



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

Beastmen are half-man / half-animal creatures that rely on ambush strategies to quickly overwhelm their enemy and stomp them to the ground. Their ranks are made up of a variety of strange creatures such as centaurs and minotaurs whose stampedes are feared amongst humans.

Whilst the most common Beastmen are goat-like and come from the forest, there are many different types of Beastmen that can be found across Tyria. For example bird-like clans can be found to the far east, whilst cat-like creatures have been spotted in the most ancient savannah's of the south.

Legend says that ancient human wizards were banished from humanity for the use of dark arts, and they retreated into the deepest forests where they plotted their revenge. Then they created the Beastmen in order to raze human cities and take back the land that was rightfully theirs.

Since nobody ever lived long enough to survive a Beastmen ambush there is no way of telling how much of this is true...

AOFS - BEASTMEN V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Beast Lord [1]	3+	3+	Hand Weapon (A3, AP(1))	Furious, Hero, Tough(3)	A	55pts
Hunt Master [1]	5+	5+	Hand Weapon (A3)	Hero, Strider, Tough(3)	B	25pts
Centaur Boss [1]	4+	4+	Great Weapon (A3, AP(2))	Crazed, Fast, Furious, Headtaker, Hero, Impact(3), Tough(3)	-	70pts
Harpy [1]	5+	5+	Claws (A2, AP(1))	Flying, Scout	-	15pts
Hound [1]	4+	5+	Claws (A1, Rending)	Fast, Strider	C	15pts
Centaur [1]	4+	4+	Lance (A1, Impact(1))	Crazed, Fast, Furious, Impact(1)	D, E	25pts
Elite [1]	3+	3+	Hand Weapon (A1, AP(1))	Furious, Headtaker	D, F	25pts
Hunters [3]	5+	5+	Hand Weapons (A1)	Strider	D, G	25pts
Raiders [3]	5+	5+	Shortbows (18", A1), Hand Weapons (A1)	Stealth, Strider	D	40pts
Warriors [3]	4+	4+	Hand Weapons (A1)	Furious	D, H	40pts
Brute [1]	3+	3+	Hand Weapon (A2, AP(2))	Furious, Tough(3)	D, I	55pts
Crazed Boar [1]	4+	5+	Heavy Tusk (A3, AP(1))	Crazed, Fast, Impact(3), Tough(3)	-	55pts

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))	+15pts
<i>Upgrade with:</i>	
Beast Companion (A2, AP(1))	+10pts
<i>Upgrade with one:</i>	
Army Standard Bearer (Fear)	+20pts
Despoiler (Bestial Hatred)	+25pts
Captain (Hit & Run)	+30pts

B | *Replace Hand Weapon:*

Halberd (A3, Rending)	+5pts
Spear (A3, Phalanx)	+5pts
Great Weapon (A3, AP(2))	+5pts
Dual Hand Weapons (A6)	+10pts
<i>Upgrade with one:</i>	
Triple-Shortbow (18", A3)	+10pts
Heavy Arc-Bow (24", A1, AP(3), Indirect)	+15pts
<i>Upgrade with:</i>	
Raid Master (Stealth)	+10pts
<i>Upgrade with one:</i>	
Shaman (Wizard(1))	+25pts
Captain (Hit & Run)	+30pts

C | *Upgrade with any:*

Vicious (Poison in melee)	+5pts
Bounding Advance (Scout)	+5pts

D | *Upgrade with:*

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

E | *Replace Lance:*

Great Weapons (A1, AP(2))	+5pts
<i>Upgrade with:</i>	
Throwing Weapons (12", A1)	+5pts
Shaman (Wizard(1))	+25pts

F | *Replace Hand Weapon:*

Halberds (A1, AP(1), Rending)	+5pts
Great Weapons (A1, AP(3))	+5pts

G | *Replace all Hand Weapons:*

Dual Hand Weapons (A2)	+10pts
Spears (A1, Phalanx)	+10pts

H | *Replace all Hand Weapons:*

Spears (A1, Phalanx)	+10pts
Dual Hand Weapons (A2)	+10pts

I | *Replace Hand Weapon:*

Great Weapons (A2, AP(4))	+5pts
Dual Hand Weapons (A4, AP(2))	+15pts
<i>Upgrade with:</i>	
Brute Charge (Impact(1))	+5pts

Special Rules

Bestial Hatred: This model and all friendly units within 12" get +1 attack in melee when charging.

Crazed: When this model fights in melee, roll one die and apply one bonus:

- 1-3: Attacks get Rending
- 4-6: Attacks get AP(+1)

Headtaker: This model gets AP(+2) when fighting units with Tough(3) or higher.

Hit & Run: This model and all friendly units within 12" may move by up to 3" after shooting.

Wizard Spells

Spirit Mantle (4+): Target 2 friendly units within 6" get Stealth next time they are shot at.

Traitor's Wrath (4+): Target enemy model within 12" takes 1 hit with AP(4).

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

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

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

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