



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

High Elves are an elf faction that focuses on seafaring, trade and magical knowledge. With their riches they are able to arm their soldiers with armor made of expensive materials and build one of the most formidable armies of Tyria.

Originally all elves came from the great forest, but as their society evolved some wanted to seek riches instead of living from the woods. These treacherous elves were banished and relocated along the coastal regions, forming a new for-profit society that is now known as the High Elves.

High Elves are formidable archers and their line troops are extremely diligent and well trained. They use powerful magic to help them in combat and seafaring, and once they are on land they sport formidable cavalry to destroy their enemies.

Prestigious in trade and war they see themselves as superior to other races, and really, who can fault them for that?

AOFR - HIGH ELVES v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
High Noble [1]	3+	4+	Hand Weapon (A3, AP(1))	Hero, Tough(3)	A	45pts
Champion [1]	4+	5+	Hand Weapon (A3)	Hero, Tough(3)	B	30pts
Warriors [10]	4+	5+	Hand Weapons (A1)	-	C, D	100pts
Weapon Masters [5]	3+	4+	Great Weapons (A1, AP(2))	-	C, E	85pts
Phoenix Warriors [5]	3+	4+	Halberds (A1, Rending)	Regeneration	C	100pts
Lion Warriors [5]	3+	4+	Great Axes (A2)	Fearless, Stealth	C	110pts
Archers [5]	4+	5+	Longbows (30", A1), Hand Weapons (A1)	-	C	90pts
Coast Guard [5]	4+	5+	Bows (24", A1), Spears (A1, Phalanx)	Fearless	C	100pts
Shadow Sisters [5]	3+	5+	Magic Shortbows (18", A1, Rending), Hand Weapons (A1)	Quick Shot	-	105pts
Shadow Brothers [5]	3+	5+	Shortbows (18", A1), Hand Weapons (A1)	Scout, Stealth	-	120pts
Silver Cavalry [5]	4+	4+	Lances (A1, Impact(1))	Fast, Impact(1)	C	105pts
Reaver Cavalry [5]	4+	5+	Bows (24", A1), Hand Weapons (A1)	Fast, Impact(1)	C, F	110pts
Dragon Cavalry [5]	3+	3+	Lances (A1, Impact(1))	Fast, Fearless, Impact(1)	C	140pts
Giant Eagles [3]	4+	4+	Claws (A3)	Fast, Flying, Impact(3), Tough(3)	-	190pts
Fire Phoenix [1]	3+	3+	Flame Claws (A6, Rending)	Fear, Flame Attack, Flying, Regeneration, Tough(6)	-	200pts
Ice Phoenix [1]	3+	3+	Ice Claws (A6, AP(1))	Fear, Flying, Icy Aura, Regeneration, Tough(6)	-	205pts
Bull Giant [1]	3+	3+	Greathammer (A6, AP(2)), Stomp (A4, AP(1))	Fear, Fearless, Mountain Blast, Tough(12)	G	305pts
War Chariot [1]	4+	3+	Spear Crew (A4, Impact(2)), Hooves (A2)	Fast, Impact(6), Tough(6)	H	125pts
Eagle Chariot [1]	4+	3+	Spear Crew (A4, Impact(2)), Claws (A2)	Fast, Flying, Impact(6), Tough(6)	I	145pts
Lion Chariot [1]	3+	3+	Claws (A3, AP(1)), Axe Crew (A6)	Fast, Fear, Fearless, Impact(6), Stealth, Tough(6)	-	200pts
Bolt Thrower [1]	4+	5+	Repeater Bolts (30", A6, AP(1)), Crew (A3)	Artillery, Immobile, Tough(3)	J	90pts

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))	+10pts
Dual Hand Weapons (A6, AP(1))	+20pts

Upgrade with:

Great Bow (30", A3, AP(1))	+45pts
----------------------------	--------

Upgrade with one:

Shadow Sister (Quick Shot)	+5pts
Lion Warrior (Fearless, Stealth)	+15pts
Phoenix Warrior (Regeneration)	+15pts
Shadow Brother (Scout, Stealth)	+20pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
War Prince (High Prowess)	+20pts
Mage (Wizard(1))	+25pts
Shadow Master (Hit & Run)	+30pts
Coast Warden (Protective Aura)	+35pts

Upgrade with one:

Dragon Steed (Defense +1, Fast, Impact(1))	+25pts
--	--------

Griffon (Defense +1, Fast, Fear, Flying, Tough(+6), Claws (A6, Rending))	+205pts
--	---------

Fire Phoenix (Defense +1, Fear, Flame Attack, Flying, Regeneration, Tough(+6), Flame Claws (A6, Rending))	+235pts
---	---------

Ice Phoenix (Defense +1, Tough(+6), Fear, Flying, Icy Aura, Regeneration,	+240pts
---	---------

Ice Claws (A6, AP(1))	
Dragon (Defense +1, Breath Attack, Fear, Flying, Tough(+12), Stomp (A4, AP(1)), Claws (A6, AP(1)))	+315pts

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:

Great Bow (30", A3, AP(1))	+30pts
----------------------------	--------

Upgrade with one:

Mage (Wizard(1))	+25pts
Shadow Master (Hit & Run)	+30pts
Coast Warden (Protective Aura)	+35pts

Upgrade with one:

Magic Cloud (Fast, Flying)	+20pts
Silver Steed (Defense +1, Fast, Impact(1))	+20pts
Great Beast (Defense +1, Fast, Fear, Impact(3), Tough(+3))	+80pts
Giant Eagle (Defense +1, Fast, Flying, Impact(3), Tough(+3), Claws (A3))	+85pts

C | Upgrade with:

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

D | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
Spears (A1, Phalanx)	+30pts

E | Replace one Great Weapon:

Dual Hand Weapons (A2)	+5pts
------------------------	-------

Upgrade one model with:

Spell Master (Wizard(1))	+25pts
--------------------------	--------

F | Upgrade all models with:

Beast Mounts (Scout, Strider)	+25pts
-------------------------------	--------

G | Replace Greathammer:

Dual Hammers (A8, AP(1))	+5pts
--------------------------	-------

H | Replace Spear Crew:

Bow Crew (24", A6), Crew Attacks (A2)	+25pts
---------------------------------------	--------

I | Replace Spear Crew:

Bow Crew (24", A6), Crew Attacks (A2)	+25pts
Mini Bolt Thrower (24", A2, AP(2), Deadly(3)), Crew Attacks (A2)	+40pts

J | Replace Repeater Bolts:

Heavy Bolts (30", A1, AP(3), Deadly(6))	+10pts
---	--------

Special Rules

Flame Attack: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it takes 3 hits with AP(1).

High Prowess: The hero and its unit get +1 to hit when in melee.

Hit & Run: The hero and its unit may move by up to 3" after shooting.

Icy Aura: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it gets -1 to hit next time it fights in melee.

Mountain Blast: Once per activation, before attacking, roll 2 dice. For each 2+ deal 3 hits with AP(1) to one enemy unit within 6" (this may target multiple units).

Protective Aura: The hero and its unit get the Stealth special rule.

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

Wizard Spells

Drain (4+): Target enemy model within 12" takes 1 hit with AP(4).

Modesty (4+): Target 2 enemy units within 12" get -1 to hit next time they shoot.

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

Quench (5+): Target enemy unit within 12" takes 7 hits.

Magical Surge (6+): Target friendly unit within 12" gets Impact(1) next time it charges.

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