



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

Wood Elves are solitary and highly intelligent beings that hide in the depths of the Tyrian great forest. They are allies with all sorts of magical beings and fight alongside them to protect nature from the exploitation of other races.

The Wood Elves armies rely on a combination of a powerful treemen frontline and skilled elven archers to defeat their opponents. This symbiosis is used to great effect, allowing the Wood Elves to excel despite their lack of technology.

The elves exist in symbiosis with the magical forces of the woods and rely heavily on its use in their lives. These magical forces are so powerful that trees imbued with it come to life in order to protect it. Now that the great rift has opened they are going to have to fight hard to avoid extinction, as evil daemons set the forest ablaze.

This has forced the Wood Elves to go far out of their territory in order to tackle all enemies that threaten them.

AOFS - WOOD ELVES v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Glade Champion [1]	3+	4+	Hand Weapon (A3, AP(1))	Hero, Strider, Tough(3)	A	55pts
Eternal Leader [1]	4+	5+	Hand Weapon (A3)	Hero, Strider, Tough(3)	B	35pts
Treeman Elder [1]	5+	5+	Claws (A3, AP(1))	Furious, Hero, Strider, Tough(3)	C	30pts
Revenant Elder [1]	4+	5+	Rending Claws (A4, Rending)	Hero, Malice, Strider, Tough(3)	D	50pts
Forest Guard [1]	4+	5+	Longbow (30", A1), Hand Weapon (A1)	Strider	E	20pts
Ranger [1]	3+	4+	Great Weapon (A1, AP(2))	Monster Hunter, Strider	F	20pts
Tree Revenant [1]	4+	5+	Rending Claws (A2, Rending)	Malice, Strider	F, G	20pts
Deer Brother [1]	3+	5+	Lance (A1, Impact(1))	Fast, Furious, Impact(1), Strider	-	25pts
Deer Sister [1]	4+	5+	Javelin (12", A1, AP(1)), Hand Weapon (A1)	Fast, Impact(1), Regeneration, Strider	H	25pts
Forest Rider [1]	4+	5+	Lance (A1, Impact(1))	Fast, Impact(1), Scout, Strider	I	25pts
Forest Scout [1]	4+	5+	Bow (24", A1), Hand Weapon (A1)	Scout, Stealth, Strider	-	25pts
War Dancer [1]	3+	5+	Dual Hand Weapon (A2)	Regeneration, Strider, War Dance	F	25pts
Wild Watcher [1]	4+	5+	Shortbow (18", A1), Hand Weapon (A1)	Ambush, Eagle-Eyed, Stealth, Strider	-	25pts
Eternal Guardians [3]	4+	5+	Hand Weapons (A1)	Strider	F, J	35pts
Treemen [3]	5+	5+	Claws (A1, AP(1))	Furious, Strider	-	35pts
Treeman Brute [1]	4+	5+	Claws (A3, AP(1))	Furious, Strider, Tough(3)	-	40pts
Treeman Hunter [1]	3+	4+	Great Weapon (A3, AP(2))	Strider, Tough(3)	K	60pts
Giant Eagle [1]	4+	4+	Claws (A3)	Fast, Flying, Impact(3), Tough(3)	-	65pts
Hawk Rider [1]	3+	4+	Claws (A2), Lance (A1, Impact(1))	Fast, Flying, Tough(3)	L	70pts
Revenant Bug Rider [1]	4+	5+	Mandible (A2, Poison), Magic Weapon (A1, AP(1))	Flying, Impact(3), Malice, Regeneration, Tough(3)	F, M	75pts

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))	+5pts
Dual Hand Weapons (A6, AP(1))	+15pts

Upgrade with any:

Beast Companion (A2, AP(1))	+10pts
Great Bow (30", A3, AP(1))	+40pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Spell Weaver (Wizard(1))	+25pts
Glade Lord (Battle Call)	+30pts
Forest Warden (Protector)	+35pts

Mount on:

Horse (Fast, Impact(1), Scout)	+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 any:

Beast Companion (A2, AP(1))	+10pts
Great Bow (30", A3, AP(1))	+30pts

Upgrade with one:

Spell Weaver (Wizard(1))	+25pts
Glade Lord (Battle Call)	+30pts
Forest Warden (Protector)	+35pts

Mount on:

Horse (Fast, Impact(1), Scout)	+20pts
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C | Replace Claws:

Great Weapon (A3, AP(2))	+5pts
Scythe (A2, AP(2), Deadly(3))	+15pts

Upgrade with:

Forest Wraith (Wizard(1))	+25pts
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D | Upgrade with one:

Squirm-flies (12", A2, Poison)	+10pts
Fury-flies (18", A2, Rending)	+10pts

Upgrade with one:

Spell Weaver (Wizard(1))	+25pts
Forest Warden (Protector)	+35pts

Mount on:

Spite Wings (Ambush, Flying)	+15pts
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E | Upgrade all Longbows with one:

Precision Arrows (Ignores Cover)	+5pts
Magic Arrows (Rending)	+5pts
Barbed Arrows (AP(+1))	+5pts
Toxic Arrows (Poison)	+5pts

F | Upgrade with:

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

G | Replace Rending Claws:

Magic Weapons (A2, AP(1))	+5pts
Shortbows (18", A1, Rending), Claws (A1)	+5pts

Upgrade with:

Wings (Flying)	+5pts
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H | Replace Hand Weapon:

Magic Staffs (A1, Poison)	+5pts
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Upgrade with:

Handmaiden (Wizard(1))	+25pts
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I | Replace Lance:

Bows (24", A1), Hand Weapons (A1)	+5pts
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J | Replace all Hand Weapons:

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

K | Replace Great Weapon:

Scythes (A2, AP(2), Deadly(3))	+10pts
Heavy Bows (24", A3, AP(1)), Claws (A2)	+20pts

L | Replace Lance:

Shortbows (18", A3)	+10pts
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M | Replace Magic Weapon:

Lances (A1, Impact(1))	+5pts
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Special Rules

Battle Call: This model and all friendly units within 12" get +2 to hit rolls in melee or shooting whilst inside terrain (pick one).

Eagle-Eyed: This model shoots at Quality 2+.

Malice: Enemies get -1 to hit in melee when they attack units where all models have this rule.

Monster Hunter: This model gets AP(+2) against units where most models have Tough(3) or higher.

Protector: This model and all friendly units within 12" get +2 to Defense rolls whilst inside terrain.

War Dance: When this model fights in melee, roll one die and apply one bonus:

- 1-3: Attacks get Rending
- 4-6: Attacks get AP(+1)

Wizard Spells

Spirit Vines (4+): Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

Tree Stomp (4+): Target enemy unit within 6" takes 1 hit with AP(2) and Deadly(3).

Harmony (5+): Target 2 friendly units within 6" get Flying next time they activate.

Insect Attack (5+): Target 2 enemy units within 6" take 4 hits with AP(1) each.

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

Regrowth (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.