

# AOF – OSSIFIED UNDEAD v2.1



## About OPR

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**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 regions 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.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Greater Lord of Bones [1]	2+	2+	Great Glaive (A6, AP(2), Rending), Undead Bodyguards (A3, AP(1))	Fear, Hero, Regeneration, Slow, Tough(9), Undead	-	445pts
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
Guardians [10]	4+	4+	Hand Weapons (A1)	Regeneration, Slow, Undead	D, E	135pts
Horsemen [5]	4+	4+	Hand Weapons (A1)	Impact(1), Regeneration, Undead	D, F	115pts
Stalkers [3]	4+	4+	2x Hand Weapons (A3)	Combat Stance, Regeneration, Slow, Tough(3), Undead	G	180pts
Elite Stalkers [3]	3+	3+	Halberds (A3, AP(1), Rending)	Regeneration, Slow, Tough(3), Undead	-	215pts
Harvester Beast [1]	4+	2+	Sickle Arms (A6, AP(1))	Fear, Harvest Bones, Regeneration, Slow, Tough(6), Undead	H	295pts
Skull Catapult [1]	4+	5+	Catapult (48", A1, Blast(3), Poison, Indirect), Crew (A3)	Artillery, Immobile, Regeneration, Tough(3), Undead	-	80pts

## 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
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### Mount on:

Skeletal Steed - Impact(1), Swift	+10pts
Great Steed - Hooves (A2), Impact(3), Swift, Tough(+3)	+85pts

## B | Upgrade Wizard(1):

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

### Upgrade with:

Headhunter Trophies (Fear)	+20pts
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## C | Replace Hand Weapon:

Reaper Scythe (A3, Rending)	+5pts
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### Upgrade Wizard(1):

Wizard(2)	+20pts
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### Upgrade with:

Bone Shaper	+110pts
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### Mount on:

Mason Throne - Claws (A3, AP(1)), Arcane Power, Tough(+3)	+75pts
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## D | Upgrade with:

Command Group (Fear)	+20pts
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## E | Replace all Hand Weapons:

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

### Replace one Hand Weapon:

Soul Blade (A1, AP(2), Rending)	+5pts
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### Upgrade one model with:

Harpoon (A1, AP(2), Deadly(3))	+10pts
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## F | Replace all Hand Weapons:

Lances (A1, Impact(1))	+15pts
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## G | Replace one 2x Hand Weapons:

2x Falchions (A3, AP(2))	+10pts
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## H | Replace Sickle Arms:

Mace Arms (A4, AP(3))	+5pts
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### Upgrade with:

Shriek (12", A3, AP(1))	+10pts
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## Special Rules

**Arcane Power:** The hero gets +D3 to its rolls when trying to block spells.

**Bone Shaper:** The hero and his unit get +1 to Regeneration rolls.

**Combat Stance:** When this model fights in melee pick one of the following stances and apply the bonus:

- **Strike:** +1 to hit
- **Destroy:** AP(+1)
- **Parry:** Defense +1

**Eternal Duty:** The hero and his unit get +1 attack in melee.

**Harvest Bones:** When this unit is activated pick up to 2 friendly units within 6" and roll one die for each. On a 4+ they may heal D3 wounds or restore D3 models (with only 1 health left each if they had Tough).

**Swift:** The hero may ignore the Slow rule.

**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

**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).