



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

Deep-Sea Elves are a mysterious faction of elves that lives at the bottom of the ocean far from sight. Very few have ever seen them as they only come out to raid coastal villages at night and leave no survivors as witnesses.

Little is known about the Deep-Sea Elves but legend says that they are descendants of early elves that were banished from the great forest because of their maliciousness. These elves then used powerful magic to create an underwater society that feeds on the souls of the innocent.

Their battle forces are usually made up of small groups of infantry units supported by powerful war-beasts. When going on their raids they use dark magic to allow these war-beasts to levitate on land, unleashing fearsome eels and ferocious sharks on their unsuspecting foes.

If you ever see an elf come out of the water you better run, because they are coming to get you.

AOFS - DEEP SEA ELVES V250

| Name [size] | Qua | Def | Equipment | Special Rules | Upgrades | Cost |
|---------------------|-----|-----|---|------------------------------------|----------|-------|
| Sea Master [1] | 4+ | 4+ | Hand Weapon (A3, AP(1)) | Hero, Strider, Tough(3) | A | 45pts |
| Scholar [1] | 4+ | 5+ | Hand Weapon (A3) | Hero, Strider, Tough(3) | B | 35pts |
| Elf Thrall [1] | 4+ | 5+ | Great Weapon (A1, AP(2)) | Furious, Strider | C | 15pts |
| Elf Reaver [1] | 4+ | 5+ | Bow (24", A1), Hand Weapon (A1) | Quick Shot, Strider | C, D | 20pts |
| War-Eel Rider [1] | 4+ | 4+ | Rending Sabre (A1, Rending) | Fast, Impact(1), Strider | C, E | 20pts |
| Octopus Hybrids [3] | 5+ | 5+ | Tentacles (A2) | Stealth, Strider | - | 40pts |
| Sea Guard [3] | 5+ | 5+ | Javelins (12", A1), Hand Weapons (A1) | Scout, Strider | C | 40pts |
| Depth Horror [1] | 4+ | 4+ | Hand Weapon (A2, AP(1)) | Constrict, Strider, Tough(3) | C, F | 45pts |
| Giant Crab [1] | 4+ | 3+ | Pincer (A3, Rending) | Ambush, Strider, Tough(3) | - | 60pts |
| Sea-Wyrm Rider [1] | 4+ | 4+ | Lance (A1, Impact(1)), Toxin Jaw (A2, Poison) | Fast, Impact(3), Strider, Tough(3) | - | 65pts |
| Water Elemental [1] | 4+ | 4+ | Wave Strike (A4) | Ethereal, Furious, Tough(3) | - | 65pts |

A | *Replace Hand Weapon:*

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

Upgrade with one:

| | |
|---------------------------------|--------|
| Army Standard Bearer (Fear) | +20pts |
| High Monarch (Tide Master) | +20pts |
| Spirit Ledger (Soul Collector) | +30pts |
| Light Render (Lantern of Souls) | +35pts |

Mount on:

| | |
|------------------------------------|--------|
| War-Eel (Fast, Impact(1), Stealth) | +15pts |
|------------------------------------|--------|

B | *Replace Hand Weapon:*

| | |
|--------------------------|--------|
| Halberd (A3, Rending) | +5pts |
| Great Weapon (A3, AP(2)) | +5pts |
| Dual Hand Weapons (A6) | +10pts |

Upgrade with:

| | |
|-------------------------------|--------|
| Beast Companion (A2, Rending) | +10pts |
|-------------------------------|--------|

Upgrade with one:

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|--------------------------------|--------|
| Sea Caster (Wizard(1)) | +25pts |
| Spirit Ledger (Soul Collector) | +30pts |

C | *Upgrade with:*

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

D | *Replace Bow:*

| | |
|------------------------------|-------|
| Crossbows (24", A1, Rending) | +5pts |
|------------------------------|-------|

E | *Replace Rending Sabre:*

| | |
|------------------------|-------|
| Lances (A1, Impact(1)) | +5pts |
|------------------------|-------|

Upgrade with one:

| | |
|-----------------------------|-------|
| Electric Blasts (Constrict) | +5pts |
| Electric Barrier (Stealth) | +5pts |

F | *Replace Hand Weapon:*

| | |
|-------------------------------|--------|
| Great Weapons (A2, AP(3)) | +5pts |
| Dual Hand Weapons (A4, AP(1)) | +10pts |

Special Rules

Constrict: Enemies that roll to block melee hits from this model take one additional wound for each unmodified result of 1 that they roll.

Ethereal: Counts as having Stealth, Strider, as well as Regeneration against non-spell attacks (this stacks with Regeneration).

Lantern of Souls: This model and all friendly units within 12" get the Constrict special rule.

Quick Shot: This model may shoot even after using Rush actions.

Soul Collector: Once per activation, pick 2 friendly units within 12". Those units, and all friendly units within 6" get +1 to their next morale test roll.

Tide Master: This model and all friendly units within 12" get +1 to hit rolls in melee.

Wizard Spells

Power Tide (4+): Target 2 friendly units within 12" get AP(+1) next time they fight in melee.

Sea Storm (4+): Target enemy unit within 12" takes 5 hits.

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

Erode Soul (5+): Target enemy model within 12" takes 2 hits with AP(4).

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

High Tide (6+): Target 2 friendly units within 12" get Flying next time they activate.