

GF - Dark Elf Raiders v2.50



About OPR

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Thank you for playing!

Background Story

Dark Elf Raiders are a splinter-group of elves that revel in piracy, enslavement and torture. They form small raiding parties and use advanced anti-gravity skimmers which allow them to strike fast and vanish with their loot before the enemy can react to them.

This is their main strategy because they lack heavy armor or tanks, so they have to use their mobility to outmanoeuvre their enemies before they can get in position to deal heavy damage.

When the great machine war drove the elves from their home worlds, criminals and lower-class citizens were left behind as cannon fodder. Most were killed, but some managed to scramble together left-over equipment and escape the slaughter. Those that managed to survive formed together to become the Dark Elf Raiders.

Now they roam the galaxy lusting for revenge, ready to let out their hate on anyone that gets in their way... in the most brutal way possible.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dark Lord [1]	3+	4+	Barb Pistol (12", A1, Poison), CCW (A2)	Fast, Hero, Tough(3)	A, B	55pts
Elite Raider [1]	4+	5+	Barb Pistol (12", A1, Poison), CCW (A2)	Fast, Hero, Tough(3)	A, B, C	40pts
Torture Master [1]	4+	5+	Dual Hand Weapons (A4)	Hero, Regeneration, Tough(3)	D, E	50pts
Court Henchman [1]	4+	5+	Ghoulish Claws (A6, Rending)	Fast, Hero, Takedown, Tough(3)	F	75pts
Tortured Warriors [5]	4+	5+	Dual Hand Weapons (A2)	Regeneration	D, G	90pts
Warriors [5]	4+	5+	Barb Rifles (24", A1, Poison), CCWs (A1)	Fast	A, H, I	115pts
Witches [5]	4+	5+	Barb Pistols (12", A1, Poison), CCWs (A2)	Dodge, Fast	A, C, I	115pts
Hoverboard Riders [5]	4+	5+	Twin-Pods (18", A2), Glaives (A2, AP(1))	Fast, Scout, Strider	J	160pts
Nightmares [5]	3+	4+	Energy Swords (A3, AP(1), Rending)	Fast	-	165pts
Winged Warriors [5]	4+	4+	Barb Carbines (18", A2, Poison), CCWs (A1)	Ambush, Fast, Flying	A, K	180pts
Shadow Warriors [5]	3+	5+	Dark Blasts (18", A2, AP(1)), CCWs (A2, Poison)	Fast, Shadow, Stealth, Strider	-	265pts
Tortured Brutes [3]	3+	5+	Dual Scissor Claws (A4, AP(4))	Regeneration, Tough(3)	L	225pts
Jetbike Riders [3]	4+	4+	Twin Barb Rifles (24", A2, Poison), Barb Pistols (12", A1, Poison), CCWs (A2)	Strider, Tough(3), Very Fast	A, M	240pts
Clawed Beast [1]	4+	4+	Heavy Claws (A6, AP(1))	Furious, Tough(6)	N	80pts
Crow Swarms [3]	5+	5+	Swarm Attacks (A3, Rending)	Flying, Tough(3)	N	100pts
Blood Hounds [5]	3+	5+	Vicious Jaws (A2)	Fast	N	100pts

A | Replace one Barb Rifle and CCW:

Barb Pistol (12", A1, Poison), CCW (A2) -5pts

Replace one Barb Pistol:

Blast Pistol (6", A2, AP(4)) +5pts

Phantom-GL (18", A1, Blast(3)) +10pts

Replace one CCW:

Agony Whip (A1, Blast(3)) +5pts

Energy Sword (A2, AP(1), Rending) +10pts

Shell Sword (A1, AP(2), Deadly(3)) +10pts

B | Upgrade with one:

Deadly Spouse (Dark Strike) +15pts

Agony Ruler (Pain Fuelled) +55pts

Upgrade with any:

Succubus (Dodge) +5pts

True Raider +10pts

C | Replace one CCW:

Net & Spear (A3, Impact(1)) +5pts

Dual Crystal Claws (A4, Rending) +10pts

Energy Glaive (A4, AP(1)) +10pts

Dual Sword-Flails (A2, AP(1), Blast(3)) +15pts

D | Upgrade one model with one:

Barb Pistol (12", A1, Poison) +5pts

Syringe Pistol (12", A1, Deadly(3)) +5pts

Acid Gun (12", A6, Poison) +30pts

Arcane Rifle (30", A1, AP(1), Sniper) +30pts

Replace one Dual Hand Weapon:

Electro-Corroder (A1, AP(1), Poison) +5pts

Agony Whip (A1, Blast(3)) +5pts

Leech Claw (A2, AP(1), Rending) +5pts

Venom Sword (A2, Poison) +5pts

Syringe Claw (A1, AP(2), Deadly(3)) +5pts

Scissor Claw (A2, AP(4)) +5pts

E | Upgrade with one:

Soul Carrier (Psychic(1)) +25pts

Alchemist (Pain Immunity) +30pts

F | Replace Ghoulish Claws:

Courtesan's Katana (A6, Poison) +5pts

Medusa's Gaze (12", A4, AP(3)), +15pts

Barb Dagger (A3, Poison)

Barb Weapons (18", A4, Poison), +20pts

Barb Dagger (A3, Poison)

G | Replace one Dual Hand Weapons:

Bone Gun (18", A3, Rending), +15pts

Hand Weapon (A1)

Acid Gun (12", A6, Poison), +25pts

Hand Weapon (A1)

H | Replace one Barb Rifle:

Scrapper (12", A6) +5pts

EMP Rifle (18", A3, Rending) +5pts

Blast Rifle (18", A2, AP(4)) +10pts

Scythe Launcher +10pts

(30", A1, AP(3), Lock-On)

Barb Cannon (30", A3, Poison) +25pts

Laser Lance (30", A1, AP(3), Deadly(3)) +25pts

I | Upgrade all models with:

True Raider +50pts

J | Replace one Glaive:

Barb Pistol (12", A1, Poison), +5pts

Agony Whip (A1, Blast(3))

Barb Pistol (12", A1, Poison), +10pts

Energy Sword (A2, AP(1), Rending)

Barb Pistol (12", A1, Poison), +10pts

Grapple Claw (A1, AP(2), Deadly(3))

Upgrade one model with:

Phantom-GL (18", A1, Blast(3)) +15pts

K | Replace up to two Barb Carbines:

Scrapper (12", A6) +5pts

EMP Rifle (18", A3, Rending) +5pts

Blast Rifle (18", A2, AP(4)) +5pts

Fusion Lance +10pts

(18", A1, AP(4), Deadly(3))

Barb Cannon (30", A3, Poison) +25pts

Laser Lance (30", A1, AP(3), Deadly(3)) +25pts

L | Replace any Dual Scissor Claws:

Acid Gun (12", A6, Poison), +15pts

Scissor Claw (A2, AP(2))

M | Replace one Twin Barb Rifle:

Twin Blast Rifle (18", A4, AP(4)) +20pts

Twin Fusion Lance +30pts

(18", A2, AP(4), Deadly(3))

Upgrade one model with one:

Razor Caltrops (Impact(3)) +10pts

Barb Talon (A1, AP(2), Deadly(3)) +15pts

N | Upgrade with:

Beast Handler (Fear) +20pts

Special Rules

Dark Strike: The hero and its unit get AP(+1) when fighting in melee.

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

Pain Fuelled: The hero and its unit count as having the Regeneration rule.

Pain Immunity: The hero and its unit get +1 to Regeneration rolls.

Shadow: This model counts as having the Ambush rule, and may be deployed up to 1" away from enemy units.

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).

True Raider: This model gets +1 to hit rolls in melee and shooting.

Very Fast: This model moves +4" when using Advance and +8" when using Rush/Charge.

Psychic Spells

Anxiety (4+): Target enemy unit within 12" gets -2 to its next morale test.

Psych Grave (4+): Target 2 enemy units within 6" take 4 hits each.

Drugs (5+): Target friendly unit within 12" gets Regeneration next time it takes wounds.

Pain (5+): Target enemy unit within 12" takes 4 automatic hits with AP(1).

Adrenaline (6+): Target 2 friendly units within 12" get +2 to hit next time they fight in melee.

Snake Bite (6+): Target enemy model within 12" takes 3 hits with AP(4).

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Light Skimmer [1]	3+	2+	Laser Lance (30", A1, AP(3), Deadly(3))	Impact(6), Strider, Tough(6), Transport(11), Very Fast	A	260pts
Heavy Skimmer [1]	3+	2+	3x Laser Lances (30", A1, AP(3), Deadly(3))	Impact(6), Strider, Tough(9), Very Fast	A	410pts
Heavy Jetbike [1]	4+	2+	Barb Cannon (30", A3, Poison), Twin Barb Rifle (24", A2, Poison)	Impact(6), Strider, Tough(6), Transport(6), Very Fast	B	230pts
Leech Engine [1]	4+	2+	Soul Syphon (12", A6, Poison), Heavy Claws (A3, AP(1)), Stomp (A2, AP(1))	Fear, Fearless, Regeneration, Tough(6)	C	195pts
Engine of Suffering [1]	4+	2+	Twin EMP Rifle (18", A6, Rending), Heavy Claws (A3, AP(1)), Stomp (A2, AP(1))	Fear, Fearless, Regeneration, Tough(6)	D	205pts
Raven Bomber [1]	3+	2+	Twin Void Cannon (30", A2, AP(3), Deadly(3)), Void Bombs (6", A4, AP(3), Deadly(3))	Aircraft, Tough(6)	E	265pts
Razor Fighter [1]	3+	2+	Toxin Missiles (36", A1, Blast(3), Poison), Twin Laser Lance (30", A2, AP(3), Deadly(3)), Twin Barb Rifle (24", A2, Poison)	Aircraft, Tough(6)	F	295pts

A | **Replace any Laser Lance:**

Destroyer Cannon (36", A3, AP(2)) +10pts

Upgrade with any:

Energy Ram (Impact(+3)) +10pts

Phantom-GL (18", A1, Blast(3)) +15pts

Shield of Darkness (Stealth) +20pts

Teleport Gate (Ambush) +35pts

B | **Replace Twin Barb Rifle:**

Scythe Launcher free

(30", A1, AP(3), Lock-On)

Barb Cannon (30", A3, Poison) +15pts

C | **Upgrade with one:**

Soul Vortex (18", A1, Blast(6)) +20pts

Soul Conductor +110pts

D | **Replace Twin EMP Rifle:**

Stinger Cannon (24", A3, Blast(3)) +5pts

Barb Cannon (30", A3, Poison) +5pts

Twin Fusion Lance +15pts

(18", A2, AP(4), Deadly(3))

Replace Heavy Claws:

Shred Flails (A3, AP(1), Rending) +5pts

Venom Injector (A3, AP(1), Poison) +10pts

Twin Acid Gun (12", A12, Poison) +45pts

E | **Upgrade with one:**

Shatter Missiles (36", A1, Blast(6)) +55pts

Void Missiles +65pts

(36", A1, AP(3), Deadly(3))

F | **Replace Twin Barb Rifle:**

Barb Cannon (30", A3, Poison) +20pts

Replace Twin Laser Lance:

Twin Destroyer Cannon +25pts

(36", A6, AP(2))

Replace Toxin Missiles:

Shatter Missiles (36", A1, Blast(6)) +10pts

Scythe Missile +15pts

(36", A2, AP(3), Lock-On)

Special Rules

Soul Conductor: Once per activation, pick 2 units within 6", which get Regeneration next time they take wounds.

Very Fast: This model moves +4" when using Advance and +8" when using Rush/Charge.