



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 Elves are an elf faction that focuses on seafaring, trade and magical knowledge. With their riches they are able to arm their soldiers with armor made of expensive materials and build one of the most formidable armies of Tyria.

Originally all elves came from the great forest, but as their society evolved some wanted to seek riches instead of living from the woods. These treacherous elves were banished and relocated along the coastal regions, forming a new for-profit society that is now known as the High Elves.

High Elves are formidable archers and their line troops are extremely diligent and well trained. They use powerful magic to help them in combat and seafaring, and once they are on land they sport formidable cavalry to destroy their enemies.

Prestigious in trade and war they see themselves as superior to other races, and really, who can fault them for that?

AOFS - HIGH ELVES v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
High Noble [1]	3+	4+	Hand Weapon (A3, AP(1))	Hero, Tough(3)	A	45pts
Champion [1]	4+	5+	Hand Weapon (A3)	Hero, Tough(3)	B	30pts
Weapon Master [1]	3+	4+	Great Weapon (A1, AP(2))	-	C, D	15pts
Archer [1]	4+	5+	Longbow (30", A1), Hand Weapon (A1)	-	C	20pts
Coast Guard [1]	4+	5+	Bow (24", A1), Spear (A1, Phalanx)	Fearless	C	20pts
Lion Warrior [1]	3+	4+	Great Axe (A2)	Fearless, Stealth	C	20pts
Phoenix Warrior [1]	3+	4+	Halberd (A1, Rending)	Regeneration	C	20pts
Reaver Cavalry [1]	4+	5+	Bow (24", A1), Hand Weapon (A1)	Fast, Impact(1)	C, E	20pts
Shadow Sister [1]	3+	5+	Magic Shortbow (18", A1, Rending), Hand Weapon (A1)	Quick Shot	-	20pts
Silver Cavalry [1]	4+	4+	Lance (A1, Impact(1))	Fast, Impact(1)	C	20pts
Shadow Brother [1]	3+	5+	Shortbow (18", A1), Hand Weapon (A1)	Scout, Stealth	-	25pts
Dragon Cavalry [1]	3+	3+	Lance (A1, Impact(1))	Fast, Fearless, Impact(1)	C	30pts
Warriors [3]	4+	5+	Hand Weapons (A1)	-	C, F	30pts
Giant Eagle [1]	4+	4+	Claws (A3)	Fast, Flying, Impact(3), Tough(3)	-	65pts

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))	+20pts

Upgrade with:

Great Bow (30", A3, AP(1))	+45pts
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Upgrade with one:

Shadow Sister (Quick Shot)	+5pts
Lion Warrior (Fearless, Stealth)	+15pts
Phoenix Warrior (Regeneration)	+15pts
Shadow Brother (Scout, Stealth)	+20pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
War Prince (High Prowess)	+20pts
Mage (Wizard(1))	+25pts
Shadow Master (Hit & Run)	+30pts
Coast Warden (Protective Aura)	+35pts

Upgrade with one:

Dragon Steed (Defense +1, Fast, Impact(1))	+25pts
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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:

Great Bow (30", A3, AP(1))	+30pts
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Upgrade with one:

Mage (Wizard(1))	+25pts
Shadow Master (Hit & Run)	+30pts
Coast Warden (Protective Aura)	+35pts

Upgrade with one:

Magic Cloud (Fast, Flying)	+20pts
Silver Steed (Defense +1, Fast, Impact(1))	+20pts

C | *Upgrade with:*

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

D | *Replace Great Weapon:*

Dual Hand Weapons (A2)	+5pts
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Upgrade with:

Spell Master (Wizard(1))	+25pts
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E | *Upgrade with:*

Beast Mounts (Scout, Strider)	+5pts
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F | *Replace all Hand Weapons:*

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

Special Rules

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

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

Protective Aura: This model and all friendly units within 12" get the Stealth special rule.

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

Wizard Spells

Drain (4+): Target enemy model within 12" takes 1 hit with AP(4).

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

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

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

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

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