



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 Mummified Undead are large armies of skeletons and animated constructs lead by mighty high kings. Their loyal priests raise the dead and imbue stone statues with magic to fight with them.

Once upon a time Tyria was ruled by a king that had managed to imprison the havoc gods in a magical orb. This king had two sons, spoiled and arrogant, who once their father died fought over the throne and destroyed the orb.

With a massive magical explosion the orb shattered the earth and created a massive rift across the land, splitting continents in half and dividing the two brothers. From this deep wounds in the heart of Tyria hordes of foul beasts poured into the open, and so began the daemon invasion from blow.

The twins, now without a throne, went on to form kingdoms of their own, one in the mountains and one in the desert...

AOFS - MUMMIFIED UNDEAD V2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Royal Champion [1]	3+	4+	Hand Weapon (A3, AP(1))	Hero, Tough(3), Undead	A	45pts
Skeleton Leader [1]	5+	5+	Hand Weapon (A3)	Hero, Tough(3), Undead	B	25pts
Royal Guard [1]	3+	4+	Hand Weapon (A1, AP(1))	Undead	C, D	15pts
Skeleton Horseman [1]	5+	5+	Hand Weapon (A1)	Fast, Impact(1), Scout, Undead	C, E	15pts
Hunting Beast [1]	4+	5+	Claws (A2)	Fast, Strider, Undead	-	20pts
Mummies [3]	5+	6+	Claws (A2)	Slow, Undead	-	20pts
Beast Rider [1]	4+	4+	Claws (A1, AP(2)), Hand Weapon (A1, AP(1))	Fast, Impact(1), Undead	C, F	25pts
Scarab Swarm [1]	6+	6+	Swarm Attack (A3, Poison)	Ambush, Strider, Tough(3), Undead	-	25pts
Skeleton Warriors [3]	5+	5+	Hand Weapons (A1)	Undead	C, G	25pts
Skeleton Archers [3]	5+	5+	Bows (24", A1), Hand Weapons (A1)	Cursed Ammo, Undead	C	40pts
Vulture [1]	4+	5+	Rending Beak (A3, Rending)	Flying, Tough(3), Undead	-	40pts
Guardian Statue [1]	3+	4+	Great Weapon (A2, AP(3))	Tough(3), Undead	C, H	45pts
Great Snake [1]	4+	4+	Snake Fang (A2, Poison)	Fast, Impact(3), Tough(3), Undead	I	55pts
Snake Rider [1]	4+	4+	Lance (A1, Impact(1)), Snake Fang (A2, Poison)	Fast, Impact(3), Tough(3), Undead	C, I	60pts
Snakeman [1]	3+	3+	Halberd (A3, Rending)	Fast, Impact(3), Tough(3), Undead	J	70pts

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))	+10pts
Dual Hand Weapons (A6, AP(1))	+20pts

Upgrade with one:

Priest (Wizard(1))	+25pts
Herald (Ancient Wrath)	+25pts
Monarch (Private Guard)	+30pts
Venom Expert (Poison Blades)	+35pts

Mount on:

Skeletal Steed (Fast, Impact(1), Scout)	+30pts
Royal Beast (Fast, Impact(1), Claws (A2, AP(2)))	+30pts

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:

Army Standard Bearer (Fear)	+20pts
Priest (Wizard(1))	+25pts
Herald (Ancient Wrath)	+25pts
Venom Expert (Poison Blades)	+35pts

Mount on:

Skeletal Steed (Fast, Impact(1), Scout)	+15pts
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C | *Upgrade with:*

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

D | *Replace Hand Weapon:*

Halberds (A1, AP(1), Rending)	+5pts
Great Weapons (A1, AP(3))	+5pts

E | *Replace Hand Weapon:*

Lances (A1, Impact(1))	+5pts
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Upgrade with:

Bows (24", A1, Cursed Ammo)	+5pts
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F | *Replace Hand Weapon:*

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

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

H | *Replace Great Weapon:*

Dual Hand Weapons (A4, AP(1))	+5pts
Great Bows (24", A3, AP(1), Cursed Ammo), Hand Weapons (A2)	+35pts

Upgrade with:

Stone Shaper (Furious, Regeneration)	+20pts
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I | *Upgrade with one:*

Armored (Defense +1)	+5pts
Burrower (Ambush)	+10pts

J | *Replace Halberd:*

Great Weapons (A3, AP(2))	+10pts
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Upgrade with any:

Death Gaze (12", A1, AP(2))	+10pts
Burrower (Ambush)	+15pts

Special Rules

Ancient Wrath: This model and all friendly units within 12" get the Furious special rule.

Cursed Ammo: Ignores all negative modifiers to hit rolls when shooting.

Poison Blades: This model and all friendly units within 12" get the Poison special rule in melee.

Private Guard: All friendly units of Skeleton Warriors within 12" count as having Quality 4+.

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.

Wizard Spells

Blade Curse (4+): Target 2 friendly units within 6" get Poison next time they fight in melee.

Storm of Skulls (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Desiccation (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.

Smiting (6+): Target friendly unit within 12" gets Impact(1) next time it charges.

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