



## INTRO

The Human Defense Force is the military force of the largest alliance of Human colonies and planets present in Sirius. Thanks to this alliance, the HDF is able to field large and diverse forces of infantry and vehicles suited to the situation at hand.

The scattered remnants of the fleet that arrived in Sirius faced many challenges to their survival in the sector. The surviving colonies began to trade and aid each other, eventually establishing the Great Human Alliance. Yet, as some members seek to exert their influence on others, many have begun to fear that humanity will repeat the mistakes they made on earth.

## ABOUT OPR

OPR ([www.onepagerules.com](http://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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**Thank you for playing!**

## BACKGROUND STORY

The rise of a messianic figure known to history as the Founder resulted in a devastating war that soon engulfed Earth and its colonies. As the war grew more devastating, many survivors began to seek a means to escape. A desperate group of refugees stole and commandeered the God Founder's own flagship in order to escape the conflict, leading a fleet of like-minded survivors. They were pursued by the Founder's forces until they were lost and scattered by the sudden appearance of a wormhole which brought them to Sirius.

The remaining refugee ships moved quickly to settle suitable worlds. Many of these colonies faced unexpected hardships, including discovering their world had already been claimed by one of the alien factions native to Sirius. Humanity quickly realized that they would have to band together in order to survive in this new galaxy. Many of the human settlements joined together in a defensive alliance to protect themselves and represent their interests to the other factions, known as the Great Human Alliance. These worlds set aside their differences and worked together to help ensure the safety of humanity's new home in the Sirius Sector.

In order to protect member worlds, the Alliance created the Human Defense Force. Each member world contributes soldiers and equipment, but the force is commanded and maintained by the Alliance as a whole. The Alliance lacks much of the advanced technology of the Conduits and their followers, such as Battle Armour and gene-mods, and instead relies on using rapid deployment, heavy artillery, and sheer numbers in combat.

As the Alliance became established in the Sirius Sector both as a diplomatic and military force, humans were gradually accepted as just another species within Sirius. Human worlds grew prosperous and even branched outwards, claiming and settling new worlds. However, rifts have begun to form in the Alliance now that the immediate threats of Sirius have subsided.

Disputes over resources, settlement, and expansion, have led to more prosperous planets demanding more influence, while smaller worlds continue to demand autonomy. A delicate balance between the numerous factions is maintained by those dedicated to ensuring the alliance's survival, but some fear that separatism or even a civil war may loom on the horizon.

How will you defend humanity's new home in the stars?

# GF - HUMAN DEFENSE FORCE v3.4.1

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Storm Leader [1]	4+	4+	Master Heavy Pistol (12", A2, AP(1)), CCW (A2)	Ambush, Hero, Strider, Tough(3)	50pts
Company Leader [1]	4+	5+	Master Pistol (12", A2), CCW (A2)	Hero, Tough(3)	35pts
Recruits [10]	6+	5+	10x Rifle (24", A1), 10x CCW (A1)	-	70pts
GRUNT Robots [5]	5+	5+	5x Rifle (24", A1), 5x CCW (A1)	Good Shot, Robot	80pts
Infantry Squad [10]	5+	5+	10x Rifle (24", A1), 10x CCW (A1)	-	115pts
Weapon Teams [3]	5+	5+	3x Mortar (30", A1, Blast(3), Indirect), 3x Crew (A2)	Tough(3)	135pts
Veterans [5]	4+	5+	5x Rifle (24", A1), 5x CCW (A1)	-	80pts
Storm Troopers [5]	4+	4+	5x Heavy Rifle (24", A1, AP(1)), 5x CCW (A1)	Ambush, Strider	120pts
Sappers [3]	5+	5+	3x Grenade Launcher (24", A1, Blast(3)), 3x CCW (A1)	Relentless	80pts
Snipers [3]	5+	5+	3x Sniper Rifle (30", A1, AP(1), Sniper), 3x CCW (A1)	Scout, Stealth	120pts
OGRE Robots [3]	4+	4+	3x OGRE Gatling Gun (12", A3, AP(1)), 3x Heavy CCW (A1, AP(1))	Furious, Robot, Tough(3)	165pts
Combat Bikers [5]	5+	5+	5x Pistol (12", A1), 5x Heavy Lance (A1, AP(2))	Fast, Impact(1)	90pts
Light APC [1]	4+	2+	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable), Turret Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	Fast, Impact(3), Tough(6), Transport(11)	200pts
Armored Truck [1]	4+	2+	Twin Storm Machinegun (24", A4, AP(1)), Light Gatling Gun (18", A4)	Fast, Impact(3), Strider, Tough(6)	185pts
Attack Vehicle [1]	4+	2+	Acid Cannon (18", A6, Poison), Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	Fast, Impact(3), Tough(9)	240pts
Support Vehicle [1]	4+	2+	Shard Mortar (24", A3, Blast(3), Indirect, Rending), Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	Entrenched, Impact(3), Tough(6)	270pts
Battle Tank [1]	4+	2+	Nova Cannon (36", A1, AP(1), Blast(6)), Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	Fast, Impact(6), Tough(12)	365pts
Heavy Battle Tank [1]	4+	2+	Twin Light Battle Cannon (30", A2, AP(2), Blast(3)), Light Gatling Gun (18", A4), Fusion Array (12", A2, AP(4), Deadly(3))	Fast, Impact(6), Tough(15)	465pts
Light Walker [1]	4+	2+	Rapid Heavy Flamer (12", A2, AP(1), Blast(3), Reliable), Stomp (A2, AP(1))	Fear(1), Tough(6)	165pts
Combat Walker [1]	4+	2+	Gatling Gun (18", A6), Stomp (A4, AP(1)), Combat Shield (Protected)	Fear(2), Furious, Tough(12)	300pts
Tactical Walker [1]	4+	2+	Walker Heavy Flamer (12", A4, AP(1), Blast(3), Reliable), Stomp (A4, AP(1))	Fear(2), Tough(12)	345pts
Field Artillery [1]	4+	2+	Rocket Battery (24", A2, AP(1), Blast(3), Indirect), Artillery Crew (A3)	Entrenched, Slow, Tough(6)	190pts
Light Gunship [1]	4+	2+	Laser Cannon (36", A1, AP(3), Deadly(3)), Twin Rocket Pod (24", A2, Blast(3))	Aircraft, Tough(6), Transport(11)	260pts
Heavy Gunship [1]	4+	2+	Fury Missiles (36", A2, Blast(3)), Twin Laser Cannon (36", A2, AP(3), Deadly(3))	Aircraft, Tough(9), Transport(6)	385pts
Tactical Titan [1]	4+	2+	Cluster Missiles Array (24", A2, Blast(3)), Walker Heavy Flamer (12", A4, AP(1), Blast(3), Reliable), Stomp (A6, AP(2))	Fear(4), Tough(18)	550pts
Super Heavy Battle Tank [1]	4+	2+	Twin Heavy Machinegun (30", A6, AP(1)), Hell Cannon (24", A4, AP(1), Blast(3), Lock-On), Siege Mortar (24", A2, AP(3), Blast(3), Indirect)	Fast, Impact(12), Tough(24)	900pts

## SPECIAL RULES

**AP(X):** Targets get -X to Defense rolls when blocking hits.

**Aircraft:** May only use Advance actions, moving in a straight line, and adding 30" to its total move (even if Shaken). Aircraft ignore all units and terrain when moving and stopping, can't seize objectives, can't be charged, and units targeting them get -12" range and -1 to hit.

**Ambush:** May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

**Battle Drills:** This model and its unit get Furious. If they already had Furious, they get extra hits from Furious on unmodified rolls of 5-6 to hit instead.

**Blast(X):** Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

**Caster(X):** Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

**Company Standard:** Once per this unit's activation, pick 2 friendly units within 12", which get +1 to their next morale test roll.

**Deadly(X):** Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

**Defense(X):** Gets +X to Defense rolls.

**Double Time:** Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

**Entrenched:** Enemies get -2 to hit when shooting at this model from over 9" away, as long as it hasn't moved since the beginning of its last activation.

**Fast:** Moves +2" when using Advance, and +4" when using Rush/Charge.

**Fear(X):** This model counts as having dealt +X wounds when checking who won melee.

**Field Radio:** If this unit has a model with the Double Time, Focus Fire or Take Aim rule, then it may use it on units that have a Field Radio up to 24" away.

**Focus Fire:** Once per this unit's activation, before attacking, pick one friendly unit within 12", which gets AP(+1) next time it shoots.

**Furious:** When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

**Good Shot:** This model shoots at Quality 4+.

**Hero:** Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

**Hold the Line:** Whenever this model's unit fails a morale test that causes it to be Shaken or Routed, it counts as passed instead. Then, roll as many dice as the number of wounds it would take to fully destroy it, and for each result of 1-3 the unit takes one wound, which can't be ignored.

**Impact(X):** Roll X dice when attacking after charging, unless fatigued. For each 2+ the target takes one hit.

**Indirect:** Gets -1 to hit rolls when shooting after moving. May target enemies that are not in line of sight as if in line of sight, and ignores cover from sight obstructions.

**Lance:** When charging, gets +1 to hit rolls and AP(+1) in melee.

**Limited:** May only be used once per game.

**Lock-On:** Ignores cover and all negative modifiers to hit rolls and range.

**Medical Training:** This model and its unit get Regeneration.

**Poison:** Ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

**Protected:** When units where all models have this rule take hits, those hits count as having AP(-1), to a min. of AP(0).

**Relentless:** When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

**Reliable:** Attacks at Quality 2+.

**Rending:** Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

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# GF - HUMAN DEFENSE FORCE v3.4.1

Storm Leader [1] - 50 pts	
Quality 4+	Defense 4+
CCW (A2)	
Master Heavy Pistol (12", A2, AP(1))	
Ambush, Hero, Strider, Tough(3)	
<i>Replace Master Heavy Pistol:</i>	
+10pts	Master Heavy Rifle (24", A2, AP(1))
+50pts	Master Sniper Rifle (30", A2, AP(1), Sniper)
<i>Replace Master Heavy Pistol:</i>	
+5pts	Master Drum Pistol (9", A3, Rending)
+10pts	Master Plasma Pistol (12", A2, AP(4))
<i>Replace CCW:</i>	
+10pts	Energy Sword (A2, AP(1), Rending)
+15pts	Energy Axe (A2, AP(4))
<i>Upgrade with one:</i>	
+15pts	Drill Sergeant (Battle Drills)
+25pts	Enforcer (Hold the Line)
+40pts	Psy-Hacker (Caster(2))
+45pts	Commander (Double Time)
+45pts	Forward Observer (Take Aim)
+70pts	Munitioneer (Focus Fire)
<i>Upgrade with:</i>	
+10pts	Wolf-Dog Companion (Warning Cry)

Company Leader [1] - 35 pts	
Quality 4+	Defense 5+
CCW (A2)	
Master Pistol (12", A2)	
Hero, Tough(3)	
<i>Upgrade with one:</i>	
+15pts	Drill Sergeant (Battle Drills)
+25pts	Enforcer (Hold the Line)
+40pts	Psy-Hacker (Caster(2))
+45pts	Commander (Double Time)
+45pts	Forward Observer (Take Aim)
+70pts	Munitioneer (Focus Fire)
<i>Upgrade with:</i>	
+10pts	Wolf-Dog Companion (Warning Cry)
<i>Replace Master Pistol:</i>	
+10pts	Master Shotgun (12", A3, AP(1))
+10pts	Master Rifle (24", A2)
+55pts	Master Sniper Rifle (30", A2, AP(1), Sniper)
<i>Replace Master Pistol:</i>	
+5pts	Master Drum Pistol (9", A3, Rending)
+15pts	Master Plasma Pistol (12", A2, AP(4))
<i>Replace CCW:</i>	
+10pts	Energy Sword (A2, AP(1), Rending)
+10pts	Hunting Lance (A2, AP(1), Lance)
+15pts	Heavy Lance (A3, AP(2))
+15pts	Energy Axe (A2, AP(4))
<i>Upgrade with one:</i>	
+5pts	Camo Gear (Stealth)
+5pts	Heavy Armor (Defense(1))
+5pts	Recon Kit (Scout)
+10pts	Combat Bike (Fast, Impact(1))

Recruits [10] - 70 pts	
Quality 6+	Defense 5+
10x CCW (A1)	
10x Rifle (24", A1)	

GRUNT Robots [5] - 80 pts	
Quality 5+	Defense 5+
5x CCW (A1)	
5x Rifle (24", A1)	
Good Shot, Robot	
<i>Upgrade one model with:</i>	
+5pts	Field Radio

Infantry Squad [10] - 115 pts	
Quality 5+	Defense 5+
10x CCW (A1)	
10x Rifle (24", A1)	
<i>Replace up to two Rifles:</i>	
+10pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+10pts	Plasma Rifle (24", A1, AP(4))
+10pts	Laser Rifle (30", A1, AP(3))
+10pts	Drum Rifle (18", A2, Rending)
+10pts	Grenade Launcher (24", A1, Blast(3))
+15pts	Flamer (12", A1, Blast(3), Reliable)
+25pts	Sniper Rifle (30", A1, AP(1), Sniper)
<i>Replace one Rifle and CCW:</i>	
+35pts	Weapon Team (Mortar (30", A1, Blast(3), Indirect), Crew (A2), Tough(3))
+35pts	Weapon Team (Heavy Machinegun (30", A3, AP(1)), Crew (A2), Tough(3))
+45pts	Weapon Team (Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On), Crew (A2), Tough(3))
+50pts	Weapon Team (Laser Cannon (36", A1, AP(3), Deadly(3)), Crew (A2), Tough(3))
+50pts	Weapon Team (Autocannon (36", A3, AP(2)), Crew (A2), Tough(3))
<i>Replace one Rifle and CCW:</i>	
free	Sgt. Pistol (12", A1), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Pistol:</i>	
+5pts	Drum Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+5pts	Energy Sword (A2, AP(1), Rending)
+10pts	Energy Axe (A2, AP(4))
<i>Upgrade two models with one:</i>	
+5pts	Field Radio
+15pts	Company Standard
+30pts	Medical Training

Weapon Teams [3] - 135 pts	
Quality 5+	Defense 5+
3x Crew (A2)	
3x Mortar (30", A1, Blast(3), Indirect)	
Tough(3)	
<i>Replace any Mortar:</i>	
+5pts	Heavy Machinegun (30", A3, AP(1))
+10pts	Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)
+15pts	Laser Cannon (36", A1, AP(3), Deadly(3))
+15pts	Autocannon (36", A3, AP(2))

Veterans [5] - 80 pts	
Quality 4+	Defense 5+
5x CCW (A1)	
5x Rifle (24", A1)	
<i>Replace one Rifle and CCW:</i>	
free	Sgt. Pistol (12", A1), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Pistol:</i>	
+5pts	Drum Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Energy Sword (A2, AP(1), Rending)
+15pts	Energy Axe (A2, AP(4))
<i>Upgrade two models with one:</i>	
+5pts	Field Radio
+15pts	Company Standard
+30pts	Medical Training
<i>Replace any Rifle:</i>	
+5pts	Shotgun (12", A2, AP(1))
<i>Replace up to two Rifles:</i>	
+10pts	Drum Rifle (18", A2, Rending)
+15pts	Plasma Rifle (24", A1, AP(4))
+25pts	Sniper Rifle (30", A1, AP(1), Sniper)
<i>Replace one Rifle:</i>	
+15pts	Flamer (12", A1, Blast(3), Reliable)
+15pts	Grenade Launcher (24", A1, Blast(3))
+20pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
<i>Replace one Rifle and CCW:</i>	
+45pts	Weapon Team (Mortar (30", A1, Blast(3), Indirect), Crew (A2), Tough(3))
+50pts	Weapon Team (Heavy Machinegun (30", A3, AP(1)), Crew (A2), Tough(3))
+60pts	Weapon Team (Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On), Crew (A2), Tough(3))
+70pts	Weapon Team (Laser Cannon (36", A1, AP(3), Deadly(3)), Crew (A2), Tough(3))
+70pts	Weapon Team (Autocannon (36", A3, AP(2)), Crew (A2), Tough(3))
<i>Upgrade all models with one:</i>	
+5pts	Heavy Armor (Defense(1))
+10pts	Camo Gear (Stealth)
+10pts	Recon Kit (Scout)
+15pts	Demo Charges (A1, AP(4), Limited)

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Storm Troopers [5] - 120 pts	
Quality 4+	Defense 4+
5x CCW (A1)	
5x Heavy Rifle (24", A1, AP(1))	
Ambush, Strider	
Upgrade two models with one:	
+5pts	Field Radio
+15pts	Company Standard
+30pts	Medical Training
Replace up to two Heavy Rifles:	
+10pts	Plasma Rifle (24", A1, AP(4))
+10pts	Drum Rifle (18", A2, Rending)
+20pts	Sniper Rifle (30", A1, AP(1), Sniper)
Replace one Heavy Rifle:	
+10pts	Flamer (12", A1, Blast(3), Reliable)
+10pts	Grenade Launcher (24", A1, Blast(3))
+15pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+35pts	Storm Machinegun (24", A4, AP(1))
Replace one Heavy Rifle and CCW:	
free	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2)
Replace Sgt. Heavy Pistol:	
+5pts	Drum Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
Replace Sgt. Hand Weapon:	
+10pts	Energy Sword (A2, AP(1), Rending)
+15pts	Energy Axe (A2, AP(4))

Sappers [3] - 80 pts	
Quality 5+	Defense 5+
3x CCW (A1)	
3x Grenade Launcher (24", A1, Blast(3))	
Relentless	
Replace any Grenade Launcher:	
free	Drum Rifle (18", A2, Rending)
+5pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+5pts	Flamer (12", A1, Blast(3), Reliable)
+15pts	Rapid Plasma Rifle (24", A2, AP(4))
+15pts	Rapid Laser Rifle (30", A2, AP(3))

Snipers [3] - 120 pts	
Quality 5+	Defense 5+
3x CCW (A1)	
3x Sniper Rifle (30", A1, AP(1), Sniper)	
Scout, Stealth	

OGRE Robots [3] - 165 pts	
Quality 4+	Defense 4+
3x Heavy CCW (A1, AP(1))	
3x OGRE Gatling Gun (12", A3, AP(1))	
Furious, Robot, Tough(3)	
Replace all OGRE Gatling Guns and Heavy CCWs:	
+5pts	Light Grenade Launcher (18", A1, Blast(3)), Combat Shield (Shield Wall), Bash (A1)
Replace all Light Grenade Launchers:	
+20pts	Shock Baton (A3, Rending)
+35pts	Combat Axe (A3, AP(2))

Combat Bikers [5] - 90 pts	
Quality 5+	Defense 5+
5x Heavy Lance (A1, AP(2))	
5x Pistol (12", A1)	
Fast, Impact(1)	
Replace all Heavy Lances:	
+5pts	Hunting Lance (A1, AP(1), Lance)
Replace one Hunting Lance:	
+5pts	Anti-Tank Lance (A1, AP(2), Deadly(3))
+5pts	Energy Sword (A2, AP(1), Rending)
Replace one Pistol:	
+10pts	Plasma Rifle (24", A1, AP(4))
+10pts	Laser Rifle (30", A1, AP(3))
+10pts	Grenade Launcher (24", A1, Blast(3))
+15pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+15pts	Drum Rifle (18", A2, Rending)
+20pts	Flamer (12", A1, Blast(3), Reliable)

Light APC [1] - 200 pts	
Quality 4+	Defense 2+
Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Turret Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Fast, Impact(3), Tough(6), Transport(11)	
Upgrade with:	
+10pts	Hunter Missiles (24", A1, AP(2), Deadly(3), Limited, Lock-On)
Replace Turret Heavy Flamer:	
+10pts	Heavy Machinegun (30", A3, AP(1))
+35pts	Laser Machinegun (30", A3, AP(3))
Replace Heavy Flamer:	
+10pts	Heavy Machinegun (30", A3, AP(1))
Upgrade with:	
+25pts	Pintle-Machinegun (30", A2, AP(1))
Upgrade with any:	
+5pts	Dozer Blade (Strider)
+25pts	Camouflage Netting (Stealth)

Armored Truck [1] - 185 pts	
Quality 4+	Defense 2+
Light Gatling Gun (18", A4)	
Twin Storm Machinegun (24", A4, AP(1))	
Fast, Impact(3), Strider, Tough(6)	
Replace Twin Storm Machinegun:	
+30pts	Twin Light Autocannon (36", A4, AP(2))
Replace Light Gatling Gun:	
+5pts	Pintle-Machinegun (30", A2, AP(1))
+15pts	Light Battle Cannon (24", A1, AP(2), Blast(3))
+35pts	Taurus Missiles (24", A3, AP(2), Lock-On)
Upgrade with:	
+20pts	Cargo Space (Transport(6))

Attack Vehicle [1] - 240 pts	
Quality 4+	Defense 2+
Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Acid Cannon (18", A6, Poison)	
Fast, Impact(3), Tough(9)	
Upgrade with:	
+10pts	Hunter Missiles (24", A1, AP(2), Deadly(3), Limited, Lock-On)
Upgrade with any:	
+10pts	Dozer Blade (Strider)
+45pts	Camouflage Netting (Stealth)
Replace Acid Cannon:	
+40pts	Twin Flamer Cannon (18", A2, AP(1), Blast(3), Reliable)
+45pts	Fusion Cannon (24", A1, AP(4), Deadly(6))
Replace Heavy Flamer:	
+10pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+10pts	Heavy Machinegun (30", A3, AP(1))

Support Vehicle [1] - 270 pts	
Quality 4+	Defense 2+
Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)	
Shard Mortar (24", A3, Blast(3), Indirect, Rending)	
Entrenched, Impact(3), Tough(6)	
Upgrade with any:	
+5pts	Dozer Blade (Strider)
+25pts	Camouflage Netting (Stealth)
Replace Shard Mortar:	
+15pts	Eagle Rockets (30", A2, AP(2), Blast(3), Indirect)
+25pts	AA-Cannon (30", A6, AP(3), Lock-On)
+40pts	Ballistic Missile (36", A1, AP(4), Blast(12), Indirect, Limited, Reliable)
+70pts	Artillery Cannon (36", A3, AP(1), Blast(3), Indirect)
Replace Heavy Flamer:	
+10pts	Heavy Machinegun (30", A3, AP(1))

Battle Tank [1] - 365 pts	
Quality 4+	Defense 2+
Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
Nova Cannon (36", A1, AP(1), Blast(6))	
Fast, Impact(6), Tough(12)	
Upgrade with:	
+10pts	Hunter Missiles (24", A1, AP(2), Deadly(3), Limited, Lock-On)
Upgrade with any:	
+10pts	Dozer Blade (Strider)
+60pts	Camouflage Netting (Stealth)
Replace Twin Heavy Flamer:	
+20pts	Twin Heavy Fusion Rifle (18", A2, AP(4), Deadly(3))
+20pts	Twin Heavy Machinegun (30", A6, AP(1))
Upgrade with any:	
+60pts	Twin Plasma Cannon (30", A2, AP(4), Blast(3))
Upgrade with one:	
+30pts	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)
+40pts	Heavy Machinegun (30", A3, AP(1))
+60pts	Laser Cannon (36", A1, AP(3), Deadly(3))
Upgrade with:	
+45pts	Commander (Double Time)
Replace Nova Cannon:	
+10pts	Punisher Gatling Cannon (24", A6, Rending)
+25pts	Anti-Tank Cannon (30", A1, AP(3), Deadly(6))
+25pts	Battle Cannon (30", A2, AP(2), Blast(3))
+40pts	Heavy Plasma Cannon (30", A1, AP(4), Blast(6))
+50pts	Heavy Autocannon (36", A6, AP(2))
+65pts	Siege Cannon (24", A2, AP(3), Blast(3), Indirect)



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Heavy Battle Tank [1] - 465 pts	
Quality 4+	Defense 2+
Fusion Array (12", A2, AP(4), Deadly(3))	
Light Gatling Gun (18", A4)	
Twin Light Battle Cannon (30", A2, AP(2), Blast(3))	
Fast, Impact(6), Tough(15)	
Replace Twin Light Battle Cannon:	
+35pts	Oppression Cannon (36", A1, AP(4), Deadly(3)), Autocannon (36", A3, AP(2))
Replace Light Gatling Gun:	
+25pts	Pulverizer Gun (24", A1, AP(3), Blast(3))
Replace Fusion Array:	
+25pts	Heavy Machinegun Array (30", A6, AP(1))
Upgrade with one:	
+40pts	Heavy Machinegun (30", A3, AP(1))

Light Walker [1] - 165 pts	
Quality 4+	Defense 2+
Stomp (A2, AP(1))	
Rapid Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)	
Fear(1), Tough(6)	
Replace Rapid Heavy Flamer:	
+20pts	Rapid Heavy Machinegun (30", A6, AP(1))
+45pts	Rapid Missile Launcher (30", A2, AP(2), Deadly(3), Lock-On)
+55pts	Rapid Laser Cannon (36", A2, AP(3), Deadly(3))
+55pts	Rapid Autocannon (36", A6, AP(2))
+60pts	Rapid Plasma Cannon (30", A2, AP(4), Blast(3))
+65pts	Rapid Laser Machinegun (30", A6, AP(3))
Upgrade with one:	
+10pts	Forward Observer (Scout)
+25pts	Camouflage Netting (Stealth)
Upgrade with one:	
+5pts	Cluster Missiles (24", A1, Blast(3), Limited)
+5pts	Rocket Salvo (18", A3, AP(1), Limited)
+10pts	AA-Warheads (24", A2, AP(2), Limited, Lock-On)

Combat Walker [1] - 300 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1))	
Gatling Gun (18", A6)	
Combat Shield (Protected)	
Fear(2), Furious, Tough(12)	
Replace Gatling Gun:	
+10pts	Rapid Grenade Launcher (24", A2, Blast(3))
+20pts	Energy Sword (A6, AP(1), Rending)
+40pts	Energy Axe (A6, AP(4))
Replace Combat Shield:	
+20pts	Energy Sword (A6, AP(1), Rending)
+40pts	Energy Axe (A6, AP(4))
Upgrade with one:	
+20pts	Flamer (12", A1, Blast(3), Reliable)
+25pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+40pts	Heavy Machinegun (30", A3, AP(1))

Tactical Walker [1] - 345 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1))	
Walker Heavy Flamer (12", A4, AP(1), Blast(3), Reliable)	
Fear(2), Tough(12)	
Upgrade with one:	
+5pts	Cluster Missiles (24", A1, Blast(3), Limited)
+5pts	Rocket Salvo (18", A3, AP(1), Limited)
+10pts	AA-Warheads (24", A2, AP(2), Limited, Lock-On)
Replace Walker Heavy Flamer:	
+35pts	Walker Heavy Machinegun (30", A12, AP(1))
+90pts	Walker Missile Launcher (30", A4, AP(2), Deadly(3), Lock-On)
+115pts	Walker Laser Cannon (36", A4, AP(3), Deadly(3))
+115pts	Walker Autocannon (36", A12, AP(2))
+125pts	Walker Plasma Cannon (30", A4, AP(4), Blast(3))
+130pts	Walker Laser Machinegun (30", A12, AP(3))

Field Artillery [1] - 190 pts	
Quality 4+	Defense 2+
Rocket Battery (24", A2, AP(1), Blast(3), Indirect)	
Artillery Crew (A3)	
Entrenched, Slow, Tough(6)	
Replace Rocket Battery:	
-5pts	Light Shard Mortar (18", A3, Blast(3), Indirect, Rending)
+5pts	Field Cannon (30", A2, AP(2), Blast(3))
+15pts	Light AA-Cannon (30", A6, AP(1), Lock-On)
+20pts	Heavy Laser Cannon (36", A1, AP(3), Deadly(6))

Light Gunship [1] - 260 pts	
Quality 4+	Defense 2+
Twin Rocket Pod (24", A2, Blast(3))	
Laser Cannon (36", A1, AP(3), Deadly(3))	
Aircraft, Tough(6), Transport(11)	
Replace Laser Cannon:	
+5pts	Laser Machinegun (30", A3, AP(3))
Replace Twin Rocket Pods:	
+80pts	Strike Missiles (36", A1, AP(3), Deadly(6), Lock-On)
Upgrade with:	
+40pts	Door Gunner (30", A3, AP(1))

Heavy Gunship [1] - 385 pts	
Quality 4+	Defense 2+
Fury Missiles (36", A2, Blast(3))	
Twin Laser Cannon (36", A2, AP(3), Deadly(3))	
Aircraft, Tough(9), Transport(6)	
Upgrade with:	
+40pts	Door Gunner (30", A3, AP(1))
Replace Fury Missiles:	
+65pts	Twin Laser Cannon (36", A2, AP(3), Deadly(3))

Tactical Titan [1] - 550 pts	
Quality 4+	Defense 2+
Stomp (A6, AP(2))	
Walker Heavy Flamer (12", A4, AP(1), Blast(3), Reliable)	
Cluster Missiles Array (24", A2, Blast(3))	
Fear(4), Tough(18)	
Replace Walker Heavy Flamer:	
+35pts	Walker Heavy Machinegun (30", A12, AP(1))
+90pts	Walker Missile Launcher (30", A4, AP(2), Deadly(3), Lock-On)
+115pts	Walker Laser Cannon (36", A4, AP(3), Deadly(3))
+115pts	Walker Autocannon (36", A12, AP(2))
+125pts	Walker Plasma Cannon (30", A4, AP(4), Blast(3))
+130pts	Walker Laser Machinegun (30", A12, AP(3))
Replace Cluster Missiles Array:	
+10pts	Rocket Salvo Array (18", A6, AP(1))
+30pts	AA-Warheads Array (24", A4, AP(2), Lock-On)

Super Heavy Battle Tank [1] - 900 pts	
Quality 4+	Defense 2+
Hell Cannon (24", A4, AP(1), Blast(3), Lock-On)	
Siege Mortar (24", A2, AP(3), Blast(3), Indirect)	
Twin Heavy Machinegun (30", A6, AP(1))	
Fast, Impact(12), Tough(24)	
Replace Hell Cannon and Siege Mortar:	
+20pts	Lord Gatling Cannon (30", A18, AP(1), Lock-On)
+35pts	Doom Cannon (30", A6, AP(3), Deadly(3))
+35pts	Hammer Cannon (30", A6, AP(1), Blast(3), Indirect)
+40pts	Sword Cannon (36", A3, AP(3), Blast(6))
+45pts	Storm Cannon (30", A2, AP(4), Blast(6), Indirect)
+75pts	Shadow Cannon (36", A3, AP(4), Deadly(6))
+95pts	Autocannon (36", A3, AP(2)), Bane Cannon (30", A4, AP(2), Blast(3)), Siege Mortar (24", A2, AP(3), Blast(3), Indirect)
Upgrade with one:	
+30pts	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)
+40pts	Heavy Machinegun (30", A3, AP(1))
Upgrade with one:	
+255pts	Sponson-Array (Heavy Flamer (12", A1, AP(1), Blast(3), Reliable), Tough(6), Laser Cannon (36", A1, AP(3), Deadly(3)))
+260pts	Sponson-Array (Tough(6), Heavy Machinegun (30", A3, AP(1)), Laser Cannon (36", A1, AP(3), Deadly(3)))
Upgrade with:	
+65pts	Transport(21)

# GF - HUMAN DEFENSE FORCE V3.4.1 - NARRATIVE HEROES

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Colonel Rixxon [1]	4+	5+	Master Pistol (12", A2), Energy Sword (A2, AP(1), Rending)	Hero, Intimidating Presence, Tough(3), Unique	70pts

## SPECIAL RULES

**AP(X):** Targets get -X to Defense rolls when blocking hits.

**Hero:** Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

**Intimidating Presence:** Once per this unit's activation, before attacking, pick one enemy unit within 12", which gets -2 to its next morale test roll.

**Rending:** Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

**Tough(X):** This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

**Unique:** This unit may only be taken once per army.

## HUMAN DEFENSE FORCE ARMY SPELLS

**Foresight (1):** Target friendly unit within 12" gets +1 to hit rolls next time it shoots.

**Flame Breath (1):** Target enemy unit within 12" takes 2 hits with AP(2).

**Protective Dome (2):** Target 3 friendly units within 12" get Stealth next time they are shot at.

**Expel (2):** Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(3).

**Psychic Speed (3):** Target 2 friendly units within 12" move +3" next time they Advance, or +6" next time they Rush/Charge.

**Tempest (3):** Target enemy unit within 18" takes 1 hit with Blast(12).