



About OPR

OPR (onepagerules) 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 generous support of our awesome community!

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Thank you for playing!

Background Story

The Chivalrous Kingdoms are ruled by religious fanatics that consider technology to be heresy and prefer to stick to the old fashioned ways. The majority of their forces consist of valiant Knights, backed by dirty peasants that usually act as mere cannon fodder.

Since their strength relies on high mobility and aggressive charges, their armies are usually split into two. The peasant infantry moves to strategic positions and holds them with spearmen and archers, whilst the cavalry protects them by actively harassing the enemy.

Even though now religious fanaticism defines these kingdoms, the religious prophetesses used to be derided when they preached of a great evil that was to darken the land. It was only when the great rift opened and daemons started to spread across the lands that all kings started to listen to them and fear the wrath of god.

Now the prophetesses are the true rulers of the Chivalrous Kingdoms, inspiring them in the fight to protect their lands.

AOF - CHIVALROUS KINGDOMS v2.3

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Lord [1]	3+	3+	Hand Weapon (A3)	Fearless, Hero, Tough(3)	A	80pts
Paladin [1]	4+	3+	Hand Weapon (A3)	Fearless, Hero, Tough(3)	B	55pts
Prophetess [1]	5+	6+	Hand Weapon (A1)	Hero, Tough(3), Wizard(1)	C	45pts
Peasant Levy [10]	6+	5+	Hand Weapons (A1)	-	D, E	65pts
Men-at-Arms [10]	5+	5+	Hand Weapons (A1)	-	D, F	90pts
Foot Knights [10]	4+	4+	Hand Weapons (A1)	Fearless	G	155pts
Pilgrims [6+1]	6+	5+	Hand Weapons (A1)	Grail Relic	H	120pts
Peasant Archers [5]	6+	6+	Shortbows (18", A1), Hand Weapons (A1)	-	D, I	25pts
Longbowmen [5]	5+	5+	Longbows (30", A1), Hand Weapons (A1)	-	D, J	60pts
Light Cavalry [5]	5+	5+	Hand Weapons (A1)	Fast, Impact(1)	D, K	80pts
Heavy Cavalry [6]	5+	4+	Lances (A1, Impact(1))	Fast, Impact(1)	D, L	125pts
Realm Knights [6]	4+	4+	Lances (A1, Impact(1))	Fast, Fearless, Impact(1)	D, L	165pts
Quest Knights [6]	3+	4+	Great Weapons (A1, AP(2))	Fast, Fearless, Impact(1)	D, L	220pts
Grail Knights [6]	3+	4+	Lances (A2, Impact(1))	Fast, Fearless, Impact(1)	D, L	240pts
Pegasus Knights [3]	4+	3+	Lances (A1, Impact(1)), Hooves (A2)	Fast, Fearless, Flying, Impact(3), Tough(3)	D	230pts
Trebuchet [1]	5+	5+	Trebuchet (48", A1, AP(2), Blast(6), Indirect), Crew (A3)	Artillery, Immobile, Tough(3)	-	135pts

A | Replace Hand Weapon:

2x Hand Weapons (A3)	+5pts
Halberd (A3, Rending)	+5pts
Great Weapon (A3, AP(2))	+5pts
Spear (A3, Phalanx)	+5pts
Lance (A3, Impact(1))	+5pts
- mounted only	

Upgrade with:

Lord's Virtue	+75pts
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Mount on:

Horse - Fast, Impact(1)	+10pts
Pegasus -	+100pts
Hooves (A2), Fast, Flying, Impact(3), Tough(+3)	
Hippogryph - Defense +1, Claws (A6, AP(1)), Fast, Fear, Flying, Tough(+6)	+270pts

B | Replace Hand Weapon:

2x Hand Weapons (A3)	+5pts
Halberd (A3, Rending)	+5pts
Great Weapon (A3, AP(2))	+5pts
Spear (A3, Phalanx)	+5pts
Lance (A3, Impact(1))	+5pts
- mounted only	

Mount on:

Horse - Fast, Impact(1)	+10pts
Pegasus -	+70pts
Hooves (A2), Fast, Flying, Impact(3), Tough(+3)	

C | Upgrade Wizard(1):

Wizard(2)	+20pts
Wizard(3)	+40pts

Upgrade with:

Lady's Blessing	+90pts
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Mount on:

Horse - Fast, Impact(1)	+5pts
Pegasus -	+35pts
Hooves (A2), Fast, Flying, Impact(3), Tough(+3)	

D | Upgrade with:

Command Group (Fear)	+20pts
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E | Replace all Hand Weapons:

Halberds (A1, Rending)	+5pts
2x Hand Weapons (A1)	+5pts
Great Weapons (A1, AP(2))	+5pts
Spears (A1, Phalanx)	+30pts

Upgrade one model with:

Harpoon (A1, AP(2), Deadly(3))	+10pts
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F | Replace all Hand Weapons:

Halberds (A1, Rending)	+5pts
2x Hand Weapons (A1)	+10pts
Great Weapons (A1, AP(2))	+10pts
Spears (A1, Phalanx)	+30pts
Upgrade one model with:	
Harpoon (A1, AP(2), Deadly(3))	+10pts

G | Replace all Hand Weapons:

Great Weapons (A1, AP(2))	+15pts
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H | Upgrade the Grail Relic with:

Holy Relic	+110pts
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I | Replace all Shortbows:

Longbows (30", A1)	+5pts
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Upgrade all models with one:

Scout	+10pts
Defensive Stakes (Phalanx)	+15pts

Upgrade all models with:

Fire Braziers	+5pts
(AP(1) when shooting)	

J | Upgrade all models with one:

Scout	+10pts
Defensive Stakes (Phalanx)	+15pts

Upgrade all models with:

Fire Braziers	+5pts
(AP(1) when shooting)	

K | Replace all Hand Weapons:

Great Weapons (A1, AP(2))	+5pts
Lances (A1, Impact(1))	+15pts

L | Upgrade all models with:

Lance Formation	+10pts
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Special Rules

Grail Relic: The Grail Relic is a special model that is part of the Pilgrims unit, which counts as having Crew Attacks (A6) and Tough(6). This model and its unit get the Fearless and Furious rules. When combining two units of Pilgrims only deploy one Grail Relic and replace the other with 6 Pilgrims.

Holy Relic: This model and its unit get the Regeneration rule.

Lady's Blessing: The hero and her unit get the Regeneration special rule.

Lance Formation: This model gets Impact(+1) when making charges that are over 9" long.

Lord's Virtue: If the hero is part of a unit of Men-at-Arms or Heavy Cavalry then that unit counts as having Quality 3+.

Wizard Spells

Wild Form (4+): Target friendly unit within 12" gets AP(+1) next time it fights in melee.

Leech (4+): Target enemy unit within 24" must take a morale test, if failed it takes 6 automatic hits with AP(1).

Protection (5+): Target friendly unit within 12" may heal 1 wound or restore 1 model (with only 1 health left if it had Tough).

Fireball (5+): Target enemy unit within 24" takes 3 automatic hits with AP(2).

Rusty Weapons (6+): Target enemy unit within 24" gets -1 to its rolls next time it fights in melee.

Blood Hex (6+): Target 2 enemy units within 12" take 8 automatic hits each.