

Heskro's platoon • 3000pts

Company Leader [1] - 75pts

Joined to Recruits

Quality 4+Defense 5+Tough 3

Hero, Tough(3), Hold the Line

| Weapon | RNG | ATK | AP | SPE |
|----------------------|---------------|-----|----|-----|
| CCW | - | A2 | - | - |
| Master Plasma Pistol | 12" | A2 | 4 | - |
| Upgrade | SPE | | | |
| Enforcer | Hold the Line | | | |

Recruits [20] - 140pts

Quality 6+Defense 5+

| Weapon | RNG | ATK | AP | SPE |
|------------|-----|-----|----|-----|
| 20x Rifles | 24" | A1 | - | - |
| 20x CCWs | - | A1 | - | - |

Company Leader [1] - 75pts

Joined to Recruits

Quality 4+Defense 5+Tough 3

Hero, Tough(3), Hold the Line

| Weapon | RNG | ATK | AP | SPE |
|----------------------|---------------|-----|----|-----|
| CCW | - | A2 | - | - |
| Master Plasma Pistol | 12" | A2 | 4 | - |
| Upgrade | SPE | | | |
| Enforcer | Hold the Line | | | |

Recruits [20] - 140pts

Quality 6+Defense 5+

| Weapon | RNG | ATK | AP | SPE |
|------------|-----|-----|----|-----|
| 20x Rifles | 24" | A1 | - | - |
| 20x CCWs | - | A1 | - | - |

Storm Leader [1] - 100pts

Joined to Infantry Squad

Quality 4+Defense 4+Tough 3

Ambush, Hero, Strider, Tough(3), Caster(2)

| Weapon | RNG | ATK | AP | SPE |
|---------------------|-----------|-----|----|---------|
| Master Heavy Pistol | 12" | A2 | 1 | - |
| Energy Sword | - | A2 | 1 | Rending |
| Upgrade | SPE | | | |
| Psy-Hacker | Caster(2) | | | |

Infantry Squad [20] - 300pts

Quality 5+Defense 5+

2x Field Radio, 1x Medical Training

| Weapon | RNG | ATK | AP | SPE |
|------------|-----|-----|----|--------------------|
| 18x Rifles | 24" | A1 | - | - |
| 20x CCWs | - | A1 | - | - |
| 2x Flamers | 12" | A1 | - | Blast(3), Reliable |

Company Leader [1] - 85pts

Joined to Infantry Squad

Quality 4+Defense 5+Tough 3

Hero, Tough(3), Caster(2)

| Weapon | RNG | ATK | AP | SPE |
|---------------|-----------|-----|----|---------|
| Master Pistol | 12" | A2 | - | - |
| Energy Sword | - | A2 | 1 | Rending |
| Upgrade | SPE | | | |
| Psy-Hacker | Caster(2) | | | |

Human Defense Force 3.4.1

Infantry Squad [20] - 300pts

Quality 5+Defense 5+

2x Field Radio, 1x Medical Training

| Weapon | RNG | ATK | AP | SPE |
|------------|-----|-----|----|--------------------|
| 18x Rifles | 24" | A1 | - | - |
| 20x CCWs | - | A1 | - | - |
| 2x Flamers | 12" | A1 | - | Blast(3), Reliable |

Company Leader [1] - 80pts

Joined to Veterans

Quality 4+Defense 5+Tough 3

Hero, Tough(3), Take Aim

| Weapon | RNG | ATK | AP | SPE |
|------------------|----------|-----|----|-----|
| Master Pistol | 12" | A2 | - | - |
| CCW | - | A2 | - | - |
| Upgrade | SPE | | | |
| Forward Observer | Take Aim | | | |

Veterans [5] - 130pts

Quality 4+Defense 4+Tough 3

Defense(1)*, Tough(3)

| Weapon | RNG | ATK | AP | SPE |
|----------------|-------------|-----|----|--------------------|
| 4x Rifles | 24" | A1 | - | - |
| 4x CCWs | - | A1 | - | - |
| Mortar | 30" | A1 | - | Blast(3), Indirect |
| Crew | - | A2 | - | - |
| Upgrade | SPE | | | |
| Heavy Armor | Defense(1)* | | | |
| 1x Weapon Team | Tough(3) | | | |

*Defense bonus from items are already included in the Def stat.

Snipers [3] - 120pts

Quality 5+

Defense 5+

Scout, Stealth

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

2x Attack Vehicle [1] - 240pts

Quality 4+

Defense 2+

Tough 9

Fast, Impact(3), Tough(9)

| Weapon | RNG | ATK | AP | SPE |
|--------------|-----|-----|----|--------------------|
| Acid Cannon | 18" | A6 | - | Poison |
| Heavy Flamer | 12" | A1 | 1 | Blast(3), Reliable |

Support Vehicle [1] - 285pts

Quality 4+

Defense 2+

Tough 6

Entrenched, Impact(3), Tough(6)

| Weapon | RNG | ATK | AP | SPE |
|--------------|-----|-----|----|--------------------|
| Heavy Flamer | 12" | A1 | 1 | Blast(3), Reliable |
| Eagle Rocket | 30" | A2 | 2 | Blast(3), Indirect |

2x Combat Walker [1] - 345pts

Quality 4+

Defense 2+

Tough 12

Fear(2), Furious, Tough(12), Protected

| Weapon | RNG | ATK | AP | SPE |
|---------------|-----|-----|----|-----------|
| Stomp | - | A4 | 1 | - |
| Fusion Rifle | 12" | A1 | 4 | Deadly(3) |
| Energy Sword | - | A6 | 1 | Rending |
| Upgrade | | | | SPE |
| Combat Shield | | | | Protected |

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.

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.

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.

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: 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).

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: 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.

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).

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.

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).

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).

