



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

Dwarves are short humanoids that have developed advanced steam-powered technology and hold a grudge against magic. They tattoo magic-resistant runes on their bodies and imbue their weapons with powerful runes, making them some of the most powerful warriors in Tyria.

Whilst the dwarves have heavily armored troops and wield powerful ranged weapons, this comes at the cost of being much slower than other armies. This forces them to fight much more defensively than other armies, relying on their shield walls to withstand enemy charges.

A long time ago the Dwarves used to be peaceful traders until the orcs invaded their homelands and imprisoned them with savage magic. The Dwarves were enslaved until the creation of the great rift, when they revolted amongst the chaos and managed to escape their slavers.

Now they have sworn off magic and are ready to take on any enemy before being enslaved again.

AOF - DWARVES v2.4

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dwarf Lord [1]	3+	3+	Hand Weapon (A3)	Fearless, Hero, Slow, Tough(3)	A, B, C	70pts
Berserker Lord [1]	3+	4+	2x Berserker Axes (A3, AP(1))	Fearless, Furious, Hero, Slayer, Slow, Tough(3)	-	85pts
Engineer [1]	3+	3+	Hand Weapon (A3)	Hero, Slow, Tough(3)	A, B, D	45pts
Rune Master [1]	3+	3+	Hand Weapon (A3)	Hero, Slow, Tough(3), Wizard(1)	A, E	70pts
Warriors [10]	4+	4+	Hand Weapons (A1)	Slow	F, G	85pts
Berserkers [10]	4+	5+	2x Berserker Axes (A1, AP(1))	Fearless, Furious, Slayer, Slow	F	135pts
Miners [10]	4+	4+	Great Weapons (A1, AP(2))	Ambush, Slow	F, H	150pts
Veterans [10]	3+	3+	Hand Weapons (A1)	Fearless, Slow	F, I	180pts
Elites [10]	3+	3+	Great Weapons (A2, AP(2))	Fearless, Slow	F	240pts
Iron Warriors [10]	3+	2+	Hand Weapons (A1)	Fearless, Slow	F, I, J	260pts
Golems [3]	4+	3+	Claws (A3, AP(1))	Slow, Tough(3)	-	130pts
Steam-Power Suits [3]	3+	3+	Great Weapons (A3, AP(2))	Fearless, Slow, Tough(3)	K	230pts
Marksmen [5]	4+	5+	Rifles (24", A1, AP(1)), Hand Weapons (A1)	Slow	F, L	50pts
Rangers [5]	4+	5+	Crossbows(30", A1, AP(1)), Hand Weapons(A1)	Scout, Slow	F, M	85pts
Drake Marksmen [5]	3+	3+	Fire Rifles(18", A1, AP(2)), Hand Weapons (A1)	Fearless, Slow	F, J, N	120pts
Beast Riders [5]	4+	4+	Hand Weapons (A1), Claws (A1)	Impact(1)	F	90pts
War-Bear Riders [3]	3+	3+	Hand Weapons (A1), Claws (A3, AP(1))	Fearless, Impact(3), Tough(3)	F, O	275pts
Attack Helicopter [1]	3+	2+	Flamethrower (12", A6, AP(1))	Fast, Fearless, Flying, Tough(6)	P	230pts
Bomber Helicopter [1]	3+	2+	Machinegun (24", A4, AP(1))	Bombing Run, Fast, Fearless, Flying, Tough(6)	-	285pts
Giant Construct [1]	3+	2+	Hand Weapon (A6, AP(2))	Fear, Fearless, Slow, Tough(12)	Q	420pts
Flame Cannon [1]	4+	4+	Flame Cannon (18", A6, AP(2)), Crew (A3)	Artillery, Immobile, Tough(3)	-	65pts
Bolt Thrower [1]	4+	4+	Bolt Thrower (48", A1, AP(2), Deadly(3)), Crew (A3)	Artillery, Immobile, Tough(3)	-	65pts
Cannon [1]	4+	4+	Cannon (48", A1, AP(4), Blast(3)), Crew (A3)	Artillery, Immobile, Tough(3)	-	95pts
Organ Gun [1]	4+	4+	Organ Gun (30", A12, AP(2)), Crew (A3)	Artillery, Immobile, Tough(3)	-	130pts
Stone Thrower [1]	4+	4+	Stone Thrower(48", A1, AP(2), Blast(6), Indirect), Crew (A3)	Artillery, Immobile, Tough(3)	-	130pts

A | Replace Hand Weapon:

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

B | Upgrade with one:

Pistol (12", A1, AP(1))	+5pts
2x Pistols (12", A1, AP(1))	+10pts
Rifle (24", A1, AP(1))	+10pts
Crossbow (30", A1, AP(1))	+15pts

C | Upgrade with:

Grudge	+30pts
--------	--------

Mount on:

Ancestral Stone - Tough(+3)	+70pts
Shield Carriers -	+80pts
Hand Weapons (A4), Tough(+3)	
Great War-Bear -	+120pts
Claws (A3, AP(1)), Fear, Impact(3), Swift, Tough(+3)	

D | Upgrade with:

Ballistic Master	+30pts
------------------	--------

E | Upgrade Wizard(1):

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

F | Upgrade with:

Command Group (Fear)	+20pts
----------------------	--------

G | 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
--------------------------------	--------

H | Upgrade any model with

Shrapnel Bombs (6", A1, AP(1), Blast(3))	+5pts
--	-------

Replace one Great Weapon:

Mining Drill (A1, AP(3), Drill)	+30pts
---------------------------------	--------

I | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
2x Hand Weapons (A1)	+20pts
Great Weapons (A1, AP(2))	+20pts
Spears (A1, Phalanx)	+30pts

Upgrade one model with:

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

J | Upgrade one model with any:

Shrapnel Bombs (6", A1, AP(1), Blast(3))	+5pts
2x Fire Pistols (12", A1, AP(2))	+10pts

K | Upgrade any model with:

Steam-Gun (24", A1, AP(1))	+5pts
----------------------------	-------

L | Replace all Rifles:

Crossbows (30", A1, AP(1))	+5pts
----------------------------	-------

Replace one Rifle:

2x Pistols (12", A1, AP(1))	Free
-----------------------------	------

M | Upgrade all models with:

Throwing Axes (12", A1, AP(1))	+10pts
--------------------------------	--------

N | Upgrade one model with:

Shrapnel Bombs (6", A1, AP(1), Blast(3))	+5pts
--	-------

Replace one Fire Rifle:

2x Fire Pistols (12", A1, AP(2))	+5pts
Torpedo Rifle (24", A1, AP(3), Deadly(3))	+15pts

O | Replace all Hand Weapons:

Axe-Halberds (A1, AP(1), Rending)	+10pts
-----------------------------------	--------

P | Upgrade with any:

Scout	+10pts
Attack Bomb	+20pts

Replace Flamethrower:

Fire Machinegun (18", A3, AP(2))	Free
----------------------------------	------

Q | Replace Hand Weapon:

Great Weapon (A4, AP(4))	+10pts
--------------------------	--------

Upgrade with up to two:

Heavy Steam-Gun (24", A1, AP(2), Blast(3))	+25pts
--	--------

Special Rules

Attack Bomb: Whenever this unit moves over enemies pick one of them and roll 1 die, on a 2+ it takes 3 hits with AP(1).

Ballistic Master: When the hero is activated pick one friendly Artillery unit within 3", which gets +1 to its next shooting rolls.

Bombing Run: Whenever this unit moves over enemies pick one of them and roll 3 dice, for each 2+ it takes 3 hits with AP(1).

Drill: The unit may be deployed from Ambush at up to 3" from enemy units.

Grudge: The hero and his unit get +1 to their rolls when fighting in melee.

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

Swift: The hero may ignore the Slow rule.

Wizard Spells

Balance Rune (4+): Target unit within 12" immediately loses all enemy spell effects.

Smiting Rune (4+): Target enemy model within 12" takes 3 automatic hits with AP(4).

Spite Rune (5+): Target friendly unit within 12" gets Rending next time it shoots.

Cleaving Rune (5+): Target 2 enemy units within 12" take 6 automatic hits each.

Battle Rune (6+): Target friendly unit within 24" gets +3" to its next movement.

Breaking Rune (6+): Target enemy unit within 24" takes 6 automatic hits with AP(1).

AOF - DWARVES v2.4

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Auric Lord [1]	3+	4+	Hand Weapon (A3)	Fearless, Hero, Slow, Tough(3)	A	65pts
Battle Lord [1]	3+	4+	Hand Weapon (A3)	Battle Icon, Fearless, Hero, Slow, Tough(3)	-	95pts
Grim Lord [1]	3+	4+	Great Weapon (A3, AP(2))	Fearless, Hero, Slow, Regeneration, Tough(3)	-	90pts
Doom Lord [1]	3+	4+	2x Hand Weapons (A3)	Fearless, Furious, Hero, Slow, Tough(3)	-	70pts
Priest Lord [1]	3+	4+	Hand Weapon (A3)	Fearless, Hero, Slow, Tough(3), Wizard(1)	B	90pts
Volcanic Warriors [10]	4+	4+	Hand Weapons (A1)	Fearless, Furious, Slow	C, D, E	110pts
Flame Warriors [10]	4+	5+	Hand Weapons (A1)	Fearless, Regeneration, Slow	C, D, F	135pts
Auric Marksmen [5]	4+	5+	Magma Guns (12", A2, AP(1)), Hand Weapons (A1)	Fearless, Slow	C, G	60pts

A | Replace Hand Weapon:

2x Hand Weapons (A3)	+5pts
Great Weapon (A3, AP(2))	+5pts
Pole-Axe (A3, AP(2), Rending)	+10pts

Upgrade with one:

Throwing Axes (12", A1)	+5pts
Beast Slayer Javelin (12", A1, AP(2), Deadly(3))	+10pts

Upgrade with:

Ultimate Leader	+90pts
-----------------	--------

Mount on:

Magma Dragon - Defense +2, Claws (A6, AP(2)), Fear, Fire Breath, Swift, Tough(+6)	+250pts
---	---------

B | Upgrade Wizard(1):

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

Upgrade with one:

Ancient Key	+30pts
Ancient Torch	+90pts

Mount on:

Magma Dragon - Defense +2, Claws (A6, AP(2)), Fear, Fire Breath, Swift, Tough(+6)	+250pts
---	---------

C | Upgrade with:

Command Group (Fear)	+20pts
----------------------	--------

D | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
Great Weapons (A1, AP(2))	+15pts
Spears (A1, Phalanx)	+30pts

Upgrade one model with:

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

Upgrade all models with:

Throwing Axes (12", A1)	+15pts
-------------------------	--------

E | Replace all Hand Weapons:

2x Hand Weapons (A1)	+15pts
----------------------	--------

F | Replace all Hand Weapons:

Brazier Axes (A1, AP(2), Rending)	+30pts
-----------------------------------	--------

G | Replace all Magma Guns:

Magma Shooters (18", A2, AP(1))	+10pts
---------------------------------	--------

Replace one Magma Gun:

Magma Bolt Shooter (18", A2, AP(1), Deadly(3))	+10pts
---	--------

Upgrade all models with:

Throwing Axes (12", A1)	+10pts
-------------------------	--------

Volcanic Dwarves

All units with the Wizard special rule may only use the spells from this army page.

Special Rules

Ancient Key: The hero and his unit get AP(+1) when fighting in melee.

Ancient Torch: The hero and his unit get the Ambush special rule.

Battle Icon: The hero and his unit get +1 to their defense rolls.

Ultimate Leader: The hero and his unit may ignore the Slow rule.

Swift: The hero may ignore the Slow rule.

Wizard Spells

Searing Heat (4+): Target enemy unit within 12" gets -1 to its next shooting rolls.

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

Seismic Shift (5+): Target piece of terrain within 12" may be moved by up to 6" in any direction or may be removed from play.

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

Auric Fury (6+): Target friendly unit within 12" gets Impact(1) next time it charges.

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

AOF - DWARVES v2.4

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Sky-City Lord [1]	3+	3+	Sky-Cannon (24", A1, AP(2), Blast(3)), Wrist-Gun (12", A3), Moustache-Gun (6", A2), Chainsaw Sword (A6, AP(1))	Flying, Hero, Tough(6)	-	155pts
Admiral [1]	3+	3+	Volley Pistol (12", A3), Great Weapon (A3, AP(2))	Hero, Slow, Tough(3)	A	60pts
Navigator [1]	3+	3+	Pistol (12", A1, AP(1)), Hand Weapon (A3)	Hero, Slow, Tough(3)	B	50pts
Engine Master [1]	3+	3+	Great Weapon (A3, AP(2))	Hero, Slow, Tough(3)	C	50pts
Chemist [1]	3+	4+	Chem-Rifle (12", A6, Poison), Hand Weapon (A3)	Hero, Slow, Tough(3)	D	55pts
Aether Master [1]	3+	4+	Pistol (12", A1, AP(1)), Hand Weapon (A3)	Hero, Slow, Tough(3), Wizard(1)	E	70pts
Crew [10]	4+	5+	Pistols (12", A1, AP(1)), Hand Weapons (A1)	Slow	F	80pts
Gunners [5]	4+	4+	Sky-Rifles (18", A1, AP(1)), Hand Weapons (A1)	Slow	G	55pts
Balloon Wardens [3]	4+	4+	Pistols (12", A1, AP(1)), Pikes (A1, AP(2), Rending)	Flying, Tough(3)	H	145pts
Balloon Riggers [3]	4+	4+	Rivet Guns (12", A2), Chainsaw Swords (A2, AP(1))	Flying, Tough(3)	I	150pts
Sky-Gunboat [1]	4+	2+	Sky-Cannon (24", A1, AP(2), Blast(3)), Sky-Carbine (12", A2, AP(1)), Crew (A1)	Fast, Flying, Tough(6)	J, K	170pts
Sky-Frigate [1]	4+	2+	Hook Cannon (36", A1, AP(2), Blast(3)), 2x Sky-Carbine (12", A2, AP(1)), Crew (A2)	Fast, Flying, Tough(9), Transport (11)	J, L	270pts
Sky-Ironclad [1]	4+	2+	Sky-Torpedoes (24", A4, AP(1)), Heavy Hook Cannon (36", A1, AP(2), Blast(6)), 4x Sky-Carabines (12", A2, AP(1)), Crew (A4)	Fast, Flying, Tough(12), Transport(21)	J, M	415pts

A | Upgrade with:

Follow the Code +30pts

B | Upgrade with:

Storm Sight +10pts

Wind Reader +15pts

C | Upgrade with any:

Eye-Beam (12", A1, AP(2)) +5pts

Repair +10pts

D | Upgrade with:

Augment +30pts

E | Upgrade Wizard(1):

Wizard(2) +20pts

F | Replace up to three Pistols and Hand Weapons:

Pike (A1, AP(2), Rending) Free

Hook Rifle (24", A1, AP(2)) +5pts

and Hand Weapon (A1)

Volley Rifle (18", A3, AP(1)) +10pts

and Hand Weapon (A1)

Replace one Pistol:

Volley Pistol (12", A3, AP(1)) +5pts

Flame-Rifle (12", A6, AP(1)) +10pts

Drill Rifle (12", A1, AP(4), Deadly(3)) +10pts

G | Replace any Sky-Rifle:

Flame-Rifle (12", A6, AP(1)) +10pts

Cannon-Rifle +10pts

(18", A1, AP(2), Blast(3))

Mortar-Rifle +15pts

(36", A1, Blast(3), Indirect)

Organ-Rifle (12", A12) +15pts

Replace one Sky-Rifle:

Double-Barrel Sky-Rifle +5pts

(18", A2, AP(1))

Upgrade one model with:

Mechanical Parrot (12", A3, AP(1)) +5pts

H | Replace one Pistol:

Volley Rifle (18", A3, AP(1)) +10pts

Drill Cannon +10pts

(18", A1, AP(3), Deadly(3))

Grappling Hook Launcher +15pts

(24", A1, AP(2), Grappling Hook)

Heavy Hook Rifle +15pts

(24", A1, AP(2), Blast(3))

Upgrade all models with:

Sky-Mines (Phalanx) +10pts

I | Replace one Rivet Gun:

Volley Rifle (18", A3, AP(1)) +10pts

Drill Cannon +10pts

(18", A1, AP(3), Deadly(3))

Grappling Hook Launcher +15pts

(24", A1, AP(2), Grappling Hook)

Heavy Hook Rifle +15pts

(24", A1, AP(2), Blast(3))

Upgrade any model with:

Sky-Rigger (Repair) +10pts

J | Upgrade with:

Bomb Racks +25pts

K | Replace Sky-Cannon:

Drill Cannon +15pts

(18", A1, AP(3), Deadly(6))

L | Replace Hook Cannon:

Heavy Sky-Cannon Free

(24", A1, AP(4), Blast(3))

M | Replace Heavy Hook Cannon:

Volley Cannon (18", A9, AP(1)) +5pts

Great Sky-Cannon +15pts

(36", A1, AP(4), Blast(3))

Sky-City Dwarves

All units with the Wizard special rule may only use the spells from this army page.

Special Rules

Augment: The hero and his unit get +1 to their shooting rolls.

Bomb Racks: Whenever this unit moves over enemies pick one enemy unit to attack and select a bomb type below. Then roll 1 die and on a 2+ it takes hits as described:

- **Frag Bombs:** A1, Blast(6)
- **AP Bombs:** A1, AP(2), Blast(3)
- **Drill Bombs:** A1, AP(4), Deadly(3)

Follow the Code: When the hero is activated pick one of the following codes, and they get one of these rules until the end of the round:

- **Lead by Example:** Fear
- **Always Look Out:** Stealth
- **Full Steam Ahead:** Furious

Grappling Hook: If this unit manages to hit its target it may move up to 6" directly toward it, if physically possible.

Repair: Once per turn, if within 2" of a unit with Tough, roll one die. On a 4+ you may repair 1 wound from the target.

Storm Sight: This unit may block spells as if it had the Wizard special rule.

Transport(X): This model may transport up to X models. Units embark by moving into contact and may use any action to disembark but only move by 6". Units may also be deployed within a transport. If a unit is inside a transport when it's destroyed then it must take a Dangerous Terrain test, is immediately Wavering, and surviving models must be placed within 6" of the transport before it's removed from play.

Wind-Reader: When the hero is activated, if it is inside or within 2" of a Sky-Gunboat, Sky-Frigate or Sky-Ironclad, the ship may immediately move up to 6".

Wizard Spells

Sky-Sight (4+): Target friendly unit within 12" gets +1 to its rolls next time it shoots.

Aether Shock (4+): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(3).

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

Sky Shock (5+): Target enemy unit within 6" takes 1 automatic hit with AP(1) per model.

Wind Rune (6+): Target friendly unit within 18" gets +6" to its next movement.

Sledge Shock (6+): Target enemy unit within 18" takes 10 automatic hits.