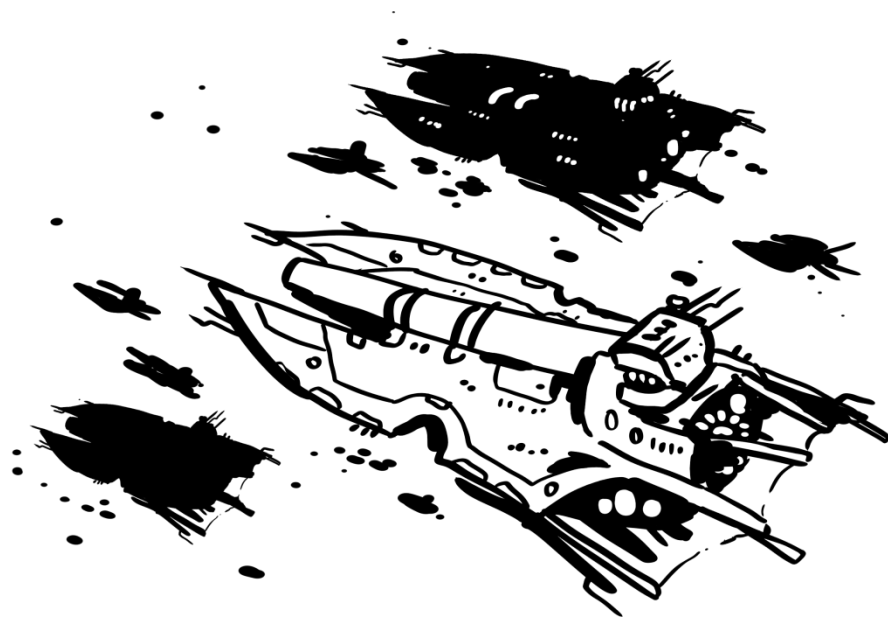


GF – High Elf Fleets v2.6



About OPR

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Thank you for playing!

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Background Story

High Elf Fleets are all that remains from the once prosperous elven empire. Only resembling humans in look, elves are a highly intelligent alien species which boasts some of the most advanced technology in the Sirius sector.

Whilst they are able to leverage this technology to boost their speed and build superior weapons, their lack of resources leads them to have warriors that focus on very specific combat roles but that won't fare well outside of that role.

A long time ago the elves ruled over the Sirius sector thanks to the use of highly sophisticated helper robots. With time the robots became fully sentient and turned against their makers in what is now known as the great machine war.

Driven off their home worlds the High Elf Fleets now reside in massive colony-ships looking to return to their former glory.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Elven King [1]	3+	3+	Shard Pistol (12", A1, Rending), CCW (A2)	Fast, Hero, Tough(3)	A	65pts
High Seer [1]	3+	4+	Shard Pistol (12", A1, Rending), Energy Sword (A2, AP(1), Rending)	Fast, Hero, Psychic(1), Tough(3)	B	85pts
Seer Council [3]	4+	4+	Shard Pistols (12", A1, Rending), Energy Swords (A2, AP(1), Rending)	Fast, Psychic Council, Tough(3)	C	200pts
Avatar of Flames [1]	2+	2+	Gaze of Doom (12", A1, AP(4), Deadly(6)), Flaming Sword (A6, AP(2)), Stomp (A2, AP(1))	Fast, Fear, Hero, Regeneration, Tough(12)	-	600pts
Storm Squad [10]	4+	5+	Shard Pistols (12", A1, Rending), CCWs (A2)	Fast	D	215pts
Defenders Squad [10]	4+	5+	Shardguns (12", A2, Rending), CCWs (A1)	Fast	E	220pts
Ranger Squad [5]	4+	5+	Sniper Rifles (36", A1, AP(1), Sniper), CCWs (A1)	Fast, Scout, Stealth, Strider	-	255pts
Avengers Squad [5]	4+	4+	Shard Carbines (18", A2, Rending), CCWs (A1)	Fast	F	130pts
Banshee Squad [5]	4+	4+	Shard Pistols (12", A1, Rending), Energy Swords (A2, AP(1), Rending)	Fast, Strider	G	150pts
Reaper Squad [5]	4+	3+	Swarm Missiles (48", A2, AP(1)), CCWs (A1)	Slow	H	140pts
Dragon Squad [5]	4+	3+	Heavy Flamethrowers (12", A6, AP(1)), CCWs (A1)	Fast	I	175pts
Scorpion Squad [5]	4+	3+	Shard Pistols (12", A1, Rending), Energy Swords (A2, AP(1), Rending)	Fast, Scout, Stealth	J	185pts
Spider Squad [5]	4+	3+	Web Spinners (12", A2, AP(1), Rending), CCWs (A1)	Ambush, Teleport	K	200pts
Hawk Squad [5]	4+	4+	Laser Blasters (24", A3), CCWs (A1)	Ambush, Fast, Flying	L	205pts
Wraith Suit Squad [5]	3+	2+	Wraith Cannons (12", A1, AP(4)), CCWs (A1)	Fearless, Tough(3)	M	520pts
Jetbike Squad [3]	4+	5+	Shard Pistols (12", A1, Rending), CCWs (A2)	Impact(1), Strider, Very Fast	N	100pts
Jetspear Squad [3]	4+	5+	Laser Spears (A1, AP(1), Impact(1)), Twin Shardguns (12", A4, Rending)	Impact(1), Strider, Very Fast	O	125pts

A | Replace CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
CCW (A2) and Shield (Regeneration)	+20pts

Replace Shard Pistol:

Shard Carbine (18", A2, Rending)	+5pts
Web Spinner (12", A2, AP(1), Rending)	+5pts
Laser Blaster (24", A3)	+10pts
Fusion Rifle (12", A1, AP(4), Deadly(6))	+20pts

Upgrade with:

Ancient Commander	+45pts
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Upgrade with one:

Spider Suit (Teleport)	+15pts
Hawk Wings (Ambush, Flying)	+15pts
Banshee Howl (Fear)	+20pts
Jetbike (Impact(1), Strider, Very Fast, Twin Shardgun (12", A4, Rending))	+25pts

B | Upgrade Psychic(1):

Psychic(2)	+20pts
Psychic(3)	+40pts

Replace Energy Sword:

Energy Spear (A2, AP(2))	Free
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Upgrade with:

Jetbike (Impact(1), Strider, Very Fast, Twin Shardgun (12", A4, Rending))	+25pts
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C | Replace any Energy Sword:

Energy Spear (A2, AP(2))	Free
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Upgrade all models with:

Jetbike (Impact(1), Strider, Very Fast, Twin Shardgun (12", A4, Rending))	+65pts
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D | Replace up to two Shard Pistols:

Flamethrower (12", A6)	+5pts
Fusion Rifle (12", A1, AP(4), Deadly(6))	+15pts

Replace up to two CCWs:

Energy Sword (A2, AP(1), Rending)	+5pts
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E | Upgrade with one:

Gun Platform (Star Cannon (36", A2, AP(2)))	+20pts
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Replace Star Cannon:

Shard Cannon (24", A3, AP(1), Rending)	+5pts
Scatter Laser (36", A4, AP(1))	+10pts
Missile Launcher – pick one to fire:	+10pts
HE (48", A1, Blast(3))	
AT (48", A1, AP(3), Deadly(3))	
Laser Lance (36", A1, AP(4), Deadly(6))	+35pts

F | Replace one Shard Carbine:

Twin Shard Carbine (18", A4, Rending)	+5pts
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Replace one Shard Carbine and CCW:

Shard Pistol (12", A1, Rending), Energy Sword (A2, AP(1), Rending)	Free
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Replace Energy Sword:

Dire Sword (A2, AP(3))	Free
CCW (A2) and Shield (Regeneration)	+5pts

G | Replace one Energy Sword:

Tri-Sling (12", A3) and CCW (A2)	Free
Execution Sword (A2, AP(1), Deadly(3))	+5pts

Replace one Shard Pistol and Energy Sword:

2x Mirror Swords (A3)	Free
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Upgrade one model with:

Banshee Howl (Fear)	+20pts
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H | Replace any Swarm Missiles:

Shot Missiles (48", A1, AP(3), Deadly(3))	+10pts
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Replace one Swarm Missiles:

Shard Cannon (24", A3, AP(1), Rending)	+5pts
Tempest Missiles (36", A2, Blast(3), Indirect)	+15pts

I | Replace any Heavy Flamethrower:

Fusion Rifle (12", A1, AP(4), Deadly(6))	+5pts
Fusion Pike (18", A1, AP(4), Deadly(6))	+10pts

J | Replace one Shard Pistol:

Scorpion Fist (12", A2, Rending)	+5pts
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Replace one Energy Sword:

Biting Sword (A2, AP(1), Poison)	Free
Replace one Shard Pistol and Energy Sword: 2x Energy Swords (A2, AP(1), Rending)	+5pts

K | Replace one Web Spinner:

Twin Web Spinner (12", A4, AP(1), Rending)	+5pts
Web Spinner Rifle (18", A2, AP(1), Rending)	+5pts

Replace one CCW:

2x Spider Blades (A1, AP(2))	+5pts
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L | Replace one Laser Blaster:

Hawk Laser (24", A3, AP(1))	+5pts
Sun Blaster (24", A3, Poison)	+5pts

Replace one CCW:

Energy Sword (A2, AP(1), Rending)	+5pts
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M | Replace all Wraith Cannon and CCWs:

2x Energy Swords (A2, AP(1), Rending)	+50pts
Distortion Guns (12", A6, Rending) and CCWs (A1)	+60pts
Energy Swords (A2, AP(1), Rending) and Shields (Regeneration)	+95pts

N | Replace all Shard Pistols and CCWs:

Twin Shardguns (12", A4, Rending)	+10pts
Shard Cannon (24", A3, AP(1), Rending)	+10pts

O | Replace one Laser Spear:

Energy Sword (A2, AP(1), Rending)	Free
Star Spear (A1, AP(4), Impact(1))	+5pts

Special Rules

Ancient Commander: The hero and his unit may move by up to 3" after shooting.

Psychic Council: This unit counts as having Psychic(X), where X is the number of models in it. Only one model in the unit may cast or block spells each round.

Teleport: When this model is activated it may teleport by up to 6" in any direction, ignoring all units and terrain.

Very Fast: This model moves 12" when using Advance and 24" when using Rush/Charge.

Psychic Spells

Hide [4+]: Target friendly unit within 12" gets the Stealth rule next time it's shot at.

Soul Seeker [4+]: Target enemy unit within 18" takes 6 automatic hits.

Creator [5+]: Target friendly unit within 12" may heal 1 wound or restore 1 model (with only 1 health left if it had Tough).

Destroyer [5+]: Target enemy unit within 18" takes 1 hit with AP(3) and Deadly(6).

Blessing [6+]: Target friendly unit within 12" gets +1 to its rolls next time it shoots.

Curse [6+]: Target enemy unit within 6" takes 1 automatic hit with AP(2) per model.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Anti-Gravity APC [1]	3+	2+	Twin Star Cannon (36", A4, AP(2)), Twin Shardgun (12", A4, Rending)	Impact(6), Strider, Tough(6), Transport(11), Very Fast	A, B, C	310pts
Anti-Gravity Tank [1]	3+	2+	Star Cannon (36", A2, AP(2)), Twin Shardgun (12", A4, Rending)	Impact(6), Strider, Tough(12), Very Fast	A, C, D, E	360pts
Heavy Jetbike [1]	3+	2+	Star Cannon (36", A2, AP(2)), Twin Shardgun (12", A4, Rending)	Impact(3), Strider, Tough(3), Very Fast	A, C, D	135pts
Combat Walker [1]	3+	2+	2x Star Cannons (36", A2, AP(2)), Stomp (A2, AP(1))	Fast, Scout, Tough(6)	C, D	215pts
Wraith Walker [1]	3+	2+	2x Shardguns (12", A2, Rending), Ghost Sword (A3, AP(3)), Stomp (A2, AP(1))	Fear, Fearless, Tough(12)	F	435pts
Support Artillery [1]	4+	2+	Distortion Cannon (24", A1, AP(4), Blast(3), Indirect), Artillery Crew (A3)	Slow, Tough(6)	G	165pts
Wraith Plane [1]	3+	2+	2x Heavy Distortion Guns (18", A1, Blast(3), Rending)	Aircraft, Psychic(2), Tough(6)	-	230pts
Hunter Plane [1]	3+	2+	2x Star Cannons (36", A2, AP(2)), Pulse Laser (48", A2, AP(3))	Aircraft, Tough(6)	H	245pts
Wraith Titan [1]	3+	2+	2x Heavy Wraith Cannons (36", A1, AP(4), Deadly(3)), Stomp (A4, AP(2))	Fear, Fearless, Tough(24)	I	875pts

A | *Replace Twin Shardgun:*

Shard Cannon +15pts
(24", A3, AP(1), Rending)

B | *Replace Twin Star Cannon:*

Twin Shard Cannon +5pts
(24", A6, AP(1), Rending)
Twin Scatter Laser (36", A8, AP(1)) +25pts
Twin Missile Launcher +30pts
– pick one to fire:
HE (48", A2, Blast(3))
AT (48", A2, AP(3), Deadly(3))
Twin Laser Lance +95pts
(36", A2, AP(4), Deadly(6))

C | *Upgrade with any:*

Hologram Field (Stealth) +25pts
Pulse Laser (48", A2, AP(3)) +40pts

D | *Replace any Star Cannon:*

Shard Cannon +5pts
(24", A3, AP(1), Rending)
Scatter Laser (36", A4, AP(1)) +10pts
Missile Launcher – pick one to fire: +10pts
HE (48", A1, Blast(3))
AT (48", A1, AP(3), Deadly(3))
Laser Lance +35pts
(36", A1, AP(4), Deadly(6))

E | *Replace Star Cannon:*

Prism Cannon +70pts
(48", A1, AP(4), Deadly(6))
Doom Cannon – pick one to fire: +120pts
HE (18", A6, AP(2), Rending)
AT (48", A1, AP(2), Blast(6), Rending)

F | *Replace any Shardgun:*

Flamethrower (12", A6) +5pts

Upgrade with up to two:

Star Cannon (36", A2, AP(2)) +25pts
Shard Cannon +25pts
(24", A3, AP(1), Rending)
Scatter Laser (36", A4, AP(1)) +35pts
Missile Launcher – pick one to fire: +40pts
HE (48", A1, Blast(3))
AT (48", A1, AP(3), Deadly(3))
Laser Lance +70pts
(36", A1, AP(4), Deadly(6))

G | *Replace Distortion Cannon:*

Vibration Cannon +10pts
(48", A3, AP(2), Anti-Air)
Shadow Cannon (48", A1, AP(1),
Blast(3), Indirect, Rending) +15pts

H | *Replace 2x Star Cannons:*

2x Laser Lances +95pts
(36", A1, AP(4), Deadly(6))

I | *Replace 2x Heavy Wraith Cannons:*

Ghost Sword (A6, AP(4)) +110pts
and Shield (Regeneration)
Sun Cannon (48", A3, AP(1), Blast(3)) +215pts
and Shield (Regeneration)

Upgrade with up to two:

Star Cannon (36", A2, AP(2)) +25pts
Shard Cannon +25pts
(24", A3, AP(1), Rending)
Scatter Laser (36", A4, AP(1)) +35pts

Special Rules

Very Fast: This model moves 12" when using Advance and 24" when using Rush/Charge.