



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

Dwarves are short humanoids that have developed advanced steam-powered technology and hold a grudge against magic. They tattoo magic-resistant runes on their bodies and imbue their weapons with powerful runes, making them some of the most powerful warriors in Tyria.

Whilst the dwarves have heavily armored troops and wield powerful ranged weapons, this comes at the cost of being much slower than other armies. This forces them to fight much more defensively, relying on their shield walls to withstand enemy charges and projectiles.

A long time ago the Dwarves used to be peaceful traders until the orcs invaded their homelands and imprisoned them with savage magic. The Dwarves were enslaved until the creation of the great rift, when they revolted amongst the chaos and managed to escape their slavers.

Now they have sworn off magic and are ready to take on any enemy before being enslaved again.

AOFR - DWARVES V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dwarf Champion [1]	3+	4+	Hand Weapon (A3, AP(1))	Fearless, Hero, Slow, Tough(3)	A	40pts
Berserker Lord [1]	4+	5+	Dual Hand Weapons (A6, AP(1))	Fearless, Furious, Hero, Slayer, Slow, Tough(3)	B	50pts
Warriors [10]	4+	5+	Hand Weapons (A1)	Shield Wall, Slow	C, D	110pts
Bearded Veterans [5]	3+	4+	Hand Weapons (A1, AP(1))	Fearless, Slow	C, E	70pts
Berserkers [5]	4+	5+	Dual Hand Weapons (A2)	Fearless, Furious, Slayer, Slow	C	75pts
Miners [5]	4+	5+	Explosives (12", A1, AP(1)), Picks (A1, AP(1))	Ambush, Slow	C, F	75pts
Iron Warriors [5]	3+	4+	Rune Weapons (A1, Rending)	Shield Wall, Slow	C, G	75pts
Hammer Elites [5]	3+	4+	Great Weapons (A2, AP(2))	Slow	C	100pts
Golems [3]	4+	3+	Stone Fists (A3, AP(1))	Slow, Strider, Tough(3)	-	125pts
Steam-Power Suits [3]	3+	3+	Steam-Guns (18", A3, AP(1)), Bashes (A2)	Slow, Tough(3)	H	170pts
Marksmen [5]	4+	5+	Rifles (18", A1, AP(1)), Hand Weapons (A1)	Slow	C, I	65pts
Rangers [5]	4+	5+	Throwing Axes (12", A2), Hand Weapons (A1)	Scout, Slow	C, J	80pts
Drake Marksmen [5]	3+	4+	Fire Rifles (18", A1, Rending), Hand Weapons (A1)	Slow	G, K	90pts
Beast Riders [5]	4+	5+	Dual Hand Weapons (A2)	Impact(1), Slayer	C	90pts
War-Bear Riders [3]	3+	3+	Claws (A2, AP(1)), Hand Weapons (A1)	Impact(3), Tough(3)	C, L	180pts
Attack Helicopter [1]	4+	2+	Mini-Cannon (18", A2, Blast(3))	Fast, Flying, Tough(6)	M	150pts
Bomber Helicopter [1]	4+	2+	Machinegun (18", A6, AP(1))	Bombing Run(3), Fast, Flying, Tough(6)	-	190pts
Giant Construct [1]	3+	2+	Great Weapon (A6, AP(2)), Stomp (A4, AP(1))	Fear, Slow, Tough(12)	N	230pts
Dwarf Artillery [1]	4+	5+	Flame Cannon (18", A6, Rending), Crew (A3)	Artillery, Immobile, Tough(3)	O	65pts

A | Replace Hand Weapon:

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:

Twin Pistols (9", A2, AP(1))	+10pts
Rifle (18", A1, AP(1))	+10pts
Crossbow (24", A1, Rending)	+10pts
Heavy Shield (Shield Wall)	+15pts
Organ-Rifle (12", A3, AP(1))	+20pts
Flame-Gun (Breath Attack)	+25pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Warden Lord (Grudge)	+20pts
Rune Lord (Wizard(1))	+25pts
Grudge Bearer (Battle Eager)	+55pts
Engineer (Dwarf Artillerist)	+75pts

Upgrade with one:

Beast (Impact(1), Swift)	+15pts
Shield Carriers (Tough(+3), Crew (A3))	+35pts
Steam-Power Suit (Defense +1, Tough(+3))	+35pts
Ancestral Stone (Fear, Tough(+3))	+45pts
Great Bear (Defense +1, Fear, Impact(3), Swift, Tough(+3), Claws (A2, AP(1)))	+100pts

B | Replace Dual Hand Weapons:

Great Axe (A2, AP(3), Deadly(3))	+10pts
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Upgrade with:

Veteran Slayer (Battle Eager)	+55pts
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C | Upgrade with any:

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

D | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
Spears (A1, Phalanx)	+30pts

E | Replace all Hand Weapons:

Great Weapons (A1, AP(3))	+10pts
Spears (A1, AP(1), Phalanx)	+15pts

F | Replace all Explosives:

Mining Rigs (Tunneller, Furious)	+20pts
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Replace one Pick:

Mining Drill (A1, AP(2), Deadly(3))	+10pts
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G | Upgrade one model with one:

Twin Fire Pistols (9", A2, Rending)	+10pts
Shrapnel Bombs (12", A1, Blast(3))	+10pts

H | Replace all Steam-Guns and Bashes:

Great Weapons (A3, AP(2)), Heavy Shields (Shield Wall)	+5pts
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I | Replace all Rifles:

Crossbows (24", A1, Rending)	+10pts
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Replace one Rifle:

Twin Pistols (9", A2, AP(1))	free
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J | Replace all Throwing Axes:

Crossbows (24", A1, Rending)	+10pts
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K | Replace one Fire Rifle:

Twin Fire Pistols (9", A2, Rending)	free
Torpedo Rifle (18", A1, AP(2), Deadly(3))	+15pts

L | Replace all Hand Weapons:

Axe-Halberds (A1, AP(1), Rending)	+5pts
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M | Upgrade with any:

First to Battle (Scout)	+15pts
Attack Bombs (Bombing Run(1))	+25pts

Replace Mini-Cannon:

Flamethrower (12", A6, Rending)	+5pts
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N | Replace Great Weapon:

Heavy Steam-Gun (18", A2, Blast(3), AP(1)), Hand Weapon (A4)	+15pts
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O | Replace Flame Cannon:

Axe Flinger (18", A2, Blast(3), AP(2))	+5pts
Cannon (30", A2, Blast(3), AP(1))	+15pts
Organ Gun (18", A9, AP(1))	+20pts
Heavy Cannon (30", A2, AP(2), Deadly(3))	+30pts
Bolt Thrower (36", A1, AP(3), Deadly(6))	+45pts
Stone Thrower (36", A1, Blast(6), AP(2), Indirect)	+80pts

Special Rules

Battle Eager: The hero and its unit may ignore the Slow rule.

Bombing Run(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).

Dwarf Artillerist: Once per activation, pick one friendly Artillery unit within 6", which may either get +2 to its shooting rolls, or move by up to 6" next time it activates.

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

Shield Wall: Enemies get -1 to hit when they attack units where all models have this rule.

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

Swift: This model may ignore the Slow rule.

Tunneller: This model may be deployed from Ambush up to 1" away from enemy units.

Wizard Spells

Smiting Rune (4+): Target enemy unit within 12" takes 5 hits.

Spite Rune (4+): Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

Battle Rune (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

Breaking Rune (5+): Target enemy model within 12" takes 2 hits with AP(4).

Cleaving Rune (6+): Target 2 enemy units within 6" take 8 hits each.

Drill Rune (6+): Target 2 friendly units within 12" get Flying next time they activate.