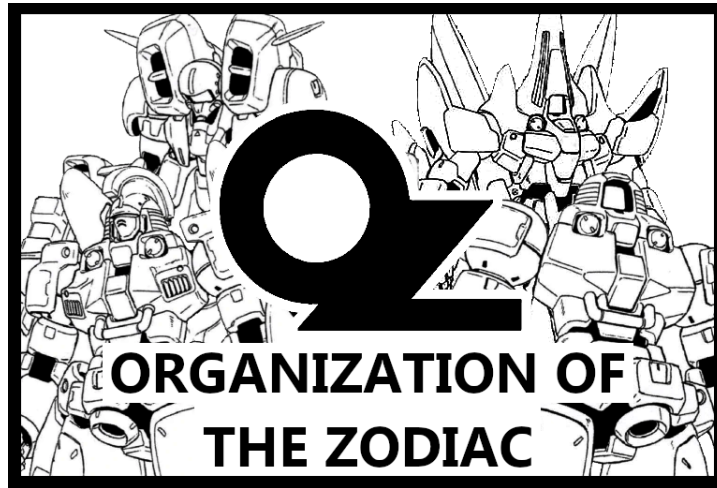


# GF - MSM - Organization of the Zodiac AC195<sup>1.0</sup>



## 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

The Organization of the Zodiac is the military arm of a foundation of aristocrats that moved to seize power from their planetary defense alliance. Leaning into the trappings of a decadent nobility, OotZ ruled their planet and orbiting space colonies with harsh laws. Using the combined industrial might of the planet and colonies, they were able to mass produce Mobile Suits, massive humanoid military machines that crushed traditional armed forces under their hyper-steel treads.

Being the primary target of the retaliatory Operation Meteor, the Organization of the Zodiac were forced to rapidly prototype multiple new types of mobile suits, eventually leading to the ill-fated introduction of Mobile Dolls, AI controlled Mobile Suits with no conscience of their own...

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Army Book by: MarkBell  
Cover Image by: MarkBell  
Created with: [OPR Web Companion](#)

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
OZ-00MS Tall Goose [1]	2+	2+	Stomp (A4, AP(2)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Dober Gun (48", A3, Anti-Air, AP(2), Deadly(6))	Flying, Hero, Mobile Suit, Shield, Tough(18)	-	1275pts
OZ-06MS Leo [1]	3+	2+	Stomp (A4, AP(2)), Machine Gun (30", A10, AP(1))	Mobile Suit, Tough(12)	A, B	350pts
OZ-06MS Leo Team [2]	3+	2+	Stomp (A4, AP(2)), Machine Gun (30", A10, AP(1))	Mobile Suit, Tough(12)	A, B	700pts
OZ-07AMS Aries [1]	3+	2+	Stomp (A4, AP(2)), Machine Gun (30", A10, AP(1))	Mobile Suit, Tough(12), Transform	C, B	385pts
OZ-07AMS Aries Team [2]	3+	2+	Stomp (A4, AP(2)), Machine Gun (30", A10, AP(1))	Mobile Suit, Tough(12), Transform	C, B	770pts
OZ-12SMS Taurus [1]	3+	2+	Stomp (A4, AP(2)), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Mobile Suit, Tough(15), Transform	D, B	550pts
OZ-12SMS Taurus Team [2]	3+	2+	Stomp (A4, AP(2)), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Mobile Suit, Tough(15), Transform	D, B	1100pts
OZ-13MSX1 Vayate [1]	3+	2+	Stomp (A4, AP(2)), Heavy Beam Cannon (48", A3, AP(3), Deadly(6), Poison, Rending)	Fearless, Hero, Mobile Suit, Regeneration, Tough(15)	-	935pts
OZ-13MSX2 Mercurius [1]	3+	2+	Stomp (A4, AP(2)), Beam Saber (A2, AP(3), Deadly(4), Rending), Beam Gun (24", A6, AP(2), Deadly(3), Rending)	Beam Shield, Fearless, Hero, Mobile Suit, Tough(15)	-	760pts
OZ-02MD Virgo [1]	3+	2+	Stomp (A4, AP(2)), Beam Cannon (48", A4, AP(3), Deadly(3), Rending)	Beam Shield, Fearless, Mobile Suit, Tough(12)	-	710pts
OZ-02MD Virgo Team [2]	3+	2+	Stomp (A4, AP(2)), Beam Cannon (48", A4, AP(3), Deadly(3), Rending)	Beam Shield, Fearless, Mobile Suit, Tough(12)	-	1420pts

## A | Replace any Machine Gun with one of:

Bazooka (48", A1, AP(1), Blast(6))	free
Beam Gun (18", A4, AP(2), Deadly(3), Rending)	free
Beam Rifle: (36", A2, AP(3), Deadly(6), Rending)	+105pts
Heavy Beam Cannon (48", A4, AP(3), Deadly(3), Rending)	+165pts
MP Dober Gun (48", A3, Anti-Air, AP(2), Deadly(3))	+45pts

## Upgrade any model with any of:

Shield	+120pts
Flight Pack (Flying, Stealth)	+30pts
Twin Shoulder Beam Cannons (24", A2, AP(3), Deadly(6), Rending)	+120pts

## Upgrade any model with a Shield with:

Beam Saber (Melee, A2, AP(3), Deadly(4), Rending)	+40pts
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## B | Upgrade any model with any of:

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

## C | Replace any Machine Gun with:

Missiles (36", A3, AP(1))	-50pts
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## Any model may take up to four of any of:

Missiles (36", A3, AP(1))	+25pts
Machine Gun (30", A10, AP(1))	+75pts

## D | Replace any Beam Rifle with one of:

Beam Bazooka (48", A4, AP(3), Deadly(3), Rending)	+60pts
Laser Gun (24", A6, AP(2), Deadly(3), Rending)	-35pts

## Upgrade any model with:

Mobile Doll (Fearless)	+50pts
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## Special Rules

**Beam Shield:** This model gains Shield and always counts as being In Cover.

**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.

**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 any melee weapons.

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