



AGE OF FANTASY
SKIRMISH

**ONE
PAGE
RULES**



AGE OF FANTASY

On a wounded world, new realms struggle to survive over the ashes of old empires.

The Human Empire fell when the world beneath it cracked. In an instant, its ancient capital and last emperor were swallowed into the earth and lost forever. A massive wound now cuts through the continent, winding and splitting the land itself.

It is an age of war in the lands of Tyria, where the peace and order of the last era have collapsed and new powers have begun to emerge. A vast land of many peoples and kingdoms, no corner of Tyria has been left completely untouched by the opening of the Great Rift.

Daemonic howls haunt the land, from the frigid north to the once peaceful Elven shores. In the Western steppe lands, Dwarven berserkers bring the fire and fury of their new gods to bear against the thick armour of their Orcish foes. While beneath the sea, ancient powers, once driven into hiding, now plot their return to a now weakened and fractured surface. In the Southern deserts, even death offers no escape for the cursed souls of the people there.

As all this unfolds, others have begun to pour into Tyria from different planes of existence. Civilizations once lost have returned under new gods, while others have come unbidden to hunt the Daemons plaguing Tyria. Strange and fantastic creatures have arrived as well, intent on carrying out their own goals, only vaguely understood by the people of Tyria.

It is a time of otherworldly monsters, legendary heroes and unlikely alliances. An era of wonders and ambition, as well as calamity and horror.

How will you forge your path in this age of fantasy?



AGE OF FANTASY: SKIRMISH v3.2.0

Introduction

Age of Fantasy: Skirmish is a miniature wargame set in a dark magical world, which is played using 32mm miniatures.

The game mechanics are designed to be easy to learn but hard to master, bringing engaging fantasy battles for new and experienced players alike.

This rulebook is divided into 4 sections:

- **Basic Rules** - Everything you need to play the game, with plenty of diagrams and examples.
- **Advanced Rules** - Extra rules that you can use on top of the basic rules to spice up the game.
- **Total Conversions** - Rules that radically modify the base rules and provide a new experience.
- **Additional Content** - Extra content that is available on our website, added here for your convenience.

We recommend that you start off by playing with just a few advanced rules first, and then gradually add more as you get more comfortable with them.

Once you feel like you've gained a good understanding of the game, you can then try out the total conversions, which provide a radically different experience from the base rules.

About OPR

OPR (www.onepagerules.com) 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 support of our awesome community.

If you want to help us in making more awesome content, you can support us on Patreon: www.patreon.com/onepagerules

Thank you for playing!



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GENERAL PRINCIPLES

The Most Important Rule

When playing a complex game there are going to be occasions where a situation is not covered by the rules, or a rule does not seem quite right. When that is the case use common sense and personal preference to resolve the situation.

If you and your opponent cannot agree on how to solve a situation, use the following method in the interest of time.

Roll one die. On a result of 1-3 player A decides, and on a result of 4-6 player B decides. This decision then applies for the rest of the match, and once the game is over you can continue to discuss the finer details of the rules.

Scale Conventions

This game was written to be played with 32mm scale models in mind, which are mounted on round bases. These bases come in various sizes, and we recommend that you always mount miniatures on the bases they come with.

Here are some rough guidelines for model and base sizes:

- **Infantry:** 32mm tall on 20mm/32mm round bases
- **Large Infantry:** 50mm tall on 40mm/50mm round bases
- **Cavalry:** 40mm tall on 60mm oval bases

Note that the base size that you use doesn't matter, as long as you keep base sizes consistent across all models.

Models & Units

In the rules, individual miniatures are referred to as models, whilst groups of one or more models are referred to as units.

This means that when a rule applies to a unit it applies to all miniatures within that unit, whilst if a rule applies to a model it only applies to one individual miniature.

Unit Stats

Units come with a variety of statistics that define who they are and what they can do.

- **Name [Size]:** The name and number of models.
- **Quality:** The score needed for attacks and morale.
- **Defense:** The score needed for defense.
- **Equipment:** Any weapons and gear the unit has.
- **Special Rules:** Any special rules the unit has.
- **Cost:** How many points it costs to take this unit.

Dice

To play the game you are going to need some six-sided dice, which we will refer to as D6. Depending on how many models you are playing with, we recommend having at least 10 to 20 dice to keep things fast.

Additionally, we recommend having dice of multiple colors so that you can combine them for faster rolling. Whenever a unit is using multiple weapons, you can use different colors for each weapon, and then roll them all at once.

Sometimes the rules will refer to different types of dice, for example D3, 2D6 and D6+1. There are many types of dice, but the notation remains the same, so just apply the following explanations to all types of weird dice you come across.

- **D3:** To use these dice, simply roll a D6 and halve the result, rounding up.
- **2D6:** To use these dice, simply roll two D6 and sum the results of both dice.
- **D6+1:** To use these dice, simply roll a D6 and add 1 to the result.

Re-Rolls

Whenever a rule tells you to re-roll a dice result, simply pick up the number of dice you have to re-roll, and roll them again. The result of the second roll is the final result, even if it's worse than the first. A die roll may only be re-rolled once, regardless of how many rules apply to it.

Roll-Offs

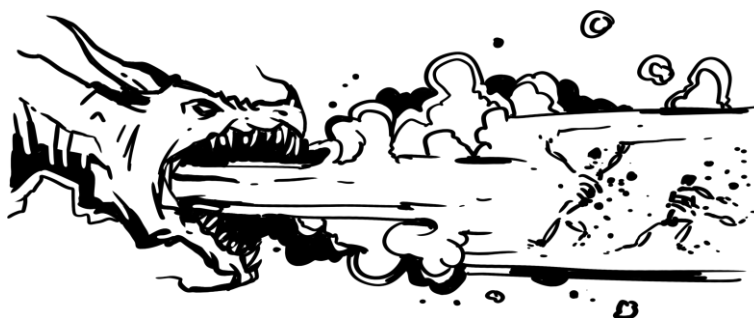
Whenever a rule tells you to roll-off, all players involved in the roll-off must roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

Quality Tests

During the game you will be required to take Quality tests in order to see if a unit succeeds at doing various things such as hitting its targets or passing morale tests.

Whenever a rule states that a unit must take a Quality test, roll one die. If you score the unit's Quality value or higher, then it counts as a success, else it counts as a fail.

Example: A model with Quality 4+ must take three Quality tests. The player rolls three dice and scores a 3, a 4 and a 5. This means that the model gets two successes (the 4 and the 5), and one fail (the 3).



Modifiers

Throughout the game there are going to be rules that apply modifiers to your die rolls. These will usually raise or lower the value of a unit's roll results by either +1 or -1, but the exact number may vary.

Whenever a modifier applies to one of your rolls, simply add or subtract the value from the roll and the new value counts as the final result, however a roll of 6 always counts as a success and a roll of 1 always counts as a fail, regardless of how much it is being modified by.

Example: A model with Quality 4+ must take three Quality tests with a -1 modifier. The player rolls three dice and scores a 3, 4 and 5. Because of the modifier the final result is a 2, a 3 and a 4. This means that the model gets one success (the 4), and two fails (the 2 and the 3).

Weapons

All weapons in the game are separated into two categories: ranged weapons and melee weapons. Ranged weapons have a range value and can be used for shooting, whilst melee weapons don't have a range value and can be used in melee.

Weapons profiles are represented like this:

- Name (Range, Attacks, Special Rules)

Example: Heavy Rifle (24", A1, AP(1))

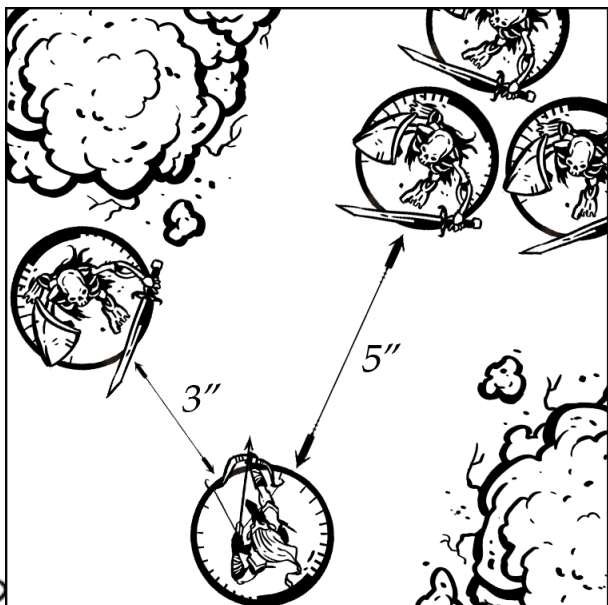
Measuring Distances

To play the game you are going to need a ruler marked in inches, which you may use to measure distances at any time.

Distances are usually measured from a model's base, however if a model has no base, then all distances are measured from its hull or torso, depending on the model.

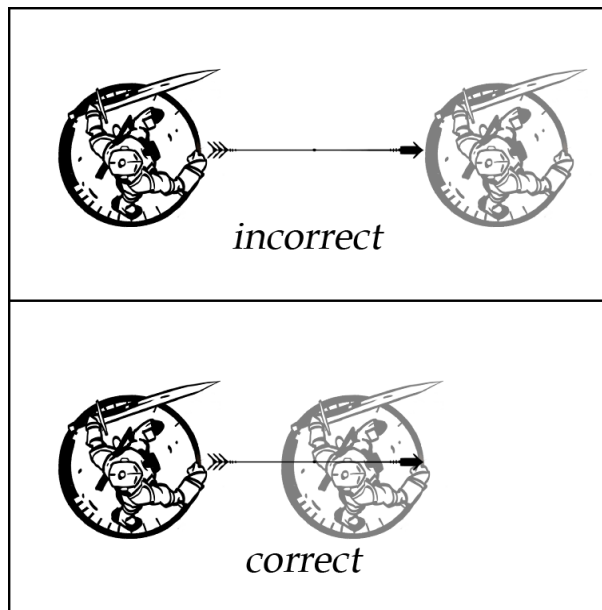
When measuring the distance between two models you always measure from/to the closest point of their bases.

When measuring the distance between two units you always measure from/to the closest model in each unit.



Measuring Movement

When measuring how far a model moves always measure so that no part of its base moves further than the total distance.



Note that whilst all examples here show round bases, these movement restrictions apply in the same way to models on bases of different shape or models without a base.

Line of Sight (LoS)

When playing the game, line of sight is used to determine if a model can see another model for any purpose.

Depending on how strict players want to be with line of sight, they need to agree on using one of the following methods before the game begins:

- Basic Line of Sight (aka True LoS)
- Top-Down Line of Sight (aka 2D LoS)
- Volumetric Line of Sight (aka 3D LoS)

Each one of these methods is more complex than the other, and we recommend playing with basic line of sight for your first match, and only switch to another more complex method if you find it not to be precise enough for your needs.

Note that no matter which method you use, the following rules always apply to line of sight:

- Models can always see in all directions, regardless of where the miniature is actually facing.
- Models may always ignore friendly models from their own unit for the purpose of line of sight.
- Models may not see through solid obstacles, including the perimeter of other units (friendly or enemy).
- Models always have line of sight to themselves, and may target themselves (unless stated otherwise).

Basic Line of Sight (aka True LoS)

When playing with basic line of sight, models can see targets based on the actual line of sight of the physical miniature.

To determine line of sight, simply get down to the eye level of the miniature, and check if it can see the target. If the target is visible, then the model has line of sight.

When using this method, we recommend that models should see at least 10% of the target in order to have line of sight, to avoid discussions over ambiguous edge cases.

Top-Down Line of Sight (aka 2D LoS)

When playing with top-down line of sight, models can see targets by drawing lines between their bases, and obstructions block sight based on their assigned height.

Before the game begins, players must assign a height value to all units and terrain. As a guideline, height can be defined as a value of $X+1$, where X is the actual height of the physical item.

Example: A 2" high building counts as being height 3.

The same guidelines apply to models, but you can also use the following pre-set heights to speed up preparation:

- Height 1 - Swarms
- Height 2 - Infantry, Artillery
- Height 3 - Large Infantry, Cavalry, Chariots
- Height 4 - Large Cavalry, Monsters, Vehicles
- Height 5 - Large Monsters, Giants
- Height 6 - Titans

When standing on top of terrain, units add its height to their own, and the total counts as their new height value.

Example: A height 2 infantry models standing on a height 3 building counts as being height 5.

To determine line of sight, simply draw a straight line from any point of the model's base to any point of the target's base. If the line doesn't pass through any obstacles or units of same height or higher than both models, then the model has line of sight.

When using this method, we recommend counting all models and terrain pieces of the same type as being the same height, to avoid having to constantly have to measure heights.

Volumetric Line of Sight (aka 3D LoS)

When playing with volumetric line of sight, models can see targets by drawing lines between imaginary volumes, with heights defined by their base sizes.

Before the game begins, players must assign a height value in inches to all units. Each model occupies a volume of space of that height above its base, determined by its base size. As a guideline, height can be defined based on the typical size of models that are mounted on those base types.

For models without a base, measure their actual height and define an area around their centre as being their base size for determining how large their volume is.

Whilst not an exhaustive list, here are some pre-set heights you can use to speed up preparation:

- 25mm Base - Height 1"
- 32mm Base - Height 1.25"
- 40mm Base - Height 1.5"
- 50mm Base - Height 2"
- 60mm Base - Height 3"
- 100mm Base - Height 4"

To determine line of sight, simply draw a straight line from any point of the model's volume to any point of the target model's volume. If the line doesn't pass through any obstacles or unit volumes, then the model has line of sight.

When using this method, we recommend building simple paper cylinders with the volume of each base size before playing, which can be used during the game in place of models to determine line of sight more easily.



PREPARATION

Preparing the Battlefield

You are going to need a flat 4'x4' surface to play on, which is usually referred to as "the battlefield" or "the table". Note that the game can be also played on smaller surfaces, as long as armies deploy at least 24" apart.

Whilst we recommend playing on a table, you can of course play on the floor, on a bed, or wherever else you have space.

Once you have found a space to play, you are going to have to place at least 15 pieces of terrain on it, though we recommend using 20 or more to keep things interesting. Whilst it's always nice to play with great looking pieces of terrain, you can simply use household items such as books or cups as terrain pieces.

There are no specific rules on how you should place terrain, but we have provided some general guidelines in the terrain section of this book to help you get started.

Placing Objectives

After the table has been prepared, you and your opponent must set up D3+2 objective markers on the battlefield.

The players roll-off and the winner picks who places the first objective marker. Then the players alternate in placing one marker each outside of the deployment zones, and over 9" away from other markers (note that markers can't be placed in unreachable position, like impassable terrain).

The Mission

At the end of each round, if a unit is within 3" of a marker whilst no enemies are, then it counts as being seized.

Markers remain seized even if the unit moves away, however Stunned units can't seize or stop others from seizing them.

If units from both sides contest a marker at the end of a round then it becomes neutral.

After 4 rounds have been played, the game ends, and the player that controls most markers wins.

Preparing your Army

Before the game begins, you and your opponent are going to have to agree on what size of game you want to play.

For a start we recommend playing with armies worth 150pts each, and once you have gotten familiar with the game, you can start playing full matches with 250pts armies each.

To put your army together, simply select units and upgrades from your army's list, and sum together their total point cost.

There are no limitations as to how many units you can take, as long as their total point cost doesn't go over the agreed limit.

Force Organisation (Optional)

Optionally you and your opponent may agree to use the force organisation rules, which help make army composition more consistent and balanced.

The armies must follow these limitations:

- Only 1 hero per 125pts
- Only 1+X copies of the same unit, where X is 1 per 125pts (combined units count as one)
- No single unit worth over 35% of total points
- Only 1 unit per 25pts
- Only 1 model per 15pts

Example: At 250pts, players may bring 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.

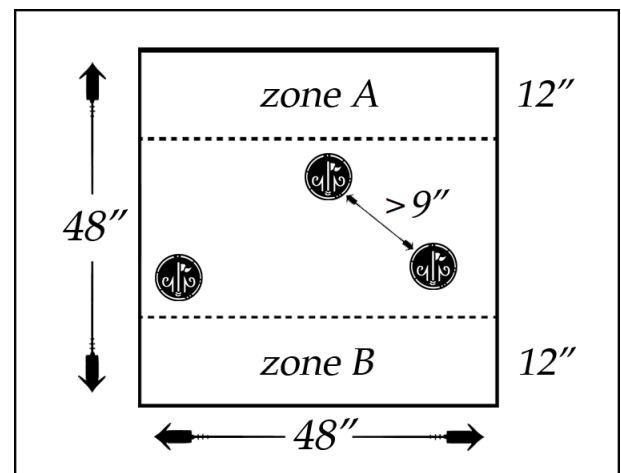
Deploying Armies

Once the mission has been set up, the players roll-off and the winner must start deploying their army first.

The winning player first chooses one table edge to deploy on and then places one unit fully within 12" of their table edge.

Once they are done, then the opposing player places one unit fully within 12" of the opposite table edge.

Then the players continue alternating in placing one unit each, until all units have been deployed.



GAME STRUCTURE & MOVEMENT

Game Structure

The game is structured into game rounds, player turns and unit activations. Here is the breakdown of what these mean:

- **Rounds:** Each round is made up of multiple turns.
- **Turns:** Each turn is made up of a single activation.
- **Activations:** Each activation is made of an action.

Playing the Game

After both players have deployed their armies, the game starts with the first round and the player that won the deployment roll-off takes the first turn.

During their turn, the player picks a unit that has not been activated yet, and activates it by performing an action.

Once the action has been taken, their turn ends and the opposing player's turn starts. This continues until all units have activated, at which point the round ends and a new game round begins. On each new round the player that finished activating first on the last round gets to activate first.

After 4 full rounds have been played the game ends, and players determine who won, by checking if they completed their mission objectives.

Activating Units

Players must activate one unit that has not been activated yet and take one action.

Here are all available actions and what they allow a unit to do:

- **Hold** - Doesn't move, can shoot.
- **Advance** - Moves 6" and can shoot after moving.
- **Rush** - Moves 12" but can't shoot.
- **Charge** - Moves 12" into melee.

Holding

When taking a Hold action, the models in the unit may not move or turn in any direction.

Advancing

When taking an Advance action, all models in the unit may move by up to 6". Models may move and turn in any direction regardless of their facing, as long as no part of their bases move further than the total movement distance.

Models may not move within 1" of models from other units (friendly or enemy), unless they are taking a Charge action.

Note that models may never move through other models or units, even if they are taking a Charge action.

Rushing

When taking a Rush action, all models in the unit may move by up to 12". The same rules about turning, facing and keeping 1" distance apply to Rush actions.

Charging

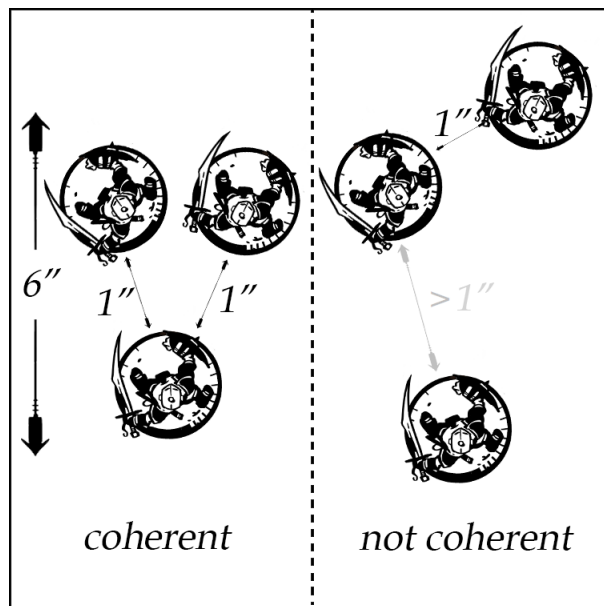
When taking a Charge action, all models in the unit may move by up to 12". Models taking a Charge action may ignore the 1" distance restriction, however since this is a little more complex it will be explained in detail in the Melee section.

Note that units may only take a Charge action if their move would bring at least one model into base contact with another model from the target unit.

Unit Coherency

All models in a unit must always stay within 1" of at least one other model, and must stay within 6" of all other models (or as close as possible), forming an uninterrupted chain of models in 1" coherency with each other.

If a model is not in coherency with its unit at the beginning of its activation, then you must take an action so that the model gets back into coherency.



Jumping

Models may cross gaps up to 1" wide or drop off elevation up to 3" high 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, the model may cross the distance, without counting it towards its move. If any roll is failed the model falls the full distance instead.

Falling

If a model falls or is pushed off an elevated position at least 2" tall, then 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 of the elevation, and its activation ends immediately.

For units with multiple models, falling kills the model instead, until only one last model remains (which takes hits normally).

SHOOTING

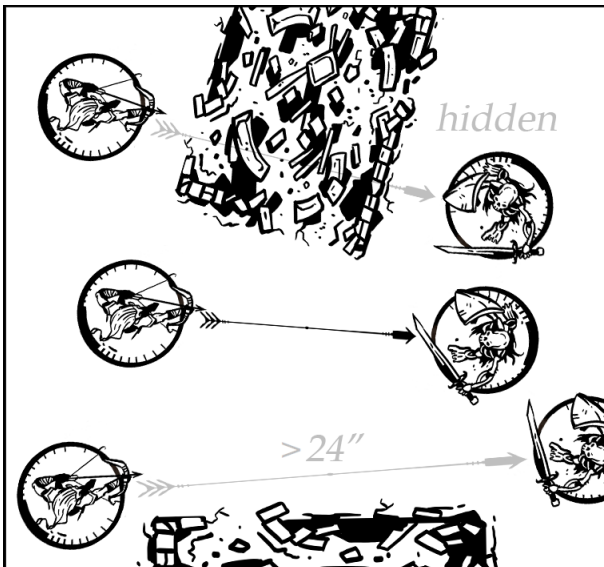
Picking Targets

When taking a Shooting action, a unit must pick one valid target and all models in the unit may shoot at it.

If at least one model in the unit has line of sight to an enemy model, and has a weapon that is within range of that model, then that enemy is a valid target.

Who Can Shoot

All models in a unit with line of sight to the target, and that have a weapon that is within range of it, may fire at it. Note that models may always ignore friendly models from their own unit when determining line of sight.



Example: In the image above only the Archer in the middle can shoot at the Skeletons. The model at the top is in range but has no line of sight, whilst the model at the bottom has line of sight but is out of range of the Skeletons.

Multiple Weapon Types

If a unit is firing multiple weapon types, then you may separate each weapon type into its own weapon group.

Each group may be fired at a different target, however you may fire only at up to two different targets, and all weapons from the same group must fire at the same target.

Note that the target for each weapon group must be declared before rolling, and all weapons are fired simultaneously.

Example: A unit of Marksmen is armed with Bows and a Crossbow. Since it has two weapon types, the Marksmen can fire all the Bows at a nearby Skeletons unit and the Crossbow at a distant Skeleton King.

The Shooting Sequence

Shooting is done in a simple sequence which has to be followed separately for each weapon group:

1. Determine Attacks
2. Roll to Hit
3. Roll to Block
4. Check Wound Effects

1. Determine Attacks

Sum the Attack value from the weapons of all models that can shoot at the target to determine how many attacks the unit has in total for this shooting.

Example: An Archer is shooting at a Skeleton. He is armed with a Bow (Attack 1) and is within range and line of sight of the Skeleton, which means he has a total of 1 attack for this shooting.

2. Roll to Hit

After having determined how many attacks the unit has in total, take as many Quality tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded with no effect.

Example: The Archer (Quality 5+) is shooting at the nearby Skeleton. He takes one Quality test and rolls a 6. This means that he scored a total of 1 hit on the Skeleton.

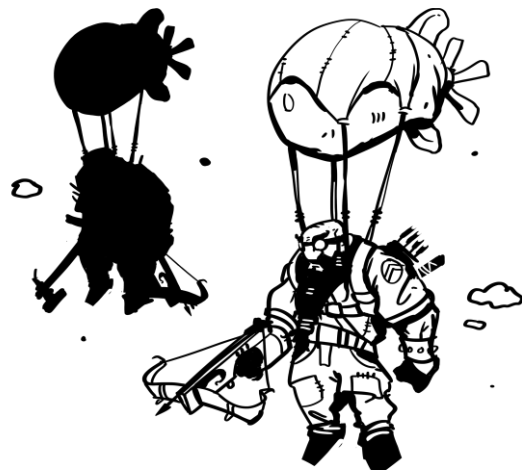
3. Roll to Block

For every hit that the unit has taken, the defending player must roll one die, trying to score the target's Defense value. Each success counts as a blocked hit, and for each failed roll place one wound marker on the model.

Example: The Skeleton (Defense 5+) has taken 1 hit. He rolls one die and gets a 4. This means that the Skeleton has taken 1 wound and must check to see its effects.

4. Check Wound Effects

See wound effects section on page 11.



MELEE

Picking Targets

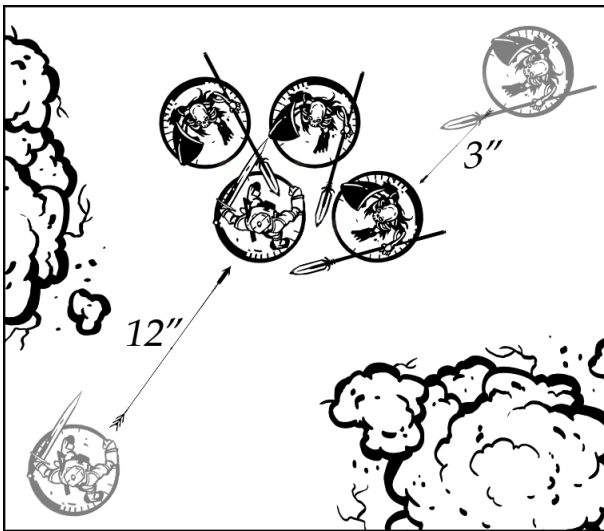
When taking a Charge action, a unit must pick one valid target and all models in the unit must charge it.

If at least one model in the unit is within charge distance of one model from the target unit, and has a clear path to reach it, then that enemy is a valid target (no line of sight is needed).

Charge Moves

Charging models must move by up to 12" to get into base contact with an enemy model from the target unit, or as close as possible, whilst still maintaining unit coherency (charge moves don't have to be in a straight line).

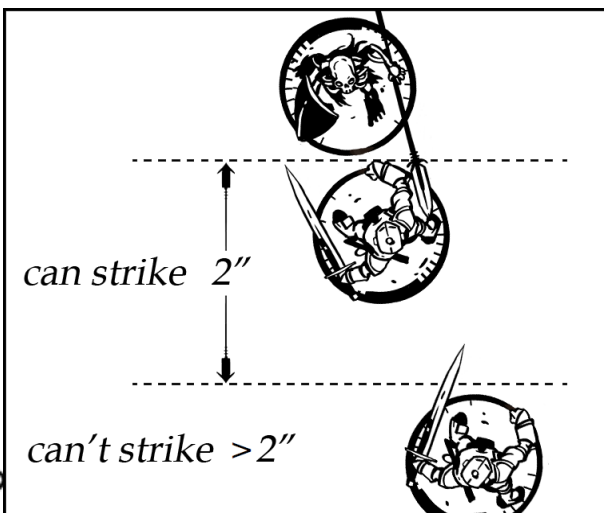
Once all charging models have moved, all models from the target unit that are not in base contact with a charging model must move by up to 3" to get into base contact with a charging model, or as close as possible, maintaining unit coherency.



Who Can Strike

All models in a unit that are in base contact with an enemy model from the target unit, or that are within 2" of a model from the target unit, may attack it.

Models may strike with all of their melee weapons, and may only strike at models from the target unit.



The Melee Sequence

Melee is done in a simple sequence which has to be followed separately for the charging unit and the target unit:

1. Determine Attacks
2. Roll to Hit
3. Roll to Block
4. Check Wounds Effects

1. Determine Attacks

Sum the Attack value from the weapons of all models that can strike at the target to determine how many attacks the unit has in total for this melee.

Example: An Infantryman is charging a Skeleton. He is armed with a Hand Weapon (Attack 1) and is in range of the Skeleton, which means that he has a total of 1 attack for this melee.

2. Roll to Hit

After having determined how many attacks the unit has in total, take as many Quality tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded with no effect.

Example: The Infantryman (Quality 5+) is striking at the Skeleton. He takes one Quality test and rolls a 6. This means that he scored a total of 1 hit.

3. Roll to Block

For every hit that the unit has taken, the defending player must roll one die, trying to score the target's Defense value. Each success counts as a blocked hit, and for each failed roll place one wound marker on the model.

Example: The Skeleton (Defense 5+) has taken 1 hit. He rolls one die and gets a 4. This means that the Skeleton has taken 1 wound and must check to see its effects.

4. Check Wound Effects

See wound effects section on page 11.

Return Strikes

Once all charging models have attacked, the defending unit may choose to strike back (following the melee sequence again), but doesn't have to. Note that striking back does not count its activation, and activated units may strike back.

Fatigue

After attacking in melee for the first time during a round, either by charging or by striking back, models only hit on unmodified rolls of 6 in any subsequent melee until the end of the round.

Consolidation Moves

If one of the two units was destroyed (by removing all models as casualties), then the other unit may move by up to 3".

If neither of the units was destroyed, then the charging unit must move back by 1" (if possible), to keep the separation between units clear, and show they are not locked in melee.

WOUND EFFECTS & MORALE

Checking Wound Effects

Whenever a unit has taken at least one wound, roll one die and add the number of wound markers to it, and then check to see what happens to it:

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

Note that units must also check for wound effects when taking wounds from other sources (special rules, terrain, etc.).

Example: A Skeleton has just taken one wound and must now check its effect. He rolls one die and gets a 5, and adds +1 because it had one wound. The final result is 6 and so the model is Knocked Out.

Knocked Out Models

Knocked Out models are removed from play as casualties.

Stunned Models

Stunned models are placed on their side to show their state, and must remain idle during their next activation, after which they stop being Stunned. Whilst Stunned, models can't strike back, and automatically fail all morale tests.

If Stunned models take any hits from shooting, or are charged again, then they are Knocked Out immediately (without needing to check wounds).

Pushing Stunned Models

Whenever a model is Stunned, the attacker may try to push it by rolling one die. On a 4+ the attacker may move the model by up to 2" in any direction.

Groups & Wounds

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

Example: A unit of three Goblins has taken three wounds from an attack, so it first removes two models as casualties, and then puts one wound marker on the last model and rolls to check the wound's effect.

Morale & When to Test

As armies take casualties, their psychological well-being deteriorates, and they will flee from the battlefield.

To take a morale test, the affected unit must simply take one regular Quality test, and see what happens.

There are two cases in which units must take morale tests:

- Whenever a special rule requires it.
- Whenever an army is down to half or less of its starting units at the end of a round, then all of its units must take a Rout Test.

Special Rules Morale Tests

Whenever a special rule requires a morale test, take the test, and if it's failed, check the special rule to see what happens.

Taking Rout Tests

Whenever an army is down to half or less of its starting units at the end of a round, then all of its units must take a Rout Test.

Note that starting size is counted at the beginning of the game.

Example: An army of Humans started the game with 5 units, and is down to 2 units at the end of a round, so all of its units must take a morale test at the end of all rounds.

To take a Rout Test, simply take a regular Morale Test, and see what happens to the unit:

- If the roll is successful, nothing happens.
- If the roll is unsuccessful, the unit is immediately Stunned (in multi-model units, all are Stunned).
- If the unit was already Stunned, then it immediately Routs instead of taking a morale test.

Routed Units

Routed units have lost all hope and are taken captive, flee the battle, or are otherwise rendered ineffective.

Simply remove the entire unit from the game as a casualty.

Example: An army of 5 Humans has lost 3 units and the remaining 2 units must take a morale test. They each take a morale test and pass, so they both get to continue fighting.



TERRAIN

Terrain Rules

When setting up terrain, players must agree on what terrain type rules each piece of terrain follows. This will make sure that you do not have any arguments during your game, and that things can proceed smoothly.

Each piece of terrain may count as having multiple terrain types, and you may also add other conditions to further customize your terrain rules.

Example: A piece of Forest terrain could count both as Cover as well as Difficult Terrain. Additionally, you could allow units to shoot into and out of it freely, but not through it.

Open Terrain

Examples: Grass Fields, Dirt Roads, Streets, etc.

Any surface that is not specifically defined as a type of terrain (like forests, buildings, rivers, etc.) counts as open terrain.

Open terrain does not have any special rules, and any rules that affect terrain do not apply to open terrain.

Impassable Terrain

Mountains, Canyons, Deep Water, etc.

Any surface that would stop models from moving through it counts as impassable terrain.

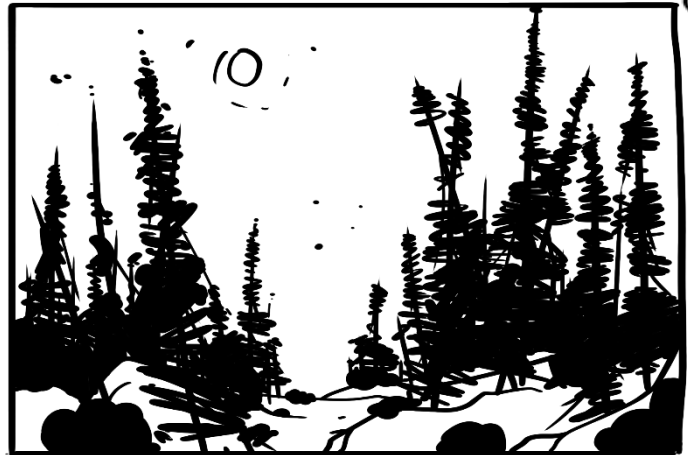
Units may not move through impassable terrain, unless they have any rules that allow them to ignore it.

Blocking Terrain

Examples: Walls, Buildings, Rocks, etc.

Any piece of terrain that models can't see or shoot through counts as blocking terrain.

Units may not draw line of sight through blocking terrain, unless they have any rules that allow them to ignore it.



Cover Terrain

Examples: Forests, Ruins, Fences, etc.

Terrain features that models can hide in or behind, or that could stop projectiles, count as cover terrain.

If the majority of models in a unit are in or behind a piece of cover terrain, they get +1 to Defense rolls when blocking hits from shooting attacks.

Difficult Terrain

Examples: Woods, Mud, Rivers, etc.

Terrain features that hinder a model's movement, or force them to slow down, count as difficult terrain.

If any model in a unit moves in or through difficult terrain at any point of its move, then all models in the unit may not move more than 6" for that movement.

Dangerous Terrain

Examples: Quicksand, Lava Pools, Deadly Vegetation, etc.

Terrain features that could harm models, or outright kill them, count as dangerous terrain.

If a model moves in or through dangerous terrain, or is activated in it, then it must take a dangerous terrain test.

To take a dangerous terrain test, roll one die (or as many dice as the model's Tough value), and if the result is 1, then the unit takes one automatic wound.

Elevated Terrain

Hills, Rooftops, Cliffs, etc.

Terrain that is over 3" tall, and any gaps that are over 1" wide, count as elevated terrain, and are impassable.

Any terrain piece that is up to 3" tall can be climbed as part of a unit's regular movement, and units may move across gaps up to 1" wide as if they were solid ground.



TERRAIN

Terrain Setup Guidelines

Whilst there are no specific rules as to how terrain should be placed, here are some guidelines on how to handle terrain to have a balanced match.

Here are all the things you should consider:

- Size of your terrain
- Rules for each terrain
- Number of pieces
- How to place it

Terrain Overview

Whilst there is no limit to the size of terrain that you can use for your games, we have a few recommendations for you:

- Small pieces of scatter terrain, like barrels, boxes, barricades, etc. should be somewhere between 1"x1" and 3"x3" in size.
- Large terrain features, like buildings, forests, lakes, etc. should be somewhere between 4"x4" and 8"x8" in size, but can be as large as 12"x12".

For each terrain feature you'll also have to define some basic rules for how it works in the game. Most terrain features will probably have a single type, but you can combine multiple types together, and even add extra conditions to them.

Here are some guidelines for common terrain types:

- **Barricades** - Cover
- **Buildings** - Impassable + Blocking
- **Fields** - Difficult + Cover
- **Forests** - Difficult + Cover + Units can see into and out of forests, but not through them
- **Hills** - Cover + Difficult when moving up + Units on top may ignore one unit/terrain for line of sight
- **Lakes** - Difficult (if shallow) or Impassable (if deep)
- **Lava** - Dangerous
- **Mountains** - Impassable + Blocking
- **Rivers** - Dangerous when using rush/charge
- **Rubble** - Difficult
- **Ruins** - Cover + Dangerous when using rush/charge
- **Swamps** - Difficult

Note that whilst all of the terrain we mentioned so far is what you'll need for gameplay purposes, it's also always good to have elements of decorative terrain that have no effect on the game, but that help make your table look better.

These could be elements such as patches of grass, shallow water puddles, scattered gravel, chain-link fences, street signs, and other things that make sense for your table.

Terrain Placement

When setting up terrain, you should use at least 10-15 pieces of terrain, although using more can be more interesting.

A simple way to make sure that you're using enough terrain is to take as many pieces of terrain as you need to fully cover at least 50% of the table, and then spread them out.

It's also good to keep a balance of different terrain types, so that units with different weapons and special rules can use them effectively in various situations.

Here are some basic terrain type recommendations:

- At least 50% should block line of sight
- At least 33% should provide cover
- At least 33% should be difficult terrain
- Each player should pick 1 piece to be dangerous

Example: If you're playing with 18 pieces of terrain, at least 9 should block line of sight, 6 should provide cover, 6 should be difficult terrain, and 2 should be dangerous terrain.

Once you have chosen which terrain pieces you are going to use, you can either have one player set up all of the terrain, or have both players set up terrain together.

To make sure neither player has an advantage, you can roll-off, and then then alternate in placing one terrain piece each, starting with the player that won.

There are no specific rules on how you should place terrain, so we recommend trying to set up the table in such a way that it will provide a balanced playing field for everyone involved.

Ideally you want to place enough blocking terrain that you can't draw clear line of sight from edge to edge across the table, as well as make sure that there are no gaps bigger than 6" between different terrain pieces. If you are playing with large units, we also recommend making sure that there are gaps of at least 3" between terrain pieces, so they can fit through.



SPECIAL RULES

Rules Priority & Stacking Effects

Most units have one or more special rules that affect the way they behave, and that sometimes go against the standard rules.

Whenever you come across one of these situations, the special rule always takes precedence over the standard rules.

Note that effects from multiple instances of the same special rule or spell don't stack, unless it is a rule with (X) in its name, or unless it is specified otherwise.

Command Groups

When preparing your army, you may only have one model with one of the following upgrades (across the whole army).

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

Musician: This model and all friendly units within 12" get +1" when using move actions (Advance, Rush, Charge, etc.).

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



Ambush

You may choose not to deploy a model with this special rule with your army, but instead keep it off the table in reserve.

At the beginning of any round after the first, you may place the model anywhere on the table, over 9" away from enemy units.

If both players have units with Ambush, they must roll-off to see who deploys first, and then alternate in placing them.

Note that units that deploy from Ambush on the last round can't seize or contest objective markers.

AP(X)

Enemy units taking hits from weapons with this special rule get -X to Defense rolls.

Blast(X)

Each attack from this weapon ignores cover and multiplies its hits by X, however it can't deal more than one hit per model.

When attacking, you must split all hits evenly among enemies models within 3" of a single model (target picks how).

Caster(X)

Models with this rule get X spell tokens at the beginning of each round, but can't hold more than 6 tokens at once.

At any point before attacking, you may try casting one or more spells (may only attempt to cast each spell once), by picking them from this model's faction, and spending as many tokens as the spell's value (in brackets).

Then roll one die, and on a 4+ you may resolve the effects 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 casting roll per token spent.

Counter

Whenever a model with this weapon is charged, it may strike before the charging unit with it, and the charging unit gets -1 total Impact attacks (per model with this rule).

Deadly(X)

Whenever a model takes wounds from a weapon with this special rule, multiply the amount of wounds suffered by X.

Hits from Deadly must be resolved first, and wounds suffered by the target don't carry over to other models if it is killed.

Fast

Models with this special rule move +2" when using Advance actions, and +4" when using Rush or Charge actions.

Fear(X)

Units with this special rule count as having dealt +X wounds when checking for wound effects.

Note that the unit must deal at least one wound from regular attacks to check for wound effects.

Fearless

Whenever models with this special rule fails morale test, roll one die. On a 4+ the test is passed instead.

Flying

Models with this special rule may move through units and terrain, may ignore terrain effects when moving, and they may freely jump without having to roll for it.

Furious

Whenever a model with this rule charges, hits from unmodified rolls of 6 are multiplied by 2, but only the original hit counts as a 6 for special rules.

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

Models with this special rule may only use Hold actions

Impact(X)

Whenever this model attacks after charging (without being fatigued), roll X dice. For each 2+ the target takes one hit.

Indirect

Weapons with this special rule may shoot at enemies that are not in line of sight, and ignore cover from sight obstructions, however they get -1 to hit when shooting after moving.

Lance

Whenever a model with a weapon with this special rule charges, this weapon gets AP(+2).

Limited

Weapons with this rule may only be used once per game.

Poison

Enemy units taking wounds from weapons with this special rule can't regenerate them, and must re-roll unmodified Defense rolls of 6 when blocking hits.

Regeneration

Whenever this model takes wounds, roll one die for each. On a 5+ the wound is ignored.

Relentless

Whenever a model with this rule uses a Hold action and shoots, hits from unmodified rolls of 6 are multiplied by 2, but only the original hit counts as a 6 for special rules.

Reliable

Models attacking with weapons with this special rule count as having Quality 2+ when rolling to hit.

Rending

Enemy units taking wounds from weapons with this special rule can't regenerate them, and whenever you roll an unmodified to hit result of 6, that hit counts as having AP(4).

Scout

Models with scout may be deployed after all other units, and may immediately be moved by up to 12", ignoring any terrain.

If both players have units with Scout, they must roll-off to see who goes first, and then alternate in placing them.



Slow

Models with this special rule move -2" when using Advance actions, and -4" when using Rush or Charge actions.

Stealth

Enemies targeting units where all models have this special rule get -1 to hit when shooting at them from over 9" away.

Strider

Models with this special rule treat Difficult Terrain as Open Terrain when moving (may move more than 6").

When jumping they only need to roll 2+ to succeed the action.

Tough(X)

Models with this special rule only roll to check wound effects once they have taken at least X wound, and are only Knocked Out on rolls of 5+X or more.

When Stunned and charged or hit by shooting, they take one wound instead of being Knocked Out, unless they already have X or more wounds.

Example: A model with Tough(3) only rolls to check wound effects once it has taken at least 3 wounds, and then is only Knocked Out on rolls of 8 or more.



WHAT NEXT?

More Age of Fantasy: Skirmish

There is much more to Age of Fantasy: Skirmish than just the content of this beginner's guide, and what you've seen here so far is only the tip of a very large iceberg!

The Expanded Rulebook

Whilst this beginner's guide provides you with all you need in order to play exciting games of Age of Fantasy: Skirmish, there is even more content in the full rulebook, giving you access to a large set of advanced rules which you can use to customize the game to play the way you like. Check out our website to buy it!

The full rulebook contains all of the following:

- Terrain Placement Rules
- Multiple Deployment Styles
- Extra Missions
- Side-Missions
- Extra Actions
- Random Events
- Battlefield Conditions
- Terrain & Objective Effects
- Fog of War Rules
- Tactical Phase Rules
- Command Points Rules
- Critical Hits Rules
- Exhaustion Rules
- City Fighting Rules
- Rules for Multiplayer Games
- Rules for Kitchen Table Games



New Ways to Play

There are lots more ways for you to play the games, many of which you can get for free on our website.

There are Mission Cards which give you varied and dynamic objectives to fight over, as well as Campaign Rules that link together a series of games, with armies growing and evolving throughout the campaign. We also have Solo & Co-Op Rules for those that are looking to play by themselves or together with friends against AI controlled enemies.

Aside from those, you can also buy expansions that provide you with lots of ways to customize your games further, or that provide completely new ways to play the game, as well as narrative campaigns that see you play as mighty heroes that go on grand adventures with epic storylines.

Exploring the Universe

There is a whole universe to explore with Age of Fantasy, featuring dozens of factions, heroes, conflicts, and much more.

Make sure to check out our website to find free lore for all of the factions and the universe, as well as short stories, comics, and more background stories.

Additionally, you can also learn more about our universes by buying narrative campaigns, faction guides, books, and story collections, which provide a deeper insight into our lore.

Collecting the Miniatures

There are hundreds of incredible Age of Fantasy miniatures for you to collect, paint, and play with, made by our amazing team of artists at OPR.

We release new miniatures, terrain, game aids, and much more every month, giving you everything you need in order to play exciting games of Age of Fantasy: Skirmish.

Our miniatures are available as physical prints shipped right to your door, as digital STL files for 3D printing at home, as well as cheap and convenient paper miniatures. Make sure to check out our website to get them in whichever format you prefer!

Supporting on Patreon

If you want to help us in making more awesome content, you can support us on Patreon: www.patreon.com/onepagerules

By supporting you will get access to a ton of extra content, exclusive updates, early access, rulebooks, point calculators, miniatures and much more.

This project was made by gamers for gamers, and it can only exist thanks to the support of our awesome community.

Welcome to the Hobby

We hope that you enjoyed this beginner's guide, and that you are as excited as we are to be part of this amazing hobby.

Happy Wargaming!

- The OPR Team