



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

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.

AOFS - 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 [3]	6+	6+	Slings (12", A1), Hand Weapons (A1)	-	-	15pts
Night Scout [1]	4+	5+	Dual Hand Weapon (A2)	Scout, Stealth, Strider	C	20pts
Warriors [3]	5+	5+	Hand Weapons (A1)	-	D, E, F	25pts
Giant Rats [3]	5+	5+	Claws (A1, Rending)	Fast, Strider	G	35pts
Monks [3]	5+	5+	Dual Hand Weapons (A2)	Furious	D, H	35pts
Weapon Team [1]	5+	5+	Gatling Gun (18", A3, AP(1)), Crew (A2)	Tough(3)	F	35pts
Rat Ogre [1]	4+	4+	Claws (A3, AP(1))	Furious, Tough(3)	G	40pts
Rat Swarm [1]	5+	5+	Swarm Attack (A3)	Ambush, Fast, Strider, Tough(3)	G	40pts
Sniper [1]	5+	4+	Sniper Rifle (30", A1, AP(1), Sniper), Hand Weapon (A1)	Slow	-	40pts
Grenadiers [3]	5+	5+	Toxin Bombs (12", A1, Indirect, Poison), Hand Weapons (A1)	Expert Thrower	-	45pts
Storm Veterans [3]	4+	4+	Halberds (A1, AP(1), Rending)	Fearless	D, I	45pts
Storm Ogre [1]	3+	3+	Stomp (A2), Roller-Fist (A1, Impact(3))	Fearless, Furious, Tough(3)	J	65pts

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

Upgrade with:

Beast Companion (A2, AP(1))	+5pts
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Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Warlock (Artificer)	+20pts
Assassin (Takedown)	+20pts
Captain (Strength in Numbers)	+30pts

Mount on:

Storm Carriers (Tough(+3), Crew Attacks (A4))	+40pts
Rat Ogre (Furious, Tough(+3), Claws (A3, AP(1)))	+40pts

Take one Giant Rat Ogre upgrade:

Flame Fists (Breath Attack)	+25pts
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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

Upgrade with one:

Rocket Launcher (18", A1, Blast(3), Indirect)	+10pts
Toxin Gun (18", A2, Poison)	+10pts

Upgrade with:

Beast Companion (A2, AP(1))	+5pts
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Upgrade with one:

Warlock (Artificer)	+20pts
Priest (Wizard(1))	+25pts

C | Upgrade with any:

Smoke Bombs	+5pts
Throwing Weapons (12", A1)	+5pts

D | Upgrade with:

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

E | Replace all Hand Weapons:

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

F | 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

G | Upgrade with:

Rat Master (Fearless)	+5pts
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H | Replace all Dual Hand Weapons:

Censer Flails (A1, Poison)	+5pts
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I | Replace all Halberds:

Great Weapons (A1, AP(3))	+5pts
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J | Replace any Roller-Fist:

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

Special Rules

Artificer: This model and all friendly units within 12" get AP(+1) when fighting in melee.

Expert Thrower: This model may ignore the penalties from shooting after moving when using weapons with Indirect.

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". Those units, and all friendly units within 6" 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).

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.