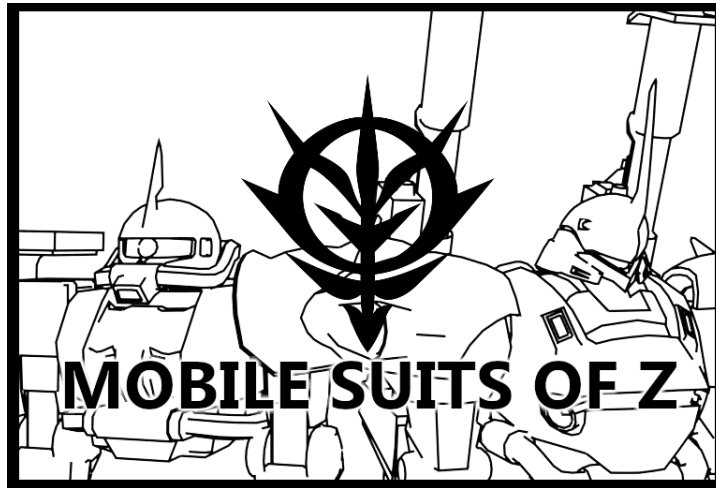


GF - Mobile Suits of Z UC0079 2.2



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 Z 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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Created with: OPR Web Companion

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
MS-06S Red Comet [1]	2+	2+	Stomp [A4, AP(2)], Heat Hawk [A6, AP(2), Deadly(3), Rending], 120mm Machine Gun [36", A12, AP(1)]	Hero, Mobile Suit, Psychic(3), Shield, Tough(15)	A	885pts
MS-07B Blue Ral [1]	2+	2+	Stomp [A4, AP(2)], Heat Sword [A6, AP(2), Deadly(3), Rending], Heat Rod [A1, AP(3), Deadly(4), EMP], Hand Cannons (18", A6, AP(1))	Furious, Hero, Mobile Suit, Shield, Tough(15)	B	790pts
MS-18E Fighter [1]	2+	2+	Stomp [A4, AP(2)], 60mm Vulcans (12", A2, Anti-Air, Blast(3)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Shotgun (18", A2, AP(1), Blast(4))	Flying, Hero, Mobile Suit, More Arms Than Hands, Scout, Stealth	C	695pts
YMS-15 Dueling Knight [1]	3+	2+	Stomp [A4, AP(2)], Beam Sword [A5, AP(3), Deadly(4), Rending], Hide Bombs (12", A3, AP(1), Blast(4))	Furious, Hero, Mobile Suit, Shield, Tough(15)	-	745pts
MS-09 Black Star [1]	3+	2+	Stomp [A4, AP(2)], Heat Sword [A4, AP(2), Deadly(3), Rending], Giant Bazooka [48", A1, AP(1), Blast(6), Deadly(3)]	Flying, Mobile Suit, Regeneration, Tough(15)	D	625pts
MS-14 Green Goog [1]	3+	2+	Stomp [A4, AP(2)], Beam Naginata (A4, AP(3), Deadly(4), Rending), Beam Rifle [36", A2, AP(3), Deadly(6), Rending]	Mobile Suit, Shield, Tough(15)	E	750pts
MS-06 Zaps Model [1]	3+	2+	Stomp [A4, AP(2)], Heat Hawk [A3, AP(2), Deadly(3), Rending], 120mm Machine Gun [36", A12, AP(1)]	Mobile Suit, Tough(12)	F, G	420pts
MS-06 Zaps Model Team [2]	3+	2+	Stomp [A4, AP(2)], Heat Hawk [A3, AP(2), Deadly(3), Rending], 120mm Machine Gun [36", A12, AP(1)]	Mobile Suit, Tough(12)	F, H	840pts
HT-01B Tank [1]	3+	2+	Cannon [36", A2, AP(2), Deadly(6)], Triple Gun [30", A6, AP(1)]	Fast, Impact(6), Tough(9)	-	350pts
DFA-03 Doppler [1]	3+	2+	Missiles [36", A3, AP(2), Blast(3)], 20mm Vulcans (12", A2, Anti-Air, Blast(3))	Aircraft, Tough(9)	-	320pts
Do or Die YS [1]	3+	2+	Missiles [36", A3, AP(2), Blast(3)]	Aircraft, Subflight, Tough(12)	-	405pts

A | Replace 120mm Machine Gun with:

Bazooka [48", A1, AP1, Blast 6]	-55pts
Heavy Cannon [48", A1, AP(2), Blast(4), Deadly(3), Indirect]	+80pts

B | Upgrade with:

Custom 75mm Gatling Cannon [36", A12, AP(1), Rending]	+245pts
120mm MG: [36", A12, AP(1)]	+165pts

C | Replace Shotgun with:

Two Shotguns [18", A4, AP(1), Blast(4)]	+55pts
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Upgrade with one of:

Bazooka [48", A1, AP(1), Blast(6)]	+110pts
Two Bazookas [48", A2, AP(1), Blast(6)]	+220pts

Upgrade with:

Chain Mine (Melee, A6, AP(2), Deadly(3), One Use)	+70pts
Sturm Fausts [36", A3, AP(2), Deadly(3), Rending, One Use]	+80pts

D | Replace Giant Bazooka with:

120mm Machine Gun [36", A12, AP(1)]	-35pts
Bazooka [48", A1, AP1, Blast 6]	-70pts

Upgrade with:

Ace (Hero, Furious)	+30pts
Veteran Pilot	+115pts
Shoulder Cannon [48", A3, AP(3), Deadly(3), Indirect]	+150pts

E | Replace Beam Rifle with:

120mm Machine Gun [36", A12, AP1]	-75pts
Bazooka [48", A1, AP1, Blast(6)]	-110pts

Upgrade with:

Ace (Hero, Furious)	+30pts
High Mobility (Stealth)	+30pts
Veteran Pilot	+115pts
Shoulder Cannon [48", A3, AP(3), Deadly(3), Indirect]	+150pts

Upgrade one Ace, Veteran Pilot, High Mobility model with:

Red Comet (Psychic 3)	+50pts
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F | Replace any 120mm Machine Gun:

Bazooka [48", A1, AP1, Blast 6]	-35pts
Heavy Cannon [48", A1, AP(2), Blast(4), Deadly(3), Indirect]	+50pts
Beam Sniper Rifle [36", A2, AP(3), Deadly(6), Rending, Sniper]	+230pts

Upgrade any with:

Ace (Hero, Furious)	+15pts
Veteran Pilot	+115pts
Missile Pods [30", A9, AP(1)]	+70pts
Shoulder Cannon [48", A3, AP(3), Deadly(3), Indirect]	+150pts

G | Upgrade with:

Shield	+120pts
Up Armored	+35pts
Parachute Pack	+60pts
High Mobility (Stealth)	+25pts

H | Upgrade all with:

Shield	+240pts
Up Armored	+70pts
Parachute Pack	+120pts
High Mobility	+50pts

Special Rules

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.

EMP: This weapon counts as having Rending but only needs rolls of 5-6 to take effect.

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

More Arms Than Hands: This model may only fire one of its ranged weapon upgrade options in a single activation.

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

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

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

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.

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

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.

The Red Comet (5+): The casting model's unit gains Fear until its next Activation.

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

Special Issue Ammunition (6+): The casting model gains Rending until its next Activation.

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-03 Goggle [1]	3+	2+	Stomp (A4, AP(2)), Heavy Claws (A2, AP(3), Deadly(4), Rending), Missiles (36", A2, AP(1), Blast(3)), Mega Particle Cannons (36", A3, AP(3), Deadly(6), Rending)	Mobile Suit, Regeneration, Tough(15)	-	790pts
MSM-04 A Guy [1]	3+	2+	Stomp (A4, AP(2)), Iron Nails (A2, AP(2), Deadly(3)), Missiles (36", A6, AP(2)), Mega Particle Cannon (36", A2, AP(3), Deadly(6), Rending)	Mobile Suit, Tough(12)	A	550pts
MSM-07 Z'Gawker [1]	3+	2+	Stomp (A4, AP(2)), Iron Nails (A4, AP(3), Deadly(3)), Missiles (36", A6, AP(2)), Mega Particle Cannons (36", A4, AP(3), Deadly(6), Rending)	Mobile Suit, Tough(12)	B	750pts
MSM-08 ZoGawker [1]	3+	2+	Stomp (A4, AP(2)), Brawler Fists (A6, AP(2), Deadly(3)), Boomerang Cutters (12", A4, AP(3), Deadly(3)), Heat Sword (A4, AP(2), Deadly(3), Rending)	Mobile Suit, Tough(15)	-	450pts
MSM-10 Zockit [1]	3+	2+	Stomp (A4, AP(2)), Iron Nails (A2, AP(3), Deadly(3)), Front Mega Particle Cannons (36", A3, AP(3), Deadly(6), Rending), Rear Mega Particle Cannons (36", A3, AP(3), Deadly(6), Rending), Phonon Maser Cannon (36", A1, AP(3), Deadly(6), Rending)	Awkward Arcs, Flying, Mobile Suit, Tough(18)	-	930pts

A | *Replace Iron Nails with:*
Mega Particle Cannon (36", A2, AP(3), Deadly(6), Rending) +160pts

Replace Mega Particle Cannon with:
Iron Nails (Melee, A2, AP(3), Deadly(3)) -160pts

B | *Upgrade with:*
Red Comet (Hero, Psychic 3, Furious, Shield, Veteran Pilot) +280pts

Special Rules

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.

EMP: This weapon counts as having Rending but only needs rolls of 5-6 to take effect.

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

More Arms Than Hands: This model may only fire one of its ranged weapon upgrade options in a single activation.

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

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

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

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.

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

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.

The Red Comet (5+): The casting model's unit gains Fear until its next Activation.

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

Special Issue Ammunition (6+): The casting model gains Rending until its next Activation.

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