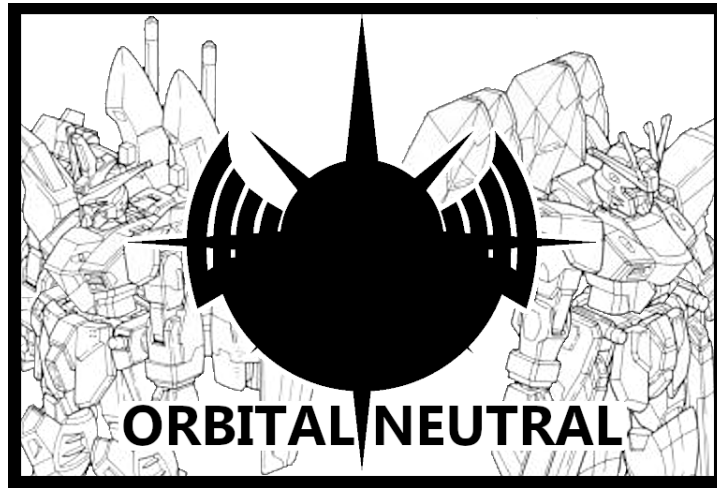


# GF - Orbital Neutral CE7 2.0



## 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

Orbital Neutral is a small island nation with advanced Mobile Suit research and production technology. Avowedly neutral in all political conflicts, they attempt to protect their own interests with their self defense force. 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 - Orbital Neutral CE 2.0

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
GAT-x105 Strike Devil Mu [1]	2+	2+	Stomp (A4, AP(2)), CIWS (12", A2, Anti-Air, Blast(3)), Armor Schneiders (A4, AP(3), Deadly(3))	Hero, Mobile Suit, Phase Shift, Striker Weapon System, Tough(18)	A	640pts
MBF-02 Strike Devil Rouge [1]	2+	2+	Stomp (A4, AP(2)), CIWS (12", A2, Anti-Air, Blast(3)), Armor Schneiders (A4, AP(3), Deadly(3))	Hero, Mobile Suit, Phase Shift, Psychic(2), Striker Weapon System, Tough(18)	A	675pts
MBF-M1 Astray Model [1]	3+	2+	Stomp (A4, AP(2)), CIWS (12", A2, Anti-Air, Blast(3)), Beam Saber (A2, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Flying, Mobile Suit, Shield, Stealth, Tough(12)	B, C	665pts
MBF-M1 Astray Model Team [2]	3+	2+	Stomp (A4, AP(2)), CIWS (12", A2, Anti-Air, Blast(3)), Beam Saber (A2, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Flying, Mobile Suit, Shield, Stealth, Tough(12)	B, C	1330pts
FX-550 Skygrabber [1]	3+	2+	CIWS (12", A2, Anti-Air, Blast(3)), Missiles (36", A3, AP(2), Blast(3)), Twin Cannons (36", A2, AP(2), Blast(2), Deadly(3)), Beam Cannon (36", A1, AP(3), Deadly(6), Rending)	Aircraft, Regeneration, Striker Weapon System, Tough(12)	C, D	635pts
GAT-x103 Buster Devil [1]	2+	2+	Stomp (A4, AP(2)), Beam Rifle (36", A2, AP(3), Deadly(6), Deadly), Railcannon (48", A1, AP(3), Deadly(6))	Combining Arms, Hero, Mobile Suit, Phase Shift, Tough(18)	-	1335pts
ZGMF-x09A Justified Devil [1]	2+	2+	Stomp (A4, AP(2)), CIWSs (12", A4, Anti-Air, Blast(3)), Twin Beam Sabers (A8, AP(3), Deadly(6), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending), Beam Boomerangs (12", A4, AP(3), Deadly(4), Rending), Twin Beam Cannon (36", A2, AP(3), Deadly(6), Rending)	Flying, Furious, Hero, Mobile Suit, Neutron Jammer Cancellor, Phase Shift, Psychic(3), Shield, Stealth, Tough(18)	-	2025pts
ZGMF-x10A Freed Devil [1]	2+	2+	Stomp (A4, AP(2)), CIWS (12", A2, Anti-Air, Blast(3)), Beam Rifle (36", A2, AP(3), Deadly(6), Rending), Twin Beam Saber (A6, AP(3), Deadly(6), Rending), Plasma Cannons (36", A4, AP(3), Deadly(6), Rending), Twin Railcannons (48", A2, AP(3), Deadly(6))	Flying, Hero, Mobile Suit, Neutron Jammer Cancellor, Phase Shift, Psychic(4), Relentless, Shield, Stealth, Tough(18)	-	2380pts

## A | SWS Upgrades:

Aile Pack (Flying)	+160pts
Sword Pack (Furious, Shield, Rocket Anchor)	+560pts
Launcher Pack (Regeneration)	+1025pts
IWSP (Flying, Shield)	+760pts
Perfect Pack (Flying, Rocket Anchor, Shield)	+1445pts

### Upgrade Aile Pack with any:

Beam Sabers (melee, A5, AP(3), Deadly(4), Rending)	free
Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	+270pts
Grand Slam Sword (melee, A6, AP(4), Deadly(6))	+290pts
Shield	+180pts

### Upgrade Sword Pack with:

Beam Anti-Ship Sword (melee, A6, AP(4), Deadly(6), Rending)	free
---	------

### Upgrade Launcher Pack with:

Gatling Cannon (30", A12, AP(1))	free
Missiles (36", A2, AP(2), Blast(3))	free
Beam Launcher (48", A3, AP(3), Deadly(6), Poison, Rending)	free

### Upgrade IWSP with any:

Twin Rail Cannons (48", A2, AP(3), Deadly(6))	free
CIWS (12", A2, Anti-Air, Blast(3))	free
Shield Gatling (30", A12, AP(1))	free
Anti Ship Swords (melee, A6, AP(4), Deadly(6))	free
Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	+270pts

### Upgrade Perfect Pack with:

Beam Anti-Ship Sword (Melee, A6, AP(4), Deadly(6), Rending)	free
Gatling Cannon (30", A12, AP(1))	free
Missiles (36", A2, AP(2), Blast(3))	free
Beam Launcher (48", A3, AP(3), Deadly(6), Poison, Rending)	free

## B | Upgrade any with:

Anti-Ship Sword (melee, A2, AP(4), Deadly(6))	+50pts
---	--------

### Replace any Anti-Ship Sword with:

Twin Anti-Ship Sword (melee, A4, AP(4), Deadly(6))	+50pts
--	--------

## C | Upgrade with any:

Ace (Hero, Furious)	+25pts
Veteran Pilot	+115pts

## D | SWS Upgrades:

Aile Pack (Flying)	+10pts
Sword Pack (Furious, Shield, Rocket Anchor)	+310pts
Launcher Pack (Regeneration)	+535pts
Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	+180pts
Shield	+120pts

### Upgrade Sword Pack with:

MP Beam Anti-Ship Sword (Melee, A4, AP(4), Deadly(6), Rending)	free
--	------

### Upgrade Launcher Pack with:

Gatling Cannon (30", A12, AP(1))	free
Missiles (36", A2, AP(2), Blast(3))	free
MP Beam Launcher (48", A2, AP(3), Deadly(6), Poison, Rending)	free

## Special Rules

**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.

**Rocket Anchor:** You may +3" to this model's Charge moves.

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

**Striker Weapon System:** You may choose one SWS upgrade option for this model from those available to it.

**Veteran Pilot:** This model gets +1 to hit with melee and ranged attack rolls.

## 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.