



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

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

GF - EFSF Mobile Suits UC0079 2.4

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
RX-78-2 White Devil [1]	2+	2+	Stomp (A4, AP(2)), 60mm Vulcans (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Hero, Mobile Suit, Psychic(4), Shield, Tough(18)	A	1170pts
RX-77 Red Cannon [1]	3+	2+	Stomp (A4, AP(2)), 60mm Vulcans (12", A2, Anti-Air, Blast(3)), 240mm Cannons (48", A6, AP(3), Deadly(3), Indirect)	Mobile Suit, Regeneration, Tough(18)	B	820pts
RX-75 Tank Gunner [1]	3+	2+	Crushing Treads (A4, AP(2)), Bopp Missiles (30", A8, AP(1)), 120mm Low Recoil Cannons (48", A2, Indirect, Deadly(9), AP(3))	Mobile Suit, Relentless, Tough(18)	-	800pts
RX-78 NT-1 Alex Devil [1]	2+	2+	Stomp (A4, AP(2)), 60mm Vulcans (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending), 90mm Gatling Cannons (18", A4, AP(1), Blast(6))	Furious, Hero, Mobile Suit, Shield, Stealth, Tough(18)	C	1330pts
FA-78-1 Full Armor Devil [1]	2+	2+	Stomp (A4, AP(2)), 60mm Vulcans (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Missiles (36", A3, AP(2), Blast(3)), Twin Beam Rifle (36", A4, AP(3), Deadly(6), Rending), Shoulder Cannon (48", A3, AP(3), Deadly(3), Indirect)	Hero, Mobile Suit, Shield, Tough(18), Up Armored	D	1830pts
RX-79[G] Ground Devil [1]	3+	2+	Stomp (A4, AP(2)), Beam Sabers (A4, AP(3), Deadly(4), Rending), 90mm Machine Gun (30", A9, AP(1))	Mobile Suit, Shield, Tough(18)	E	705pts
RGM-79 General Model [1]	3+	2+	Stomp (A4, AP(2)), Beam Saber (A2, AP(3), Deadly(4), Rending), 60mm Vulcan Guns (12", A2, Anti-Air, Blast(3)), 90mm Machine Gun (30", A9, AP(1))	Mobile Suit, Tough(12)	F, G	400pts
RGM-79 General Model Team [2]	3+	2+	Stomp (A4, AP(2)), Beam Saber (A2, AP(3), Deadly(4), Rending), 60mm Vulcans (12", A2, Anti-Air, Blast(3)), 90mm Machine Gun (30", A9, AP(1))	Mobile Suit, Tough(12)	F, H	800pts

A | Replace Beam Rifle with:

Hyper Bazooka (48", A2, AP(1), Blast(6))	-55pts
Two Hyper Bazookas (48", A4, AP(1), Blast(6))	+160pts

Replace Beam Sabers with:

Hyper Hammer (melee, A4, AP(2), Deadly(6))	-55pts
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Upgrade with:

Original Shoulder Cannon (48", A2, AP(2), Blast(3), Deadly(3))	+290pts
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B | Replace 240mm Cannons with:

Spray Missiles (36", A3, AP(2), Blast(6))	-85pts
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Upgrade with:

Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	+180pts
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C | Replace Beam Rifle with:

Hyper Bazooka (48", A2, AP(1), Blast(6))	-55pts
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Upgrade with:

Chobham Armor (Up Armored)	+70pts
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D | Replace Shoulder Cannon with:

Jazzy Beam Cannon (48", A3, AP(3), Deadly(6), Rending)	+315pts
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E | Replace 90mm Machine Gun:

Bazooka(48", A1, AP(1), Blast(6))	free
Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	+110pts
Heavy Cannon (48", A1, AP(2), Blast(4), Deadly(3), Indirect)	+90pts

Upgrade with:

Ace (Hero, Furious)	+20pts
Veteran Pilot	+115pts
Parachute Pack	+90pts

Upgrade one Ace, Veteran Pilot with:

Ez-08 Custom (Up Armored)	+70pts
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F | Replace any 90mm Machine Gun::

Bazooka(48", A1, AP(1), Blast(6))	free
Beam Spray Gun (18", A4, AP(2), Deadly(3), Rending)	free
Beam Sniper Rifle (36", A2, AP(3), Deadly(6), Rending, Sniper)	+270pts

Upgrade any with:

Ace (Hero, Furious)	+20pts
Up Armored	+50pts
Veteran Pilot	+115pts

Replace any Beam Saber with:

Shoulder Cannon (48", A3, AP(3), Deadly(3), Indirect)	+150pts
Two Shoulder Cannons (48", A6, AP(3), Deadly(3), Indirect)	+300pts

G | Upgrade with:

Shield	+120pts
Parachute Pack	+60pts

H | Upgrade all with:

Shield	+240pts
Parachute Pack	+120pts

Special Rules

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

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

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

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

Up Armored: Add +1 to this model's defense rolls.

Psychic Spells

Plot Armor (5+): The casting model gets Regeneration on a 4+.

IT'S A GUNDAM! (5+): Target unit within 12" gets -3 to their morale tests until this model's next activation.

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

Overcharge (6+): The casting model gains Rending until it's next activation.

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

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

GF - EFSF Mobile Suits UC0079 2.4

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
RX-78-4 Blue Devil [1]	2+	2+	Stomp (A4, AP(2)), 60mm Vulcans (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Hero, Mobile Suit, Shield, Tough(18)	A	1105pts
RX-78-5 Red Devil [1]	2+	2+	Stomp (A4, AP(2)), 60mm Vulcans (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Hero, Mobile Suit, Shield, Tough(18)	B	1105pts
RX-78-6 Mud Devil [1]	2+	2+	Stomp (A4, AP(2)), 60mm Vulcans (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), 240mm Cannons (48", A6, AP(3), Deadly(3), Indirect), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Hero, Mobile Suit, Shield, Tough(18)	-	1555pts
RB-79 Space Ball [1]	3+	2+	Grabby Claws (A2, AP(2), Deadly(3)), Cannon (48", A1, AP(2), Blast(4), Deadly(3))	Fast, Flying, Tough(9)	C	340pts
M16A1 Tank [1]	3+	2+	Twin Cannons (36", A2, AP(2), Blast(2), Deadly(3)), 60mm Vulcans (12", A2, Anti-Air, Blast(3))	Fast, Impact(6), Tough(9)	-	315pts
FF-X7 Core Plane [1]	3+	2+	Missiles (36", A3, AP(2), Blast(3)), 60mm Vulcans (12", A2, Anti-Air, Blast(3))	Aircraft, Tough(9)	-	320pts
FF-X7Bst Rocket Plane [1]	3+	2+	Missiles (36", A3, AP(2), Blast(3)), Twin Beam Cannon (36", A2, AP(3), Deadly(6), Rending)	Aircraft, Regeneration, Tough(12)	-	615pts

A | *Replace Beam Rifle with:*

Mega Beam Launcher (48", A3, AP(3), Deadly(6), Poison, Rending) +405pts

Upgrade with:

BST Packs (Stealth) +35pts

B | *Replace Beam Rifle with:*

Mega Gatling Cannon (36", A24, AP(2), Rending) +380pts

Upgrade with:

BST Packs (Stealth) +35pts

C | *Replace Cannon with:*

Twin Cannons (36", A2, AP(2), Blast(2), Deadly(3)) -30pts

Special Rules

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

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

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

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

Up Armored: Add +1 to this model's defense rolls.

Psychic Spells

Plot Armor (5+): The casting model gets Regeneration on a 4+.

IT'S A GUNDAM! (5+): Target unit within 12" gets -3 to their morale tests until this model's next activation.

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

Overcharge (6+): The casting model gains Rending until it's next activation.

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

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