



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

Volcanic Dwarves are the only faction of dwarves that has fully embraced magic, and now harness the power of fire and flames to bring down their foes.

In order to channel the might of volcanoes they avoid wearing heavy armor, but instead rely on fiery spells to regenerate their wounds or to give them strength in battle. Additionally they bring the most terrifying beasts to aid them in battle and set their foes ablaze.

When the orcs invaded the dwarf mountains they used magical shackles to capture them, however a few dwarves were naturally resistant to them, and instead absorbed their magical power. These few lucky ones banded together and escaped to the depths of the volcanoes, where no orc would dare follow them in fear of the magma dragons.

Slowly but surely the Volcanic Dwarves have been amassing an army, and now they are marching out, ready to burn down anyone in their path.

AOFS - VOLCANIC DWARVES V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Magma Champion [1]	3+	5+	Hand Weapon (A3, AP(1))	Fearless, Furious, Hero, Slow, Tough(3)	A	40pts
Volcanic Leader [1]	4+	5+	Hand Weapon (A3)	Fearless, Furious, Hero, Slow, Tough(3)	B	25pts
Volcanic Berserker [1]	4+	5+	Dual Hand Weapon (A2)	Fearless, Furious, Slayer, Slow	C	15pts
Auric Marksman [1]	3+	5+	Magma Shooter (18", A1, Rending), Hand Weapon (A1)	Fearless, Furious, Slow	D	20pts
Berserker Guard [1]	3+	5+	Great Weapon (A1, AP(2))	Fearless, Furious, Regeneration, Slow	-	20pts
Shield Berserkers [3]	4+	5+	Hand Weapons (A1)	Fearless, Furious, Slow	C, E	30pts
Berserker Throwers [3]	4+	5+	Throwing Axes (12", A1, AP(1)), Hand Weapons (A1)	Fearless, Furious, Slow	C	40pts
Fire Elemental [1]	4+	4+	Fire Strike (A3, Rending)	Ethereal, Furious, Tough(3)	-	65pts

A | *Replace Hand Weapon:*

Great Weapon (A3, AP(3))	+5pts
Dual Hand Weapons (A6, AP(1))	+15pts
Great Axe (A2, AP(3), Deadly(3))	+30pts

Upgrade with one:

Throwing Axes (12", A1, AP(1))	+5pts
Beast Slayer Javelin (12", A1, AP(2), Deadly(3))	+15pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Smite Forger (Ancient Icon)	+20pts
Grim Lord (Oath of Wrath)	+20pts

B | *Replace Hand Weapon:*

Halberd (A3, Rending)	+5pts
Great Weapon (A3, AP(2))	+10pts
Dual Hand Weapons (A6)	+10pts
Great Axe (A2, AP(2), Deadly(3))	+25pts

Upgrade with:

Throwing Axes (12", A1, AP(1))	+5pts
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Upgrade with one:

Grim Lord (Oath of Wrath)	+20pts
Rune Smith (Wizard(1))	+25pts

C | *Upgrade with:*

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

D | *Replace Magma Shooter:*

Lava Shooters (12", A2, Rending)	+5pts
Magma Bolt Shooter (18", A1, AP(2), Deadly(3))	+20pts

E | *Replace all Hand Weapons:*

Halberds (A1, Rending)	+5pts
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Special Rules

Ancient Icon: Enemies get -1 to hit when attacking this model or any friendly unit within 12".

Ethereal: Counts as having Stealth, Strider, as well as Regeneration against non-spell attacks (this stacks with Regeneration).

Oath of Wrath: This model and all friendly units within 12" get AP(+1) when fighting in melee.

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

Wizard Spells

Auric Fury (4+): Target 2 friendly units within 6" get +1" next time they Advance, or +2" next time they Charge/Rush.

Suffocating Ashes (4+): Target 2 enemy units within 6" take 4 hits each.

Fire Storm (5+): Target enemy unit within 12" takes 5 hits with AP(1).

Seismic Shift (5+): Target 2 friendly units within 6" get Flying next time they activate.

Lava Bolts (6+): Target enemy model within 12" takes 3 hits with AP(4).

Searing Heat (6+): Target 2 enemy units within 12" get -2 to hit next time they fight in melee.