



## 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

Sky-City Dwarves are the most bizarre of dwarf factions, as they've abandoned their underground lives to form a new society in the clouds. They use ingenious balloons to float over their enemies, as well as to raise battle ships and even cities.

Back when the dwarves were invaded by orcs and enslaved, some of them managed to flee out of secret passageways into the mountains. These lone survivors, terrified of being caught, decided that the best way to escape slavery was to take up to the skies, where their enemies could never reach them.

Sky-City Dwarves have developed advanced steam and gunpowder technology, which allows them kill their enemies before they can be reached. They are not as heavily armored as their brethren, but that's a small price to pay to fly.

The Sky-City Dwarves have finally regained their strength, and are ready to rain down on their foes.

# AOFR - SKY-CITY DWARVES v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Sky-Captain [1]	4+	5+	Volley Pistol (9", A3, AP(1)), Hand Weapon (A3)	Hero, Slow, Tough(3)	A	30pts
Balloon Master [1]	4+	4+	Weapon-Rig (9", A3, AP(1)), Volley Pistol (9", A3, AP(1)), Chain-Sword (A4, AP(1), Rending)	Flying, Hero, Scout, Tough(6)	B	130pts
Crew [10]	4+	5+	Pistols (9", A1, AP(1)), Hand Weapons (A1)	Slow	C	100pts
Gunners [5]	4+	4+	Sky-Rifles (18", A1, AP(1)), Hand Weapons (A1)	Slow	D	75pts
Balloon Wardens [3]	4+	4+	Volley Pistols (9", A3, AP(1)), Sky-Pikes (A3, AP(2))	Flying, Tough(3)	E	185pts
Balloon Riggers [3]	4+	4+	Rivet Guns (9", A3, Rending), Chain-Swords (A3, Rending)	Flying, Scout, Tough(3)	F	200pts
Sky-Gunboat [1]	4+	2+	Sky-Cannon (18", A2, Blast(3), AP(1)), Crew (A3)	Drop Bombs(1), Fast, Flying, Tough(6)	G	190pts
Sky-Frigate [1]	4+	2+	Hook Cannon (24", A2, Blast(3)), Deck Guns (12", A3, AP(1)), Crew (A3)	Drop Bombs(2), Fast, Flying, Tough(9), Transport(11)	H	300pts
Sky-Ironclad [1]	4+	2+	Heavy Hook Cannon (24", A2, Blast(3), AP(2)), Deck Guns (12", A6, AP(1)), Crew (A6)	Drop Bombs(3), Fast, Flying, Tough(12), Transport(16)	I	420pts

## A | Replace Hand Weapon:

Sky-Pike (A3, AP(2))	+10pts
Great Hammer (A2, AP(1), Deadly(3))	+10pts

## Replace Volley Pistol:

Flame Pistol (9", A3, Rending)	free
Chem-Rifle (9", A3, Poison)	+5pts

## Upgrade with one:

Sky-Seer (Storm Sight)	+10pts
Aether Master (Wizard(1))	+25pts
Engine Master (Repair)	+25pts
Master Chemist (Augment)	+25pts
Admiral (Follow the Code)	+45pts
Navigator (Wind Reader)	+65pts

## B | Replace Volley Pistol:

Rivet Gun (9", A3, Rending)	free
Cannon-Gun (18", A1, AP(2), Deadly(3))	+10pts

## Replace Chain-Sword:

Sky-Pike (A4, AP(3))	+5pts
----------------------	-------

## Upgrade with one:

Sky-Mines (Phalanx)	+5pts
Sky-Seer (Storm Sight)	+10pts
Sky-Rigger (Repair)	+25pts
Sky-Charges (Drop Bombs(1))	+25pts

## C | Replace one Pistol and Hand Weapon:

Sky-Pike (A2, AP(2))	+5pts
----------------------	-------

## Replace one Pistol:

Hook Rifle (24", A1, Blast(3))	+10pts
Volley Rifle (18", A3, AP(1))	+15pts

## Replace one Pistol:

Volley Pistol (9", A3, AP(1))	+5pts
Flame Pistol (9", A3, Rending)	+5pts

## D | Replace any Sky-Rifle:

Flame-Gun (12", A3, Rending)	+5pts
Organ-Gun (12", A3, AP(1))	+5pts
Cannon-Gun (12", A1, AP(2), Deadly(3))	+10pts
Mortar-Gun (18", A1, Blast(3), Indirect)	+10pts

## Replace one Sky-Rifle:

Twin Sky-Rifle (18", A2, AP(1))	+5pts
---------------------------------	-------

## E | Replace one Volley Pistol and Sky-Pike:

Grappling Hook Launcher (24", A1, AP(1), Grappling Hook), Knife (A2)	free
Volley Rifle (18", A3, AP(1)), Knife (A2)	free
Drill Shooter (18", A1, AP(2), Deadly(3)), Knife (A2)	+5pts
Heavy Hook Rifle (24", A1, AP(1), Blast(3)), Knife (A2)	+5pts

## Upgrade all models with:

Sky-Mines (Phalanx)	+10pts
---------------------	--------

## Upgrade one model with:

Sky-Charges (Drop Bombs(1))	+25pts
-----------------------------	--------

## F | Replace one Rivet Gun and Chain-Sword:

Grappling Hook Launcher (24", A1, AP(1), Grappling Hook), Knife (A2)	+5pts
-------------------------------------------------------------------------	-------

Volley Rifle (18", A3, AP(1)), Knife (A2)	+5pts
----------------------------------------------	-------

Drill Shooter (18", A1, AP(2), Deadly(3)), Knife (A2)	+5pts
----------------------------------------------------------	-------

Heavy Hook Rifle (24", A1, AP(1), Blast(3)), Knife (A2)	+5pts
------------------------------------------------------------	-------

## Upgrade one model with:

Sky-Rigger (Repair)	+25pts
---------------------	--------

## G | Replace Sky-Cannon:

Drill Cannon (18", A1, AP(2), Deadly(6))	+5pts
------------------------------------------	-------

## H | Replace Hook Cannon:

Heavy Sky-Cannon (18", A2, AP(2), Deadly(3))	+10pts
----------------------------------------------	--------

## I | Replace Heavy Hook Cannon:

Volley Cannon (18", A9, AP(1))	+5pts
Great Sky-Cannon (24", A2, AP(4), Deadly(3))	+15pts

## Wizard Spells

**Aether Shock (4+):** Target enemy unit within 6" takes 3 hits with AP(2).

**Wind Rune (4+):** Target 2 friendly units within 6" get +1" next time they Advance, or +2" next time they Charge/Rush.

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

**Tinker (5+):** Target 2 friendly units within 12" get +1 to defense next time they take hits.

**Sky Shock (6+):** Target enemy unit within 12" takes 8 hits.

**Sky-Sight (6+):** Target 2 friendly units within 6" get +12" range next time they shoot.

## Special Rules

**Augment:** The hero and its unit get +1 to hit rolls when shooting at enemies within 12".

**Drop Bombs(X):** Whenever this model moves over enemy units, pick one of them and roll X dice. For each 2+ it takes 3 hits with AP(1).

**Follow the Code:** The hero and its unit get the Fearless and Furious special rules.

**Grappling Hook:** This model and its unit may move by up to 3" after shooting.

**Repair:** Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

**Storm Sight:** This model may block spells as if it had the Wizard(2) special rule.

**Transport(X):** May transport up to X other models. Units embark by moving into contact, and may use any action to disembark, but only move by up to 6". Units may also be deployed inside of a transport. If a unit is inside a transport when it is destroyed, then it takes a dangerous terrain test, is immediately Wavering, and surviving models must be placed within 6" of the transport before it is removed.

**Wind Reader:** Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".