AGE OF FANTASY v2.7

Introduction

Age of Fantasy is a miniature wargame set in a dark magical world which is played using 28mm miniatures.

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

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!

If you'd like to support the continued development of our games you can donate on patreon.com/onepagerules.

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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 however 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 28mm heroic-scale miniatures in mind, which are mounted on round bases.

These bases come in various sizes, and we recommend you always mount miniatures on the bases they come with.

Here are some general guidelines for base sizes that you can use:

- **Infantry:** 20mm to 40mm

- **Cavalry & Beasts:** 25mm x 70mm

- **Monsters & Chariots:** 90mm

- **Artillery:** Not mounted on a base

Note that overall 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 of the unit and how many models are in it.
- **Quality:** The score needed by models to hit enemies and pass morale tests.
- **Defense:** The score needed by models to block incoming hits.
- **Equipment:** Any weapons and other war gear that the unit has.
- **Special Rules:** Any special rules and other notes that the unit has.
- **Upgrades:** What upgrade lists the unit has access to.
- **Cost:** How many points it costs to take this unit in your army.

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 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 for example 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 type of weird dice you come across.

- **D3:** To use it simply roll a D6 and halve the result, rounding up.

- **2D6**: To use it simply roll two D6 and sum the results of both dice.

- **D6+1**: To use it 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 ranged 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.

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.
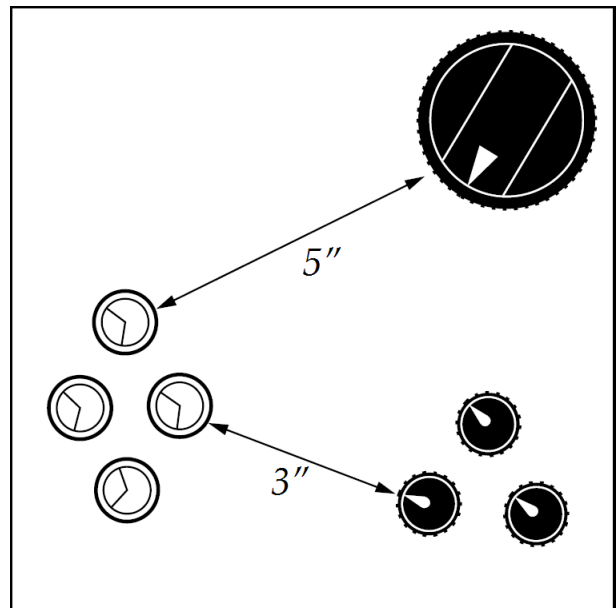
Measuring Movement

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

incorrect

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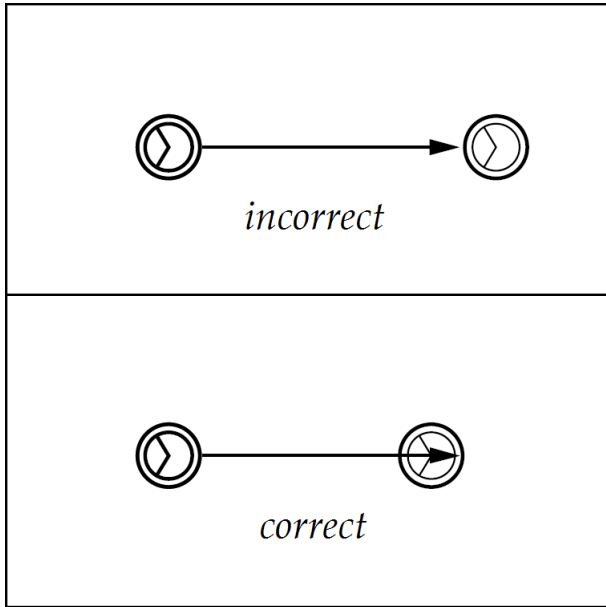
Note that whilst all examples here show round bases these movement restrictions apply in the same way to models on square bases or models without a base.
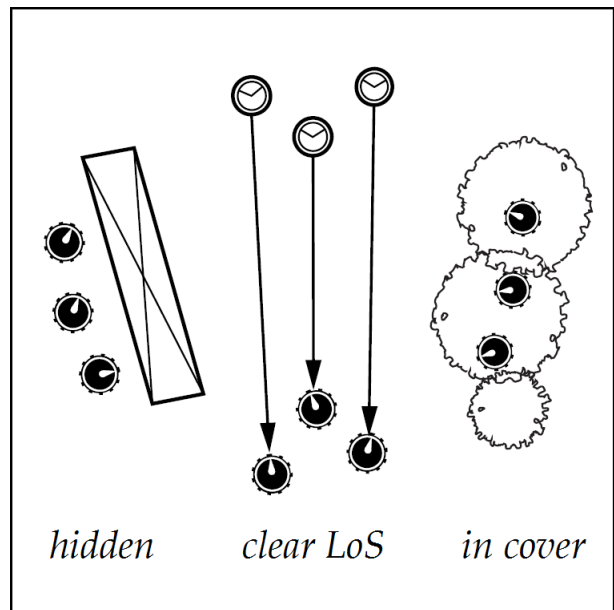

Line of Sight

Unless stated otherwise models can see in all directions, regardless of where the miniature is actually facing.

To determine if a model has line of sight to another model simply draw a straight line from one mode's base to the other and if the line doesn't pass through any solid obstacle then it has line of sight.

For the purpose of determining line of sight a model may always ignore friendly models from its own unit.

hidden   *clear LoS*   *in cover*

Example: The white models have clear line of sight to the black models at the bottom. They also have line of sight to the models on the right, however those models are in cover because they are inside a forest. Finally they don't have line of sight to the models on the left because they are hidden behind a solid wall.

PREPARATION

Preparing the Battlefield

You are going to need a flat 6'x4' surface to play on, which is usually referred to by us as "the battlefield" or "the table".

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 5 pieces of terrain on it, though we recommend using 10 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, so we recommend trying to set up the table in such a way that it will provide a balanced playing field for everyone involved.

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.
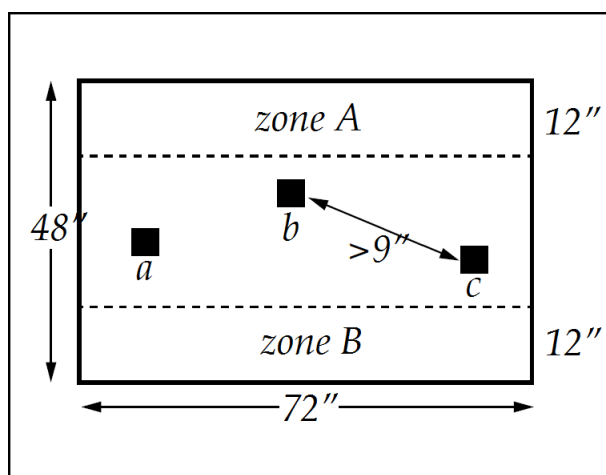
The Mission

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 Wavering units can't seize or stop others units from seizing objective markers.

If units from both sized 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 managed to seize 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 750pts each and once you have gotten familiar with the game you can start playing with bigger armies.

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.

Combined Units

When preparing your army you may merge units by deploying two copies of the same unit as a single big unit, as long as any upgrades that affect all models in the unit are bought for both.

Example: A unit of Infantrymen with Swords cannot be merged with a unit of Infantrymen with Spears, because they have two different upgrades that affect all models.

Deploying Armies

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

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

Once he is 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.

PLAYING THE GAME

Rounds, Turns & Activations

The game is structured into game rounds, player turns and unit activations.

- **Rounds:** Each round is made up of multiple player turns.

- **Turns:** Each turn is made up of a single unit's activation.

- **Activations:** Each activation is made up of one unit's action.

Game Structure

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 his 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 his 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.

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

Activating Units

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

Here is a summary of all available actions and what they allow a unit to do:

- **Hold:** The unit doesn't move.

- **Advance:** The unit moves by up to 6" and may shoot after moving.

- **Rush:** The unit moves by up to 12" but it may not shoot at any point.

- **Charge:** The unit moves by up to 12" to get into base contact with the enemy but it may not shoot at any point. Units may only use charge actions if at least one model is able to get into base contact with the target.
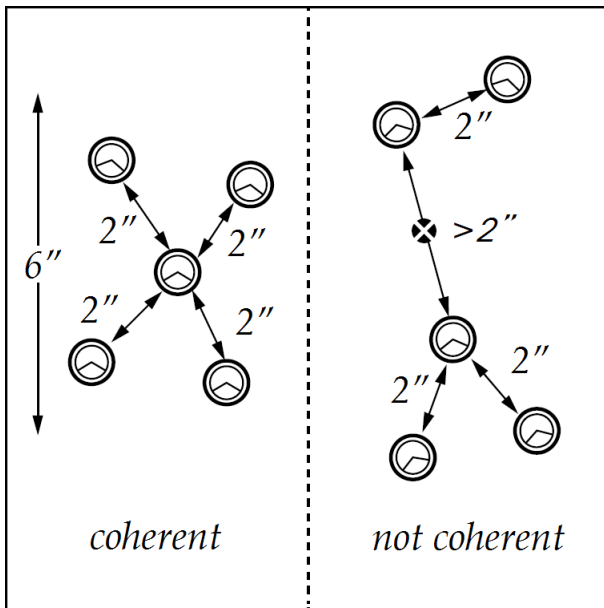
MOVEMENT

Unit Coherency

Units that consist of two or more models must always maintain unit coherency.

All models in the unit must stay within 2" of at least one other model at all times, and all models must stay within 6" of all other models at all times.

coherent   *not coherent*

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.

Advancing

When taking an Advance action all models in the unit may move by up to 6".

The 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.

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.

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 that have line of sight to the target unit and that have a weapon that is within range of that unit may fire.

For the purpose of determining line of sight a model may always ignore friendly models from its own unit.
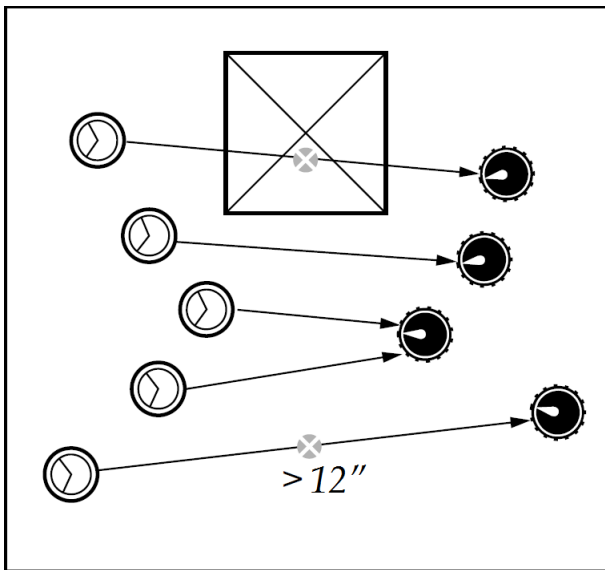
Example: In the image above only the three white models in the middle can shoot at the black models. The model at the top is in range but has no line of sight, whilst the model at the bottom has line of sight but is out of range.

Multiple Weapon Types

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

Each weapon group may fire at a different target, however all weapons from the same group must fire at the same target.

Example: A unit of Marksmen is armed with Crossbows and a Sniper Rifle. Since it has two weapon types the Marksmen can fire all the Crossbows at a nearby Orc unit and its Sniper Rifle at distant Orc Boss.

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. Remove Casualties
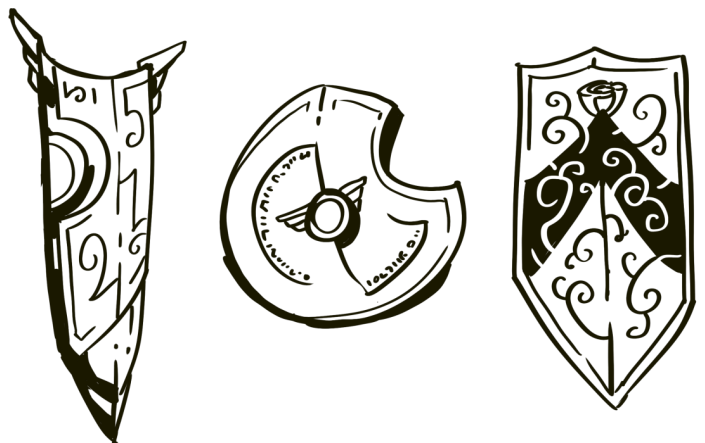
1. Determine Attacks

Each ranged weapon has an Attack value which represents its overall firepower.

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: A unit of five Marksmen is shooting at a unit of Orcs. Three Marksmen armed with Bows (Attack 1) are within range and line of sight of the Orcs, which means the unit has a total of 3 attacks 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.

Example: Three Marksmen (Quality 5+) armed with Bows (Attack 1) are shooting at a unit of Orcs. They take three Quality tests and roll a 4, a 5 and a 6. This means that the Marksmen score a total of 2 hits on the Orcs.

3. Roll to Block

For every hit that the unit has taken the defending player must roll one die, trying to score the target unit's Defense value.

Each success counts as a block and all failed rolls cause a wound.

Example: A unit of Orcs (Defense 5+) has taken two hits. They roll two dice and get a 4 and a 5. This means that the Orcs have blocked 1 hit and taken 1 wound.

4. Remove Casualties

For each wound that the unit has taken the defending player must remove one model as a casualty.

The defending player may remove models from the target in any order, keeping unit coherency in mind.
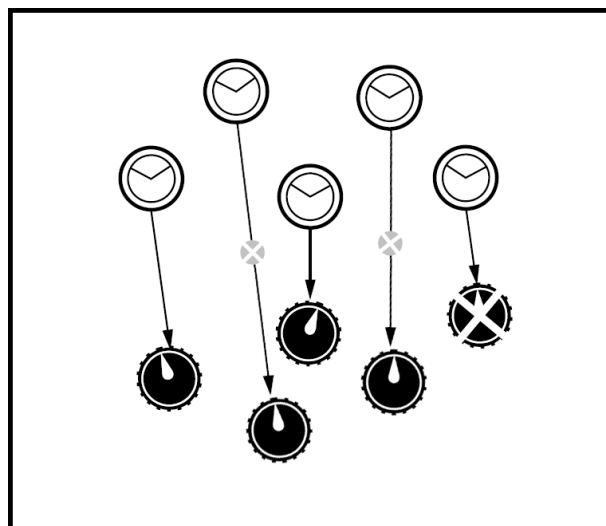
Example: A unit of Orcs has taken one wound. The defending player removes the model on the right keeping unit coherency.
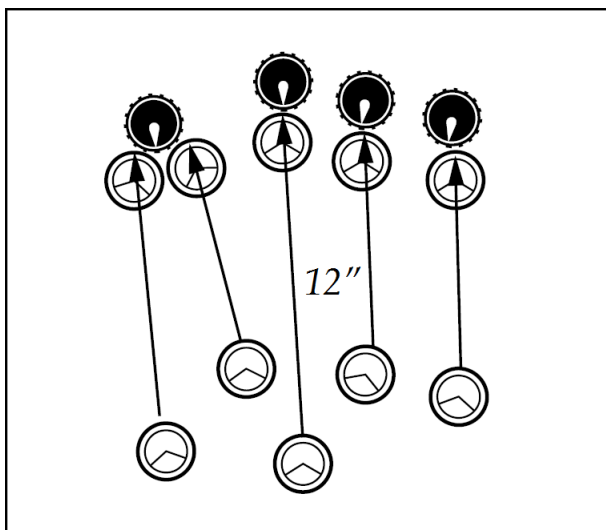
MELEE

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 12″ of one model from the target unit and has a clear path to reach it, then that enemy is a valid target.

Charge Moves

To charge you must move charging models by up to 12″ to get into base contact with an enemy model from the target unit or as close as possible to an enemy model from the target unit, maintaining unit coherency.

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 to an enemy model from the charging unit, 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.
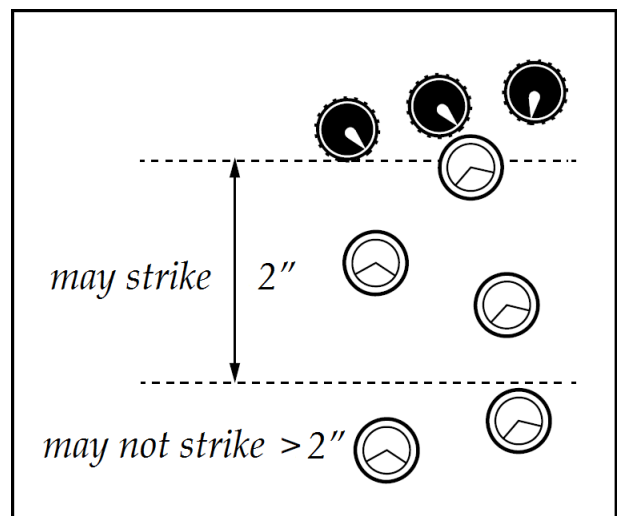
The Melee Sequence

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. Remove Casualties

1. Determine Attacks

Each melee weapon has an Attack value which represents its overall strength.

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: A unit of five Infantrymen charges a unit of Orcs. Three of the Infantrymen armed with Hand Weapons (Attack 1) are in range of the Orcs, which means the unit has a total of 3 attacks 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.

Example: Three Infantrymen (Quality 5+) armed with Hand Weapons (Attack 1) strike a unit of Orcs. They take three Quality tests and roll a 4, a 5 and a 6. This means that they score a total of 2 hits on the Orcs.

3. Roll to Block

For every hit that the unit has taken the defending player must roll one die, trying to score the target unit's Defense value.

Each success counts as a block and all failed rolls cause a wound.

Example: A unit of Orcs (Defense 5+) has taken two hits. They roll two dice and get a 4 and a 5. This means that the Orcs have blocked 1 hit and taken 1 wound.

4. Remove Casualties

For each wound that the unit has taken the defending player must remove one model as a casualty.

The defending player may remove models from the target in any order, keeping unit coherency in mind.

Return Strikes

Once all charging models that were able to attack have done so the defending unit may choose to strike back.

This works the same way as it did for the charging unit, so the defending player must simply follow the melee sequence.

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

Combat Resolution

Once the defender has struck back (or not if he chose not to strike back) you need to determine who won the melee.

Sum the total number of wounds that each unit caused and compare the two.

If one unit caused more wounds than the other then it counts as the winner and the opposing unit must take a morale test.

Note that in melee only the loser takes a morale test regardless of casualties.

If the units are tied for how many wounds they caused or neither unit causes any wounds then the combat is a tie and neither unit must take a morale test.

This means that if a unit didn't strike back in melee then it must only take a morale test if it suffered at least one wound.

Example: A unit of Infantrymen charges a unit of Orcs. The Infantrymen inflict 2 wounds in that melee, whilst the Orcs inflict 1 wound. Since the Infantrymen caused more wounds the Orcs have lost the melee and must take a morale test

Consolidation Moves

After determining who won the combat the charging unit makes consolidation moves to re-group.

If the defending unit was not completely destroyed then the charging unit must move back by 1″ separating itself from the defending unit.

If either unit was completely destroyed by removing all models as casualties or by routing due to a failed morale test then the other unit may move by up to 3″.

MORALE

When to Test

As units take casualties their psychological well-being deteriorates and they will be pinned by enemy fire or flee the battlefield.

There are two times when a unit must take a morale test to see if it continues to fight:

- Whenever it takes wounds which bring it down to half or less of its starting size or tough value (for units with a single model).
- Whenever it loses a melee fight.

Example: A unit of Marksmen shoots at a unit of 10 Orcs and manages to kill 5 models. Since half of the Orcs were killed from the shooting the unit must take a morale test.

Taking Morale Tests

To take a morale test the affected unit must simply take one Quality test.

If the roll is successful nothing happens, however if the roll is unsuccessful then there are different results based on the situation that the unit is in:

- If the unit has taken the morale test because it lost models outside of melee then it is Wavering.
- If the unit has taken the morale test because it lost in melee and it still has over half as many models as it started the game with then it is Wavering.
- If the unit has taken the morale test because it lost in melee and it has half as many models or less as it started the game with then it Routs.

Wavering Units

Wavering units only hit on unmodified rolls of 6 in melee and automatically fail morale tests as long as they are wavering.

When a Wavering unit is activated it must spend its activation being idle and may do nothing, which stops it from Wavering.

Routed Units

Routed units have lost all hope and are taken captive or flee the battle.

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

Example: A unit of 10 Orcs has lost 5 models in melee and must take a morale test. The unit fails its morale test and routs because it only has half as many models left as it started out the game with.

TERRAIN

Terrain Rules

When setting up terrain all players must agree on what terrain type rules each piece of terrain follows.

This will make sure that you do not have any misunderstandings during your game, and that things can proceed smoothly.

Note that each piece of terrain may have multiple terrain type rules.

Example: A piece of Forest terrain could count both as Cover and Difficult Terrain.

Open Terrain

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.

Units in open terrain are not affected by any special rules and any rules that affect terrain do not apply to open terrain.
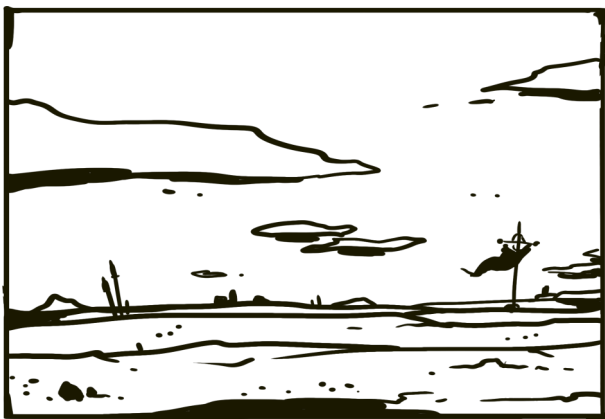
Impassable Terrain

Mountains, Canyons, Deep Water, etc.

Any surface that is not specifically defined as a type of terrain and that would stop models from moving through it counts as impassable terrain.

Units may not move through impassable terrain under any circumstances.
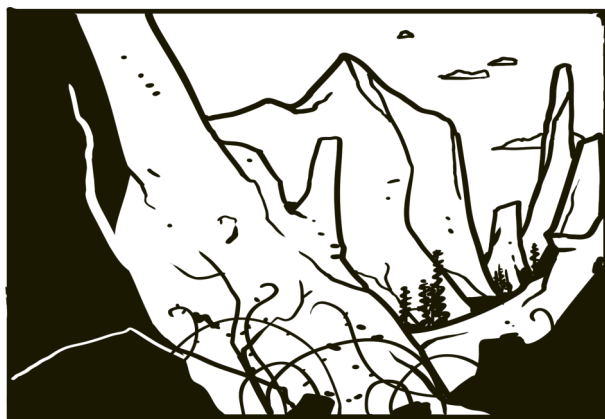
Elevation

Hills, Rooftops, Cliffs, etc.

Any terrain piece that is taller than the surface of the table counts as elevation.

When moving onto elevation simply count the vertical movement as part of the unit's regular movement.

Cover Terrain

Forests, Ruins, Fences, etc.

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

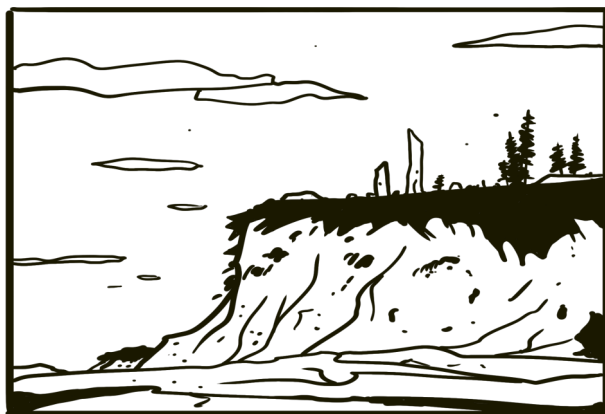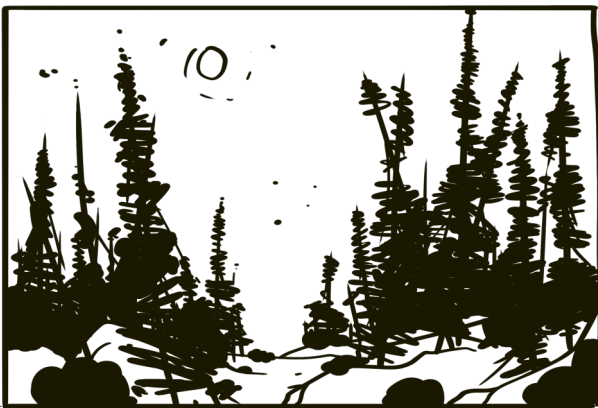If the majority of models in a unit are in or behind a piece of cover terrain enemy units shooting at it get -1 to their to hit rolls.

Difficult Terrain

Woods, Mud, Rivers, etc.

Terrain features that slow down a model's movement 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.
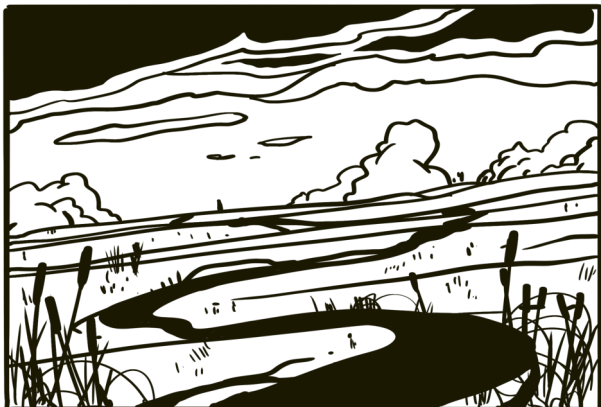
Dangerous Terrain

Quicksand, Lava Pools, Deadly Vegetation, etc.

Terrain features that could harm models count as dangerous terrain.

If a model moves in or through dangerous terrain then it must immediately take a dangerous terrain test.

To take a dangerous terrain test roll one die and if the result is 1 the model takes one automatic wound.

If there are models with the Tough(X) rule in the unit then you must roll X dice for them instead of only 1 die.
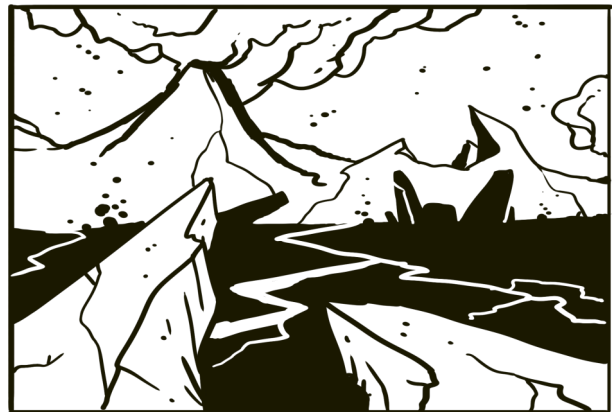
SPECIAL RULES

Rule Priority

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.

Unless specified otherwise multiple instances of the same special rule are not cumulative, however different special rules that have the same effect are cumulative.

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.

Artillery

Models with this rule count as having Defense 2+ against shooting attacks.

AP(X)

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

Blast(X)

Whenever enemy units take hits from a weapon with this special rule they multiply the hits by X.

Deadly(X)

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

Note that wounds suffered to that model don't carry over to other models if it dies.

Fast

Units with this special rule move 9" when using Advance actions and 18" when using Rush or Charge actions.

Fear

When in melee units with this special rule count as having caused +D3 wounds when determining who won the combat.

Command Groups give the Fear rule and can be represented by adding one or more special models to the unit such as sergeants, musicians or battle standard bearers.

Fearless

Units with this special rule get +1 to their morale test rolls.

Fire Breath

Once per round models with this special rule may either deal 3 automatic hits with AP(1) when fighting in melee or to one enemy unit within 12″ when shooting.

Flying

Units with this special rule may move through other units and impassable terrain and they may ignore terrain effects.

Furious

Whenever a model with this special rule charges an enemy it gets +1 attack with a weapon of your choice.

Hero

Models with this special rule may be deployed as part of one other friendly unit at the beginning of the game.

When rolling morale tests use the hero's Quality value and when rolling to block use the Defense of the majority of models.

Immobile

Units with this special rule may never move regardless of which action they take and they can't take Charge actions.

Impact(X)

Whenever a model with this special rule charges it deals X automatic hits.

Indirect

Weapons with this special rule may shoot at enemies that are not within line of sight, however they get –1 to hit when doing so.

Phalanx

Whenever an enemy unit charges a unit with this special rule that unit must take a Dangerous Terrain test before attacking.

Note that the charging unit must only take up to as many tests as models with the Phalanx rule in the target unit.

Poison

Whenever you roll an unmodified to hit result of 6 whilst firing this weapon that hit is multiplied by 3.

Regeneration

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

Rending

Whenever you roll an unmodified to hit result of 6 whilst using this weapon that hit counts as having AP(4) and it ignored the Regeneration rule.

Scout

After all other units have been deployed models with scout may deploy within 24" of the player's table edge (instead of 12").

If both players have units with Scout they must roll-off to see who deploys first.

Slow

Units with this special rule move 4" when using Advance actions and 8" when using Rush or Charge actions.

Sniper

Models firing this weapon count as having Quality 2+ when rolling to hit.

This weapon ignores cover and the attacker may pick which model from the target unit is hit when shooting.

Stealth

Enemies targeting this unit get –1 to hit when shooting at it.

Strider

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

Tough(X)

Models with this special rule must take X wounds before being removed from play as a casualty.

If a model with Tough joins a unit without it then you must remove regular models as casualties before starting to accumulate wounds on the model with Tough.

When a unit with multiple Tough models takes wounds you must accumulate them on a single model until it is killed before starting to accumulate them on another.

Wizard(X)

Models with this special rule may cast one spell at any point during their activation before attacking.

To cast a spell pick one from the wizard's army and roll D6+X. If the result is equal to or higher than the number in brackets then you may resolve the spell's effects.

Enemy wizards within 12″ may also roll D6+X, and if the result is higher than that of the casting wizard, then the spell's effects are blocked instead.

Note that a wizard may only either cast a spell or block a spell each round.
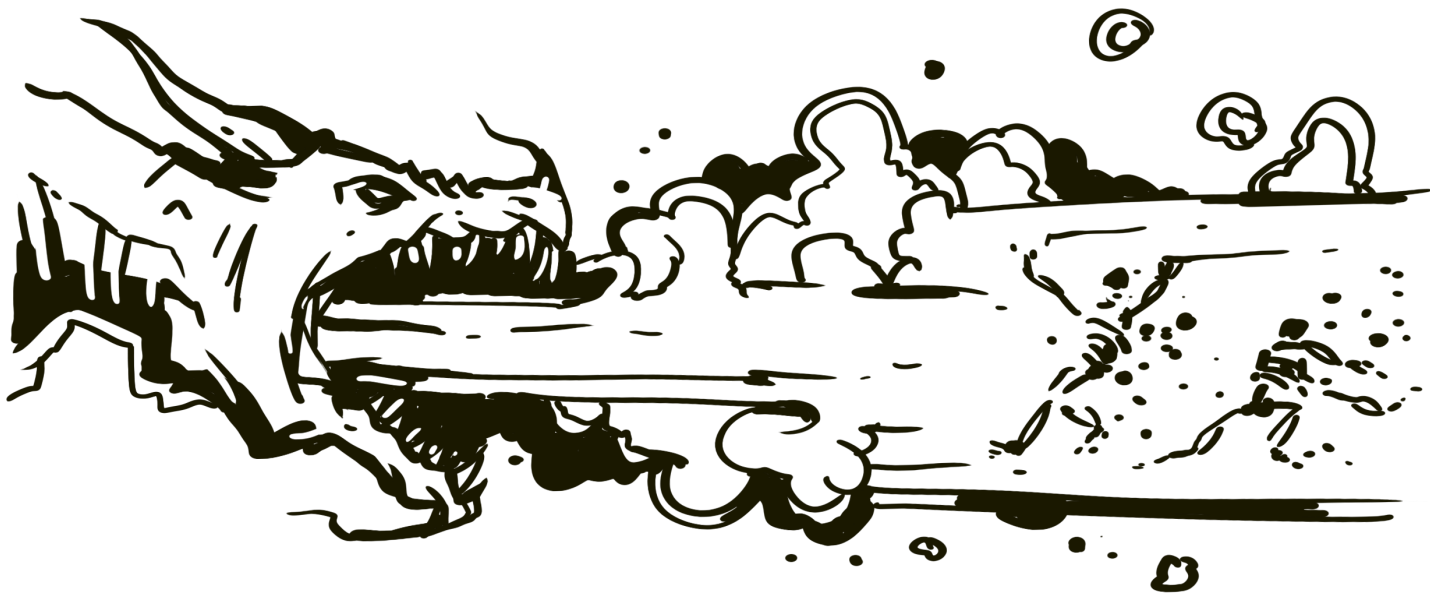
ADVANCED MISSIONS

Using Advanced Missions

Once you have become familiar with how the core rules work you can use these advanced missions to add more variety and challenge to your games.

When using advanced missions terrain and armies are set up as described in the core rules, however the way objectives work is different depending on the mission.

Random Mission Selection

Whilst you can simply pick one mission of your choice it can be interesting to have a mission be randomly selected before the game beings to keep players on their toes.

To select a random mission simply roll one die and set up the resulting mission:

1. Duel

2. Seize Ground

3. Relic Hunt

4. Sabotage

5. Breakthrough

6. King of the Hill

Mission Objectives

Since all missions use objectives in order to determine who wins, the following rules are common for all missions:

- **Placing Objectives:** The players roll-off and the winner picks who places the first objective marker. The players then alternate in placing one marker each outside of the deployment zones, and over 9" away from other markers.

- **Seizing Objectives:** 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. The markers remain seized even if the unit moves away, however Wavering units can't seize or stop others units from seizing objective markers. If units from both sized contest a marker at the end of a round then it becomes neutral.
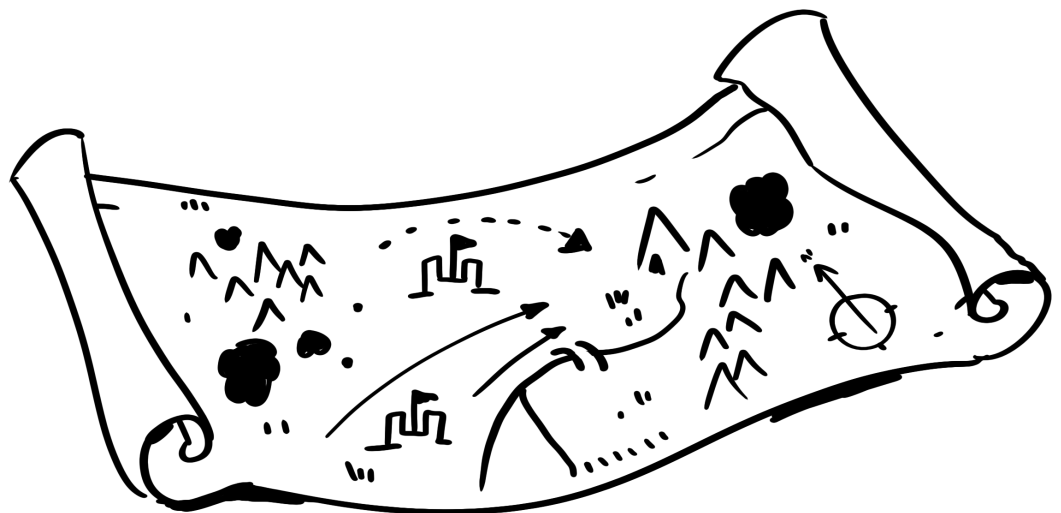
1. Duel

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

After 4 rounds have been played the game ends and the player that managed to seize most markers wins.

Note that this is the standard mission from the core game rules.

2. Seize Ground

After the table has been prepared you and your opponent must set up 4 objective markers on the battlefield.

Divide the table into 4 equal quarters and place one marker in each of them.

After 4 rounds have been played the game ends and the player that managed to seize most markers wins.

3. Relic Hunt

After the table has been prepared you and your opponent must set up 3 objective markers on the battlefield.

If a unit seizes a marker remove it from the table and it counts as being carried by the unit. If the unit is destroyed at any point the marker is dropped on the spot.

After 4 rounds have been played the game ends and the player that managed to seize most markers wins.

4. Sabotage

After the table has been prepared you and your opponent must set up 1 objective marker each on the battlefield.

Each objective marker belongs to one of the players. If at any point a unit seizes an enemy objective marker it is destroyed and removed from the table.

After 4 rounds have been played the game ends and the player that managed to destroy the enemy marker whilst keeping his own marker intact wins.

5. Breakthrough

After the table has been prepared you and your opponent must set up 1 objective marker each on the battlefield.

Don't follow the "Placing Objectives" rules but instead place the markers at the center of each player's deployment zone.

After 4 rounds have been played the game ends and the player that managed to seize most markers wins.

6. King of the Hill

After the table has been prepared you and your opponent must set up 1 objective marker on the battlefield.

For this mission the marker must be set up over 9" away from the deployment zones.

After 4 rounds have been played the game ends and the player that managed to seize the marker wins.

BATTLEFIELD CONDITIONS

Using Battlefield Conditions

Battlefield conditions are extra rules that add a new layer of strategy by modifying how units behave on the table.

These typically represent some sort of weather condition or magical effects that influence the fighting armies.

When using these conditions the game is set up as usual and you may pick whatever battlefield conditions are to your liking.

Random Battlefield Conditions

Whilst you can simply pick conditions of your choice it can be interesting to have a condition be randomly selected before the game begins to keep players on their toes.

To select a random condition simply roll one die and follow the resulting rules:

1.   Earthquake
2.   Heavy Storm
3.   Muddy Terrain
4.   Smell of Death
5.   Magical Winds
6.   Dark Skies

1. Earthquake

The entire table is Dangerous Terrain.

Any piece of terrain that already counted as Dangerous Terrain becomes deadlier and deals two automatic hits on a roll of 1.

2. Heavy Storm

The entire table is Cover Terrain.

Any piece of terrain that already counted as Cover Terrain becomes more protective and units get –2 to their shooting rolls.

3. Muddy Terrain

The entire table is Difficult Terrain.

Any piece of terrain that already counts as Difficult Terrain becomes harder to move through and units may not move more than 4″ when moving through it.

4. Smell of Death

Whenever a unit needs to take a morale test it gets –1 to its morale roll.

5. Magical Winds

Whenever a unit uses an Advance action it moves +D3″ and when it uses a Rush or Charge action it moves +D6″.

6. Dark Skies

Roll 2D6 once before the game to check how low visibility is.

For the rest of the game all units get –2D6″ range when shooting.

RANDOM EVENTS

Using Random Events

In order to spice up your games you can use random events which affect units on the battlefield in unexpected ways.

The game is played following all of the regular rules, however at the beginning of each round roll one die to see if a random event is triggered.

On a 5+ you must roll one die and follow the resulting random event rules:

1. Strangler Vines Field

2. Out of Ammo

3. Dark Magic Storm

4. Blood Frenzy

5. Teleport Gate

6. Blessing of the Gods

Note that whenever a random unit is the target you must first roll a die to determine which army is affected and then roll a die to determine which unit is the final target.

1. Strangler Vines Field

One random unit moved into a strangler vines field, taking D6 automatic wounds

2. Out of Ammo

One random unit has run out of ammo and can't use any of its ranged weapons until the end of the round.

3. Dark Magic Storm

A dark magic storm has started over the battlefield and all units within one random table quarter get –1 to their Defense rolls until the end of the round.

4. Blood Frenzy

The havoc gods invoke a blood frenzy and all units within one random table quarter get +1 to hit in melee.

5. Teleport Gate

One random unit stumbled upon a teleport gate and may be moved anywhere within 12" of its current position.

6. Blessing of the Gods

The gods have blessed one random unit which may ignore D6 hits of its choice until the end of the round.

MYSTERIOUS TERRAIN

Using Mysterious Terrain

Mysterious Terrain rules are extra rules that add a new twist to terrain pieces by affecting units that enter them.

When using these effects the game is set up as usual and you may pick whatever terrain effects are to your liking.

Note that you don't have to make all pieces of terrain have terrain effects but can only have a few pieces of terrain be special.

Random Terrain Effects

Whilst you can simply pick which terrain pieces have special terrain effects it can be interesting to have terrain be randomly special to keep players on their toes.

Whenever a unit enters a piece of terrain for the first time roll one die and follow the rules that correspond to the result:

1. Regular Terrain
2. Regular Terrain
3. Daemonic Infestation
4. Deadly Spores
5. Magical Vigor
6. Defensive Stakes
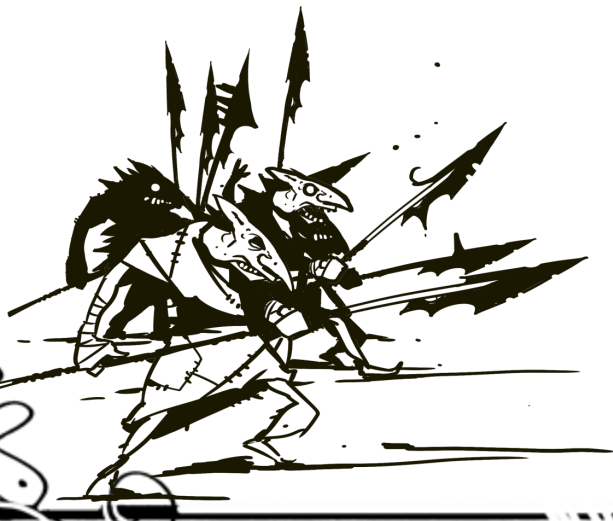
1 & 2. Regular Terrain

No special terrain effects are applied to this piece of terrain.

3. Daemonic Infestation

The terrain houses a nest of ferocious beasts ready to tear anything apart.

Units moving through this terrain take D3 automatic wounds.

4. Deadly Spores

A deadly fungus has grown all over this terrain which suffocates anyone inside.

Units moving through this terrain take D6 automatic hits.

5. Magical Vigor

The terrain has a mysterious magical aura which enhances combat capabilities.

Units inside of this terrain get +1 to hit when shooting.

6. Defensive Stakes

Whoever used to hold this terrain fortified it with heavy defensive structures.

Units charging into this terrain get –1 to hit when attacking.

MYSTERIOUS OBJECTIVES

Using Mysterious Objectives

Mysterious Objectives rules are extra rules that add a new twist to mission objectives by affecting units that seize them.

When using these effects the game is set up as usual and you may pick whatever objective effects are to your liking.

Note that you don't have to make all of the objectives have objective effects but can only have a few objectives be special.

Random Objective Effects

Whilst you can just pick which objectives have special objective effects it can be interesting to have objectives be randomly special to keep players on their toes.

Whenever a unit seizes an objective for the first time roll one die and follow the rules that correspond to the result:

1.   Regular Objective
2.   Regular Objective
3.   Booby Traps
4.   Magical Field
5.   Defensive Barrier
6.   Holy Monument
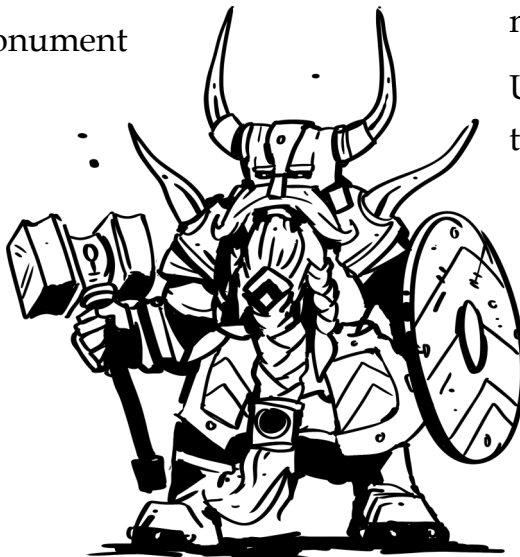
1 & 2. Regular Objective

No special objective effects are applied to this mission objective.

3. Booby Traps

The terrain is covered in mines or other improvised explosives that make life hell.

Units within 3″ of this objective count as being in Dangerous Terrain.

4. Magical Field

It's unclear why but there is a magical field around this terrain that makes movement extremely difficult.

Units within 3″ of this objective count as being in Difficult Terrain.

5. Defensive Barrier

The terrain is surrounded by an energy bubble that protects its occupiers.

Units shooting at targets within 3″ of this objective get –1 to hit.

6. Holy Monument

Regardless of whoever built it this majestic monument inspires others to fight harder.

Units within 3″ of this objective get +1 to their hit rolls in melee.

SOLID BUILDINGS

Open vs Solid Buildings

Open buildings have one or more openings which can be used to place models inside.

Solid buildings consist of one solid block which cannot be opened or reached into, but with these rules units can enter them.

Using Solid Buildings

Solid buildings may hold up to X models inside of them.

Units may enter by moving into contact with the building and units inside may exit by using any action but only move by 6".

Since buildings come in different sizes you have to decide how many models can be inside by yourself, however here are some guidelines that you can use:

- **Small Sheds**: 6 models

- **Medium Houses:** 11 models

- **Large Fortifications:** 21 models

Solid Buildings & Combat

Units may shoot into and out of any side of a solid building that has some sort of firing port (doors, windows, etc.) and you may choose which firing port to shoot from.

Units inside of solid buildings always count as being in Cover Terrain.

When charging units inside a building only one unit inside of it is targeted and the defender may choose which.

To charge the building simply move models in base contact with it.

Building Destruction

Optionally solid buildings may be targeted for shooting and melee attacks as if they were any other unit.

All buildings count as having Defense 2+ and a Tough(X) value which you are going to set yourself, however here are some guidelines that you can use:

- **Wood Buildings:** Tough(6)

- **Brick Buildings:** Tough(12)

- **Stone Buildings:** Tough(18)

If a unit is inside of a building when it is destroyed then it must take a Dangerous Terrain test, is immediately Wavering, and surviving models must be placed within 6" of the building before it is removed.

FOG OF WAR

Using Fog of War

Fog of War rules are optional rules that add an element of uncertainty to your games by affecting how units are deployed and how game rounds are played.

Note that you don't have to use all of these rules but can choose to only use the ones that you like.

Random Deployment

When deploying armies the players roll-off to see who starts and alternate in placing units as usual, however where they place them is randomized.

First each player divides their deployment zone into 3 equal sections and gives each section a number from 1 to 3.

When it's a player's turn to deploy a unit roll a D3 and place the unit fully within the section corresponding to the result.

Units that are deployed differently due to special rules (such as Ambush) have to follow the same rules, however the entire battlefield is divided into 3 equal sections along the long table edge instead of only the deployment zones.

Random Activation Order

To use the random activation order rules each player needs to have as many tokens as units in their army, and each player's tokens must be of a different color.

At the beginning of each round the players must put as many tokens as units they have left on the battlefield in a bag.

Then the players draw a random token from the bag and the player whose color was drawn may activate one unit.

Once the player is done another token is drawn to see who activates next and this continues until all tokens are drawn, at which point the round ends and a new one begins by putting tokens in the bag.

Note that if a unit is fully destroyed before it was activated then you must remove a token of that player's color from the bag.

Random Game Length

Starting from the end of the 4th round players must roll a die at the end of each round to see if the game continues.

Roll one die and if the roll is successful then the game continues:

- **4th Round:** 4+ to continue
- **5th Round:** 5+ to continue
- **6th Round & Over:** 6+ to continue

Note that mission objectives are checked at the end of the final round and not at the end of the 4th round as usual.

COMMAND & CONTROL

Using Command & Control

Command & Control rules are optional rules that add a layer of strategy to your games by changing how units are activated during each round.

These rules represent how commanders lead their armies and how the chaos of battle makes giving orders effectively difficult to achieve.

Commanders

Before the game begins the players have to appoint their commanders.

Every hero counts as a commander and each player must pick one of their heroes to be their army's general.

If a player has no heroes in their army they can't use command & control.

Round Phases

When using command & control the game is played normally, however each round is separated into two phases.

- **Command Phase:** During this phase heroes give their units orders.

- **Initiative Phase:** During this phase any non-activated unit takes actions.

Command Phase

During the command phase the players alternate in giving orders with their heroes.

Starting with the player that won the deployment roll-off the player must pick one hero, which may then take command tests and give orders.

Once the hero is done the player's turn is over and his opponent may pick one hero to take command tests to give orders.

This continues until all heroes are done, at which point the command phase ends and the initiative phase begins.
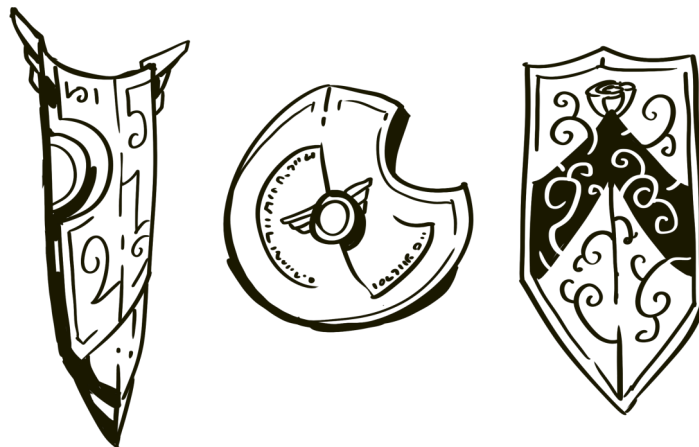
Command Tests

Heroes may take command tests as long as they are not Wavering, and they may only be picked to take command tests once per command phase.

To take a command test the player must pick one eligible hero and roll one die.

- **Commanders:** pass tests on 4+

- **General:** passes tests on 2+

After the command test has been taken the hero gets 1 exhaustion token.

Passed Tests

If the command test is passed the player may pick one unit within 12″ of the hero that has not been activated yet and that unit may immediately activate.

Once the unit has finished its activation the player may choose to either take another command test with the same hero or to pass the command phase to his opponent.

Failed Tests

If the command test is failed the hero may not take any more command tests and the command phase passes to his opponent.

If a general fails a command test however then the command phase is over for the player and he may not give any more orders with any of his heroes.

Exhaustion

For each exhaustion token on the hero they get –1 to their command test rolls.

There is also a limit to how many tokens each hero can have at any time:

- **Commanders:** Exhaustion limit of 3

- **General:** Exhaustion limit of 5

Once a hero has reached their exhaustion limit they can't take any more command tests and play passes to the opponent.

At the end of each command phase players may remove all exhaustion tokens from all of their heroes.

Order Chains

When a command test is passed the player may choose to give that order from the position of a friendly hero within 18″.

Example: The general takes a command test on a 2+ and passes. He then choses to give the order to a unit that is 12″ away from a friendly hero that is 18″ away, giving the general a total command range of 30″.

Disrupting Communication

When a command test is passed the player may choose to give one enemy hero within 12″ an exhaustion token instead of giving out any orders.

Example: A hero takes a command test on a 4+ and passes. He chooses to give an exhaustion token to an enemy general that is 12″ away, hoping that he will fail his command test and block the player from giving out orders with any of his heroes for this command phase.

Initiative Phase

After all heroes have either given orders or are unable to give orders the command phase ends and the initiative phase begins.

The initiative phase is just normal play that follows the regular alternating activation rules from the standard rules.

Once all units have activated the initiative phase and the round end and a new round begins with the command phase again.

FATIGUE

Using Fatigue

Fatigue rules are optional rules that add some realism to your games by simulating how units tire during combat.

These rules represent how fatigue suffered through continuous movement and melee combat makes units fight less effectively as the battle goes on.

Suffering Fatigue

Throughout the game units accumulate fatigue as they are put through repeated melee fighting and see their friends die.

Units get 1 fatigue token whenever one of the following things happens:

- After they fought in melee.

- Whenever a friendly unit within 6″ is completely destroyed or routs.

- Units may also willingly get 1 fatigue to add +3″ to their Advance or +6″ to their Rush or Charge moves .

There is no limit to how much fatigue a unit can have, however units that have 3 or more tokens on them count as Wavering.

Effects of Fatigue

Fatigue tokens affect how units perform in combat and they are spent by the opposing player in order to gain an advantage.

At any point during a unit's action players may remove fatigue from an enemy unit in order to give it a penalty:

- Reduce its movement by –2″ when using Advance actions and by –4″ when using Rush or Charge actions

- Reduce its to hit rolls, to block rolls or its morale test rolls by –1

Players may remove as many tokens from the enemy as they want, however the effects of each penalty are not cumulative.

Example: A unit with 2 fatigue tokens wants to Charge and the opposing player removes 1 token to give it –4″ movement. The player can't remove 2 tokens to give it –8″ because the effects are not cumulative.

Recovering from Fatigue

Units may recover from fatigue by staying idle during their activation.

Any unit with fatigue tokens that stays idle during its activation may immediately remove all of its fatigue tokens.

Note that Wavering units with fatigue that stay idle may remove all of their fatigue tokens as well as stop Wavering.

ADVANCED DAMAGE

Using Advanced Damage

Advanced Damage rules are optional rules that make the game deadlier by modifying how units are damaged during combat.

These rules represent infantry fleeing from combat as they suffer casualties and how monsters and vehicles are affected by taking damage gradually.

Note that you don't have to use all of the advanced damage rules but can only use the unit attrition or critical damage rules.

Unit Attrition

Models will start to flee the battle as they see their units crumble around them and vehicles will deteriorate as they take hits.

Whenever a unit takes one or more wounds it must take as many morale tests as the number of wounds it suffered.

The effect of these morale tests depends on how the unit took wounds:

- **Melee:** For each failed test the unit takes 2 additional wounds.

- **Other:** For each failed test the unit takes 1 additional wound.

These wounds can't be regenerated in any way and they don't cause additional morale tests for fleeing models.

Critical Damage

Monsters and vehicles that take hits can take critical damage which affect their combat capabilities.

Whenever a monster or vehicle takes X wounds roll 2D6+X and see what effect it has on the unit depending on the result:

- **3 to 9 - Glanced:** no effect

- **10 to 12 - Immobilized:** moves –2″ on Advance and –4″ on Rush or Charge

- **13 to 15 - Shaken:** gets –1 to hit

- **16+ - Annihilated:** killed immediately

These effects are cumulative and last until the end of the game.

Note that since the rules don't specify which units are monsters or vehicles you and your opponent are going to have to agree before the game which units are affected by the critical damage rules.

ADVANCED ACTIONS

Using Advanced Actions

Advanced Actions are extra rules that give players more strategic options by adding what actions units can take.

When using these actions the game is played normally, however players may pick one of the following actions in addition to the regular actions.

Note that you don't have to use all of these advanced actions but can choose to only use a few of them.

Hunker Down

Units can hit the ground and take cover in order to increase their survivability when under enemy fire.

When taking Hunker Down actions the unit stays idle but enemies shooting at it get −1 to their to hit rolls.

Note that Wavering units taking Hunker Down actions get this protection bonus as well as stop being Wavering.

Defensive Stance

Units can brace themselves for melee by adopting a defensive stance and preparing themselves for combat.

When taking Defensive Stance actions the unit stays idle but enemies attacking it in melee get −1 to their to hit rolls, however the unit may not strike back in melee.

Note that Wavering units taking Defensive Stance actions get this protection bonus as well as stop being Wavering.

Aimed Fire

Units can increase their shooting precision by staying put and adjusting their aim.

When taking Aimed Fire actions the unit may not move but shoots with +1 to hit.

Heavy Charge

Units can increase their melee prowess by making short but brutal charges.

When taking Heavy Charge actions units may make a Charge action with +1 to hit but may not move more than 6″ for it.

Overwatch

Units can increase their survivability by shooting at charging enemies or engaging in deadly firefights.

When taking Overwatch actions the unit stays idle but may react once to an enemy unit as it takes its action during this round.

The unit may react to two things:

- **Movement:** The unit may stop the enemy at any point during movement to shoot at it, however it gets −1 to its shooting hit rolls.

- **Shooting:** The unit may immediately shoot back at a unit within 24″ that it took fire from, however it gets −1 to its shooting hit rolls.

MULTI-PLAYER GAMES

Games with 3+ Players

Whilst the simplest way to play is with 2 players the game can also be played with 3+ players by slightly adjusting the rules.

This can lead to some interesting battles with a focus on combined armies and coordination between players.

Essentially the game is still played with two opposing forces, however more than one player takes control of each side.

Forming Teams

Before the game begins divide the players into two teams, which don't need to have an equal amount of players.

This means that you can have 2 vs. 1 battles, 2 vs. 2 battles, etc.

Preparing the Armies

When preparing armies you must split the amount of points that each team is allowed to take between its players.

The amount of points that each player is allowed to take within a team doesn't have to be equal and players may choose to split their points unevenly.

This means that in a 1000pts game you could have each player in a team take 500pts of units, or one 750pts and the other 250pts, or any combination that you see fit.

Deploying Armies

When deploying units players from the same team must deploy their units along the same table edge, alternating in placing one unit per player when it's their turn.

Example: Team A and B have 2 players each and the deployment roll-off was won by Team A. Player 1 from Team A places one unit and then Player 1 from Team B places one unit. Then Player 2 from Team A places a unit followed by Player 2 from Team B. The players continue this until all units from both teams have been deployed.

The Mission

When checking mission objectives all objective markers, deployment zones, etc. are counted for each team together.

Playing the Game

When playing the game follow all of the regular rules, however whenever one team has the turn only one of the players may activate a single unit and then activation passes to the other side.

It doesn't matter which player activates one unit from each team, so there is no specific order to follow.

APOCALYPTIC GAMES

Games with 3000+ Points

Whilst the regular rules allow you to play large games with armies of 3000pts or more the game can get a little slow by using such a large amount of units.

In order to speed the game up you can follow these rules to play epic battles of apocalyptic size.

Note that these rules can also be used to speed up regular games with less than 3000pts if you wish.

Unit Leaders

When preparing your army each unit must have a clearly defined leader model that is declared before the game beings.

The leader is the core of a unit and is used to measure line of sight, movment, etc.

We recommend using a special model or marker to distinguish it from the rest.

Since the leader is essential it always has to be the last model that is removed when the unit takes wounds.

Movement

When moving only the leader follows the regular rules, so measure distances and move him first.

Once the leader has been moved you must arrange all other models in the unit around the leader whilst maintaining coherency.

Note that no distances are measured for individual models, they are just freely moved to a new position.

Shooting

When shooting line of sight and distances are measured from the leader model to the nearest model in the target unit.

If the leader has line of sight, then all weapons that are in range of the target may shoot from the leader's position.

Note that the range of all weapons is measured from the leader, regardless of where the actual weapons are.

Melee

When charging only the leader follows the regular rules, so measure distances and move him into base contact first.

Once the leader has been moved you must move all charging models into base contact with enemy models or as close as possible to the target whilst maintaining coherency.

Then all models from the target unit must do the same if they are not in base contact with an enemy yet.

When fighting in melee all models count as being in range regardless of their position, so everybody can always strike.

Terrain

When setting up the game all terrain is treated like a solid building, with a clearly defined perimeter that can be entered.

Units don't get cover from being obscured by other units or terrain but may only get cover by entering a piece of cover terrain.

SMALL-SCALE GAMES

Games with Smaller Scales

Whilst the regular rules are written with individually based 28mm models in mind the game can also be played at smaller scales or with multi-based models.

Small-Scale Models

The game can be played using models of smaller sizes like 6mm, 10mm and 15mm, where multiple small models are mounted together on a single base.

Here are some general guidelines for base sizes that you can use:

- **6mm:** 20mm x 10mm
- **10mm:** 32mm x 25mm
- **15mm:** 50mm x 32mm

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

Multi-Based Models

Players can also use 28mm models placed on a movement tray, which essentially act just like bases for small-scale models.

Regardless of whether you are using small models or large models, each single base always represents a whole unit.

When combining two units into one you can either put all models on a single large base or you can use two separate bases, which count as a single large base.

Example: A unit of 20 Infantrymen can consist of one base with 20 models or of two bases with 10 models each.

Measuring Distances

If you play using small scale models all distances measured in the game are always halved (rounding up).

This does not apply to the preparation of the game, so the deployment zones and distance between objectives stay the same.

Game Length

When playing with small scale models the game length is extended by 2 rounds.

This means that objectives are checked after the 6th round and not after the 4th.

Attacking Units

Since each base represents a whole unit the attack values of all weapons of models in the unit are summed together.

Example: A base of 5 Markmen with 4 Rifles (Attack 1) and 1 Gatling Rifle (Attack 3) has a total attack value of 7 when shooting.

Defending Units

Since models are not removed individually from each base when units take wounds they count as having Tough(X), where X is the total amount of models in the unit.

If any of the models in the unit already have Tough(X), then X is the total amount of all Tough(X) values in the unit.

Example: A base of 10 Infantrymen counts as having Tough(10), whilst a base of 6 Ogres with Tough(3) count as having Tough(18).