

GF - Infected Colonies 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.

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Thank you for playing!

Background Story

Infected Colonies are (usually) human settlements that have been infected by a mysterious virus which mutates them into blood-hungry warriors. Those that have been infected are categorized into different stages, with each stage having a different effect on the mutated subject.

At the early stage of the infection the subjects maintain most of their original form and are still capable of using firearms and other equipment. As the infection spreads however the subjects start to deform into unrecognizable beasts, one more brutal and grotesque than the next.

It's unclear whether the infection evolved naturally over the course of time or if it was engineered by some species to create super warriors, however what is clear is that there seems to be no way to stop it without exterminating its hosts.

If you follow a distress signal and find yourself on a deserted colony you better get out fast or else get ready to be infected.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Monstrous Tyrant [1]	3+	2+	Stomp (A2, AP(1)), Monstrous Claws (A4, AP(1), Rending)	Fear, Hero, Tough(6), Undead	A, B	150pts
Great Hunter [1]	3+	4+	Great Claws (A6, AP(1), Rending)	Ambush, Hero, Strider, Tough(3), Undead	B, C	85pts
Infected Leader [1]	5+	5+	Carbine (18", A2), CCW (A1)	Hero, Tough(3), Undead	D, E	25pts
Runners [10]	5+	6+	Claws (A2)	Strider, Undead	-	90pts
Zombies [10]	5+	6+	Claws (A2)	Regeneration, Slow, Undead	-	110pts
Infected [10]	5+	5+	Carbines (18", A2), CCWs (A1)	Undead	D, F, G	140pts
Weapon Teams [3]	5+	5+	Mortars (30", A1, Blast(3), Indirect), Crews (A2)	Tough(3), Undead	G	120pts
Infected Gunners [5]	5+	5+	Grenade Launchers (24", A1, Blast(3)), CCWs (A1)	Relentless, Undead	H	95pts
Hunters [5]	3+	4+	Claws (A3, AP(1), Rending)	Ambush, Strider, Undead	I	175pts
Boomers [3]	4+	4+	Putrid Fists (A4, Poison)	Boom, Tough(3), Undead	-	160pts
Leech Swarms [3]	6+	6+	Swarm Attacks (A3, Poison)	Strider, Tough(3), Undead	-	60pts
Crazed Ravens [3]	5+	5+	Beak Attacks (A3)	Flying, Tough(3), Undead	-	90pts
Rabid Dogs [5]	4+	5+	Vicious Jaws (A2, Rending)	Fast, Scout, Undead	-	105pts
Infected Vultures [3]	4+	4+	Razor Talons (A3, AP(1))	Ambush, Flying, Tough(3), Undead	J	175pts
Corrupted Beasts [3]	3+	3+	2x Sharp Claws (A2, AP(1), Rending)	Tough(3), Undead	K	185pts
Great Beast [1]	3+	3+	Heavy Claws (A6, AP(2))	Fear, Tough(6), Undead	-	135pts
Attack Buggy [1]	4+	2+	Twin Heavy Machinegun (30", A6, AP(1))	Fast, Impact(6), Tough(6), Undead	L	190pts
Battle Tank [1]	4+	2+	Twin Heavy Machineguns (30", A6, AP(1)), Battle Cannon (30", A2, Blast(3), AP(2))	Fast, Impact(6), Tough(12), Undead	M	365pts
Combat Walker [1]	4+	2+	Heavy Fusion Rifle (18", A1, AP(4), Deadly(6)), Stomp (A2, AP(1))	Fear, Tough(6), Undead	N	165pts
Abomination [1]	3+	2+	Claws (A8, AP(3)), Stomp (A4, AP(1))	Fear, Tough(12), Undead	-	300pts
Light Dropship [1]	4+	2+	Twin Minigun (24", A8, AP(1))	Aircraft, Tough(6), Transport(11), Undead	O	210pts

A | Replace Monstrous Claws:

Monstrous Claws (A4, AP(4))	+15pts
Monstrous Stings (A4, AP(1), Deadly(3))	+35pts

B | Upgrade with one:

Gigantic Strain (Terrifying)	+15pts
Frenzied Strain (Bloodthirsty)	+25pts
Evolving Strain (Mutating)	+90pts

C | Replace Great Claws:

Toxic Claws (A6, Poison)	free
Barbed Claws (A3, AP(2), Deadly(3))	+15pts
Hardened Claws (A6, AP(4))	+20pts

D | Replace one Carbine and CCW:

Pistol (12", A1), CCW (A2)	free
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Replace one Pistol:

Plasma Pistol (12", A1, AP(4))	+5pts
Scoped Gun (18", A1, AP(1), Sniper)	+20pts

Replace one CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
Energy Fist (A2, AP(4))	+10pts

E | Upgrade with one:

Mad Scientist (Psychic(1))	+25pts
Big Brain (Plague Command)	+65pts

F | Replace up to two Carbines:

Fusion Rifle (12", A1, AP(4), Deadly(3))	+5pts
Flamethrower (12", A6)	+5pts
Shred Rifle (18", A3, Rending)	+5pts
Grenade Launcher (24", A1, Blast(3))	+5pts
Heavy Machinegun (30", A3, AP(1))	+15pts

G | Add one model with:

Heavy Weapons Team (Tough(3), Crew (A2), Mortar (30", A1, Blast(3), Indirect))	+40pts
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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
Autocannon (36", A3, AP(2))	+15pts

H | Replace any Grenade Launcher:

Fusion Rifle (12", A1, AP(4), Deadly(3))	+5pts
Flamethrower (12", A6)	+5pts
Shred Rifle (18", A3, Rending)	+5pts
Heavy Machinegun (30", A3, AP(1))	+10pts

I | Replace up to two Claws:

Toxic Claws (A3, Poison)	free
Hardened Claws (A3, AP(4))	+10pts
Barbed Claws (A2, AP(2), Deadly(3))	+15pts

J | Upgrade any model with any:

Swoop Attack (Impact(3))	+5pts
Piercing Beak (A1, AP(2), Deadly(3))	+10pts

K | Replace any Sharp Claws:

Serrated Claws (A1, Blast(3))	free
Smashing Fists (A2, AP(4))	+5pts
Piercing Stingers (A1, AP(2), Deadly(3))	+5pts

L | Replace Twin Heavy Machinegun:

Twin Laser Cannon (36", A2, AP(3), Deadly(3))	+30pts
Twin Autocannon (36", A6, AP(2))	+35pts

Upgrade with:

Cargo Space (Transport(11))	+30pts
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M | Replace Battle Cannon:

Twin Laser Cannon (36", A2, AP(3), Deadly(3))	+25pts
Twin Autocannon (36", A6, AP(2))	+30pts

N | Replace Heavy Fusion Rifle:

Heavy Flamethrower (12", A6, AP(1)), Walker Chainsaw (A6, AP(1))	+5pts
Twin Plasma Cannon (30", A2, Blast(3), AP(4))	+40pts
Twin Laser Machinegun (30", A6, AP(3))	+50pts

O | Replace Twin Minigun:

Twin Missile Launcher (30", A2, AP(2), Deadly(3), Lock-On)	+15pts
Twin Laser Cannon (36", A2, AP(3), Deadly(3))	+25pts

Special Rules

Bloodthirsty: The hero and its unit get the Furious special rule.

Boom: If this model is killed in melee, the attacking unit takes 3 automatic hits.

Mutating: The hero and its unit get the Regeneration rule.

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

Terrifying: Enemies get -1 to hit in melee when they attack units where all models have this rule.

Undead: 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.

Psychic Spells

Bio-Horror (4+): Target enemy unit within 6" takes 1 hit with AP(2) and Deadly(3).

Infestation (4+): Target 2 friendly units within 6" get Poison next time they fight in melee.

Onslaught (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

Panic Virus (5+): Target enemy unit within 12" takes 5 hits with AP(1).

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

Vigour (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.