



## About OPR

OPR ([www.onepagerules.com](http://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](https://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.

# AOFS - 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 [3]	6+	6+	Throw Stones (12", A1), Hand Weapons (A1)	-	-	15pts
Errant Knight [1]	5+	5+	Lance (A1, Impact(1))	Fast, Impact(1), Lancer, Scout	C	20pts
Men-at-Arms [3]	5+	5+	Hand Weapons (A1)	-	C, D	25pts
Peasant Archers [3]	6+	5+	Bows (24", A1), Hand Weapons (A1)	-	-	25pts
Realm Knight [1]	4+	4+	Lance (A1, Impact(1))	Fast, Fearless, Furious, Impact(1), Lancer	C	25pts
Grail Knight [1]	4+	3+	Lance (A1, AP(1), Impact(1))	Fast, Fearless, Impact(1), Lancer	C	30pts
Quest Knight [1]	4+	4+	Great Weapon (A2, AP(2))	Fast, Fearless, Impact(1), Monster Hunter	C	30pts
Longbowmen [3]	5+	5+	Longbows (30", A1), Hand Weapons (A1)	-	C, E	40pts
Mounted Bowmen [3]	5+	5+	Bows (24", A1), Hand Weapons (A1)	Fast	C, F	40pts
Foot Knights [3]	4+	4+	Hand Weapons (A1, AP(1))	Fearless	C, G	45pts
Pegasus Knight [1]	4+	4+	Hoof (A2, AP(1)), Lance (A1, Impact(1))	Fast, Fearless, Flying, Impact(3), Tough(3)	C	70pts

## 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

### *Mount on:*

Horse (Fast, Impact(1))	+10pts
Barded Horse (Defense +1, Fast, Impact(1))	+15pts

## 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
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### *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)	+5pts
Spears (A1, Phalanx)	+10pts

## E | *Upgrade all models with any:*

Fire braziers (AP(+1) when shooting)	+5pts
Defensive Stakes (Phalanx)	+10pts

## F | *Replace all Hand Weapons:*

Lances (A1, Impact(1))	+10pts
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## G | *Replace all Hand Weapons:*

Great Weapons (A1, AP(3))	+5pts
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## Special Rules

**Great Crusade:** This model and all friendly units within 12" get the Strider special rule.

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

**Lord's Virtue:** All friendly units of Men-at-Arms or Errant Knights within 12" count as having Quality 4+.

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

## 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.