

OPR Table Premade HDF • 1000pts

Human Defense Force 3.2.0

Company Leader [1] - 90pts

Joined to Infantry Squad

Quality 4+Defense 5+Tough 3

Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
CCW	-	A1	-	-
Master Rifle	24"	A2	-	-
Upgrade		SPE		
Forward Observer		Take Aim		

Infantry Squad [10] - 150pts

Quality 5+Defense 5+

Medical Training

Weapon	RNG	ATK	AP	SPE
10x CCWs	-	A1	-	-
10x Rifles	24"	A1	-	-

Company Leader [1] - 95pts

Joined to Veteran Squad

Quality 4+Defense 5+Tough 3

Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
Master Pistol	12"	A2	-	-
CCW	-	A2	-	-
Upgrade		SPE		
Munitioner		Focus Fire		

Veteran Squad [5] - 115pts

Quality 4+Defense 5+

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
2x Rifles	24"	A1	-	-
2x Plasma Rifles	24"	A1	4	-
Grenade Launcher	24"	A1	-	Blast(3)

Light Walker [1] - 160pts

Quality 4+Defense 2+Tough 6

Fear(1), Tough(6)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A2	1	-
Rapid Heavy Flamethrower	12"	A2	1	Blast(3), Reliable

Field Artillery [1] - 190pts

Quality 4+Defense 2+Tough 6

Entrenched, Slow, Tough(6)

Weapon	RNG	ATK	AP	SPE
Artillery Crew	-	A3	-	-
Rocket Battery	24"	A3	-	Blast(3), Indirect

Field Artillery [1] - 200pts

Quality 4+Defense 2+Tough 6

Entrenched, Slow, Tough(6)

Weapon	RNG	ATK	AP	SPE
Artillery Crew	-	A3	-	-
Heavy Laser Cannon	36"	A1	3	Deadly(6)

Special Rules

- AP:

Targets get -X to Defense rolls when blocking hits.
- Blast:

Each attack ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.
- Deadly:

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 target is killed.
- Defense:

Gets +X to Defense rolls.
- 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.
- Fear:

Counts as having dealt +X wounds when checking who won melee.
- Focus Fire:

Once per activation, before attacking, pick one friendly unit within 12", which gets AP(+1) next time it shoots.
- 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.
- Indirect:

May target enemies that are not in line of sight, and ignores cover from sight obstructions, but gets -1 to hit rolls when shooting after moving.
- Medical Training:

This model and its unit get Regeneration.
- Regeneration:

When taking a wound, roll one die. On a 5+ it is ignored.
- Reliable:

Attacks at Quality 2+.
- Slow:

Moves -2" when using Advance, and -4" when using Rush/Charge.
- Stealth:

Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.
- Take Aim:

Once per activation, before attacking, pick one friendly unit within 12", which gets +1 to hit next time it shoots.
- Tough:

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).