



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

Orcs are the largest and strongest version of greenskins, and are known for being brutish and stupid. They are armed with jagged axes and use improvised armor, but mostly they use their raw power to squish their foes.

They live in nomadic tribes led by the meanest individuals that fought their way to the top, known as the boss. They rely on constant warring in order to loot for food and equipment and only settle down when they have to resolve tribal disputes.

Orcs are extremely aggressive, barely being able to stand still before a battle as they can't wait to jump into the enemy and tear them apart. Their biggest strength relies on charging into the blood bath first, whilst also bringing some rather heavy weapons to bear.

Anyone standing in the way of their fury better watch out, because Orcs won't stop at nothing to grab some sweet loot.

AOFR - ORCS V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Brute Orc Boss [1]	4+	4+	Hand Weapon (A3, AP(1)), Bash (A3)	Furious, Hero, Tough(6)	A	80pts
Black Orc Boss [1]	4+	3+	Great Weapon (A3, AP(3))	Furious, Head Chop, Hero, Tough(3)	B	55pts
Orc Boss [1]	4+	4+	Hand Weapon (A3, AP(1))	Furious, Hero, Tough(3)	C	40pts
Mob Leader [1]	5+	5+	Hand Weapon (A3)	Furious, Hero, Tough(3)	D	25pts
Wild Leader [1]	5+	6+	Hand Weapon (A3)	Frenzy, Hero, Scout, Strider, Tough(3)	D	30pts
Hobgoblins [10]	5+	6+	Dual Hand Weapons (A2)	-	E, F	80pts
Orcs [10]	5+	5+	Hand Weapons (A1)	Furious	E, G	90pts
Wild Orcs [5]	5+	6+	Dual Hand Weapons (A2)	Frenzy, Scout, Strider	E, H	65pts
Black Orcs [5]	4+	3+	Great Weapons (A1, AP(2))	Furious, Head Chop	E, I	100pts
Brute Orcs [3]	4+	4+	Spears (A2, AP(1), Phalanx)	Furious, Tough(3)	J	120pts
Orc Shooters [5]	5+	5+	Bows (24", A1), Hand Weapons (A1)	Furious	E, K	65pts
Wild Shooters [5]	5+	6+	Shortbows (18", A1), Hand Weapons (A1)	Frenzy, Scout, Strider	E	70pts
Orc Snipers [3]	5+	5+	Skewbows (24", A1, Rending, Sniper), Hand Weapons (A1)	Furious	-	90pts
Boar Riders [5]	5+	5+	Hand Weapons (A1)	Fast, Furious, Impact(1)	E, L	70pts
Wild Boar Riders [5]	5+	6+	Dual Hand Weapons (A2)	Fast, Frenzy, Impact(1), Scout, Strider	E, M	90pts
Giant Boar Riders [3]	4+	3+	Hand Weapons (A1), Tusks (A2, AP(1))	Fast, Furious, Impact(3), Tough(3)	N	195pts
Swamp Crawler [1]	4+	3+	Claws (A3, Rending), Crew Attacks (A3)	Fear, Frenzy, Regeneration, Tough(6), War Drum	-	180pts
Sludge Beast [1]	4+	3+	Snatching Hook (12", A3, AP(1), Sniper), Putrid Bite (A8, Poison), Stomp (A4, AP(1))	Fear, Furious, Stealth, Tough(12)	-	275pts
Boar Chariot [1]	4+	3+	Spear Crew (A4, Impact(2)), Tusks (A2)	Fast, Furious, Impact(6), Tough(6)	-	130pts
Orc Artillery [1]	5+	5+	Giant Crossbow (36", A1, AP(3), Deadly(6)), Crew (A3)	Artillery, Immobile, Tough(3)	-	85pts

A | Replace Hand Weapon:

Lance (A3, AP(1), Impact(1))	+5pts
Spear (A3, AP(1), Phalanx)	+5pts
Dual Hand Weapons (A6, AP(1))	+10pts

Upgrade with:

Chieftain (War Cry)	+55pts
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Mount on:

Maw Wyvern (Defense +1, Tough(+12), Fear, Flying, Impact(3), Claws (A6, AP(1)), Stomp (A4, AP(1)))	+265pts
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B | Replace Great Weapon:

Dual Hand Weapons (A6, AP(1))	+15pts
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Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Chieftain (War Cry)	+55pts

Mount on:

Boar (Fast, Impact(1))	+15pts
Wyvern (Fear, Flying, Tough(+12), Claws (A8, AP(1)), Stomp (A4, AP(1)))	+265pts

C | 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))	+15pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Master Slaver (Execution)	+30pts
Chieftain (War Cry)	+55pts

Upgrade with:

Boar (Fast, Impact(1))	+15pts
Great Beast (Tough(+3), Fast, Strider, Claws (A3))	+65pts
Great Troll (Fear, Regeneration, Tough(+6), Dual Clubs (A8))	+145pts
Great Vulture (Fear, Flying, Tough(+12), Sharp Beak (A2, AP(1), Deadly(3)), Stomp (A4, AP(1)))	+215pts
Wyvern (Defense +1, Fear, Flying, Tough(+12), Claws (A8, AP(1)), Stomp (A4, AP(1)))	+255pts

D | 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
Chanter (Violent Trance)	+20pts
Shaman (Wizard(1))	+25pts
Master Slaver (Execution)	+30pts
Chieftain (War Cry)	+55pts

Mount on:

Boar (Fast, Impact(1))	+10pts
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E | Upgrade with:

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

F | Replace all Dual Hand Weapons:

Stick-Bombs (12", A1, AP(1)), Hand Weapons (A1)	+10pts
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G | Replace all Hand Weapons:

Halberds (A1, Rending)	+15pts
Spears (A1, Phalanx)	+30pts

Upgrade all models with:

Scary Shields	+20pts
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H | Replace all Dual Hand Weapons:

Spears (A1, Phalanx)	+5pts
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Upgrade one model with:

Giant Spear (Impact(3))	+5pts
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I | Replace any Great Weapon:

Dual Hand Weapons (A2)	+5pts
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J | Replace any Spear:

Dual Hand Weapons (A4, AP(1))	+5pts
Great Weapon (A3, AP(3))	+10pts

Replace one Spear:

Mace & Claw (A2, AP(1), Deadly(3))	+15pts
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K | Replace all Bows:

Crossbows (24", A1, Rending)	+10pts
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L | Replace all Hand Weapons:

Lances (A1, Impact(1))	+15pts
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M | Replace all Dual Hand Weapons:

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

Lances (A1, Impact(1))	+10pts
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Special Rules

Execution: Whenever the hero's unit fails a morale test you must kill one of its models and the morale test counts as passed instead.

Frenzy: This model gets +2 attacks with a weapon of your choice when charging.

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

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

Violent Trance: The hero and its unit get +1 to hit rolls when fighting in melee.

War Cry: The hero and its unit move +2" on Advance, and +4" on Rush/Charge actions.

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

Wizard Spells

Burst (4+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 4+ rolled.

Evil Gaze (4+): Target 2 friendly units within 12" get Stealth next time they are shot at.

Headbutt (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Magic Fists (5+): Target 2 friendly units within 12" get Rending next time they fight in melee.

Godly Foot (6+): Target enemy unit within 6" takes 5 hits with AP(2).

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