



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

Deep-Sea Elves are a mysterious faction of elves that lives at the bottom of the ocean far from sight. Very few have ever seen them as they only come out to raid coastal villages at night and leave no survivors as witnesses.

Little is known about the Deep-Sea Elves but legend says that they are descendants of early elves that were banished from the great forest because of their maliciousness. These elves then used powerful magic to create an underwater society that feeds on the souls of the innocent.

Their battle forces are usually made up of small groups of infantry units supported by powerful war-beasts. When going on their raids they use dark magic to allow these war-beasts to levitate on land, unleashing fearsome eels and ferocious sharks on their unsuspecting foes.

If you ever see an elf come out of the water you better run, because they are coming to get you.

AOFR - DEEP SEA ELVES v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Sea Master [1]	4+	4+	Hand Weapon (A3, AP(1))	Hero, Strider, Tough(3)	A	45pts
Scholar [1]	4+	5+	Hand Weapon (A3)	Hero, Strider, Tough(3)	B	35pts
Sea Guard [10]	5+	5+	Javelins (12", A1), Hand Weapons (A1)	Scout, Strider	C	130pts
Octopus Hybrids [5]	5+	5+	Tentacles (A2)	Stealth, Strider	-	65pts
Elf Thralls [5]	4+	5+	Great Weapons (A1, AP(2))	Furious, Strider	C	85pts
Elf Reavers [5]	4+	5+	Bows (24", A1), Hand Weapons (A1)	Quick Shot, Strider	C, D	95pts
Depth Horrors [3]	4+	4+	Hand Weapons (A2, AP(1))	Constrict, Strider, Tough(3)	C, E	130pts
Giant Crabs [3]	4+	3+	Pincers (A3, Rending)	Ambush, Strider, Tough(3)	-	175pts
Water Elementals [3]	4+	4+	Wave Strikes (A4)	Ethereal, Furious, Tough(3)	-	200pts
War-Eel Riders [5]	4+	4+	Rending Sabres (A1, Rending)	Fast, Impact(1), Strider	C, F	105pts
Sea-Wyrm Riders [3]	4+	4+	Lances (A1, Impact(1)), Toxin Jaws (A2, Poison)	Fast, Impact(3), Strider, Tough(3)	-	195pts
War-Shark Riders [1]	4+	3+	Net Launcher (12", A3, Blast(3)), Crew Attacks (A2), Jaws (A2, AP(1))	Fast, Fear, Impact(6), Strider, Tough(6)	G	170pts
Great Water Elemental [1]	4+	3+	Flood Attack (A8)	Ethereal, Fear, Furious, Tough(6)	-	165pts
Giant Kraken [1]	4+	3+	Giant Tentacles (A8), Stomp (A4, AP(1))	Constrict, Fear, Strider, Tough(12)	-	225pts
Giant War-Turtle [1]	4+	3+	Harpoon Launcher (24", A2, AP(2), Deadly(3)), Jaws (A4, AP(2)), Stomp (A4, AP(1))	Distortion Drummer, Fear, Strider, Tough(12)	-	330pts
Great Harpoon Launcher [1]	4+	5+	Mini-Harpoons (30", A6, AP(1)), Crew (A3)	Artillery, Immobile, Tough(3)	H	90pts

A | *Replace Hand Weapon:*

Lance (A3, AP(1), Impact(1))	+5pts
Halberd (A3, AP(1), Rending)	+5pts
Great Weapon (A3, AP(3))	+5pts
Dual Hand Weapons (A6, AP(1))	+10pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
High Monarch (Tide Master)	+20pts
Spirit Ledger (Soul Collector)	+30pts
Light Render (Lantern of Souls)	+35pts

Mount on:

War-Eel (Fast, Impact(1), Stealth)	+15pts
Sea-Wyrm (Fast, Impact(3), Tough(+3), Toxin Jaws (A2, Poison))	+70pts
Sea Drake (Defense +1, Fear, Tough(+6), Claws (A6, AP(1)))	+125pts

B | *Replace Hand Weapon:*

Halberd (A3, Rending)	+5pts
Great Weapon (A3, AP(2))	+5pts
Dual Hand Weapons (A6)	+10pts

Upgrade with:

Beast Companion (A2, Rending)	+10pts
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Upgrade with one:

Sea Caster (Wizard(1))	+25pts
Spirit Ledger (Soul Collector)	+30pts
Depth Scryer (Divine Navigator)	+55pts

Mount on:

Great Beast (Defense +1, Tough(+3), Toxin Tongue (A3, Poison))	+50pts
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C | *Upgrade with:*

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

D | *Replace all Bows:*

Crossbows (24", A1, Rending)	+10pts
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E | *Replace all Hand Weapons:*

Great Weapons (A2, AP(3))	+15pts
Dual Hand Weapons (A4, AP(1))	+30pts

F | *Replace all Hand Weapons:*

Lances (A1, Impact(1))	?
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Upgrade all models with one:

Electric Blasts (Constrict)	+5pts
Electric Barrier (Stealth)	+10pts

G | *Replace Net Launcher:*

Harpoon Launcher (24", A2, AP(2), Deadly(3))	+30pts
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H | *Replace Mini-Harpoons:*

Great Harpoon (30", A1, AP(3), Deadly(6))	+10pts
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Special Rules

Constrict: Enemies that roll to block melee hits from this model take one additional wound for each unmodified result of 1 that they roll.

Distortion Drummer: Once per activation, pick two friendly units within 6", which get Stealth next time they are shot at.

Divine Navigator: The hero and its unit get the Ambush special rule.

Ethereal: Counts as having Stealth, Strider, as well as Regeneration against non-spell attacks (this stacks with Regeneration).

Lantern of Souls: The hero and its unit get the Constrict special rule.

Quick Shot: This model may shoot even after using Rush actions.

Soul Collector: Once per activation, pick 2 friendly units within 12", which get +1 to their next morale test roll.

Tide Master: The hero and its unit get +1 to hit rolls in melee.

Wizard Spells

Power Tide (4+): Target 2 friendly units within 12" get AP(+1) next time they fight in melee.

Sea Storm (4+): Target enemy unit within 12" takes 5 hits.

Darkest Abyss (5+): Target 2 enemy units within 18" get -1 to hit next time they shoot.

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

Crushing Pressure (6+): Target 2 enemy units within 6" take 6 hits with AP(1) each.

High Tide (6+): Target 2 friendly units within 12" get Flying next time they activate.