



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.

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Thank you for playing!

Background Story

The Eternal Dynasty is a faction of honourable warriors from the Kusari Sector, which has been expanding its territory by force. Their forces consist of a mix of infantry supported by high tech robots, walkers and titans.

Long before starting interstellar expansion, the faction was split into many clans, lead by a central dynasty with its own royal army. Over time the authority of the dynasty faded, and the clans started a bitter war against each other, which lasted for thousands of years.

Then a mysterious new dynasty came into power, which hung back and fuelled war and hatred amongst the clans, which sped up their destruction. Once the clan armies were weak enough, the royal army swooped in and seized power over all of the clans, leading to a new age of peace.

Now the Eternal Dynasty is ready to expand its influence, and will stop at nothing to conquer the Sirius Sector.

GFF - Eternal Dynasty v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dynasty Leader [1]	3+	4+	Long Rifle (30", A1), CCW (A1)	Fearless, Hero, Tough(3)	A, B, C	50pts
Cyber Lizard [1]	4+	4+	Toxin Bite (A1, Poison)	Fearless, Strider	D	15pts
Scout [1]	4+	5+	Long Rifle (30", A1), CCW (A1)	Fearless, Scout	E, F	20pts
Warrior [1]	4+	4+	Long Rifle (30", A1), CCW (A1)	Fearless	C, E, G	20pts
Attack Drone [1]	4+	4+	Laser Gun (18", A1, AP(3)), Taser (A1)	Fearless, Flying	H	25pts
Cyber Bird [1]	5+	5+	Swarm Attack (A3, Rending)	Fearless, Flying, Tough(3)	D	35pts
Royal Guard [1]	3+	4+	Spear-Shot (12", A1), Spear (A2, AP(1))	Elite Warrior, Fearless, Regeneration	I	35pts
Ninja [1]	3+	5+	2x Auto-Guns (12", A1, Rending), Martial Arts (A1)	Ambush, Fearless, Stealth, Teleport	J	40pts
ONI [1]	3+	3+	Bash (A2), Heavy Glaive (A3, AP(2))	Fearless, Tough(3)	K	70pts

A | Upgrade with up to two:

Attack Drone (Laser Gun (18", A1, AP(3)))	+15pts
Mini-Shield Drone (Regeneration)	+15pts

B | Replace Long Rifle:

Shotgun (12", A2, AP(1))	+5pts
Carbine (18", A2)	+5pts

Replace Long Rifle and CCW:

Spear-Shock (18", A3, AP(1)), Spear (A3, AP(1))	+30pts
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Upgrade with one:

Sage (Psychic(1))	+25pts
Strategist (Art of War)	+30pts
Warlord (Direct Fire)	+35pts
Captain (Code of Honor)	+45pts

Upgrade with:

Transport Drone (Fast, Flying)	+25pts
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C | Replace Long Rifle and CCW:

Heavy Pistol (12", A1, AP(1)), Dagger (A2)	free
Twin Heavy Pistols (12", A2, AP(1)), CCW (A2)	+5pts
2x Daggers (A2)	+5pts

Replace any Dagger:

Royal Sword (A2, AP(1), Rending)	+5pts
Hook Sword (A1, AP(2), Deadly(3))	+10pts

D | Upgrade with:

Hunt Master (Fear, Scout)	+25pts
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E | Upgrade with one:

Attack Drone (Laser Gun (18", A1, AP(3)))	+10pts
Energy Drone	+20pts

F | Replace any Long Rifle:

Carbine (18", A2)	+5pts
Energy Rifle (36", A1, AP(4))	+15pts
Sniper Rifle (30", A1, AP(1), Sniper)	+25pts

Upgrade with any:

Beacon	+10pts
Targeting Array	+20pts

G | Replace Long Rifle:

Shotguns (12", A2, AP(1))	+5pts
Carbines (18", A2)	+5pts
Plasma Rifle (24", A1, AP(4))	+5pts
Fusion Rifle (12", A1, AP(4), Deadly(3))	+10pts
Flamethrower (12", A6)	+10pts
Shred Rifle (18", A3, Rending)	+10pts

Upgrade with one:

Shishi Turret (Rockets (24", A1, Blast(3), Indirect))	+20pts
Shishi Turret (Missiles (30", A2, AP(3), Lock-On))	+40pts

H | Replace Laser Gun:

Heavy Laser Gun (24", A1, AP(3), Deadly(3))	+25pts
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I | Replace any Spear-Shot:

Spear-Plasma (12", A1, AP(4))	+5pts
Spear-Fuse (6", A1, AP(4), Deadly(3))	+5pts
Spear-Flame (6", A6)	+5pts
Spear-Shred (9", A3, Rending)	+5pts

J | Replace any Auto-Gun:

Sword (A1, AP(1), Rending)	+5pts
Sickle (A1, AP(2))	+5pts

K | Replace Heavy Glaive:

2x Heavy Fist (A1, AP(4))	free
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Replace one Heavy Fist:

Sword (A2, AP(1), Rending)	+5pts
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Replace any Heavy Fist:

Flame-Fist (12", A4)	+5pts
Shred-Fist (18", A2, Rending)	+5pts
Gun-Fist (24", A2)	+5pts
Combat Shield (Shield Wall)	+5pts
Fusion-Fist (12", A1, AP(4), Deadly(3))	+10pts
Rocket-Fist (24", A1, Blast(3), Indirect)	+15pts
Plasma-Fist (24", A2, AP(4))	+25pts
Missile-Fist (30", A2, AP(3), Lock-On)	+40pts

Upgrade with:

Jetpacks (Ambush, Flying)	+25pts
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Upgrade with up to two:

Attack Drone (Laser Gun (18", A1, AP(3)))	+15pts
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Special Rules

Art of War: This model and all friendly units within 12" may move by up to 3" after shooting.

Beacon: Friendly units using Ambush may ignore distance restrictions from enemies if they are deployed within 6" of this model.

Code of Honor: All friendly units of Warriors within 12" count as having Quality 3+.

Direct Fire: This model and all friendly units within 12" get +6" range when shooting.

Elite Warrior: For each unmodified result of 6 to hit when attacking in melee, this model may roll 1 extra attack. This rule doesn't apply to newly generated attacks.

Energy Drone: This model and all friendly units within 12" ignore cover when shooting.

Shield Wall: Enemies get -1 to hit when they attack units where all models have this rule.

Targeting Array: Once per activation, before attacking, pick one enemy unit within 24". Next time that a friendly unit shoots at it, that unit gets +1 to its hit rolls.

Teleport: Once per activation, before attacking, place this model anywhere within 6".

Psychic Spells

Dragon Breath (4+): Target enemy unit within 12" takes 5 hits.

Weaken Soul (4+): Target 2 enemy units within 12" get -2 to their next morale test.

Eternal Guidance (5+): Target 2 friendly units within 12" get +1 to hit next time they shoot.

Mind Challenge (5+): Target enemy model within 12" takes 2 hits with AP(4).

Spirit Vortex (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.

Spirit Wind (6+): Target 2 friendly units within 6" get +3" next time they Advance, or +6" next time they Charge/Rush.