AGE OF FANTASY: SKIRMISH 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 150pts to start, and 250pts for a full match).

Force Org. (optional): Players may only bring up to 1 hero per 125pts in their army, and only 1+X copies of the same unit, where X is 1 per 125pts in their army. No single unit may be worth over 35% of total points, and armies may only have max. of 1 unit per 25pts, and max. 1 model per full 15pts.

Example: At 250pts, max. 2 heroes, max. 3 copies of each unit, no unit worth over 85pts, max. 10 units in total, and max. 16 models in total.

The Battlefield: The game is played on a flat 4'x4' surface, with at least 15-20 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. Stunned 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 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"	Can shoot.
Advance	6"	Shoot after moving.
Rush	12"	Can't shoot.
Charge	12"	Moves into melee.

Movement

Unit members must stay within 1" of at least one other member, and within 6" of all other members. Units may only move within 1" of other units when charging, and may only charge if at least one charging model can reach base contact with one model from the target unit.

Shooting

Models in range and line of sight 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. Then check the wound effects section to see what happens to the unit.

Melee

Charging models must move into base contact with the target, or as close as possible, and then defenders must do the same by moving up to 3". Models within 2" of enemies may strike with all their melee weapons, which works just like shooting. Then the defending unit may choose to strike back, but doesn't have to. If one of the two units is destroyed, the other may move by up to 3", else the charging units 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.

Wound Effects

Whenever a model takes one or more wounds, place one marker next to it for each wound. Then roll one die, and add the number of markers to the result to see what happens:

- **2-5:** Stunned
- **6+:** Knocked Out

Knocked Out: Remove from play.

Stunned: The model is Stunned until the end of its next activation (place it on its side to show this). Stunned models fail morale tests automatically, must stay idle, and can't strike back. If a Stunned model takes any hits from shooting, or is charged again, then it is Knocked Out.

Groups & Wounds: Whenever a unit with multiple models takes wounds, each wound kills one model, until only one last model remains. Only the last model accumulates wounds and rolls to see if it's Stunned or Knocked Out.

Morale

Morale Tests: To take a morale test, the unit simply takes one Quality test.

Rout Tests: If at the end of any round an army is down to half of its starting units or less, then all of its units must take a morale test. If the test is failed, the unit is Stunned, whilst already Stunned units Rout instead (remove from play).

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 9" 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 objective markers.

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 than one hit per model. Must split all hits evenly among enemy models within 3" of a single model (target picks how).

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).

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.

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

Fear(X): Counts as having dealt +X wounds when checking wound effects (must deal at least one wound from attacks to check wound effects).

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, and automatically passes jumping rolls.

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

Hero: Friendly units within 12" may take morale tests using the hero's Quality and special rules, as long as it isn't Stunned.

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.

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, and only needs 2+ to pass jumping rolls.

Tough(X): This model only rolls to see what happens from wounds once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more. When Stunned and hit by shooting or charged, this model takes 1 wound instead of being Knocked Out, unless it already has X or more wounds.

Example: A model with Tough(3) only rolls to see what happens from wounds once it has taken at least 3 wounds, and is Knocked Out on rolls of 8 or more.

Command Groups

Each army may only have one model with one of the following upgrades.

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

Musician: This model and all friendly units within 12" get +1" when using move actions.

Banner: This model and all friendly units within 12" get +1 to morale tests.

Special Movement

Pushing: Whenever a model rolls a Stunned result, the attacker may try to push it away. Roll one die, and on a 4+ the attacker may move the model by up to 2" in any direction.

Falling: If a model is falls or is pushed off an elevated position at least 2" tall, it takes 1 hit with AP(X), where X is AP(+1) for every full 3" it fell. Then place the model within 2" of the bottom, and its activation ends immediately. For units with multiple models, falling kills the model instead, until only one last model remains (and takes hits).

Jumping: Models may cross 1" gaps or drop off 3" of elevation as regular movement, but they must jump to cross gaps or drop off elevation of up to 6". Roll X+1 dice, trying to score 3+, where X is one die for every full 3" it wants to move. If all rolls are successes, then the model may cross the distance, without counting it towards its move. If any roll is failed, then the model falls instead.