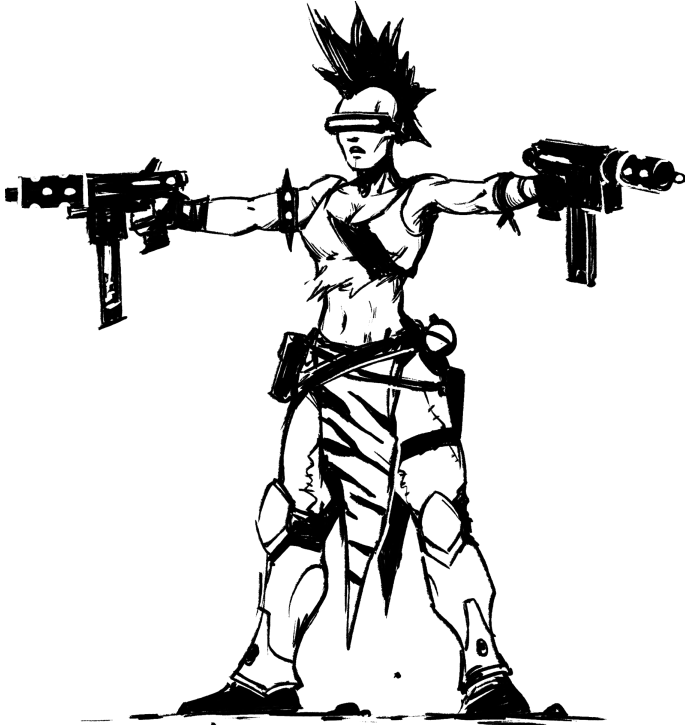


BACKGROUND STORY

More coming soon...



INTRO

The Gangs of New Eden are various factions of violent and deranged outlaws that wage eternal gang wars on the streets of New Eden. These gangs are joined by mercenaries which are not bound to any particular gang, and which fight for anyone that can provide riches or a worthy cause.

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 want to help us in making more awesome content, you can support us on www.patreon.com/onepagerules

Thank you for playing!

GFF - BERSERKER CLANS v3.4.4

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Berserker Leader [1]	4+	5+	Heavy Pistol (12", A1, AP(1)), CCW (A2)	Furious, Hero, Tough(3)	35pts
Berserker Champion [1]	5+	5+	Pistol (12", A1), CCW (A2)	Furious, Hero, Tough(3)	25pts
Berserker Veteran Gunner [1]	4+	5+	Heavy Rifle (24", A1, AP(1)), CCW (A1)	Furious	20pts
Berserker Fighters [3]	5+	5+	6x CCW (A1)	Furious	30pts
Berserker Forge-Native [1]	4+	5+	Heavy Weld-Gun (12", A4, AP(1)), CCW (A1)	Furious, Scout	35pts
Berserker Gunners [3]	5+	5+	3x Rifle (24", A1), 3x CCW (A1)	Furious	40pts
Berserker Veteran Fighters [3]	4+	5+	6x CCW (A1)	Furious	40pts
Berserker Maw-Biker [1]	4+	5+	Pistol (12", A1), Hand Weapon (A2)	Fast, Furious, Impact(1), Tough(3)	45pts
Forge Croc [1]	4+	5+	Crushing Jaw (A3, AP(1))	Devour, Furious, Strider, Tough(3)	45pts
Berserker Forge-Stimmer [1]	4+	5+	2x Wrist-GLS (18", A2, Ignores Cover), CCW (A1)	Furious, Tough(3)	50pts
Berserker Behemoth [1]	3+	4+	Mutant Fist (A3, AP(2))	Fearless, Furious, Tough(3)	65pts

SPECIAL RULES

Devour: Whenever this model attacks in melee, roll one die. On a roll of 6+ the target takes 1 wound.

Hold the Line: Whenever a friendly unit within 12" fails a morale test that causes it to be Shaken or Routed, it counts as passed instead. Then, roll as many dice as the number of wounds it would take to check for wound effects, and for each result of 1-3 the unit takes one wound, which can't be ignored.

Pit Fighter: This model and up to 3 friendly units that are within 12" at the beginning of the round get +1 to hit in melee when charging. This effect lasts until the end of the round.

Warning Cry: Enemy units using Ambush must be set up over 12" away from this model.

BERSERKER CLANS ARMY SPELLS

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

Flame Breath (1): Target enemy unit within 12" takes 1 hit with AP(2).

Protective Dome (2): Target 6 friendly units within 12" get Stealth next time they are shot at.

Expel (2): Target enemy unit within 12" takes 1 hit with AP(2) and Deadly(3).

Psychic Speed (3): Target 4 friendly units within 12" get +3" next time they Advance, or +6" next time they Rush/Charge.

Tempest (3): Target enemy unit within 18" takes 2 hits with Blast(3).

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Berserker Leader [1] - 35 pts	
Quality 4+	Defense 5+
CCW (A2)	
Heavy Pistol (12", A1, AP(1))	
Furious, Hero, Tough(3)	
<i>Replace Heavy Pistol and CCW:</i>	
+5pts	2x CCW (A2)
+5pts	Heavy Smashing Weapon (A1, AP(1), Blast(3))
+5pts	2x Heavy Pistol (12", A1, AP(1)), Knife (A1)
+15pts	Heavy Piercing Weapon (A1, AP(3), Deadly(3))
+30pts	Heavy Energy Weapon (A4, AP(2), Rending)
+35pts	Heavy Great Weapon (A4, AP(4))
<i>Replace any Heavy Pistol:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Heavy Pistol:</i>	
+5pts	Fusion Pistol (6", A1, AP(4), Deadly(3))
+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)
+5pts	Shotgun (12", A2, AP(1))
+5pts	Shred Pistol (9", A2, Rending)
+5pts	Combat Shotgun (12", A3)
+10pts	Rivet Shooter (12", A2, AP(1), Rending)
+20pts	Master Heavy Rifle (24", A2, AP(1))
+45pts	Master Sniper Rifle (30", A2, AP(1), Reliable)
<i>Take one Heavy Pistol attachment:</i>	
+5pts	Plasma-Mod (24", A1, AP(4), Limited)
<i>Take one Master Heavy Rifle attachment:</i>	
+5pts	Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)
+5pts	Flamer-Mod (12", A1, Blast(3), Limited, Reliable)
+5pts	Plasma-Mod (24", A1, AP(4), Limited)
+5pts	Shred-Mod (18", A2, Limited, Rending)
<i>Replace any CCW:</i>	
+10pts	Energy Weapon (A2, AP(1), Rending)
+15pts	Great Weapon (A2, AP(3))
<i>Upgrade with any:</i>	
+5pts	Beast Companion (Warning Cry)
+30pts	Icon Bearer (Fear(3))
<i>Upgrade with one:</i>	
+10pts	Forge Boss (Pit Fighter)
+10pts	Tyrant (Hold the Line)
+20pts	Berserker Psychic (Caster(2))

Berserker Champion [1] - 25 pts	
Quality 5+	Defense 5+
CCW (A2)	
Pistol (12", A1)	
Furious, Hero, Tough(3)	
<i>Upgrade with one:</i>	
+10pts	Forge Boss (Pit Fighter)
+10pts	Tyrant (Hold the Line)
+20pts	Berserker Psychic (Caster(2))
<i>Replace Pistol and CCW:</i>	
free	2x Pistol (12", A1), Knife (A1)
+5pts	2x CCW (A2)
+5pts	Plasma-Mod (24", A1, AP(4), Limited), Pistol (12", A1), CCW (A2)
<i>Replace any Pistol:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Pistol:</i>	
+5pts	Fusion Pistol (6", A1, AP(4), Deadly(3))
+5pts	Shotgun (12", A2, AP(1))
+5pts	Shred Pistol (9", A2, Rending)
+5pts	Combat Shotgun (12", A3)
+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)
+10pts	Master Rifle (24", A2)
+10pts	Rivet Shooter (12", A2, AP(1), Rending)
<i>Replace any CCW:</i>	
+10pts	Energy Weapon (A2, AP(1), Rending)
+10pts	Great Weapon (A2, AP(3))
<i>Upgrade with:</i>	
+5pts	Beast Companion (Warning Cry)

Berserker Veteran Gunner [1] - 20 pts	
Quality 4+	Defense 5+
CCW (A1)	
Heavy Rifle (24", A1, AP(1))	
Furious	
<i>Replace Heavy Rifle:</i>	
free	Combat Shotgun (12", A3)
+5pts	Rivet Shooter (12", A2, AP(1), Rending)
+15pts	Sniper Rifle (30", A1, AP(1), Reliable)
+20pts	Rocket Launcher (18", A1, AP(2), Deadly(3))
+20pts	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)
+30pts	Heavy Machinegun (30", A3, AP(1))
<i>Take one Heavy Rifle attachment:</i>	
+5pts	Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)
+5pts	Flamer-Mod (12", A1, Blast(3), Limited, Reliable)
+5pts	Plasma-Mod (24", A1, AP(4), Limited)
+5pts	Shred-Mod (18", A2, Limited, Rending)

Berserker Fighters [3] - 30 pts	
Quality 5+	Defense 5+
6x CCW (A1)	
Furious	
<i>Replace any 2x CCW:</i>	
+5pts	Pistol (12", A1), Hand Weapon (A2)
+5pts	Twin Pistol (12", A2), Knife (A1)
<i>Replace one Pistols:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
+5pts	Shotgun (12", A2, AP(1))
+5pts	Shred Pistol (9", A2, Rending)
<i>Replace any Hand Weapon:</i>	
+10pts	Energy Weapon (A2, AP(1), Rending)
+10pts	Great Weapon (A2, AP(3))
<i>Replace any CCW:</i>	
+5pts	Energy Weapon (A1, AP(1), Rending)
+5pts	Great Weapon (A1, AP(3))

Berserker Forge-Native [1] - 35 pts	
Quality 4+	Defense 5+
CCW (A1)	
Heavy Weld-Gun (12", A4, AP(1))	
Furious, Scout	
<i>Replace Heavy Weld-Guns and CCW:</i>	
+5pts	Rock Sawblade (A4, Rending)

Berserker Gunners [3] - 40 pts	
Quality 5+	Defense 5+
3x CCW (A1)	
3x Rifle (24", A1)	
Furious	
<i>Replace one Rifles:</i>	
+5pts	Rivet Shooter (12", A2, AP(1), Rending)
+5pts	Combat Shotgun (12", A3)
+10pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+10pts	Plasma Rifle (24", A1, AP(4))
+10pts	Grenade Launcher (24", A1, Blast(3))
+10pts	Shred Rifle (18", A2, Rending)
+15pts	Flamer (12", A1, Blast(3), Reliable)

Berserker Veteran Fighters [3] - 40 pts	
Quality 4+	Defense 5+
6x CCW (A1)	
Furious	
<i>Replace any 2x CCW:</i>	
+5pts	Heavy Pistol (12", A1, AP(1)), Hand Weapon (A2)
+5pts	Twin Heavy Pistol (12", A2, AP(1)), Knife (A1)
<i>Replace one 2x CCW:</i>	
+5pts	Heavy Smashing Weapon (A1, Blast(3))
+15pts	Heavy Piercing Weapon (A1, AP(2), Deadly(3))
+20pts	Heavy Energy Weapon (A3, AP(1), Rending)
+30pts	Heavy Great Weapon (A3, AP(4))
<i>Replace any Heavy Pistol:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
+5pts	Shotgun (12", A2, AP(1))
+5pts	Shred Pistol (9", A2, Rending)
<i>Replace one Heavy Pistol:</i>	
+5pts	Fusion Pistol (6", A1, AP(4), Deadly(3))
+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)
+5pts	Combat Shotgun (12", A3)
<i>Replace any Hand Weapon:</i>	
+10pts	Energy Weapon (A2, AP(1), Rending)
+15pts	Great Weapon (A2, AP(3))
<i>Replace any CCW:</i>	
+5pts	Energy Weapon (A1, AP(1), Rending)
+5pts	Great Weapon (A1, AP(3))

Berserker Maw-Biker [1] - 45 pts	
Quality 4+	Defense 5+
Hand Weapon (A2)	
Pistol (12", A1)	
Fast, Furious, Impact(1), Tough(3)	
<i>Upgrade with one:</i>	
+20pts	Grenade Launcher (24", A1, Blast(3))
+40pts	Heavy Machinegun (30", A3, AP(1))

Forge Croc [1] - 45 pts	
Quality 4+	Defense 5+
Crushing Jaw (A3, AP(1))	
Devour, Furious, Strider, Tough(3)	

Berserker Forge-Stimmer [1] - 50 pts	
Quality 4+	Defense 5+
CCW (A1)	
2x Wrist-GLS (18", A2, Ignores Cover)	
Furious, Tough(3)	
<i>Replace any Energy Weapon:</i>	
+5pts	Great Weapon (A2, AP(3))
<i>Replace 2x Wrist-GLS and CCW:</i>	
+5pts	2x Energy Weapon (A2, AP(1), Rending)

Berserker Behemoth [1] - 65 pts	
Quality 3+	Defense 4+
Mutant Fist (A3, AP(2))	
Fearless, Furious, Tough(3)	