Human Defense Force • 1500pts

Storm Leader [1] - 95pts

Quality 4+ | Defense 4+ | Tough 3

Ambush, Hero, Strider, Tough(3), Take Aim

Weapon	RNG	ATK	AP	SPE
Master Heavy Pistol	12"	A2	1	-
CCW	-	A2	-	-
Upgrade		SPE		
Forward Observer		Take Aim		

Company Leader [1] - 85pts

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)		

Infantry Squad [10] - 185pts

Quality 5+ | Defense 5+ | Tough 3

Tough(3)

Weapon	RNG	ATK	AP	SPE
7x Rifles	24"	A1	-	-
9x CCWs	-	A1	-	-
Plasma Rifle	24"	A1	4	-
Flamer	12"	A1	-	Blast(3), Reliable
Missile Launcher	30"	A1	2	Deadly(3), Lock-On
Crew	-	A2	-	-
Upgrade				SPE
1x Weapon Team				Tough(3)

Infantry Squad [10] - 190pts

Quality 5+ | Defense 5+ | Tough 3

Tough(3)

Weapon	RNG	ATK	AP	SPE
7x Rifles	24"	A1	-	-
9x CCWs	-	A1	-	-
Fusion Rifle	12"	A1	4	Deadly(3)
Flamer	12"	A1	-	Blast(3), Reliable
Autocannon	36"	A3	2	-
Crew	-	A2	-	-
Upgrade				SPE
1x Weapon Team				Tough(3)

Veterans [10] - 340pts

Quality 4+ | Defense 5+

1x Company Standard, 1x Medical Training

Weapon	RNG	ATK	AP	SPE
4x Rifles	24"	A1	-	-
10x CCWs	-	A1	-	-
Flamer	12"	A1	-	Blast(3), Reliable
4x Sniper Rifles	30"	A1	1	Sniper
Fusion Rifle	12"	A1	4	Deadly(3)

Battle Tank [1] - 365pts

Quality 4+ | Defense 2+ | Tough 12

Fast, Impact(6), Tough(12)

Weapon	RNG	ATK	AP	SPE
Nova Cannon	36"	A1	1	Blast(6)
Twin Heavy Flamer	12"	A2	1	Blast(3), Reliable

Light Walker [1] - 240pts

Quality 4+ | Defense 2+ | Tough 6

Fear(1), Tough(6)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A2	1	-
AA-Warhead	24"	A2	2	Limited, Lock-On
Rapid Laser Machinegun	30"	A6	3	-

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.

Company Standard: Once per this unit's activation, pick 2 friendly units within 12", which get +1 to their next morale test roll.

Dead: Remove the hero from your army sheet.

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.

Fear: This model counts as having dealt +X wounds when checking who won melee.

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.

Ignores Regeneration: This weapon ignores Regeneration.

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.

Reliable: Attacks at Quality 2+.

Rending: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

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).