



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.

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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?

AOFR - HIGH ELVES v250

| 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 |
| Warriors [10] | 4+ | 5+ | Hand Weapons (A1) | - | C, D | 100pts |
| Weapon Masters [5] | 3+ | 4+ | Great Weapons (A1, AP(2)) | - | C, E | 85pts |
| Phoenix Warriors [5] | 3+ | 4+ | Halberds (A1, Rending) | Regeneration | C | 100pts |
| Lion Warriors [5] | 3+ | 4+ | Great Axes (A2) | Fearless, Stealth | C | 110pts |
| Archers [5] | 4+ | 5+ | Longbows (30", A1), Hand Weapons (A1) | - | C | 90pts |
| Coast Guard [5] | 4+ | 5+ | Bows (24", A1), Spears (A1, Phalanx) | Fearless | C | 100pts |
| Shadow Sisters [5] | 3+ | 5+ | Magic Shortbows (18", A1, Rending), Hand Weapons (A1) | Quick Shot | - | 105pts |
| Shadow Brothers [5] | 3+ | 5+ | Shortbows (18", A1), Hand Weapons (A1) | Scout, Stealth | - | 120pts |
| Silver Cavalry [5] | 4+ | 4+ | Lances (A1, Impact(1)) | Fast, Impact(1) | C | 105pts |
| Reaver Cavalry [5] | 4+ | 5+ | Bows (24", A1), Hand Weapons (A1) | Fast, Impact(1) | C, F | 110pts |
| Dragon Cavalry [5] | 3+ | 3+ | Lances (A1, Impact(1)) | Fast, Fearless, Impact(1) | C | 140pts |
| Giant Eagles [3] | 4+ | 4+ | Claws (A3) | Fast, Flying, Impact(3), Tough(3) | - | 190pts |
| Fire Phoenix [1] | 3+ | 3+ | Flame Claws (A6, Rending) | Fear, Flame Attack, Flying, Regeneration, Tough(6) | - | 200pts |
| Ice Phoenix [1] | 3+ | 3+ | Ice Claws (A6, AP(1)) | Fear, Flying, Icy Aura, Regeneration, Tough(6) | - | 205pts |
| Bull Giant [1] | 3+ | 3+ | Greathammer (A6, AP(2)), Stomp (A4, AP(1)) | Fear, Fearless, Mountain Blast, Tough(12) | G | 305pts |
| War Chariot [1] | 4+ | 3+ | Spear Crew (A4, Impact(2)), Hooves (A2) | Fast, Impact(6), Tough(6) | H | 125pts |
| Eagle Chariot [1] | 4+ | 3+ | Spear Crew (A4, Impact(2)), Claws (A2) | Fast, Flying, Impact(6), Tough(6) | I | 145pts |
| Lion Chariot [1] | 3+ | 3+ | Claws (A3, AP(1)), Axe Crew (A6) | Fast, Fear, Fearless, Impact(6), Stealth, Tough(6) | - | 200pts |
| Bolt Thrower [1] | 4+ | 5+ | Repeater Bolts (30", A6, AP(1)), Crew (A3) | Artillery, Immobile, Tough(3) | J | 90pts |

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:

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|----------------------------|--------|
| Great Bow (30", A3, AP(1)) | +45pts |
|----------------------------|--------|

Upgrade with one:

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

Upgrade with one:

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|--------------------------------|--------|
| 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:

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|--|--------|
| Dragon Steed (Defense +1, Fast, Impact(1)) | +25pts |
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|--|---------|
| Griffon (Defense +1, Fast, Fear, Flying, Tough(+6), Claws (A6, Rending)) | +205pts |
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|---|---------|
| Fire Phoenix (Defense +1, Fear, Flame Attack, Flying, Regeneration, Tough(+6), Flame Claws (A6, Rending)) | +235pts |
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|---|---------|
| Ice Phoenix (Defense +1, Tough(+6), Fear, Flying, Icy Aura, Regeneration, | +240pts |
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|--|---------|
| Ice Claws (A6, AP(1)) | |
| Dragon (Defense +1, Breath Attack, Fear, Flying, Tough(+12), Stomp (A4, AP(1)), Claws (A6, AP(1))) | +315pts |

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 |
|----------------------------|--------|

Upgrade with one:

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

Upgrade with one:

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|--|--------|
| Magic Cloud (Fast, Flying) | +20pts |
| Silver Steed (Defense +1, Fast, Impact(1)) | +20pts |
| Great Beast (Defense +1, Fast, Fear, Impact(3), Tough(+3)) | +80pts |
| Giant Eagle (Defense +1, Fast, Flying, Impact(3), Tough(+3), Claws (A3)) | +85pts |

C | Upgrade with:

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

D | Replace all Hand Weapons:

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

E | Replace one Great Weapon:

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| Dual Hand Weapons (A2) | +5pts |
|------------------------|-------|

Upgrade one model with:

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|--------------------------|--------|
| Spell Master (Wizard(1)) | +25pts |
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F | Upgrade all models with:

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|-------------------------------|--------|
| Beast Mounts (Scout, Strider) | +25pts |
|-------------------------------|--------|

G | Replace Greathammer:

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|--------------------------|-------|
| Dual Hammers (A8, AP(1)) | +5pts |
|--------------------------|-------|

H | Replace Spear Crew:

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|---------------------------------------|--------|
| Bow Crew (24", A6), Crew Attacks (A2) | +25pts |
|---------------------------------------|--------|

I | Replace Spear Crew:

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|--|--------|
| Bow Crew (24", A6), Crew Attacks (A2) | +25pts |
| Mini Bolt Thrower (24", A2, AP(2), Deadly(3)), Crew Attacks (A2) | +40pts |

J | Replace Repeater Bolts:

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|---|--------|
| Heavy Bolts (30", A1, AP(3), Deadly(6)) | +10pts |
|---|--------|

Special Rules

Flame Attack: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it takes 3 hits with AP(1).

High Prowess: The hero and its unit get +1 to hit when in melee.

Hit & Run: The hero and its unit may move by up to 3" after shooting.

Icy Aura: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it gets -1 to hit next time it fights in melee.

Mountain Blast: Once per activation, before attacking, roll 2 dice. For each 2+ deal 3 hits with AP(1) to one enemy unit within 6" (this may target multiple units).

Protective Aura: The hero and its unit 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.