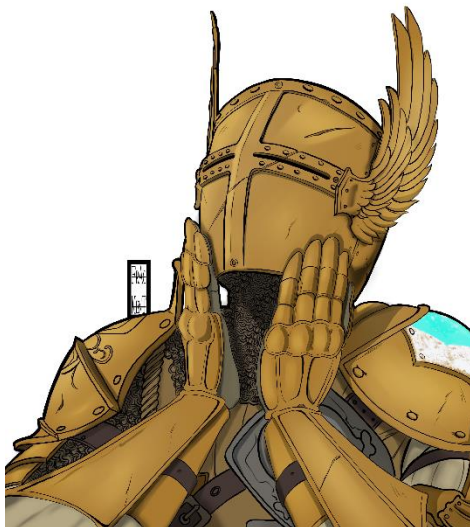


# AOF – Chivalrous Companies v1.1



## About OPR

OPR ([www.onepagerules.com](http://www.onepagerules.com)) 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 support of our awesome community.

If you'd like to support the continued development of our games you can donate on [patreon.com/onepagerules](https://patreon.com/onepagerules).

## Thank you for playing!

**Game Design:** Gaetano Ferrara

**Illustrations:** Brandon Gillam

**Army List:** Luka Garma

## Background Story

The Chivalrous Companies represent those knights and yeoman of the Chivalrous Kingdoms who eschewed the words of prophetesses in favour of the lure of gold. In order to face the horrors of the world outside mankind's demesne they have replaced zealotry with grim professionalism.

These companies form under the banner of an inspiring or otherwise effective warlord known as a captain, before forming up and setting of the pillage undefended lands until their violence catches the eye of a lord who contracts them to fight.

Chivalrous Companies rely on the weight of their chivalry to break up enemy formations, supplemented by masterful archers and such hedge witches and priests as are willing to bring their magical craft to bear in support of the most violent men society has to offer.

# AOF – Chivalrous Companies v1.1

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Captain [1]	3+	3+	Hand Weapon (A3, AP(1))	Fearless, Hero, Tough(3)	A	55pts
Officer [1]	4+	5+	Hand Weapon (A3)	Fearless, Hero, Tough(3)	B	40pts
Brigands [10]	5+	6+	Throw Stones (12", A1), Hand Weapons (A1)	-	C	85pts
Men-at-Arms [10]	5+	5+	Hand Weapons (A1)	-	C, D	95pts
Foot Knights [5]	4+	4+	Hand Weapons (A1, AP(1))	Fearless	C, D	75pts
Casa Foot Knights [3]	3+	4+	Hand Weapons (A2)	Fearless, Tough (3)	C, D	160pts
Archers [5]	5+	5+	Crossbows (24", A1, Rending), Hand Weapons (A1)	-	C, E	75pts
Mounted Yeomen [5]	5+	5+	Bows (24", A1), Hand Weapons (A1)	Fast	-	75pts
Squires [5]	4+	4+	Hand Weapons (A1)	Scout	C,F	95pts
Knights [5]	4+	4+	Lances (A1, Impact(1))	Fast, Fearless, Furious, Impact(1), Tough(3)	C,G	180pts
Casa Knights [3]	3+	3+	Hooves (A2, AP(1)), Lances (A1, AP(1), Impact(1))	Fast, Fearless, Impact(3), Tough(3)	C	220pts
Artillery [1]	5+	5+	Stone Thrower (36", A1, Blast(6), AP(2), Indirect), Crew (A3)	Artillery, Immobile, Tough (3)	I	75pts
Heraldic Beast [1]	4+	4+	Bestial Claws and Bites (A6, AP(1))	Fear, Tough (6)	-	100pts
Company Wagon [1]	5+	5+	Crossbows (24", A1, Rending), Hand Weapons (A2)	Moving Fortress, Payday, Tough (6), Transport (5)	J	115pts

## A | Replace Hand Weapon:

Lance (A3, AP(1), Impact(1))	+5pts
Great Weapon (A3, AP(3))	+5pts
Polearm (A3, AP(1), Phalanx)	+5pts

### Upgrade with two:

Duelist (The Gauntlet)	+20pts
War Magus (Wizard (2))	+35pts
Strategist (War Duty)	+65pts

### Mount on:

Horse (Fast, Impact(1))	+10pts
Barded Horse (Defense +1, Fast, Impact(1))	+15pts
Gryffon (Defense +1, Fast, Fear, Flying, Tough(+6), Claws (A6, Rending))	+175pts

## B | Replace Hand Weapon::

Lance (A3, Impact(1))	+5pts
Great Weapon (A3, AP(2))	+5pts
Polearm (A3, Phalanx)	+5pts

### Upgrade with:

Knightly Armor (Defense+1)	+10pts
----------------------------	--------

### Upgrade with one:

Marshal (Daring Charge)	+20pts
Magus (Wizard (1))	+20pts
Master Archer (Draw! Loose!)	+35pts
Bannerman (Fear)	+20pts
Chaplain (Exhortation)	+75pts

### Mount on:

Horse (Fast, Impact(1))	+10pts
Barded Horse (Defense +1, Fast, Impact(1))	+15pts

## C | Upgrade with:

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

## D | Replace Hand Weapon:

Polearms (A3, Phalanx)	+5pts
Great Weapon (A3, AP(2))	+5pts

### Upgrade all models with:

Shields (Defense +1)	+10pts
----------------------	--------

## E | Replace Crossbows with:

War Bows (30", A1)	Free
<b>Upgrade all models with any:</b>	
Bodkins (AP(+1) when shooting)	+10pts
Defensive Stakes (Phalanx)	+15pts
Mantlets (Immobile, +1Def)	+10pts

## F | Upgrade all models with:

Horse (Fast, Impact(1))	+10pts
-------------------------	--------

## G | Upgrade all models with:

Barded Horse (Defense +1, Fast, Impact(1))	+15pts
--	--------

## I | Replace equipment with one:

Trebuchet (36", A1, Deadly 6, AP(1), Indirect), Crew (A3)	+30pts
Siege Gonne (30", A2, Blast (3), AP(1)), Crew A3	+30pts

## J | Upgrade with one:

Mobile Infirmary	+10pts
------------------	--------

## Special Rules

**Daring Charge:** The hero and its unit get the Strider special rule.

**Draw! Loose!:** If this hero is part of an Archer or Mounted Yeomen unit, the unit counts as having Quality 4+ for ranged attacks.

**Exhortation:** The hero and its unit get the Regeneration special rule.

**Mobile Infirmary:** Once per activation, before attacking, pick one friendly unit to gain the Regeneration special rule until next round.

**Moving Fortress:** this unit counts as cover terrain for friendly models. Add any the ranged attacks of any unit this model is transporting to this model's attack profile.

**Payday:** Once per activation, pick 2 friendly units within 6", which get +1 attack in melee next time they charge.

**The Gauntlet:** When this model is in melee, may pick one model from the target and roll one die. On a 2+ it takes 1 hit with AP(1) and Deadly(3).

**Transport (X):** May transport up to (X) models. Units embark by moving into contact, and may use any action to disembark, but only move up to 6". Units may also be deployed inside a transport. If a unit is deployed inside a transport when it is destroyed, then it takes a dangerous terrain test, is immediately wavering, and surviving models must be placed within 6" of the transport before its removal.

**War Duty:** Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".

## Wizard Spells

**Ignis Sphera (4+):** Target enemy unit within 6" takes 3 hits with AP(2).

**Ad Bellum (4+):** Target 2 friendly units within 6" get Furious next time they charge.

**Fiat Lux (5+):** Target 2 enemy units within 18" get -1 to hit next time they shoot.

**Scutum (5+):** Target 2 friendly units within 12" get +1 to defense next time they take hits.

**Coturnix (6+):** Target 2 enemy units within 6" get -3" next time they Advance, or -6" next time they Charge/Rush.

**Caeli Presidium (6+):** Target friendly unit within 12" gets Regeneration next time it takes wounds.