



INTRO

The Machine Cult are a faction of humans who have sought to enhance their bodies with machinery to become something greater. These enhancements have allowed them to become a highly specialized army with a great deal of mobility, giving them an edge in rough environments.

These cults have embraced the inevitable transcendence of machines, and work to merge themselves with their machines, but this process has caused them to become isolated and outcast from the rest of humanity. Despite their faith and patience, the promise of transcendence still eludes them even after centuries of devotion.

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.

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BACKGROUND STORY

The Machine Cult trace their origins to old Earth. Their cult has long believed that the advancement of technology is inevitable and eventually humanity itself will be surpassed by the machine in an event called the Singularity, which would have absolute power to determine the fate of humanity. The Cult believes that only by embracing the machine can humanity remain relevant, and their cult rejected the Founder and his plan for humanity, believing that his genetic enhancements were mere distractions from the inevitable machine Singularity. The Founder in turn banned their cult, and as a result, many Machine Cultists eagerly joined the refugee fleet.

When humanity arrived in Sirius, the Machine Cult and its members were scattered throughout many of the surviving colonies. Though far apart, they were united in their faith and their fascination with augmentation. The Cult gained adherents from those who believed that their upgrades were the best way to adapt to new worlds. Driven on by discoveries in Sirius and trade with newly encountered species, the Machine Cult began to augment themselves in ways which could not have been imagined previously.

As augmentation became more easily obtained, many of its adherents began to augment themselves beyond anything that they were capable of on Earth, seeking to embrace the machine in new ways. As they did so, the adherents of the cult began to grow apart from other colonists. Others began to see the Cult and their followers as strange and inhuman. Some even began to leave the cult, embittered by augmentation failures or haunted by a feeling that they had lost some part of humanity.

As a result, the Machine Cult began to petition the Great Human Alliance for settlement rights. Their augmentations and robots allowed them to settle a number of inhospitable worlds which were otherwise not suited for settlements. The Machine Cult's detachment and isolation meant that few were surprised when the Cult demanded independence from the Alliance. The Alliance were not interested in resettling or occupying the worlds the Cult had claimed and saw little to gain from war, and as such, the Machine Cults gained their final independence diplomatically, rather than through war.

The Machine Cults still maintain their eternal vigil, awaiting the transcendence of technology and the ascension of the machine. Their forces search throughout the Sector, seeking hidden and lost technologies that might help this come about or allow them to more fully embrace the machine.

How will you guide your people towards the Singularity?

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Name [size]	Qua	Def	Equipment	Special Rules	Cost
High Priest [1]	3+	3+	Revolver (12", A1, AP(1)), Axe-Halberd (A3, AP(4))	Hero, Regeneration, Tough(3)	90pts
Sect Leader [1]	3+	4+	Leader F-Blaster (9", A3), Leader Taser Sword (A3, Taser)	Hero, Strider, Tough(3)	60pts
Cult Leader [1]	4+	4+	Leader R-Pistol (9", A2, Radiation), Tech-Sword (A2)	Hero, Strider, Tough(3)	40pts
Cult Rangers [5]	4+	4+	5x R-Fusil (18", A1, Radiation), 5x CCW (A1)	Strider	90pts
Shock Priests [5]	4+	5+	5x Shock Staff (A2, Rending)	Furious, Regeneration, Slayer	130pts
Sect Stalkers [5]	3+	4+	5x Dual S-Blades (A2, AP(1), Rending)	Fast, Furious, Strider	170pts
Sect Infiltrators [5]	3+	4+	5x F-Blaster (9", A2), 5x Taser Sword (A2, Taser)	Scout, Stealth, Strider	165pts
Sky Stalkers [5]	3+	4+	5x F-Carbine (18", A2), 5x CCW (A2)	Ambush, Flying, Furious	195pts
Breacher Cyborgs [3]	4+	3+	3x Contortion Cannon (24", A1, AP(3), Deadly(3)), 3x Cyborg Claw (A3)	Slow, Tough(3)	245pts
Destroyer Cyborgs [3]	4+	4+	3x Gravity Cannon (24", A4, Rending), 3x Cyborg Claw (A3)	Relentless, Slow, Tough(3)	270pts
Raider Cavalry [3]	4+	4+	3x Twin P-Pistol (9", A4, Phosphor), 3x CCW (A1)	Fast, Scout, Strider, Tough(3)	170pts
Landing Craft [1]	3+	2+	Twin P-Machinegun (30", A4, Phosphor)	Fast, Impact(3), Strider, Tough(6), Transport(11)	220pts
Attack Craft [1]	3+	2+	Energy Cannon (30", A2, Blast(3), Indirect), Triple P-Machinegun (30", A6, Phosphor)	Fast, Impact(6), Strider, Tough(12)	455pts
Crawler Tank [1]	3+	2+	Twin P-Machinegun (30", A4, Phosphor), Twin P-Cannon (24", A8, Phosphor), Crushing Legs (A2, AP(2)), Stomp (A4, AP(1))	Strider, Tough(12)	425pts
Combat Robot [1]	3+	2+	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable), Dual Energy Fists (A4, AP(4)), Stomp (A2, AP(1))	Fear(1), Fearless, Stealth, Tough(6)	240pts
Dragoon Walker [1]	3+	2+	Stomp (A2, AP(1)), Taser Lance (A4, AP(1), Lance, Taser)	Fast, Fear(1), Stealth, Strider, Tough(6)	225pts
Iron Walker [1]	3+	2+	Twin Laser Cannon (36", A2, AP(3), Deadly(3)), Stomp (A2, AP(1))	Fast, Fear(1), Strider, Tough(6)	290pts
Arch Fighter [1]	3+	2+	Twin P-Machinegun (30", A4, Phosphor), Assault Module (Transport(6))	Aircraft, Tough(6)	210pts
Arch Gunship [1]	3+	2+	Rear Laser Cannon (36", A1, AP(3), Deadly(3)), P-Machinegun (30", A2, Phosphor), Twin P-Blaster (18", A4, Phosphor)	Aircraft, Tough(6)	275pts

SPECIAL RULES

Bounding: When this unit is activated, you may place all models with this rule in it anywhere within D3+1" of their position.

Canticles: This model and its unit get AP(+1) when shooting.

Cluster Grenades: Once per activation, when this model moves over enemy units, pick one of them and roll one die. On a roll of 6+ it takes 1 hit.

Phosphor: This weapon ignores cover.

Psalms: This model and its unit move +2" on Advance, and +4" on Rush/Charge.

Radiation: Enemies that roll to block hits from this weapon take one extra wound for each unmodified result of 1 that they roll.

Repair: Once per this model's activation, before attacking, if within 2" of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.

Slayer: This model's melee weapons get AP(+2) against units where most models have Tough(3) or higher.

Taser: Unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

MACHINE CULT ARMY SPELLS

Critical Aim (1): Target friendly unit within 12" gets AP(+1) next time it shoots.

Solar Beam (1): Target enemy model within 12" takes 1 hit with AP(4).

Steel Body (2): Target 2 friendly units within 12" get +1 to defense rolls next time they take hits.

Shrapnel (2): Target 2 enemy units within 12" take 4 hits each.

Corroded Metal (3): Target 2 enemy units within 18" get -2 to hit rolls next time they shoot.

Machine Terror (3): Target 2 enemy units within 12" take 6 hits each.

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High Priest [1] - 90 pts	
Quality 3+	Defense 3+
Axe-Halberd (A3, AP(4)) Revolver (12", A1, AP(1)) Hero, Regeneration, Tough(3)	
Upgrade with one:	
+15pts	Macro Pistol (12", A3)
+20pts	P-Repeater (18", A2, Phosphor)
+30pts	Supersonic Cannon (12", A1, AP(1), Blast(3), Reliable)
+40pts	Eradicator (24", A1, AP(1), Blast(3))
+45pts	Rail Gun (18", A1, AP(3), Deadly(3))
+50pts	V-Blaster (24", A3, Rending)
Upgrade with one:	
+25pts	Deacon (Psalms)
+40pts	Engineer (Repair)
+50pts	Machine Lore (Caster(2))
+70pts	Preacher (Canticles)
+80pts	Master Machine Lore (Caster(3))

Sect Leader [1] - 60 pts	
Quality 3+	Defense 4+
Leader Taser Sword (A3, Taser) Leader F-Blaster (9", A3) Hero, Strider, Tough(3)	
Upgrade with one:	
+25pts	Deacon (Psalms)
+40pts	Engineer (Repair)
+55pts	Machine Lore (Caster(2))
+70pts	Preacher (Canticles)
+80pts	Master Machine Lore (Caster(3))
Replace Leader F-Blaster and Leader Taser Sword:	
+10pts	Leader Dual S-Blades (A4, AP(1), Rending)
+10pts	Leader S-Razor & Claw (A4, AP(2))
+25pts	Leader Burst Carbine (18", A3), Energy Sword (A3, AP(1), Rending)
Upgrade with one:	
+15pts	Infiltrator (Scout, Stealth)
+15pts	Stalker (Fast, Furious)

Cult Leader [1] - 40 pts	
Quality 4+	Defense 4+
Tech-Sword (A2) Leader R-Pistol (9", A2, Radiation) Hero, Strider, Tough(3)	
Upgrade with one:	
+25pts	Deacon (Psalms)
+40pts	Engineer (Repair)
+55pts	Machine Lore (Caster(2))
+70pts	Preacher (Canticles)
+80pts	Master Machine Lore (Caster(3))
Replace Leader R-Pistol:	
+5pts	Leader P-Pistol (9", A3, Phosphor)
+5pts	Leader Revolver (12", A2, AP(1))
+5pts	Leader R-Fusil (18", A2, Radiation)
+10pts	Leader Arc Pistol (9", A3, Rending)
+20pts	Leader G-Rifle (30", A2, AP(1))
+65pts	Leader Uranium Rifle (30", A2, AP(1), Sniper, Radiation)
+90pts	Leader R-Jezzail (30", A4, Sniper, Radiation)
Replace Tech-Sword:	
+5pts	Taser Sword (A2, Taser)
+5pts	R-Sword (A2, AP(1), Radiation)
+10pts	Arc Sword (A2, AP(1), Rending)
+15pts	Axe-Halberd (A2, AP(4))
Upgrade with one:	
+10pts	Stalker Wings (Ambush, Flying)
+15pts	Sentinel Stilts (Bounding, Stealth)
+50pts	Mech Horse (Fast, Scout, Tough(3))

Cult Rangers [5] - 90 pts	
Quality 4+	Defense 4+
5x CCW (A1) 5x R-Fusil (18", A1, Radiation) Strider	
Replace all R-Fusils:	
+30pts	G-Rifle (30", A1, AP(1))
Replace one R-Fusil:	
+15pts	Arc Gun (18", A2, Rending)
+15pts	Flamer (12", A1, Blast(3), Reliable)
+20pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+25pts	Plasma Carbine (18", A2, AP(4))
+30pts	Uranium Rifle (30", A1, AP(1), Sniper, Radiation)
Replace one R-Fusil and CCW:	
+5pts	Revolver (12", A1, AP(1)), Tech-Sword (A2)
Replace Revolver:	
free	R-Pistol (9", A1, Radiation)
+5pts	Arc Pistol (9", A2, Rending)
+5pts	P-Pistol (9", A2, Phosphor)
+5pts	G-Rifle (30", A1, AP(1))
Replace Tech-Sword:	
+5pts	R-Sword (A2, AP(1), Radiation)
+5pts	Taser Sword (A2, Taser)
+10pts	Arc Sword (A2, AP(1), Rending)
+15pts	Axe-Halberd (A2, AP(4))

Shock Priests [5] - 130 pts	
Quality 4+	Defense 5+
5x Shock Staff (A2, Rending) Furious, Regeneration, Slayer	
Replace all Shock Staffs:	
+60pts	Gauntlet Shocks (12", A2, Taser), Taser Gauntlet (A2, Taser)

Sect Stalkers [5] - 170 pts	
Quality 3+	Defense 4+
5x Dual S-Blades (A2, AP(1), Rending) Fast, Furious, Strider	
Replace all Dual S-Blades:	
+5pts	S-Razor & Claw (A2, AP(2))
Upgrade one model with:	
+5pts	Metal Spike (A1, AP(1), Deadly(3), Limited)

Sect Infiltrators [5] - 165 pts	
Quality 3+	Defense 4+
5x F-Blaster (9", A2) 5x Taser Sword (A2, Taser) Scout, Stealth, Strider	
Replace all F-Blasters and Taser Swords:	
+75pts	Burst Carbine (18", A2), Energy Sword (A2, AP(1), Rending)

Sky Stalkers [5] - 195 pts	
Quality 3+	Defense 4+
5x CCW (A2) 5x F-Carbine (18", A2) Ambush, Flying, Furious	
Replace all F-Carbines:	
+15pts	P-Thrower (12", A2, Reliable, Phosphor)
Replace one F-Carbine and CCW:	
-5pts	F-Blaster (9", A2), Taser Sword (A2, Taser)
Upgrade all models with:	
+10pts	Cluster Grenades

Breacher Cyborgs [3] - 245 pts	
Quality 4+	Defense 3+
3x Contortion Cannon (24", A1, AP(3), Deadly(3)) 3x Cyborg Claw (A3) Slow, Tough(3)	
Replace any Contortion Cannon:	
+5pts	Heavy Arc Gun (36", A3, Rending)
Replace all Cyborg Claws:	
+40pts	Arc Claw (A3, AP(1), Rending)

Destroyer Cyborgs [3] - 270 pts	
Quality 4+	Defense 4+
3x Gravity Cannon (24", A4, Rending) 3x Cyborg Claw (A3) Relentless, Slow, Tough(3)	
Replace any Gravity Cannon:	
+15pts	Plasma Cannon (30", A1, AP(4), Blast(3))
Replace one Gravity Cannon:	
+30pts	Plasma Cannon (30", A1, AP(4), Blast(3)), P-Blaster (18", A2, Phosphor)
+35pts	Plasma Cannon (30", A1, AP(4), Blast(3)), Flamer (12", A1, Blast(3), Reliable)

Raider Cavalry [3] - 170 pts	
Quality 4+	Defense 4+
3x CCW (A1) 3x Twin P-Pistol (9", A4, Phosphor) Fast, Scout, Strider, Tough(3)	
Replace any Twin P-Pistol:	
+5pts	G-Carbine (18", A2, AP(1))
Replace one G-Carbine:	
+10pts	Twin P-Blaster (18", A4, Phosphor)
Replace one G-Carbine and CCW:	
+5pts	P-Pistol (9", A2, Phosphor), Energy Sword (A2, AP(1), Rending)
+5pts	Revolver (12", A1, AP(1)), Raider Sabre (A3, AP(1))
Upgrade all models with:	
+5pts	P-Breath (6", A2, Limited, Phosphor)

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Landing Craft [1] - 220 pts	
Quality 3+	Defense 2+
Twin P-Machinegun (30", A4, Phosphor)	
Fast, Impact(3), Strider, Tough(6), Transport(11)	
Upgrade with:	
+60pts Twin P-Machinegun (30", A4, Phosphor)	

Attack Craft [1] - 455 pts	
Quality 3+	Defense 2+
Energy Cannon (30", A2, Blast(3), Indirect)	
Triple P-Machinegun (30", A6, Phosphor)	
Fast, Impact(6), Strider, Tough(12)	
Replace Energy Cannon:	
+60pts Iron Cannon (36", A2, AP(2), Deadly(3), Lock-On)	
Upgrade with:	
+45pts Disruption Missile (24", A3, AP(1))	

Crawler Tank [1] - 425 pts	
Quality 3+	Defense 2+
Crushing Legs (A2, AP(2))	
Stomp (A4, AP(1))	
Twin P-Cannon (24", A8, Phosphor)	
Twin P-Machinegun (30", A4, Phosphor)	
Strider, Tough(12)	
Replace Twin P-Cannon:	
free Eraser Beam (36", A2, AP(1), Blast(3))	
+80pts Neutron Laser (36", A2, AP(3), Deadly(3)), P-Machinegun (30", A2, Phosphor)	
+115pts Icarus AA-System (36", A6, AP(3), Lock-On)	
Upgrade with:	
+50pts Repair Arm (Regeneration)	

Combat Robot [1] - 240 pts	
Quality 3+	Defense 2+
Dual Energy Fists (A4, AP(4))	
Stomp (A2, AP(1))	
Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Fear(1), Fearless, Stealth, Tough(6)	
Replace Dual Energy Fist and Heavy Flamer:	
+15pts Twin P-Cannon (24", A8, Phosphor)	
Replace Heavy Flamer:	
+20pts P-Cannon (24", A4, Phosphor)	
Upgrade with:	
+20pts Robot Smith (Regeneration)	

Dragoon Walker [1] - 225 pts	
Quality 3+	Defense 2+
Stomp (A2, AP(1))	
Taser Lance (A4, AP(1), Lance, Taser)	
Fast, Fear(1), Stealth, Strider, Tough(6)	
Replace Taser Lance:	
+15pts R-Jezzail (30", A3, Sniper, Radiation)	
Upgrade with:	
+20pts P-Repeater (18", A2, Phosphor)	

Iron Walker [1] - 290 pts	
Quality 3+	Defense 2+
Stomp (A2, AP(1))	
Twin Laser Cannon (36", A2, AP(3), Deadly(3))	
Fast, Fear(1), Strider, Tough(6)	
Replace Twin Laser Cannon:	
free Twin Autocannon (36", A6, AP(2))	

Arch Fighter [1] - 210 pts	
Quality 3+	Defense 2+
Twin P-Machinegun (30", A4, Phosphor)	
Assault Module (Transport(6))	
Aircraft, Tough(6)	
Replace Assault Module:	
+5pts Bomb Rack (6", A2, AP(1), Blast(3))	

Arch Gunship [1] - 275 pts	
Quality 3+	Defense 2+
Twin P-Blaster (18", A4, Phosphor)	
P-Machinegun (30", A2, Phosphor)	
Rear Laser Cannon (36", A1, AP(3), Deadly(3))	
Aircraft, Tough(6)	