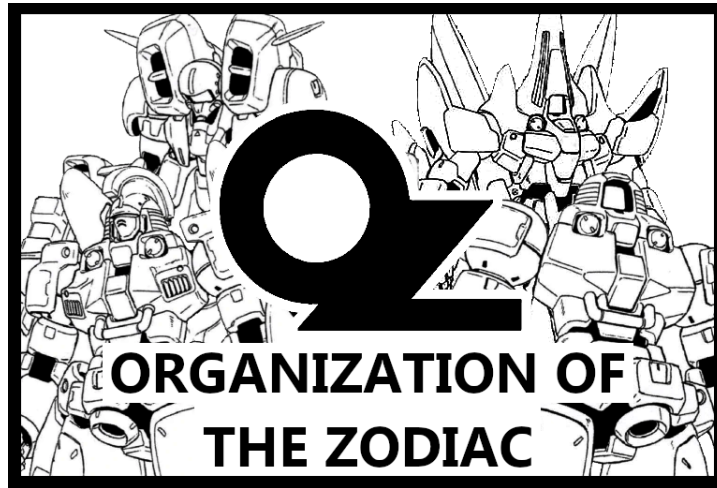


GF - Organization of the Zodiac A195 1.0



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 Organization of the Zodiac is the military arm of a foundation of aristocrats that moved to seize power from their planetary defense alliance. Leaning into the trappings of a decadent nobility, OotZ ruled their planet and orbiting space colonies with harsh laws. Using the combined industrial might of the planet and colonies, they were able to mass produce Mobile Suits, massive humanoid military machines that crushed traditional armed forces under their hyper-steel treads.

Being the primary target of the retaliatory Operation Meteor, the Organization of the Zodiac were forced to rapidly prototype multiple new types of mobile suits, eventually leading to the ill-fated introduction of Mobile Dolls, AI controlled Mobile Suits with no conscience of their own...

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Created with: [OPR Web Companion](#)

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| Name [size] | Qua | Def | Equipment | Special Rules | Upgrades | Cost |
|--------------------------|-----|-----|---|---|----------|---------|
| OZ-00MS Tall Goose [1] | 2+ | 2+ | Stomp (A4, AP(2)), Beam Sabers (A5, AP(3), Deadly(4), Rending), Dober Gun (48", A3, Anti-Air, AP(2), Deadly(6)) | Flying, Hero, Mobile Suit, Shield, Tough(18) | - | 1275pts |
| OZ-06MS Leo [1] | 3+ | 2+ | Stomp (A4, AP(2)), Machine Gun (30", A10, AP(1)) | Mobile Suit, Tough(12) | A, B | 350pts |
| OZ-06MS Leo Team [2] | 3+ | 2+ | Stomp (A4, AP(2)), Machine Gun (30", A10, AP(1)) | Mobile Suit, Tough(12) | A, B | 700pts |
| OZ-07AMS Aries [1] | 3+ | 2+ | Stomp (A4, AP(2)), Machine Gun (30", A10, AP(1)) | Mobile Suit, Tough(12), Transform | C, B | 385pts |
| OZ-07AMS Aries Team [2] | 3+ | 2+ | Stomp (A4, AP(2)), Machine Gun (30", A10, AP(1)) | Mobile Suit, Tough(12), Transform | C, B | 770pts |
| OZ-12SMS Taurus [1] | 3+ | 2+ | Stomp (A4, AP(2)), Beam Rifle (36", A2, AP(3), Deadly(6), Rending) | Mobile Suit, Tough(15), Transform | D, B | 550pts |
| OZ-12SMS Taurus Team [2] | 3+ | 2+ | Stomp (A4, AP(2)), Beam Rifle (36", A2, AP(3), Deadly(6), Rending) | Mobile Suit, Tough(15), Transform | D, B | 1100pts |
| OZ-02MD Virgo [1] | 3+ | 2+ | Stomp (A4, AP(2)), Beam Cannon (48", A4, AP(3), Deadly(3), Rending) | Beam Shield, Fearless, Mobile Suit, Tough(12) | - | 710pts |
| OZ-02MD Virgo Team [2] | 3+ | 2+ | Stomp (A4, AP(2)), Beam Cannon (48", A4, AP(3), Deadly(3), Rending) | Beam Shield, Fearless, Mobile Suit, Tough(12) | - | 1420pts |

A | Replace any Machine Gun with one of:

| | |
|--|---------|
| Bazooka (48", A1, AP(1), Blast(6)) | free |
| Beam Gun (18", A4, AP(2), Deadly(3), Rending) | free |
| Beam Rifle: (36", A2, AP(3), Deadly(6), Rending) | +105pts |
| Heavy Beam Cannon (48", A4, AP(3), Deadly(3), Rending) | +165pts |
| MP Dober Gun (48", A3, Anti-Air, AP(2), Deadly(3)) | +45pts |

Upgrade any model with any of:

| | |
|---|---------|
| Shield | +120pts |
| Flight Pack (Flying, Stealth) | +30pts |
| Twin Shoulder Beam Cannons (24", A2, AP(3), Deadly(6), Rending) | +120pts |

Upgrade any model with a Shield with:

| | |
|---|--------|
| Beam Saber (Melee, A2, AP(3), Deadly(4), Rending) | +40pts |
|---|--------|

B | Upgrade any model with any of:

| | |
|---------------------|---------|
| Ace (Hero, Furious) | +20pts |
| Veteran Pilot | +115pts |

C | Replace any Machine Gun with:

| | |
|--|--------|
| Missiles (36", A3, AP(1)) | -50pts |
| Any model may take up to four of any of: | |
| Missiles (36", A3, AP(1)) | +25pts |
| Machine Gun (30", A10, AP(1)) | +75pts |

D | Replace any Beam Rifle with one of:

| | |
|---|--------|
| Beam Bazooka (48", A4, AP(3), Deadly(3), Rending) | +60pts |
| Laser Gun (24", A6, AP(2), Deadly(3), Rending) | -35pts |

Upgrade any model with:

| | |
|------------------------|--------|
| Mobile Doll (Fearless) | +50pts |
|------------------------|--------|

Special Rules

Beam Shield: This model gains Shield and always counts as being In Cover.

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

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

Transform: At the beginning of the game and each time this unit activates, it may choose to transform to or from a high speed mode. In High Speed mode it gains Aircraft, but loses access to any melee weapons.

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