



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

The Vampiric Undead are legions of monsters and spirits lead by powerful vampire lords. These lords use their magic to raise the dead and invoke ghosts to fight for them in their endless quest for power.

A long time ago Tyria was ruled by a mighty human king that was able to maintain peace across all races. During this age of prosperity he worked with powerful wizards to trap the havoc gods into a magical orb.

When the king died his arrogant and greedy twin sons fought for the throne and broke the orb, causing a massive rift to open across all of Tyria. From this rift endless hordes of daemons started rising and brought back the chaos and terror that once ruled over Tyria under the grinning smiles of the havoc gods.

The twins, now without a throne, went on to form kingdoms of their own, one in the mountains and one in the desert...

AOFR - VAMPIRIC UNDEAD V250

| Name [size] | Qua | Def | Equipment | Special Rules | Upgrades | Cost |
|------------------------|-----|-----|------------------------------------|---|----------|--------|
| Vampire Master [1] | 3+ | 3+ | Hand Weapon (A3, AP(1)) | Furious, Hero, Tough(3), Undead | A | 55pts |
| Champion [1] | 4+ | 4+ | Hand Weapon (A3) | Hero, Tough(3), Undead | B | 35pts |
| Ghoul Leader [1] | 4+ | 5+ | Claws (A3, Poison) | Hero, Regeneration, Tough(3), Undead | C | 50pts |
| Ancient Wraith [1] | 3+ | 6+ | Great Weapons (A3, AP(2), Reap) | Ambush, Ethereal, Hero, Tough(3), Undead | - | 85pts |
| Ancient Banshee [1] | 3+ | 6+ | Howl (12", A4, AP(1)), Claws (A3) | Ambush, Chilling, Ethereal, Hero, Tough(3), Undead | - | 95pts |
| Zombies [10] | 5+ | 6+ | Claws (A2) | Slow, Undead | D | 60pts |
| Skeleton Soldiers [10] | 5+ | 5+ | Hand Weapons (A1) | Undead | D, E | 80pts |
| Skeleton Guard [5] | 4+ | 4+ | Hand Weapons (A1, AP(1)) | Undead | D, F | 65pts |
| Ghouls [5] | 4+ | 5+ | Claws (A1, Poison) | Regeneration, Undead | - | 85pts |
| Wraiths [5] | 3+ | 6+ | Great Weapons (A1, AP(2), Reap) | Ambush, Ethereal, Undead | - | 140pts |
| Banshees [5] | 3+ | 6+ | Howls (12", A2, AP(1)), Claws (A1) | Ambush, Chilling, Ethereal, Undead | - | 180pts |
| Zombie Wolves [5] | 5+ | 5+ | Vicious Bites (A2) | Fast, Furious, Scout, Undead | - | 75pts |
| Skeleton Knights [5] | 4+ | 4+ | Lances (A1, Impact(1)) | Fast, Impact(1), Undead | D | 105pts |
| Vampire Knights [5] | 3+ | 3+ | Hand Weapons (A1, AP(1)) | Fast, Furious, Impact(1), Undead | D, G | 135pts |
| Hexed Knights [5] | 4+ | 6+ | Great Weapons (A1, AP(2), Reap) | Ethereal, Fast, Flying, Impact(1), Spectral Touch, Undead | - | 180pts |
| Bat Swarms [3] | 5+ | 5+ | Swarm Attacks (A3) | Chilling, Fast, Flying, Tough(3), Undead | - | 125pts |
| Giant Bats [3] | 4+ | 5+ | Deadly Fangs (A3, Reap) | Flying, Furious, Tough(3), Undead | - | 130pts |
| Ghost Swarms [3] | 4+ | 6+ | Swarm Attacks (A3, AP(1)) | Ethereal, Tough(3), Undead | - | 160pts |

A | 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:

| | |
|----------------------------|--------|
| Wolf Companion (A2, AP(1)) | +10pts |
|----------------------------|--------|

Upgrade with one:

| | |
|--------------------------------|--------|
| Army Standard Bearer (Fear) | +20pts |
| Necromancer (Wizard(1)) | +25pts |
| Lord (Unsatisfiable Hunger) | +25pts |
| Night Bringer (Frightful Gaze) | +30pts |
| Count (Blood Chalice) | +90pts |

Mount on:

| | |
|---|---------|
| Skeletal Steed (Fast, Impact(1)) | +15pts |
| Winged Steed (Fast, Flying, Impact(1)) | +30pts |
| Winged Terror (Flying, Tough(+3), Claws (A3, AP(1))) | +75pts |
| Zombie Dragon (Tough(+12), Breath Attack, Fear, Flying, Regeneration, Stomp (A4, AP(1)), Claws (A6, AP(1))) | +380pts |

B | Replace Hand Weapon:

| | |
|--------------------------|--------|
| Lance (A3, Impact(1)) | +5pts |
| Halberd (A3, Rending) | +5pts |
| Spear (A3, Phalanx) | +5pts |
| Great Weapon (A3, AP(2)) | +10pts |
| Dual Hand Weapons (A6) | +10pts |

Upgrade with:

| | |
|----------------------------|--------|
| Wolf Companion (A2, AP(1)) | +10pts |
|----------------------------|--------|

Upgrade with one:

| | |
|--------------------------------|---------|
| Necromancer (Wizard(1)) | +25pts |
| Night Bringer (Frightful Gaze) | +30pts |
| Corpse Master (Raise Dead) | +100pts |

Mount on:

| | |
|--|---------|
| Skeletal Steed (Fast, Impact(1)) | +15pts |
| Abyssal Beast (Defense +1, Fear, Flying, Tough(+6), Claws (A6, AP(1))) | +145pts |

C | Upgrade with one:

| | |
|-------------------------------|--------|
| Necromancer (Wizard(1)) | +25pts |
| Nightbringer (Frightful Gaze) | +30pts |

Mount on:

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|--|---------|
| Bat Dragon (Defense +2, Fear, Flying, Furious, Tough(+12), Stomp (A4, AP(1)), Deadly Fangs (A8, Reap)) | +320pts |
|--|---------|

D | Upgrade with:

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

E | Replace all Hand Weapons:

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

F | Replace all Hand Weapons:

| | |
|---------------------------|--------|
| Great Weapons (A1, AP(3)) | +10pts |
|---------------------------|--------|

G | Replace all Hand Weapons:

| | |
|-------------------------------|--------|
| Lances (A1, AP(1), Impact(1)) | +15pts |
|-------------------------------|--------|

Special Rules

Blood Chalice: The hero and its unit get the Regeneration special rule.

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

Ethereal: Counts as having Stealth, Strider, as well as Regeneration against non-spell attacks (this stacks with Regeneration).

Frightful Gaze: Once per activation, before attacking, pick one enemy unit within 12", which gets -2 to its next morale test roll.

Raise Dead: When this model is activated, you may place a unit of 5 Zombies fully within 6" of it.

Reap: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

Spectral Touch: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it takes 1 hit.

Undead: Whenever this unit takes a morale test, it is passed automatically. Then roll as many dice as remaining models/tough in the unit, and for each result of 1-2 the unit takes one wound, which can't be regenerated.

Unsatisfiable Hunger: The hero and its unit get +1 attack in melee when charging.

Wizard Spells

Spectral Wind (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Vigour (4+): Target 2 friendly units within 12" get +1 to hit next time they fight in melee.

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

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

Curse (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.

Invocation (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.

AOFR - VAMPIRIC UNDEAD V250

| Name [size] | Qua | Def | Equipment | Special Rules | Upgrades | Cost |
|----------------------|-----|-----|--|--|----------|--------|
| Ghoul Horrors [3] | 4+ | 4+ | Claws (A3, Poison) | Regeneration, Tough(3), Undead | - | 170pts |
| Bat Horrors [3] | 3+ | 4+ | Deadly Fangs (A3, Reap) | Flying, Furious, Tough(3), Undead | - | 180pts |
| Skeleton Horrors [3] | 3+ | 3+ | Halberds (A2, AP(1), Rending) | Flying, Tough(3), Undead | A | 180pts |
| Werewolves [3] | 3+ | 4+ | Vicious Bites (A4) | Scout, Strider, Tough(3), Undead | - | 190pts |
| Bat Beast [1] | 3+ | 3+ | Deadly Fangs (A6, Reap) | Fear, Flying, Furious, Tough(6), Undead | - | 150pts |
| Bat Dragon [1] | 3+ | 3+ | Deadly Fangs (A8, Reap), Stomp (A4, AP(1)) | Fear, Flying, Furious, Tough(12), Undead | - | 275pts |
| Zombie Dragon [1] | 4+ | 3+ | Claws (A6, AP(1)), Stomp (A4, AP(1)) | Breath Attack, Fear, Flying, Regeneration, Tough(12), Undead | - | 315pts |
| Funeral Coach [1] | 4+ | 6+ | Crew Attacks (A4, AP(2), Reap), Hooves (A2) | Ethereal, Fast, Fear, Impact(6), Regeneration, Tough(6), Undead | - | 200pts |
| Maiden Chariot [1] | 4+ | 6+ | Crew Attacks (A4, Impact(2)), Hooves (A2) | Ethereal, Fast, Impact(6), Regeneration, Seduce, Tough(6), Undead | - | 205pts |
| Ghost Chariot [1] | 4+ | 6+ | Howl (12", A6, AP(1)), Crew Attacks (A2, Impact(1)), Hooves (A2) | Chilling, Ethereal, Fast, Impact(6), Regeneration, Tough(6), Undead, Wizard(1) | - | 225pts |
| Corpse Wagon [1] | 5+ | 2+ | Crew Attacks (A8) | Corpse Pile, Fear, Regeneration, Tough(6), Undead | B | 240pts |

A | *Replace all Halberds:*

Dual Hand Weapons (A4, AP(1)) +30pts

B | *Upgrade with one:*

Unholy Brazier +10pts

Cursed Lodestone +15pts

Special Rules

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

Corpse Pile: Once per activation, pick one friendly unit within 6", which gets Regeneration next time it takes wounds.

Cursed Lodestone: Once per activation, pick one friendly Wizard within 6", which gets +1 to its roll next time it casts/blocks a spell.

Ethereal: Counts as having Stealth, Strider, as well as Regeneration against non-spell attacks (this stacks with Regeneration).

Reap: Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

Seduce: Once per activation, before attacking, pick one enemy unit within 12", which must take a morale test. If failed, you may move that unit by up to 6" in any direction.

Undead: Whenever this unit takes a morale test, it is passed automatically. Then roll as many dice as remaining models/tough in the unit, and for each result of 1-2 the unit takes one wound, which can't be regenerated.

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

Wizard Spells

Spectral Wind (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Vigour (4+): Target 2 friendly units within 12" get +1 to hit next time they fight in melee.

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

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

Curse (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.

Invocation (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.