



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.

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Thank you for playing!

Background Story

Ogres are large, powerful and monstrous humanoids that live in brutal nomadic societies. Their combat style is rudimentary, as they protect themselves with their massive bellies instead of wearing armor, and fight using massive clubs instead of relying on any technology.

Due to their sheer size they are very powerful, able to crush enemy ranks with ease and soaking up a ton of attacks before even feeling them. Whilst their armies consist of much fewer individuals than others, don't let that fool you to believe that they are any less of a deadly threat.

The Ogres have been wandering around Tyria since the beginning of time, burning and pillaging everything that stands in their way. The only ally they have are pet goblins which they picked up as little helpers in order to build what little technology they use for battle.

Now that the great rift has opened they are slowly wandering toward it, happy to fight whatever foul creatures emerge from the dark...

AOFR - OGRES v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Tribe Master [1]	3+	4+	Hand Weapon (A4, AP(2))	Devour, Hero, Tough(6)	A	95pts
Champion [1]	4+	4+	Hand Weapon (A4, AP(1))	Hero, Tough(6)	B	70pts
Pet Goblins [10]	5+	6+	Hand Weapons (A1)	-	C	60pts
Ogre Warriors [3]	4+	4+	Hand Weapons (A2, AP(1))	Tough(3)	D, E	105pts
Devourers [3]	3+	4+	Hand Weapons (A2, AP(2))	Devour, Tough(3)	D, F	145pts
Yeti Pack [3]	4+	4+	Claws (A3, AP(1))	Chilling, Strider, Tough(3)	-	150pts
Iron Warriors [3]	4+	3+	Great Weapons (A3, AP(2))	Stone Bones, Tough(3)	D	185pts
Hunters [3]	4+	4+	Hunting Spears (A3, Rending)	Ambush, Hunter, Strider, Tough(3)	G	185pts
Shooters [3]	4+	4+	Hand Cannons (18", A3, AP(1)), Hand Weapons (A2)	Tough(3)	D	155pts
Sabre-Tooths [3]	4+	5+	Claws (A3, Rending)	Fast, Strider, Tough(3)	-	140pts
Beast Rider [1]	4+	3+	Claws (A3, AP(1)), Hand Weapon (A3)	Fast, Impact(6), Tough(6)	D, H	125pts
Abomination [1]	4+	3+	Claws (A4), Vicious Jaws (A2, AP(3))	Ambush, Fear, Fearless, Furious, Tough(6)	-	140pts
Ice Mammoth [1]	3+	3+	Giant Tusks (A2, AP(2), Deadly(3)), Crew Attacks (A6), Stomp (A4, AP(1))	Chilling, Fear, Tough(15)	I, J	310pts
Giant Bison [1]	3+	3+	Crew Attacks (A6), Giant Horns (A2, Blast(3), AP(1)), Stomp (A4, AP(1))	Fear, Stone Bones, Tough(15)	I	335pts
Heavy Chariot [1]	4+	3+	Scrap Catapult (24", A3, Blast(3), Indirect), Crew Attacks (A6), Horns (A2, AP(1))	Fear, Stone Bones, Tough(9)	K	245pts

A | Replace Hand Weapon:

Halberd (A4, AP(2), Rending)	+5pts
Great Weapon (A4, AP(4))	+10pts
Dual Hand Weapons (A8, AP(2))	+35pts

Upgrade with:

Big Pistol (9", A3, AP(1))	+15pts
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Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Fire Eater (Breath Attack)	+25pts
War Chief (Bully)	+30pts
Instigator (Trample)	+45pts
Blessed One (Healing Aura)	+100pts

Mount on:

Fang Beast (Defense +1, Fast, Impact(6), Tough(+6), Tusks (A3, AP(1)))	+170pts
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B | Replace Hand Weapon:

Halberd (A4, AP(1), Rending)	+5pts
Great Weapon (A4, AP(3))	+10pts
Dual Hand Weapons (A8, AP(1))	+20pts

Upgrade with one:

Big Pistol (9", A3, AP(1))	+10pts
Great Javelin (12", A1, AP(2), Deadly(3))	+15pts

Harpoon Shooter (24", A1, AP(3), Deadly(3))	+30pts
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Upgrade with one:

Shaman (Wizard(1))	+25pts
Fire Eater (Breath Attack)	+25pts
Instigator (Trample)	+45pts
Blessed One (Healing Aura)	+100pts

Mount on:

Fang Beast (Defense +1, Fast, Impact(6), Tough(+6), Tusks (A3, AP(1)))	+145pts
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C | Upgrade all models with any:

Throwing Weapons (12", A1)	+20pts
Trapper (Phalanx)	+30pts

D | Upgrade with:

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

E | Replace any Hand Weapon:

Dual Hand Weapons (A4, AP(1))	+10pts
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F | Replace any Hand Weapon:

Big Pistol (9", A3, AP(1)), Knife (A2)	+5pts
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Great Weapon (A2, AP(4))	+5pts
Dual Hand Weapons (A4, AP(2))	+15pts

Upgrade all models with one:

Mountain Strider (Stealth, Strider)	+35pts
Wall Crusher (Fast, Furious)	+50pts
Blood Seeker (Impact(1), Scout)	+45pts
Death Cheater (Fearless, Regeneration)	+60pts

G | Replace all Hunting Spears:

Great Javelins (12", A1, AP(2), Deadly(3)), Knives (A2)	+30pts
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H | Replace Hand Weapon:

Great Weapon (A3, AP(2))	+5pts
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I | Replace Crew Attacks:

Harpoon Shooter (24", A1, AP(3), Deadly(3)), Trap-Chain (12", A3, AP(1)), Crew Strikes (A3)	+50pts
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J | Replace Giant Tusks:

Great Tusks (A1, AP(2), Deadly(3))	+25pts
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Ice Conduit (Chilling Aura)	
Frost Blast (24", A2, Blast(3), AP(1)), Great Tusks (A1, AP(2), Deadly(3))	+40pts

K | Replace Scrap Catapult:

Heavy Cannon (30", A3, AP(2), Deadly(3))	+40pts
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Special Rules

Bully: Whenever the hero's unit fails a morale test, it takes D3 wounds, and the morale test counts as passed instead.

Chilling: Enemies get -1 to hit in melee when they attack units where all models have this rule.

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

Devour: Enemies that roll to block melee hits from this model take one additional wound for each unmodified result of 1 that they roll.

Healing Aura: The hero and its unit count as having Regeneration.

Hunter: This model gets AP(+2) against units where most models have Tough(3) or higher.

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

Trample: The hero and its unit count as having Impact(1).

Wizard Spells

Gobble (4+): Target enemy model within 12" takes 1 hit with AP(4).

Gorge (4+): Target 2 friendly units within 6" get Furious next time they charge.

Crack (5+): Target 2 enemy units within 18" get -1 to hit next time they shoot.

Crush (5+): Target 2 enemy units within 6" take 4 hits with AP(1) each.

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

The Maw (6+): Target enemy unit within 12" takes 9 hits.