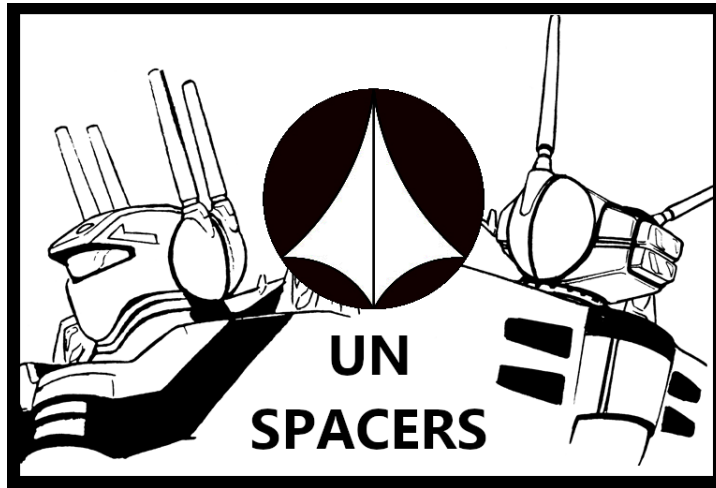


GF - UN Spacers 2009^{1.0}



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

The United Network of Spacers is a group of interstellar travelers lost far from home. Fleeing from the monstrosously large Zentradius Armada, they leverage the power of their Battroid machines and raw guts of their ace pilots just to survive. Valkyries and Destroids two types of Battroids that they employ, and both are metal monstrosities that crush most other enemy forces beneath their heavy steel treads, and terrorize enemy armies with their shocking speed.

Valkyries are a special kind of Battroid that leverages the alien technology harvested from their interstellar transport. Not only are they more responsive than the Destroids, they also can transform into a high speed aerojet form, as well as a hybrid jet-Battroid form. The unpredictability and adaptability of these high speed fighters make them deadly on the battlefield.

Game Design: Gaetano Ferrara
Illustrations: Brandon Gillam
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
VF-1S Valkyrie [1]	2+	2+	Stomp (A4, AP(2)), Gun Pod (36", A12, Anti-Air, AP(1)), Quad Laser CIWS (12", A4, Anti-Air, Blast(3))	Battroid, Hero, Regeneration, Tough(9), Up Armored, Valkyrie	A	640pts
VF-1J Valkyrie [1]	2+	2+	Stomp (A4, AP(2)), Gun Pod (36", A12, Anti-Air, AP(1)), Twin Laser CIWS (12", A2, Anti-Air, Blast(3))	Battroid, Hero, Regeneration, Tough(9), Valkyrie	B, C	585pts
VF-1A Valkyrie [1]	3+	2+	Stomp (A4, AP(2)), Laser CIWS (12", A1, Anti-Air, Blast(3)), Gun Pod (36", A12, Anti-Air, AP(1))	Battroid, Regeneration, Tough(9), Valkyrie	D, E, F	450pts
VF-1A Valkyrie Team [2]	3+	2+	Stomp (A4, AP(2)), Gun Pod (36", A12, Anti-Air, AP(1)), Laser CIWS (12", A1, Anti-Air, Blast(3))	Battroid, Regeneration, Tough(9), Valkyrie	D, G, F	900pts
ADR-04-MK X Defender Team [2]	3+	2+	Stomp (A4, AP(2)), Twin High Speed Autocannons (36", A24, Anti-Air, AP(1))	Battroid, Regeneration, Tough(9)	F	1080pts
SDR-04-MK VII Phalanx Team [2]	3+	2+	Stomp (A4, AP(2)), Twin Heavy Missile Pod (48", A6, AP(2), Deadly(3))	Battroid, Regeneration, Tough(9)	F, H	920pts
MBR-04-MK IV Tomahawk Team [2]	3+	2+	Stomp (A4, AP(2)), Twin Laser CIWS (12", A2, Anti-Air, Blast(3)), Twin Gun Clusters (24", A6, AP(1)), Anti-Air Missile Pod (36", A2, Anti-Air, AP(2), Deadly(3)), Twin Missile Pods (42", A2, AP(1), Blast(3)), Twin Particle Beam Cannons (48", A2, AP(3), Deadly(6), Rending)	Battroid, Regeneration, Tough(9), Up Armored	F	1440pts
MBR-07-MK II Spartan Team [2]	3+	2+	Stomp (A4, AP(2)), Twin Laser CIWS (12", A2, Anti-Air, Blast(3)), Gun Cluster (24", A3, AP(1)), Twin Missile Pods (42", A2, AP(1), Blast(3)), Big Hands (A4, AP(3), Deadly(3))	Battroid, Regeneration, Tough(9), Up Armored	F, I	880pts

B | Upgrade with up to four of any of:

Anti-Air Missile Pod (36", A2, Anti-Air, AP(2), Deadly(3), One Use)	+45pts
Heavy Missile Pod (48", A1, AP(3), Deadly(6), One Use)	+60pts
Micro Missile Pod (42", A2, AP(1), Blast(3), One Use)	+45pts

Upgrade with:

FAST Pack	+140pts
Replace one Micro Missile Pod on FAST Pack with:	
Twin Laser Cannon (48", A2, AP(3), Deadly(6), Rending)	+315pts

C | Replace FAST Pack with:

Armored Pack	+40pts
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D Upgrade any model with up to four of any of:

Anti-Air Missile Pod (36", A2, Anti-Air, AP(2), Deadly(3), One Use)	+30pts
Heavy Missile Pod (48", A1, AP(3), Deadly(6), One Use)	+40pts
Micro Missile Pod (42", A2, AP(1), Blast(3), One Use)	+30pts

E | Upgrade with:

FAST Pack	+105pts
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F | Upgrade any model with:

Ace (Hero, Furious)	+5pts
Veteran Pilot	+115pts

G | Upgrade all models with:

FAST Pack	+210pts
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H | Upgrade any model with:

Twin Anti-Personnel Missile Pod (36", A6, AP(1), Blast(3))	-30pts
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I | Upgrade any with:

Heavy Club (melee, A2, AP(3), Deadly(6), Rending)	+60pts
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Special Rules

Armored Pack: Gain Up Armored, this unit loses Valkyrie, gain 4x Micro Missile Pods (42", A2, AP(1), Blast(3), One Use). On any of this model's activations, it may eject the Armored Pack to lose the Up Armored rule and any of the remaining included 4x Micro Missile Pods; it would then regain the Valkyrie special rule.

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

FAST Pack: Stealth, Add +6" to this unit's Charge and Rush range, gain 2x micro missile pods (42", A2, AP(1), Blast(3), One Use).

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

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

Valkyrie: At the beginning of the game and each time this unit activates, it may choose to transform all models to or from a Fighter mode or a Gerwalk mode. In Fighter mode each model loses Regeneration but gains Aircraft. In Gerwalk mode each model loses Regeneration but gains Fly. In neither mode (Battroid mode) each model regains Regeneration.

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