



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

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.

AOFR - 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
Infantrymen [10]	5+	5+	Hand Weapons (A1)	-	C, D	80pts
Furious Mob [10]	5+	6+	Flails (A1, AP(1))	Fearless, Furious	-	90pts
Militia [5]	5+	5+	Dual Hand Weapons (A2)	Scout	E	60pts
Elite Swordsmen [5]	4+	4+	Great Weapons (A1, AP(2))	Fearless	C	75pts
Marksmen [5]	5+	5+	Rifles (18", A1, AP(1)), Hand Weapons (A1)	-	C, F	60pts
Hunters [5]	5+	5+	Bows (24", A1), Hand Weapons (A1)	Scout, Stealth	-	80pts
Horse Marksmen [5]	5+	5+	Rifles (18", A1, AP(1)), Hand Weapons (A1)	Fast, Scout	C, G	80pts
Knights [5]	4+	4+	Hand Weapons (A1)	Fast, Impact(1)	C, H	90pts
Guard Knights [5]	4+	3+	Great Weapons (A1, AP(2))	Fast, Fearless, Impact(1)	C, I	115pts
Gryph Riders [3]	4+	3+	Claws (A2, AP(1)), Halberds (A1, Rending)	Fast, Fearless, Impact(3), Tough(3)	C, J	200pts
War Wagon [1]	4+	3+	Gunner Crew (18", A6, AP(1)), Crew Attacks (A4, AP(1), Rending), Hooves (A2)	Tough(6)	-	130pts
Hurricane Wagon [1]	4+	3+	Summon Storm (18", A2, Blast(3)), Hooves (A2)	Battle Aura, Tough(6)	-	135pts
Beamer Wagon [1]	4+	3+	Searing Beam (18", A2, AP(2), Deadly(3)), Hooves (A2)	Protective Aura, Tough(6)	-	150pts
Altar Wagon [1]	4+	3+	Banishing Light (18", A6, Rending), Hooves (A2)	Aura of Fury, Tough(6)	-	160pts
Steam Tank [1]	4+	2+	Tank Cannon (18", A2, Blast(3), AP(1)), Turret Gun (12", A3, AP(1))	Fear, Impact(6), Tough(9)	K	215pts
Artillery [1]	5+	5+	Cannon (30", A2, Blast(3), AP(1)), Crew (A3)	Artillery, Immobile, Tough(3)	L	60pts

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
Strategist (Battle March)	+65pts

Upgrade with one:

Horse (Fast, Impact(1))	+10pts
Pegasus (Fast, Flying, Impact(3), Tough(+3), Hooves (A3))	+80pts
Griffon (Defense +1, Fear, Flying, Tough(+12), Claws (A6, Rending), Stomp (A4, AP(1)))	+245pts
Dragon (Defense +1, Breath Attack, Fear, Flying, Tough(+12), Claws (A6, AP(1)), Stomp (A4, AP(1)))	+270pts

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
Engineer (Artillerist)	+50pts
Horse (Fast, Impact(1))	+10pts
Robot Horse (Boing, Impact(3))	+15pts

C | Upgrade with any:

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

D | Replace all Hand Weapons:

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

E | Replace any Dual Hand Weapons:

Pistol (9", A1, AP(1)), Hand Weapon (A1)	+5pts
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F | 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

G | Replace all Rifles:

Twin Pistols (9", A2, AP(1))	free
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Replace one Rifle:

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

H | Replace all Hand Weapons:

Great Weapons (A1, AP(2))	+10pts
Lances (A1, Impact(1))	+15pts

I | Replace all Great Weapons:

Lances (A1, Impact(1))	+5pts
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J | Replace all Halberds:

Lances (A1, Impact(1))	+5pts
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K | Replace Tank Cannon:

Heavy Tank Cannon (18", A2, AP(2), Deadly(3))	+10pts
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L | Replace Cannon:

Volley Gun (18", A9, AP(1))	+5pts
Rocket Battery (24", A2, Blast(3), AP(1), Indirect)	+5pts
Heavy Cannon (30", A2, AP(2), Deadly(3))	+10pts
Heavy Mortar (36", A2, Blast(3), AP(1), Indirect)	+35pts

Special Rules

Artillerist: Once per activation, pick one friendly Artillery unit within 6", which may either get +2 to its shooting rolls or move up to 6" during its next activation.

Aura of Fury: Once per activation, pick 2 friendly units within 6", which get Furious next time they fight in melee.

Battle Aura: Once per activation, pick 2 friendly units within 6", which get +1 to hit rolls next time they fight in melee.

Battle Chant: The hero and its unit get the Furious special rule.

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

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+.

Protective Aura: Once per activation, pick 2 friendly units within 6", which get +1 to their defense rolls next time they take hits.

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.