



About OPR

OPR (onepagerules) 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 generous support of our awesome community!

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Thank you for playing!

Background Story

Wood Elves are solitary and highly intelligent being 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.

AOF - WOOD ELVES v2.4

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Forest Queen [1]	3+	3+	Great Talon (A3, AP(2), Poison)	Hero, Strider, Tough(3), Wizard(3)	A	130pts
Forest Prince [1]	3+	4+	Hand Weapon (A3)	Hero, Strider, Tough(3)	B, J	50pts
Druid [1]	4+	6+	Hand Weapon (A1)	Hero, Strider, Tough(3), Wizard(1)	C	55pts
Treeman Elder [1]	3+	4+	Claws (A4)	Furious, Hero, Strider, Tough(3)	D	55pts
Revenant Elder [1]	3+	4+	Claws (A4, AP(1))	Hero, Malice, Strider, Tough(3)	E	65pts
Treemen [10]	4+	5+	Claws (A2)	Furious, Strider	-	170pts
Tree Revenants [10]	4+	5+	Claws (A2)	Malice, Strider	F, G	180pts
Warriors [10]	4+	5+	Hand Weapons (A1)	Strider	F, H	145pts
Rangers [10]	3+	5+	Ranger Glaives (A1, AP(1))	Monster Hunter, Strider	F	200pts
Eternals [10]	3+	5+	Double-Spears (A1, AP(1), Phalanx)	Strider	F	220pts
War Dancers [10]	3+	6+	Spears (A1, Phalanx)	Regeneration, Stealth, Strider	F, I	270pts
Guardians [5]	4+	6+	Longbows (30", A1), Hand Weapons (A1)	Strider	F, J	80pts
Scouts [5]	4+	6+	Longbows (30", A1), Hand Weapons (A1)	Scout, Stealth, Strider	F, J	120pts
Lone Watchers [5]	3+	6+	Longbows (30", A1), 2x Hand Weapons (A1)	Eagle-Eyed, Scout, Stealth, Strider	F	180pts
Light Cavalry [5]	4+	6+	Hand Weapons (A1)	Ambush, Fast, Impact(1), Strider	F, K	140pts
Deer Sisters [5]	4+	6+	Javelins (12", A1, Poison), Hand Weapons (A1, Poison)	Fast, Impact(1), Regeneration, Strider	F, L	150pts
Deer Brothers [5]	3+	5+	Lances (A1, Impact(1))	Fast, Furious, Impact(1), Strider, Regeneration	F	195pts
Treeman Hunters [3]	3+	3+	Longbows (30", A1, AP(1)), Claws (A1)	Strider, Tough(3)	M	185pts
Treeman Brutes [3]	3+	3+	Claws (A3, AP(1))	Strider, Tough(3)	-	185pts
Hawk Riders [3]	4+	5+	Lances (A1, Impact(1)), Claws (A2)	Fast, Flying, Tough(3)	N	150pts
Giant Eagles [3]	3+	4+	Claws (A3)	Fast, Flying, Tough(3)	O	190pts
Tree Giant [1]	3+	2+	Branch Stomp (A6, AP(2))	Fear, Strider, Tough(6)	P	190pts

A | Upgrade with:

Great Spear +20pts
(18", A1, AP(2), Deadly(3))

Mount on:

Giant Beetle - Defense +1, +230pts
Great Horns (A6, AP(2)), Fear, Flying, Impact(3), Tough(+6)

B | Replace Hand Weapon:

2x Hand Weapons (A3) +5pts
Halberd (A3, Rending) +5pts
Great Weapon (A3, AP(2)) +5pts
Spear (A3, Phalanx) +5pts

Upgrade with:

Longbow (30", A3) +15pts

Upgrade with:

Stalk Master +30pts

Mount on:

Horse - Fast, Impact(1) +10pts
Giant Eagle - Claws (A3), Fast, Flying, Tough(+3) +65pts
Great Stag - Hooves (A2), Fast, Fear, Impact(2), Tough(+3) +80pts
Dragon - Defense +2, Claws (A6, AP(2)), Fear, Fire Breath, Flying, Tough(+6) +250pts

C | Upgrade with:

Longbow (30", A1) +5pts

Upgrade Wizard(1):

Wizard(2) +20pts

Mount on:

Horse - Fast, Impact(1) +10pts
Giant Hawk - Defense +1, Claws (A3), Fast, Flying, Tough(+3) +40pts
Unicorn - Hooves (A2), Fast, Fear, Impact(4), Tough(+3) +65pts

D | Upgrade with:

Wizard(1) +25pts

Replace Claws:

Great Weapon (A4, AP(2)) +10pts

E | Upgrade with any:

Wizard(1) +25pts
Battle Call +30pts

Upgrade with one:

Fury-flies (18", A3) +10pts
Squirm-flies (12", A6) +10pts

Mount on:

Spite Bug - Flying, Impact(1) +10pts
Dryad Horror - Defense +2, Claws (A2, AP(1)), Fear, Tough(+3) +135pts

F | Upgrade with:

Command Group (Fear) +20pts

G | Replace all Claws:

Magical Swords (A2, Rending) +15pts
Magical Glaives (A2, AP(2)) +30pts

H | Replace all Hand Weapons:

Halberds (A1, Rending) +10pts
2x Hand Weapons (A1) +15pts
Great Weapons (A1, AP(2)) +15pts
Spears (A1, Phalanx) +30pts

Upgrade one model with:

Harpoon (A1, AP(2), Deadly(3)) +10pts

I | Replace all Spears:

2x Hand Weapons (A1) +10pts

J | Upgrade all Longbows with one:

Precision Arrows (Ignores Cover) +5pts
Toxic Arrows (Poison) +5pts
Magic Arrows (Rending) +10pts
Rapid-Fire Arrows (+1A) +20pts
Barbed Arrows (AP(+2)) +20pts

K | Replace all Hand Weapons:

Lances (A1, Impact(1)) +15pts

Upgrade all models with:

Longbows (30", A1) +20pts

L | Upgrade one model with:

Wizard(1) +25pts

M | Replace all Longbows and Claws:

Great Weapons (A3, AP(2)) +10pts
Scythes (A3, AP(1), Deadly(3)) +25pts

N | Upgrade all models with:

Longbows (30", A1) +10pts

O | Upgrade all models with any:

Metal Spurs (AP(1) in melee) +10pts
Swoop Attacks (Impact(+1)) +10pts

P | Upgrade with:

Whip Roots (12", A3, AP(1)) +10pts

Upgrade with one:

Wizard(1) +25pts
Wizard(2) +45pts

Special Rules

Battle Call: The hero and his unit get +1 to their hit rolls in melee.

Eagle-Eyed: Whenever this unit shoots pick one of the following shot types:

- **Rapid:** +1A when shooting
- **Precise:** AP(+2) when shooting

Malice: Enemy units get -1 to their rolls when fighting in melee with this unit.

Monster Hunter: This model gets AP(+2) when fighting units with Tough(3) or higher.

Stalk Master: The hero and his unit get +1 to melee and shooting when in difficult terrain.

Wizard Spells

Vines (4+): Target unit within 12" immediately loses all enemy spell effects.

Harvest (4+): Target enemy unit within 12" takes 8 automatic hits.

Harmony (5+): Target friendly unit within 12" gets +1 to melee rolls next time it fights.

Tree Stomp (5+): Target enemy unit within 12" takes 4 automatic hits with AP(4).

Regrowth (6+): Target friendly unit within 18" gets the Regeneration rule next time it takes wounds.

Insect Attack (6+): Target enemy unit within 12" takes 1 hit per model.