



## 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

Ratmen are insidious humanoid rats that fight with noxious magic and backstabbing tactics. Their society is divided in different clans that are constantly fighting one another, each one focusing on their own distinct fighting style.

They have mostly weak and low quality infantry, with little ranged support. Because of this they make up for their weakness by bringing large amount of expendable infantry, as well as powerful but unreliable war machines.

Whilst nobody is sure where the Ratmen come from, many agree that they are probably common vermin which mutated when they came in contact with the toxic waste released by humans in their sewers.

Ratmen have been invading human cities for a long time, and now they have their eye out on other civilizations too.

# AOF - RATMEN V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Battle Master [1]	4+	4+	Hand Weapon (A3, AP(1))	Fearless, Hero, Tough(3)	A	45pts
Champion [1]	5+	5+	Hand Weapon (A3)	Hero, Tough(3)	B	25pts
Conscripts [10]	6+	6+	Slings (12", A1), Hand Weapons (A1)	-	-	50pts
Warriors [10]	5+	5+	Hand Weapons (A1)	-	C, D, E	80pts
Weapon Teams [3]	5+	5+	Gatling Guns (18", A3, AP(1)), Crews (A2)	Tough(3)	E	105pts
Monks [5]	5+	5+	Dual Hand Weapons (A2)	Furious	C, F	55pts
Storm Veterans [5]	4+	4+	Halberds (A1, AP(1), Rending)	Fearless	C, G	75pts
Night Scouts [5]	4+	5+	Dual Hand Weapons (A2)	Scout, Stealth, Strider	H	100pts
Grenadiers [5]	5+	5+	Toxin Bombs (12", A1, Indirect, Poison), Hand Weapons (A1)	Expert Thrower	-	70pts
Snipers [3]	5+	4+	Sniper Rifles (30", A1, AP(1), Sniper), Hand Weapons (A1)	Slow	-	120pts
Giant Rats [5]	5+	5+	Claws (A1, Rending)	Fast, Strider	I	60pts
Rat Swarms [3]	5+	5+	Swarm Attacks (A3)	Ambush, Fast, Strider, Tough(3)	I	115pts
Rat Ogres [3]	4+	4+	Claws (A3, AP(1))	Furious, Tough(3)	I	125pts
Storm Ogres [3]	3+	3+	Stomps (A2), Roller-Fists (A1, Impact(3))	Fearless, Furious, Tough(3)	J	195pts
Giant Rat Beast [1]	4+	3+	Claws (A10), Stomp (A4, AP(1))	Fear, Regeneration, Tough(12)	K	260pts
Blessed Platform [1]	4+	3+	Crew Attacks (A2), Rat Ogre Champion (A4, AP(2))	Breath Attack, Fear, Fearless, Furious, Tough(6)	L	145pts
Great Death Roller [1]	5+	3+	Bladed Plow (A2, Impact(6)), Crew Attacks (A2)	Fast, Fear, Fearless, Impact(6), Tough(6)	M	140pts
Rat Artillery [1]	5+	5+	Heavy Cannon (30", A2, AP(2), Deadly(3)), Crew (A3)	Artillery, Immobile, Tough(3)	N	70pts
God-Titan [1]	2+	2+	Stomp (A6, AP(2)), Heavy Strike (A12, Rending)	Fear, Strider, Tough(18), Wizard(2)	-	595pts

A	Replace Hand Weapon:	
	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
	<b>Upgrade with:</b>	
	Beast Companion (A2, AP(1))	+5pts
	<b>Upgrade with one:</b>	
	Army Standard Bearer (Fear)	+20pts
	Warlock (Artificer)	+20pts
	Assassin (Takedown)	+20pts
	Captain (Strength in Numbers)	+30pts
	Engineer (Tunnel Drill)	+55pts
	<b>Mount on:</b>	
	Storm Carriers (Tough(+3), Crew Attacks (A4))	+40pts
	Rat Ogre (Furious, Tough(+3), Claws (A3, AP(1)))	+40pts
	Great Beast (Defense +1, Fear, Fast, Strider, Tough(+6), Claws (A6, Rending))	+160pts
	Giant Rat Ogre (Defense +1, Fear, Furious, Tough(+12), Claws (A6, AP(1)), Stomp (A4, AP(1)))	+210pts
	<b>Take one Giant Rat Ogre upgrade:</b>	
	Flame Fists (Breath Attack)	+25pts

B	Replace Hand Weapon:	
	Halberd (A3, Rending)	+5pts
	Spear (A3, Phalanx)	+5pts
	Great Weapon (A3, AP(2))	+5pts
	Censer Flail (A3, Poison)	+5pts
	Dual Hand Weapons (A6)	+5pts
	<b>Upgrade with one:</b>	
	Rocket Launcher (18", A1, Blast(3), Indirect)	+10pts
	Toxin Gun (18", A2, Poison)	+10pts
	<b>Upgrade with:</b>	
	Beast Companion (A2, AP(1))	+5pts
	<b>Upgrade with one:</b>	
	Warlock (Artificer)	+20pts
	Priest (Wizard(1))	+25pts
	Engineer (Tunnel Drill)	+55pts

C	Upgrade with:	
	Sergeant	+5pts
	Musician	+10pts
	Battle Standard	+10pts

D	Replace all Hand Weapons:	
	Halberds (A1, Rending)	+10pts
	Spears (A1, Phalanx)	+30pts

E	Add one model with:	
	Heavy Weapons Team (Tough(3), Crew (A2), Gatling Gun (18", A3, AP(1)))	+35pts

	Replace any Gatling Gun:	
	Death Roller (A1, Impact(3))	free
	Heavy Drill (A1, AP(4), Deadly(3))	free
	Flamethrower (12", A6, Rending)	+5pts
	Toxin Mortar (24", A1, Blast(3), Poison, Indirect)	+15pts

F	Replace all Dual Hand Weapons:	
	Censer Flails (A1, Poison)	+5pts

G	Replace all Halberds:	
	Great Weapons (A1, AP(3))	+5pts

H	Upgrade all models with any:	
	Smoke Bombs	+10pts
	Throwing Weapons (12", A1)	+15pts

I	Upgrade with:	
	Rat Master (Fearless)	+10pts

J	Replace any Roller-Fists:	
	Drill-Fists (A1, AP(2), Deadly(3))	+10pts
	Gatling-Fists (18", A3, AP(1))	+10pts
	Shock-Fists (A4, AP(2))	+15pts
	Flame-Fists (12", A6, Rending)	+20pts
	Mortar-Fists (24", A1, Blast(3), Indirect, Poison)	+30pts

K	Upgrade with:	
	Rat Master (Fearless, Resistance)	+20pts

L	Replace Rat Ogre Champion:	
	Giant Censer (A4, Poison)	free
	Holy Statue	+20pts
	Great Bell	+30pts

	Upgrade with:	
	Preacher (Resistance)	+10pts

M	Replace Bladed Plow:	
	Twin Gatling Gun (18", A6, AP(1))	+5pts

N	Replace Heavy Cannon:	
	Toxin Catapult (30", A2, Blast(3), Poison, Indirect)	+30pts

## Special Rules

**Artificer:** This model and its unit get AP(+1) when fighting in melee.  
**Expert Thrower:** This model may ignore the penalties from shooting after moving when using weapons with Indirect.  
**Great Bell:** Once per activation, before attacking, roll 2 dice. For each 2+ deal 3 hits with AP(1) to one enemy unit within 6" (this may target multiple units).  
**Holy Statue:** Once per activation, pick 2 friendly units within 6", which get +1 to hit rolls next time they fight in melee.  
**Resistance:** This model may block spells as if it had the Wizard(2) special rule.  
**Smoke Bombs:** Enemies get -1 to hit when they attack units where all models have this rule.  
**Strength in Numbers:** Once per activation, before attacking, pick 2 friendly units within 12", which get +1 to their next morale test roll.  
**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).  
**Tunnel Drill:** The hero and its unit get the Ambush special rule.

## Wizard Spells

**Cracks (4+):** Target enemy unit within 6" takes 3 hits with AP(2).  
**Filth (4+):** Target 2 friendly units within 6" get Poison next time they fight in melee.  
**Lightning (5+):** Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).  
**Sickness (5+):** Target 2 enemy units within 18" get -1 to hit next time they shoot.  
**Frenzy (6+):** Target 2 friendly units within 6" get +3" next time they Advance, or +6" next time they Charge/Rush.  
**Pestilence (6+):** Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.