



## 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 Ossified Undead are made up of extremely resilient skeletons under the command of powerful exiled lords. These legions slowly march toward regions controlled by other undead factions, cutting down anyone that's in their way.

The lords of the Ossified Undead once used to be mighty necromancers that fought countless battles with vampire lords, helping them conquer vast stretches of Tyria. When the necromancers asked to be given reign over some of the land however the vampire lords betrayed them and used vicious magic to transform them into mutated skeletons.

In retaliation the necromancers formed armies of their own, using dark spells to bind together the broken bones of fallen skeleton warriors, creating an army of slow moving but nearly indestructible mutated skeletons and other constructs.

Pray to the gods that your town is not in the way of the Ossified Undead, because they will stop at nothing to get their rightful revenge.

# AOFS - OSSIFIED UNDEAD V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Herald of Death [1]	4+	4+	Hand Weapon (A3, Poison)	Hero, Ossified, Slow, Tough(3), Undead, War Aspect	A	40pts
Bone Master [1]	4+	4+	Hand Weapon (A3)	Hero, Ossified, Slow, Tough(3), Undead	B	25pts
Death Rider [1]	4+	4+	Hand Weapon (A1, Poison)	Impact(1), Ossified, Undead	C, D	20pts
Guardians [3]	4+	4+	Hand Weapons (A1, Poison)	Ossified, Slow, Undead	C, E	40pts
Stalker [1]	4+	4+	Quad Blade (A4, AP(1))	Ossified, Slow, Tough(3), Undead, War Aspect	F	45pts
Immortal [1]	3+	3+	Halberd (A3, AP(1), Rending)	Ossified, Regeneration, Slow, Tough(3), Undead	-	70pts
Skeleton Horror [1]	3+	3+	Halberd (A2, AP(1), Rending)	Flying, Ossified, Tough(3), Undead	G	70pts

## A | *Replace Hand Weapon:*

Lance (A3, Impact(1), Poison)	+5pts
Halberd (A3, Rending, Poison)	+5pts
Spear (A3, Phalanx, Poison)	+5pts
Great Weapon (A3, AP(2), Poison)	+10pts
Dual Hand Weapons (A6, Poison)	+20pts

### *Upgrade with one:*

Spell Reaper (Arcane Power)	+10pts
Lord of Bones (Eternal Duty)	+45pts

### *Upgrade with one:*

Skeletal Steed (Impact(1), Swift)	+10pts
-----------------------------------	--------

## B | *Replace Hand Weapon:*

Lance (A3, Impact(1))	+5pts
Halberd (A3, Rending)	+5pts
Spear (A3, Phalanx)	+5pts
Great Weapon (A3, AP(2))	+5pts
Dual Hand Weapons (A6)	+5pts

### *Upgrade with one:*

Trophy Banner (Fear)	+20pts
Soul Master (Wizard(1))	+25pts
Lord of Bones (Eternal Duty)	+45pts

### *Upgrade with one:*

Skeletal Steed (Impact(1), Swift)	+10pts
Bone Throne (Arcane Power, Tough(+3))	+30pts

## C | *Upgrade with:*

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

## D | *Replace Hand Weapon:*

Lances (A1, Impact(1), Poison)	+5pts
--------------------------------	-------

## E | *Replace all Hand Weapons:*

Halberds (A1, Rending, Poison)	+5pts
Spears (A1, Poison, Phalanx)	+10pts

### *Replace one Hand Weapon:*

Great Weapon (A1, AP(2), Poison)	+5pts
----------------------------------	-------

## F | *Replace Quad Blade:*

Dual Falchions (A2, AP(3))	-5pts
----------------------------	-------

## G | *Replace Halberd:*

Dual Hand Weapons (A4, AP(1))	+10pts
-------------------------------	--------

## Special Rules

**Arcane Power:** This model may block spells as if it had the Wizard(2) special rule. If it is a Wizard then it gets +2 to spell block rolls.

**Eternal Duty:** This model and all friendly units within 12" get the Fearless and Furious special rules.

**Ossified:** Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0).

**Swift:** This model may ignore the Slow rule.

**Undead:** Whenever this unit takes a morale test, it is passed automatically. Then, roll as many dice as remaining models/tough in the unit, and for each result of 1-2 the unit takes one wound, which can't be regenerated.

**War Aspect:** When this model fights in melee, roll one die and apply one bonus:

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

## Wizard Spells

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

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

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

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

**Deception (6+):** Target 2 enemy units within 6" take 6 hits with AP(1) each.

**Drain (6+):** Target 2 enemy units within 18" get -2 to hit next time they shoot.