



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

Eternal Wardens are the most elite and feared fighting force in all of Tyria. Massive magically imbued soldiers equipped with heavy battle armor and deadly weapons, they are ready to take on even the most dangerous missions in the name of the almighty comet god.

Soon after the great rift was created the almighty comet god created the Eternal Wardens in order to protect Tyria from the growing daemon threat and other monstrosities. Spawned from magical pools and trained for war all their lives, these fine soldiers are solely focused on victory.

As jacks of all trades they are able to do pretty much anything reasonably well with no particular weakness. Their troops are armed with a variety of advanced weapons and are designed to exploit the enemy's weak spots mercilessly.

They are the ultimate weapon in the comet god's quest for stability and only find peace in death.

AOFS - ETERNAL WARDENS v250

| Name [size] | Qua | Def | Equipment | Special Rules | Upgrades | Cost |
|------------------------|-----|-----|--|--|----------|-------|
| Warden Knight [1] | 4+ | 4+ | Hand Weapon (A4, AP(1)) | Fearless, Furious, Hero, Tough(6) | A | 80pts |
| Guardian Elite [1] | 4+ | 4+ | Hand Weapon (A3, AP(1)) | Fearless, Hero, Tough(3) | B | 45pts |
| Guardian Archer [1] | 4+ | 4+ | Bow (24", A1), Hand Weapon (A1) | Fearless | - | 20pts |
| Hunting Hawk [1] | 5+ | 5+ | Claws (A3, Rending) | Fast, Flying, Tough(3) | - | 40pts |
| Warden [1] | 4+ | 4+ | Hand Weapon (A2, AP(1)) | Fearless, Furious, Tough(3) | C | 40pts |
| Guardians [3] | 4+ | 4+ | Halberds (A1, AP(1), Rending) | Fearless | D, E | 55pts |
| Paladin [1] | 4+ | 4+ | Hand Weapon (A3) | Empower, Fearless, Tough(3) | F | 45pts |
| Winged Warden [1] | 4+ | 4+ | Hand Weapon (A2, AP(1)) | Fearless, Flying, Furious, Tough(3) | G | 50pts |
| Beast-Hound [1] | 4+ | 5+ | Vicious Bite (A3, AP(1)) | Fast, Howl, Strider, Tough(3) | - | 55pts |
| Warden Shooter [1] | 4+ | 4+ | Bow (24", A2, AP(1)), Hand Weapon (A2) | Fearless, Tough(3) | H | 55pts |
| Eternal [1] | 3+ | 3+ | Great Glaive (A3, AP(1), Rending) | Fearless, Tough(3) | I | 60pts |
| Praetorian [1] | 3+ | 3+ | Axe-Halberd (A3, Rending) | Cleanse, Fearless, Tough(3) | - | 60pts |
| Warden Hunter [1] | 4+ | 4+ | Bolt Pistol (12", A2, Rending), Hand Weapon (A2) | Fearless, Scout, Strider, Tough(3) | - | 60pts |
| Warden Marksman [1] | 4+ | 4+ | Cyclone Crossbow (18", A3, AP(1), Rending), Hand Weapon (A2) | Fearless, Tough(3) | J | 60pts |
| Gryph Hunter [1] | 4+ | 4+ | Hand Weapon (A3) | Fast, Fearless, Impact(3), Scout, Tough(3) | K | 65pts |
| Destroyer [1] | 3+ | 2+ | Meteor Hammer (A4, AP(2)) | Fearless, Slow, Tough(3) | L | 70pts |
| Drake-Lion Paladin [1] | 4+ | 4+ | Claws (A3, AP(1)), Swords & Staff (A2, Poison) | Empower, Fast, Fearless, Strider, Tough(3) | M | 75pts |

A | Replace Hand Weapon:

| | |
|---|--------|
| Sword & Staff (A3, AP(1), Poison) | +5pts |
| Great Staff (A4, AP(1), Rending) | +5pts |
| Great Weapon (A4, AP(3)) | +10pts |
| Dual Hand Weapons (A8, AP(1)) | +15pts |
| Upgrade with one: | |
| Bow (24", A4, AP(1)) | +35pts |
| Great Bow (30", A1, AP(3), Deadly(3)) | +40pts |
| Upgrade with one: | |
| Paladin (Empower) | +5pts |
| Beast-Hound Companion (Howl, Claws (A3, AP(1))) | +20pts |
| Wings (Ambush, Flying) | +35pts |
| Upgrade with one: | |
| Exorcist (Wizard(1)) | +25pts |
| Mount on: | |
| Drake-Lion (Fast, Strider, Claws (A3, AP(1))) | +40pts |

B | Replace Hand Weapon:

| | |
|-------------------------------|--------|
| Halberd (A3, AP(1), Rending) | +5pts |
| Great Weapon (A3, AP(3)) | +5pts |
| Dual Hand Weapons (A6, AP(1)) | +10pts |
| Upgrade with: | |
| Bow (24", A3) | +15pts |
| Upgrade with one: | |
| Relic Warden (Smite) | +20pts |

C | Replace Hand Weapon:

| | |
|-------------------------------|--------|
| Dual Hand Weapons (A4, AP(1)) | +10pts |
| Great Weapon (A3, AP(3)) | +10pts |

D | Upgrade with any:

| | |
|-----------------|--------|
| Sergeant | +5pts |
| Musician | +10pts |
| Battle Standard | +10pts |

E | Replace all Halberds:

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|-----------------------------|-------|
| Great Weapons (A1, AP(3)) | +5pts |
| Spears (A1, AP(1), Phalanx) | +5pts |

F | Replace Hand Weapon:

| | |
|------------------------------|--------|
| Swords & Staffs (A2, Poison) | +5pts |
| Great Staffs (A3, Rending) | +5pts |
| Great Weapon (A3, AP(2)) | +5pts |
| Upgrade with: | |
| Evocator (Wizard(1)) | +25pts |

G | Replace Hand Weapon:

| | |
|---|--------|
| Javelins (12", A2, AP(1)), Daggers (A1) | +5pts |
| Dual Hand Weapons (A4, AP(1)) | +10pts |
| Great Weapon (A2, AP(3)) | +5pts |
| Replace Javelin: | |
| Storm Trident (12", A1, AP(2), Deadly(3)) | +5pts |
| Upgrade with: | |
| Celestial Descent (Ambush) | +10pts |

H | Replace Bow:

| | |
|--|--------|
| Thunder Crossbows (18", A1, Blast(3), AP(1)) | -5pts |
| Crossbows (24", A2, AP(1), Rending) | +5pts |
| Volley Crossbows (12", A4, AP(1), Rending) | +5pts |
| I Replace Great Glaive: | |
| Great Axes (A4, AP(1)) | +5pts |
| Great Hammers (A3, AP(3)) | +5pts |
| Great Mace (A2, AP(1), Blast(3)) | +10pts |

J | Replace Cyclone Crossbow:

| | |
|---|--------|
| Precision Crossbows (24", A2, AP(1), Rending, Sniper) | +30pts |
|---|--------|

K | Replace Hand Weapon:

| | |
|---|-------|
| Bolt Pistols (12", A2, Rending), Daggers (A1) | +5pts |
| Javelins (12", A2, AP(1)), Daggers (A1) | +5pts |

L | Replace any Meteor Hammer:

| | |
|--|--------|
| Meteor Great Hammer (A2, AP(4), Deadly(3)) | +20pts |
|--|--------|

M | Replace any Swords & Staff:

| | |
|---------------------------|--------|
| Great Staff (A3, Rending) | +5pts |
| Upgrade with: | |
| Evocator (Wizard(1)) | +25pts |

Special Rules

Cleanse: This model gets AP(+2) against units where most models have Tough(3) or higher.

Empower: When this model fights in melee, roll one die and apply one bonus:

- 1-3: Attacks get Rending
- 4-6: Attacks get AP(+1)

Howl: Enemy units can't be set up within 18" of this model when using Ambush.

Smite: Once per activation, before attacking, pick 2 enemy units within 12". Those units, and all enemy units within 6" must take a morale test, if failed they take 3 hits.

Wizard Spells

Terrify (4+): Target 2 enemy units within 12" get -1 to hit next time they shoot.

Thunder (4+): Target enemy unit within 6" takes 3 hits with AP(2).

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

Star Chains (5+): Target 2 enemy units within 6" get -2" next time they Advance, or -4" next time they Charge/Rush.

Shock Speed (6+): Target friendly unit within 12" gets Impact(1) next time it charges.

Storm (6+): Target 2 enemy units within 6" take 8 hits each.