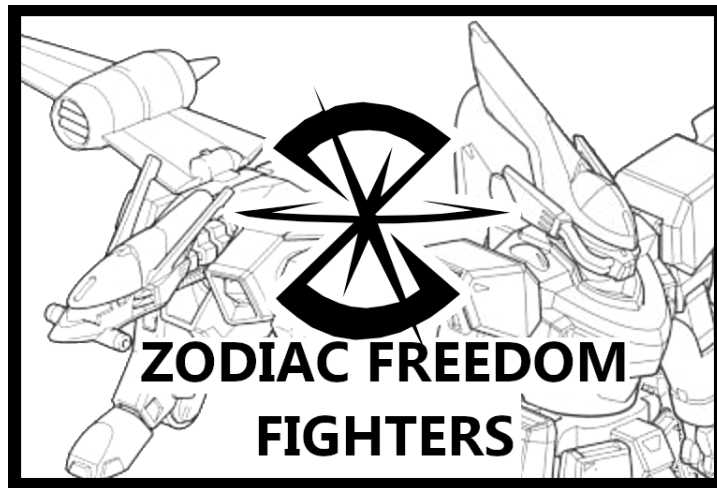


GF - Zodiac Freedom Fighters CE71 2.0



About OPR

OPR (www.onepagerules.com) 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 support of our awesome community.

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

Thank you for playing!

Background Story

Zodiac Freedom Fighters are part of a rebellious military organization that fights to throw off the tyrannical yoke of oppression of the Omnipresent Federation. Mobile Suits are metal monstrosities that crush other "titanic" war machines beneath their Luna Titanium clad tread, and terrorize enemy armies with their shocking speed.

Often operating in teams, there are few military forces that can withstand a sustained assault from a dedicated Mobile Suit team. They have been known to bring along assorted ground forces, though.

While the standard machines are dangerous enough, there have been tales of maddening psychic pressure emanating from custom tuned Ace machines.

Whole battles have been known to turn upon the arrival of a single Mobile Suit. When hundreds of tons of Mobile Suits slam into the ground from high orbit insertion, it's already too late to run.

Game Design: Gaetano Ferrara
Illustrations: Brandon Gillam
Army Book by: MarkBell
Cover Image by: MarkBell
Created with: OPR Web Companion

GF - Zodiac Freedom Fighters CE71 2.0

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
GAT-x102 Duel Devil [1]	2+	2+	Stomp (A4, AP(2)), Beam Sabers (A5, AP(3), Deadly(4), Rending), CIWS (12", A2, Anti-Air, Blast(3)), Beam Rifle (36", A2, AP(3), Deadly(6), Rending), Grenade Launcher (24", A1, AP(2), Deadly(6))	Furious, Hero, Mobile Suit, Phase Shift, Shield, Tough(18)	E	1260pts
GAT-x103 Buster Devil [1]	2+	2+	Stomp (A4, AP(2)), Beam Cannon (36", A2, AP(3), Deadly(6), Rending), Railcannon (48", A1, AP(3), Deadly(6))	Combining Arms, Hero, Mobile Suit, Phase Shift, Tough(18)	-	1335pts
GAT-x270 Blitz Devil [1]	2+	2+	Stomp (A4, AP(2)), Beam Sabers (A5, AP(3), Deadly(6), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending), Heavy Darts (24", A1, AP(2), Deadly(6))	Hero, Mirage Colloid, Mobile Suit, Phase Shift, Shield, Tough(18)	-	1205pts
GAT-x303 Aegis Devil [1]	2+	2+	Stomp (A4, AP(2)), CIWS (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Aegis Transform, Furious, Hero, Mobile Suit, Phase Shift, Shield, Tough(18)	-	1685pts
ZGMF-x13A Providence Devil [1]	2+	2+	Stomp (A4, AP(2)), CIWS (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending), Large DRAGOONS (36", A3, AP(3), Deadly(6), Indirect, Rending), Small DRAGOONS (24", A8, AP(2), Deadly(3), Indirect, Rending)	Hero, Mobile Suit, Neutron Jammer Cancellor, Phase Shift, Psychic(3), Shield, Tough(18)	-	2115pts
ZGMF-515 CG Crucible [1]	2+	2+	Stomp (A4, AP(2)), Sword (A6, AP(2), Deadly(3)), Shield Vulcan Cannon (18", A6, AP(1), Rending), Heavy Machine Gun (36", A12, AP(1))	Hero, Mobile Suit, Psychic(3), Shield, Tough(15)	D	910pts
YFX-200 CG DEEP Armed [1]	2+	2+	Stomp (A4, AP(2)), Heavy Sword (A4, AP(2), Deadly(3)), Heavy Machine Gun (36", A12, AP(1)), Twin Beam Cannons (36", A4, AP(3), Deadly(6), Rending)	Hero, Mobile Suit, Tough(15)	-	1165pts
TMF/A-803 YaGO! [1]	2+	2+	Stomp (A5, AP(2)), Beam Sabers (A4, AP(3), Deadly(4), Rending), Beam Cannons (36", A3, AP(3), Deadly(6), Rending)	Furious, Hero, Mobile Suit, Stealth, Tough(15), Transform	-	1040pts
TMF/A-802 Barkue [1]	3+	2+	Stomp (A4, AP(2)), Beam Sabers (A2, AP(3), Deadly(4), Rending), Twin Rail Cannons (48", A2, AP(3), Deadly(6))	Mobile Suit, Stealth, Tough(12), Transform	B	535pts
TMF/A-802 Barkue Team [2]	3+	2+	Stomp (A4, AP(2)), Beam Sabers (A2, AP(3), Deadly(4), Rending), Twin Rail Cannons (48", A2, AP(3), Deadly(6))	Mobile Suit, Stealth, Tough(12), Transform	B	1070pts
ZGMF-1017 Genie [1]	3+	2+	Stomp (A4, AP(2)), Sword (A3, AP(2), Deadly(3)), Heavy Machine Gun (36", A12, AP(1))	Mobile Suit, Tough(12)	A, F	410pts
ZGMF-1017 Genie Team [2]	3+	2+	Stomp (A4, AP(2)), Sword (A3, AP(2), Deadly(3)), Heavy Machine Gun (36", A12, AP(1))	Mobile Suit, Tough(12)	A, G	820pts
ZGMF-600 Gates [1]	3+	2+	Stomp (A4, AP(2)), Beam Claws (A2, AP(3), Deadly(4), Rending), Picus CIWS (12", A2, Anti-Air, Blast(3)), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Mobile Suit, Shield, Tough(12)	C	630pts

A | Replace any Heavy Machine Gun with:

Heavy Ion Cannon (48", A2, AP(3), Deadly(6), Rending)	+130pts
Heavy Cannon (48", A1, AP(2), Blast(4), Deadly(3), Indirect)	+50pts
Heavy Missiles (24", A2, AP(2), Deadly(6), Indirect)	+50pts

Upgrade any with:

Ace (Hero, Furious)	+10pts
Missiles (30", A9, AP1)	+70pts
Veteran Pilot	+115pts

B | Replace any Twin Rail Cannons with:

Missile Pod, choose one to fire: HE(36", A12, AP(1)), AT(36", A3, AP(2), Deadly(6))	-15pts
---	--------

Upgrade any with:

Ace (Hero, Furious)	+20pts
Veteran Pilot	+115pts

C | Upgrade with:

Ace (Hero, Furious)	+20pts
Veteran Pilot	+115pts

D | Replace Heavy Machine Gun with:

Bazooka (48", A1, AP1, Blast 6)	-55pts
---------------------------------	--------

E | Upgrade with Assault Shroud:

Add +1 to this model's Regeneration rolls. It also gains: Railcannon(48", A1, AP(3), Deadly(6)) Missiles(30", A9, AP1)	+285pts
--	---------

F | Upgrade with:

High Mobility Pack (Stealth)	+25pts
Parachute Pack	+60pts

G | Upgrade all with:

High Mobility Pack (Stealth)	+50pts
Parachute Pack	+120pts

Special Rules

Aegis Transform: At the beginning of the game and each time this unit activates, it may choose to transform to or from a high speed Mobile Armor mode. In High Speed mode it gains Aircraft, may not fire the Beam Rifle, but may fire a Mega Beam Launcher(48", A3, AP(3), Deadly(6), Poison, Rending).

Combining Arms: Instead of firing the Railcannon and Beam Cannon, this model may combine them to instead fire either a Beam Launcher(48", A3, AP(3), Deadly(6), Poison, Rending) or an Anti-Armor Shotgun(36", A6, AP(2), Blast(4), Rending).

Mirage Colloid: At the beginning of the game and each time this unit activates, it may choose to activate or deactivate Mirage Colloid. While active, enemies targeting this unit get -2 to hit when shooting at it, but this model loses Phase Shift.

Mobile Suit: This model has Strider, moves 12" when using Advance, and moves 18" when using Rush/Charge.

Neutron Jammer Cancellor: Reduce the damage taken from each Ranged Attack by -1 to a minimum of 1, before Regeneration.

Parachute Pack: This model has Ambush and may deploy on any round.

Phase Shift: Add +1 to this model's defense rolls.

Shield: This model gains Regeneration, and enemy units get -1 to all all attack rolls when targeting this model.

Transform: At the beginning of the game and each time this unit activates, it may choose to transform to or from a high speed mode. In High Speed mode it gains Aircraft, but loses access to it's Beam Sabers.

Veteran Pilot: This model gets +1 to hit with melee and ranged attacks.

Psychic Spells

Plot Armor (5+): The casting model's unit Regenerates on rolls of 4+ until its next Activation.

Three Times Faster (5+): The casting model's unit may move up to their Advance distance before their normal movement. This must be cast before moving.

Combat Hypnosis (6+): The casting model's unit gains Relentless, Furious, and Stealth until its next Activation.

SEED Factor Identified (6+): Target unit within 12" gains Psychic(2) until this model's next activation. When casting this power, subtract 2 from the roll.

Special Issue Ammunition (6+): The casting model's unit gains Rending until its next Activation.

Target in Sight (6+): The casting model's unit may reroll hits when attacking until its next Activation.