



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

Beastmen are half-man / half-animal creatures that rely on ambush strategies to quickly overwhelm their enemy and stomp them to the ground. Their ranks are made up of a variety of strange creatures such as centaurs and minotaurs whose stampedes are feared amongst humans.

Whilst the most common Beastmen are goat-like and come from the forest, there are many different types of Beastmen that can be found across Tyria. For example bird-like clans can be found to the far east, whilst cat-like creatures have been spotted in the most ancient savannah's of the south.

Legend says that ancient human wizards were banished from humanity for the use of dark arts, and they retreated into the deepest forests where they plotted their revenge. Then they created the Beastmen in order to raze human cities and take back the land that was rightfully theirs.

Since nobody ever lived long enough to survive a Beastmen ambush there is no way of telling how much of this is true...

AOFR - BEASTMEN V250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Beast Lord [1]	3+	3+	Hand Weapon (A3, AP(1))	Furious, Hero, Tough(3)	A	55pts
Hunt Master [1]	5+	5+	Hand Weapon (A3)	Hero, Strider, Tough(3)	B	25pts
Brute Boss [1]	3+	3+	Hand Weapon (A4, AP(2))	Furious, Hero, Tough(6)	C	105pts
Centaur Boss [1]	4+	4+	Great Weapon (A3, AP(2))	Crazed, Fast, Furious, Headtaker, Hero, Impact(3), Tough(3)	-	70pts
Hunters [10]	5+	5+	Hand Weapons (A1)	Strider	D, E	90pts
Warriors [10]	4+	4+	Hand Weapons (A1)	Furious	D, F	135pts
Elites [5]	3+	3+	Hand Weapons (A1, AP(1))	Furious, Headtaker	D, G	115pts
Brutes [3]	3+	3+	Hand Weapons (A2, AP(2))	Furious, Tough(3)	D, H	160pts
Raiders [5]	5+	5+	Shortbows (18", A1), Hand Weapons (A1)	Stealth, Strider	D	70pts
Centaur's [5]	4+	4+	Lances (A1, Impact(1))	Crazed, Fast, Furious, Impact(1)	D, I	120pts
Crazed Boars [3]	4+	5+	Heavy Tusks (A3, AP(1))	Crazed, Fast, Impact(3), Tough(3)	-	165pts
Harpies [5]	5+	5+	Claws (A2, AP(1))	Flying, Scout	-	80pts
Hounds [5]	4+	5+	Claws (A1, Rending)	Fast, Strider	J	80pts
Light Chariot [1]	5+	4+	Spear Crew (A4, Impact(2)), Tusks (A2)	Fast, Impact(6), Strider, Tough(6)	K	100pts
Heavy Chariot [1]	4+	3+	Spear Crew (A4, Impact(2)), Heavy Tusks (A3, AP(1))	Crazed, Fast, Impact(6), Tough(6)	-	140pts
Cyclops [1]	4+	3+	Heavy Strike (A8, AP(1)), Stomp (A4, AP(1))	Fear, Sense Magic, Tough(12)	L, M	210pts
Brute Giant [1]	3+	3+	Stomp (A4, AP(1)), Dual Hand Weapons (A10)	Fear, Furious, Tough(12)	L, N	230pts
Slimey Beast [1]	4+	3+	Tongue Grasp (12", A3, AP(1), Sniper), Stomp (A4, AP(1)), Toxic Maw (A6, Poison)	Fear, Flying, Madness, Tough(12)	L	295pts
Burning Titan [1]	2+	2+	Shoot Flames (12", A2, Blast(6), AP(1)), Stomp (A8, AP(2)), Titan Strike (A12, AP(1))	Fast, Fear, Impact(6), Sense Magic, Tough(24)	-	885pts

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))	+15pts

Upgrade with:

Beast Companion (A2, AP(1))	+10pts
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Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Despoiler (Bestial Hatred)	+25pts
Captain (Hit & Run)	+30pts
Pathfinder (Bestial Ambush)	+55pts

Mount on:

Heavy Chariot (Tough(+6), Impact(6), Fast, Crazed, Heavy Tusks (A3, AP(1)))	+155pts
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B | Replace Hand Weapon:

Halberd (A3, Rending)	+5pts
Spear (A3, Phalanx)	+5pts
Great Weapon (A3, AP(2))	+5pts
Dual Hand Weapons (A6)	+10pts

Upgrade with one:

Triple-Shortbow (18", A3)	+10pts
Heavy Arc-Bow (24", A1, AP(3), Indirect)	+15pts

Upgrade with:

Raid Master (Stealth)	+10pts
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Upgrade with one:

Shaman (Wizard(1))	+25pts
Captain (Hit & Run)	+30pts
Pathfinder (Bestial Ambush)	+55pts

Mount on:

Light Chariot (Defense +1, Fast, Impact(6), Tough(+6), Tusks (A2))	+100pts
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C | Replace Hand Weapon:

Great Weapon (A4, AP(4))	+10pts
Dual Hand Weapons (A8, AP(2))	+30pts

Upgrade with:

Brute Charge (Impact(3))	+10pts
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D | Upgrade with:

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

E | Replace all Hand Weapons:

Dual Hand Weapons (A2)	+20pts
Spears (A1, Phalanx)	+30pts

F | Replace all Hand Weapons:

Spears (A1, Phalanx)	+30pts
Dual Hand Weapons (A2)	+30pts

G | Replace all Hand Weapons:

Halberds (A1, AP(1), Rending)	+5pts
Great Weapons (A1, AP(3))	+15pts

H | Replace all Hand Weapons:

Great Weapons (A2, AP(4))	+15pts
Dual Hand Weapons (A4, AP(2))	+45pts

Upgrade all models with:

Brute Charge (Impact(1))	+10pts
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I | Replace all Lances:

Great Weapons (A1, AP(2))	+5pts
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Upgrade all models with:

Throwing Weapons (12", A1)	+15pts
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Upgrade one model with:

Shaman (Wizard(1))	+25pts
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J | Upgrade all models with any:

Vicious (Poison in melee)	+10pts
Bounding Advance (Scout)	+15pts

K | Replace Spear Crew:

Shortbow Crew (18", A6), Crew Attacks (A2)	+5pts
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L | Upgrade with:

Beast Tamer (Fearless, Crazed)	+45pts
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M | Replace Heavy Strike:

Hurl Boulder (18", A2, AP(2), Deadly(3)), Strike (A6)	+25pts
Throw Rocks (24", A2, Blast(3), Indirect), Strike (A6)	+30pts

N | Replace Dual Hand Weapons:

Great Weapon (A6, AP(2))	+5pts
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Upgrade with:

Brute Charge (Impact(6))	+15pts
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Special Rules

Bestial Ambush: The hero and its unit get the Ambush special rule.

Bestial Hatred: The hero and its unit get +1 attack in melee when charging.

Crazed: When this model fights in melee, roll one die and apply one bonus:

- 1-3: Attacks get Rending
- 4-6: Attacks get AP(+1)

Headtaker: This model gets AP(+2) when fighting units with Tough(3) or higher.

Hit & Run: The hero and its unit may move by up to 3" after shooting.

Madness: Once per activation, before attacking, pick 2 enemy units within 12". Those units must take a morale test, if failed they take 3 hits.

Sense Magic: This model may block spells as if it had the Wizard(2) special rule.

Wizard Spells

Spirit Mantle (4+): Target 2 friendly units within 6" get Stealth next time they are shot at.

Traitor's Wrath (4+): Target enemy model within 12" takes 1 hit with AP(4).

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

Vile Swarm (5+): Target enemy unit within 12" takes 5 hits with AP(1).

Animalistic (6+): Target 2 enemy units within 12" get -2 to hit next time they fight in melee.

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