



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.

GF - Eternal Dynasty v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
ONI Captain [1]	3+	3+	Bash [A2, AP(1)], Great Mace [A3, Blast(3)]	Fearless, Hero, Tough(6)	A, B	125pts
Dynasty Leader [1]	3+	4+	Long Rifle [30", A1], CCW [A1]	Fearless, Hero, Tough(3)	B, C, D	50pts
Warriors [5]	4+	4+	Long Rifles [30", A1], CCWs [A1]	Fearless	D, E, F	105pts
Scouts [5]	4+	5+	Long Rifles [30", A1], CCWs [A1]	Fearless, Scout	E, G	110pts
Ninja [5]	3+	5+	2x Auto-Guns [12", A1, Rending], Martial Arts [A1]	Ambush, Fearless, Stealth, Teleport	H	190pts
Royal Guard [5]	3+	4+	Spear-Shots [12", A1], Spears [A2, AP(1)]	Elite Warrior, Fearless, Regeneration	I	170pts
Attack Drones [5]	4+	4+	Laser Guns [18", A1, AP(3)], Tasers [A1]	Fearless, Flying	J	125pts
ONIs [3]	3+	3+	Bashes [A2], Heavy Glaives [A3, AP(2)]	Fearless, Tough(3)	K	215pts
Cyber Beast [1]	3+	4+	Heavy Fists [A6, AP(1)]	Fearless, Tough(6)	L	105pts
Cyber Birds [3]	5+	5+	Swarm Attacks [A3, Rending]	Fearless, Flying, Tough(3)	L	110pts
Cyber Lizards [5]	4+	4+	Toxin Bites [A1, Poison]	Fearless, Strider	L	85pts

A | *Replace Great Mace:*

2x Heavy Fist [A2, AP(4)]	+5pts
Great Sword [A6, AP(1), Rending]	+10pts
Heavy Glaive [A6, AP(2)]	+15pts

Replace one Heavy Fist:

Heavy Sword [A3, AP(1), Rending]	+5pts
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Replace any Heavy Fist:

Heavy Flame-Fist [12", A4, AP(1)]	+5pts
Heavy Shred-Fist [18", A3, Rending]	+5pts
Heavy Gun-Fist [24", A3]	+10pts
Combat Shield [Shield Wall]	+10pts
Heavy Fusion-Fist [18", A1, AP(4), Deadly(3)]	+20pts
Heavy Rocket-Fist [24", A1, Blast(3), AP(1), Indirect]	+25pts
Heavy Plasma-Fist [24", A3, AP(4)]	+40pts
Heavy Missile-Fist [30", A3, AP(3), Lock-On]	+60pts

Upgrade with:

Jetpack [Ambush, Flying]	+50pts
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B | *Upgrade with up to two:*

Attack Drone [Laser Gun [18", A1, AP(3)]]	+15pts
Mini-Shield Drone [Regeneration]	+30pts

C | *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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D | *Replace one 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

E | *Upgrade one model with one:*

Attack Drone [Laser Gun [18", A1, AP(3)]]	+10pts
Energy Drone	+20pts
Shield Drone	+55pts

F | *Replace all Long Rifles:*

Shotguns [12", A2, AP(1)]	+5pts
Carbines [18", A2]	+5pts

Replace one Long Rifle:

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 one model with one:

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

G | *Replace any Long Rifle:*

Carbine [18", A2]	+5pts
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Replace up to three Long Rifles:

Energy Rifle [36", A1, AP(4)]	+15pts
Sniper Rifle [30", A1, AP(1), Sniper]	+25pts

Upgrade one model with any:

Beacon	+10pts
Targeting Array	+20pts

H | *Replace any Auto-Gun:*

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

I | *Replace up to two Spear-Shots:*

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 one Laser Gun:*

Heavy Laser Gun [24", A1, AP(3), Deadly(3)]	+25pts
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K | *Replace all Heavy Glaives:*

2x Heavy Fist [A1, AP(4)]	-10pts
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Any model may 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 all models with:

Jetpacks [Ambush, Flying]	+70pts
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Upgrade any model with up to two:

Attack Drone [Laser Gun [18", A1, AP(3)]]	+15pts
Shield Drone	+55pts

L | *Upgrade all models with:*

Hunt Master [Fear, Scout]	+45pts
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Special Rules

Art of War: The hero and its unit 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: If the hero is part of a unit of Warriors, the unit counts as having Quality 3+.

Direct Fire: The hero and its unit 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 its unit ignore cover when shooting.

Shield Drone: This model and its unit count as having the Regeneration special rule.

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.

GF - Eternal Dynasty v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dynasty APC [1]	4+	2+	Heavy Auto-Gun (18", A4, Rending), Heavy Flamethrower (12", A6, AP(1))	Fast, Fearless, Impact(6), Strider, Tough(6), Transport(11)	A	225pts
Dynasty Tank [1]	4+	2+	Artillery Gun (24", A2, Blast(3), Indirect), Heavy Auto-Gun (18", A4, Rending)	Fast, Fearless, Impact(6), Strider, Tough(12)	A, B	330pts
Dragon Bike [1]	4+	2+	Twin Burst Laser Gun (18", A4, AP(3)), Heavy Auto-Gun (18", A4, Rending)	Fast, Fearless, Impact(6), Strider, Tough(6)	A, C	205pts
ONI Walker [1]	3+	2+	Heavy Flamethrower (12", A12, AP(1)), Stomp (A4, AP(1)), Heavy Fists (A4, AP(1))	Fear, Fearless, Tough(12)	D	350pts
Ninja Walker [1]	3+	2+	Heavy Burst Auto-Gun (18", A8, Rending), Rope-Sickle (12", A2, Deadly(3)), Stomp (A4, AP(1))	Ambush, Fear, Fearless, Stealth, Tough(12)	E	410pts
Samurai Titan [1]	3+	2+	Heavy Titan Sword (A12, AP(2), Rending), Stomp (A6, AP(2))	Fear, Fearless, Tough(18)	F	480pts
Artillery Titan [1]	3+	2+	Titan Blast Cannon (30", A2, Blast(6), AP(2), Indirect), Guided Missiles (30", A1, AP(2), Deadly(6), Lock-On), Rocket Pods (18", A6, AP(1)), Stomp (A8, AP(2))	Fear, Fearless, Slow, Tough(24)	G	810pts
Dragon Titan [1]	2+	2+	Fire Torrent (18", A18, AP(2)), Flame Strike (A12, Rending), Stomp (A8, AP(2))	Fear, Flying, Psychic(2), Regeneration, Tough(24)	-	1225pts

A | Replace Heavy Auto-Gun:

Heavy Flamethrower (12", A6, AP(1))	+5pts
Heavy Laser Gun (24", A1, AP(3), Deadly(3))	+10pts

B | Replace Artillery Gun:

Battle Cannon (30", A2, Blast(3), AP(2))	+25pts
Anti-Tank Cannon (30", A1, AP(3), Deadly(6))	+30pts
Heavy Autocannon (36", A6, AP(2))	+55pts

C | Replace Twin Burst Laser Gun:

Twin Heavy Laser Gun (24", A2, AP(3), Deadly(3))	+25pts
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D | Replace Heavy Flamethrower:

Rocket Launcher (24", A4, Blast(3), Indirect)	+45pts
Heavy Blast Cannon (24", A4, Blast(3), AP(2))	+75pts
Heavy Strike Cannon (30", A2, AP(3), Deadly(6))	+120pts
Missile Launcher (30", A8, AP(3), Lock-On)	+140pts

Upgrade with up to two:

Attack Drone (Laser Gun (18", A1, AP(3)))	+10pts
Shield Drone (Regeneration)	+60pts

E | Replace Heavy Burst Auto-Gun:

Sword-Laser (12", A4, AP(3)), Heavy Sword (A6, AP(1), Rending)	+10pts
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Replace Rope-Sickle:

Rope-Blade (12", A4, Rending)	+5pts
Displacement Pack (Teleport)	+80pts

F | Replace Heavy Titan Sword:

Titan Heavy Laser Rifle (24", A4, AP(3), Deadly(3))	+75pts
Titan Heavy Plasma Rifle (24", A4, Blast(3), AP(4))	+90pts
Titan Heavy Shred Rifle (24", A18, Rending)	+95pts

Upgrade with:

Energy Shield (Regeneration)	+90pts
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G | Replace Titan Blast Cannon:

Titan Strike Cannon (36", A3, AP(3), Deadly(6))	+95pts
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Upgrade with:

Guided Rockets (24", A2, Blast(3), Indirect)	+55pts
Guided Missiles (30", A4, AP(3), Lock-On)	+105pts

Special Rules

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.