



## 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

Humans are the most common race found in Tyria, with very different cultures based on their location. Despite this most of their forces share common traits, such as their reliance on magic and gunpowder, and having standing armies.

The largest human factions are the great comet empire, the desert sultanate of the south, and the dragon kingdom of the far east. Large sections of humans from the far north were taken over by the havoc gods and are now not considered to be truly human anymore.

Overall humans are not the toughest soldiers in Tyria, but have a great variety of different unit types in order to make up for this. They have access to all sorts of infantry, cavalry, ranged units and even some monstrous units, which make for great and versatile armies.

No matter where they are from Humans don't shy away from exploring new parts of the world, even if it's an extremely dangerous affair.

# AOFS - HUMANS v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Battle Master [1]	4+	4+	Hand Weapon (A3, AP(1))	Hero, Tough(3)	A	40pts
Champion [1]	5+	5+	Hand Weapon (A3)	Hero, Tough(3)	B	25pts
Elite Swordsman [1]	4+	4+	Great Weapon (A1, AP(2))	Fearless	C	15pts
Horse Marksman [1]	5+	5+	Rifle (18", A1, AP(1)), Hand Weapon (A1)	Fast, Scout	C, D	15pts
Hunter [1]	5+	5+	Bow (24", A1), Hand Weapon (A1)	Scout, Stealth	-	15pts
Knight [1]	4+	4+	Hand Weapon (A1)	Fast, Impact(1)	C, E	20pts
Guard Knight [1]	4+	3+	Great Weapon (A1, AP(2))	Fast, Fearless, Impact(1)	C, F	25pts
Infantrymen [3]	5+	5+	Hand Weapons (A1)	-	C, G	25pts
Furious Mob [3]	5+	6+	Flails (A1, AP(1))	Fearless, Furious	-	30pts
Marksmen [3]	5+	5+	Rifles (18", A1, AP(1)), Hand Weapons (A1)	-	C, H	35pts
Militia [3]	5+	5+	Dual Hand Weapons (A2)	Scout	I	35pts
Gryph Rider [1]	4+	3+	Claws (A2, AP(1)), Halberd (A1, Rending)	Fast, Fearless, Impact(3), Tough(3)	C, J	65pts

## 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))	+5pts
Dual Hand Weapons (A6, AP(1))	+10pts

### *Upgrade with one:*

Twin Pistols (9", A2, AP(1))	+5pts
Slayer Bow (24", A2, AP(2))	+20pts

### *Upgrade with one:*

Army Standard Bearer (Fear)	+20pts
Bounty Hunter (Takedown)	+20pts
Cleric (Battle Chant)	+25pts
Captain (Inspiring)	+30pts

### *Upgrade with one:*

Horse (Fast, Impact(1))	+10pts
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## 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:*

Gatling Pistol (9", A3, AP(1))	+5pts
Gatling Rifle (18", A3, AP(1))	+10pts
Grenade Launcher (24", A1, Blast(3))	+10pts
Sniper Rifle (30", A1, AP(1), Sniper)	+30pts

### *Upgrade with one:*

Battle Mage (Wizard(1))	+25pts
Cleric (Battle Chant)	+25pts

### *Upgrade with one:*

Horse (Fast, Impact(1))	+10pts
Robot Horse (Boing, Impact(3))	+15pts

## C | *Upgrade with any:*

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

## D | *Replace Rifle:*

Twin Pistols (9", A2, AP(1))	free
Twin Gatling Pistols (9", A6, AP(1))	+10pts
Gatling Rifle (18", A3, AP(1))	+10pts

## E | *Replace Hand Weapon:*

Great Weapons (A1, AP(2))	+5pts
Lances (A1, Impact(1))	+5pts

## F | *Replace Great Weapon:*

Lances (A1, Impact(1))	+5pts
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## G | *Replace all Hand Weapons:*

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

## H | *Replace all Rifles:*

Crossbows (24", A1, Rending)	+10pts
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### *Replace one Rifle:*

Twin Pistols (9", A2, AP(1))	free
Gatling Rifle (18", A3, AP(1))	+10pts
Sniper Rifle (30", A1, AP(1), Sniper)	+30pts

## I | *Replace any Dual Hand Weapons:*

Pistol (9", A1, AP(1)), Hand Weapon (A1)	+5pts
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## J | *Replace Halberd:*

Lances (A1, Impact(1))	+5pts
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## Special Rules

**Battle Chant:** This model and all friendly units within 12" get the Furious special rule.

**Boing:** This models moves +D3" on Advance and +2D3" on Rush/ Charge actions.

**Inspiring:** If the hero is part of a unit of Infantrymen, it counts as having Quality 4+.

**Takedown:** When this model is in melee, may pick one model from the target and roll one die. On a 2+ it takes 1 hit with AP(1) and Deadly(3).

## Wizard Spells

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

**Wild Form (4+):** Target 2 friendly units within 12" get +1 to hit next time they fight in melee.

**Leech (5+):** Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

**Protection (5+):** Target 2 friendly units within 12" get +1 to defense next time they take hits.

**Blood Hex (6+):** Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.

**Magic Wind (6+):** Target 2 friendly units within 6" get +3" next time they Advance, or +6" next time they Charge/Rush.