



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 Kingdom of Angels is a faction of humans that are madly devoted to a race of angelic creatures which are their tyrannical leaders. These humans are ready to do anything for their masters and in return receive their blessing of eternal life.

It is said that many centuries ago there was a great human city of decadence where people from all of Tyria would come to live out their most depraved fantasies. The gods punished these sinners by sending a massive flood to wipe out this city, but in the middle of all the chaos and despair an angelic figure appeared before the humans.

The angel promised to save all those who renounced their life of sin and swore eternal devotion, promising them eternal life in return. He then took his followers to a blessed hill where the flood couldn't reach, and there he founded the capital city of the Kingdom of Angels.

Now humans and angels fight side by side to destroy all races of sinners and unite the land under their tyrannical rule.

AOFS - KINGDOM OF ANGELS V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Champion [1]	3+	4+	Hand Weapon (A3, AP(1))	Hero, Regeneration, Tough(3)	A, B	60pts
High Sister [1]	4+	5+	Flail (A3, AP(2))	Furious, Hero, Regeneration, Tough(3)	B, C	55pts
Infantry [1]	4+	5+	Hand Weapon (A1)	Regeneration	D, E	15pts
Battle Sister [1]	4+	5+	Flail (A1, AP(1))	Furious, Regeneration	D	20pts
Marksman [1]	5+	5+	Crossbow (24", A1, Rending), Hand Weapon (A1)	Regeneration	-	20pts
Paladin [1]	3+	4+	Great Weapon (A1, AP(2))	Regeneration	D	20pts
Panther [1]	4+	5+	Claws (A2)	Fast, Strider	-	20pts
Penitents [3]	5+	6+	Hand Weapons (A1)	Fearless, Furious	D	25pts
Scout Sister [1]	4+	5+	Bow (24", A1), Hand Weapon (A1)	Furious, Regeneration, Scout	-	25pts
Paladin Knight [1]	3+	4+	Lance (A1, Impact(1))	Fast, Impact(1), Regeneration	-	30pts
Panther Rider [1]	4+	5+	Claws (A2), Halberd (A1, Rending)	Fast, Furious, Regeneration, Strider	-	30pts
Palace Guard [1]	3+	3+	Halberd (A3, Rending)	Regeneration, Tough(3)	-	65pts
Battle Angel [1]	3+	4+	Great Weapon (A3, AP(2))	Flying, Regeneration, Tough(3)	-	80pts
Burning Angel [1]	3+	4+	Flame Sword (A3, Rending)	Embers, Flying, Regeneration, Tough(3)	-	95pts

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))	+10pts
Dual Hand Weapons (A6, AP(1))	+20pts

Mount on:

War Horse (Fast, Impact(1))	+15pts
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B | *Upgrade with one:*

Army Standard Bearer (Fear)	+20pts
Judge (Harsh Master)	+20pts
Battle Mage (Wizard(1))	+25pts

C | *Replace Flail:*

Halberd (A3, AP(1), Rending)	free
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Mount on:

Panther (Fast, Strider, Claws (A2))	+20pts
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D | *Upgrade with:*

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

E | *Replace Hand Weapon:*

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

Special Rules

Embers: Whenever this unit moves over enemy units, pick one of them and roll one die, on a 2+ it takes 3 hits with AP(1).

Harsh Master: This model and all friendly units within 12" get +1 to hit rolls in melee.

Wizard Spells

Terrify (4+): Target 2 enemy units within 12" get -1 to hit next time they shoot.

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

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

Star Chains (5+): Target 2 enemy units within 6" get -2" next time they Advance, or -4" next time they Charge/Rush.

Shock Speed (6+): Target friendly unit within 12" gets Impact(1) next time it charges.

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