



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

Rebel Guerrillas are freedom fighters that can be found everywhere throughout the Sirius sector. These bands of warriors usually consist of rebels from all races and species, which have banded together to fight against their oppressors.

This diversity is their biggest strength, and often warbands are equipped with different weapons from all over the galaxy, making them extremely versatile. Since they usually fight against armies that are better organized and equipped it's this variety of combat styles they rely on to succeed.

Some join the Rebel Guerrillas to avenge their destroyed home worlds, whilst others want to bring justice to the Sirius sector through bloodshed. There are those that seek riches at the hand of their fallen enemies, and there are even some that join just to have an excuse to fight.

Whatever reason may be for which you join the cause it better be good, because life expectancy as a guerrilla is not very long.

GF - Rebel Guerillas v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Rebel Leader [1]	4+	5+	Carbine (18", A2), CCW (A1)	Hero, Tough(3)	A, B	35pts
Simian Champion [1]	4+	4+	Massive Fists (A6, AP(1))	Furious, Hero, Tough(6)	C	80pts
Rebels [10]	5+	5+	Carbines (18", A2), CCWs (A1)	-	A, D	140pts
Strikers [10]	5+	5+	Pistols (12", A1), CCWs (A2)	-	A, E	120pts
Spotters [5]	5+	5+	Carbines (18", A2), CCWs (A1)	Scout, Stealth	F	90pts
Elites [5]	4+	4+	Carbines (18", A2), CCWs (A1)	Fearless	A, D	110pts
Pioneers [5]	5+	5+	Shotguns (12", A2, AP(1)), CCWs (A1)	Ambush, Dug In	G	205pts
Snipers [5]	5+	5+	Sniper Rifles (30", A1, AP(1), Sniper), CCWs (A1)	Scout, Stealth	-	220pts
Simians [3]	4+	4+	Heavy Fists (A3, AP(1))	Furious, Tough(3)	C	125pts
Chelonians [3]	3+	3+	Wrist-GLs (18", A1, Blast(3)), Wrist-Blades (A3, AP(1))	Slow, Tough(3)	H	165pts
Bikers [3]	5+	5+	Pistols (12", A1), CCWs (A2)	Fast, Tough(3)	A, I	90pts
Jeep [1]	4+	2+	Twin Flamethrower (12", A12)	Fast, Impact(6), Strider, Tough(6)	J, K	170pts
Assault Vehicle [1]	4+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Light Battle Cannon (24", A1, Blast(3), AP(2))	Fast, Impact(6), Tough(6)	J, L	215pts
Combat Walker [1]	4+	2+	Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)), Stomp (A2, AP(1))	Fear, Tough(6)	J, M	165pts
Light Dropship [1]	4+	2+	Twin Minigun (24", A8, AP(1))	Aircraft, Tough(6), Transport(11)	J, N	210pts

A | Replace one Carbine and CCW:

Pistol (12", A1), CCW (A2) free

Replace one Pistol:

Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts

Flame Pistol (6", A6) +5pts

Plasma Pistol (12", A1, AP(4)) +5pts

Shotgun (12", A2, AP(1)) +5pts

Sniper Rifle (30", A1, AP(1), Sniper) +30pts

Replace one CCW:

Energy Sword (A2, AP(1), Rending) +10pts

Energy Fist (A2, AP(4)) +15pts

B | Upgrade with one:

Camo Cloak (Stealth) +5pts

Wings (Ambush, Flying) +15pts

Combat Bike (Fast, Tough(+3)) +35pts

Upgrade with one:

Bounty Hunter (Takedown) +20pts

Psy-Monk (Psychic(1)) +25pts

Defensive Strategist (Dug In) +25pts

Pathfinder (Hidden Tunnels) +55pts

Captain (Guerrilla Tactics) +65pts

C | Upgrade any model with:

Claw Gauntlets (Rending in melee) +5pts

D | Replace any Carbine:

Shotgun (12", A2, AP(1)) free

Replace up to two Carbines:

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

Rocket Launcher +15pts

18", A1, AP(2), Deadly(3)) +15pts

Minigun (24", A4, AP(1)) +25pts

Upgrade one model with one:

Gun Drone (24", A3, AP(1)) +25pts

Medical Training +55pts

Upgrade all models with:

Camo Cloaks (Stealth) +20pts

E | Replace any Pistol:

Burst Pistol (6", A3) +5pts

Replace up to two Pistols:

Plasma Pistol (12", A1, AP(4)) +5pts

Flamethrower (12", A6) +10pts

Replace up to two CCWs:

Energy Sword (A2, AP(1), Rending) +5pts

Upgrade all models with:

Wings (Ambush, Flying) +40pts

F | Replace up to three Carbines:

HE Rifle (30", A1, Blast(3), AP(1)) +10pts

AT Rifle (30", A1, AP(2), Deadly(3)) +15pts

Upgrade any model with:

Spotting Laser +15pts

G | Replace up to two Shotguns:

Fusion Rifle (12", A1, AP(4), Deadly(3)) +5pts

Flamethrower (12", A6) +5pts

Replace any CCW:

Energy Sword (A2, AP(1), Rending) +5pts

Energy Fist (A2, AP(4)) +10pts

H | Replace any Wrist-GL:

Wrist-Flamer (12", A6) +10pts

I | Replace all CCWs:

Energy Lances (A2, AP(1), Impact(1)) +15pts

Replace one Pistol:

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

J | Upgrade with:

Heavy Plating (Tough(+3)) +60pts

K | Replace Twin Flamethrower:

Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)) +10pts

Twin Heavy Machinegun (30", A6, AP(1)) +30pts

Upgrade with:

Transport(6) +20pts

L | Replace Light Battle Cannon:

Flamethrower Cannon (18", A6, AP(1)) +10pts

Gatling Gun (18", A9) +15pts

Laser Cannon +20pts

(36", A1, AP(3), Deadly(3))

Fusion Cannon +35pts

(24", A1, AP(4), Deadly(6))

M | Replace Heavy Fusion Rifle:

Heavy Flamethrower (12", A6, AP(1)), +5pts

Walker Chainsaw (A6, AP(1))

Twin Plasma Cannon +40pts

(30", A2, Blast(3), AP(4))

Twin Laser Machinegun +50pts

(30", A6, AP(3))

N | Replace Twin Minigun:

Twin Missile Launcher +15pts

(30", A2, AP(2), Deadly(3), Lock-On)

Twin Laser Cannon +25pts

(36", A2, AP(3), Deadly(3))

Special Rules

Dug In: Enemies charging this unit don't count as having charged for the purpose of special rules, and they must take a dangerous terrain test before attacking.

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

Hidden Tunnels: The hero and its unit get the Ambush special rule.

Medical Training: This model and its unit get the Regeneration 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 the target to get +X to their shooting rolls it, where X is the number of removed markers.

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

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

Foresight (4+): Target 2 friendly units within 6" get +1 to hit next time they shoot.

Expel (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Protective Dome (5+): Target 2 friendly units within 12" get Stealth next time they are shot at.

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

Tempest (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.