

AGE OF FANTASY – MISSION CARDS v3.0.0

General Principles

Mission Cards: These rules were created to give players a dynamic way to play, with shifting mission objectives.

Print & Play: Print and cut all 36 cards. We recommend inserting them all in card sleeves, and you can also insert a regular playing card for rigidity.

Roll & Play: If you prefer you can also choose not to cut out the mission cards, but instead roll two dice to determine a random card. To do this roll each die one at a time, where the result of the first one stands for decimals whilst the result of the second one stands for units. Then check the top left number of the cards to see which one you got. Note that this method can only be used when playing with fixed decks.

Example: A player rolls two dice, with the first result being a 2 and the second result being a 1. This would mean that card 21 (Seize 1) is chosen.

Fixed Deck Games: Pick one of the following game types to play with the standard deck of 36 cards:

- Battle of Wits
- Total Domination

Custom Deck Games: Pick one of the following game types to play with custom decks of 18 cards:

- Direct Challenge
- Strategic Ruse
- Planned Gambit
- Coordinated Recovery
- Logistical Supremacy
- Tactical Paragons

General Rules

Objectives: Place 6 objective markers. Players roll-off to go first and alternate in placing one marker each outside of deployment zones and over 9" away from each other.

Controlling Markers: At the end of each round, if a unit is within 3" of a marker while enemies aren't, then it's seized and remains seized even after leaving. Shaken units can't seize markers and if units from both sides are contesting a marker, then it becomes neutral again.

Victory Conditions: The game ends after 4 rounds, and the player that scored most victory points wins.

Optional - Final Objectives: At the end of the game, players get 1 VP for each objective that they seized.

Fixed - Battle of Wits

Players compete in completing as many of their own objectives as they can before the end of the game.

Personal Decks: Each player gets a personal deck of 36 mission cards.

Generating Missions: At the beginning of each round, players draw cards from their own deck until they have 3, which are placed face up on the table.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards. If they did, then they must score the one worth most victory points, and discard that card from the game.

Discarding Cards: After scoring cards, each player may discard one of their remaining cards from the game.

Fixed - Total Domination

Players compete in completing the same set of objectives before the game ends, racing to be the first to complete them.

Shared Deck: Both players share a single deck of 36 mission cards.

Generating Missions: At the beginning of each round, draw cards from the shared deck until there are 3, which are placed face up on the table.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of the cards. If they did, then they must score the one worth most victory points, and discard that card from the game. In case of a tie neither player scores it.

Discarding Cards: At the end of each round, the player with the lowest total score may discard one of the remaining cards from the game.

AGE OF FANTASY – MISSION CARDS v3.0.0

Custom Deck Rules

Preparing Decks: After deployment, each player must put together a deck of 18 unique cards, chosen from the standard 36 cards.

Generating Missions: At the beginning of each round, players draw cards from their own deck until they have 5 cards in their hand, and then they must place cards face up on the table until they have 3 cards in front of them.

Hidden Mission: Whenever players are placing cards on the table, they may place one of them face down, if they don't already have a card that is face down on the table. Players may turn their hidden card face up at any time.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards on the table. If they did, then they must score the one worth most victory points, and discard that card from the game.

Discarding Cards: After scoring cards, each player may discard one of their remaining cards from the game.

Optional - Mulligans: At the beginning of the first round, after drawing 5 cards, players may opt to mulligan. The cards are shuffled back into the deck, and the player draws a new hand of 4 cards.

Custom - Direct Challenge

The players must challenge their opponent to complete specific missions.

Special Rules: At the beginning of each round, each player must select one of their opponent's cards to be their challenge card for that round. Whenever a challenge card is scored, the player gets +1 VP for it.

Custom - Strategic Ruse

The winning player must reveal all of their cards, whilst their opponent may keep all of their cards hidden.

Special Rules: At the beginning of each round after the first, the player with the highest total score must turn all of their hidden cards face up, and the player with the lowest total score may turn any of their cards face down. In case of a tie, each player must turn their cards face up/down until they only have up to one card that is face down again.

Custom - Planned Gambit

The players may force their opponent to change their active mission cards.

Special Rules: At the beginning of each round, after cards have been placed on the table, each player may select one of their opponent's cards, and return it to their hand. The opponent must then place another one of their cards on the table to replace it.

Custom - Coordinated Recovery

The players may shuffle discarded missions back into their deck.

Special Rules: At the end of each round, after scoring and discarding cards, each player may select up to two cards from their discard pile and shuffle them back into their deck.

Custom - Logistical Supremacy

The winning player may hold additional mission cards in their hand.

Special Rules: At the beginning of each round after the first, if one player has seized more objective marker than their opponent, they may draw cards until they have 6 in their hand instead of 5.

Custom - Tactical Paragons

The players may pick specific missions to be completed by their heroes.

Special Rules: At the beginning of each round, each player may select one of their own cards to be their paragon card for that round. Paragon cards may only be scored by units containing a hero, and the player gets +1 VP for it.

11 SEIZE 1

Control objective marker 1.

IVP

12 SEIZE 2

Control objective marker 2.

IVP

13 SEIZE 3

Control objective marker 3.

IVP

14 SEIZE 4

Control objective marker 4.

IVP

15 SEIZE 5

Control objective marker 5.

IVP

16 SEIZE 6

Control objective marker 6.

IVP

21 SEIZE 1

Control objective marker 1.

IVP

22 SEIZE 2

Control objective marker 2.

IVP

23 SEIZE 3

Control objective marker 3.

IVP

24 SEIZE 4

Control objective marker 4.

1VP

25 SEIZE 5

Control objective marker 5.

1VP

26 SEIZE 6

Control objective marker 6.

1VP

31 HOLD 1

Control objective marker 1 at the beginning and end of the same round.

2VP

32 HOLD 2

Control objective marker 2 at the beginning and end of the same round.

2VP

33 HOLD 3

Control objective marker 3 at the beginning and end of the same round.

2VP

34 HOLD 4

Control objective marker 4 at the beginning and end of the same round.

2VP

35 HOLD 5

Control objective marker 5 at the beginning and end of the same round.

2VP

36 HOLD 6

Control objective marker 6 at the beginning and end of the same round.

2VP

41 ON THE MARCH

Have no units from your army in your deployment zone.

1VP

42 DELVE DEEP

Have at least one unit within the enemy's deployment zone.

1VP

Have at least three units within the enemy's deployment zone.

2VP

43 HOLD THE LINE

Have at least three units within your deployment zone whilst no enemy units are within your deployment zone.

This card can't be scored at the end of round 1.

1VP

44 SHIFTING STRATEGY

Roll a D6 when you draw this card. Control that objective marker.

1VP

Control that objective marker after it was controlled by the enemy at the start of the round.

2VP

45 AREA DOMINANCE

Control any three objective markers.

2VP

46 TOTAL DOMINANCE

Control all objective markers.

5VP

51 VOLLEY FIRE

Destroy one enemy unit with a ranged attack.

1VP

Destroy three or more enemy units with ranged attacks.

2VP

52 CHARGE

Destroy one enemy unit in melee.

1VP

Destroy three or more enemy units in melee.

2VP

53 CUT THEM DOWN

Destroy one enemy unit.

1VP

Destroy three or more enemy units.

2VP

Destroy six or more enemy units.

5VP

54 **OUTFLANK**

No enemy units within 6" of the center of the battlefield.

1VP

No enemy units within 12" of the center of the battlefield.

2VP

55 **TERRIFY**

One enemy unit fails a morale test.

1VP

Three or more enemy units fail a morale test.

2VP

56 **ARCANE CHANNELING**

Successfully cast one spell.

1VP

Successfully cast three or more spells.

2VP

61 **SLAY THE KING**

In this or any previous round, destroy the enemy Hero with the highest Tough value.

In case of a tie in Tough values any of the models counts.

2VP

62 **SPELLBREAKER**

Destroy an enemy model with the Caster rule.

1VP

63 **CLEANSE THE SKIES**

Destroy an enemy unit with the Flying rule.

1VP

64 **EXECUTIONER**

Destroy one enemy model with the Hero rule.

1VP

Destroy three or more enemy models with the Hero rule.

2VP

65 **BIG GAME HUNTER**

Destroy an enemy unit with Tough(6) or higher.

1VP

Destroy an enemy unit with Tough(12) or higher.

2VP

66 **TAKE NO PRISONERS**

Win a melee by three or more wounds.

1VP

Win a melee by six or more wounds.

2VP