

# GF – Robot Legions v2.7



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**Thank you for playing!**

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## Background Story

Robot Legions are an extremely dangerous faction of androids and other destructive machines that have developed sentience and are now out to destroy all biological life forms. They are cruel and relentless in their quest, stopping at nothing.

Their warriors are heavily armed and extremely tough to destroy, being able to rise back even after being torn apart. Due to their heavy frames and complex constructions they are unable to move quickly, but that doesn't hinder them too much.

Originally designed as helper robots by the elves, when these androids started to become sentient their creators tried to shut them down. The robots then rebelled and killed their masters, driving them off their planets.

Since then the Robot Legions have been brutally hunting down all biological life forms in the Sirius sector mercilessly...

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Annihilator Overseer [1]	3+	2+	Staff-Shot (12", A3, AP(1)), Staff (A3)	Ambush, Fearless, Hero, Regeneration, Strider, Tough(6)	A	260pts
Overseer [1]	3+	2+	Staff-Shot (12", A3, AP(1)), Staff (A3)	Hero, Fearless, Regeneration, Slow, Tough(3)	A	125pts
Technomancer [1]	3+	3+	Staff-Shot (12", A3, AP(1)), Staff (A3)	Hero, Fearless, Regeneration, Slow, Tough(3)	B	105pts
Nanobot Wraith-Shard [1]	2+	2+	Spirit Attack (A8, AP(2), Rending)	Ambush, Fear, Flying, Hero, Psychic(1), Regeneration, Tough(12)	C	620pts
Warriors [5]	3+	3+	Gauss Rifles (24", A1, Rending), CCWs (A1)	Fearless, Regeneration, Slow	D	160pts
Guardians [5]	3+	2+	Rod-Shots (12", A2, AP(1)), Rods (A2)	Fearless, Regeneration, Slow	E	200pts
Eternals [5]	3+	2+	Gauss Rifles (24", A1, Rending), CCWs (A1)	Fearless, Regeneration, Slow	F	190pts
Flesh-Eaters [5]	3+	3+	Metal Claws (A3, AP(1), Rending)	Fearless, Regeneration, Slow	G	180pts
Snipers [5]	3+	2+	Sniper Carbines (24", A1, AP(1), Sniper), CCWs (A1)	Ambush, Fearless, Regeneration, Slow	H	260pts
Bot Swarms [3]	6+	6+	Swarm Attacks (A3, Rending)	Fearless, Regeneration, Strider, Tough(3)	-	120pts
Hover Bikes [3]	3+	3+	Twin Gauss Rifles (24", A2, Rending)	Fearless, Regeneration, Strider	I	140pts
Robot Snakes [3]	3+	2+	Metal Fangs (A3, AP(1), Rending)	Fearless, Regeneration, Strider, Tough(3)	J	395pts
Annihilators [3]	3+	2+	Gauss Cannons (24", A2, AP(1), Rending), CCWs (A3)	Ambush, Fearless, Regeneration, Strider, Tough(3)	K	450pts

## A | Upgrade with one:

Wrist-Mounted Flamer (12", A6) +10pts

Wrist-Mounted Laser Cannon (48", A1, AP(4), Deadly(6)) +95pts

### Replace Staff-Shot and Staff:

Void Sword (A6, AP(1)) +10pts

Hyper Sword (A3, AP(1), Rending) +10pts

War Scythe (A3, AP(4)) +10pts

## B | Upgrade with one:

Flame-Protocol (12", A6, AP(1)) +20pts

Dread-Protocol (18", A3, AP(2)) +20pts

Solar-Protocol (24", A1, AP(3), Deadly(3)) +20pts

### Upgrade with one:

Gloom-Protocol +10pts

Nightmare-Protocol (Fear) +20pts

Darkness-Protocol +60pts

### Upgrade with any:

Jetpack (Ambush, Flying) +15pts

Bot Master (Psychic(1)) +25pts

Regen-Protocol +65pts

## C | Upgrade Psychic(1):

Psychic(2) +20pts

Psychic(3) +40pts

## D | Replace one Gauss Rifle:

Flame Caster (12", A6) +5pts

Plasma Caster (24", A1, AP(2)) +5pts

Fusion Caster (12", A1, AP(4), Deadly(6)) +20pts

## E | Replace all Rod-Shots and Rods:

War Scythes (A2, AP(4)) +5pts

Antimatter Pistols (12", A1, AP(1)) +5pts

and Void Swords (A4, AP(1))

Hyper Swords (A2, AP(1), Rending) +10pts

and Shields (Stealth)

### Upgrade all models with:

Jetpacks (Ambush, Flying) +80pts

## F | Replace all Gauss Rifles:

Flux Rifles (24", A1, AP(1), Flux) +15pts

Heavy Gauss Rifles (24", A1, AP(1), Rending) +15pts

## G | Upgrade all models with:

Ambush +40pts

### Replace one Metal Claws:

Chainsaw Claws (A6, AP(1)) +5pts

Plasma Claws (A3, AP(3)) +5pts

Electric Claws (A3, AP(1), Deadly(3)) +5pts

## H | Upgrade all models with:

Hunter +15pts

## I | Replace any Twin Gauss Rifle:

Twin Flux Rifle (24", A2, AP(1), Flux) +5pts

Antimatter Rifle (24", A1, AP(1), Blast(3)) +5pts

## J | Upgrade any model with one:

Antimatter Pistol (12", A1, AP(1)) +5pts

Death Gaze (12", A1, Deadly(3)) +5pts

Whip Coil (A3, AP(1), Rending) +15pts

## K | Replace one Gauss Cannon:

Heavy Gauss Cannon (36", A1, AP(4), Deadly(6)) +55pts

## Special Rules

**Darkness-Protocol:** The hero and his unit get the Ambush special rule.

**Flux:** For each unmodified result of 6 you roll to hit that hit is multiplied by 4.

**Gloom-Protocol:** This model may block spells as if it had the Psychic special rule. If it is a Psychic then it gets +1 to spell block rolls.

**Hunter:** On a round in which this unit arrives from Ambush it gets AP(+3).

**Regen-Protocol:** The hero and his unit may ignore wounds from Regeneration on 4+.

## Psychic Spells

**Assault Bots (4+):** Target friendly unit within 12" gets +3" next time it moves.

**Thunderbolt Bots (4+):** Target enemy unit within 12" takes 4 automatic hits with AP(2).

**Arrow Bots (5+):** Target friendly unit within 12" gets +9" range next time it shoots.

**Fire Bots (5+):** Target 2 enemy units within 6" take 6 automatic hits with AP(1) each.

**Star Bots (6+):** Target friendly unit within 12" may be placed anywhere within 9" of its current position, ignoring units and terrain.

**Meteor Bots (6+):** Target enemy unit within 24" takes 6 automatic hits with AP(1).

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Transport Tank [1]	3+	2+	Gauss Rifle Array [24", A5, Rending]	Fast, Fearless, Impact(6), Strider, Tough(6), Transport(11)	A	275pts
Doom Tank [1]	3+	2+	Gauss Rifle Array [24", A5, Rending], Doom Cannon [48", A1, AP(4), Blast(3)]	Fast, Fearless, Impact(6), Strider, Tough(6)	A	325pts
Support Platform [1]	3+	2+	Gauss Cannon [24", A2, AP(1), Rending], Twin Flux Cannon [24", A8, AP(2), Flux]	Fearless, Slow, Strider, Tough(6)	A, B	300pts
Spider Walker [1]	3+	2+	Antimatter Cannon [24", A1, AP(2), Blast(6)], Crushing Legs [A3, AP(1)], Stomp [A2, AP(1)]	Fast, Fear, Fearless, Strider, Tough(12)	A, C	480pts
Spider Robot [1]	3+	2+	Spider Fangs [A4, AP(1)], Stomp [A1, AP(1)]	Fast, Fear, Fearless, Repair, Strider, Tough(6)	D, E	250pts
Night Transport [1]	3+	2+	Twin Flux Cannon [24", A8, AP(2), Flux]	Aircraft, Fearless, Tough(6), Transport(11)	A	325pts
Doom Fighter [1]	3+	2+	Death Beam [24", A1, AP(4), Blast(3)], Twin Flux Cannon [24", A8, AP(2), Flux]	Aircraft, Fearless, Tough(6)	A	335pts
Death Fortress [1]	3+	2+	4x Gauss Machinegun [24", A3, AP(1), Rending], Heavy Antimatter Cannon [24", A1, AP(3), Blast(6)]	Ambush, Fear, Fearless, Slow, Strider, Tough(18), Transport(21)	F	810pts
Fortress of Destruction [1]	3+	2+	4x Heavy Flux Cannon [24", A5, AP(2), Flux] Destruction Pulse [30", A1, AP(4), Deadly(6)]	Ambush, Fear, Fearless, Slow, Strider, Tough(24)	G	1100pts

## A | Upgrade with:

Repair Bots (Regeneration) +35pts

## B | Replace Gauss Cannon:

Flux Cannon [24", A4, AP(2), Flux] +30pts

## C | Replace Antimatter Cannon:

Fusion Ray [24", A2, AP(4), Deadly(6)] +25pts

Heavy Gauss Cannon +50pts  
[36", A1, AP(4), Deadly(6)]

## D | Upgrade with:

Repair Bots (Regeneration) +70pts

## E | Upgrade with up to two:

Antimatter Rifle +20pts  
[24", A1, AP(1), Blast(3)]

### Upgrade with any:

Gloom-Protocol +10pts

Bot Fabricator +100pts

## F | Upgrade with:

Repair Bots (Regeneration) +110pts

## G | Upgrade with:

Repair Bots (Regeneration) +145pts

## Special Rules

**Bot Fabricator:** When this unit is activated place 1 Bot Swarm fully within 6" of this unit.

**Flux:** For each unmodified result of 6 you roll to hit that hit is multiplied by 4.

**Gloom-Protocol:** This model may block spells as if it had the Psychic special rule.

**Repair:** Once per turn, if within 2" of a unit with Tough, roll one die. On a 4+ you may repair 1 wound from the target.