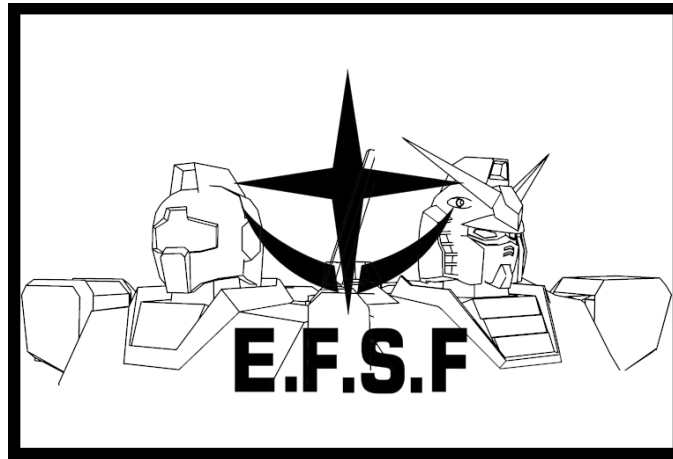


GF - Gundark Future - EFSF Mobile Suits 0079 ^{2.5}



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

EFSF Mobile Suits are part of a large military organization that focuses on the defense of their home planet from the rebellious Mobile Suits of Z. 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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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
RX-78-2 Gundam [1]	2+	2+	Beam Rifle [36", A2, AP(3), Deadly(6), Rending], 60mm Vulcans [12", A2, Anti-Air, Blast(3)], Stomp [A4, AP(2)], Beam Sabers [A5, AP(3), Deadly(4), Rending]	Hero, Mobile Suit, Psychic(4), Shield, Tough(18)	A	1170pts
RX-77 Guncannon [1]	3+	2+	240mm Cannons [48", A6, AP(3), Deadly(3), Indirect], 60mm Vulcans [12", A2, Anti-Air, Blast(3)], Stomp [A4, AP(2)]	Mobile Suit, Regeneration, Tough(18)	B	820pts
RX-75 Guntank [1]	3+	2+	120mm Low Recoil Cannons [48", A2, Indirect, Deadly(9), AP(3)], Bopp Missiles [30", A8, AP(1)], Crushing Treads [A4, AP(2)]	Mobile Suit, Relentless, Tough(18)	-	800pts
RX-78 NT-1 Gundam Alex [1]	2+	2+	Beam Rifle [36", A2, AP(3), Deadly(6), Rending], 90mm Gatling Cannons [18", A4, AP(1), Blast(6)], 60mm Vulcans [12", A2, Anti-Air, Blast(3)], Stomp [A4, AP(2)], Beam Sabers [A5, AP(3), Deadly(4), Rending]	Furious, Hero, Mobile Suit, Shield, Stealth, Tough(18)	C	1330pts
FA-78-1 Full Armor Gundam [1]	2+	2+	Shoulder Cannon [48", A3, AP(3), Deadly(3), Indirect], Missiles [36", A3, AP(2), Blast(3)], Twin Beam Rifle [36", A4, AP(3), Deadly(6), Rending], 60mm Vulcans [12", A2, Anti-Air, Blast(3)], Stomp [A4, AP(2)], Beam Sabers [A5, AP(3), Deadly(4), Rending]	Hero, Mobile Suit, Shield, Tough(18), Up Armored	D	1830pts
RX-79[G] Ground Gundam [1]	3+	2+	90mm Machine Gun [30", A9, AP(1)], Stomp [A4, AP(2)], Beam Sabers [A4, AP(3), Deadly(4), Rending]	Mobile Suit, Shield, Tough(18)	E	705pts
RGM-79 GM [1]	3+	2+	90mm Machine Gun [30", A9, AP(1)], 60mm Vulcan Guns [12", A2, Anti-Air, Blast(3)], Stomp [A4, AP(2)], Beam Saber [A2, AP(3), Deadly(4), Rending]	Mobile Suit, Tough(12)	F, G	400pts
RGM-79 GM Team [2]	3+	2+	90mm Machine Guns [30", A9, AP(1)], 60mm Vulcans [12", A2, Anti-Air, Blast(3)], Stomps [A4, AP(2)], Beam Sabers [A2, AP(3), Deadly(4), Rending]	Mobile Suit, Tough(12)	F, H	800pts

A | Replace Beam Rifle with:

Hyper Bazooka [48", A2, AP(1), Blast(6)]	-55pts
Two Hyper Bazookas [48", A4, AP(1), Blast(6)]	+160pts

Replace Beam Sabers with:

Hyper Hammer (melee, A4, AP(2), Deadly(6))	-55pts
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Upgrade with:

Original Shoulder Cannon [48", A2, AP(2), Blast(3), Deadly(3)]	+290pts
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B | Replace 240mm Cannons with:

Spray Missiles [36", A3, AP(2), Blast(6)]	-85pts
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Upgrade with:

Beam Rifle [36", A2, AP(3), Deadly(6), Rending]	+180pts
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C | Replace Beam Rifle with:

Hyper Bazooka [48", A2, AP(1), Blast(6)]	-55pts
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Upgrade with:

Chobham Armor [Up Armored]	+70pts
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D | Replace Shoulder Cannon with:

Jazzy Beam Cannon [48", A3, AP(3), Deadly(6), Rending]	+315pts
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E | Replace 90mm Machine Gun:

Bazooka [48", A1, AP(1), Blast(6)]	free
Beam Rifle [36", A2, AP(3), Deadly(6), Rending]	+110pts
Heavy Cannon [48", A1, AP(2), Blast(4), Deadly(3), Indirect]	+90pts

Upgrade with:

Ace (Hero, Furious)	+20pts
Veteran Pilot	+115pts
Parachute Pack	+90pts

Upgrade one Ace, Veteran Pilot with:

Ez-08 Custom [Up Armored]	+70pts
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F | Replace any 90mm Machine Gun::

Bazooka [48", A1, AP(1), Blast(6)]	free
Beam Spray Gun [18", A4, AP(2), Deadly(3), Rending]	free
Beam Sniper Rifle [36", A2, AP(3), Deadly(6), Rending, Sniper]	+270pts

Upgrade any with:

Ace (Hero, Furious)	+20pts
Up Armored	+50pts
Veteran Pilot	+115pts

Replace any Beam Saber with:

Shoulder Cannon [48", A3, AP(3), Deadly(3), Indirect]	+150pts
Two Shoulder Cannons [48", A6, AP(3), Deadly(3), Indirect]	+300pts

G |

Upgrade with:

Shield	+120pts
Parachute Pack	+60pts

H |

Upgrade all with:

Shield	+240pts
Parachute Pack	+120pts

Special Rules

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.

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

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

IT'S A GUNDAM! (5+): Target unit within 12" gets -3 to their morale tests until this model's next activation.

Plot Armor (5+): The casting model gets Regeneration on a 4+.

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.

Overcharge (6+): The casting model gains Rending until it's 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
RX-78-4 Gundam G04 [1]	2+	2+	Beam Rifle [36", A2, AP(3), Deadly(6), Rending], 60mm Vulcans [12", A2, Anti-Air, Blast(3)], Stomp [A4, AP(2)], Beam Sabers [A5, AP(3), Deadly(4), Rending]	Hero, Mobile Suit, Shield, Tough(18)	A	1105pts
RX-78-5 Gundam G05 [1]	2+	2+	Beam Rifle [36", A2, AP(3), Deadly(6), Rending], 60mm Vulcans [12", A2, Anti-Air, Blast(3)], Stomp [A4, AP(2)], Beam Sabers [A5, AP(3), Deadly(4), Rending]	Hero, Mobile Suit, Shield, Tough(18)	B	1105pts
RX-78-6 Gundam Mudrock [1]	2+	2+	240mm Cannons [48", A6, AP(3), Deadly(3), Indirect], Beam Rifle [36", A2, AP(3), Deadly(6), Rending], 60mm Vulcans [12", A2, Anti-Air, Blast(3)], Stomp [A4, AP(2)], Beam Sabers [A5, AP(3), Deadly(4), Rending]	Hero, Mobile Suit, Shield, Tough(18)	-	1555pts
RB-79 Ball [1]	3+	2+	Cannon [48", A1, AP(2), Blast(4), Deadly(3)], Grabby Claws [A2, AP(2), Deadly(3)]	Fast, Flying, Tough(9)	C	340pts
M16A1 Type 61 Tank [1]	3+	2+	Twin Cannons [36", A2, AP(2), Blast(2), Deadly(3)], 60mm Vulcans [12", A2, Anti-Air, Blast(3)]	Fast, Impact(6), Tough(9)	-	315pts
FF-X7 Core Fighter [1]	3+	2+	Missiles [36", A3, AP(2), Blast(3)], 60mm Vulcans [12", A2, Anti-Air, Blast(3)]	Aircraft, Tough(9)	-	320pts
FF-X7Bst Core Booster [1]	3+	2+	Missiles [36", A3, AP(2), Blast(3)], Twin Beam Cannon [36", A2, AP(3), Deadly(6), Rending]	Aircraft, Regeneration, Tough(12)	-	615pts

A | *Replace Beam Rifle with:*

Mega Beam Launcher [48", A3, AP(3), Deadly(6), Poison, Rending] +405pts

Upgrade with:

BST Packs (Stealth) +35pts

B | *Replace Beam Rifle with:*

Mega Gatling Cannon [36", A24, AP(2), Rending] +380pts

Upgrade with:

BST Packs (Stealth) +35pts

C | *Replace Cannon with:*

Twin Cannons [36", A2, AP(2), Blast(2), Deadly(3)] -30pts

Special Rules

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.

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

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

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