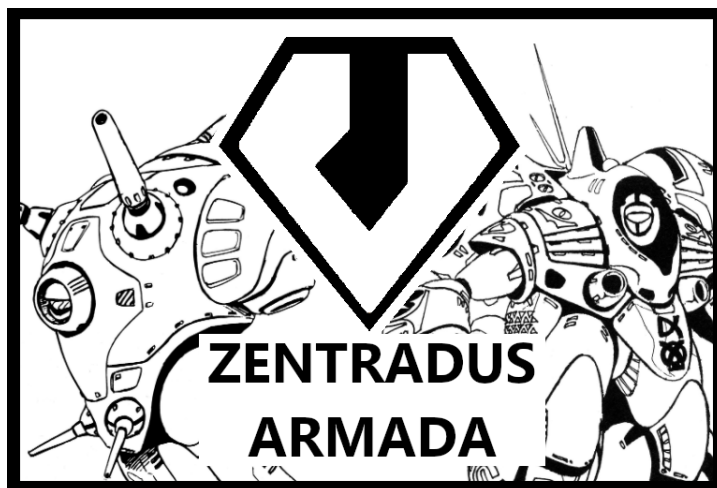


# GF - Zentradius Armada 2009 1.0



## About OPR

OPR ([www.onepagerules.com](http://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](https://patreon.com/onepagerules).

**Thank you for playing!**

## Background Story

The Zentradius Armada is an ancient space fleet of giant warriors. These uncultured giants swarm their enemies with overwhelming numbers, even though the means of repairing their war machines has been lost for aeons. Their main battle units are the Regulders, semi-humanoid metal monstrosities that crush most other enemy forces beneath their heavy steel treads, and terrorize enemy armies with their shocking speed.

Having discovered that the UN Spacers repaired and converted a destroyer from their own ancient enemies, their fascination with the unusual culture they uncovered may lead to their undoing from within, even as they attempt to snuff out the lives of these Spacers.

**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
Glaugger [1]	2+	2+	Kick (A4, AP(2)), Anti-Personnel Lasers (24", A4, AP(1)), Heavy Impact Cannons (36", A4, AP(2), Deadly(3)), Long Range Electron Beam Gun (48", A1, AP(3), Deadly(6), Rending)	Battroid, Hero, Tough(12)	-	700pts
Regulder Veteran [1]	3+	2+	Kick (A4, AP(2)), Particle Beams (30", A6, AP(1)), Laser CIWS (12", A1, Anti-Air, Blast(3))	Battroid, Hero, Tough(6), Veteran Pilot	A	270pts
Regulder Team [4]	3+	2+	Kick (A2, AP(2)), Particle Beams (30", A6, AP(1)), Laser CIWS (12", A1, Anti-Air, Blast(3))	Battroid, Tough(6)	A	640pts
Regulder Heavy Weapons Team [2]	3+	2+	Stomp (A2, AP(2)), Particle Beams (30", A6, AP(1)), Light Missile Pod (36", A3, AP(1), Blast(3))	Battroid, Tough(6)	A	535pts
Nousjaduel-Gerer Veteran [1]	2+	2+	Kick (A4, AP(2)), Laser Submachine Gun (24", A4, AP(1)), Impact Cannon (36", A1, AP(2), Deadly(3)), Large Bore Liquid Plasma Cannon (48", A1, AP(3), Deadly(6), Rending)	Battroid, Hero, Tough(9)	-	530pts
Nousjaduel-Gerer Team [2]	3+	2+	Kick (A4, AP(2)), Laser Submachine Gun (24", A4, AP(1)), Impact Cannon (36", A1, AP(2), Deadly(3)), Large Bore Liquid Plasma Cannon (48", A1, AP(3), Deadly(6), Rending)	Battroid, Tough(9)	-	785pts
Queadluun-Rauer Veteran [1]	2+	2+	Kick (A4, AP(2)), Super Micro Missile Pods (18", A8, AP(1), Blast(3)), Triple Barreled Laser Guns (24", A4, Anti-Air, AP(1)), Twin Impact Cannons (36", A2, AP(2), Deadly(3))	Battroid, Flying, Hero, Stealth, Tough(9)	-	580pts
Queadluun-Rauer Team [2]	3+	2+	Kick (A4, AP(2)), Super Micro Missile Pods (18", A8, AP(1), Blast(3)), Triple Barreled Laser Guns (24", A4, Anti-Air, AP(1)), Twin Impact Cannons (36", A2, AP(2), Deadly(3))	Battroid, Flying, Stealth, Tough(9)	-	855pts
Soldier Veteran [1]	3+	2+	Brawl (A3, AP(1)), Rifle (24", A2, AP(1))	Hero, Precision Shots, Strider, Tough(3)	-	130pts
Soldier Team [5]	3+	3+	Brawl (A2, AP(1)), Rifle (24", A2, AP(1))	Strider, Tough(3)	B	350pts

## A | Replace one Laser CIWS with one of:

Light Missile Pod (36", A3, AP(1), Blast(3)) +75pts

Spotting Radar +30pts

## Replace any Light Missile Pod with one of:

Heavy Missile Pod (48", A3, AP(2), Deadly(3)) +15pts

Long Range Electron Beam Guns (48", A2, AP(3), Deadly(3), Rending) +40pts

## B | Upgrade all models with:

Heavy Combat Armor +60pts

## Special Rules

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

**Heavy Combat Armor:** Add +1 to this model's defense rolls.

**Precision Shots:** The hero and their unit gain AP[+1] when shooting.

**Spotting Radar:** This model and its unit ignore the penalty to hit for their targets being in cover. Only one model in any unit may have this upgrade.

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