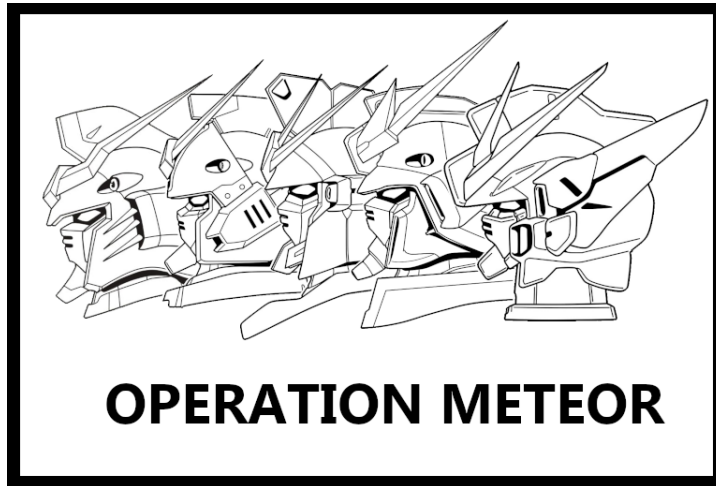


GF - Operation Meteor AC195 1.0



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

Operation Meteor was formed in the colonies in direct response to The Organization of the Zodiac's militarized and heavy-handed suppression of all political opponents. While the OotZ relies on vast industrial might to mass produce Mobile Suits, Operation Meteor created 5 prototype super weapons that leave most enemies quaking in their cockpits. These Devil Mobile Suits were massive humanoid military machines that crushed traditional armed forces and even other Mobile Suits under their Gundanium treads.

5 Mobile Suits, though, as powerful as they were, were not going to survive the full might of the counter-assault, especially once Mobile Dolls were introduced. These AI controlled Mobile Suits were a devastating blow to Operation Meteor, and the scientists behind the Devil Mobile Suits were forced to activate one last prototype. This prototype, the Winged Devil Zero, interfaced directly with the pilot's brain, and showed them the path to Perfect Victory, no matter the cost...

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Created with: [OPR Web Companion](#)

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
WMS-03 Mag-Anak [1]	3+	2+	Stomp (A4, AP(2)), Heat Hawk (A3, AP(2), Deadly(3), Rending), Machine Gun (36", A12, AP(1))	Mobile Suit, Tough(12)	A	420pts
WMS-03 Mag-Anak Team [2]	3+	2+	Stomp (A4, AP(2)), Heat Hawk (A3, AP(2), Deadly(3), Rending), Machine Gun (36", A12, AP(1))	Mobile Suit, Tough(12)	A	840pts
SK-12SMS Taurus [1]	3+	2+	Stomp (A4, AP(2)), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Mobile Suit, Tough(15), Transform	B	550pts
XXXG-01D Scything Death Devil [1]	2+	2+	Stomp (A4, AP(2)), Head Vulcans (12", A2, Anti-Air, Blast(3)), Buster Shield (18", A4, AP(3), Deadly(4), Only One Use, Rending), Beam Scythe (A4, AP(3), Deadly(6), Rending)	Fear, Furious, Gundanium, Hero, Hyper Jammer, Mobile Suit, Shield, Tough(18)	C	1100pts
XXXG-01H Heavily Armed Devil [1]	2+	2+	Stomp (A4, AP(2)), Knife (A2, AP(1)), Head Vulcans (12", A2, Anti-Air, Blast(3)), Chest Gatlings (30", A12, AP(1)), Leg Missiles (36", A3, AP(1), Blast(3)), Shoulder Missiles (48", A3, AP(2), Deadly(3)), Beam Gatling (36", A12, AP(1), Rending)	Fear, Gundanium, Mobile Suit, Relentless, Shield, Tough(18)	D	1600pts
XXXG-01SR Sandy Rock Devil [1]	2+	2+	Stomp (A4, AP(2)), Head Vulcans (12", A2, Anti-Air, Blast(3)), Homing Missiles (48", A2, AP(2), Deadly(3), Only One Use), Twin Heat Shotels (A6, AP(4), Deadly(6))	Fear, Hero, Mobile Suit, Shield, Tough(24)	E	1250pts
XXXG-01S Shen Lung Devil [1]	2+	2+	Stomp (A4, AP(2)), Head Vulcans (12", A2, Anti-Air, Blast(3)), Dragon Shield (18", A4, AP(3), Deadly(4), Only One Use), Dragon Flame (18", A12, AP(2)), Dragon Fang (A2, AP(3), Deadly(6)), Beam Glaive (A4, AP(3), Deadly(6), Rending)	Dragon Claw, Fear, Furious, Gundanium, Hero, Mobile Suit, Shield, Tough(18)	F	1245pts
XXXG-01W Winged Devil [1]	2+	2+	Stomp (A4, AP(2)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Machine Cannons (24", A6, AP(1)), Head Vulcans (12", A2, Anti-Air, Blast(3)), Buster Rifle (48", A3, AP(3), Deadly(6), Poison, Rending)	Fear, Gundanium, Hero, Mobile Suit, Shield, Tough(18), Transform	G	1735pts

A | Replace any Machine Gun with one of:

Beam Rifle (36", A2, AP(3), Deadly(6), +110pts
Rending)

Heavy Cannon (48", A1, AP(2), Blast(3), -15pts
Deadly(3))

Upgrade any model with any of:

Ace (Hero, Furious) +20pts

Shield +120pts

Veteran Pilot +115pts

Replace any Heat Hawk with one of:

Beam Saber (melee, A2, AP(3), +5pts
Deadly(4), Rending)

Heavy Claw (melee, A3, AP(4), free
Deadly(3))

B | Replace any Beam Rifle with one of:

Beam Bazooka (48", A4, AP(3), +60pts
Deadly(3), Rending)

Laser Gun (24", A6, AP(2), Deadly(3), -35pts
Rending)

Upgrade any model with any of:

Ace (Hero, Furious) +20pts

Veteran Pilot +115pts

Upgrade any Ace model with:

Beam Sabers (melee, A4, AP(3), +80pts
Deadly(4), Rending)

C | Hell Scything Death Devil Upgrade:

Replace Hyper Jammer and Beam Scythe with all of:

Active Cloak free

Beam Scissors (melee, A6, AP(3), +90pts
Deadly(6), Rending))

D | Custom Heavily Armed Upgrade:

Replace Beam Gatling with:

Twin Beam Gatling (36", A24, AP(1), +245pts
Rending)

Custom Heavily Armed Movie Upgrade:

Replace Beam Gatling and Knife with all of:

Left Twin Gatling Cannon (36", A18, +120pts
AP(1))

Right Twin Gatling Cannon (36", A18, +120pts
AP(1))

E | Custom Sandy Rock Upgrade:

Upgrade with all of:

Tactical Zero System +50pts

Beam Submachine Gun (24", A12, +165pts
AP(1), Rending)

F | Ertou Lung Upgrade:

Replace Beam Glaive with all of:

Twin Beam Cannon (36", A2, AP(3), +135pts
Deadly(3), Rending)

Dragon Flame (18", A12, AP(2)) +110pts

Dragon Fang (melee, A2, AP(3), +60pts
Deadly(6))

Twin Beam Glaive (melee, A8, AP(3), +180pts
Deadly(6), Rending)

G | Zero Winged Devil Upgrade:

Replace Head Vulcans and Buster Rifle with all of:

Zero System +100pts

Second Buster Rifle (48", A3, AP(3), +675pts
Deadly(6), Poison, Rending)

Special Rules

Active Cloak: At the beginning of the game and each time this unit activates, it may choose to activate or deactivate its Active Cloak. While active, enemies targeting this unit get -2 to hit when shooting at it, but this model loses its Gundanium.

Dragon Claw: You may +3" to this model's Charge moves.

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

Hyper Jammer: At the beginning of the game and each time this unit activates, it may choose to activate or deactivate its Hyper Jammer. While active, enemies targeting this unit get -1 to hit when shooting at it, but this model loses its Gundanium.

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

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

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

Tactical Zero System: When the hero's unit is activated, pick up to two friendly units within 12". They each get one of these special rules until the end of the round:

- Double Time: +3" when moving
- Take Aim: +1 to shooting rolls
- Focus Fire: AP(+1) when shooting
- Wreck Face: +1 to melee rolls

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.

Zero System: This model gains Psychic(3). It may attempt to cast two psychic spells when it activates, but it may not attempt to cast the same spell more than once in a turn.

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.

Emergency Transformation (6+): The casting model may immediately Transform to or from its High Speed Mode.

Perfect Victory (6+): The casting model may immediately make a charge move, and then resume its current activation. Subtract 2 from the roll when attempting to cast.

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