



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

Elven Jesters are formidable warriors that travel from planet to planet primarily as entertainers, but also to lend a hand in times of war... for fun.

Whilst most elves split up into the two nemesis factions after the great machine war, there were those that couldn't choose a clear faction as their families were torn between them. These elves formed a wandering galactic circus, which allowed them to freely move between the two factions as a neutral party, without ever having to choose.

The Elven Jesters rarely fight by themselves, and usually prefer to join forces in battle with other elves, or whoever else is willing to pay. They are clad in the lightest of armor which allows them to move swiftly across the battlefield and deal deadly blows with their horrifying melee weapons.

If you hear that the circus has come to town you better watch out, as this might not be quite the type of entertainment you were looking for...

GFF - Even Jesters v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Master Jester [1]	3+	5+	Shard Pistol (12", A1, Rending), 2x CCWS (A2)	Dodge, Fast, Furious, Hero, Stealth, Strider, Tough(3)	A	75pts
Fool [1]	5+	5+	Shard Pistol (12", A1, Rending), CCW (A2)	Dodge, Fast, Furious, Stealth, Strider	-	20pts
Jester [1]	3+	5+	Shard Pistol (12", A1, Rending), CCW (A2)	Dodge, Fast, Furious, Stealth, Strider	B	35pts
Joker [1]	3+	5+	Exploding Bola (12", A1, Blast(3)), CCW (A2)	Dodge, Fast, Flying, Furious, Stealth	-	40pts
Prankster [1]	3+	5+	Energy Glaive (A3, Impact(1))	Ambush, Dodge, Fast, Furious, Regeneration, Stealth, Strider	-	45pts

A | *Replace Shard Pistol:*

Neuron Pistol (12", A1, Poison)	+5pts
Fusion Pistol (6", A1, AP(4), Deadly(3))	+10pts
Shriek Cannon (24", A2, Poison, Sniper)	+45pts

Replace any CCW:

Deathly Touch (A1, Blast(3))	+5pts
Deathly Caress (A2, AP(1), Rending)	+10pts
Deathly Embrace (A2, AP(4))	+15pts
Deathly Kiss (A1, AP(2), Deadly(3))	+20pts

Replace CCW:

Energy Sword (A3, AP(1), Rending)	+15pts
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Upgrade with one:

Troupe Lord (Apex Killers)	+15pts
Jester Seer (Psychic(1))	+25pts
Stage Master (Graceful Brutality)	+30pts
Solitaire (Ambush, Regeneration)	+30pts

Upgrade with one:

Hallucination-GL (18", A1, Blast(3))	+15pts
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B | *Replace any Shard Pistol:*

Fusion Pistol (6", A1, AP(4), Deadly(3))	+5pts
Neuron Pistol (12", A1, Poison)	+5pts

Replace any CCW:

Deathly Touch (A1, Blast(3))	+5pts
Deathly Caress (A2, AP(1), Rending)	+5pts
Deathly Embrace (A2, AP(4))	+10pts
Deathly Kiss (A1, AP(2), Deadly(3))	+15pts

Replace CCW:

Energy Sword (A3, AP(1), Rending)	+10pts
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Special Rules

Apex Killers: This model and all friendly units within 12" get AP(+1) when fighting in melee.

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

Graceful Brutality: This model and all friendly units within 12" may move by up to 3" after shooting.

Psychic Spells

Discord (4+): Target enemy unit within 6" takes 3 hits with AP(2).

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

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

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

Light Shards (6+): Target 2 enemy units within 6" take 8 hits each.

Veil of Madness (6+): Target 2 enemy units within 6" get -3" next time they Advance, or -6" next time they Charge/Rush.