1]	3+	2+	Rapid Particle Beam (12", A6, AP(1)), Stomp (A2, AP(1))	Fear, Robot, Strider, Tough(6)	A, D	175pts
Spider Walker [1]	3+	2+	Twin Fusion Ray (18", A2, AP(4), Deadly(6)), Crushing Legs (A2, AP(2)), Stomp (A4, AP(1))	Fear, Robot, Strider, Tough(12)	E	395pts
Night Transport [1]	3+	2+	Twin Flux Cannon (24", A6, AP(1), Poison)	Aircraft, Robot, Tough(6), Transport(11)	A	255pts
Doom Fighter [1]	3+	2+	Doom Ray (24", A6, AP(4), Lock-On), Twin Flux Cannon (24", A6, AP(1), Poison)	Aircraft, Robot, Tough(6)	A	360pts
Prison Monolith [1]	3+	2+	Monolith Beam (18", A3, AP(3), Deadly(3)), Crushing Legs (A6, AP(2)), Stomp (A4, AP(1))	Fear, Regeneration, Robot, Strider, Tough(12)	F	455pts
Wraith-Shard [1]	2+	2+	Nanobot Shards (18", A4, AP(3), Deadly(3)), Stomp (A4, AP(1)), Wraith Strike (A8, Rending)	Fear, Flying, Psychic(2), Regeneration, Robot, Tough(12)	G	695pts
Death Fortress [1]	3+	2+	Atom-Scourge (24", A9, AP(4)), Gauss Arc Array (24", A12, Rending)	Ambush, Fear, Regeneration, Robot, Slow, Strider, Tough(18)	H	725pts

A | Upgrade with:

Repair Bots (Regeneration) +30pts

B | Replace Doom Cannon:

Heavy Doom Cannon +25pts
(30", A3, AP(3), Deadly(3))

Upgrade with:

Repair Bots (Regeneration) +45pts

C | Replace Gauss Cannon:

Flux Cannon (24", A3, AP(1), Poison) +10pts

Ray Caster (30", A3, AP(2), Lock-On) +25pts

Replace Twin Flux Cannon:

Overseer Pilot (Royal March Order) -65pts

Upgrade with one:

Gauss Pistol (12", A1, Rending), CCW (A3) +20pts

Staff-Shot (12", A3, AP(1)), +35pts

Combat Staff (A3, AP(1))

Replace Gauss Pistol:

Wrist-Flamer (12", A6) +15pts

Wrist-Laser (18", A3, AP(3)) +30pts

Replace CCW:

Void Sword (A2, Blast(3)) +5pts

Hyper Sword (A3, AP(1), Rending) +5pts

Phase Glaive (A3, AP(4)) +15pts

War Scythe (A2, AP(2), Deadly(3)) +20pts

D | Replace Rapid Particle Beam:

Rapid Doom Blaster +20pts
(24", A2, Blast(3), AP(1))

Rapid Ray Caster +100pts
(30", A6, AP(2), Lock-On)

Upgrade with one:

Twin Gauss Rifle (24", A2, Rending) +20pts

Tripod Queen (Royal March Order) +35pts

Nanobot Fixers (Reanimator) +45pts

E | Replace Twin Fusion Ray:

Twin Heavy Gauss Cannon +5pts
(24", A2, AP(2), Deadly(6))

Twin Atom-Shredder (24", A12, AP(1)) +10pts

Twin Exterminator Cannon +60pts
(30", A4, Blast(3), AP(2))

Upgrade with:

Repair Bots (Regeneration) +60pts

F | Replace Monolith Beam:

Monolith Blast +20pts
(24", A4, Blast(3), AP(1))

Upgrade with one:

Technoward (Psychic Warden) +15pts

Chained Tyrant (Tough(+6), +245pts

Psychic Master)

G | Replace Nanobot Shards:

Void Shards (24", A12, AP(2)) +70pts

Upgrade with:

Great Wraith (Tough(+6), +215pts

Deadly Aura (A6, Rending))

H | Replace Atom-Scourge:

Destruction Pulse +20pts
(30", A2, AP(3), Deadly(6))

Replace Gauss Arc Array:

Flux Sphere Array +25pts
(24", A9, AP(1), Poison)

Upgrade with one:

Warp Gate (Transport(21)) +60pts

Wraith-Shard Vault (Tough(+6), +180pts
Psychic(2))

Special Rules

Psychic Master: This model counts as having the Psychic(2) rule, and may cast or block up to 3 spells each round, however whenever it fails to cast a spell, it takes 3 wounds.

Psychic Warden: Whenever a model within 6" would take wounds from Psychic Master, you may put all wounds on this model instead.

Reanimator: Once per activation, pick one friendly unit within 12", which gets +1 to Regeneration rolls next time it takes wounds.

Robot: Whenever this unit takes a morale test, it is passed automatically. Then, roll as many dice as remaining models/tough in the unit, and for each result of 1-2 the unit takes one wound, which can't be regenerated.

Royal March Order: Once per activation, pick one friendly unit within 12", which may ignore the Slow special rule next time it moves.

Psychic Spells

Meteor Bots (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Star Bots (4+): Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

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

Thunderbolt Bots (5+): Target enemy model within 12" takes 2 hits with AP(4).

Arrow Bots (6+): Target 2 enemy units within 12" get -2 to hit next time they shoot.

Fire Bots (6+): Target 2 enemy units within 6" take 6 hits with AP(1) each.