



## 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 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.

# AOFR - KINGDOM OF ANGELS V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
High Angel [1]	3+	4+	Hand Weapon (A4, AP(1))	Flying, Hero, Regeneration, Tough(6)	A	135pts
Champion [1]	3+	4+	Hand Weapon (A3, AP(1))	Hero, Regeneration, Tough(3)	B, C	60pts
High Sister [1]	4+	5+	Flail (A3, AP(2))	Furious, Hero, Regeneration, Tough(3)	C, D	55pts
Penitents [10]	5+	6+	Hand Weapons (A1)	Fearless, Furious	E	80pts
Infantry [10]	4+	5+	Hand Weapons (A1)	Regeneration	E, F	150pts
Battle Sisters [5]	4+	5+	Flails (A1, AP(1))	Furious, Regeneration	E	90pts
Paladins [5]	3+	4+	Great Weapons (A1, AP(2))	Regeneration	E	110pts
Palace Guard [3]	3+	3+	Halberds (A3, Rending)	Regeneration, Tough(3)	-	200pts
Battle Angels [3]	3+	4+	Great Weapons (A3, AP(2))	Flying, Regeneration, Tough(3)	-	235pts
Burning Angels [3]	3+	4+	Flame Swords (A3, Rending)	Embers, Flying, Regeneration, Tough(3)	-	240pts
Frozen Angels [3]	3+	4+	Ice Blades (A3, AP(1))	Flying, Frost, Regeneration, Tough(3)	-	245pts
Marksmen [5]	5+	5+	Crossbows (24", A1, Rending), Hand Weapons (A1)	Regeneration	-	95pts
Scout Sisters [5]	4+	5+	Bows (24", A1), Hand Weapons (A1)	Furious, Regeneration, Scout	-	130pts
Panthers [5]	4+	5+	Claws (A2)	Fast, Strider	-	90pts
Panther Riders [5]	4+	5+	Claws (A2), Halberds (A1, Rending)	Fast, Furious, Regeneration, Strider	-	145pts
Paladin Knights [5]	3+	4+	Lances (A1, Impact(1))	Fast, Impact(1), Regeneration	-	145pts
Fire Phoenix [1]	3+	3+	Flame Claws (A6, AP(1))	Embers, Fear, Flying, Regeneration, Tough(6)	-	205pts
Panther Chariot [1]	4+	3+	Claws (A2), Halberd Crew (A4, Rending)	Fast, Furious, Impact(6), Regeneration, Strider, Tough(6)	-	165pts
Bolt Thrower [1]	4+	5+	Repeater Bolts (30", A6, AP(1)), Crew (A3)	Artillery, Immobile, Regeneration, Tough(3)	G	105pts

## A | Replace Hand Weapon:

Flame Sword (A4, AP(1), Rending)	+5pts
Ice Blade (A4, AP(2))	+10pts

### Upgrade with one:

Frozen Angel (Frost)	+25pts
Burning Angel (Embers)	+25pts

### Upgrade with one:

Protector (Angelic Shield)	+10pts
Tyrant (Harsh Master)	+20pts
Priest (Wizard(1))	+25pts
Benefactor (Angelic Aura)	+30pts

## B | 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
Lion (Fast, Fear, Tough(+3), Claws (A3, AP(1)))	+110pts
Griffon (Defense +1, Fast, Fear, Flying, Tough(+6), Claws (A6, Rending))	+235pts
Dragon (Defense +1, Breath Attack, Fear, Flying, Tough(+12), Claws (A6, AP(1)), Stomp (A4, AP(1)))	+375pts

## C | Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Judge (Harsh Master)	+20pts
Battle Mage (Wizard(1))	+25pts
Captain (At the Double)	+65pts

## D | Replace Flail:

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

Panther (Fast, Strider, Claws (A2))	+20pts
Panther Chariot (Defense +2, Fast, Impact(6), Tough(+6), Strider, Claws (A2))	+170pts

## E | Upgrade with:

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

## F | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
Spears (A1, Phalanx)	+30pts

## G | Replace Repeater Bolts:

Heavy Bolts (30", A1, AP(3), Deadly(6))	+10pts
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## Special Rules

**Angelic Aura:** Once per activation, pick 2 friendly units within 12", which get +1 to their next morale test roll.

**Angelic Shield:** This model may block spells as if it had the Wizard(2) special rule.

**At the Double:** Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".

**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).

**Frost:** Whenever this unit moves over enemy units, pick one of them and roll one die, on a 2+ it gets -1 to hit next time it fights in melee.

**Harsh Master:** The hero and its unit 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.