



## About OPR

OPR ([www.onepagerules.com](http://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.

# AOFR - 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+	Claws (A4, Rending)	Hero, Malice, Strider, Tough(3)	D	50pts
Treemen [10]	5+	5+	Claws (A1, AP(1))	Furious, Strider	-	110pts
Eternal Guardians [10]	4+	5+	Hand Weapons (A1)	Strider	E, F	115pts
Tree Revenants [5]	4+	5+	Claws (A2, Rending)	Malice, Strider	E, G	95pts
Rangers [5]	3+	4+	Great Weapons (A1, AP(2))	Monster Hunter, Strider	E	100pts
War Dancers [5]	3+	5+	Dual Hand Weapons (A2)	Regeneration, Strider, War Dance	E	130pts
Forest Guard [5]	4+	5+	Longbows (30", A1), Hand Weapons (A1)	Strider	H	95pts
Forest Scouts [5]	4+	5+	Bows (24", A1), Hand Weapons (A1)	Scout, Stealth, Strider	-	115pts
Wild Watchers [5]	4+	5+	Shortbows (18", A1), Hand Weapons (A1)	Ambush, Eagle-Eyed, Stealth, Strider	-	130pts
Forest Riders [5]	4+	5+	Lances (A1, Impact(1))	Fast, Impact(1), Scout, Strider	I	120pts
Deer Brothers [5]	3+	5+	Lances (A1, Impact(1))	Fast, Furious, Impact(1), Strider	-	130pts
Deer Sisters [5]	4+	5+	Javelins (12", A1, AP(1)), Hand Weapons (A1)	Fast, Impact(1), Regeneration, Strider	J	135pts
Treeman Brutes [3]	4+	5+	Claws (A3, AP(1))	Furious, Strider, Tough(3)	-	120pts
Treeman Hunters [3]	3+	4+	Great Weapons (A3, AP(2))	Strider, Tough(3)	K	175pts
Giant Eagles [3]	4+	4+	Claws (A3)	Fast, Flying, Impact(3), Tough(3)	-	190pts
Hawk Riders [3]	3+	4+	Claws (A2), Lances (A1, Impact(1))	Fast, Flying, Tough(3)	L	205pts
Tree Giant [1]	3+	3+	Branch Weapon (A6, AP(2)), Stomp (A4, AP(1))	Fear, Strider, Tough(12)	M	255pts

## 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
Stalk Master (Wild Hunt)	+55pts

### *Mount on:*

Horse (Fast, Impact(1), Scout)	+25pts
Great Steed (Fast, Impact(3), Tough(+3))	+65pts
Giant Eagle (Fast, Flying, Impact(3), Tough(+3), Claws (A3))	+95pts
Giant Beetle (Defense +1, Tough(+12), Fear, Flying, Great Horn (A2, AP(2), Deadly(3)), Stomp (A4, AP(1)))	+310pts
Dragon (Defense +1, Breath Attack, Fear, Flying, Tough(+12), Stomp (A4, AP(1)), Claws (A6, AP(1)))	+335pts

## 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
Great Steed (Defense +1, Fast, Fear, Impact(3), Tough(+3))	+85pts
Giant Eagle (Defense +1, Fast, Flying, Impact(3), Tough(+3), Claws (A3))	+90pts

## 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
Stalk Master (Wild Hunt)	+55pts

### *Mount on:*

Spite Wings (Ambush, Flying)	+15pts
Dryad Horror (Defense +2, Tough(+6), Fear, Claws (A4, AP(2)))	+140pts

## E | *Upgrade with:*

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

## F | *Replace all Hand Weapons:*

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

## G | *Replace all Claws:*

Magical Swords (A2, AP(1))	+5pts
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## H | *Upgrade all Longbows with one:*

Precision Arrows (Ignores Cover)	+10pts
Magic Arrows (Rending)	+15pts
Barbed Arrows (AP(+1))	+15pts
Toxic Arrows (Poison)	+25pts

## I | *Replace all Lances:*

Bows (24", A1), Hand Weapons (A1)	+15pts
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## J | *Replace all Hand Weapons:*

Magic Staffs (A1, Poison)	+10pts
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### *Upgrade one model with:*

Handmaiden (Wizard(1))	+25pts
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## K | *Replace all Great Weapons:*

Scythes (A2, AP(2), Deadly(3))	+40pts
Heavy Bows (24", A3, AP(1)), Claws (A2)	+60pts

## L | *Replace all Lances:*

Shortbows (18", A3)	+35pts
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## M | *Replace Branch Weapon:*

Whip Roots (12", A6, AP(1)), Branch Strike (A6)	+15pts
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### *Upgrade with:*

Treeman Ancient (Wizard(1))	+25pts
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## Special Rules

**Battle Call:** The hero and its unit 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:** The hero and its unit 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)

**Wild Hunt:** The hero and its unit get the Ambush special rule.

## 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.