



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!

If you'd like to support the development of our games you can donate: patreon.com/onepagerules

Join the community by following us here:

- facebook.com/onepagerules
- reddit.com/r/onepagerules
- twitter.com/onepagerules

If you want to give us your feedback or have any questions feel free to contact us:

- onepagerules.proboards.com
- onepageanon@gmail.com

Thank you for playing!

Background Story

The Ossified Undead are made up of extremely resilient skeletons under the command of powerful exiled lords. These legions slowly march toward region controlled by other undead factions, cutting down anyone that's in their way.

The lords of the Ossified Undead once used to be mighty necromancers that fought countless battles with vampire lords, helping them conquer vast stretches of Tyria. When the necromancers asked to be given reign over some of the land however the vampire lords betrayed them and used vicious magic to transform them into mutated skeletons.

In retaliation the necromancers formed armies of their own, using dark spells to bind together the broken bones of fallen skeleton warriors, creating an army of slow moving but nearly indestructible mutated skeletons and other constructs.

Pray to the gods that your town is not in the way of the Ossified Undead, because they will stop at nothing to get their rightful revenge.

AOFS – OSSIFIED UNDEAD v2.0

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Lord of Bones [1]	3+	3+	Hand Weapon (A3)	Hero, Regeneration, Slow, Tough(3), Undead	A	65pts
Bone Master [1]	4+	5+	Hand Weapon (A3)	Hero, Regeneration, Slow, Tough(3), Undead, Wizard(1)	B	70pts
Bone Wizard [1]	4+	5+	Hand Weapon (A1)	Hero, Regeneration, Slow, Tough(3), Undead, Wizard(1)	C	65pts
Guardian [1]	4+	4+	Hand Weapon (A1)	Regeneration, Slow, Undead	E	15pts
Horseman [1]	4+	4+	Hand Weapon (A1)	Impact(1), Regeneration, Undead	F	25pts
Stalker [1]	4+	4+	2x Hand Weapons (A3)	Combat Stance, Regeneration, Slow, Tough(3), Undead	D	60pts
Elite Stalker [1]	3+	3+	Halberd (A3, AP(1), Rending)	Regeneration, Slow, Tough(3), Undead	-	70pts

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:

Eternal Duty	+45pts
--------------	--------

Mount on:

Skeletal Steed – Impact(1), Swift	+10pts
-----------------------------------	--------

B | Upgrade Wizard(1):

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

Upgrade with:

Headhunter Trophies (Fear)	+20pts
----------------------------	--------

C | Replace Hand Weapon:

Reaper Scythe (A3, Rending)	+5pts
-----------------------------	-------

Upgrade Wizard(1):

Wizard(2)	+20pts
-----------	--------

Upgrade with:

Bone Shaper	+110pts
-------------	---------

D | Replace one 2x Hand Weapons:

2x Falchions (A3, AP(2))	+10pts
--------------------------	--------

E | Replace Hand Weapon:

Halberd (A1, Rending)	+5pts
2x Hand Weapons (A1)	+5pts
Great Weapon (A1, AP(2))	+5pts
Spear (A1, Phalanx)	+5pts

Replace Hand Weapon:

Soul Blade (A1, AP(2), Rending)	+5pts
---------------------------------	-------

Upgrade with:

Harpoon (A1, AP(2), Deadly(3))	+10pts
--------------------------------	--------

F | Replace Hand Weapon:

Lance (A1, Impact(1))	+5pts
-----------------------	-------

Special Rules

Bone Shaper: The hero and all friendly units within 12" get +1 to Regeneration rolls.

Combat Stance: When this unit is activated pick one of the following stances, and all models get one of these special rules until the end of the round:

- **Strike:** +1 to melee rolls
- **Destroy:** AP(+1) in melee
- **Parry:** Defense +1 in melee

Eternal Duty: The hero and all friendly units within 12" get +1 attack in melee.

Swift: The hero may ignore the Slow rule.

Undead: Whenever this unit must take a morale test the test is ignored. Instead roll as many dice as models/tough in the unit, and for each result of 1 the unit immediately takes one wound (which can't be regenerated).

Wizard Spells

Empower (4+): Target friendly unit within 12" gets Poison in melee next time it fights.

Undermine (4+): Target enemy unit within 18" takes 3 automatic hits with AP(2).

Command (5+): Target friendly unit within 12" may immediately move by up to 9".

Deception (5+): Target enemy unit within 18" takes 8 automatic hits.

Drain (6+): Target enemy unit within 12" gets -2 to defense rolls next time it blocks hits.

Deadly Contract (6+): Target enemy model within 18" takes 3 automatic hits with AP(4).