

AGE OF FANTASY



**ONE
PAGE
RULES**

AGE OF FANTASY v2.16

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 fantasy battles for new and experienced players alike.

This rulebook is divided into 3 sections:

- **Basic Rules** - Everything you need to play the game, with plenty of diagrams and examples.
- **Advanced Rules** - Extra rules that you can use on top of the basic rules to spice up the game.
- **Total Conversions** - Rules that radically modify the base rules and provide a new experience.

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

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

About OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

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

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

Thank you for playing!



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GENERAL PRINCIPLES

The Most Important Rule

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

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

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

Scale Conventions

This game was written to be played with 28mm heroic-scale miniatures in mind, which are mounted on round bases.

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

Here are some general guidelines for base sizes:

- **Infantry:** 20mm to 40mm
- **Cavalry & Beasts:** 25mm x 50mm
- **Monsters & Chariots:** 50mm x 100mm
- **Artillery:** Not mounted on a base

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

Models & Units

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

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

Unit Stats

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

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

Dice

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

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

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

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

Re-Rolls

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

Roll-Offs

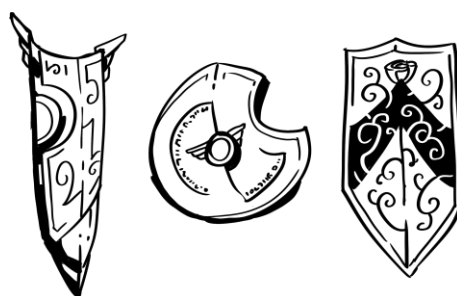
Whenever a rule tells you to roll-off, all players involved in the roll-off must roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

Quality Tests

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

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

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



Modifiers

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

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

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

Weapons

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

Weapons profiles are represented like this:

- Name (Range, Attacks, Special Rules)

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

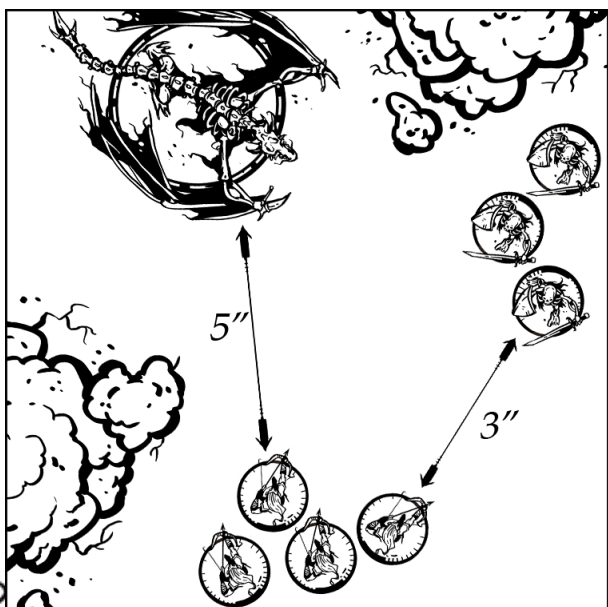
Measuring Distances

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

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

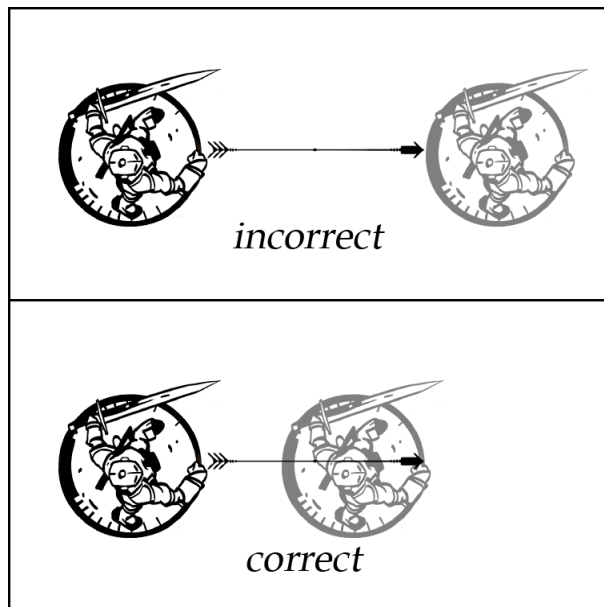
When measuring the distance between two models you always measure from/to the closest point of their bases.

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



Measuring Movement

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



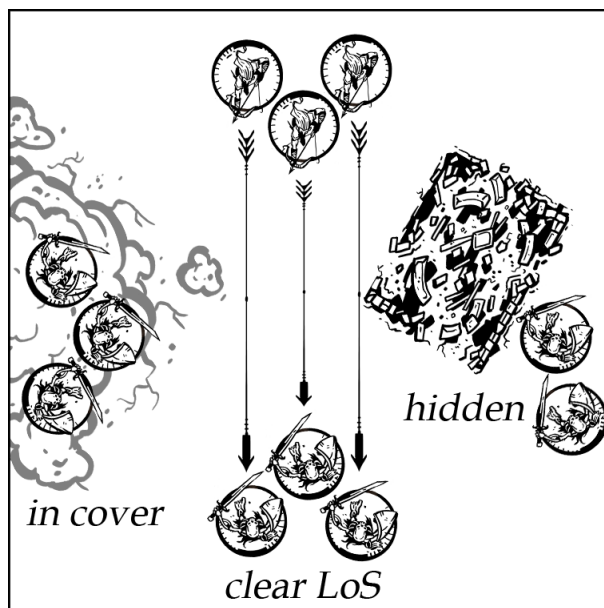
Note that whilst all examples here show round bases, these movement restrictions apply in the same way to models on bases of different shape or models without a base.

Line of Sight (LoS)

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 model's base to the other, and if the line doesn't pass through any solid obstacle (including other units), 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.



PREPARATION

Preparing the Battlefield

You are going to need a flat 6'x4' surface to play on, which is usually referred to 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 10 pieces of terrain on it, though we recommend using 15 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.

Ideally you want to place enough blocking terrain that you can't draw clear line of sight from edge to edge across the table, as well as place a variety of cover and difficult terrain so that there are no gaps bigger than 12" between terrain pieces.

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 from seizing them.

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

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

Preparing your Army

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

For a start we recommend playing with armies worth 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 combine two copies of the same unit into a single big unit, as long as any upgrades that are applied to all models 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 are applied to all models in the unit.

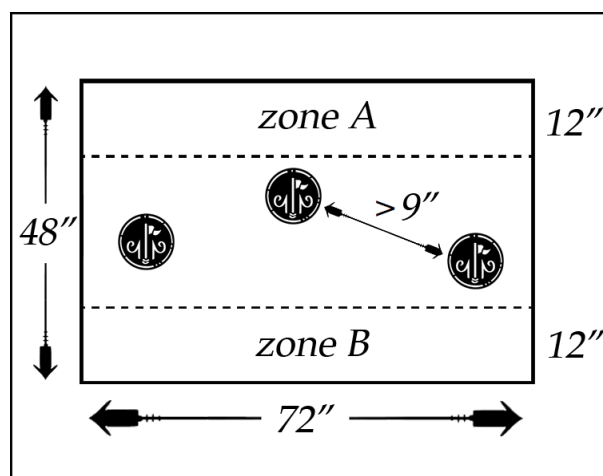
Deploying Armies

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

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

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

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



PLAYING THE GAME

Rounds, Turns & Activations

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

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

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

Once the action has been taken, their turn ends and the opposing player's turn starts. This continues until all units have activated, at which point the round ends and a new game round begins.

On each new round the player that finished activating first on the last round gets to activate first.

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

Activating Units

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

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

- **Hold:** The unit may shoot.
- **Advance:** The unit moves by up to 6" and may only 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. Note that units may only use charge actions if at least one model is able to get into base contact with the target.

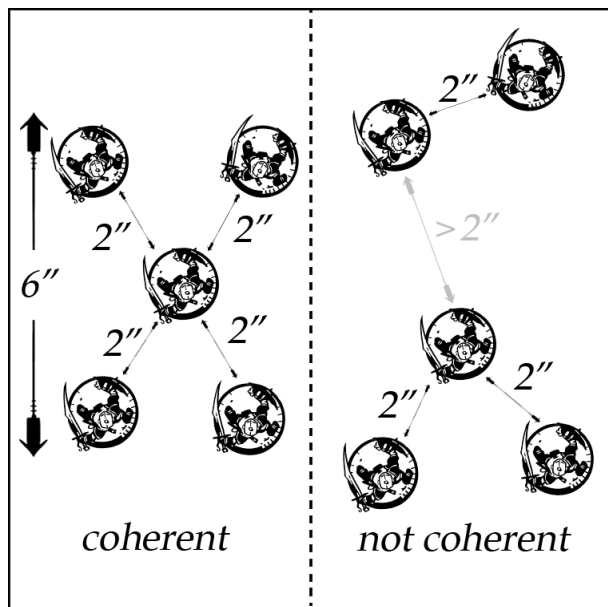


MOVEMENT

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 (or as close as possible).



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.

Holding

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

Advancing

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

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

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

Rushing

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

Charging

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

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



SHOOTING

Picking Targets

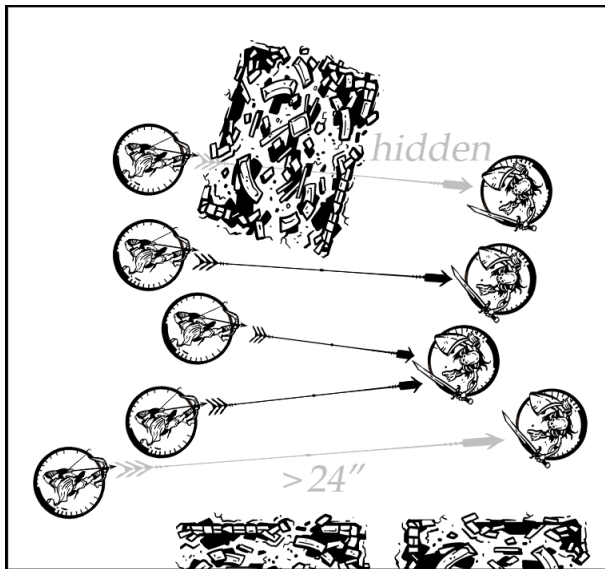
When taking a Shooting action, a unit must pick one valid target and all models in the unit may shoot at it.

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

Who Can Shoot

All models in a unit with line of sight to the target 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 Archers in the middle can shoot at the Skeletons. The model at the top is in range but has no line of sight, whilst the model at the bottom has line of sight but is out of range of the Skeletons.

Multiple Weapon Types

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

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

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

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

The Shooting Sequence

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

1. Determine Attacks
2. Roll to Hit
3. Roll to Block
4. 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 Archers is shooting at a unit of Skeletons. Three Archers with Bows (Attack 1) are within range and line of sight of the Skeletons, 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 with no effect.

Example: The three Archers (Quality 5+) are shooting at the Skeletons. They take three Quality tests and roll a 4, a 5 and a 6. This means that they score a total of 2 hits.

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.

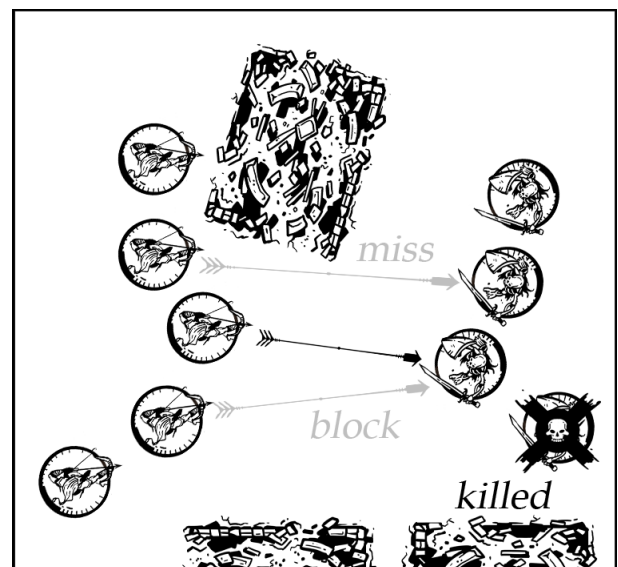
Each success counts as a block, and all failed rolls cause one wound each.

Example: The unit of Skeletons (Defense 5+) has taken two hits. They roll two dice and get a 4 and a 5. This means that the Skeletons 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.



MELEE

Picking Targets

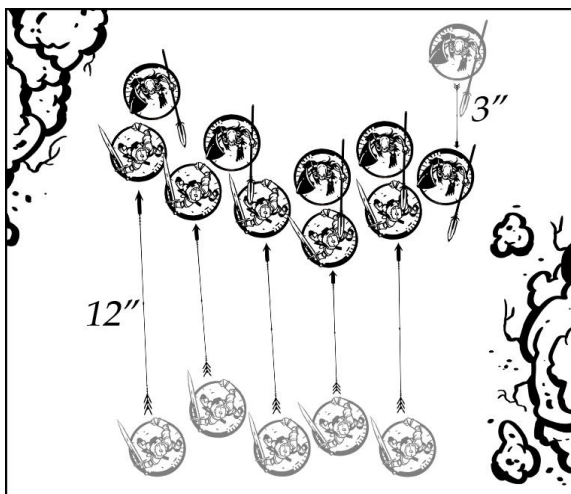
When taking a Charge action, a unit must pick one valid target and all models in the unit must charge it.

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.

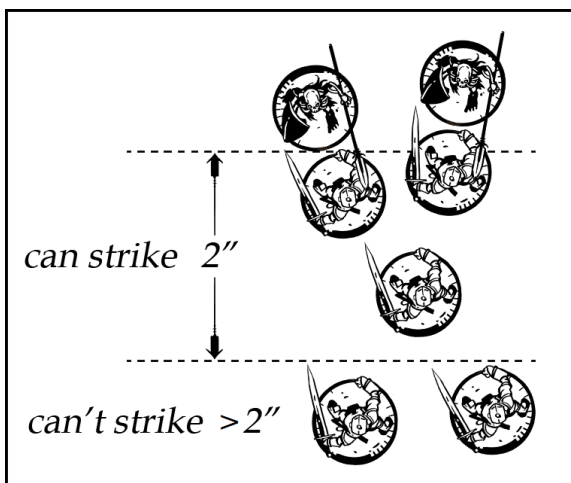
Once all charging models have moved, all models from the target unit that are not in base contact with a charging model must move by up to 3" to get into base contact with a charging model, or as close as possible to an enemy model from the charging unit, maintaining unit coherency.



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

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 is charging a unit of Skeletons. Three of the Infantrymen armed with Hand Weapons (Attack 1) are in range of the Skeletons, 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 with no effect.

Example: The three Infantrymen (Quality 5+) are striking at the Skeletons. They take three Quality tests and roll a 4, a 5 and a 6. This means that they score a total of 2 hits.

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 one wound each.

Example: The unit of Skeletons (Defense 5+) has taken two hits. They roll two dice and get a 4 and a 5. This means that the Skeletons 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 (following the melee sequence again), but doesn't have to.

Fatigue

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 they 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 caused 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 Skeletons. The Infantrymen inflict 2 wounds in that melee, whilst the Skeletons only inflict 1 wound. Since the Infantrymen caused more wounds the Skeletons have lost and must take a morale test.

Consolidation Moves

After determining who won the combat, the charging unit makes consolidation moves.

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 state deteriorates, and they will be pinned by enemy fire or flee the battlefield.

Whenever it takes wounds that leave it with half or less of its starting size or tough value (for units with a single model), or whenever it loses a melee, then it must take a morale test.

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

Taking Morale Tests

To take a morale test, the affected unit must simply take one regular 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 or tough value (for units with a single model) 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 or less as many models or tough value (for units with a single model) 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 being Wavering at the end of its activation.

Routed Units

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

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

Example: A unit of 10 Swordsmen has lost 5 models in melee and must take a morale test. The unit takes a morale test and fails it, so it routs (because it only has half as many models left as it started 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 weird situations or misunderstandings during your game, and that things can proceed smoothly.

Note that each piece of terrain may use multiple terrain type rules where it makes sense.

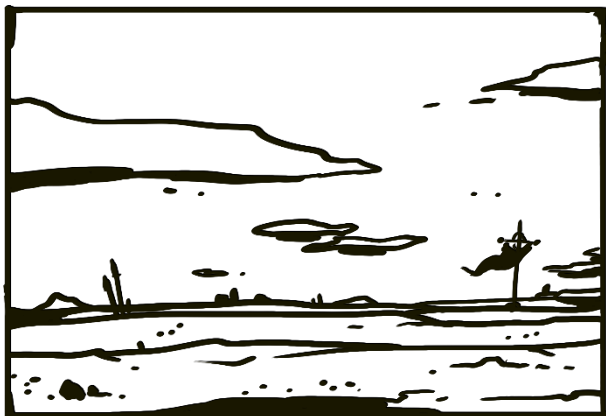
Example: A piece of Forest terrain could count both as Cover as well as Difficult Terrain.

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.

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



Impassable Terrain

Mountains, Canyons, Deep Water, etc.

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

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

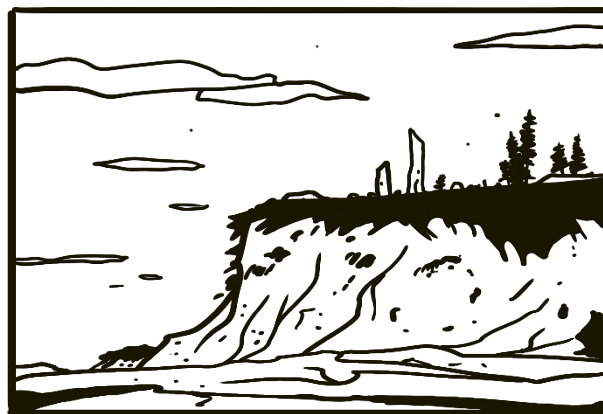


Elevation

Hills, Rooftops, Cliffs, etc.

Any terrain piece that is at least 3" 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 hit rolls.

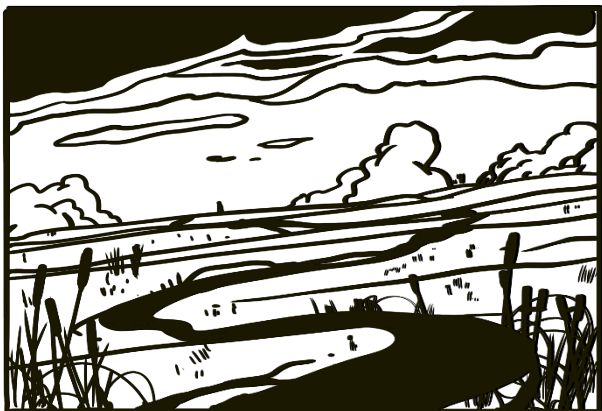


Difficult Terrain

Woods, Mud, Rivers, etc.

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

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



Dangerous Terrain

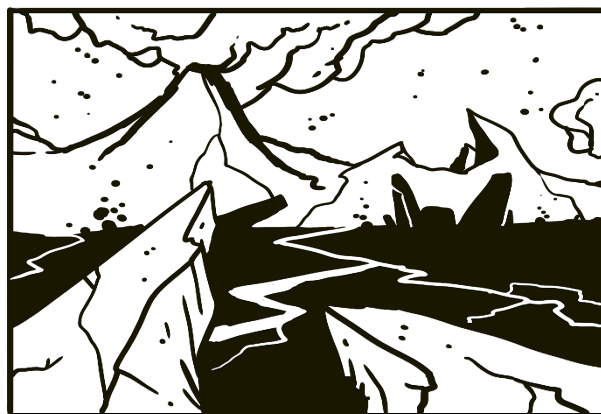
Quicksand, Lava Pools, Deadly Vegetation, etc.

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

If a model moves in or through dangerous terrain, 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 unit 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

Rules Priority & Stacking Effects

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

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

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

Command Groups

When preparing your army each unit may only have one of each of the following upgrades (even combined units).

Sergeant: One model in the unit gets +1 to hit when shooting or in melee (pick one before the game begins).

Musician / Battle Standard: Always counts as having dealt +1 wound for seeing who won melee.



Ambush

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

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

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

Artillery

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

AP(X)

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

Blast(X)

This weapon ignores cover and multiplies hits by X, however it can't deal more than one hit per model in the target unit.

Breath Attack

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.

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 by that model don't carry over to other models if it is killed.

Fast

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

Fear

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

Fearless

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

Flying

Models 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 units may use the hero's Quality value, and when rolling to block use the unit's Defense value, until all non-hero models are killed.

Immobile

Models with this special rule may only use Hold actions.



Impact(X)

Whenever a model with this special rule charges, it deals X automatic melee hits, as long as it reaches striking range.

Indirect

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

Phalanx

Enemies charging units where all models have this special rule don't count as having charged for the purpose of special rules, and they must take a Dangerous Terrain test before attacking.

Note that the charging unit must only roll up to as many dice 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. On a 5+ the 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 ignores the Regeneration rule.

Scout

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

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

Slow

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



Sniper

Models firing weapons with this special rule count as having Quality 2+ when rolling to hit, and the attacker may pick one model from the target unit as its target.

Note that shooting is resolved as if the target was a unit of 1.

Stealth

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

Strider

Models 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 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 on the model with Tough.

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

Note that heroes must still be assigned wounds last.

Wizard(X)

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

To cast a spell, select one from the wizard's army list, pick a target in line of sight, 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 18" and line of sight may also roll D6+X at the same time, and if the result is higher than that of the casting wizard, then the spell's effects are blocked instead.

Note that each wizard may only either try to cast a spell or try to block a spell each round.

TERRAIN PLACEMENT

Terrain Placement Styles

When preparing the game, you can either pick one of the placement styles below, or select it randomly.

To select a random placement style, roll one die:

1. Random
2. Alternating (Free)
3. Alternating (Restricted)
4. Full Table
5. Two Halves
6. Six Squares

Terrain Selection

Once you have decided what placement style to use, you may either pick 10-15 pieces of terrain that you want to play with, or else use the method below to generate terrain.

To generate balanced terrain follow these steps:

- Take 6 pieces of terrain:
 - 2 impassable
 - 2 forests or fields (any combination)
 - 2 hills or fields (any combination)
- Take 4D3 more pieces of terrain, determining their type by rolling 2D6 for each:
 - 2-4 = hill
 - 5 = lake
 - 6 = field
 - 7 = forest
 - 8 = ruins
 - 9-10 = barricade
 - 11-12 = impassable

Terrain Guidelines

Whilst there is no limit to what type of terrain features you can use for your games, we recommend that each terrain feature be somewhere between 4"x4" and 8"x8" in size.

For each terrain feature you'll also have to define some basic rules for how they work in the game. Whilst you can always pick what rules to use by personal preference, here are some guidelines on basic terrain types:

- **Fields** - difficult terrain + cover terrain
- **Forests** - difficult terrain + cover terrain + units can see into it and out of it, but not through
- **Hills** - difficult terrain when going up + cover terrain + units on top can ignore one unit or terrain piece in the way when measuring line of sight
- **Barricades** - cover terrain
- **Ruins** - cover terrain + dangerous terrain when crossing with rush or charge actions
- **Lakes** - difficult terrain
- **Rivers** - dangerous terrain when crossing with rush or charge actions

1. Random

Divide the table into six 2'x2' sections.

For each piece of terrain, roll one die to place it at the center of one random section, and then move it 2D6" toward the center of another randomly selected section, stopping to be at least 6" away from other pieces of terrain.

If it's impossible to place the terrain piece, simply remove it.

2. Alternating (Free)

Players roll-off, and then alternate in placing one terrain piece each, starting with the player that won.

Terrain pieces must be placed at least 6" away from each other, and if it's impossible to place them they are removed.

3. Alternating (Restricted)

Roll one die to select a random restriction, and then follow the same rules as the "Alternating (Free)" placement style:

1. No pieces of terrain may be placed within 12" of the center of the table.
2. No pieces of terrain may be placed within 12" of the edge of the table.
3. Place the first piece of terrain at the center of the table. The rest must be placed more than 12" away from that piece of terrain.
4. Place the first piece at the center of the table, and the rest must be placed within 9" of another piece of terrain that was already placed.
5. Place the first 4 pieces each within 12" of a different table corner. The rest can be placed anywhere.
6. Place the first 4 pieces each in a different table quarter. The rest can be placed anywhere.

4. Full Table

Players roll-off, and the winner places all pieces of terrain on the table, at least 6" away from each other and the table edge.

Then the player that lost the roll-off gets to pick which side they want to deploy on.

5. Two Halves

Players roll-off, and the winner may draw a straight line from one corner of the battlefield to the opposite, and pick which table half they place terrain on.

Then the players alternate in placing one piece of terrain each on their own table half, at least 6" away from other pieces of terrain and the table edge.

6. Six Squares

Divide the table into six 2'x2' sections.

Players roll-off, and then alternate in placing one terrain piece each in a random section, starting with the player that won.

Terrain pieces must be placed at least 6" away from each other, and if it's impossible to place them they are removed.

DEPLOYMENT STYLES

Random Deployment Style

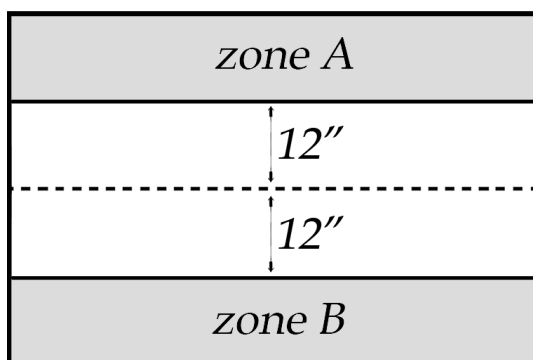
Whilst you can simply pick one deployment style of your choice, it can be interesting to have it be randomly selected before the game begins, to keep things fresh.

To select a random deployment style, simply roll one die:

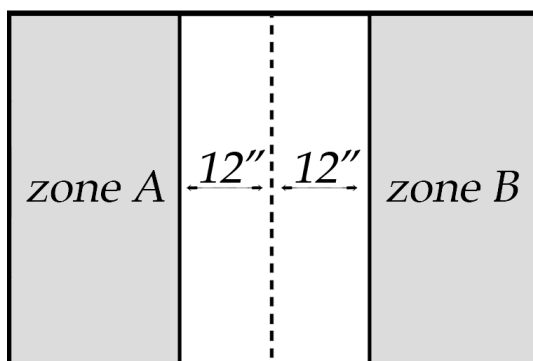
1. Frontline
2. Long Haul
3. Side Battle
4. Ambush
5. Spearhead
6. Flank Assault

1. Front Line

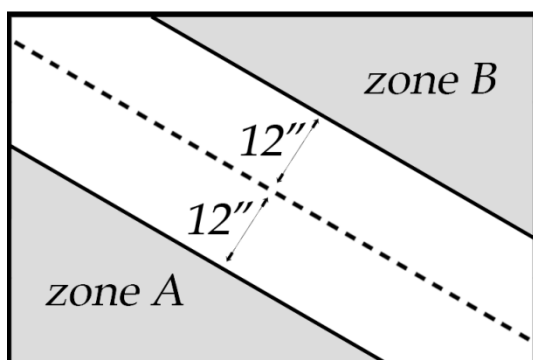
Note that this is the standard deployment from the core rules.



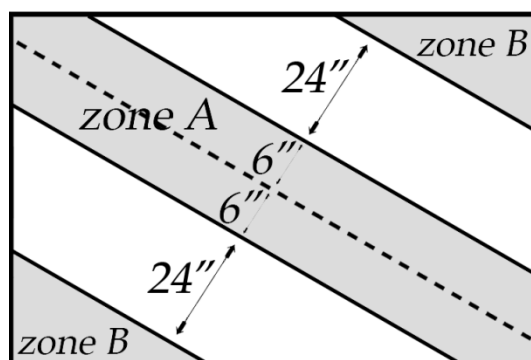
2. Long Haul



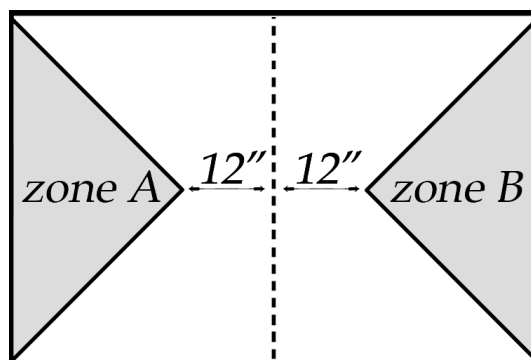
3. Side Battle



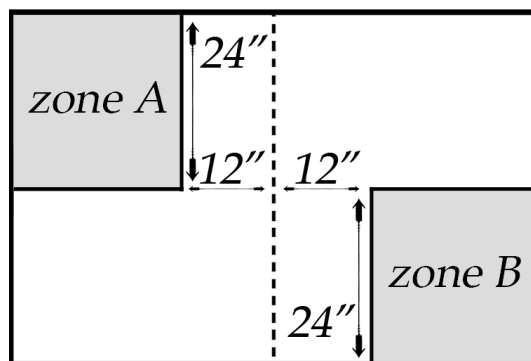
4. Ambush



5. Spearhead



6. Flank Assault



EXTRA MISSIONS

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 begins, to keep players on their toes.

To select a random mission, simply roll one die:

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. Then the players alternate in placing one marker each outside of the deployment zones, and over 9" away from other objective 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. Markers remain seized even if the unit moves away, however Wavering units can't seize or stop others from seizing them. If units from both sides contest a marker at the end of a round, then it becomes neutral.

Note that if you are using the random deployment styles rules, you must first roll to see which deployment style you will use, then roll for mission objectives, and only after you roll-off to see who picks where to deploy.

1. Duel

After the table has been prepared, the players must set up a total of D3+2 objective markers on the battlefield.

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

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

2. Seize Ground

After the table has been prepared, the players must set up a total of 4 objective markers on the battlefield.

Divide the non-deployment zone area of the table into 4 equal quarters, and place one marker at the center of each.

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

3. Relic Hunt

After the table has been prepared, the players must set up a total of 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 controls most markers wins.

4. Sabotage

After the table has been prepared, the players must set up 1 objective marker each 12" away from their table edge.

Each objective marker belongs to the player that placed it, and if at any point a unit seizes the enemy objective marker, then the marker is destroyed and removed from play.

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

5. Breakthrough

After the table has been prepared, the players must set up 1 objective marker each on the battlefield.

The objective markers must be placed at the center of each player's deployment zone, 12" away from the table edge.

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

6. King of the Hill

After the table has been prepared, the players must set up only 1 objective marker on the battlefield.

The objective marker must be placed over 9" away from the deployment zones and the table edges.

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

SIDE-MISSIONS

Playing with Side-Missions

When playing with side-missions, the scoring at the end of the game is done using a Victory Points (VP) system, instead of winning based on the mission's conditions.

At the end of the game, players earn VPs for completing the main mission objective, as well as 1 VP for each side-mission that they completed:

- **Duel** - 1 VP per controlled marker
- **Seize Ground** - 1 VP per controlled marker
- **Relic Hunt** - 1 VP per controlled marker
- **Sabotage** - 1 VP for destroying the enemy marker and 1 VP for keeping own marker alive
- **Breakthrough** - 1 VP per controlled marker
- **King of the Hill** - 2VP for controlling the marker

Before the game begins, pick one of the following playstyles, or roll a D3 to randomly get one:

1. Shared
2. Hidden
3. Shared + Hidden

Additionally, you must pick one of the following selection methods, or roll a D3 to randomly get one:

1. Free
2. Limited
3. Randomized

Playstyles

There are 3 different playstyles you can use, each providing a different level of competition:

1. **Shared** - Each player selects 1 side-mission openly, both players can complete any of the side-missions
2. **Hidden** - Each player selects 1 side-mission in secret, players can only complete their own side-mission
3. **Shared + Hidden** - Players roll-off, and the winner selects 1 side-mission openly, which both players can complete. Then each player selects 1 side-mission in secret, which only they can complete.

Selection Methods

There are 3 different selection methods you can use, each giving the players a different degree of control:

1. **Free** - Players may freely select any side-mission from any of the categories.
2. **Limited** - Players must roll a D3 to get a category, and may then freely select any side-mission.
3. **Randomized** - Players must roll a D3 to get a random category, and then roll a D6 to get a side-mission.

Note that if you roll a side-mission that cannot be completed, then you must re-roll until you get one that can be.

Categories

There are 3 different categories to choose from, each with their own twists and strategies:

1. Combat Mastery
2. Tactical Genius
3. Heroic Intervention

1. Combat Mastery

1. **Conserve** - At least 50% of friendly units alive.
2. **Linebreaker** - All enemies without Tough killed.
3. **Obliterate** - Killed 3+ enemy units in one round.
4. **Terrify** - Enemy unit routs in melee.
5. **Onslaught** - Won melee by 3+ wounds.
6. **Attrition** - At least 50% of enemy units killed.

2. Tactical Genius

1. **Dominate** - Enemy controls no objectives.
2. **Ground War** - No enemy units within 6" of the center.
3. **Overrun** - At least one friendly unit fully inside each table quarter.
4. **Defend** - No enemy units fully inside friendly deployment zone.
5. **Invade** - At least one friendly unit with 3+ models fully inside enemy deployment zone.
6. **Seize** - Control most objective markers.

3. Heroic Intervention

1. **Slay** - Enemy hero with highest Tough value killed.
2. **Sacrifice** - Most expensive friendly hero killed.
3. **Head Hunter** - Most expensive enemy hero killed.
4. **Sorcerer Supreme** - Enemy hero killed by spell.
5. **Ancient Heirlooms** - Friendly hero within 6" of the center of the table.
6. **Secret Mission** - Friendly hero within 3" of enemy table edge inside deployment zone.



EXTRA ACTIONS

Using Extra Actions

Before the game, players can agree to use any or all of the following extra actions in the game:

- Hunker Down
- Defensive Stance
- Covering Fire
- Focused Fire
- Heavy Charge
- Stealth Move
- Overwatch

When using these extra actions the game is played normally, however players may pick any of the selected extra actions in addition to the regular ones.

Hunker Down

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

When taking a Hunker Down action, the unit remains idle, and enemies shooting at it get -2 to hit rolls until its next activation.

Wavering units may take Hunker Down actions to get this bonus as well as stopping to be Wavering.

Defensive Stance

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

When taking a Defensive Stance action, the unit remains idle, and may not strike back, and enemies attacking it in melee get -2 to hit rolls until its next activation.

Wavering units may take Defensive Stance actions to get this bonus as well as stopping to be Wavering.

Covering Fire

Units can try to pin down the enemy by shooting wildly so that they keep their heads down.

When taking a Covering Fire action, the unit may not move, and may shoot only hitting on rolls of 6+. Roll one die per hit, and if you roll at least one 4+, then the target must take a morale test (regardless of casualties). All hits are then discarded.

Focused Fire

Units can increase their shooting precision by staying put and adjusting their aim for that perfect headshot.

When taking a Focused Fire action, the unit may not move, and gets +1 to hit when shooting at targets within 12".



Heavy Charge

Units can strengthen their melee prowess by making short but brutal charges that devastate enemy lines.

When taking a Heavy Charge action, the unit makes a regular Charge action, and gets +1 to hit in melee, but only if the total charge distance is over 3" and under 6".

Stealth Move

Units can try to make it harder for enemies to shoot at them by moving carefully and sticking close to the ground.

When taking a Stealth Move action, the unit may move by its regular move distance, may not shoot, and enemies shooting at it get -1 to their hit rolls until its next activation.

Overwatch

Units can hold off from doing anything and prepare to shoot at charging enemies or engage in deadly firefights.

When taking an Overwatch action, the unit stays idle, and until its next activation it may react once to an enemy unit as it moves or shoots.

The unit may react to two things:

- **Movement:** The unit may shoot at an enemy at any point during movement, however it gets -1 to hit rolls.
- **Shooting:** The unit may shoot back at an enemy within 24" that shot at it, however it gets -1 to hit rolls.

SOLID BUILDINGS

Open vs Solid Buildings

The difference is simple:

- 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.

Usually, solid buildings would be treated as a piece of sight blocking and impassable terrain, however with these rules your units will be able to enter and defend them.

Using Solid Buildings

Solid buildings may hold up to X models inside of them, which must be from the same army.

Units may enter by moving into contact with the building, and units inside may exit by using any action but only move up to 6", however units may not both enter and exit a building as part of the same activation.

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, regardless of what material the building is made of.

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 all types of 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.

Collateral Damage

Optionally, solid buildings may also take collateral damage when units inside of them are attacked.

Whenever a unit targets an enemy inside of a building with a ranged attack, roll one die for every attack that misses. On a 4+ that attack hits the building instead, which is resolved after all regular hits have been resolved.

Note that failing to cast a spell targeting a unit inside of a building does not count as a missed attack.



RANDOM EVENTS

Using Random Events

Players can choose to add random events, which affect units on the battlefield in unexpected ways, by checking if a random event is triggered every round.

At the beginning of each round, roll one die. On a 5+ an event is triggered, and you must roll two dice to determine which one is triggered.

First roll a D3, which represents the first number, and then roll a D6, which represents the second number.

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

Note that if a random event calls for randomly selecting a unit from any army, you must first randomly select an army for the event, and then randomly select a unit to be the target.

11. Monstrous Spawn

Select one random unit, which immediately takes D3+3 automatic hits with AP(1).

12. Low Supplies

Select D3 random units, which can't shoot any of their weapons until the end of the mission.

13. Broken Morale

All units from one random army get -1 to morale tests until the end of the game.

14. Carnivorous Fauna

Until the end of the mission whenever a unit enters terrain roll one die, on a 1 it takes a dangerous terrain test.

15. Toxic Fumes

Select one random table quarter. All of the units within that table quarter take D3+4 automatic hits.

16. Rigged to Blow

Select one random player, who may note down one piece of terrain in secret. The first unit to enter that terrain takes D3+3 automatic hits with AP(2).

21. Magic Anomaly

Place an anomaly marker in the center of one random table quarter. All units that move within 3" of it take D3+3 hits.

22. The Walking Dead

Place a unit of D6+4 Zombies (Qua 5+, Def 5+, Claws (A3), Slow) in the center of one random table quarter. At the end of each round the zombies must charge or rush the nearest unit.

23. Crazy Sniper

Place a sniper on the highest piece of terrain with most line of sight on the table. Select one random unit, and at the end of each round if it is in line of sight of the sniper it takes D3 hits.

24. Surprise Attack

Select one random unit that is inside a piece of terrain. That unit is wavering.

25. Grave Miscalculation

The first time during this round when a unit rolls a 1 to hit for shooting it takes D3+3 automatic hits with AP(2).

26. Berserker

The first time during this round when a unit rolls a 6 to hit in melee the target takes D3 automatic wounds.

31. Flash Bombs

Select one random army. Enemy units get -1 in melee when attacking units from that army until the end of the round.

32. Suppressing Fire

Select one random unit, which doubles its shooting attacks during this round.

33. War Shout

Select one random unit that is wavering, which immediately stops wavering.

34. Covered in Blood

Select one random unit. Enemy units within 6" of it get -1 to morale until the end of the mission.

35. Magical Boots

Select one random unit, which moves +D3" on Advance and +2D3" on Rush or Charge actions until the end of the mission.

36. Deep Rage

Select one random unit, which gets AP(+1) and +1 to hit in melee until the end of the round.



BATTLEFIELD CONDITIONS

Playing with Battlefield Conditions

Before the game, you can either pick one of the conditions of your choice, or have it selected randomly.

First roll a D3 to select a condition type:

- 1-2 = None
- 3-4 = Geological
- 5-6 = Mysterious

Then roll one die, and check which battlefield condition you get, based on the type that was selected.

Geological Conditions

1. Earthquake

The entire table counts as Dangerous Terrain.

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

2. Heavy Storm

The entire table counts as Cover Terrain.

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

3. Muddy Terrain

The entire table counts as Difficult Terrain.

Any piece of terrain that already counted as Difficult Terrain becomes harder to move through, and units may not move more than 4" when crossing it.

4. Smell of Death

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

5. Magical Winds

All units must move +D3" in a straight line on Advance actions, and +2D6" in a straight line on Rush or Charge actions.

6. Dark Skies

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

For the rest of the game, all units get -2D6" range when firing their ranged weapons (to a minimum of 3").

Mysterious Conditions

1. Damnation

At the beginning of each round, you must select one of your units to make a sacrifice and take D3 wounds.

If you do, nothing happens. If you don't, then all of your units get -1 to all of their attack, defense and morale rolls this round.

2. Arcane Power

All wizards get +1 to their casting and blocking rolls.

On a natural roll of 1, something went wrong, and the casting or blocking wizard takes D3 automatic wounds.

3. Inspiration

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

4. Deadly Vortex

Whenever a unit is activated, roll one die, on a 1 it takes D3 automatic wounds.

5. Mystical Fog

Whenever a unit takes a wound, roll one die, on a 6+ it may ignore that wound.

6. Sinister Echoes

Whenever a unit is Wavered, it also takes D3 wounds.

Whenever a unit is Routed as a result of losing in melee, all friendly units within 6" take D3 wounds.



TERRAIN & OBJECTIVE EFFECTS

Using Terrain & Objective Effects

Players can choose to add extra rules to their terrain features and objective makers by picking any of the ones they like, or by generating them randomly.

Whenever a unit enters a piece of terrain for the first time, roll one die, and the effect lasts the whole game:

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

Whenever a unit seizes an objective for the first time roll, one die, and the effect lasts the whole game:

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

Terrain Effects

1 & 2. Regular Terrain

Even after careful inspection, it seems that everything is normal in this 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 that dares approach.

Units that activate in or move through this terrain immediately take D3 automatic wounds.

4. Deadly Spores

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

Units that activate in or move through this terrain immediately take D6 automatic hits.

5. Magical Vigor

The terrain has a mysterious magical aura, which greatly 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 all around.

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



Objective Effects

1 & 2. Regular Objective

Except for its strategic value, there is nothing of note about this mission objective.

No special objective effects are applied to this objective.

3. Booby Traps

The terrain is covered in spikes or other improvised traps, which make life hell for anyone near it.

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

4. Magical Field

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

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

5. Defensive Barrier

The terrain is surrounded by an energy bubble, which protects its occupiers from projectiles.

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 when attacking in melee.

FOG OF WAR

Playing with 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.

Pick any of the following:

- Surprise Engagement
- Ebb and Flow
- Shifting Focus
- Combat Weariness
- Prolonged Battle

Surprise Engagement

When deploying armies, the players roll-off to see who goes first, 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.

Then, when it's a player's turn to deploy a unit, roll a D3 and place the unit fully within the resulting section.

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.

Ebb and Flow

Before the game begins, each players needs to take 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 have been drawn, at which point the round ends, and a new one begins by putting tokens in the bag.

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

Shifting Focus

Before the game begins, the table must be divided into 3 equal sections along the long table edges, and each section must be given a number from 1 to 3

Whenever a player needs to choose which unit to activate, first they must roll a D3, and then they may only activate one of their units that is within that table section.

If there are no eligible units in that table section, then they must move on to the next section going from left to right.

Combat Weariness

Starting from the second round on, whenever a player that has already activated at least half of their units finishes an activation, then they must roll 2D6.

If the result is a 2 or a 12, then they may not activate any more units this round, and as soon as their opponent has finished activating at least half of their units, then the round ends.

Prolonged Battle

Starting from the end of the 4th round, players must roll one 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 into the next round:

- **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.



BRUTAL DAMAGE

Using Brutal Damage

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

Pick any of the following:

- Unit Attrition
- Friendly Fire
- Horrible Mishaps
- Critical Hits
- System Damage

Unit Attrition

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

For each failed morale test:

- Take 2 additional wounds if in melee
- Take 1 additional wound otherwise

These wounds can't be regenerated in any way, and they don't trigger any additional morale tests.

Note that if you want, you can use the unit attrition rules whilst ignoring the regular morale rules, so units are never wavering from shooting or routed.

Friendly Fire

Whenever a unit shoots at an enemy that is within 3" of another friendly unit, then for every hit landed roll one die.

On a 1-3 the hit lands on the friendly unit, on a 4-6 the hit lands on the targeted enemy unit.

Note that if there are multiple friendly units within 3", then you must randomly determine which one is hit.



Horrible Mishaps

Whenever a unit rolls a 1 whilst shooting, some horrible mishap happens that could potentially kill it.

Roll one die, on a 1-3 the unit takes 1 automatic wound, and on a 4-6 nothing happens.

Note that wounds taken this way don't trigger morale tests, even if they bring the unit down to half or less of its original size or tough value.

Critical Hits

Whenever a unit rolls a 6 whilst shooting, the unit managed to land a critical hit that could be devastating.

Roll one die, on a 1-3 nothing happens, and on a 4-6 the target unit takes 1 automatic wound.

Note that this wound is in addition to any regular damage, so you must still roll to see what happens with the original hit that the unit landed.

Heavy Damage

Monsters and chariots that take hits can take heavy damage which affect their combat capabilities.

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

- **3-9 = Glanced:** no effect
- **10-12 = Immobilized:** moves -2" on Advance actions and -4" on Rush or Charge actions
- **13-15 = Shaken:** gets -1 to hit in melee and shooting
- **16+ = Annihilated:** killed immediately

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

Note that since the army rules don't specify which units are monsters or chariots, you and your opponent are going to have to agree on which units are affected by the heavy damage rules before the game begins.

COMMAND POINTS

Playing with Command Points

Command Points (CP) are an optional resource that can be added to the game, giving players access to critical tactical abilities that boost their units in battle.

When playing with these rules, players get $D6+X$ CP at the start of the game, where X is 1 CP for every 500pts in their army.

At any point during the game, players may then spend their CP in order to activate stratagems, with each only being usable once per unit activation (friendly or enemy).

Note that once CPs have been spent, they can't be earned again in any way, so make sure to use them wisely.

Stratagems

Players always have access to all abilities from the universal doctrine, as well as those from one other doctrine.

Before the game begins, players must pick one of the following combat doctrines, or roll a D3 to determine it randomly:

1. Strategic Doctrine
2. Defensive Doctrine
3. Shock Doctrine

Universal Doctrine

High Command - 1 CP

Add +1 to the result of any single die.

Supreme Command - 2 CP

Add +1 to the result of all dice in a single roll.

Seize Initiative - 2 CP

When it's the enemy turn to activate a unit, you may activate one of your units instead. The opposing player may spend 2 CP in order to stop this ability from having any effect.

Total Shutdown - 2 CP

At the end of the round, pick one objective marker under your control that is about to be seized by your opponent, which becomes neutral instead. The opposing player may spend 2 CP in order to stop this ability from having any effect.

Delayed Deployment - 2 CP

During the deployment phase, when it's your turn to place a unit, you may pass the turn to your opponent. The opposing player may spend 2 CP in order to stop this ability from having any effect.

Hidden Deployment - 3 CP

After all units have been deployed, you may remove up to D3 friendly units and place them again in any order. The opposing player may spend 3 CP to do the same, in which case players alternate in placing those units again.



1. Strategic Doctrine

Eternal Vigilance - 1 CP

Pick a friendly model that just suffered a wound which would kill it and roll one die, on a 4+ that wound is ignored.

Lightning Reflexes - 2 CP

Pick one friendly unit that just used a Rush action. That unit counts as being in cover next time it is shot at.

Code of Honor - 3 CP

Pick one friendly unit that would be Wavering or Routed. If it would be Wavering, it is not. If it would be Routed, then it is Wavering instead.

2. Defensive Doctrine

Heightened Senses - 1 CP

Pick one friendly unit that is shooting at an enemy in cover, which counts as being in the open instead.

Tactical Retreat - 2 CP

Pick one friendly unit that is within 12" of an enemy, and it may move up to 6" directly away from the closest enemy.

Closing Fire - 3 CP

Pick one friendly unit that is being charged. The unit may make shoot at the charging unit before it moves with -1 to hit rolls, even if it's not in range or line of sight.

3. Shock Doctrine

Sweeping Move - 1 CP

Pick one friendly unit that is about to use a Rush or Charge action, and it may add +2" to its movement.

Killing Blow - 2 CP

Pick one friendly unit that is fighting in melee. Any friendly model that is killed during this melee may strike one more time with one of its weapons before it is removed.

Ferocious Attack - 3 CP

Pick one friendly unit that just finished fighting in melee, and it may immediately fight again, ignoring penalties from fighting in melee more than once.

EXHAUSTION

Using Exhaustion

Exhaustion rules are optional rules that change how units behave as they are put through continuous fighting.

Units get 1 exhaustion marker whenever one of the following things happens during the game:

- After they fought in melee.
- Whenever a friendly unit within 6" is destroyed or routs after failing a morale test.
- Units may also willingly get 1 exhaustion marker to add +2" to their Advance moves or +4" to their Rush or Charge moves.

There is no limit to how many exhaustion markers a unit can take during the game.

No More!

Whenever a unit takes an exhaustion marker that brings it to a total of 3 markers or more, then it must take a morale test.

This is just a regular morale test, and if it's failed, then the unit is Wavering, even if it didn't take any wounds.

Effects of Exhaustion

Exhaustion markers affect how units will perform in combat, and the more markers a unit has the worse it will perform.

For each exhaustion marker:

- Movement is reduced by -1" when using Advance actions and by -2" when using Rush or Charge actions
- Shooting and Melee to hit results are reduced by -1
- Morale test results are reduced by -1

Unit Activation & Exhaustion

When a unit that has exhaustion markers is activated, it must take as many morale test markers on it, without the -1 morale test penalty for exhaustion.

For each success you may remove one marker from the unit, and once you are done you may activate it normally.

Resting Units

Units with exhaustion markers may use a Rest action by staying idle during their activation, which removes all markers at the end of the round.

Note that Wavering units may use Rest actions to remove all exhaustion markers as well as stop Wavering.

Heroic Inspiration

The presence of heroes helps allies recover from exhaustion when they are activated.

Whenever a hero is activated, you may remove 1 exhaustion marker from the hero and their unit, and from all other friendly units within 12" (this doesn't require any rolls).



MULTIPLAYER GAMES

Free-for-All

The simplest way to play games with 3-4 players is to have a free-for-all, where all players can attack each other, and they are all competing for the same objectives.

When playing the game, follow all of the regular rules, with just a couple of exceptions as described below.

Deployment: All players roll-off to determine the order in which they will deploy. Then the players alternate in picking a table corner and deploying one unit each within a 2'x1' area, starting with the player that got the highest score, and then alternating in descending order.

Turn Order: At the beginning of each round, including the first, players roll-off to determine the order in which they activate their units. The player with the highest score goes first, and then the players alternate in descending order.

Merry-go-Round

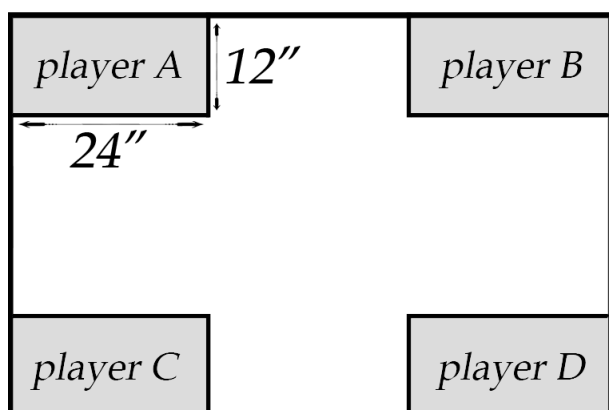
An alternative version of playing with 3-4 players is to have a merry-go-round, where each player can only attack one other player, as they all compete for the same objectives.

When playing the game, follow all of the regular rules, with just a couple of exceptions as described below.

Deployment: All players roll-off to determine the order in which they will deploy. Then the players alternate in picking a table corner and deploying one unit each within a 2'x1' area, starting with the player that got the highest score, and then alternating in descending order.

Turn Order: At the beginning of each round, including the first, players roll-off to determine the order in which they activate their units. The player with the highest score goes first, and then the players alternate in descending order.

Combat: During the game, players may only target enemy units from the player that deployed after them. If they are attacked in melee by any other player, then they may still strike back, but they may not voluntarily target them otherwise.



Team Games

If you want to play games with 3+ players, then team games are the best way to go, as there is no limit to the amount of players that can participate.

When playing the game, follow all of the regular rules, with just a couple of exceptions as described below.

Forming Teams: Before the game begins, divide the players into two teams by simply picking who belongs to which team, doing a draft, rolling for teams randomly, or however else you would like to pick teams. Note that teams don't need to have equal amounts of players, so you can play 2v1, 3v1, etc.

The Armies: When preparing armies, you must split the amount of points that each team is allowed to take between its players. Note that 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 unequally.

Deployment: When deploying units, players from the same team must deploy their units in the same deployment zone, placing a single unit when it's their team's turn to deploy.

The Mission: When setting up the mission and when checking who won, all objective markers and deployment zones are shared between players of the same team.

Turn Order: During the game, the turn order is on a team basis and not on a player basis, so for each team's turn only one of the players may activate a single unit. Note that each team may either pick which player gets to activate freely, or instead roll to see who gets to go next randomly.

APOCALYPTIC GAMES

Playing Apocalyptic Games

Whilst the regular rules allow you to play large games with armies of 3000pts or more, the game can get a little slow when 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, however you can also use these rules to speed up regular games if you wish.

Unit Leaders

Before the game begins, you must clearly define a single model within each unit to be its leader, and which will remain the unit's leader until the end of the game.

The leader will be the core of the unit, and is used to measure line of sight, movement distances, etc.

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

Terrain

When setting up terrain for the game, all pieces of terrain must be treated like solid buildings, with clearly defined areas that can be entered and exited.

This means that the only way for units to get cover is by entering a piece of terrain.



Movement

Whenever a unit wants to move, only measure distances from the leader, and move it first.

Once the leader has been moved, you must place all other models in the unit around the leader in any way you like, as long as you maintain unit coherency.

No distances are measured for any other models except the leader, so you may freely move them to their new position.

Shooting

Whenever a unit wants to shoot, only measure line of sight and distances from the leader model, to the nearest model from the target unit.

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

No line of sight or distances are measured for any other models except the leader, so models can freely shoot as if they were in the leader's position.

Melee

Whenever a unit wants to charge, only measure distances from the leader and move it into base contact first.

Once the leader has been moved, you must place all other models in the unit in base contact with enemy models, or as close as possible in any way you like, as long as you maintain unit coherency. Then all models from the target that are not in base contact may move in the same way.

When fighting in melee, all models always count as being in range of the enemy, regardless of their position, so everyone can always strike with all weapons.

KITCHEN TABLE GAMES

Playing Kitchen Table Games

The game can also be played on smaller surfaces, that are as small as 2'x3' in size, by adjusting the rules.

When setting up the game, use the deployment styles and mission selection from these rules instead of the regular ones.

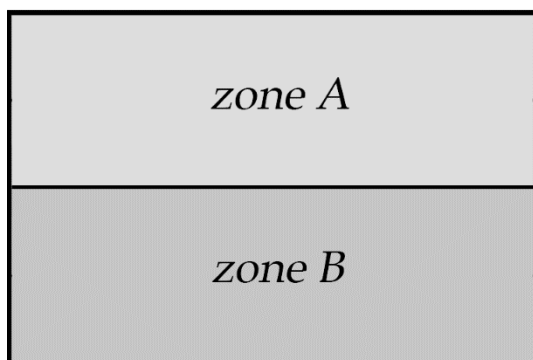
Deployment Styles

To select a random deployment style, simply roll one D3:

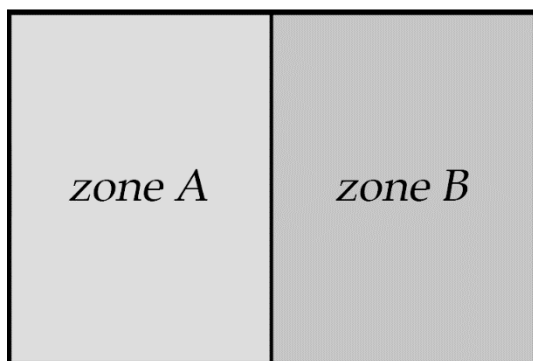
- **1-2:** Frontline
- **3-4:** Long Haul
- **5-6:** Side Battle

Note that your table may be a square instead of a rectangle.

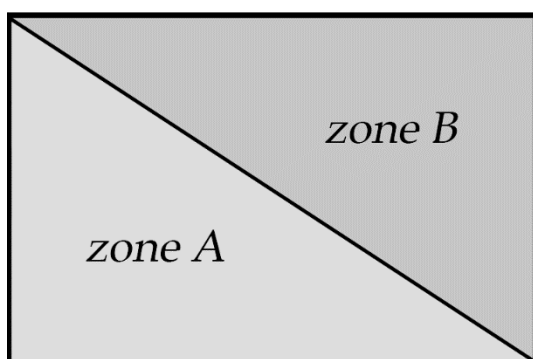
1. Frontline



2. Long Haul



3. Side Battle



Mission Selection

To select a random mission, simply roll one D3:

- **1-2:** Duel
- **3-4:** Seize Ground
- **5-6:** Relic Hunt

Note that when placing objective markers, you follow all the regular rules, but ignore restrictions on placing markers inside deployment zones.

1. Duel

After the table has been prepared, the players must set up a total of D3 objective markers on the battlefield.

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

2. Seize Ground

After the table has been prepared, the players must set up a total of 4 objective markers on the battlefield.

Divide the battlefield into 4 equal quarters, and place one marker at the center of each.

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

3. Relic Hunt

After the table has been prepared, the players must set up a total of D3 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 Wavering or destroyed at any point, the marker is dropped on the spot.

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

Playing the Game

When playing the game, follow all of the regular rules, with just a couple of exceptions, as described below.

Measuring Distances: When playing the game, all distances measured must always be halved (rounding up). This does not apply to the preparation of the game, so the deployment zones and distance between objectives stay the same.

Reinforcements: Before the game begins, players must declare half of their army as being reinforcements. These units are not set up during the deployment phase, but instead they may be deployed within 3" of any table edge at the beginning of any round after the first. If both players are bringing in units, they must roll-off to see who goes first, and then alternate in placing one unit each, until all reinforcements have been placed.

Range Penalty: Whenever a unit shoots over 12" away, it gets a penalty of -1 to hit for shooting at long range. Note that this penalty is applied after halving the measured distance, so it only affects weapons with unmodified ranges of over 24".

SMALL-SCALES & MULTI-BASING

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 when playing like this:

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

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

Multi-Based Models

The game can also be played using 28mm models placed on a movement tray, which essentially act just like the single bases used for small-scale models.

Here are some general guidelines for movement tray sizes that you can use, depending on the base sizes:

- **25mm:** 125mm x 25mm
- **32mm:** 160mm x 32mm
- **40mm:** 120mm x 40mm

Playing with Multi-Based Models

When playing the game, follow all of the regular rules, with just a couple of exceptions as described below.

Combining Units: When combining two units into one, you can either put all models on a single large base, or you can use two bases that you keep in base contact with each other, and which count as a single large base.

Unit Attacks: Since each base represents the entire unit, the attack values of all weapons of models in the unit are summed together, and rolled as one. Note that since individual models are never removed, the unit doesn't lose any attack power as it takes wounds.

Unit Defense: Since models are not removed individually from each base when units take wounds, all units count as having Tough(X), where X is their total number of models. If all models in the unit already have Tough, then X is the sum of all Tough values in the unit. If a model with Tough joins the unit, then you must add its Tough value to X.

Deadly Weapons: If a weapon with Deadly deals wounds to a unit, then it may only deal up to as many wounds as the Tough value of the majority of models in the unit. If the majority of models don't have Tough, then it only deals 1 wound.

Playing with Small-Scale Models

When playing the game, follow all of the rules for multi-based models, with the addition of the following rules.

Measuring Distances: When playing the game, all distances measured must always be 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 these rules, we recommend extending the game length by 2 rounds, with objectives being checked only after the 6th round has been played.

