



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

Dwarves are short humanoids that have developed advanced steam-powered technology and hold a grudge against magic. They tattoo magic-resistant runes on their bodies and imbue their weapons with powerful runes, making them some of the most powerful warriors in Tyria.

Whilst the dwarves have heavily armored troops and wield powerful ranged weapons, this comes at the cost of being much slower than other armies. This forces them to fight much more defensively, relying on their shield walls to withstand enemy charges and projectiles.

A long time ago the Dwarves used to be peaceful traders until the orcs invaded their homelands and imprisoned them with savage magic. The Dwarves were enslaved until the creation of the great rift, when they revolted amongst the chaos and managed to escape their slavers.

Now they have sworn off magic and are ready to take on any enemy before being enslaved again.

AOFS - DWARVES V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dwarf Champion [1]	3+	4+	Hand Weapon (A3, AP(1))	Fearless, Hero, Slow, Tough(3)	A	40pts
Berserker Lord [1]	4+	5+	Dual Hand Weapons (A6, AP(1))	Fearless, Furious, Hero, Slayer, Slow, Tough(3)	B	50pts
Berserker [1]	4+	5+	Dual Hand Weapon (A2)	Fearless, Furious, Slayer, Slow	C	15pts
Iron Warrior [1]	3+	4+	Rune Weapon (A1, Rending)	Shield Wall, Slow	C, D	15pts
Miner [1]	4+	5+	Explosive (12", A1, AP(1)), Pick (A1, AP(1))	Ambush, Slow	C, E	15pts
Ranger [1]	4+	5+	Throwing Axe (12", A2), Hand Weapon (A1)	Scout, Slow	C, F	15pts
Beast Rider [1]	4+	5+	Dual Hand Weapon (A2)	Impact(1), Slayer	C	20pts
Drake Marksman [1]	3+	4+	Fire Rifle (18", A1, Rending), Hand Weapon (A1)	Slow	D, G	20pts
Hammer Elite [1]	3+	4+	Great Weapon (A2, AP(2))	Slow	C	20pts
Warriors [3]	4+	5+	Hand Weapons (A1)	Shield Wall, Slow	C, H	35pts
Bearded Veterans [3]	3+	4+	Hand Weapons (A1, AP(1))	Fearless, Slow	C, I	40pts
Golem [1]	4+	3+	Stone Fist (A3, AP(1))	Slow, Strider, Tough(3)	-	40pts
Marksmen [3]	4+	5+	Rifles (18", A1, AP(1)), Hand Weapons (A1)	Slow	C, J	40pts
Steam-Power Suit [1]	3+	3+	Steam-Gun (18", A3, AP(1)), Bash (A2)	Slow, Tough(3)	K	55pts
War-Bear Rider [1]	3+	3+	Claws (A2, AP(1)), Hand Weapon (A1)	Impact(3), Tough(3)	C, L	60pts

A | Replace Hand Weapon:

Halberd (A3, AP(1), Rending)	+5pts
Spear (A3, AP(1), Phalanx)	+5pts
Great Weapon (A3, AP(3))	+10pts
Dual Hand Weapons (A6, AP(1))	+20pts

Upgrade with one:

Twin Pistols (9", A2, AP(1))	+10pts
Rifle (18", A1, AP(1))	+10pts
Crossbow (24", A1, Rending)	+10pts
Heavy Shield (Shield Wall)	+15pts
Organ-Rifle (12", A3, AP(1))	+20pts
Flame-Gun (Breath Attack)	+25pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Warden Lord (Grudge)	+20pts
Rune Lord (Wizard(1))	+25pts

Upgrade with one:

Beast (Impact(1), Swift)	+15pts
Shield Carriers (Tough(+3), Crew (A3))	+35pts
Steam-Power Suit (Defense +1, Tough(+3))	+35pts
Ancestral Stone (Fear, Tough(+3))	+45pts

B | Replace Dual Hand Weapon:

Great Axe (A2, AP(3), Deadly(3))	+10pts
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C | Upgrade with any:

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

D | Upgrade with one:

Twin Fire Pistols (9", A2, Rending)	+10pts
Shrapnel Bombs (12", A1, Blast(3))	+10pts

E | Replace Explosive:

Mining Rigs (Tunneller, Furious)	+5pts
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Replace Pick:

Mining Drill (A1, AP(2), Deadly(3))	+10pts
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F | Replace Throwing Axe:

Crossbows (24", A1, Rending)	+5pts
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G | Replace Fire Rifle:

Twin Fire Pistols (9", A2, Rending)	free
Torpedo Rifle (18", A1, AP(2), Deadly(3))	+15pts

H | Replace all Hand Weapons:

Halberds (A1, Rending)	+5pts
Spears (A1, Phalanx)	+5pts

I | Replace all Hand Weapons:

Great Weapons (A1, AP(3))	+10pts
Spears (A1, AP(1), Phalanx)	+10pts

J | Replace all Rifles:

Crossbows (24", A1, Rending)	+5pts
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Replace one Rifle:

Twin Pistols (9", A2, AP(1))	free
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K | Replace Steam-Guns and Bash:

Great Weapons (A3, AP(2)), Heavy Shields (Shield Wall)	+5pts
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L | Replace Hand Weapon:

Axe-Halberds (A1, AP(1), Rending)	+5pts
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Special Rules

Grudge: This model and all friendly units within 12" get +1 to hit rolls when fighting in melee.

Shield Wall: Enemies get -1 to hit when they attack units where all models have this rule.

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

Swift: This model may ignore the Slow rule.

Tunneller: This model may be deployed from Ambush up to 1" away from enemy units.

Wizard Spells

Smiting Rune (4+): Target enemy unit within 12" takes 5 hits.

Spite Rune (4+): Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

Battle Rune (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

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

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

Drill Rune (6+): Target 2 friendly units within 12" get Flying next time they activate.