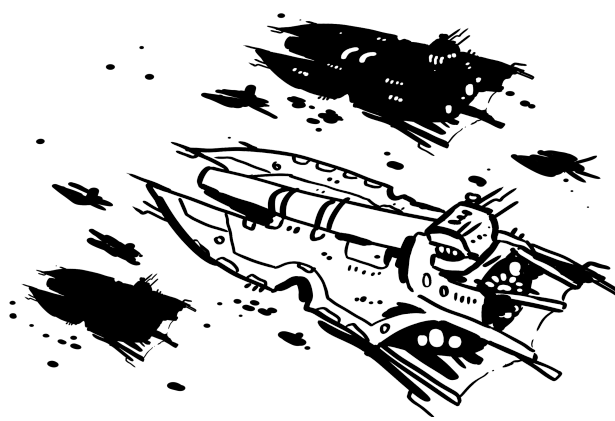


# GF - High Elf Fleets v2.50



## 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!**

## Background Story

High Elf Fleets are all that remains from the once prosperous elven empire. Only resembling humans in look, elves are a highly intelligent alien species which boasts some of the most advanced technology in the Sirius sector.

Whilst they are able to leverage this technology to boost their speed and build superior weapons, their lack of resources leads them to have warriors that focus on very specific combat roles but that won't fare well outside of that role.

A long time ago the elves ruled over the Sirius sector thanks to the use of highly sophisticated helper robots. With time the robots became fully sentient and turned against their makers in what is now known as the great machine war.

Driven off their home worlds the High Elf Fleets now reside in massive colony-ships looking to return to their former glory.



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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Anti-Gravity APC [1]	3+	2+	Twin Shardgun (12", A4, Rending)	Impact(6), Strider, Tough(6), Transport(11), Very Fast	A, B, C	230pts
Anti-Gravity Tank [1]	3+	2+	2x Rapid Shard Cannons (24", A8, Rending), Twin Shardgun (12", A4, Rending)	Impact(6), Strider, Tough(12), Very Fast	A, D, E	515pts
Support Artillery [1]	3+	2+	Shadow Cannon (30", A3, Blast(3), Indirect), Artillery Crew (A3)	Repair, Slow, Tough(6)	F	220pts
Heavy Jetbike [1]	3+	2+	Shard Cannon (24", A4, Rending), Twin Shardgun (12", A4, Rending)	Impact(6), Strider, Tough(6), Very Fast	G	235pts
Combat Walker [1]	3+	2+	2x Shard Cannons (24", A4, Rending), Stomp (A2, AP(1))	Fast, Scout, Tough(6)	C	240pts
Wraith Walker [1]	3+	2+	2x Shardguns (12", A2, Rending), Stomp (A4, AP(1)), 2x Ghost Swords (A4, AP(1), Rending)	Fear, Fearless, Tough(12)	D, H	330pts
Wraith Titan [1]	3+	2+	Stomp (A8, AP(2)), Dual Titan Fists (A12, AP(4))	Fear, Fearless, Tough(24)	I	620pts
Avatar of Flames [1]	2+	2+	Gaze of Doom (12", A3, AP(4), Deadly(3)), Flame Sword (A12, AP(2), Rending), Stomp (A6, AP(2))	Fear, Regeneration, Tough(18)	-	735pts
Wraith Plane [1]	3+	2+	Twin Heavy Distortion Guns (18", A2, Blast(3), AP(3))	Aircraft, Psychic(1), Tough(6)	-	210pts
Hunter Plane [1]	3+	2+	Pulse Laser (36", A2, AP(3), Lock-On), Twin Laser Lance (36", A2, AP(3), Deadly(3))	Aircraft, Tough(6)	J	310pts

**A | Replace Twin Shardgun:**  
Shard Cannon (24", A4, Rending) +20pts

**B | Upgrade with one:**  
2x Shard Cannons (24", A4, Rending) +80pts

**C | Replace any Shard Cannon:**  
Scatter Laser (30", A3, AP(1)) +5pts  
Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On) +15pts  
Laser Lance (36", A1, AP(3), Deadly(3)) +20pts  
Star Cannon (36", A3, AP(2)) +20pts

**Upgrade with any:**  
Hologram Field (Stealth) +10pts  
Pulse Laser (36", A2, AP(3), Lock-On) +60pts

**D | Replace any Rapid Shard Cannon:**  
Rapid Scatter Laser (30", A6, AP(1)) +5pts  
Rapid Missile Launcher (30", A2, AP(2), Deadly(3), Lock-On) +30pts  
Rapid Laser Lance (36", A2, AP(3), Deadly(3)) +45pts  
Rapid Star Cannon (36", A6, AP(2)) +50pts

**Upgrade with any:**  
Hologram Field (Stealth) +25pts  
Pulse Laser (36", A2, AP(3), Lock-On) +65pts

**E | Replace 2x Rapid Shard Cannons:**  
Prism Cannon (36", A2, AP(3), Deadly(6)) +60pts  
Spinner Cannon (30", A4, Blast(3), AP(4), Indirect) +180pts

**F | Replace Shadow Cannon:**  
Vibration Cannon (36", A6, AP(1), Lock-On) +15pts  
Distortion Cannon (24", A2, Blast(3), AP(4), Indirect) +20pts

**G | Replace Shard Cannon:**  
Scatter Laser (30", A3, AP(1)) +5pts  
Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On) +15pts  
Laser Lance (36", A1, AP(3), Deadly(3)) +25pts  
Star Cannon (36", A3, AP(2)) +25pts

**H | Replace any Shardgun:**  
Flamethrower (12", A6) +15pts

**Replace any Ghost Sword:**  
Wraith Fist (A4, AP(4)) +10pts

**Upgrade with up to two:**  
Rapid Shard Cannon (24", A8, Rending) +80pts

**Upgrade with:**  
Seer Pilot (Psychic(1)) +25pts

**I | Replace Dual Titan Fists:**  
Titan Shield (Regeneration) +45pts  
Titan Sword (A6, AP(1), Rending) +55pts

Twin Heavy Wraith Cannon (24", A2, AP(4), Deadly(6)) +170pts  
Sun Cannon (36", A3, Blast(3), AP(2)) +170pts  
Titan Shield (Regeneration)

**Upgrade with up to two:**  
Rapid Shard Cannon (24", A8, Rending) +80pts  
Rapid Scatter Laser (30", A6, AP(1)) +85pts  
Rapid Star Cannon (36", A6, AP(2)) +130pts

**J | Replace Twin Laser Lance:**  
Twin Star Cannon (36", A6, AP(2)) +5pts

## Special Rules

**Repair:** Once per turn, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

**Very Fast:** This model moves +4" when using Advance and +8" when using Rush/Charge.

## Psychic Spells

**Hide (4+):** Target 2 enemy units within 12" get -1 to hit next time they shoot.

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

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

**Destroyer (5+):** Target enemy unit within 12" takes 7 hits.

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

**Curse (6+):** Target 2 enemy units within 6" take 6 hits with AP(1) each.