

GFF - Dark Elf Raiders v2.50



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

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
Blood Hound [1]	3+	5+	Vicious Jaw (A2)	Fast	G	20pts
Tortured Warrior [1]	4+	5+	Dual Hand Weapon (A2)	Regeneration	D, H	20pts
Warrior [1]	4+	5+	Barb Rifle (24", A1, Poison), CCW (A1)	Fast	A, I, J	25pts
Witch [1]	4+	5+	Barb Pistol (12", A1, Poison), CCW (A2)	Dodge, Fast	A, C, J	25pts
Hoverboard Rider [1]	4+	5+	Twin-Pod (18", A2), Glaive (A2, AP(1))	Fast, Scout, Strider	K	30pts
Crow Swarm [1]	5+	5+	Swarm Attack (A3, Rending)	Flying, Tough(3)	G	35pts
Nightmare [1]	3+	4+	Energy Sword (A3, AP(1), Rending)	Fast	-	35pts
Winged Warrior [1]	4+	4+	Barb Carbine (18", A2, Poison), CCW (A1)	Ambush, Fast, Flying	A, L	35pts
Shadow Warrior [1]	3+	5+	Dark Blast (18", A2, AP(1)), CCW (A2, Poison)	Fast, Shadow, Stealth, Strider	-	55pts
Tortured Brute [1]	3+	5+	Dual Scissor Claws (A4, AP(4))	Regeneration, Tough(3)	M	75pts
Clawed Beast [1]	4+	4+	Heavy Claws (A6, AP(1))	Furious, Tough(6)	G	80pts
Jetbike Rider [1]	4+	4+	Twin Barb Rifle (24", A2, Poison), Barb Pistol (12", A1, Poison), CCW (A2)	Strider, Tough(3), Very Fast	A, N	80pts

A | **Replace Barb Rifle and CCW:**

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

Replace Barb Pistol:

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

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

Replace 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

Upgrade with any:

Succubus (Dodge) +5pts

True Raider +10pts

C | **Replace 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 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 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 | **Upgrade with:**

Beast Handler (Fear) +20pts

H | **Replace Dual Hand Weapon:**

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

Hand Weapon (A1)

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

Hand Weapon (A1)

I | **Replace 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

J | **Upgrade with:**

True Raider +10pts

K | **Replace 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 with:

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

L | **Replace any Barb Carbine:**

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

M | **Replace any Dual Scissor Claws:**

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

Scissor Claw (A2, AP(2))

N | **Replace Twin Barb Rifle:**

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

Twin Fusion Lance +30pts

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

Upgrade with one:

Razor Caltrops (Impact(3)) +10pts

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

Special Rules

Dark Strike: 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.

Pain Immunity: This model and all friendly units within 12" 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).