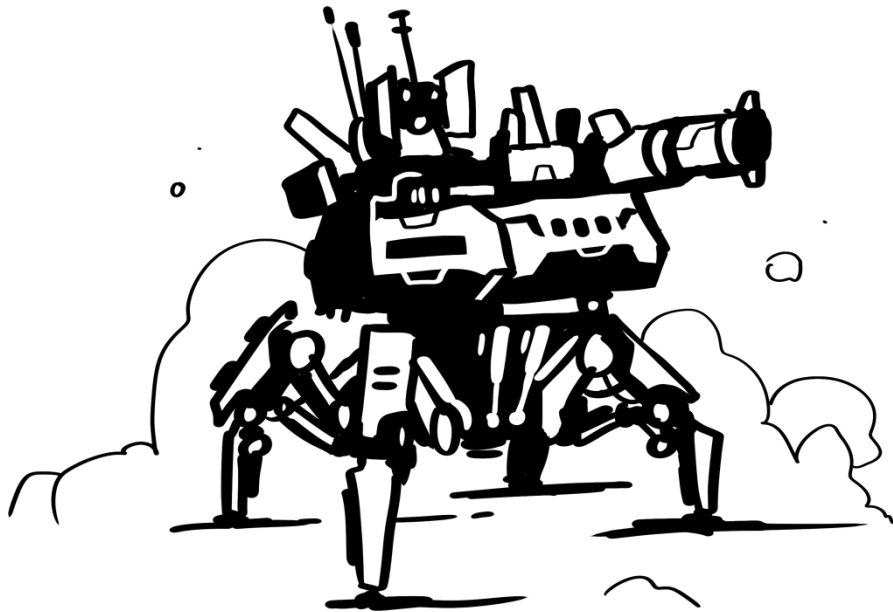


GF – Machine Cult v2.5



About OPR

OPR (onepagerules) is the home of many free games which are designed to be fast to learn and easy to play. This project was made by gamers for gamers and it can only exist thanks to the generous support of our awesome community!

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Thank you for playing!

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Background Story

The Machine Cult is a strange faction of misguided humans that treat machines as holy. Their warriors enhance their abilities by amputating their bodies and implanting machine parts into themselves. Oftentimes these machine hybrids can barely be recognized as humans because of this.

When going to war they bring an arsenal of strange weapons and ammunition such as phosphor rounds and taser batons, making for a highly specialized army that can deal with all sorts of threats. Additionally their hybrid bodies offer them greater mobility, giving them an edge in rough terrain.

The Machine Cult started innocuously with curious scientists discovering mysterious frequencies that are emitted by all machines. As they continued their research they became convinced that the machines had a spirit of their own, and so started adoring them as god-like creatures.

Now they roam the galaxy on a quest to free the inner spirits of all machines that are being "enslaved" by other races.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Machine Priest [1]	3+	2+	Axe-Halberd [A4, AP(2)]	Hero, Regeneration, Tough(3)	A, B, C	105pts
Machine Deacon [1]	3+	4+	Axe-Halberd [A2, AP(2)]	Hero, Tough(3)	A, C	50pts
Cult Alpha [1]	4+	4+	R-Carbine (18", A1, Radiation), CCW (A1)	Hero, Strider, Tough(3)	C, D	45pts
Sect Chief [1]	3+	4+	Sonic Razor & Claw (A2, Poison, Rending)	Furious, Regeneration, Hero, Scout, Stealth, Strider, Tough(3)	C, E	85pts
Cult Vanguard [5]	4+	4+	R-Carabines (18", A1, Radiation), CCWs (A1)	-	D, F	80pts
Cult Rangers [5]	4+	4+	Rifles (30", A1), CCWs (A1)	Strider	D, F	100pts
Shock Priests [5]	4+	6+	Shock Staves (A2, AP(2))	Furious, Impact(1), Regeneration	G	125pts
Sect Stalkers [5]	3+	4+	Sonic Razors & Claws (A2, Poison, Rending)	Furious, Regeneration, Strider	H	165pts
Sect Infiltrators [5]	3+	4+	Blaster SMGs (12", A5), Taser Swords (A2, Taser)	Regeneration, Scout, Stealth, Strider	I	250pts
Destroyer Cyborgs [3]	4+	2+	Flamethrowers (12", A6), Cyborg Claws (A3)	Slow, Tough(3)	J	220pts
Breacher Cyborgs [3]	4+	2+	Contortion Cannons (24", A1, AP(3), Deadly(3)), Cyborg Claws (A3)	Slow, Tough(3)	K	240pts

A | Upgrade with one:

Death Ray (18", A1, AP(2), Blast(3)) +20pts
 Combustion Blaster (24", A3, AP(1)) +20pts

Upgrade with one:

P-Carbine (18", A1, AP(1), Phosphor) +5pts
 Macro Pistol (12", A5, AP(1)) +15pts

Upgrade with any:

Machine Lore (Psychic(1)) +25pts
 Repair Master +30pts

B | Upgrade Psychic(1):

Psychic(2) +20pts

C | Upgrade with:

Canticles +25pts

D | Replace R-Carbine:

Rifle (30", A1) Free

Replace one R-Carbine / Rifle and CCW:

Pistol (12", A1) and CCW (A2) Free

Replace Pistol:

P-Pistol (12", A1, Phosphor) +5pts
 R-Pistol (12", A1, Radiation) +5pts
 EMP Pistol (12", A1, EMP) +10pts

Replace CCW:

Energy Sword (A2, AP(1)) +5pts
 Taser Sword (A2, Taser) +5pts
 EMP Sword (A2, EMP) +10pts

E | Replace Sonic Razor & Claw:

2x Sonic Blades (A1, AP(1), Rending) Free
 Blaster SMG (12", A5) and Taser Sword (A2, Taser) +10pts
 Burst Carbine (18", A3) and Taser Sword (A2, Taser) +10pts

Replace Taser Sword:

Energy Sword (A2, AP(1), Rending) Free

Upgrade with:

Metal Spike (A1, EMP) +5pts

F | Replace one R-Carbine / Rifle:

Flamethrower (12", A6) +5pts
 EMP Rifle (24", A1, EMP) +5pts
 Plasma Burst Carbine (18", A3, AP(2)) +10pts
 Heavy EMP Rifle (24", A1, EMP, Deadly(3)) +10pts
 Uranium Rifle (48", A1, AP(4), Sniper) +55pts

G | Replace all Shock Staves:

Taser Gauntlets (A2, Taser) and Gauntlet Shocks (12", A2, Taser) +15pts

H | Replace all Sonic Razors & Claws:

2x Sonic Blades (A1, AP(1), Rending) Free

Upgrade one model with:

Metal Spike (A1, EMP) +5pts

I | Replace all Blaster SMGs and Taser Swords:

Burst Carbines (18", A3) and Energy Swords (A2, AP(1), Rending) +10pts

J | Replace any Flamethrower:

Heavy Gravity Cannon (30", A5, Rending) +20pts
 Mini Plasma Cannon (24", A2, AP(2), Blast(3)) +25pts

Replace all Cyborg Claws:

Iron Claws (A3, AP(2)) +15pts
 EMP Claws (A3, EMP) +15pts

K | Replace any Contortion Cannon:

EMP Cannon (36", A2, EMP) +5pts
 Heavy EMP Cannon (36", A2, EMP, Deadly(3)) +20pts

Replace all Cyborg Claws:

Iron Claws (A3, AP(2)) +15pts
 EMP Claws (A3, EMP) +15pts

Special Rules

Canticles: When the hero and his unit are activated pick one of the following canticles, and they get one of these special rules until the end of the round:

- **Incantation:** +3" when moving
- **Benediction:** AP(+1) when shooting
- **Invocation:** AP(+1) when in melee
- **Psalm:** enemies get -1 to melee hits

EMP: This weapon counts as having Rending but only needs rolls of 5-6 to take effect.

Phosphor: This weapon ignores cover.

Radiation: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

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

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

Psychic Spells

Steel Mind (4+): Target friendly unit within 6" gets +2 to its next morale test roll.

Machine Terror (4+): Target enemy unit within 24" must take a morale test. If failed it takes 4 automatic hits with AP(1).

March (5+): Target friendly unit within 12" may immediately move by up to 9".

Solar Beam (5+): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(6).

Metal Shroud (6+): Target friendly unit within 24" gets Stealth next time its shot at.

Shrapnel (6+): Target 2 enemy units within 6" take 8 automatic hits with AP(2) each.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Landing Craft [1]	3+	2+	2x Machineguns (36", A3)	Fast, Impact(6), Strider, Tough(6), Transport(11)	A	235pts
Attack Craft [1]	3+	2+	2x Machineguns (36", A3), Disruption Missiles (36", A6, AP(2))	Fast, Impact(6), Strider, Tough(12)	B	425pts
Crawler Tank [1]	3+	2+	Eraser Beam (36", A1, AP(1), Blast(6))	Fast, Impact(6), Strider, Tough(12)	C	375pts
Combat Robot [1]	4+	2+	Flamethrower Cannon (18", A6), 2x Energy Fists (A1, AP(3)), Stomp (A1, AP(1))	Fear, Fearless, Stealth, Tough(6)	D	200pts
Dragoon Walker [1]	3+	2+	Taser Lance (A3, Taser, Impact(3)), Stomp (A1, AP(1))	Fast, Fear, Stealth, Strider, Tough(6)	E	210pts
Iron Walker [1]	3+	2+	Twin Autocannon (48", A4, AP(2)) Stomp (A1, AP(1))	Fast, Fear, Strider, Tough(6)	F	245pts

A | Upgrade with:

Twin Machinegun (36", A6) +35pts

B | Upgrade with one:

Machinegun (36", A3) and +120pts

Energy Cannon (36", A3, AP(1), Blast(3), Indirect)

Machinegun (36", A3) and +140pts

Iron Cannon (48", A3, AP(3), Deadly(3))

C | Replace Eraser Beam:

Twin P-Cannon (36", A6, AP(1), Phosphor) +15pts

Machinegun (36", A3) and +35pts

Neutron Laser (48", A1, AP(4), Blast(3))

Icarus AA-System (48", A3, AP(2), Deadly(3), Anti-Air) +65pts

Upgrade with any:

Light Machinegun (36", A3) +20pts

Anti-Charge System +25pts

Repair Arm (Regeneration) +70pts

D | Replace 2x Energy Fists:

Twin P-Cannon (36", A6, AP(1), Phosphor) +45pts

P-Cannon (36", A3, AP(1), Phosphor)

Replace Flamethrower Cannon:

P-Cannon (36", A3, AP(1), Phosphor) +10pts

Mechanic (Regeneration)

Upgrade with:

Mechanic (Regeneration) +35pts

E | Replace Taser Lance:

R-Sniper Rifle (30", A2, AP(1), Radiation, Sniper) +30pts

P-Carbine (18", A1, AP(1), Phosphor)

Upgrade with:

P-Carbine (18", A1, AP(1), Phosphor) +5pts

F | Replace Twin Autocannon:

Twin Laser Cannon (48", A2, AP(4), Deadly(3)) +35pts

Mechanic (Regeneration)

Special Rules

Anti-Charge System: Whenever an enemy unit charges this model roll one die per charging model. For each 4+ it takes 1 hit with AP(1).

Phosphor: This weapon ignores cover.

Radiation: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

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