



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

Thank you for playing!

Background Story

The Mummified Undead are large armies of skeletons and animated constructs lead by mighty high kings. Their loyal priests raise the dead and imbue stone statues with magic to fight with them.

Once upon a time Tyria was ruled by a king that had managed to imprison the havoc gods in a magical orb. This king had two sons, spoiled and arrogant, who once their father died fought over the throne and destroyed the orb.

With a massive magical explosion the orb shattered the earth and created a massive rift across the land, splitting continents in half and dividing the two brothers. From this deep wounds in the heart of Tyria hordes of foul beasts poured into the open, and so began the daemon invasion from blow.

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

AOF - MUMMIFIED UNDEAD v2.5

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Mummy King [1]	3+	4+	Hand Weapon (A3)	Hero, Tough(3), Undead	A	50pts
Mummy Priest [1]	5+	6+	Hand Weapon (A1)	Hero, Tough(3), Undead, Wizard(1)	B	45pts
Mummies [10]	6+	6+	Claws (A2)	Slow, Undead	-	30pts
Skeletons [10]	5+	5+	Hand Weapons (A1)	Undead	C, D	90pts
Skeleton Guard [10]	4+	4+	Hand Weapons (A1)	Undead	C, E	135pts
Skeleton Archers [5]	5+	6+	Bows (24", A1), Hand Weapons (A1)	Cursed Arrows, Undead	C	50pts
Skeleton Knights [5]	5+	5+	Hand Weapons (A1)	Fast, Impact(1), Scout, Undead	C, F	100pts
Skeleton Horse Archers [5]	5+	6+	Bows (24", A1), Hand Weapons (A1)	Cursed Arrows, Fast, Impact(1), Scout, Undead	C	105pts
Guardian Statues [3]	3+	4+	Hand Weapons (A3)	Tough(3), Undead	C, G	145pts
Snakemen [3]	4+	4+	Gaze (12", A3), Halberds (A3, Rending)	Fast, Impact(3), Tough(3), Undead	H	185pts
Snake Riders [3]	3+	3+	Lances (A2, Impact(1)), Snake Fangs (A3, AP(1), Poison)	Fast, Impact(3), Tough(3), Undead	C, H	250pts
Scarab Swarms [3]	6+	6+	Swarm Attacks (A3, Poison)	Ambush, Tough(3), Undead	-	50pts
Vultures [3]	4+	5+	Claws (A3)	Flying, Tough(3), Undead	-	120pts
Giant Scorpion [1]	3+	2+	Claws (A4, AP(1), Poison)	Ambush, Fear, Tough(3), Undead	-	115pts
Skeleton Giant [1]	4+	2+	Giant Sword (A6, AP(2))	Fear, Tough(6), Undead	I	170pts
Giant God-Statue [1]	4+	2+	Giant Sword (A6, AP(2))	Fear, Tough(6), Undead, Wizard(3)	-	235pts
War Sphinx [1]	3+	2+	Stomp (A6, AP(1)), Crew Attacks (A4, Impact(4))	Fear, Tough(9), Undead	J	270pts
Sphinx Champion [1]	3+	2+	Stomp (A6, AP(1)), Decapitating Strike (A1, AP(4), Deadly(3))	Fear, Flying, Tough(9), Undead	J	270pts
Skeleton Chariots [3]	5+	4+	2x Bows (24", A1), Crew Attacks (A4, Impact(2)), Hooves (A2)	Cursed Arrows, Fast, Impact(3), Tough(3), Undead	C	175pts
Royal Chariot [1]	4+	2+	2x Bows (24", A1), Crew Attacks (A4, Impact(2)), Hooves (A2)	Cursed Arrows, Fast, Impact(6), Tough(6), Undead	-	175pts
Skull Catapult [1]	5+	5+	Catapult (48", A1, AP(2), Blast(6), Indirect), Crew (A3)	Artillery, Immobile, Tough(3)	-	90pts
Death Casket [1]	4+	4+	Unleash Souls (48", A6, AP(3), Indirect), Crew (A3, AP(2))	Artillery, Immobile, Tough(6)	-	190pts

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:

King's Will	+90pts
Mount on:	
Skeletal Steed - Fast, Impact(1)	+10pts
Royal Chariot - Defense +2, Hooves (A2), Fast, Impact(6), Tough(+6)	+205pts
War Sphinx - Defense +2, Stomp (A6, AP(1)), Fear, Tough(+9)	+285pts

B | Upgrade Wizard(1):

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

Mount on:

Skeletal Steed - Fast, Impact(1)	+5pts
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C | Upgrade with:

Command Group (Fear)	+20pts
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D | 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

E | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
2x Hand Weapons (A1)	+15pts
Great Weapons (A1, AP(2))	+15pts
Spears (A1, Phalanx)	+30pts
Upgrade one model with:	
Harpoon (A1, AP(2), Deadly(3))	+10pts

F | Replace all Hand Weapons:

Lances (A1, Impact(1))	+15pts
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G | Replace all Hand Weapons:

2x Hand Weapons (A3)	+20pts
Great Weapons (A3, AP(2))	+20pts

Upgrade all models with:

Great Bows (30", A1, AP(2))	+30pts
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Upgrade all models with:

Stone Shaper (Fearless, Furious, Regeneration)	+80pts
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H | Upgrade all models with:

Ambush	+25pts
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I | Replace Giant Sword:

Giant Great Weapon (A6, AP(4))	+10pts
2x Giant Swords (A6, AP(2))	+20pts

Upgrade with:

Giant Great Bow (48", A1, AP(2), Deadly(3))	+25pts
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J | Upgrade with any:

Toxic Stinger (Stomp gets Poison)	+5pts
Fire Breath	+25pts
Stone Shaper (Fearless, Furious, Regeneration)	+90pts

Special Rules

Cursed Arrows: This unit's shooting attacks always ignore cover

King's Will: If the hero is part of a unit of Mummies, Skeletons, Skeleton Guard or Skeleton Knights, then that unit counts as having Quality 3+.

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 the unit takes one wound, which can't be regenerated.

Wizard Spells

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

Desiccation (4+): Target enemy unit within 24" takes 1 hit with AP(2) and Deadly(3).

Smiting (5+): Target friendly unit within 12" may immediately charge by up to 6".

Storm of Skulls (5+): Target enemy unit within 18" takes 6 automatic hits with AP(1).

Protection (6+): Target friendly unit within 24" gets Stealth next time it is shot at.

Vengeance (6+): Target enemy unit within 12" takes 1 automatic hit per model.