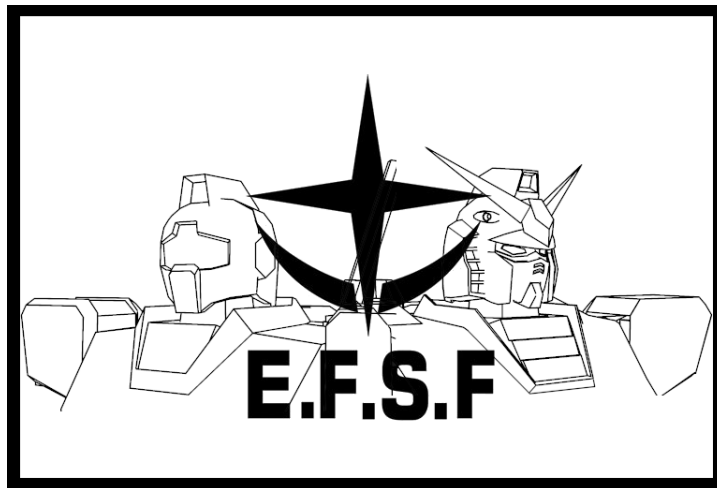


# GF - Gundark Future - EFSF Mobile Suits 0079 <sup>2.50</sup>



## About OPR

OPR ([www.onepagerules.com](http://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](https://patreon.com/onepagerules).

**Thank you for playing!**

## Background Story

EFSF Mobile Suits are part of a large military organization that focuses on the defense of their home planet from the rebellious Republic of Zeon. 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.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
RX-78 Gundam G Series [1]	3+	2+	Beam Rifle [30", A3, AP(3), Deadly(6), Rending], 60mm Vulcans [12", A6, Lock-On], Stomp [A4, AP(2)], Beam Saber [A4, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Hero, Shield, Strider, Tough(18)	A, B	1190pts
RX-79[G] Ground Gundam Commander [1]	3+	2+	Machine Gun [24", A12, AP(2)], Stomp [A4, AP(2)], Beam Sabers [A2, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Hero, Luna Titanium, Shield, Strider, Tough(18)	A, C, D	965pts
RX-79[G] Ground Gundam [1]	3+	2+	Machine Gun [24", A12, AP(2)], Stomp [A4, AP(2)], Beam Sabers [A2, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Luna Titanium, Shield, Strider, Tough(18)	C, E	965pts
RGM-79 GM Commander [1]	3+	2+	Beam Spray Gun [18", A4, AP(2), Deadly(3), Rending], 60mm Vulcans [12", A6, Lock-On], Stomp [A4, AP(2)], Beam Saber [A2, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Hero, Shield, Strider, Tough(12)	A, F, G	665pts
RGM-79 GM [1]	3+	2+	Beam Spray Gun [18", A4, AP(2), Deadly(3), Rending], 60mm Vulcans [12", A6, Lock-On], Stomp [A4, AP(2)], Beam Saber [A2, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Shield, Strider, Tough(12)	G, H	665pts

## A | Upgrade with one:

Crack Shot	+35pts
Advanced Targeters	+25pts
Battle Hungry	+25pts

## B | Replace Beam Rifle with:

Hyper Bazooka [36", A6, AP(2), Blast(3)]	+35pts
2x Hyper Bazooka [36", A6, AP(2), Blast(3)]	+360pts
Mega Beam Launcher [36", A24, AP(3), Rending, Lock-On]	+485pts
Mega Gatling [24", A24, AP(2), Rending]	+75pts
Machine Gun [24", A12, AP(2)]	-120pts
Twin Beam Rifle [30", A6, AP(3), Deadly(6), Rending]	+290pts

### Upgrade with:

Amuro [Furious, Psychic(2)]	+85pts
BST Pack [Stealth]	+35pts
90mm Gatlings [18", A24, AP(2)]	+260pts
Layered Armor	+90pts
Shoulder Cannon [36", A3, AP(3), Deadly(3), Indirect]	+300pts
Missiles [24", A12, AP(2)]	+175pts

### Replace Shoulder Cannon with:

Jazzy Beam Cannon [36", A18, AP(3), Rending]	+165pts
Twin Shoulder Cannon [36", A6, AP(3), Deadly(3), Indirect]	+300pts

## C | Replace any Machine Gun with:

Bazooka [36", A6, AP(2), Blast(3)]	+150pts
Beam Rifle [30", A3, AP(3), Deadly(6), Rending]	+120pts
180mm Cannon [36", A2, AP(2), Deadly(6), Indirect]	+140pts
Missile Launcher [24", A4, AP(3), Deadly(3)]	-5pts

### Upgrade any model with one of:

Parachute Pack [Ambush, Scout]	+145pts
Weapon Container [Relentless]	+50pts

## D | Upgrade with:

Ez-08 [Layered Armor]	+90pts
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## E | Add one model with:

Ground Gundam Squadmate [Fast, Fear, Fearless, Luna Titanium, Shield, Strider, Tough(18), Stomp [A4, AP(2)], Beam Sabers [A2, AP(3), Deadly(6), Rending], Machine Gun [24", A12, AP(2)]]	+965pts
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## F | Replace any Beam Spray Gun:

Beam Sniper Rifle [36", A18, AP(3), Rending, Lock-On]	+465pts
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### Replace Beam Saber:

Twin Beam Spear [A5, AP(3), Deadly(6), Rending]	+115pts
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### Upgrade with any:

Guard Shield [Heavy Shield, Bonus Vulcans [12", A12, AP(1)]]	+90pts
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## G | Replace any Beam Spray Gun:

Bazooka [36", A6, AP(2), Blast(3)]	+210pts
Machine Gun [24", A12, AP(2)]	+60pts
Beam Rifle [30", A3, AP(3), Deadly(6), Rending]	+175pts
Missile Launcher [24", A4, AP(3), Deadly(3)]	+55pts

### Upgrade any model with:

Ground Type [Luna Titanium]	+50pts
Parachute Pack [Ambush, Scout]	+95pts
Shoulder Cannon [36", A3, AP(3), Deadly(3), Indirect]	+300pts
Armor Plating [Layered Armor]	+60pts

### Replace any Shoulder Cannon with:

Twin Beam Cannons [36", A6, AP(3), Deadly(6), Rending]	+395pts
Twin Shoulder Cannons [36", A6, AP(3), Deadly(3), Indirect]	+300pts

## H | Add one model with:

GM Squadmate [Tough(12), Fear, Fearless, Fast, Strider, Shield, Stomp [A4, AP(2)], Beam Saber [A2, AP(3), Deadly(6), Rending], 60mm Vulcans [12", A1, AP(2), Lock-On], Beam Spray Gun [18", A4, AP(2), Deadly(3), Rending]]	+665pts
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## Special Rules

**Advanced Targeters:** The Hero and its unit get AP(+1) when shooting.

**Battle Hungry:** The Hero and its unit get +1 attacks in melee when charging.

**Crack Shot:** The Hero and its unit get +1 to hit when shooting.

**Layered Armor:** This model may regenerate Rending hits.

**Luna Titanium:** Defense(+1).

**Shield:** This model gains Regeneration, and enemy units get -1 to all all attack rolls when targeting a unit where all models have this rule.

## Psychic Spells

**IT'S A GUNDAM! (4+):** Target unit within 12" gets -3 to their morale tests until this model's next activation.

**Plot Armor (4+):** The casting model gets Regeneration on a 4+.

**Combat Hypnosis (5+):** The casting model gains Relentless, Furious, and Stealth until its next Activation.

**Overcharge (5+):** The casting model gains Rending until it's next activation.

**3 Times Faster (6+):** Target unit within 12" may immediately make a Rush move action. That unit may still activate normally this turn if it has not done so.

**Target in Sight (6+):** The casting model may reroll hits when attacking until it's next activation.

# GF - Gundark Future - EFSF Mobile Suits 0079 2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
RX-78 GP Series [1]	3+	2+	Beam Rifle [30", A3, AP(3), Deadly(6), Rending], 60mm Vulcans [12", A6, Lock-On], Stomp [A4, AP(2)], Beam Sabers [A4, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Hero, Luna Titanium, Shield, Strider, Tough(18)	A, B	1190pts
RX-75 Guntank [1]	3+	2+	Twin 120mm Cannons [36", A4, AP(2), Deadly(6), Indirect], Twin Bopp Missiles [24", A12, AP(2)], Crushing Treads [A4, AP(2)]	Fast, Fear, Fearless, Luna Titanium, Relentless, Strider, Tough(18)	-	1445pts
RX-77 Guncannon [1]	3+	2+	Twin 240mm Cannons [36", A6, AP(3), Deadly(3), Indirect], 60mm Vulcans [12", A6, Lock-On], Stomp [A4, AP(2)]	Fast, Fear, Fearless, Luna Titanium, Regeneration, Strider, Tough(18)	C	1205pts
RB-79 Ball [1]	3+	2+	Cannon [36", A3, AP(2), Deadly(3)], Grabby Claws [A2, AP(2), Deadly(3)]	Fast, Flying, Tough(9)	D	415pts
M16A1 Type 61 Tank [1]	3+	2+	Twin Cannons [30", A4, AP(2), Deadly(3)], 60mm Vulcans [12", A6, Lock-On]	Fast, Impact(6), Tough(9)	E	410pts
FF-X7Bst Core Booster Commander [1]	3+	2+	Twin Beam Cannon [36", A2, AP(3), Deadly(6), Rending], Missiles [36", A9, AP(2)]	Aircraft, Hero, Regeneration, Tough(12)	A, F	630pts
FF-X7Bst Core Booster [2]	3+	2+	Twin Beam Cannons [36", A2, AP(3), Deadly(6), Rending], Missiles [36", A9, AP(2)]	Aircraft, Regeneration, Tough(12)	-	1230pts
FF-X7 Core Fighter [2]	3+	2+	Missiles [36", A9, AP(2)], 60mm Vulcans [12", A6, Anti-Air]	Aircraft, Tough(9)	-	640pts

## A | Upgrade with one:

Crack Shot	+35pts
Advanced Targeters	+25pts
Battle Hungry	+25pts

## B | Replace any Beam Rifle with:

Machine Gun [24", A12, AP(2)]	-120pts
Hyper Bazooka [36", A6, AP(2), Blast(3)]	+35pts
2x Hyper Bazookas [36", A6, AP(2), Blast(3)]	+360pts
Missile Launcher [42", A4, AP(3), Deadly(3)]	-125pts
Heavy Cannon [36", A2, AP(2), Deadly(6), Indirect]	+20pts

## Upgrade with one:

Full Burnien (Very Faast, Stealth)	+110pts
Stamen (Very Fast, Stealth, Furious)	+150pts

## C | Replace any Twin 240mm Cannons with:

Spray Missiles [36", A12, AP(2), Blast(3)]	+45pts
Targeter Beam Cannon [36", A6, AP(3), Deadly(3), Rending, Lock-On]	-120pts

## Upgrade any model with:

Beam Rifle [30", A3, AP(3), Deadly(6), Rending]	+290pts
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## D | Add one model with:

RB-79 Squadmate (Fast, Flying, Tough(9), Grabby Claws [A2, AP(2), Deadly(3)], Cannon [36", A3, AP(2), Deadly(3)])	+415pts
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## Replace any Cannon with:

Twin Cannons [24", A6, AP(2), Deadly(3)]	+55pts
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## E | Add one model with:

Type 61 Squadmate (Fast, Impact(6), Tough(9), Twin Tank Cannons [30", A4, AP(2), Deadly(3)], 60mm Vulcans [12", A6, Lock-On])	+410pts
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## F | Upgrade with:

Sayla (Fearless, Psychic(1))	+120pts
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## Special Rules

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**Crack Shot:** The Hero and its unit get +1 to hit when shooting.

**Luna Titanium:** Defense(+1).

**Shield:** This model gains Regeneration, and enemy units get -1 to all all attack rolls when targeting a unit where all models have this rule.

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