

AGE OF FANTASY: REGIMENTS v3.2.0

General Principles

The most important rule: Whenever the rules are unclear, use common sense and personal preference. Have fun!

Quality Tests: Roll one six-sided die, and if you score the unit's quality value or higher, then it's a success.

Modifiers: Regardless of modifiers, rolls of 6 are always successes, and rolls of 1 are always fails.

Preparation

The Armies: The players put together two armies of equal points before the game begins (we recommend 750pts to start, and 1500pts for a full match).

Regiments: Units must be in formations of 5 models per row with 5/10 models, and 3 models per row with 3/6 models.

Combined Units: Players may combine two copies of the same multi-model unit into a single unit, if upgrades that apply to all models are bought for both.

Force Org. (optional): Players may only bring up to 1 hero per 500pts in their army, and only 1+X copies of the same unit, where X is 1 per 750pts in their army (combined units count as one). No single unit may be worth over 35% of total points, and armies may only have max. of 1 unit per 150pts.

Example: At 1500pts, max. 3 heroes, max. 3 copies of each unit, no unit worth over 525pts, and max. 10 units in total.

The Battlefield: The game is played on a flat 6'x4' surface, with at least 5-10 pieces of terrain on it. The game can be also played on smaller surfaces, as long as armies deploy at least 24" apart.

Mission: Place D3+2 objectives. Players roll-off to go first, and then alternate in placing one marker each outside of deployment zones, and over 9" away from each other. 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. The game ends after 4 rounds, and the player that controls most markers wins.

Deployment: Players roll-off, and the winner picks a long table edge as their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within 12" of their table edge, starting with the player that won the deployment roll-off.

Playing the Game

The game is played in rounds, with players alternating in activating one unit each, starting with the player that won the deployment roll-off. Each new round the player that finished activating first on the last round gets to start.

Activation

The player picks one unit, and it must do one of the following:

Action	Move	Notes
Hold	0"	Shoot after pivoting.
Advance	6"	Shoot after moving.
Rush	12"	Can't shoot.
Charge	12"	Moves into melee.

Movement

When using Hold actions, units may pivot by up to 180°, and when using Advance, they may pivot once by up to 90° at any point. Units using Advance actions may also move sideways or backward by up to half their move instead. When using Rush or Charge, they may pivot by up to 90° before moving, and they may only move in a straight line. Units may only move within 1" of other units when charging.

Shooting

Models in range and line of sight of enemies in their front arc may fire all ranged weapons, and may fire at up to two different targets with different weapon types. Shooting models take one quality test per attack, and each success is a hit. For each hit defending units roll one die trying to score their Defense value or higher, and each fail causes one wound. For each wound, the defender must remove one model from the back row, maintaining formation.

Melee

Charging units must move into base contact with the target, and shuffle to maximize contact, then defenders must do the same. Models from the two front rows may strike with all their melee weapons, which works like shooting. Then the defending unit may choose to strike back, but doesn't have to. Once both units are done, the loser must take a morale test. If one of the two units is destroyed, the other may pivot by up to 180° or move by up to 3" in any direction, else the charging unit must move back by 1" (if possible).

Fatigue: Models only hit on unmodified results of 6 in melee until the end of the round after they charge or strike back.

Morale

Morale Tests: Whenever a unit takes wounds that leave it with half or less of its total size or tough value (for units with a single model), or it loses a melee, it must take a morale test. Take a quality test, and if failed it is Shaken until the end of its next activation. Shaken units count as fatigued, always fail morale tests, and may only pivot by up to 90° when activated, but otherwise stay idle.

Melee Results: Units in melee don't take morale tests from wounds. Instead they compare the number of wounds each unit caused, plus the number of full rows they have. The unit with the lowest total loses, and must take a morale test. If the test is failed whilst the unit is down to half or less of its total size or tough value, then it Routs (remove from play), else it is Shaken instead.

Terrain

Cover Terrain: Units with most models in or behind cover get +1 to Defense rolls when blocking hits from shooting.

Difficult Terrain: Units moving through difficult terrain can't move more than 6" in total at a time.

Dangerous Terrain: Models moving across dangerous terrain- or that activate in it- must roll one die (or as many as their tough value), and for each roll of 1 the unit takes one wound.

SPECIAL RULES

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere over 12" away from enemy units. If both players have Ambush, roll-off to see who goes first, and alternate deploying units. Units that deploy like this on the last round can't seize or contest objectives.

AP(X): Targets get -X to Defense rolls when blocking hits.

Blast(X): Each attack ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Caster(X): Gets X spell tokens at the beginning of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. This model and other casters within 18" in line of sight may spend any number of tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Counter: Strikes first with this weapon when charged, and the charging unit gets -1 total Impact attacks (per model with this rule in the front rank).

Deadly(X): Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the target is killed.

Entrenched: Enemies get -2 to hit when shooting at this model from over 9" away, as long as it hasn't moved since the beginning of its last activation.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear(X): Counts as having dealt +X wounds when checking who won melee.

Fearless: When failing a morale test, roll one die. On a 4+ it's passed instead.

Flying: May go through obstacles and ignores terrain effects when moving.

Furious: When charging, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Immobile: May only use Hold actions.

Impact(X): Roll X dice when attacking after charging (may not be fatigued), for each 2+ the target takes one hit.

Indirect: May target enemies that are not in line of sight, and ignores cover from sight obstructions, but gets -1 to hit rolls when shooting after moving.

Lance: Gets AP(+2) when charging.

Limited: May only be used once.

Poison: Wounds can't be regenerated, and must re-roll unmodified Defense rolls of 6 when blocking hits.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Relentless: When using Hold actions and shooting, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).

Reliable: Attacks at Quality 2+.

Rending: Wounds can't be regenerated, and unmodified results of 6 to hit count as having AP(4).

Scout: This model may be deployed after all other units, and may then move by up to 12", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units.

Slow: Moves -2" when using Advance, and -4" when using Rush/Charge.

Sniper: Shoots at Quality 2+, and may pick one model in a unit as its target, which is resolved as if it's a unit of 1.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider: May ignore the effects of difficult terrain when moving.

Tough(X): This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Transport(X): May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Units may deploy inside or embark by moving into contact, and may use any move action to disembark, but must stay within 6" of it. When a transport is destroyed, units inside must take a dangerous terrain test, are immediately Shaken, and surviving models must be placed within 6" of the transport before removing it.

Command Groups

Each unit may only have one of each of the following upgrades.

Sergeant: This model gets +1 to hit when attacking.

Musician: This model and its unit get +1" when using move actions.

Banner: This model and its unit get +1 to morale test rolls.