



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 Omnipresent Federation a large military organization that uses Mobile Suits to focus on the defense of their home planet from the rebellious Zodiac Freedom Fighters. 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 - Omnipresent Federation CEA 2.0

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
GAT-x105 Strike Devil [1]	2+	2+	Stomp [A4, AP(2)], CIWS [12", A2, Anti-Air, Blast(3)], Armor Schneiders [A4, AP(3), Deadly(3)]	Hero, Mobile Suit, Phase Shift, Psychic(4), Striker Weapon System, Tough(18)	D	690pts
GAT-01 Mass Produced Strike [1]	3+	2+	Stomp [A4, AP(2)], CIWS [12", A2, Anti-Air, Blast(3)], Beam Saber (A2, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending), Grenade Launcher (24", A1, AP(2), Deadly(6))	Mobile Suit, Shield, Tough(12)	A, B	665pts
GAT-01 Mass Produced Strike Team [2]	3+	2+	Stomp [A4, AP(2)], CIWS [12", A2, Anti-Air, Blast(3)], Beam Saber (A2, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(4), Rending), Grenade Launcher (36", A1, AP(2), Deadly(6))	Mobile Suit, Shield, Tough(12)	A, C	1330pts
GAT-01A1 Strike Dagger [1]	3+	2+	Stomp [A4, AP(2)], CIWS [12", A2, Anti-Air, Blast(3)], Anti-Infantry Guns (12", A2, Blast(3)), Beam Sabers (A2, AP(3), Deadly(4), Rending)	Mobile Suit, Striker Weapon System, Tough(12)	A, B, E	445pts
GAT-01A1 Strike Dagger Team [2]	3+	2+	Stomp [A4, AP(2)], CIWS [12", A2, Anti-Air, Blast(3)], Anti-Infantry Gun (12", A2, Blast(3)), Beam Saber (A2, AP(3), Deadly(4), Rending)	Mobile Suit, Striker Weapon System, Tough(12)	A, C, E	890pts
FX-550 Skygrabber [1]	3+	2+	Missiles (36", A3, AP(2), Blast(3)), Beam Cannon (36", A1, AP(3), Deadly(6), Rending), Twin Cannons (36", A2, AP(2), Blast(2), Deadly(3)), CIWS (12", A2, Anti-Air, Blast(3))	Aircraft, Regeneration, Striker Weapon System, Tough(12)	A, E	635pts
GAT-x131 Calamity Devil [1]	2+	2+	Stomp [A4, AP(2)], Twin Beam Cannon (36", A2, AP(3), Deadly(6), Rending), Shoulder Beam Cannons (36", A4, AP(3), Deadly(6), Rending), MP Beam Launcher (48", A2, AP(3), Deadly(6), Poison, Rending)	Biological CPU, Hero, Mobile Suit, Phase Shift, Shield, Tough(18)	F	2035pts
GAT-x133 Sword Calamity Devil [1]	2+	2+	Stomp [A4, AP(2)], Chest Beam (24", A4, AP(2), Deadly(3), Rending), Laser Guns (24", A4, AP(2), Deadly(3)), Beam Boomerangs (12", A4, AP(3), Deadly(3), Rending), Beam Anti-Ship Swords (A12, AP(3), Deadly(6), Rending)	Furious, Hero, Mobile Suit, Phase Shift, Regeneration, Rocket Anchor, Tough(18)	-	1595pts

A | Upgrade any with:

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

B | Upgrade with:

Parachute Pack	+60pts
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C | Upgrade all with:

Parachute Pack	+120pts
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D | SWS Upgrades:

Aile Pack (Flying)	+160pts
Sword Pack (Furious, Shield, Rocket Anchor)	+560pts
Launcher Pack (Regeneration)	+1025pts

Upgrade Aile Pack with any:

Beam Sabers (melee, A5, AP(3), Deadly(4), Rending)	free
Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	+270pts
Grand Slam Sword (melee, A6, AP(4), Deadly(6))	+290pts
Shield	+180pts

Upgrade Sword Pack with:

Beam Anti-Ship Sword (melee, A6, AP(4), Deadly(6), Rending)	free
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Upgrade Launcher Pack with any:

Gatling Cannon (30", A12, AP(1))	free
Missiles (36", A2, AP(2), Blast(3))	free
Beam Launcher (48", A3, AP(3), Deadly(6), Poison, Rending)	free

E | SWS Upgrades:

Aile Pack (Flying)	+10pts
Sword Pack (Furious, Shield, Rocket Anchor)	+310pts
Launcher Pack (Regeneration)	+535pts

Upgrade Aile Pack with any:

Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	+180pts
Shield	+120pts

Upgrade Beam Rifle with:

Grenade Launcher (24", A1, AP(2), Deadly(6))	+30pts
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Upgrade Sword Pack with:

MP Beam Anti-Ship Sword (Melee, A4, AP(4), Deadly(6), Rending)	+310pts
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Upgrade Launcher Pack with any:

Gatling Cannon (30", A12, AP(1))	free
Missiles (36", A2, AP(2), Blast(3))	free
MP Beam Launcher (48", A2, AP(3), Deadly(6), Poison, Rending)	free

F | Upgrade with:

Hyper Bazooka (48", A2, AP(1), Blast(6))	+215pts
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Special Rules

Biological CPU: Psyker(2), may only attempt to cast Combat Hypnosis.

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

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

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

Rocket Anchor: You may +3" to this model's Charge moves.

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

Striker Weapon System: You may choose one SWS upgrade option for this model from those available to it.

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.

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.

SEED Factor Identified (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's unit gains Rending until its next Activation.

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