

One Page Skirmish – Fan Armybook v1.11

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

Introduction

Hello, and welcome to One Page Skirmish Fan Armies!

The armies that you will find in this supplement were designed by One Page Skirmish 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 Skirmish – 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 | 60pts |
| Halfbreed Champion[1] | 4+ | Heavy Mace | Armored, Fast, Hero, Nimble, Regeneration, Tough(3) | - | 60pts |
| Iron Caster [1] | 4+ | Light Sword | Armored, Hero, Slow, Tough(3), Wizard(1) | - | 50pts |
| Abyssal Berkerkers [3] | 5+ | Medium Swords | Armored, Slow | | 25pts |
| Blacksouls [3] | 4+ | Medium Swords | Armored, Slow | B | 40pts |
| Immortal Guard [1] | 3+ | Medium Sword | Armored, Slow | B | 15pts |
| Decimator [1] | 4+ | Rifle | Armored, Slow | - | 20pts |
| Gargoyle [1] | 4+ | Medium Claws | Fast, Flying, Regeneration | - | 20pts |
| Abyssal Halfbreed [1] | 4+ | Light Mace | Armored, Fast, Regeneration | - | 25pts |
| Obsidian Golem [1] | 3+ | Heavy Mace | Armored, Fear, Impact(D3), Slow, Tough(3) | - | 65pts |
| Abyssal Golem [1] | 3+ | Stomp (A10 in Melee, Piercing, Strikes Last) | Slow, Special, Tough(6) | - | 120pts |
| Great Abyssal [1] | - | Flame Breath (12", A6), Heavy Claws | Fast, Flying, Special, Tough(6) | - | - |

A | Replace Heavy Mace:

Master Mace +5pts

Equip with:

Rifle +10pts

Mount on:

Great Abyssal +105pts

B | Replace all Medium Swords:

Light Maces +10pts

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 4" when using Advance actions, and up to 8" when using March/Charge.

Magic Spells

Stream of Corruption (1): Target enemy unit within 12" takes 3 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 D3 automatic hits with the Piercing rule.

Blue Fire of Tzeentch (2): Target unit within 24" takes D3*D2 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 D3*D3 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 | 45pts |
| Dictator [1] | 5+ | Heavy Sword | Blessed, Hero, Tough(3) | - | 20pts |
| Phoenix [1] | 3+ | Fireball (12", A6), Master Sword | Flying, Hero, Regeneration, Tough(3) | - | 70pts |
| War Wizard [1] | 4+ | Light Sword | Blessed, Hero, Tough(3), Wizard(1) | B | 40pts |
| Men-at-Arms [3] | 5+ | Light Swords | Blessed | C | 20pts |
| Sisterhood Infantry [3] | 4+ | Light Swords | Blessed, Fearless | - | 40pts |
| Paladin Foot Guard [1] | 4+ | Light Mace | Blessed, Fearless | - | 20pts |
| Crossbowman [1] | 5+ | Crossbow | Blessed | - | 15pts |
| Panther Lancer [1] | 4+ | Light Lance | Blessed, Fast | - | 15pts |
| Paladin Knight [1] | 4+ | Medium Lance | Blessed, Fast, Fearless | - | 25pts |
| Elohi [1] | 3+ | Heavy Sword | Flying, Regeneration, Tough(3) | - | 40pts |
| Barded Horse [1] | - | Light Claws | Fast | - | - |
| Griffin [1] | - | Force Claws | Flying, Special, 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 | +5pts |
|--------------|-------|

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 one automatic wound.

Shem's Burning Gaze (1): Target enemy unit within 24" takes D3 automatic hits.

Earth Blood (1): The Wizard and all friendly units within 3" 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) | - | 65pts |
| Abyssal Iffrit [1] | 3+ | Flame Breath (12", A6), Light Claws | Fear, Tough(3), Wizard(2) | - | 100pts |
| Lower Abyssals [3] | 5+ | Light Swords | Regeneration | - | 25pts |
| Abyssal Magus [1] | 5+ | Fireball (12", A2) | Regeneration | - | 15pts |
| Gargoyles [3] | 5+ | Light Claws | Fast, Flying | - | 35pts |
| Succubus [1] | 5+ | Medium Sword | Fast, Regeneration | - | 15pts |
| Moloch [1] | 5+ | Master Sword | Fear, Regeneration, Tough(3) | - | 25pts |
| Behemoth [1] | 5+ | Heavy Claws | Fear, Renegeration, Tough(6) | - | 40pts |

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 one enemy unit within 12" with 3 Attacks.

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 D3 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 | 45pts |
| Hero [1] | 4+ | Heavy Sword | Armored, Fearless, Hero, Tough(3) | B | 40pts |
| Oracle [1] | 4+ | Light Sword | Tough(3), Wizard(1) | - | 35pts |
| Hoplites [3] | 5+ | Light Spears | - | C | 20pts |
| Elite Hoplite [1] | 4+ | Heavy Spear | - | D | 15pts |
| Thracians [3] | 5+ | Rhompahias | Strider | - | 25pts |
| Peltasts [3] | 5+ | Javelins | Skirmisher, Strider | - | 35pts |
| Psiloi [1] | 5+ | Shortbow | Scout, Skirmisher | - | 15pts |
| Mounted Peltasts [3] | 5+ | Javelins | Fast | - | 35pts |
| Cataphract [1] | 4+ | Light Lance | Armored | - | 15pts |
| Warhorse [1] | - | - | Fast, Nimble | - | - |
| Pegasus [1] | - | Light Claws | Fast, Flying, Tough(3) | - | - |
| Griffon [1] | - | Heavy Claws | Fast, Flying, Special, 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

Rhompahias +5pts

Heavy Lance (Mounted Only) +5pts

Mount on:

Warhorse +5pts

Pegasus +25pts

Griffon +70pts

C | **Equip all models with:**

Shields (Armored) +10pts

D | **Equip with:**

Shield (Armored) +5pts

Army Special Rules

Inspire: This model 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

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

Pink Fire of Tzeentch (1): The wizard may attack one enemy unit within 12" with 3 Attacks.

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 D3x automatic hits.

Persians by Storm

| Name [Size] | Quality | Equipment | Special Rules | Upgrades | Cost |
|----------------------|---------|------------------|---|----------|-------|
| General [1] | 4+ | Heavy Sword | Armored, Fast, Hero, Inspire, Tough(3) | A | 50pts |
| Leader [1] | 4+ | Heavy Sword | Armored, Fast, Fearless, Hero, Tough(3) | B | 40pts |
| Shaman [1] | 5+ | Light Sword | Tough(3), Wizard(1) | - | 30pts |
| Kushites [3] | 6+ | Javelins | Skirmisher, Strider | - | 25pts |
| Sparabaras [3] | 5+ | Light Spears | Protected | D | 25pts |
| Immortal [1] | 4+ | Heavy Spear | Armored | C | 20pts |
| Kushite Archers [3] | 6+ | Shortbows | Skirmisher, Strider | - | 25pts |
| Sparabara Archer [1] | 5+ | Bow, Light Spear | Protected | F | 15pts |
| Light Cavalry [3] | 5+ | Javelins | Fast | - | 35pts |
| Heavy Cavalry [3] | 5+ | Light Lance | Armored | - | 35pts |
| 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 Heavy Spear:**

Heavy Halberd +5pts

Upgrade with:

Veteran Training (Fearless) +5pts

D | **Replace all Light Spears:**

Heavy Spears +10pts

Upgrade all models with:

Veteran Training (Fearless) +5pts

D | **Replace Light Spear:**

Heavy Spear +5pts

Upgrade with:

Veteran Training (Fearless) +5pts

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.

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 one enemy unit within 12" with 3 Attacks.

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 D3x automatic hits.

Prehistoric Humans by Slorm

| Name [Size] | Quality | Equipment | Special Rules | Upgrades | Cost |
|-----------------------|---------|---------------|---|----------|-------|
| Hero [1] | 4+ | Heavy Sword | Alpha Male, Fearless, Hero, Tough(3) | A | 35pts |
| Leader [1] | 5+ | Heavy Spear | Hero, Tough(3) | - | 20pts |
| Shaman [1] | 5+ | Light Sword | Tough(3), Wizard(1) | B | 30pts |
| 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 | 20pts |
| Troglodyte Shaman [1] | 5+ | Light Sword | Furious, Tough(3), Wizard(1) | - | 30pts |
| Hunters [3] | 5+ | Light Spears | - | - | 20pts |
| Brave Hunters [3] | 5+ | Medium Spears | Fearless | E | 35pts |
| Troglodytes [3] | 5+ | Light Swords | Furious | - | 20pts |
| Firestarters [3] | 5+ | Torches | Fear | - | 25pts |
| Dogs [3] | 5+ | Medium Claws | Fast, Nimble | - | 35pts |
| Women & Children [5] | 6+ | Light Claws | - | - | 15pts |

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.