

# AGE OF FANTASY – MISSION CARDS v1.0

## General Principles

**Mission Cards:** These rules were created to give players a dynamic way to play, with shifting mission objectives.

**Print & Play:** Print and cut all 36 cards. We recommend inserting them all in card sleeves, and you can also insert a regular playing card for rigidity.

**Roll & Play:** If you prefer you can also choose not to cut out the mission cards, but instead roll two dice to determine a random card. To do this roll each die one at a time, where the result of the first one stands for decimals whilst the result of the second one stands for units. Then check the top left number of the cards to see which one you got.

*Example: A player rolls two dice, with the first result being a 2 and the second result being a 1. This would mean that card 21 (Seize 1) is chosen.*

**Controlling Markers:** 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. Wavering units can't seize markers and if units from both sides are contesting a marker then it becomes neutral again.

**Game Types:** When playing with mission cards you can pick one of the following two game types:

- Battle of Wits
- Total Domination

## Battle of Wits

Players compete in completing as many of their own objectives as they can before the end of the game.

### Preparation

**Mission Decks:** Each player gets a deck of 36 mission cards as his own.

**Objectives:** Place 6 objective markers. Players roll-off to go first and alternate in placing one marker each outside of deployment zones and over 9" away from each other.

### Playing the Game

**Generating Missions:** At the beginning of each round players draw cards from their deck until they have 3, which are placed face up on the table.

**Scoring Cards:** At the end of each round players check if they have completed at least one condition on any of their cards. If they did, then they must score the one worth most victory points, and discard that card from the game.

**Trashing Cards:** After scoring cards each player may discard one of their remaining cards from the game.

**Victory Conditions:** The game ends after 4 rounds and the player that scored most points wins.

## Total Domination

Players compete in completing the same set of objectives before the game ends, racing to be the first to complete them.

### Preparation

**Player Decks:** Both players share a single deck of 36 mission cards.

**Objectives:** Place 6 objective markers. Players roll-off to go first and alternate in placing one marker each outside of deployment zones and over 9" away from each other.

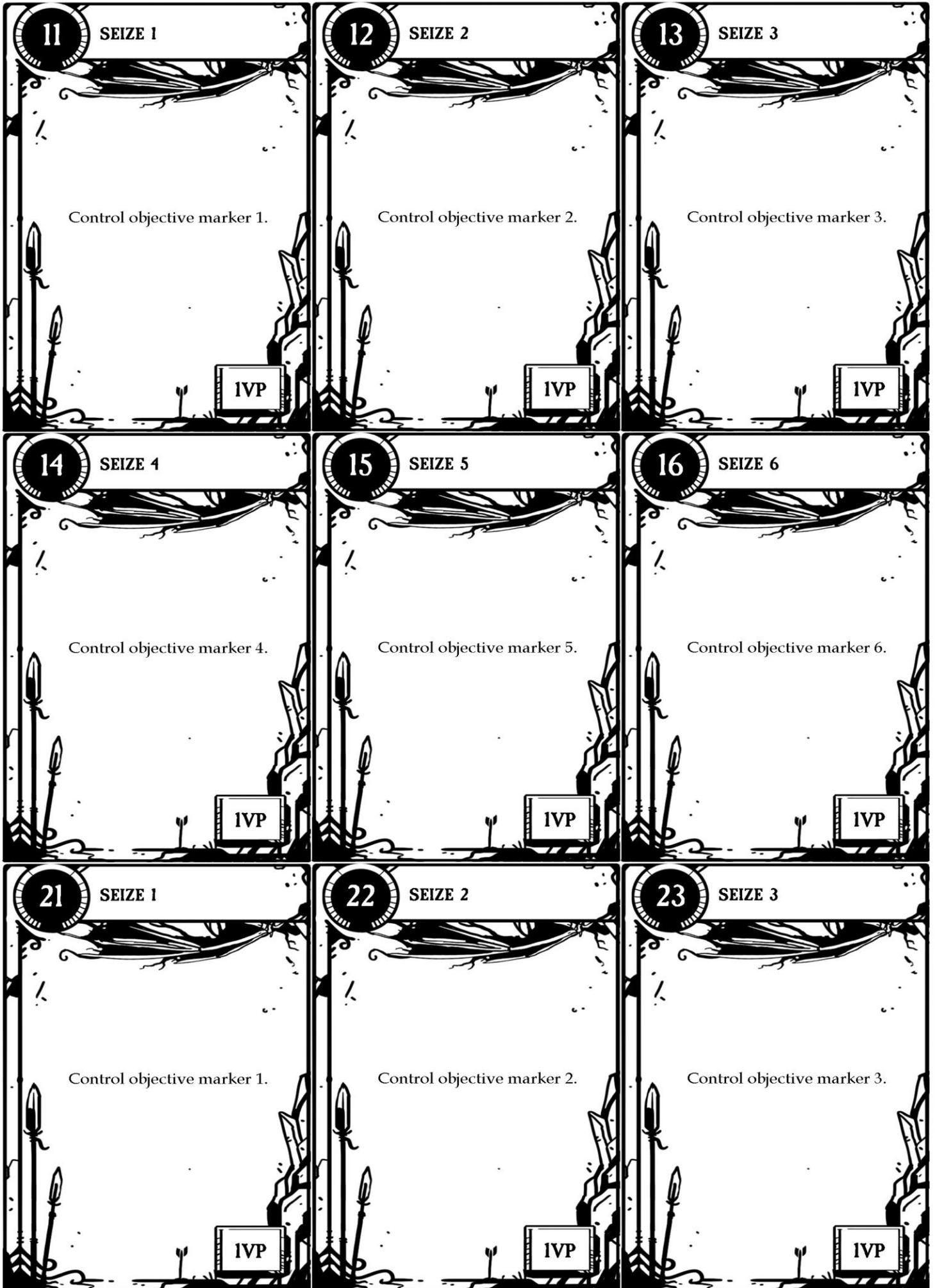
### Playing the Game

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**Scoring Cards:** At the end of each round players check if they have completed at least one condition on any of the cards. If they did, then they must score the one worth most victory points, and discard that card from the game. In case of a tie neither player scores the card.

**Trashing Cards:** At the end of each round the player with the lowest total score may discard one of the remaining cards from the game.

**Victory Conditions:** The game ends after 4 rounds and the player that scored most points wins.





**41 ON THE MARCH**

Have no units from your army in your deployment zone.

1VP

**42 DELVE DEEP**

Have at least one unit within the enemy's deployment zone.

1VP

Have at least three units within the enemy's deployment zone.

2VP

**43 HOLD THE LINE**

Have at least three units within your deployment zone whilst no enemy units are within your deployment zone.

This card can't be scored at the end of round 1.

1VP

**44 SHIFTING STRATEGY**

Roll a D6 when you draw this card. Control that objective marker.

1VP

Control that objective marker after it was controlled by the enemy at the start of the round.

2VP

**45 AREA DOMINANCE**

Control any three objective markers.

2VP

**46 TOTAL DOMINANCE**

Control all objective markers.

5VP

**51 VOLLEY FIRE**

Destroy one enemy unit with a ranged attack.

1VP

Destroy three or more enemy units with ranged attacks.

2VP

**52 CHARGE**

Destroy one enemy unit in melee.

1VP

Destroy three or more enemy units in melee.

2VP

**53 CUT THEM DOWN**

Destroy one enemy unit.

1VP

Destroy three or more enemy units.

2VP

Destroy six or more enemy units.

5VP

**54** **OUTFLANK**

No enemy units within 6" of the center of the battlefield.

1VP

No enemy units within 12" of the center of the battlefield.

2VP

**55** **TERRIFY**

One enemy unit fails a morale test.

1VP

Three or more enemy units fail a morale test.

2VP

**56** **ARCANE CHANNELING**

Successfully cast or block one magic spell.

1VP

Successfully cast or block three or more magic spells.

2VP

**61** **SLAY THE KING**

In this or any previous round, destroy the enemy Hero with the highest Tough value.

In case of a tie in Tough values any of the models counts.

2VP

**62** **SPELLBREAKER**

Destroy an enemy model with the Wizard rule.

1VP

**63** **CLEANSE THE SKIES**

Destroy an enemy unit with the Flying rule.

1VP

**64** **EXECUTIONER**

Destroy one enemy model with the Hero rule.

1VP

Destroy three or more enemy models with the Hero rule.

2VP

**65** **BIG GAME HUNTER**

Destroy an enemy unit with Tough(6) or higher.

1VP

Destroy an enemy unit with Tough(12) or higher.

2VP

**66** **TAKE NO PRISONERS**

Win a melee by three or more wounds.

1VP

Win a melee by six or more wounds.

2VP