

Human Defense Force • 735pts

Human Defense Force 3.4.1

Unit	Stats	Loadout	Special Rules
Infantry Squad [10] - 215pts	Qua 5+ Def 5+	7x Rifles (24", A1) 9x CCWs (A1) 2x Laser Rifle (30", A1, AP(3)) 1x Autocannon (36", A3, AP(2)) 1x Crew (A2)	Medical Training, 1x Weapon Team(Tough(3))
Company Leader [1] - 80pts Joined to Veterans	Qua 4+ Def 5+	1x Master Pistol (12", A2) 1x CCW (A2)	Hero, Tough(3), 1x Forward Observer(Take Aim)
Veterans [5] - 180pts	Qua 4+ Def 5+	2x Rifles (24", A1) 5x CCWs (A1) 2x Sniper Rifle (30", A1, AP(1), Sniper) 1x Grenade Launcher (24", A1, Blast(3))	Medical Training, Heavy Armor(Defense(1))
Light APC [1] - 260pts	Qua 4+ Def 2+	1x Laser Machinegun (30", A3, AP(3)) 1x Heavy Machinegun (30", A3, AP(1)) 1x Hunter Missile (24", A1, AP(2), Deadly(3), Lock-On, Limited)	Fast, Impact(3), Tough(6), Transport(11), 1x Dozer Blade(Strider)

Special Rules

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

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