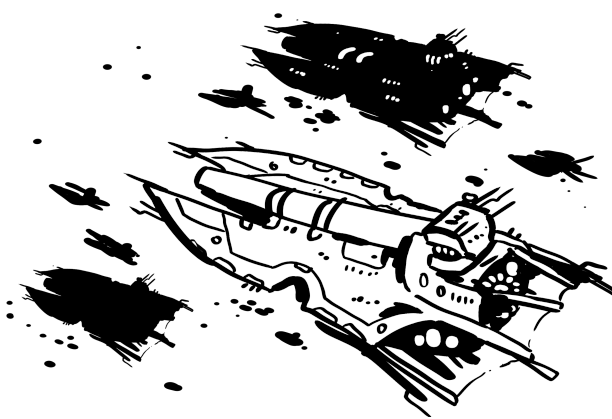


GFF - High Elf Fleets v2.50



About OPR

OPR (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.

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
Elven Noble [1]	3+	4+	Shard Pistol [12", A1, Rending], CCW [A2]	Fast, Hero, Tough[3]	A, B, C	55pts
Guardian Elite [1]	4+	5+	Shard Pistol [12", A1, Rending], CCW [A2]	Fast, Hero, Tough[3]	A, C	40pts
Defender [1]	4+	5+	Shardgun [12", A2, Rending], CCW [A1]	Fast	D	20pts
Storm [1]	4+	5+	Shard Pistol [12", A1, Rending], CCW [A2]	Fast, Scout	E	25pts
Avenger [1]	3+	4+	Shard Carbine [18", A2, Rending], CCW [A1]	Fast	F	35pts
Banshee [1]	3+	4+	Shard Pistol [12", A1, Rending], Energy Sword [A2, AP(1), Rending]	Fast, Strider	G	35pts
Dragon [1]	3+	4+	Fusion Rifle [12", A1, AP(4), Deadly(3)], CCW [A1]	Fast	H	40pts
Hawk [1]	3+	4+	Laser Blaster [24", A2], CCW [A1]	Ambush, Fast, Flying	I	40pts
Reaper [1]	3+	4+	Shot Missile [30", A1, AP(3)], CCW [A1]	Fast, Relentless	J	40pts
Scorpion [1]	3+	4+	Shard Pistol [12", A1, Rending], Chain-Sword [A3, AP(1)]	Fast, Impact(1), Scout, Stealth	K	45pts
Spider [1]	3+	4+	Web Spinner [12", A2, AP(4)], CCW [A1]	Ambush, Teleport	L	45pts
Ranger [1]	4+	5+	Sniper Rifle [30", A1, AP(1), Sniper], CCW [A1]	Fast, Scout, Stealth, Strider	-	50pts
Wraith Suit [1]	3+	3+	Wraith Cannon [12", A2, AP(4)], CCW [A3]	Fearless, Tough(3)	M	70pts
Seer [1]	4+	4+	Shard Pistol [12", A1, Rending], Energy Sword [A2, AP(1), Rending]	Fast, Seer Council, Tough(3)	N	75pts
Jetbike [1]	3+	4+	Twin Shardgun [12", A4, Rending], Shard Pistol [12", A1, Rending], CCW [A2]	Strider, Tough(3), Very Fast	O	95pts

A | Replace Shard Pistol:

Shard Carbine [18", A2, Rending]	+10pts
Laser Blaster [24", A2]	+10pts
Web Spinner [12", A2, AP(4)]	+15pts
Shot Missiles [30", A1, AP(3)]	+15pts
Fusion Rifle [12", A1, AP(4), Deadly(3)]	+20pts
Swarm Missiles [30", A2, AP(1)]	+25pts

Replace CCW:

Dire Sword [A1, Blast(3)]	+5pts
Energy Sword [A2, AP(1), Rending]	+5pts
Chain-Sword [A3, AP(1)]	+10pts
Killing Sword [A1, AP(2), Deadly(3)]	+10pts
Energy Spear [A2, AP(4)]	+10pts

Upgrade with:

Energy Shield [Regeneration]	+15pts
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B | Upgrade with one:

Banshee Howl [Fear]	+20pts
Scorpion Suit [Impact(1), Scout, Stealth]	+20pts
Hawk Wings [Ambush, Flying]	+25pts
Spider Suit [Ambush, Teleport]	+35pts

C | Upgrade with one:

High Seer [Psychic(1)]	+25pts
Ancient Commander [Hit & Run]	+30pts

D | Upgrade with one:

Gun Platform [Shard Cannon [24", A4, Rending]]	+35pts
Gun Platform [Scatter Laser [30", A3, AP(1)]]	+35pts
Gun Platform [Missile Launcher [30", A1, AP(2), Deadly(3), Lock-On]]	+45pts

E | Replace any Shard Pistol:

Fusion Rifle [12", A1, AP(4), Deadly(3)]	+10pts
Flamethrower [12", A6]	+10pts

Replace any CCW:

Energy Swords [A2, AP(1), Rending]	+5pts
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Upgrade with:

Hologram Platform [Stealth]	+5pts
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F | Replace Shard Carbine:

Twin Shard Carbine [18", A4, Rending]	+15pts
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Replace Shard Carbine and CCW:

Shard Pistol [12", A1, Rending], Dire Sword [A1, Blast(3)]	-5pts
Shard Pistol [12", A1, Rending], Energy Sword [A2, AP(1), Rending]	-5pts

G | Replace Energy Sword:

Killing Sword [A2, AP(1), Deadly(3)]	+15pts
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Replace Shard Pistol and Energy Sword:

Dual Mirror Swords [A4, Rending]	+5pts
Tri-Sling [12", A3, AP(1)], Sword [A2]	+5pts

Upgrade with:

Banshee Howl [Fear]	+20pts
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H | Replace Fusion Rifle:

Heavy Flamethrowers [12", A6, AP(1)]	+10pts
Fusion Pike [18", A1, AP(4), Deadly(6)]	+40pts

I | Replace Laser Blaster:

Hawk Laser [24", A2, AP(2)]	+15pts
Sun Blaster [24", A4, Rending]	+25pts

Replace CCW:

Energy Sword [A2, AP(1), Rending]	+10pts
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Upgrade with:

Grenade Packs [Drop Grenades]	+10pts
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J | Replace any Shot Missile:

Swarm Missiles [30", A2, AP(1)]	+10pts
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Replace Shot Missile:

Shard Cannon [24", A4, Rending]	+25pts
Missile Launcher [30", A1, AP(2), Deadly(3), Lock-On]	+40pts

K | Replace Shard Pistol:

Scorpion Fist [12", A3, Rending]	+10pts
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Replace Chain-Sword:

Biting Sword [A3, Poison]	+5pts
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Replace Shard Pistol and Chain-Sword:

Dual Energy Swords [A4, AP(1), Rending]	+5pts
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L | Replace Web Spinner:

Web Rifle [18", A2, AP(4)]	+10pts
Twin Web Spinner [12", A4, AP(4)]	+20pts

Replace CCW:

Dual Spider Blades [A2, Poison]	+5pts
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M | Replace Wraith Cannons and CCW:

Distortion Guns [12", A1, Blast(3), AP(3)], CCWs [A3]	+5pts
Energy Swords [A3, AP(1), Rending], Energy Shields [Regeneration]	+5pts
Dual Energy Swords [A6, AP(1), Rending]	+10pts

N | Replace any Energy Sword:

Energy Spear [A2, AP(4)]	+5pts
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O | Replace any Twin Shardgun:

Shard Cannon [24", A4, Rending]	+20pts
Scatter Laser [30", A3, AP(1)]	+20pts

Replace Shard Pistols and CCW:

Energy Spears [A2, Impact(1)]	-5pts
Laser Spears [A1, AP(2), Deadly(3)]	+5pts
Sniper Rifles [30", A1, AP(1), Sniper], CCWs [A1]	+20pts

Replace Laser Spear:

Energy Sword [A2, AP(1), Rending]	-5pts
Star Spear [A1, AP(4), Deadly(3)]	+5pts

Upgrade with:

Hologram Field [Stealth]	+5pts
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Special Rules

Drop Grenades: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it takes 1 hit.

Hit & Run: This model and all friendly units within 12" may move by up to 3" after shooting.

Seer Council: Models with this rule count as having Psychic(1), however only one of them in the unit may cast or block spells each round. When casting or blocking spells, roll as many dice as models with this rule in the unit, and pick the highest result.

Teleport: Once per activation, before attacking, place this model anywhere within 6".

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.