



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 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.

AOFR - 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
Guardians [10]	4+	4+	Hand Weapons (A1, Poison)	Ossified, Slow, Undead	C, D	110pts
Death Riders [5]	4+	4+	Hand Weapons (A1, Poison)	Impact(1), Ossified, Undead	C, E	85pts
Stalkers [3]	4+	4+	Quad Blades (A4, AP(1))	Ossified, Slow, Tough(3), Undead, War Aspect	F	120pts
Immortals [3]	3+	3+	Halberds (A3, AP(1), Rending)	Ossified, Regeneration, Slow, Tough(3), Undead	-	175pts
Skeleton Horrors [3]	3+	3+	Halberds (A2, AP(1), Rending)	Flying, Ossified, Tough(3), Undead	G	180pts
Harvester Beast [1]	4+	3+	Sickle Arms (A8, Rending), Stomp (A4, AP(1))	Fear, Harvest Bones, Ossified, Regeneration, Slow, Tough(12), Undead	H	315pts
Crawler Catapult [1]	4+	4+	Cursed Skulls (36", A4, Poison, Indirect), Crew (A3)	Artillery, Ossified, Slow, Tough(3), Undead	I	140pts

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
High Liege (Unstoppable)	+55pts

Upgrade with one:

Skeletal Steed (Impact(1), Swift)	+10pts
Great Steed (Tough(+3), Impact(3), Swift)	+45pts

B | *Replace Hand Weapon:*

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

Upgrade with one:

Trophy Banner (Fear)	+20pts
Soul Master (Wizard(1))	+25pts
Lord of Bones (Eternal Duty)	+45pts
Bone Shaper (Artisan of Shards)	+90pts

Upgrade with one:

Skeletal Steed (Impact(1), Swift)	+15pts
Bone Throne (Arcane Power, Tough(+3))	+30pts

C | *Upgrade with:*

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

D | *Replace all Hand Weapons:*

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

Replace one Hand Weapon:

Great Weapon (A1, AP(2), Poison)	+5pts
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E | *Replace all Hand Weapons:*

Lances (A1, Impact(1), Poison)	+15pts
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F | *Replace one Quad Blades:*

Dual Falchions (A2, AP(3))	-10pts
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G | *Replace all Halberds:*

Dual Hand Weapons (A4, AP(1))	+30pts
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H | *Replace Sickle Arms:*

Mace Arms (A6, AP(2))	free
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Upgrade with:

Spew Death (Breath Attack)	+25pts
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I | *Replace Cursed Skulls:*

Dread Cauldron (36", A1, AP(2), Deadly(6), Indirect)	+20pts
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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.

Artisan of Shards: The hero and its unit get the Regeneration special rule.

Eternal Duty: The hero and its unit get the Fearless and Furious special rules.

Harvest Bones: Once per activation, pick one friendly unit within 6", which gets Regeneration next time it takes wounds.

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.

Unstoppable: The hero and its unit may ignore the Slow rule.

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.