

3k HDF Rebal - Major Payne • 3000pts

Maj Payne [1] - 100pts

Company Leader

Quality 4+

Defense 5+

Tough 3

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

Weapon	RNG	ATK	AP	SPE
Master Rifle	24"	A2	-	-
CCW	-	A1	-	-

Velbin Assamo [1] - 95pts

Master Telepath

Quality 5+

Defense 5+

Tough 3

Caster(3), Hero, Tough(3)

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

Capt Gegrin [1] - 90pts

Company Leader

Joined to Conscript Sqd 1

Quality 4+

Defense 5+

Tough 3

Hero, Tough(3), Company Standard, Field Doctor

Weapon	RNG	ATK	AP	SPE
CCW	-	A1	-	-
Master Carbine	18"	A3	-	-

Conscript Sqd 1 [20] - 130pts

Conscripts

Quality 6+

Defense 5+

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

Lysira the Mad [1] - 95pts

Master Telepath

Joined to Conscript Sqd 2

Quality 5+

Defense 5+

Tough 3

Caster(3), Hero, Tough(3)

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

Conscript Sqd 2 [20] - 130pts

Conscripts

Quality 6+

Defense 5+

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

Conscript Sqd 3 [10] - 65pts

Conscripts

Quality 6+

Defense 5+

Weapon	RNG	ATK	AP	SPE
10x Light Rifles	18"	A1	-	-
10x CCWs	-	A1	-	-

Storm Troopers [5] - 135pts

Quality 4+

Defense 4+

Ambush

Weapon	RNG	ATK	AP	SPE
4x Heavy Rifles	24"	A1	1	-
4x CCWs	-	A1	-	-
Light Sniper Rifle	24"	A1	1	Sniper
Sgt. Hand Weapon	-	A2	-	-

Human Defense Force - Competitive Redesign 0.1

Sniper Squad [3] - 115pts

Quality 5+

Defense 6+

Scout, Stealth

Weapon	RNG	ATK	AP	SPE
3x Sniper Rifles	30"	A1	1	Sniper
3x CCWs	-	A1	-	-

Commissar Gottlieb [1] - 95pts

Company Leader

Joined to OGRE Squad 1

Quality 4+

Defense 4+

Tough 3

Hero, Tough(3), Battle Drills, Field Doctor, Defense(1)\*

Weapon	RNG	ATK	AP	SPE
Pistol	12"	A1	-	-
Light Energy Fist	-	A2	3	-

OGRE Squad 1 [3] - 195pts

OGRE Squad

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	-

Commissar Blenwell [1] - 95pts

Company Leader

Joined to OGRE Squad 2

Quality 4+

Defense 4+

Tough 3

Hero, Tough(3), Battle Drills, Field Doctor, Defense(1)\*

Weapon	RNG	ATK	AP	SPE
Pistol	12"	A1	-	-
Light Energy Fist	-	A2	3	-

OGRE Squad 2 [3] - 195pts

OGRE Squad

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	-

APC 1 [1] - 190pts

Light APC

Quality 4+

Defense 3+

Tough 6

Fast, Impact(3), Tough(6), Transport(11)

Weapon	RNG	ATK	AP	SPE
Heavy Flamer	12"	A1	1	Blast(3), Reliable
Heavy Machinegun	30"	A3	1	-

APC 2 [1] - 180pts

Light APC

Quality 4+

Defense 3+

Tough 6

Fast, Impact(3), Tough(6), Transport(11)

Weapon	RNG	ATK	AP	SPE
2x Heavy Flamers	12"	A1	1	Blast(3), Reliable

Battle Tank 1 [1] - 410pts

Battle Tank

Quality 4+

Defense 2+

Tough 12

Impact(6), Slow, Tough(12), Double Time, Strider

Weapon	RNG	ATK	AP	SPE
Anti-Tank Cannon	24"	A1	3	Deadly(6)
Twin Shred Cannon	24"	A6	-	Rending

Battle Tank 2 [1] - 420pts

Battle Tank

Quality 4+

Defense 2+

Tough 12

Impact(6), Slow, Tough(12), Double Time, Strider

Weapon	RNG	ATK	AP	SPE
Battle Cannon	30"	A2	2	Blast(3)
Twin Heavy Fusion Rifle	18"	A2	4	Deadly(3)

Support Vehicle [1] - 265pts

Quality 4+

Defense 4+

Tough 6

Entrenched, Impact(3), Slow, Tough(6)

Weapon	RNG	ATK	AP	SPE
Heavy Flamer	12"	A1	1	Blast(3), Reliable
Artillery Cannon	30"	A3	1	Blast(3), Indirect

## Special Rules

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

**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.

**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.

**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

**Impact:** 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.

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

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

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

**Scout:** May be set aside before deployment. After all other units are deployed, must be deployed and may then be placed anywhere within 12" of their position. Players alternate in placing Scout units, starting with the player that activates next.

**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.

**Sniper:** Shoots at Quality 2+, and each model with Sniper may pick any model in the target unit as its individual target, which is resolved as if it was a unit of 1. Sniper shooting must be resolved before other weapons.

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

**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).

have been killed.