



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.

AOFR - 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
Dark Warriors [10]	4+	5+	Hand Weapons (A1)	-	D, E	100pts
Witches [5]	4+	5+	Dual Hand Weapons (A2)	Furious	D	75pts
Corsairs [5]	4+	5+	Dual Hand Weapons (A2)	Fearless, Stealth	D, F	80pts
Executioners [5]	3+	4+	Great Weapons (A1, AP(2))	Head Chop	D	90pts
Slaughter Sisters [5]	3+	5+	Barbed Whips (A1, AP(1), Rending)	Blade Dance, Strider	D	90pts
Winged Sisters [5]	4+	5+	Dual Hand Weapons (A2)	Ambush, Flying	G	95pts
Black Guardians [5]	3+	4+	Halberds (A1, AP(1), Rending)	Fearless, Furious	D	105pts
Dark Shooters [5]	4+	5+	Repeater Crossbows (18", A2, Rending), Hand Weapons (A1)	-	D	110pts
Shade Scouts [5]	3+	5+	Repeater Handbows (9", A2, Rending), Hand Weapons (A1)	Scout, Stealth	D	130pts
Snake Sisters [3]	3+	4+	Blood Glaives (A3, Rending)	Strider, Tough(3)	H	155pts
Warlock Riders [5]	4+	5+	Hand Weapons (A1, Poison)	Fast, Impact(1)	I	90pts
Dark Horsemen [5]	4+	5+	Lances (A1, Impact(1))	Fast, Impact(1)	D, J	95pts
Raptor Knights [5]	3+	4+	Lances (A1, Impact(1)), Claws (A1, AP(1))	Fast, Impact(1)	D	150pts
Harpies [5]	5+	5+	Claws (A2, AP(1))	Flying, Scout	-	80pts

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
Dark Tyrant (Blood Sacrifice)	+90pts

Mount on:

Dark Horse (Fast, Impact(1))	+15pts
Raptor (Fast, Impact(1), Claws (A1, AP(1)))	+20pts
Black Pegasus (Fast, Flying, Impact(3), Tough(+3), Hooves (A2, AP(1)))	+105pts
Manticore (Defense +1, Fear, Flying, Tough(+6), Claws (A6, Rending))	+180pts
Cauldron Wagon (Defense +1, Blood Fury, Fear, Regeneration, Tough(+6), Crew (A4))	+220pts
Black Dragon (Defense +1, Breath Attack, Fear, Flying, Tough(+12), Claws (A6, AP(1)), Stomp (A4, AP(1)))	+335pts

B | Replace Hand Weapon:

Lance (A3, 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
Black Pegasus (Defense +1, Fast, Flying, Impact(3), Tough(+3), Hooves (A2, AP(1)))	+85pts
Black Dragon (Defense +2, Breath Attack, Fear, Flying, Tough(+12), Stomp (A4, AP(1)), Claws (A6, AP(1)))	+275pts

C | Upgrade with one:

Sorcerer (Wizard(1))	+25pts
Dark Tyrant (Blood Sacrifice)	+90pts

Replace Great Glaive:

Great Seeker Bow (24", A4, AP(1), Poison), Hand Weapon (A3)	+55pts
---	--------

D | Upgrade with:

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

E | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
Spears (A1, Phalanx)	+30pts

F | Replace all Dual Hand Weapons:

Repeater Handbows (9", A2, Rending), Hand Weapons (A1)	+15pts
--	--------

G | Replace all Dual Hand Weapons:

Javelins (12", A1, AP(1)), Hand Weapons (A1)	+5pts
--	-------

H | Replace all Blood Glaives:

Seeker Bows (24", A3, Poison), Hand Weapons (A2)	+85pts
--	--------

I | Upgrade one model with:

Sorcerer (Wizard(1))	+25pts
----------------------	--------

J | Replace all Lances:

Repeater Crossbows (18", A2, Rending), Hand Weapons (A1)	+45pts
--	--------

Special Rules

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

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

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

Blood Sacrifice: The hero and its unit get the Regeneration special rule.

Dark Prowess: The hero and its unit 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.

AOFR - DARK ELVES v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Great Medusa [1]	3+	3+	Death Stare (12", A1, AP(2), Deadly(3)), Blood Spear (A6, AP(1), Rending)	Fear, Furious, Tough(6)	-	150pts
Abyssal Beast [1]	4+	3+	Stomp (A4, AP(1)), Toxic Fangs (A8, Poison)	Fear, Predator, Tough(12)	A	215pts
Hydra [1]	4+	3+	Stomp (A4, AP(1)), Vicious Jaws (A6, AP(1))	Fear, Hydra Heads, Regeneration, Tough(12)	A	270pts
Scourge Chariot [1]	4+	3+	Spear Crew (A4, Impact(2)), Hooves (A2)	Fast, Impact(6), Tough(6)	B	125pts
Raptor Chariot [1]	3+	3+	Spear Crew (A4, Impact(2)), Claws (A2, AP(1))	Fast, Impact(6), Tough(6)	C	145pts
Medusa Shrine [1]	3+	3+	Death Stare (12", A1, AP(2), Deadly(3)), Blood Spear (A6, AP(1), Rending), Crew (A2)	Aura of Pain, Fear, Furious, Tough(9)	-	215pts
Bolt Thrower [1]	4+	5+	Repeater Bolts (30", A6, AP(1)), Crew (A3)	Artillery, Immobile, Tough(3)	D	90pts

A | Upgrade with:

Beast Master (Fearless, Furious) +15pts

B | Replace Spear Crew:

Repeater Crossbow Crew +25pts

(18", A6, Rending),

Crew Attacks (A2)

Harpoon Thrower +45pts

(24", A2, AP(2), Deadly(3)),

Crew Attacks (A2)

C | Replace Spear Crew:

Repeater Crossbow Crew +35pts

(18", A6, Rending),

Crew Attacks (A2)

D | Replace Repeater Bolts:

Heavy Bolts +10pts

(30", A1, AP(3), Deadly(6))

Special Rules

Aura of Pain: Once per activation, before attacking, pick 2 enemy units within 12". Those units must take a morale test, if failed they take 3 hits.

Hydra Heads: Place a marker on this model whenever it regenerates a wound. For each marker it gets +1 attack in melee.

Predator: For each unmodified result of 6 to hit when attacking, this model may roll 1 extra attack. This rule doesn't apply to newly generated attacks.