



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 Giant Tribes are groups of gargantuan humanoids that roam Tyria looking to get in trouble. These giants are so large that life is so easy for them that they get bored, and so they either find an enemy to stomp for fun, or offer their stomping service to other factions as living siege weapons.

Giants come in many different sizes and temperaments, which are often classified by their favourite combat activities, such as destroying castles or feasting on freshly killed monsters.

When not in combat they are quite sociable, spending their time sharing long lists of everything they devoured that day, or telling jokes and laughing so loudly that even the most distant villages can hear them wheeze.

If you absolutely, positively got to crush every castle in your way, accept no substitutes to the Giant Tribes.

AOF - GIANT TRIBES V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Giant [1]	4+	3+	Giant Club (A6, AP(2)), Stomp (A4, AP(1))	Fear, Fearless, Tough(12)	A, B	215pts
Crusher Giant [1]	4+	3+	Crush (A2, AP(2), Deadly(3)), Giant Club (A6, AP(2))	Fear, Fearless, Furious, Tough(12)	A	230pts
Drunken Giant [1]	4+	3+	Drunken Swing (A3, Blast(3)), Giant Club (A6, AP(2))	Fear, Fearless, Stumble, Tough(12)	A	255pts
Battle Stomper Mega-Giant [1]	4+	3+	Battle Stomp (A4, Blast(3)), Mega Club (A10, AP(2))	Fear, Fearless, Slow, Thick Skin, Tough(18)	C	300pts
Monster Eater Mega-Giant [1]	4+	3+	Mega Club (A10, AP(2)), Stomp (A6, AP(2))	Fear, Fearless, Monster Hunting Net, Tough(18)	C, D	335pts
Castle Breaker Mega-Giant [1]	4+	3+	Gate Smash (A2, AP(4), Deadly(3)), Mega Club (A10, AP(2))	Fear, Fearless, Scout, Tough(18)	C	380pts
Bone Grinder Ultra-Giant [1]	4+	3+	Stomp (A8, AP(2)), Ultra Club (A14, AP(2))	Fear, Fearless, Tough(24)	E	425pts

A | *Replace Giant Club:*

Giant Pike (A8, AP(1), Rending)	+5pts
Giant Hammer (A6, AP(4))	+10pts
Giant Flail (A10, AP(1))	+10pts

Upgrade with:

War Paint (Regeneration)	+60pts
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B | *Replace Giant Club:*

Hurl Boulder (18", A2, AP(2), Deadly(3)), Giant Knife (A6)	+25pts
Throw Rocks (24", A2, Blast(3), Indirect), Giant Knife (A6)	+25pts

C | *Replace Mega Club:*

Mega Pike (A12, AP(2), Rending)	+20pts
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Upgrade with:

Trample (Impact(6))	+20pts
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D | *Replace Mega Club:*

Hurl Pole (18", A3, AP(2), Deadly(3)), Mega Knife (A8)	+35pts
Throw Debris (24", A3, Blast(3), Indirect), Mega Knife (A8)	+35pts

E | *Replace Ultra Club:*

Ultra Flail (A18, AP(1))	free
Ultra Pike (A16, AP(2), Rending)	+20pts
Ultra Hammer (A14, AP(4))	+25pts

Special Rules

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

Stumble: This models moves +D3" on Advance and +2D3" on Rush/Charge actions.

Thick Skin: Enemies get -1 to hit when shooting at this model.