GF – TAO Coalition v2.7

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!

If you'd like to support the development of our games you can donate: patreon.com/onepagerules

Join the community by following us here:

- facebook.com/onepagerules
- reddit.com/r/onepagerules
- twitter.com/onepagerules

If you want to give us your feedback or have any questions feel free to contact us:

- onepagerules.proboards.com
- onepageanon@gmail.com

Thank you for playing!

Background Story

The TAO Coalition is an interstellar military alliance between various factions. These factions all fight under the same banner and share advanced technology, making them one of the most prolific military forces in the Sirius sector.

Originally the TAO Coalition was formed between small alien empires that banded together to fight a local alien hive, but with time more and more factions joined in. By sharing their knowledge they were able to develop advanced battle suits and superior titan mecha.

Now the TAO Coalition is made up of highly advanced military factions and this is reflected in their use of ranged weaponry with no real melee capabilities. This leads them to fight much more conservatively and take an almost hunt-style approach to combat that is slow and methodical.

Individually they might not amount to much, but together they could take over the galaxy one day...

Game Design: Gaetano Ferrara

Cover Art & Illustrations: Brandon Gillam

GF – TAO Coalition v2.7

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Battlesuit Captain[1]	3+	2+	Suit Fists (A4, AP(1))	Ambush, Flying, Hero, Tough(3)	A, B	100pts
Grunt Captain [1]	4+	4+	Pulse Shotgun (12", A2, AP(1)), CCW (A1)	Hero, Tough(3)	B, C, D	40pts
Jackal Veteran [1]	4+	5+	Assault Rifle (24", A1), CCW (A4)	Hero, Scout, Strider, Tough(3)	E	50pts
Sage [1]	4+	6+	Sacred Sword (A3, Rending)	Fearless, Hero, Tough(3)	F	35pts
Grunt Squad [5]	5+	4+	Pulse Shotguns (12", A2, AP(1)), CCWs (A1)	Good Shot	D, G, H	80pts
Spotter Squad [5]	5+	5+	Pulse Carbines (18", A2, AP(1)), CCWs (A1)	Good Shot, Scout	G, I	100pts
Stealth Suits [3]	5+	4+	Burst Carbines (18", A4, AP(1)), CCWs (A1)	Ambush, Good Shot, Stealth, Tough(3)	J	165pts
Battle Suits [3]	4+	2+	Suit Fists (A2, AP(1))	Ambush, Flying, Tough(3)	K	250pts
Sniper Drones [3]	5+	5+	Pulse Rifles (30", A1, AP(1)), Tasers (A1)	Ambush, Flying, Good Shot	L	70pts
Gun Drones [5]	5+	5+	Twin Pulse Carbines (18", A4, AP(1)), Tasers (A1)	Ambush, Flying, Good Shot	-	155pts
Jackals [5]	5+	6+	Assault Rifles (24", A1), CCWs (A2)	Scout, Strider	M, E	80pts
Jackal Hounds [5]	5+	6+	Claws (A3)	Fast, Scout, Strider	N	95pts
Jackal Cavalry [3]	5+	4+	Assault Rifles (24", A1), CCWs (A2), Beast Claws (A3, AP(1))	Fast, Impact(3), Scout, Strider, Tough(3)	O	175pts
Locusts [5]	4+	5+	Neutron Carbines (18", A1, AP(1)), CCWs (A1)	Ambush, Flying	P	135pts

A | *Upgrade with up to four:*

Flamethrower (12", A6)	+10pts
Plasma Rifle (24", A1, AP(2))	+10pts
Burst Carbine (18", A4, AP(1))	+20pts
Ion Carbine (18", A1, AP(2), Blast(3))	+20pts
Frag Pod (18", A1, Blast(6), Indirect)	+25pts
Missile Pod (36", A2, AP(2))	+25pts
Rapid Burst Carbine (18", A8, AP(1))	+35pts
Fusion Carbine (18", A1, AP(4), Deadly(6))	+35pts

Replace Suit Fists:

Plasma Sword (A4, AP(1), Rending)	+5pts
Plasma Gauntlet (A4, AP(3))	+10pts

B | *Upgrade with up to two:*

Spotter Drone (Spotting Laser)	+15pts
Gun Drone (Twin Pulse Carbine (18", A4, AP(1))	+20pts
Mini-Shield Drone (Regeneration)	+20pts

C | *Replace Pulse Shotgun:*

Pulse Rifle (30", A1, AP(1))	Free
Pulse Carbine (18", A2, AP(1))	+5pts

Upgrade with:

Volley Fire	+25pts

D | *Replace one Pulse Shotgun and CCW:*

Pulse Pistol (12", A1, AP(1)) and Ritual Blade (A2)	Free

Replace Ritual Blade:

Plasma Sword (A2, Rending)	+5pts
Plasma Gauntlet (A2, AP(2))	+5pts

E | *Replace one Assault Rifle:*

Pulse Shotgun (12", A2, AP(1))	+5pts
Pulse Rifle (30", A1, AP(1))	+5pts
Pulse Carbine (18", A2, AP(1))	+10pts
Marksman Rifle (24", A1, AP(1), Sniper)	+15pts

Replace one CCW:

Plasma Sword (A2, Rending)	+5pts
Plasma Gauntlet (A2, AP(2))	+5pts

F | *Replace Sacred Sword:*

2x Sacred Batons (A3)	+5pts
Sacred Dual-Spear (A3, AP(2))	+5pts
Sacred Halberd (A3, Deadly(3))	+5pts

Upgrade with any:

Elemental Power	+15pts
Ethereal (Regeneration)	+20pts
Psychic(1)	+25pts
Psychic(2)	+45pts

G | *Upgrade one model with one:*

Spotter Drone (Spotting Laser)	+15pts
Gun Drone (Twin Pulse Carbine (18", A4, AP(1))	+15pts
Shield Drone	+45pts

H | *Replace all Pulse Shotguns:*

Pulse Rifles (30", A1, AP(1))	+5pts
Pulse Carbines (18", A2, AP(1))	+10pts

Replace one Pulse Shotgun:

Flamethrower (12", A6)	+5pts
Shred Rifle (18", A2, Rending)	+5pts
Plasma Rifle (24", A1, AP(2))	+5pts
Fusion Rifle (12", A1, AP(4), Deadly(6))	+15pts

Upgrade one model with:

Support Turret (Missile Pod (36", A2, AP(2))	+20pts

Replace Missile Pod:

Smart Missiles (30", A4, AP(1), Indirect)	+10pts

I | *Replace up to three Pulse Carbines:*

Scoped Rifle (30", A1, AP(1), Sniper)	+10pts
Ion Rifle (30", A1, AP(2), Blast(3))	+15pts
Rail Rifle (30", A1, AP(4), Deadly(3))	+15pts

Upgrade any model with:

Spotting Laser	+15pts

Upgrade one model with one:

Inhibitor Drone	+15pts
Accelerator Drone	+15pts
Recon Drone (Beacon, Burst Carbine (18", A4, AP(1))	+25pts

J | *Replace one Burst Carbine:*

Fusion Carbine (18", A1, AP(4), Deadly(6))	+15pts

Upgrade one model with any:

Beacon	+10pts
Spotting Laser	+15pts

K | *Upgrade any model with up to three:*

Plasma Rifle (24", A1, AP(2))	+5pts
Flamethrower (12", A6)	+10pts
Burst Carbine (18", A4, AP(1))	+15pts
Ion Carbine (18", A1, AP(2), Blast(3))	+15pts
Frag Pod (18", A1, Blast(6), Indirect)	+15pts
Missile Pod (36", A2, AP(2))	+20pts
Fusion Carbine (18", A1, AP(4), Deadly(6))	+25pts

Replace any Suit Fists:

Plasma Sword (A4, AP(1), Rending)	+5pts
Plasma Gauntlet (A4, AP(3))	+10pts

Upgrade any model with up to two:

Spotter Drone (Spotting Laser)	+15pts
Gun Drone (Twin Pulse Carbine (18", A4, AP(1))	+20pts
Shield Drone	+80pts

L | *Upgrade all models with:*

Drone Controller (Sniper)	+45pts

M | *Replace any Assault Rifle:*

Marksman Rifle (24", A1, AP(1), Sniper)	+15pts

N | *Upgrade all models with any:*

Vicious Bite (Poison)	+5pts
Hunter Breed (Furious)	+5pts

O | *Replace any Assault Rifle:*

Heavy Machinegun (36", A3, AP(1))	+10pts
Autocannon (48", A2, AP(2))	+15pts

P | *Replace one Neutron Carbine:*

Flamethrower (12", A6)	+5pts
Shred Rifle (18", A2, Rending)	+5pts
Plasma Rifle (24", A1, AP(2))	+5pts
Fusion Rifle (12", A1, AP(4), Deadly(6))	+15pts

Special Rules

Accelerator Drone: This unit gets +6" range when firing its Pulse Carbines.

Beacon: Friendly units using Ambush may ignore distance restrictions from enemies if they are within 6" of this model.

Elemental Power: When the hero and his unit are activated pick one of these powers, and they get one of these special rules until the end of the round:
- **Wind:** +3" when moving
- **Fire:** +1 to shooting rolls
- **Water:** +3" to shooting range
- **Earth:** +1 to melee rolls

Good Shot: This model shoots at Quality 4+.

Inhibitor Drone: Enemies get -3" movement when trying to charge this unit.

Shield Drone: The model and his unit count as having the Regeneration special rule.

Spotting Laser: This model may try to mark an enemy unit instead of firing one of its weapons. Pick one enemy unit within 36" and line of sight and roll one die, on a 4+ it's marked. Friendly units may remove markers from the target to get +X to their shooting rolls against the marked unit, where X is the number of removed markers.

Volley Fire: The hero and his unit get +1A to their Pulse Shotguns, Pulse Carbines or Pulse Rifles when using Hold actions.

Psychic Spells

Boldness (4+): Target friendly unit within 12" may immediately move by up to 6".

Deadly Surge (4+): Target 2 enemy units within 12" take 4 automatic hits each.

Patience (5+): Target friendly unit within 18" gets Stealth next time it is shot at.

Devastating Strike (5+): Target enemy unit within 18" takes 6 automatic hits with AP(1).

Precision (6+): Target friendly unit within 24" gets AP(+1) next time it shoots.

Killing Blow (6+): Target enemy model within 24" takes 3 automatic hits with AP(2).

GF – TAO Coalition v2.7

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Hover Transport [1]	4+	2+	Burst Carbine (18", A4, AP(1)), 2x Twin Pulse Carbines (18", A4, AP(1))	Fast, Impact(6), Strider, Tough(6), Transport(11)	A, B, C	225pts
Hover Tank [1]	4+	2+	Sub-Railgun (48", A1, AP(1), Blast(6)), 2x Twin Pulse Carbines (18", A4, AP(1))	Fast, Impact(6), Strider, Tough(12)	A, B, C, D	375pts
Hover Attack Bike[1]	4+	2+	Burst Carbine (18", A4, AP(1)), 2x Twin Pulse Carbines (18", A4, AP(1))	Fast, Impact(3), Strider, Tough(6)	B, C, E	190pts
Heavy Stealth Suit[1]	4+	2+	Twin Flamethrower (12", A12), Ion Carbine (18", A1, AP(2), Blast(3)), Suit Fists (A3, AP(1)), Stomp (A1, AP(1))	Ambush, Fear, Flying, Tough(6), Stealth	F	230pts
Heavy Battle Suit [1]	4+	2+	Twin Heavy Missile Pod (36", A8, AP(2)), Suit Fists (A3, AP(1)), Stomp (A2, AP(1))	Fear, Tough(12)	B, G	365pts
Razor Fighter [1]	4+	2+	Burst Carbine (18", A4, AP(1)), Ion Tailgun (30", A1, AP(2), Blast(6))	Aircraft, Tough(6)	B, H	210pts
Sun Bomber [1]	4+	2+	Missile Pod (36", A2, AP(2)), Pulse Bombs (6", A1, AP(1), Blast(6)), 2x Twin Ion Rifle (30", A2, AP(2), Blast(3))	Aircraft, Tough(6)	B, I	265pts
Surge Titan [1]	4+	2+	Stomp (A4, AP(2))	Fear, Tough(24)	J	555pts
Tide Titan [1]	4+	2+	Stomp (A4, AP(2)), Plasma Sword (A8, AP(2), Rending)	Fear, Tough(24)	K	590pts

A | *Replace 2x Twin Pulse Carbines:*

Twin Burst Carbines (18", A8, AP(1))	Free
Twin Smart Missiles (30", A8, AP(1), Indirect)	+30pts

B | *Upgrade with:*

Homing Missiles (48", A1, AP(3), Deadly(3), Indirect)	+40pts

C | *Upgrade with any:*

Anti-Charge System	+25pts
Distortion Engine (Stealth)	+25pts

D | *Replace Sub-Railgun:*

Railgun (48", A1, AP(4), Deadly(6)),	+20pts
Ion cannon (48", A1, AP(2), Blast(6))	+20pts
Twin Homing Missiles (48", A2, AP(3), Deadly(3), Indirect)	+25pts

E | *Replace Burst Carbine:*

Fusion Carbine (18", A1, AP(4), Deadly(6))	+15pts

F | *Replace Ion Carbine:*

Heavy Fusion Carbine (18", A1, AP(4), Blast(3), Deadly(6))	+70pts
Replace Twin Flamethrower:	
Twin Burst Carbine (18", A8, AP(1))	+10pts
Fusion Carbine (18", A1, AP(4), Deadly(6))	+10pts
Upgrade with up to two:	
Stealth Drone	+10pts

G | *Replace Twin Heavy Missile Pod:*

Twin Heavy Rail Rifle (48", A2, AP(4), Deadly(6))	+70pts
Upgrade with one:	
Twin Plasma Rifle (24", A2, AP(2))	+10pts
Twin Smart Missiles (30", A8, AP(1), Indirect)	+55pts
Upgrade with up to two:	
Missile Drone (Missile Pod (36", A2, AP(2))	+20pts
Gun Drone (Twin Pulse Carbine (18", A4, AP(1))	+25pts
Shield Drone (Regeneration)	+70pts

H | *Replace Burst Carbine:*

Missile Pod (36", A2, AP(2))	+5pts

I | *Replace Missile Pod:*

Twin Missile Pod (36", A4, AP(2))	+20pts

J | *Upgrade with one:*

Pulse Cannon (24", A2, AP(4), Blast(3))	+55pts
Heavy Pulse Cannon (48", A2, AP(4), Blast(6))	+215pts
Upgrade with:	
Cluster Rockets (48", A14, AP(1))	+125pts
Take any Cluster Rockets attachment:	
Twin Flamethrower (12", A12)	+20pts
Destroyer Missiles (48", A1, AP(3), Deadly(3))	+30pts
Twin Smart Missiles (30", A8, AP(1), Indirect)	+55pts
Replace Twin Flamethrower:	
Twin Frag Pod (18", A2, Blast(6), Indirect)	+15pts
Heavy Burst Carbine (36", A8, AP(1))	+35pts

K | *Replace Plasma Sword:*

Heavy Burst Carbine (36", A8, AP(1))	+20pts
Heavy Ion Cannon (48", A1, AP(4), Blast(6))	+55pts
Upgrade with one:	
Twin Plasma Rifle (24", A2, AP(2))	+10pts
Twin Fusion Carbine (18", A2, AP(4), Deadly(6))	+55pts
Twin Smart Missiles (30", A8, AP(1), Indirect)	+55pts
Upgrade with one:	
Plasma Sword (A8, AP(2), Rending)	+35pts
Nova Shield (Stealth)	+50pts

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).
Stealth Drone: Enemy units get an extra -1 to shooting rolls due to Stealth.