



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

Dark Elves are an elf faction that focuses on piracy, torture and other despicable activities. They make heavy use of witchcraft and enslave wild beasts and mythical creatures to fight for them in battle.

The Dark Elves are a very aggressive army with well trained and highly efficient warriors that overwhelm the enemy with a variety of special combat techniques. Due to their seafaring ways however they lack in valuable resources to build solid defences, with very few units having more than basic armor.

As the separatists elves left the great forest and started their new seafaring ways, they quickly splintered into two different factions. The Dark Elves are those who believed that their skills should be used to roam the seas to attack other races and take what they wanted instead of trading.

Dark Elves are feared across all Tyrian seas and nobody dares cross any ship bearing their flag.

AOFS - DARK ELVES v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dark Noble [1]	3+	4+	Hand Weapon (A3, AP(1))	Fearless, Furious, Hero, Tough(3)	A	55pts
Champion [1]	4+	5+	Hand Weapon (A3)	Hero, Tough(3)	B	30pts
Snake Lady [1]	3+	4+	Great Glaive (A4, AP(1), Rending)	Hero, Strider, Tough(6)	C	95pts
Corsair [1]	4+	5+	Dual Hand Weapon (A2)	Fearless, Stealth	D, E	15pts
Harpy [1]	5+	5+	Claws (A2, AP(1))	Flying, Scout	-	15pts
Black Guardian [1]	3+	4+	Halberd (A1, AP(1), Rending)	Fearless, Furious	D	20pts
Dark Horseman [1]	4+	5+	Lance (A1, Impact(1))	Fast, Impact(1)	D, F	20pts
Dark Shooter [1]	4+	5+	Repeater Crossbow (18", A2, Rending), Hand Weapon (A1)	-	D	20pts
Executioner [1]	3+	4+	Great Weapon (A1, AP(2))	Head Chop	D	20pts
Slaughter Sister [1]	3+	5+	Barbed Whip (A1, AP(1), Rending)	Blade Dance, Strider	D	20pts
Warlock Rider [1]	4+	5+	Hand Weapon (A1, Poison)	Fast, Impact(1)	G	20pts
Winged Sister [1]	4+	5+	Dual Hand Weapon (A2)	Ambush, Flying	H	20pts
Shade Scout [1]	3+	5+	Repeater Handbow (9", A2, Rending), Hand Weapon (A1)	Scout, Stealth	D	25pts
Dark Warriors [3]	4+	5+	Hand Weapons (A1)	-	D, I	30pts
Raptor Knight [1]	3+	4+	Lance (A1, Impact(1)), Claws (A1, AP(1))	Fast, Impact(1)	D	30pts
Witches [3]	4+	5+	Dual Hand Weapons (A2)	Furious	D	45pts
Snake Sister [1]	3+	4+	Blood Glaive (A3, Rending)	Strider, Tough(3)	J	50pts

A | Replace Hand Weapon:

Lance (A3, AP(1), Impact(1))	+5pts
Halberd (A3, AP(1), Rending)	+5pts
Spear (A3, AP(1), Phalanx)	+5pts
Great Weapon (A3, AP(3))	+10pts
Dual Hand Weapons (A6, AP(1))	+15pts

Upgrade with one:

Repeater Handbow (9", A2, Rending)	+10pts
Repeater Crossbow (18", A2, Rending)	+15pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Dread Prince (Dark Prowess)	+20pts
Assassin (Takedown)	+20pts
Fleet Master (Absolute Power)	+30pts

Mount on:

Dark Horse (Fast, Impact(1))	+15pts
Raptor (Fast, Impact(1), Claws (A1, AP(1)))	+20pts

B | Replace Hand Weapon:

Lance (A3, AP(1), Impact(1))	+5pts
Halberd (A3, Rending)	+5pts
Spear (A3, Phalanx)	+5pts
Great Weapon (A3, AP(2))	+5pts
Dual Hand Weapons (A6)	+10pts

Upgrade with one:

Dread Prince (Dark Prowess)	+20pts
Sorcerer (Wizard(1))	+25pts
Fleet Master (Absolute Power)	+30pts

Mount on:

Horse (Fast, Impact(1))	+10pts
Raptor (Defense +1, Fast, Impact(1), Claws (A1, AP(1)))	+20pts

C | Upgrade with one:

Sorcerer (Wizard(1))	+25pts
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D | Upgrade with:

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

E | Replace Dual Hand Weapon:

Repeater Handbows (9", A2, Rending), Hand Weapons (A1)	+5pts
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F | Replace Lance:

Repeater Crossbows (18", A2, Rending), Hand Weapons (A1)	+10pts
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G | Upgrade with:

Sorcerer (Wizard(1))	+25pts
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H | Replace Dual Hand Weapon:

Javelins (12", A1, AP(1)), Hand Weapons (A1)	+5pts
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I | Replace all Hand Weapons:

Halberds (A1, Rending)	+5pts
Spears (A1, Phalanx)	+10pts

J | Replace Blood Glaive:

Seeker Bows (24", A3, Poison), Hand Weapons (A2)	+30pts
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Special Rules

Absolute Power: Once per activation, before attacking, pick one enemy unit within 12". That unit, and all enemy unit within 6" gets -2 to its next morale test roll.

Blade Dance: This model gets +2 to defense rolls when fighting in melee.

Dark Prowess: This model and all friendly units within 12" get +1 to hit when in melee.

Head Chop: This model gets AP(+2) against units where most models have Tough(3) or higher.

Takedown: 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).

Wizard Spells

Blade Storm (4+): Target 2 enemy units within 6" take 4 hits each.

Despair (4+): Target 2 enemy units within 12" get -2 to their next morale test.

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

Steal Soul (5+): Target enemy unit within 12" takes 5 hits with AP(1).

Black Bolt (6+): Target enemy model within 12" takes 3 hits with AP(4).

World of Pain (6+): Target 2 friendly units within 6" get +3" next time they Advance, or +6" next time they Charge/Rush.