AGE OF FANTASY

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Age of Fantasy v1.6
by Gaetano Ferrara (http://onepagerules.wordpress.com/)

Introduction

Age of Fantasy is a single-page miniatures game set in a fantasy world, which is played using 28mm miniatures on round bases.

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

About OPR

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Thank you for playing and happy wargaming!

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General Principles

The most important rule: Whenever the rules are unclear or don't seem quite right, use common sense and personal preference. Have fun!

Quality Tests: Whenever you must take a quality test roll one six-sided die trying to score the unit's quality value or higher, which counts as a success.

Modifiers: If you need to roll a 7+ or higher to succeed, then a roll of 6+ followed by 4+ counts as a success. Note that a roll of 1 is always a fail.

Line of Sight: If you can draw a straight line from attacker to target without passing through any obstacle or unit, then it has line of sight.

Preparation

The Battlefield: The game is played on a flat 6'x4' surface, with at least 5-10 pieces of terrain on it.

The Armies: Before the game players must put together a force of 500pts worth of units and upgrades, with at least 1 Hero unit and up to 2 Monster, Chariot or Artillery units.

Deployment: Players roll-off, and the winner picks which long table edge is his deployment zone, with his opponent taking the opposite edge. 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.

Mission: Place D3+2 objective markers on the table. 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. Units that are within 3" of a marker whilst no enemy unit is count as having seized it, however Wavering units can't seize or stop other units from seizing markers. After 4 rounds the player that managed to seize most markers wins.

Playing the Game

The game is played in rounds in which players alternate in activating one unit each until all units have been activated. The player that deployed first starts activating first on the first round. Each new round the player that finished activating first in the previous round gets to go first.

Activation

The player declares which unit he activates, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Advance	6"	May shoot after moving.
Rush	12"	May not shoot.
Charge	12"	Move into melee.

Movement

All members of a unit must remain within 2" of at least one other member and within 6" of all other members at all times. Units may only move within 1" of other units when charging, and may only use Charge actions if their move brings at least one model in base contact with the target.

Shooting

All models that are in range and have line of sight to an enemy may fire all of their weapons at it. Shooting models take one Quality test per attack and each success is a hit. For each hit roll one die trying to score the target's Defense value or higher, and each success causes a wound. For every wound the defender must remove one model from the target unit.

Melee

Charging models must move into base contact or as close as possible with the enemy, and then defenders do the same by moving by up to 3". All attackers within 2" of an enemy may strike with all melee weapons, which works like shooting. Then any remaining defenders may strike back in the same way. Once both sides have attacked the unit that caused fewer wounds must take a morale test and the attacker must move back by 1". If one of the two units is destroyed the other may move by up to 3".

Morale

Whenever a unit takes wounds which brings it down to half or less of its total size or tough value, then it must take a morale test. The unit takes a Quality test and if failed it is Wavering until the end of its next activation. Wavering units have -1 to their attack rolls in melee and must spend their next activation idle. Units in melee only take morale tests if they caused fewer wounds, and if they fail a morale test whilst down to half or less of their total size or tough value, then they Rout (remove the unit from play).

Terrain

Cover (*forests, ruins, fences, etc.*): Units that shoot at enemies with most models within or behind cover terrain get -1 to their shooting rolls.

Difficult Terrain (*woods, mud, rivers, etc.*): Units moving through difficult terrain can't move more than 6" at a time, regardless of action.

Dangerous Terrain (*quicksand, lava pools, deadly vegetation, etc.*): Roll one die for every model that moves across dangerous terrain or activates in it. On a roll of 1 the model takes one wound.

Unit Types

Heroes: These models can be deployed as part of other friendly Infantry units. When rolling for Defense or Morale use the value that the majority of models have.

Infantry: Any unit that is not a Monster, Chariot or Artillery counts as Infantry. You can deploy two copies of the same Infantry unit as one big unit, however upgrades that affect all models must be bought for both.

Monsters: Always count as having the Fear and the Impact(3) special rules.

Chariots: Always count as having the Fast and the Impact(3) special rules.

Artillery: Always count as having the Slow special rule and may only fire when using Hold actions. When fighting in melee enemy units count as having AP(+2).

Weapons

Weapon profiles are listed directly on the unit's card and are represented like this:

- Name (Range, Attacks, Special Rules)

Weapons with a range value provide attack dice to shooting, others to melee. Models without a melee weapon always have 1 attack in melee.

Common Upgrades

Many units have access to these upgrades, which have the same effect for all armies:

- **Sergeant:** One model gets +1 to melee or shooting rolls (pick one).
- **Musician:** The unit may add +1 to its melee results
- **Battle Standard:** The unit may add +1 to its melee results

Special Rules

Ambush: You may choose not to deploy this model with your army, but instead keep it in reserve. After round 1 roll one die at the beginning of each round, and on a 4+ you may place the model anywhere on the table over 6" away from enemy units. Then roll one die, on a 5+ the opponent may move the model by up to 12" (must be in a valid position). On the last round this model arrives automatically.

AP(X): When rolling to wound with this weapon the target gets Defense -X.

Blast(X): Multiply this weapon's hits by X.

Deadly: Models taking wounds from this weapon multiply the total by 3.

Fast: This model moves 9" when using Advance and 18" when using Rush/Charge actions.

Fear: Enemies without Fear must take a morale test before fighting in melee with this model. If the test is failed the unit gets -1 to its attack roll.

Fearless: This model gets +1 to its morale rolls.

Fire Breath: Once per game this unit may deal 2D6 automatic hits in melee or to one enemy unit within 12" when shooting.

Flying: This model may move through other units and obstacles, and it may ignore terrain effects.

Furious: This model takes one Quality test when Charging, if successful it deals 1 automatic hit.

Impact(X): This model deals X automatic hits when using Charge actions.

Indirect: This weapon may be fired at enemies that are not within line of sight, however targets not within line of sight count as being in cover.

Phalanx: Enemies charging this unit must take a Dangerous Terrain test before attacking (max. as many tests as models with Phalanx in this unit).

Poison: When rolling a result of 6 to hit with this weapon it always wounds on a roll of 2+.

Regeneration: When this model takes wounds roll one die for each, on a 5+ it is ignored.

Scout: This model is deployed after all other units have been deployed. Scout units may be placed anywhere over 12" away from enemies. If both players have scout units the players must roll-off to see who deploys first.

Skirmisher: Enemies get -1 to their shooting rolls against this unit.

Slow: This model moves 4" when using Advance and 8" when using Rush/Charge actions.

Sniper: Models firing this weapon count as having Quality 2+ and ignore cover. The attacker may pick which model from the target unit is hit.

Strider: This model can move more than 6" when passing through difficult terrain.

Tough(X): This model must accumulate X wounds before being removed 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. Note that you must first accumulate wounds on a single Tough model until it is killed before you may start accumulating wounds on another Tough model.

Vanguard: This model is deployed after all other units have been deployed. Vanguard units may immediately move by up to 12". If both players have vanguard units the players must roll-off to see who moves first.

Wizard(X): This unit may cast one spell at the beginning of its activation. Roll X dice and use one spell from its army that has a number in brackets which is equal to or lower to the highest result.

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Dispelling

When an enemy Wizard within 18" of one of your Wizards tries to use a spell, you may try to block it. Roll as many dice as your Wizard's X value and pick the highest result. If it is higher than the enemy Wizard's highest result, then the spell is blocked and its effects are not resolved. A Wizard that has already cast spells during a round may not dispel, and a Wizard that already blocked during a round may not cast spells.

Mysterious Terrain

When using mysterious terrain rules roll on the table whenever a unit enters a piece of terrain for the first time. The result is permanent and is applied on top of any other rules the terrain has.

Result	Effect
1-2	None.
3	Units moving into/through the terrain take D3 automatic wounds.
4	Units moving into/through the terrain take D6 automatic hits.
5	Units inside the terrain get +1 to their shooting rolls.
6	Units charging into the terrain get -1 to their melee rolls.

Mysterious Objectives

When using mysterious objectives rules roll on the table whenever a unit moves within 3" of an objective marker for the first time. The result is permanent as long as the marker is alive.

Result	Effect
1-2	None.
3	Units within 3" of the marker count as being in Dangerous terrain.
4	Units within 3" of the marker count as being in Difficult terrain.
5	Units shooting at targets within 3" of the marker get -1 to their rolls.
6	Units within 3" of the marker get +1 to their melee rolls.

Solid Buildings

Solid buildings are terrain models that consist of one solid block which cannot be opened or reached into. Solid buildings have the Transport special rule (see below) and units may shoot into and out of any side of the building that has some sort of firing port (doors, windows, etc.), always counting as shooting from the topmost firing port. When shooting at units inside a building the target counts as in cover. Whenever a unit charges a building, only one unit inside of it is targeted (defender may choose which), and the attackers are moved into base contact with the building. Solid buildings can come in many shapes and materials, so we have provided some examples you can use as a guideline:

Building	Transport
Wooden Sheds	6
Brick Houses	11
Mansions	21
Castle Walls	11
Castle Keeps	21

Transport(X): This model may transport up to X Infantry models. Units may enter by moving into contact with a transport and may use an Advance action to exit. If a unit is inside a transport when it is destroyed it must take a Dangerous Terrain test, is immediately Wavering, and surviving models must be placed within 6" of the transport before it is removed.

Missions

When using the following missions the table and armies are set up as described in the core rules. You can either choose any of these or play with a random objective by rolling one die on this table:

Result	Mission
1	Duel
2	Seize Ground
3	Relic Hunt
4	Sabotage
5	Breakthrough
6	King of the Hill

Placing Objectives: 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.

Seizing Objectives: Units that are within 3" of a marker whilst no enemy unit is also within 3" of the same marker count as having seized it. Wavering units can't seize or stop other units from seizing.

1 – Duel: Place D3+2 markers. After 4 rounds the player that has seized most markers wins.

2 – Seize Ground: Place 4 markers, one in each table quarter. After 4 rounds the player that has seized most markers wins.

3 – Relic Hunt: Place 3 markers. If a unit seizes a marker it picks it up and if it is destroyed the marker is dropped on the spot. After 4 rounds the player that has seized most markers wins.

4 – Sabotage: Place 2 markers, each one belonging to a player. Seizing an enemy marker destroys it. After 4 rounds the player that destroyed the enemy marker whilst keeping his own marker intact wins.

5 – Breakthrough: Place 2 markers, one at the center of each deployment zone. After 4 rounds the player that has seized most markers wins.

6 – King of the Hill: Place 1 marker at the center of the table. After 4 rounds the player that has seized the marker wins.

Multi-Player Games

The game can be played with more than two players by adjusting the rules a little, and these rules can also be used to play with armies consisting of allies from different factions. Essentially the game is still played with two opposing forces, however more than one player takes control of each force.

The Armies: Split the amount of points the players are allowed to take evenly amongst players on the same side. Each side still follows the same unit type limits across all players.

Deployment: Players on the same side deploy units on the same table edge.

Mission: Objectives, deployment zones, etc. are counted for each side, not for each player.

Playing the Game: Whenever one side has the turn only one of the players may activate a single unit, and then activation passes to the other side.

Playing Bigger Games

If you wish to play games that are bigger than described in the core rules you may use this table to determine what unit limits you must follow.

Points	Heroes	Monsters, Chariots or Artillery
500	1	0-2
750	1	0-3
1000	1-2	0-4
1250	1-2	0-5
1500	1-3	0-6
1750	1-3	0-7
2000	1-4	0-8
2250	1-4	0-9
2500	1-5	0-10
2750	1-5	0-11
3000	1-6	0-12

Note that the rules were not designed with such large games in mind, and as such your playtime might substantially increase.