

One Page Fantasy – Fan Armybook v2.11

by OnePageAnon (<http://onepagerules.wordpress.com/>)

Introduction

Hello, and welcome to One Page Fantasy Fan Armies!

The armies that you will find in this supplement were designed by One Page Fantasy fans, and have been modified as little as possible from the original that was provided to us.

Is there a special army that you always wanted to play with? Maybe you have some models around that have no rules? Or your favorite faction has gotten the axe?

We got you covered!

Send us an e-mail with the following information at onepageanon@gmail.com:

- Title: FANDEX – [Game Name] – [Army Name]
(*ex.: FANDEX – One Page Fantasy – Basilea*)
- A .doc or .pdf file detailing units, upgrades and special rules. There is a template you can find here: onepagerules.wordpress.com/misc
- Any extra information that might be useful for the development of the army.
- Your name (pseudonyms acceptable, for crediting purposes only).

When submitting your army list you should take a look at how the official army lists are written both in style and content. A thorough understanding of how the game you are writing for works is fundamental, and we might get back to you with a few questions. Depending on the amount of projects we are currently working on it might take a long time before your army list can actually be published, so please be patient.

If you'd like to get news & updates you can follow us at [facebook.com/onepagerules](https://www.facebook.com/onepagerules), [reddit.com/r/onepagerules](https://www.reddit.com/r/onepagerules) or twitter.com/OnePageRules.

If you wish to get involved in the game's development or have any questions you can head over to our forums at onepagerules.proboards.com, or write me an e-mail at onepageanon@gmail.com.

Thank you for playing and happy wargaming,
One Page Anon (Rules)

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Abyssal Dwarfs by DarkPrince010

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Overmaster [1]	3+	Heavy Mace	Armored, Hero, Slow, Tough(3)	A	55pts
Halfbreed Champion[1]	4+	Heavy Mace	Armored, Fast, Hero, Nimble, Regeneration, Tough(3)	-	55pts
Iron Caster [1]	4+	Light Sword	Armored, Hero, Slow, Tough(3), Wizard(1)	-	60pts
Abyssal Berkerkers [10]	5+	Medium Swords	Armored, Slow	B	90pts
Blacksouls [10]	4+	Medium Swords	Armored, Slow	B, C	130pts
Immortal Guard [10]	3+	Medium Swords	Armored, Slow	B, C	170pts
Decimators [5]	4+	Rifles	Armored, Slow	B	95pts
Gargoyles [5]	4+	Medium Claws	Fast, Flying, Nimble, Regeneration	-	105pts
Abyssal Halfbreeds [5]	4+	Light Maces	Armored, Fast, Nimble, Regeneration	B	125pts
Obsidian Golems [3]	3+	Heavy Maces	Armored, Fear, Impact(D3), Slow, Tough(3)	-	195pts
Dragon Team [1]	4+	Dragon Flamer (18", A2D6)	Ordnance, Tough(3)	-	35pts
G'rog Mortar [1]	4+	G'rog Mortar (48", A2D6, Indirect)	Ordnance, Tough(3)	-	110pts
Katsuchan Engine [1]	4+	Rocket Launcher (36", A3D6, Indirect)	Ordnance, Tough(3)	-	125pts
Angkor Mortar [1]	4+	Agnkor Morter (48", A3D6, Piercing, Indirect)	Ordnance, Tough(3)	-	240pts
Abyssal Golem [1]	3+	Stomp (A10 in Melee, Piercing, Strikes Last)	Monster, Slow, Tough(6)	-	120pts
Great Abyssal [1]	-	Flame Breath (12", A6), Heavy Claws	Fast, Flying, Monster, Tough(6)	-	-

A | Replace Heavy Mace:

Master Mace +5pts

Equip with:

Rifle +10pts

Mount on:

Great Abyssal +105pts

B | Upgrade with:

Sergeant +5pts

Musician +10pts

Standard +10pts

C | Replace all Medium Swords:

Light Maces +55pts

Equip with:

Mutated Throwing Mastiffs +5pts

Army Special Rules

Mutated Throwing Mastiffs: Once per game, when this unit is activated, target enemy unit within 12" takes D6 automatic hits.

Slow: This unit moves up to 3" when using Advance actions, up to 6" when using March actions and up to 9" when using Charge actions.

Magic Spells

Stream of Corruption (1): Target enemy unit within 12" takes 6 automatic hits.

Miasma of Pestilence (2): Target enemy unit within 18" must re-roll successful melee attacks until the end of the round.

Lash of Slaanesh (2): Target enemy unit within 24" takes D6 automatic hits with the Piercing rule.

Blue Fire of Tzeentch (2): Target unit within 24" takes D6*D3 automatic hits.

Acquiescence (2): Target enemy unit within 24" gets the Strikes Last special rule until the end of the round.

Pink Fire of Tzeentch (3): Target unit within 18" takes D6*D6 automatic hits.

Basilea by DarkPrince010

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
High Paladin [1]	4+	Heavy Mace	Blessed, Fearless, Hero, Tough(3)	A	40pts
Dictator [1]	5+	Heavy Sword	Blessed, Hero, Tough(3)	-	15pts
Phoenix [1]	3+	Fireball (12", A6), Master Sword	Flying, Hero, Regeneration, Tough(3)	-	65pts
War Wizard [1]	4+	Light Sword	Blessed, Hero, Tough(3), Wizard(1)	B	55pts
Men-at-Arms [10]	5+	Light Swords	Blessed	C, D	65pts
Sisterhood Infantry [10]	4+	Light Swords	Blessed, Fearless	D	125pts
Paladin Foot Guard [10]	4+	Light Maces	Blessed, Fearless	D	195pts
Crossbowmen [5]	5+	Crossbows	Blessed	D	70pts
Panther Lancers [5]	4+	Light Lances	Blessed, Fast, Nimble	-	80pts
Paladin Knights [5]	4+	Medium Lances	Blessed, Fast, Fearless, Nimble	D	110pts
Elohi [3]	3+	Heavy Swords	Flying, Regeneration, Tough(3)	D	120pts
Heavy Arbalest [1]	4+	Bolt Thrower	Blessed, Ordnance, Tough(3)	-	100pts
Panther Chariot [1]	5+	Heavy Lances	Blessed, Chariot, Tough(6)	-	60pts
Barded Horse [1]	-	Light Claws	Fast, Nimble	-	-
Griffin [1]	-	Force Claws	Flying, Monster, Tough(6)	-	-

A | **Replace Heavy Mace:**

Master Mace +5pts

Heavy Lance (Mounted Only) +5pts

Equip with:

Shield (Armored) +10pts

Mount on:

Barded Horse +5pts

Griffin +75pts

B | **Mount on:**

Barded Horse +5pts

C | **Replace all Light Swords:**

Light Spears +10pts

D | **Upgrade with:**

Sergeant +5pts

Musician +10pts

Standard +10pts

Army Special Rules

Blessed: Whenever this unit takes Wounds roll one die, on a 4+ you may ignore one wound.

Magic Spells

Spirit Leech (1): Target enemy model within 12" must take a morale test. If failed it immediately takes D3 wounds.

Shem's Burning Gaze (1): Target enemy unit within 24" takes D6 automatic hits.

Earth Blood (1): The Wizard and his unit get the Regeneration rule until the end of the round.

Wyssan's Wildform (2): Target friendly unit within 12" gets the Piercing and Armored special rules until the end of the round.

Iceshard Blizzard (3): Target enemy unit within 24" must re-roll successful shooting attacks and morale tests until the end of the round.

Mystifying Miasma (3): Target enemy unit within 48" has Quality 6+ when shooting or fighting melee (you decide) until the end of the round.

Forces of the Abyss by Tanuzzo

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Abyssal Champion [1]	3+	Flame Breath (12", A6), Heavy Claws	Fear, Fearless, Hero, Tough(3)	-	60pts
Abyssal Iffrit [1]	3+	Flame Breath (12", A6), Light Claws	Fear, Tough(3), Wizard(2)	-	100pts
Lower Abyssals [10]	5+	Light Swords	Regeneration	A	90pts
Abyssal Magi [5]	5+	Fireballs (12", A2)	Regeneration	A	65pts
Gargoyles [5]	5+	Light Claws	Fast, Flying, Nimble	-	60pts
Succubi [5]	5+	Medium Swords	Fast, Nimble, Regeneration	-	70pts
Molochs [3]	5+	Master Swords	Fear, Regeneration, Tough(3)	-	80pts
Behemoths [3]	5+	Heavy Claws	Fear, Regeneration, Tough(6)	-	120pts

A | Upgrade with:

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

Magic Spells

Acquiescence (1): Target enemy unit within 24" must move D6" away from target friendly unit.

Pink Fire of Tzeentch (1): The wizard may attack with Flames (12", A6).

Tzeentch's Treason (1): Target enemy unit within 24" must re-roll successful morale test until the end of the round.

Putrefying Blades (1): Target friendly unit within 12" gets Poison Melee until the end of the round.

Pestilent Miasma (2): Target enemy unit within 18" gets Strikes Last until the end of the round.

Slaanesh's Lash (2): Target enemy unit within 24" takes D6 automatic hits with Piercing.

Greeks by Storm

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Strategos [1]	4+	Heavy Sword	Armored, Hero, Inspire, Tough(3)	A	90pts
Hero [1]	4+	Heavy Sword	Armored, Fearless, Hero, Tough(3)	B	35pts
Oracle [1]	4+	Light Sword	Tough(3), Wizard(1)	-	55pts
Hoplites [10]	5+	Light Spears	-	C	70pts
Elite Hoplites [10]	4+	Heavy Spears	-	C	165pts
Thracians [5]	5+	Rhompahias	Strider	-	45pts
Peltasts [5]	5+	Javelins	Skirmisher, Strider	-	60pts
Psiloi [5]	5+	Shortbows	Scout, Skirmisher	-	75pts
Mounted Peltasts [5]	5+	Javelins	Fast, Nimble	-	55pts
Cataphracts [5]	4+	Light Lances	Armored, Nimble	-	80pts
Warhorse [1]	-	-	Fast, Nimble	-	-
Pegasus [1]	-	Light Claws	Fast, Flying, Nimble, Tough(3)	-	-
Griffon [1]	-	Heavy Claws	Fast, Flying, Monster, Nimble, Tough(6)	-	-

A | **Replace Heavy Sword:**

Heavy Lance (Mounted Only) +5pts

Mount on:

Warhorse +5pts

Pegasus +25pts

Griffon +70pts

B | **Replace Heavy Sword:**

Force Sword +5pts

Rhompai +5pts

Heavy Lance (Mounted Only) +5pts

Mount on:

Warhorse +5pts

Pegasus +25pts

Griffon +70pts

C | **Equip all models with:**

Shields (Armored) +30pts

Army Special Rules

Inspire: This model, his unit and all friendly units within 6" get the Fearless special rule.

Javelin: Once per game this model may attack one enemy unit within 18" with by throwing a javelin with A1 and the Poison special rule.

Rhompahias: When fighting in melee this unit may choose to use either light halberds or medium swords, and the Hero may choose to use either a heavy halberd or a master sword.

Magic Spells

Spirit Leech (1): Target enemy model within 12" must take a morale test. If failed it immediately takes D3 wounds.

Shem's Burning Gaze (1): Target enemy unit within 24" takes D6 automatic hits.

Earth Blood (1): The Wizard and his unit get the Regeneration rule until the end of the round.

Wyssan's Wildform (2): Target friendly unit within 12" gets the Piercing and Armored special rules until the end of the round.

Iceshard Blizzard (3): Target enemy unit within 24" must re-roll successful shooting attacks and morale tests until the end of the round.

Mystifying Miasma (3): Target enemy unit within 48" has Quality 6+ when shooting or fighting melee (you decide) until the end of the round.

Persians by Storm

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
General [1]	4+	Heavy Sword	Armored, Fast, Nimble, Hero, Inspire, Tough(3)	A	95pts
Leader [1]	4+	Heavy Sword	Armored, Fast, Fearless, Nimble, Hero, Tough(3)	B	35pts
Shaman [1]	5+	Light Sword	Tough(3), Wizard(1)	-	50pts
Kushites [10]	6+	Javelins	Skirmisher, Strider	-	80pts
Sparabaras [10]	5+	Light Spears	Protected	D	90pts
Immortals [10]	4+	Heavy Spears	Armored	C	195pts
Kushite Archers [5]	6+	Shortbows	Skirmisher, Strider	-	45pts
Sparabara Archers [5]	5+	Bows, Light Spears	Protected	F	65pts
Light Cavalry [5]	5+	Javelins	Fast, Nimble	-	55pts
Heavy Cavalry [5]	5+	Light Lances	Armored, Nimble	-	60pts
Scythed Chariot [3]	5+	Medium Lances	Chariot, Scythed Wheels, Tough(3)	-	135pts
Light Chariots [3]	4+	2x Bows, Medium Lances	Chariot, Tough(3)	E	180pts
Warhorse [1]	-	-	Fast, Nimble	-	-

A | **Replace Heavy Sword:**

Heavy Lance (Mounted Only) +5pts

Mount on:

Warhorse +5pts

B | **Replace Heavy Sword:**

Force Sword +5pts

Heavy Lance (Mounted Only) +5pts

Mount on:

Warhorse +5pts

C | **Replace all Heavy Spears:**

Heavy Halberds +30pts

Upgrade all models with:

Veteran Training (Fearless) +30pts

D | **Replace all Light Spears:**

Heavy Spears +40pts

Upgrade all models with:

Veteran Training (Fearless) +20pts

E | **Equip all models with:**

Heavy Armor (Tough(+3)) +55pts

F | **Replace all Light Spears:**

Heavy Spears +20pts

Upgrade all models with:

Veteran Training (Fearless) +10pts

Army Special Rules

Inspire: This model, his unit and all friendly units within 6" get the Fearless special rule.

Javelin: Once per game this model may attack one enemy unit within 18" with by throwing a javelin with A1 and the Poison special rule.

Protected: This unit counts as having the Armored special rule against shooting attacks and when being charged, but not when charging.

Scythed Wheels: This unit deals +1 automatic hit from the Impact special rule.

Magic Spells

Spirit Leech (1): Target enemy model within 12" must take a morale test. If failed it immediately takes D3 wounds.

Shem's Burning Gaze (1): Target enemy unit within 24" takes D6 automatic hits.

Earth Blood (1): The Wizard and his unit get the Regeneration rule until the end of the round.

Wyssan's Wildform (2): Target friendly unit within 12" gets the Piercing and Armored special rules until the end of the round.

Iceshard Blizzard (3): Target enemy unit within 24" must re-roll successful shooting attacks and morale tests until the end of the round.

Mystifying Miasma (3): Target enemy unit within 48" has Quality 6+ when shooting or fighting melee (you decide) until the end of the round.

Prehistoric Humans by Slorm

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Hero [1]	4+	Heavy Sword	Alpha Male, Fearless, Hero, Tough(3)	A	55pts
Leader [1]	5+	Heavy Spear	Hero, Tough(3)	-	15pts
Shaman [1]	5+	Light Sword	Tough(3), Wizard(1)	B	50pts
Troglodyte Hero [1]	4+	Medium Mace	Fearless, Furious, Hero, Tough(3), Warcry	C	45pts
Troglodyte Leader [1]	5+	Heavy Sword	Furious, Hero, Tough(3)	D	15pts
Troglodyte Shaman [1]	5+	Light Sword	Furious, Tough(3), Wizard(1)	-	55pts
Hunters [10]	5+	Light Spears	-	-	70pts
Brave Hunters [10]	5+	Medium Spears	Fearless	E	110pts
Troglodytes [10]	5+	Light Swords	Furious	-	70pts
Firestarters [5]	5+	Torches	Fear	-	40pts
Dogs [5]	5+	Medium Claws	Fast, Nimble	-	55pts
Women & Children [10]	6+	Light Claws	-	-	30pts

A | Replace Heavy Sword:

Master Sword +5pts

Equip with:

Hides & Furs (Armored) +10pts

B | Upgrade Wizard(1):

Wizard(2) +25pts

C | Replace Medium Mace:

Heavy Mace +5pts

Master Mace +10pts

D | Replace Heavy Sword:

Medium Mace +5pts

E | Equip all models with:

Hides & Furs (Armored) +30pts

Army Special Rules

Alpha Male: All friendly units within 6" get the Fearless special rule.

Torches: This unit counts as having light swords, and once per game, when the unit is activated, they may target one enemy unit within 6" and set it on fire. Whenever a unit on fire is activated roll one die, on a 1-3 the unit takes D6 automatic hits, on a 4+ the unit stops being on fire.

Warcry: Once per game you may declare a Warcry during your turn. Until the end of the round all friendly Infantry units within 6" get +1 Attacks in melee, and the hero gets +D3 Attacks in melee.

Magic Spells

Spirit Leech (1): Target enemy model within 12" must take a morale test. If failed it immediately takes D3 wounds.

Shem's Burning Gaze (1): Target enemy unit within 24" takes D6 automatic hits.

Earth Blood (1): The Wizard and his unit get the Regeneration rule until the end of the round.

Wyssan's Wildform (2): Target friendly unit within 12" gets the Piercing and Armored special rules until the end of the round.

Iceshard Blizzard (3): Target enemy unit within 24" must re-roll successful shooting attacks and morale tests until the end of the round.

Mystifying Miasma (3): Target enemy unit within 48" has Quality 6+ when shooting or fighting melee (you decide) until the end of the round.