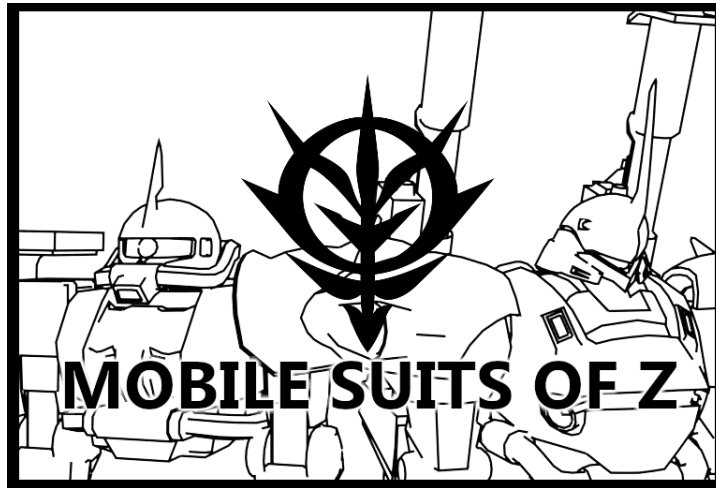


GF - Gundark Future - Zeon 0079 ^{2.50}



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

The Mobile Suits of Zeon are part of a military organization that focuses on the defense of their colonies from the oppressive EFSF Mobile Suits. 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
MS-06S Zaku Commander [1]	3+	2+	Machine Gun [24", A12, AP(2)], Stomp [A4, AP(2)], Heat Hawk [A3, AP(2), Deadly(3), Rending]	Fast, Fear, Fearless, Hero, Shield, Strider, Tough(12)	A, B, C, D	675pts
MS-07B Gouf [1]	3+	2+	Hand Cannon [18", A12, AP(2)], Stomp [A4, AP(2)], Heat Sword [A6, AP(2), Deadly(3), Rending], Heat Rod [A12, Rending]	Fast, Fear, Fearless, Furious, Hero, Shield, Strider, Tough(15)	B, E	860pts
MS-14S Gelgoog Commander [1]	3+	2+	Beam Rifle [30", A3, AP(3), Deadly(6), Rending], Stomp [A4, AP(2)], Beam Sabers [A4, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Hero, Shield, Strider, Tough(18)	B, C, D, F, G	1090pts
YMS-15 Gyan [1]	3+	2+	Hide Bombs [12", A12, Rending], Stomp [A4, AP(2)], Beam Sabers [A4, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Furious, Hero, Shield, Strider, Tough(15)	B	900pts
MS-18E Kampfer [1]	3+	2+	Shotgun [18", A12, AP(2)], 60mm Vulcans [12", A6, Lock-On], Stomp [A4, AP(2)], Beam Sabers [A4, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Flying, Hero, More Arms Than Hands, Scout, Stealth, Tough(15)	B, H	910pts
MS-06 Zaku [1]	3+	2+	Machine Gun [24", A12, AP(2)], Chain Mine [A6, AP(2)], Heat Hawk [A3, AP(2), Deadly(3), Rending]	Fast, Fear, Fearless, Shield, Strider, Tough(12)	A, C, I	675pts
MS-09 Dom [1]	3+	2+	Giant Bazooka [36", A6, AP(2), Deadly(3), Rending], Stomp [A4, AP(2)], Heat Sword [A4, AP(2), Deadly(3), Rending]	Fast, Fear, Fearless, Flying, Regeneration, Strider, Tough(15)	C, J	935pts
MS-14 Gelgoog [1]	3+	2+	Beam Rifle [30", A3, AP(3), Deadly(6), Rending], Stomp [A4, AP(2)], Beam Sabers [A4, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Shield, Strider, Tough(18)	C, F, K	1090pts

A | Replace any Machine Gun:

Bazooka [36", A6, AP(2), Blast(3)]	+150pts
Heavy Cannon [36", A2, AP(2), Deadly(6), Indirect]	+140pts

Upgrade any model with any:

Parachute Pack (Ambush, Scout)	+95pts
Missile Launcher [24", A4, AP(3), Deadly(3)]	+170pts

Replace any Shoulder Cannon with:

Gatling Shoulder Cannon [24", A12, AP(2), Rending]	-120pts
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B | Upgrade with one:

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

C | Upgrade any model with any:

Furious	+30pts
High Mobility (Stealth)	+30pts
Shoulder Cannon [48", A3, AP(3), Deadly(3), Indirect]	+150pts

D | Upgrade with:

Red Comet (Furious, Psychic(2), Regeneration)	+250pts
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E | Upgrade with:

Machine Gun [24", A12, AP(2)]	+175pts
Custom Gatling Cannon [24", A12, AP(2), Rending]	+185pts

F | Replace any Beam Rifle with:

Machine Gun [24", A12, AP(2)]	-120pts
Bazooka [36", A6, AP(2), Blast(3)]	+35pts

G | Upgrade with any:

Arm Machine Guns [18", A12, AP(2)]	+130pts
High Mobility - Stealth	+35pts
Shoulder Beam Cannon [36", A3, AP(3), Deadly(6), Rending]	+350pts

Replace any Arm Machine Guns with:

Arm Missiles [24", A4, AP(3), Deadly(3)]	+40pts
Beam Spot Guns [18", A12, AP(2), Rending]	+10pts

Replace any Beam Rifle with:

Large Beam Machine Gun [24", A18, AP(3), Rending]	+20pts
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H | Upgrade with:

Bazooka [36", A6, AP(2), Blast(3)]	+324pts
Chain Mine [A6, AP(2), Deadly(3), Rending, One Use]	+30pts

Sturm Fausts [36", A3, AP(2), Deadly(3), Rending, One Use]	+45pts
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Replace any Shotgun with:

Double Shotguns [18", A24, AP(2), Rending]	+140pts
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Replace any Bazooka with:

Double Bazookas [36", A12, AP(2), Blast(3)]	+324pts
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I | Add one model with:

Zaku Squadmate (Fast, Fear, Fearless, Shield, Tough(12), Strider, Stomp [A4, AP(2)], Heat Hawk [A3, AP(2), Deadly(3), Rending], Machine Gun [24", A12, AP(2)])	+675pts
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J | Replace any Giant Bazooka with:

Machine Gun [24", A12, AP(2)]	-175pts
Bazooka [36", A6, AP(2), Blast(3)]	-20pts
Missile Launcher [24", A4, AP(3), Deadly(3)]	-175pts

Replace any Shoulder Cannon with:

Twin Shoulder Cannon [24", A4, AP(3), Deadly(3), Indirect]	-75pts
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Add one model with:

Dom Squadmate (Fast, Fear, Fearless, Flying, Regeneration, Tough(15), Stomp [A4, AP(2)], Heat Sword [A4, AP(2), Deadly(3), Rending], Giant Bazooka [36", A6, AP(2), Deadly(3), Rending])	+935pts
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K | Add one model with:

Gelgoog Squadmate (Fast, Fear, Fearless, Shield, Strider, Tough(18), Stomp [A4, AP(2)], Beam Sabers [A4, AP(3), Deadly(6), Rending], Beam Rifle [30", A3, AP(3), Deadly(6), Rending])	+1090pts
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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.

More Arms Than Hands: This model may only fire one of it's ranged weapons in a turn.

One Use: This weapon may only be used once in a game.

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

Psychic Spells

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

The Red Comet (4+): Target unit within 12" gets -3 to their morale tests until this model's next activation.

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

Special Issue Ammunition (5+): The casting model gains Rending until its 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.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
MSM-07S Z'Gok Commander [1]	3+	2+	Mega Particle Cannons [36", A4, AP(3), Deadly(6), Rending], Head Missiles [24", A9, AP(2)], Stomp [A4, AP(2)], Iron Nails [A4, AP(3), Deadly(3)]	Fast, Fear, Fearless, Hero, Strider, Tough(15)	A, B, C	1085pts
MSM-03 Gogg [1]	3+	2+	Mega Particle Cannons [36", A4, AP(3), Deadly(6), Rending], Missiles [24", A4, AP(3), Deadly(3)], Stomp [A4, AP(2)], Heavy Claws [A2, AP(3), Deadly(6), Rending]	Fast, Fear, Fearless, Regeneration, Strider, Tough(18)	-	1280pts
MSM-04 Acguy [1]	3+	2+	Mega Particle Cannon [36", A2, AP(3), Deadly(6), Rending], Head Missiles [24", A9, AP(2)], Stomp [A4, AP(2)], Iron Nails [A2, AP(3), Deadly(3)]	Fast, Fear, Fearless, Strider, Tough(12)	-	740pts
MSM-07 Z'Gok [1]	3+	2+	Missiles [36", A6, AP(2)], Mega Particle Cannons [36", A4, AP(3), Deadly(6), Rending], Stomp [A4, AP(2)], Iron Nails [A4, AP(3), Deadly(3)]	Fast, Fear, Fearless, Strider, Tough(15)	-	1085pts
MSM-08 Zogok [1]	3+	2+	Boomerang Cutters [12", A4, AP(3), Deadly(3)], Stomp [A4, AP(2)], Brawler Fists [A6, AP(2), Deadly(3)], Heat Sword [A4, AP(2), Deadly(3), Rending]	Fast, Fear, Fearless, Strider, Tough(15)	-	675pts
MSM-10 Zock [1]	3+	2+	2x Mega Particle Array [36", A4, AP(3), Deadly(6), Rending], Stomp [A4, AP(2)], Iron Nails [A4, AP(3), Deadly(3)]	Awkward Arcs, Fast, Fear, Fearless, Flying, Tough(18)	-	1530pts
RX-78 GP02A Gundam Physalis [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, Layered Armor, Luna Titanium, Physalis Shield, Strider, Tough(18)	D	1295pts
HT-01B Tank [1]	3+	2+	Cannon [36", A2, AP(2), Deadly(6)], Triple Gun [24", A6, AP(1)]	Fast, Impact(6), Tough(9)	E	470pts
DFA-03 Dopp [1]	3+	2+	Missiles [36", A9, AP(2)], 20mm Vulcans [12", A6, Anti-Air]	Aircraft, Tough(9)	-	320pts
Dodai YS [1]	3+	2+	Missiles [24", A9, AP(2)]	Aircraft, Subflight, Tough(12)	-	430pts

A | Upgrade with one:

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

B | Upgrade any model with any:

Furious	+30pts
High Mobility [Stealth]	+30pts
Shoulder Cannon [48", A3, AP(3), Deadly(3), Indirect]	+150pts

C | Upgrade with:

Red Comet [Furious, Psychic(2), Regeneration]	+250pts
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D | Upgrade with:

MLRS [24", A12, AP(2), Deadly(3)]	+430pts
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Replace Beam Rifle with:

Beam Bazooka [36", A4, AP(3), Deadly(6), Rending]	+175pts
Anti-Ship Rifle [36", A2, AP(4), Deadly(12)]	+150pts

E | Add one model with:

Squadmate [Fast, Impact(6), Tough(9), Cannon [36", A2, AP(2), Deadly(6)], Triple Gun [24", A6, AP(1)]]	+470pts
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Special Rules

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

Awkward Arcs: This model must fire each of its ranged weapons at different target units. If there are not enough different enemy units in range, then not all of the ranged weapons may be fired.

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: Reduce damage taken from all ranged attacks by -1 to a minimum of 1.

Luna Titanium: Defense(+1)

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

Subflight: This model may Transport one Mobile Suit model. That model may fire a single ranged weapon at its usual Quality during this model's Activation.

Psychic Spells

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

The Red Comet (4+): Target unit within 12" gets -3 to their morale tests until this model's next activation.

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

Special Issue Ammunition (5+): The casting model gains Rending until its 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.