



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 Chivalrous Kingdoms are ruled by religious fanatics that consider technology to be heresy and prefer to stick to the old fashioned ways. The majority of their forces consist of valiant Knights, backed by dirty peasants that usually act as mere cannon fodder.

Since their strength relies on high mobility and aggressive charges, their armies are usually split into two. The peasant infantry moves to strategic positions and holds them with spearmen and archers, whilst the cavalry protects them by actively harassing the enemy.

Even though now religious fanaticism defines these kingdoms, the religious prophetesses used to be derided when they preached of a great evil that was to darken the land. It was only when the great rift opened and daemons started to spread across the lands that all kings started to listen to them and fear the wrath of god.

Now the prophetesses are the true rulers of the Chivalrous Kingdoms, inspiring them in the fight to protect their lands.

AOF - CHIVALROUS KINGDOMS V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
High Champion [1]	4+	4+	Hand Weapon (A3, AP(1))	Fearless, Hero, Lancer, Tough(3)	A	45pts
Realm Defender [1]	5+	5+	Hand Weapon (A3)	Hero, Tough(3)	B	25pts
Peasant Levy [10]	6+	6+	Throw Stones (12", A1), Hand Weapons (A1)	-	-	50pts
Men-at-Arms [10]	5+	5+	Hand Weapons (A1)	-	C, D	80pts
Foot Knights [5]	4+	4+	Hand Weapons (A1, AP(1))	Fearless	C, E	70pts
Peasant Archers [5]	6+	5+	Bows (24", A1), Hand Weapons (A1)	-	-	40pts
Longbowmen [5]	5+	5+	Longbows (30", A1), Hand Weapons (A1)	-	C, F	65pts
Mounted Bowmen [5]	5+	5+	Bows (24", A1), Hand Weapons (A1)	Fast	C, G	70pts
Errant Knights [5]	5+	5+	Lances (A1, Impact(1))	Fast, Impact(1), Lancer, Scout	C	100pts
Realm Knights [5]	4+	4+	Lances (A1, Impact(1))	Fast, Fearless, Furious, Impact(1), Lancer	C	130pts
Grail Knights [5]	4+	3+	Lances (A1, AP(1), Impact(1))	Fast, Fearless, Impact(1), Lancer	C	140pts
Quest Knights [5]	4+	4+	Great Weapons (A2, AP(2))	Fast, Fearless, Impact(1), Monster Hunter	C	145pts
Pegasus Knights [3]	4+	4+	Hooves (A2, AP(1)), Lances (A1, Impact(1))	Fast, Fearless, Flying, Impact(3), Tough(3)	C	215pts
Grail Relic [1]	5+	5+	Pilgrim Crew (A6, Rending)	Battle Zeal, Fear, Furious, Tough(6)	-	115pts
Trebuchet [1]	5+	5+	Stone Thrower (36", A1, Blast(6), AP(2), Indirect), Crew (A3)	Artillery, Immobile, Tough(3)	H	105pts

A | Replace Hand Weapon:

Lance (A3, AP(1), Impact(1))	+5pts
Halberd (A3, AP(1), Rending)	+5pts
Spear (A3, AP(1), Phalanx)	+5pts
Great Weapon (A3, AP(3))	+5pts
Dual Hand Weapons (A6, AP(1))	+10pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Paladin (Great Crusade)	+20pts
Realm Lord (Lord's Virtue)	+30pts
Captain (War Duty)	+65pts

Mount on:

Horse (Fast, Impact(1))	+10pts
Barded Horse (Defense +1, Fast, Impact(1))	+15pts
Pegasus (Fast, Flying, Impact(3), Tough(+3), Hooves (A2, AP(1)))	+85pts
Hippogryph (Defense +1, Fast, Fear, Flying, Tough(+6), Claws (A6, Rending))	+175pts

B | Replace Hand Weapon:

Lance (A3, Impact(1))	+5pts
Halberd (A3, Rending)	+5pts
Spear (A3, Phalanx)	+5pts
Great Weapon (A3, AP(2))	+5pts
Dual Hand Weapons (A6)	+5pts

Upgrade with one:

Enchanter (Wizard(1))	+25pts
Captain (War Duty)	+65pts
Prophet (Lady's Blessing)	+75pts

Mount on:

Horse (Fast, Impact(1))	+10pts
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C | Upgrade with:

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

D | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
Spears (A1, Phalanx)	+30pts

E | Replace all Hand Weapons:

Great Weapons (A1, AP(3))	+10pts
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F | Upgrade all models with any:

Fire Braziers (AP(+1) when shooting)	+10pts
Defensive Stakes (Phalanx)	+15pts

G | Replace all Hand Weapons:

Lances (A1, Impact(1))	+15pts
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H | Replace Stone Thrower:

Boulder Thrower (36", A1, AP(3), Deadly(6), Indirect)	+15pts
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Special Rules

Battle Zeal: Once per activation, pick 2 friendly units within 6", which get +1 attack in melee next time they charge.

Great Crusade: The hero and its unit get the Strider special rule.

Lady's Blessing: The hero and its unit get the Regeneration special rule.

Lancer: This model's Impact hits count as having AP(1).

Lord's Virtue: If the hero is part of a unit of Men-at-Arms or Errant Knights, the unit counts as having Quality 4+.

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

War Duty: Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".

Wizard Spells

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

Wild Form (4+): Target 2 friendly units within 12" get +1 to hit next time they fight in melee.

Leech (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Protection (5+): Target 2 friendly units within 12" get +1 to defense next time they take hits.

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

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