

Human Defense Force - Competitive Redesign • 3000pts

Master Telepath [1] - 95pts

Joined to Conscripts

Quality 5+Defense 5+Tough 3

Caster(3), Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
Pistol	12"	A1	-	-
CCW	-	A1	-	-

Conscripts [20] - 130pts

Quality 6+Defense 5+

Weapon	RNG	ATK	AP	SPE
20x Light Rifles	18"	A1	-	-
20x CCWs	-	A1	-	-

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Quality 6+Defense 5+

Weapon	RNG	ATK	AP	SPE
20x Light Rifles	18"	A1	-	-
20x CCWs	-	A1	-	-

Company Leader [1] - 90pts

Joined to Conscripts

Quality 4+Defense 5+Tough 3

Hero, Tough(3), Take Aim, Company Standard

Weapon	RNG	ATK	AP	SPE
CCW	-	A1	-	-
Pistol	12"	A1	-	-

Conscripts [20] - 130pts

Quality 6+Defense 5+

Weapon	RNG	ATK	AP	SPE
20x Light Rifles	18"	A1	-	-
20x CCWs	-	A1	-	-

Company Leader [1] - 60pts

Joined to Conscripts

Quality 4+Defense 5+Tough 3

Hero, Tough(3), Field Doctor

Weapon	RNG	ATK	AP	SPE
CCW	-	A1	-	-
Pistol	12"	A1	-	-

Conscripts [20] - 130pts

Quality 6+Defense 5+

Weapon	RNG	ATK	AP	SPE
20x Light Rifles	18"	A1	-	-
20x CCWs	-	A1	-	-

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2x Storm Troopers [5] - 115pts

Quality 4+Defense 4+

Ambush, Strider, Fearless

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
Sgt. Pistol	12"	A1	-	-
4x Shotguns	12"	A2	1	-

Company Leader [1] - 55pts

Joined to OGRE Squad

Quality 4+Defense 5+Tough 3

Hero, Tough(3), Battle Drills

Weapon	RNG	ATK	AP	SPE
Pistol	12"	A1	-	-
Energy Sword	-	A2	1	Rendering

OGRE Squad [3] - 195pts

Quality 4+Defense 4+Tough 3

Fearless, Furious, Tough(3), 1x Shield Wall

Weapon	RNG	ATK	AP	SPE
3x Bashes	-	A1	-	-
3x Heavy Batons	-	A3	2	-

Company Leader [1] - 45pts

Joined to OGRE Squad

Quality 4+Defense 5+Tough 3

Hero, Tough(3), Battle Drills

Weapon	RNG	ATK	AP	SPE
CCW	-	A1	-	-
Pistol	12"	A1	-	-

OGRE Squad [3] - 195pts

Quality 4+

Defense 4+

Tough 3

Fearless, Furious, Tough(3), 1x Shield Wall

Weapon	RNG	ATK	AP	SPE
3x Bashes	-	A1	-	-
3x Heavy Batons	-	A3	2	-

Armored Truck [1] - 165pts

Quality 4+

Defense 3+

Tough 6

Fast, Impact(3), Tough(6)

Weapon	RNG	ATK	AP	SPE
Twin Volley Gun	24"	A4	1	-
Storm Rifle	24"	A3	1	-

Super Heavy Battle Tank [1] - 865pts

Quality 4+

Defense 2+

Tough 24

Impact(12), Slow, Tough(24)

Weapon	RNG	ATK	AP	SPE
Twin Heavy Machinegun	30"	A6	1	-
Twin Lord Cannon	24"	A18	1	Lock-On
2x Storm Rifles	24"	A3	1	-

2x Light Gunship [1] - 195pts

Quality 4+

Defense 3+

Tough 6

Aircraft, Tough(6), Transport(11)

Weapon	RNG	ATK	AP	SPE
Twin Rocket Pod	18"	A2	-	Blast(3)
Rocket Launcher	18"	A1	2	Deadly(3)

Special Rules

AP: 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: 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: 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: 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: Gets +X to Defense rolls.

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

Fearless: Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

Field Doctor: Once per this unit's activation, pick one friendly unit within 12", which gets Regeneration next time it takes wounds.

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).

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.

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

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

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

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

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

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

Strider: May ignore the effects of difficult terrain when moving.

Take Aim: Once per this unit's 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).

Transport: May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Transports may deploy with units inside, and units may enter/exit by using any move action, but must stay fully within 6" of it when exiting. When a transport is destroyed, units inside must take a dangerous terrain test, are Shaken, and must be placed fully within 6" of the transport before removing it.

Human Defense Force - Competitive Redesign 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 2 enemy units within 18" get -1 to hit rolls next time they shoot.

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

Empower Ammo (3): Target 2 friendly units within 12" get AP(+2) next time they shoot when using a Hold action.

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