AGE OF FANTASY: SKIRMISH v2.16

General Principles

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

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

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

Preparation

The Battlefield: The game is played on a flat 4'x4' surface, with at least 15-20 pieces of terrain on it.

The Armies: The players put together two armies of equal points before the game begins (we recommend 250pts for your first match).

Mission: Place D3+2 objectives. Players roll-off to go first, and then alternate in placing one marker each outside of deployment zones, and over 9" away from each other. At the end of each round, if a unit is within 3" of a marker while enemies aren't, then it's seized, and remains seized even after leaving. Stunned units can't seize markers, and if units from both sides are contesting a marker, then it becomes neutral again. The game ends after 4 rounds, and the player that controls most markers wins.

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

Playing the Game

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

Activation

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

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

Movement

Unit members must stay within 2" of at least one other member, and within 6" of all other members. Units may only move within 1" of other units when charging, and may only charge if at least one charging model can reach base contact with one model from the target unit.

Shooting

Models in range and line of sight may fire all weapons, or split their attacks evenly among all enemy units within 3" of a single model (target picks how). Shooting models take one quality test per attack, and each success is a hit. For each hit defending models roll one die trying to score their Defense value or higher, and each fail causes one wound. Then check the wounds section to see what happens to the unit.

Weapon Profiles: The stats of each weapon are shown like this:

Name (Range, Attacks, Special)

Weapons with a range value are for shooting, and without are for melee.

Melee

Charging models must move into base contact with the target, or as close as possible, and then defenders must do the same by moving up to 3". Models within 2" of enemies may strike with all their melee weapons, which works just like shooting (may also split attacks). Then the defending unit may choose to strike back, but doesn't have to. If one of the two units is destroyed, the other may move by up to 3", else the charging units must move back by 1".

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

Wounds

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

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

Knocked Out: Remove from play.

Stunned: The model is Stunned until the end of its next activation (place it on its side to show this). Stunned models fail morale tests automatically, and must stay idle. If a Stunned model takes any hits from shooting, or is charged again, then it is Knocked Out.

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

Morale

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

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

Terrain

Cover Terrain: Units shooting at enemies with most models in or behind cover get -1 to hit rolls.

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

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

SPECIAL RULES

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both player have Ambush they roll-off to see who deploys first, and then alternate in placing them.

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

Blast(X): Ignores cover and multiplies hits by X, but can't deal more than one hit per model. May choose to split hits within 3" as if they were attacks.

Breath Attack: Once per round, deal 3 hits with AP(1) in melee, or to one enemy unit within 12" in line of sight.

Deadly(X): Assign each wound to one model, and multiply it by X. Note that these wounds don't carry over to other models if the target is killed.

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

Fear: Always counts as having dealt +D3 wounds when checking wound effects in melee (must deal at least 1 wound from attacks in order to apply).

Fearless: Gets +1 to morale tests.

Flying: May move through all obstacles, and may ignore terrain effects. This model only needs to roll 2+ for a successful drop or leap, and it may freely jump without having to roll for it.

Furious: Gets +1 attack with a weapon of your choice when charging.

Hero: Friendly units within 12" of the hero may use his quality for morale tests, as long as it isn't Stunned.

Immobile: May only use Hold actions.

Impact(X): Deals X melee hits when charging (must be in striking range).

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

Phalanx: Enemies charging units where all models have this rule don't count as having charged (for special rules), and they must take a dangerous terrain test before attacking (only roll up to as many dice as models with phalanx).

Poison: Unmodified results of 6 to hit are multiplied by 3.

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

Rending: Unmodified results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Scout: This model may be deployed after all other units, and may then move by up to 12", ignoring terrain. If both of the players have Scout, they roll-off to see who deploys first, and then alternate in placing and moving them.

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

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

Stealth: Enemies get -1 to hit rolls when shooting at this unit.

Strider: This model may ignore the effects of difficult terrain. This model only needs to roll 2+ for a successful drop, leap or jump.

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

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

Wizard(X): May cast one spell during its activation, at any point before attacking. Pick a spell and a target in line of sight and roll D6+X. If the result is equal or higher than the number in brackets, you may resolve the effects. Spells may target a single unit or split their effects evenly among all friendly or enemy units within 6" of a single model (target picks how). Enemy wizards within 18" and line of sight of the caster may roll D6+X at the same time, and if their result is higher the spell is blocked. Wizards may only either try to cast or try to block a spell each round.

Command Groups

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

Sergeant: One model gets +1 to hit when shooting or in melee (pick one).

Musician / Battle Standard: All friendly units within 6" always count as having dealt +1 wound for seeing wound effects in melee (must deal at least 1 wound from attacks in order to apply).

Special Movement

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

Falling: If a model is pushed off an elevated position at least 2" tall, it takes 1 hit with AP(1+X), where X is AP(+1) for every full 3" it fell. Then place the model Stunned within 2" of the bottom.

Dropping: Models may drop off steep elevation up to 6" high, instead of climbing down. Roll X+1 dice, trying to score 3+, where X is one die for every full 3" it drops. If all rolls are successes, then you may place the model within 2" of the bottom, and continue moving without counting elevation. If any roll is failed, then the model falls instead.

Leaping: Models may leap off steep elevation up to 6" high onto enemies within 2" of the bottom. Roll X+1 dice trying to score 3+, where X is one die for every full 3" it drops. If all rolls are successes, then you may place the model in contact with the target, and deal as many automatic hits as dice rolled. If any roll is failed, the model falls instead.

Jumping: Models may cross gaps up to 1" wide as if they were solid ground, however they must jump to cross gaps up to 6" wide. Roll X+1 dice trying to score 3+, where X is one die for every full 3" it jumps. If all rolls are successes, then the model may move across the gap as if it was solid ground. If any roll is failed, then the model falls instead.