

AGE OF FANTASY

A purple dragon with gold and silver armor, standing in a dark, forest-like setting with a large tree trunk in the background.

QUICKSTART RULES
FANTASY BATTLE GAME

AGE OF FANTASY

On a wounded world, new realms struggle to survive over the ashes of old empires.

The Human Empire fell when the world beneath it cracked. In an instant, its ancient capital and last emperor were swallowed into the earth and lost forever. A massive wound now cuts through the continent, winding and splitting the land itself.

It is an age of war in the lands of Tyria, where the peace and order of the last era have collapsed and new powers have begun to emerge. A vast land of many peoples and kingdoms, no corner of Tyria has been left completely untouched by the opening of the Great Rift.

Daemonic howls haunt the land, from the frigid north to the once peaceful Elven shores. In the Western steppe lands, Dwarven berserkers bring the fire and fury of their new gods to bear against the thick armour of their Orcish foes. While beneath the sea, ancient powers, once driven into hiding, now plot their return to a now weakened and fractured surface. In the Southern deserts, even death offers no escape for the cursed souls of the people there.

As all this unfolds, others have begun to pour into Tyria from different planes of existence. Civilizations once lost have returned under new gods, while others have come unbidden to hunt the Daemons plaguing Tyria. Strange and fantastic creatures have arrived as well, intent on carrying out their own goals, only vaguely understood by the people of Tyria.

It is a time of otherworldly monsters, legendary heroes and unlikely alliances. An era of wonders and ambition, as well as calamity and horror.

How will you forge your path in this age of fantasy?



INTRODUCTION

Age of Fantasy is a miniature wargame set in a dark magical world, which is played using 32mm miniatures. This set was designed as an easy way to start playing, and it comes with printable miniatures, terrain, army sheets, and play markers.

AGE OF FANTASY VS SKIRMISH

This quickstart set can be used to learn both Age of Fantasy and Skirmish, which are played with the same miniatures.

Age of Fantasy is a battle-sized game, played with 25+ models per player, which fight together in big units. If you're looking to play big battles, this is the game for you.

Skirmish is a skirmish-sized game, played with 5+ models per player, which fight as individuals or in small groups. If you're looking to play small skirmishes, this is the game for you.

Note that the rules for both games were designed to be similar, so that you can easily switch between playing one game and the other without having to re-learn everything from scratch.

GUIDED TUTORIALS

We've provided you with guided tutorials for both Age of Fantasy and Skirmish, which will teach you how to play each game step-by-step, and is perfect for first time wargamers, but can easily be skipped by experienced players.

When playing these tutorials you won't be needing the beginner's guide, core rules sheet, or army sheets. Simply play the missions in order from 1 to 5.

THE FIRST MATCH

For your very first match you can try playing a reduced game, just to get to grips with the basic mechanics.

We suggest playing just the first 2 rounds of the game, using a smaller play space (for example 2' x 2' in size) and removing a couple of units (for example veterans and swarms).

Then once you've got to grips with the basic mechanics you can simply reset the match, add some new units, and extend the play space so that you can play your first full battle.

BEGINNER'S GUIDE VS CORE RULES SHEET

In order to play the game, you are going to need the beginner's guide, or the core rules sheet, both of which you can download for free on our website: www.onepagerules.com

If you're new to wargaming, then download the beginner's guide, which contains a thorough explanation of the rules, with diagrams and examples to further clarify the rules.

If you're a veteran wargamer however, then you might want to skip the beginner's guide, and just check out the core rules sheet, which provides all of the rules in a condensed format.

Note that we have free rules for solo-play on our website as well, in case you want to try out the games on your own.

PRINT & PLAY COMPONENTS

This starter set gives you everything you need to start playing exciting battles right away, without having to worry about putting together your own army lists.

Simply print out the miniatures and assemble the armies as described below, and you'll have two balanced forces ready to clash on the field of battle.

Additionally we've also provided you with a set of terrain pieces to spice up your games, as well as a set of play tokens to help you keep track of different game effects.

RATMEN

If you're playing Age of Fantasy, print the following:

- 1 unit of 10 Ratmen Warriors
- 1 unit of 10 Grenadiers
- 1 unit of 5 Storm Veterans

If you're playing Skirmish, print the following:

- 1 unit of 3 Ratmen Warriors
- 1 unit of 3 Grenadiers
- 3 Storm Veterans

PLAGUE DAEMONS

If you're playing Age of Fantasy, print the following:

- 1 unit of 5 Plague Warriors
- 1 unit of 5 Furies
- 1 unit of 3 Swarms

If you're playing Skirmish, print the following:

- 3 Plague Warriors
- 2 Furies
- 1 Swarm

TERRAIN

To prepare your battlefield's terrain, we recommend printing out 7-10 terrain pieces (any of the provided terrain is good).



AGE OF FANTASY BACKGROUND STORY

THE RATMEN

Ratmen are small humanoids, closely related to rats. Individually weak, they rely on large numbers of warriors, growth-serum injected beasts, and inventive warmachines.

The Ratmen only began to appear long after humanity and their cities had become widespread throughout much of Tyria.

Little is known about how or why they came into being, but they began to emerge from sewer systems beneath human cities. When their existence was discovered by the humans above, they were viewed as abominations and driven out of the cities. The surviving Ratmen sought out refuge in neighbouring lands but none were willing to take them in.

The Ratmen eventually found a new home in a stretch of land that had been particularly devastated during the Havoc Wars.

In the Northlands, surviving Havoc Warriors continued to raid and plunder, while the original Human inhabitants had mostly moved to the more defended southern regions. The Ratmen settled in these mostly abandoned lands, and their numbers rapidly grew as they reclaimed the territory which had been left barren by years of brutal warfare.

The Ratmen began to prosper thanks to their diligent work and the region's rich natural resources, and soon their society grew prosperous. Within their massive cities, they organized themselves into many guilds, each specialized in providing different benefits for their society, and their cities were ruled by commissions made of the heads of the city's key guilds.

Yet, as Tyria continued to recover from the Havoc Wars, the Ratmen's lands fell under increasing pressure from their various neighbours, who sought to reclaim it and forced the Ratmen to endure constant sieges and warfare in order to defend their home.

The opening of the Great Rift was the fatal blow to their former society. The rift tore through a number of their cities, destroying their walls, while the forces of Havoc began to rally. Panic began to spread and soon, and the various Guilds began to fight amongst themselves.

Just as the forces of Havoc approached their lands and all hope was lost, a miracle happened. A godly figure of a female rat appeared in the sky, and struck down their enemies' army.

The remaining Rats renounced their quarrels and reunited to fight in the name of their mysterious new Goddess, creating a cult in her name that now occupies every corner of their society. Her disciples whisper in the ears of the guild masters, and while many see her as a saviour, others view her as a threat to their still delicate positions.

How will you serve the Guilds and God-Mother?

THE PLAGUE DAEMONS

The Plague Daemons are monstrous servants of the Havoc Gods, who emerge from beneath the surface of Tyria. Their forms vary greatly, depending on which god they serve, and they are accompanied by a variety of daemonic beasts.

Plague Daemons are born from the last survivors of a pantheon of dying gods, known to Tyria as the Havoc Gods.

Desperate to survive, these gods sought out followers from the lost and desperate, and offered them power in exchange for worship. Those who rejected these gods came to know them as Havoc Gods due to the zealotry of their followers and the unrest that they caused.

The Havoc Gods came to Tyria soon after Voidgates had been discovered. As mages and adventurers activated Voidgates throughout the land, the influence of Havoc began to spread.

The Havoc Gods saw Tyria as a fascinating plane due to the diversity of its peoples, where they could find all sorts of different new followers.

Daemons were sent into Tyria by their gods, spreading throughout the plane. They sought out followers for their Gods, either through promises of power, or shows of force.

They found followers throughout Tyria, whom they guided to conquer others. Treachery, war, and bloodshed became commonplace as the Havoc Wars began. Daemons were seen throughout the continent, fighting alone or alongside mortal allies, as they threatened to overrun the plane.

The Havoc Gods were on the verge of victory when they fell into a desperate trap set by their enemies. The most powerful mages of Tyria gave their lives in a ritual that managed to seal the Havoc Gods into the Orb of Fate. Suddenly severed from their creators, the forces of Havoc were defeated. The surviving Daemons fled and hid throughout Tyria, escaping wherever they could, while their foes enjoyed an era of peace and prosperity.

This peace was brought to an abrupt end when, centuries later, the orb was broken by the heirs of the most powerful Human Empire in Tyria.

The Havoc Gods were freed, and the power unleashed by the broken orb tore through the heart of Tyria, scarring the land and opening a massive fissure cutting through much of the plane. This great scar became known as the Rift, and from it, the Daemons began to emerge once more into Tyria.

The Rift Daemons are eager to return to their masters and avenge their defeat. They have already spread throughout many corners of Tyria, and their hordes grow steadily with each passing day. With their old foes complacent and divided, there are few who can stand against them while they are ready to once more bend Tyria to the will of their gods.

How will you bring glory to your god?

TUTORIAL - BASICS

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.

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.

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.

QUALITY TESTS

During the game you will be required to take Quality tests in order to see if a model 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 model'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 5), and one fail (the 3).

MODIFIERS

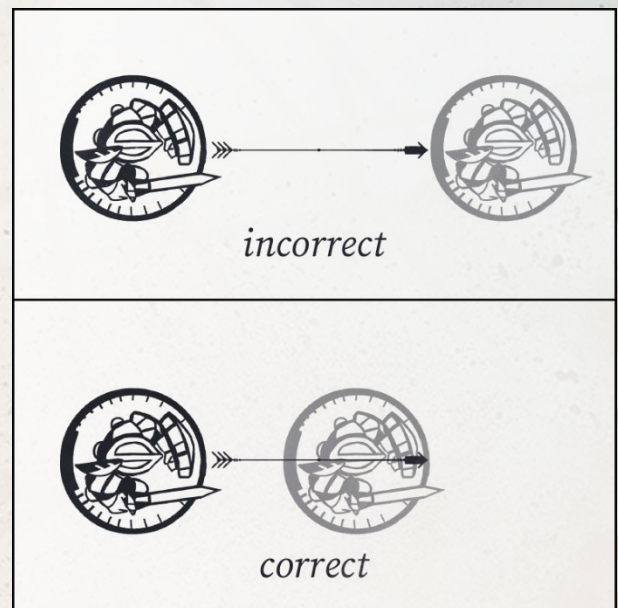
Throughout the game there are going to be rules that apply modifiers to your die rolls. These will usually raise or lower the value of a unit's roll results by either +1 or -1, but the exact number may vary.

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, but because of the modifier the final result is a 2, a 3 and a 4.

MEASURING MOVEMENT

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



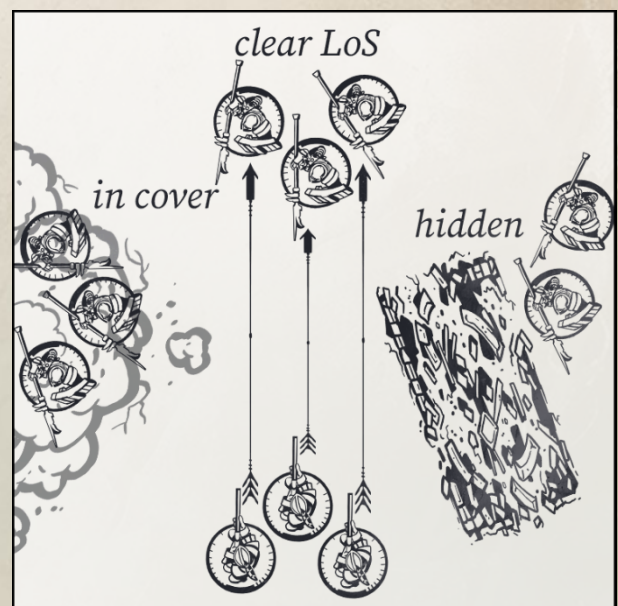
Note that whilst all examples here show round bases, these movement restrictions apply in the same way to models on bases of different shape or models without a base.

LINE OF SIGHT (LOS)

When playing the game, line of sight is used to determine if a model can see another model for any purpose.

To determine line of sight, simply get down to the eye level of the miniature, and check if it can see the target. If the target is visible, then the model has line of sight.

Models can always see in all directions, regardless of where the miniature is actually facing, and they can always see through friendly models from their own unit.



TUTORIAL - MISSION 1 (MOVEMENT)

MISSION BACKGROUND

The Ratmen have spotted a Plague incursion near their borders, and have sent scouts to investigate a daemon camp in the middle of the night.

THE BATTLEFIELD

For this mission you'll need a 4'x4' table with 7 pieces of terrain on it, which counts as difficult terrain. Set up the terrain as shown in the first mission map, and this set up will be maintained for the rest of the tutorial.

THE ARMIES

For this mission you'll need the following models for each army.

Ratmen

- 2 Ratmen Warriors

Plague Daemons

- 3 Plague Warriors

DEPLOYMENT

The Plague Daemons player must first place all their Warriors within their deployment zone as show on the mission map below. Then the Ratmen player places all their Warriors within their deployment zone in the same way.

FIRST TURN

The Ratmen player gets the first turn for this mission.

OBJECTIVES

The game ends after 4 rounds, and if at least one Ratmen Warrior is within one of the extraction zones, then Ratmen win, else the Plague Daemons win.

PLAYING THE GAME

Each round, players alternate in activating one unit each, starting with the player that won the deployment roll-off. Each new round, the player that finished activating first on the last round gets to go first.

ACTIVATION

The player picks one unit that hasn't activated yet, and it must take an action:

Action	Move	Notes
Hold	0"	-
Advance	6"	-
Rush	12"	-

MOVEMENT

Models may move and turn in any direction, but may never move within 1" of other models.

TERRAIN

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

UNIT RULES

Ratmen Warrior

- Special Rules: n/a

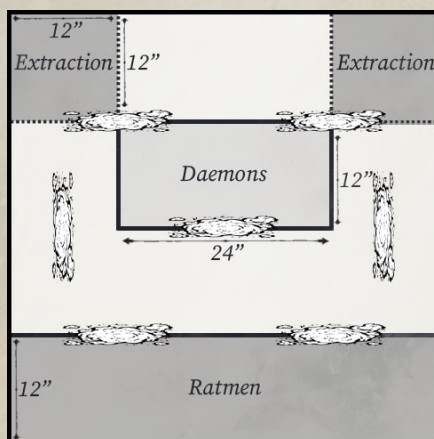
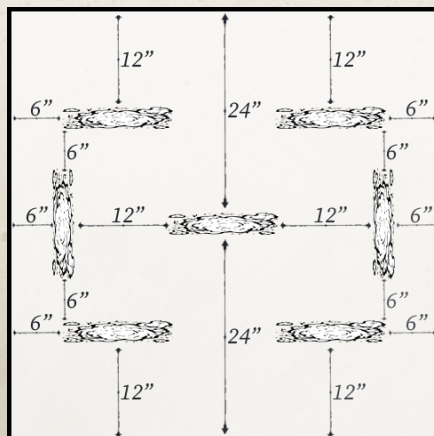
Plague Daemons Warrior

- Special Rules: Execute, Sleepy

SPECIAL RULES

Execute – At the end of this model's activation, remove one Ratmen Warrior within 2" from play, as long as it is not inside an extraction zone. Note that this special rule only exists for this specific mission, to teach you movement without having to explain how combat works yet.

Sleepy – This model may not use Rush actions. Note that this special rule only exists for this specific mission, to make it more balanced.



TUTORIAL - MISSION 2 (SHOOTING)

MISSION BACKGROUND

The camp is fully plague infested, so the Ratmen have sent Grenadiers to try and destroy it with fire bombs before the daemons can muster a defense.

THE BATTLEFIELD

For this mission play on the same table with the same terrain as you set it up in Mission 1, but all pieces of terrain count as difficult terrain and cover instead.

THE ARMIES

For this mission you'll need the following models for each army.

Ratmen

- 3 Grenadiers

Plague Daemons

- 2 Warriors

DEPLOYMENT

The Plague Daemons player must first place all their Warriors within their deployment zone. Then the Ratmen place all their Grenadiers within their deployment zone.

FIRST TURN

The Ratmen player gets the first turn for this mission.

OBJECTIVES

The game ends after 4 rounds, and if all of the Plague Warriors have been killed, then the Ratmen win, else the Plague Daemons win.

PLAYING THE GAME

Same as Mission 1.

ACTIVATION

The player picks one unit that hasn't activated yet, and it must take an action:

Action	Move	Notes
Hold	0"	Can shoot
Advance	6"	Shoot after moving
Rush	12"	Can't shoot

MOVEMENT

Same as Mission 1.

SHOOTING

Models in range and line of sight to their target may shoot. Shooting models take one quality test per attack, and a success is a hit. For each hit, the target must roll one die trying to score its Defense value or higher to block, and if failed it takes a wound and is killed (remove the model from play).

Weapon profiles are shown like this:

- *Name (Range, Attacks, Special)*

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

TERRAIN

Cover Terrain: Units with most models fully inside cover terrain or behind sight blockers, or that are mostly inside cover terrain or behind sight blockers (for single-model units), get +1 to Defense rolls when blocking hits from shooting.

Difficult Terrain: Same as Mission 1.

UNIT RULES

Ratmen Grenadier

- Quality 5+ / Defense 5+
- Fire Bombs (12", A1, AP(1))

Plague Daemons Warrior

- Quality 4+ / Defense 4+
- Sling (12", A1)*
- Special: Putrid

*Note that this unit only has this weapon for this specific mission, to balance it.

SPECIAL RULES

AP(X) - Target gets -X to Defense rolls.

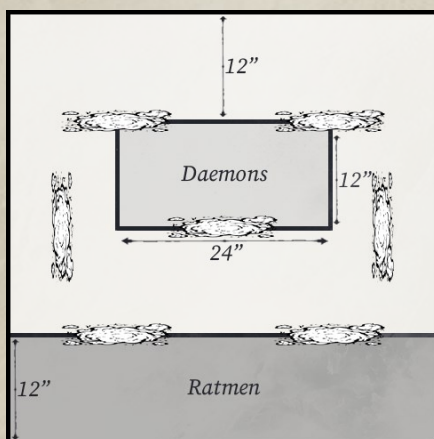
Putrid - When taking a wound, roll one die. On a 6+ it is ignored.

SKIRMISH RULES CHANGES

Apply these changes if you're using this tutorial to learn how to play Skirmish.

Wound Effects: Whenever a model takes one or more wounds, place one marker next to it for each. Then the defender rolls one die, adding the number of markers to the result:

Roll	Effect
1-5	Shaken - Gets +1 to wound effect rolls, and must stay idle. Shaken units must spend one full activation idle to stop being Shaken.
6+	Killed - The model is removed from play.



TUTORIAL - MISSION 3 (MELEE)

MISSION BACKGROUND

The Ratmen fire bombs were not enough to take care of the daemons, so they are sending in warriors to assist and take out any defenders.

THE BATTLEFIELD

For this mission play on the same table with the same terrain as you set it up in Mission 1, but all pieces of terrain count as impassable terrain instead.

THE ARMIES

For this mission you'll need the following models for each army.

Ratmen

- 3 Ratmen Warriors

Plague Daemons

- 2 Plague Warriors

DEPLOYMENT

The Plague Daemons player must first place all their Warriors within their deployment zone. Then the Ratmen player places all their Warriors within their deployment zone.

FIRST TURN

The Ratmen player gets the first turn for this mission.

OBJECTIVES

The game ends after 4 rounds, and if at least one Ratmen Warrior is within one of the extraction zones, then Ratmen win, else the Plague Daemons win.

PLAYING THE GAME

Same as Mission 1.

ACTIVATION

The player picks one unit that hasn't activated yet, and it must take an action:

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

MOVEMENT

Same as Mission 1, but now models may also move within 1" of other models when charging.

SHOOTING

Same as Mission 2.

MELEE

Charging models must move into base contact with the target and must strike with their melee weapons, which works just like shooting. Then the defending model may choose to strike back, but doesn't have to. Once both models are done, the charger must move back by 1". If one of the two models was killed, the other may move by up to 3".

Fatigue: After charging or striking back, units hit on unmodified rolls of 6 in melee until the end of that round.

TERRAIN

Impassable Terrain: Models may not move through impassable terrain.

UNIT RULES

Ratmen Warrior

- Quality 5+ / Defense 5+
- Hand Weapon (A1)

Plague Daemons Warrior

- Quality 4+ / Defense 4+
- Hand Weapon (A1, Poison)
- Special Rules: Putrid

SPECIAL RULES

Poison – The target must re-roll unmodified Defense rolls of 6 when blocking hits.

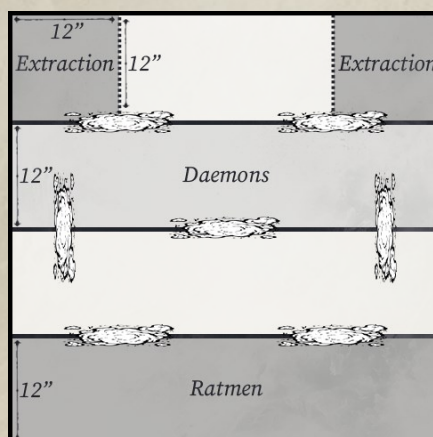
Same as Mission 2:

- Putrid

SKIRMISH RULES CHANGES

Apply these changes if you're using this tutorial to learn how to play Skirmish.

Shaken: Same as Mission 2, but Shaken models also count as fatigued.



TUTORIAL - MISSION 4 (UNITS & OBJECTIVES)

MISSION BACKGROUND

The Plague incursion turns out to be much greater than expected, so Ratmen Veterans have been sent in to take control of the camp before it's too late.

THE BATTLEFIELD

For this mission play on the same table with the same terrain as you set it up in Mission 1, but all pieces of terrain count as difficult terrain and cover instead.

THE ARMIES

For this mission you'll need the following models for each army.

Ratmen

- 1 unit of 3 Ratmen Warriors
- 1 unit of 3 Storm Veterans

Plague Daemons

- 1 unit of 3 Plague Warriors
- 1 Plague Swarm

DEPLOYMENT

The players alternate in placing one unit each within their deployment zones, starting with the Plague Daemons.

FIRST TURN

The Plague Daemons player gets the first turn for this mission.

OBJECTIVES

Place two objective markers as shown on the mission map. At the end of each round, if a unit is within 3" of a marker while enemies aren't, then it's seized. Markers stay seized even after leaving, but if units from both sides are contesting a marker, then it becomes neutral again.

The game ends after 4 rounds, and if the Ratmen control at least one objective marker, then they win, else the Plague Daemons win.

PLAYING THE GAME

Same as Mission 1, but players alternate in activating units, not single models.

ACTIVATION

Same as Mission 3.

MOVEMENT

Same as Mission 1, but now models must stay within 1" of at least one other member of their unit, and within 9" of all other members. Units may also only charge if at least one charging model is within charge distance of the target.

SHOOTING

Same as Mission 2, but note that all models in a unit must always shoot at the same target.

MELEE

Same as Mission 3, but now charging models must move into base contact with the target, or as close as possible, and then defenders must do the same by moving up to 3", and all models within 2" of enemies may strike in melee.

TERRAIN

Cover Terrain: Same as Mission 2.

Difficult Terrain: Same as Mission 1.

UNIT RULES

Ratmen Storm Veteran

- Quality 4+ / Defense 4+
- Halberd (A1, AP(1), Rending)

Plague Daemons Swarm

- Quality 6+ / Defense 6+
- Swarm Attack (A3, Poison)
- Special: Putrid, Strider, Tough(3)

Same as Mission 3:

- Ratmen Warrior
- Plague Daemons Warrior

SPECIAL RULES

Rending – Ignores Regeneration, and unmodified results of 6 to hit get AP(4).

Strider – May ignore the effects of difficult terrain when moving.

Tough(3) – This model must take 3 wounds before being killed.

Same as Mission 2:

- AP(X)
- Putrid

Same as Mission 3:

- Poison

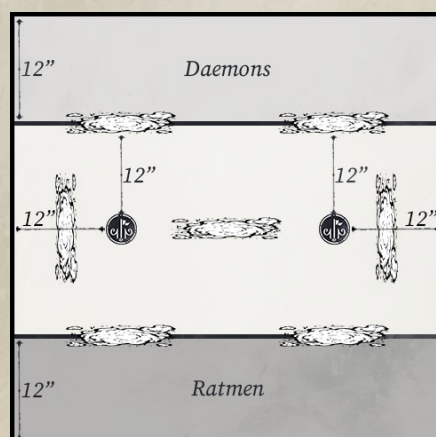
SKIRMISH RULES CHANGES

Apply these changes if you're using this tutorial to learn how to play Skirmish.

Shaken: Same as Mission 3, but Shaken models also can't contest or seize objective markers.

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

Tough & Wounds: Models with Tough(3) only roll to check wound effects once it has taken at least 3 wounds, and they're only Killed on rolls of 8+ (instead of 6+).



TUTORIAL - MISSION 5 (MORALE)

MISSION BACKGROUND

Both forces have sent in everyone they have for one final decisive battle, hoping their forces hold fast whilst struggling for control of the camp.

THE BATTLEFIELD

For this mission play on the same table with the same terrain as you set it up in Mission 1, with all pieces of terrain counting as difficult terrain and cover.

THE ARMIES

For this mission you'll need the following models for each army.

Ratmen

- 1 unit of 3 Warriors
- 1 unit of 3 Grenadiers
- 1 unit of 3 Veterans

Plague Daemons

- 1 unit of 3 Warriors
- 2 Furies
- 1 Swarm

DEPLOYMENT

The players alternate in placing one unit each within their deployment zones, starting with the Ratmen player.

FIRST TURN

The Plague Daemons player gets the first turn for this mission.

OBJECTIVES

Place two objective markers as shown on the mission map. At the end of each round, if a unit is within 3" of a marker while enemies aren't, then it's seized. Markers stay seized even after leaving, but if units from both sides are contesting a marker, then it becomes neutral again.

The game ends after 4 rounds, and if the Ratmen control both objective markers, then they win, else the Plague Daemons player wins.

PLAYING THE GAME

Same as Mission 1.

ACTIVATION

Same as Mission 3.

MOVEMENT

Same as Mission 4.

SHOOTING

Same as Mission 4.

MELEE

Same as Mission 4.

MORALE

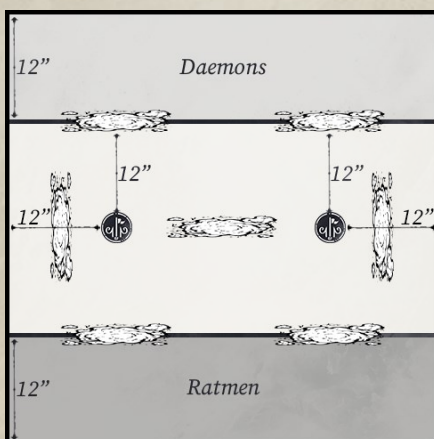
Morale Tests: At the end of an activation where wounds leave a unit with half or less of its total size or tough value (for single-model units), or it loses a melee, the unit must take a morale test. To take a morale test, take a quality test, and if failed the unit is Shaken. Shaken units must stay idle, count as fatigued, always fail morale tests, and can't contest or seize objectives. Shaken units must spend one full activation idle to stop being Shaken.

Melee Results: Units that were in melee don't take morale tests from wounds. Instead they compare the number of wounds each unit caused, and the unit with the lowest total loses, and must take a morale test. If the test is failed whilst the unit is down to half or less of its total size or tough value, then it routs (remove from play as destroyed), else it is Shaken instead.

TERRAIN

Cover Terrain: Same as Mission 2.

Difficult Terrain: Same as Mission 1.



UNIT RULES

Ratmen Storm Veteran

- Quality 4+ / Defense 4+
- Halberd (A1, AP(1), Rending)
- Special: Fearless

Plague Daemons Fury

- Quality 5+ / Defense 5+
- Claws (A2, Poison, Rending)
- Special: Flying

Same as Mission 3:

- Ratmen Warrior
- Plague Daemons Warrior

Same as Mission 4:

- Plague Daemons Swarm

SPECIAL RULES

Fearless – Whenever this unit fails a morale test, roll one die. On a 4+ it counts as passed instead.

Flying – May move through units and terrain, and ignores terrain effects whilst moving.

Same as Mission 2:

- AP(X)
- Putrid

Same as Mission 3:

- Poison

Same as Mission 4:

- Rending
- Strider
- Tough(3)

SKIRMISH RULES CHANGES

Apply these changes if you're using this tutorial to learn how to play Skirmish.

Shaken: Same as Mission 4, but Shaken models also always fail morale tests.

Morale: At the end of each round, if an army is down to half or less of its starting units, then all of its units must take a morale test. To take a morale test, take a quality test, and if failed the unit is Shaken, and if the unit was already Shaken, then it routs instead (remove from play as destroyed).

THE WARGAMING HOBBY

Wargaming as a hobby is much more than just the content of this starter set, and what you've seen here so far is only the tip of a very large iceberg!

PAINTING & MODELLING

Whilst you can always play the games with unpainted miniatures, one of the biggest parts of the hobby is to paint your army into something that looks great on the battlefield.

Painting your army can be as simple or as complex as you want it to be, so take your time and learn at your own pace, to get the results that you want. We recommend starting out with just painting your models with a simple 2-3 color scheme, and then gradually working your way up to painting master pieces.

Once you get more experience, you might also want to start customizing your models, bashing together pieces from different kits to get completely unique results.

Finally the modelling doesn't have to stop at models, but you can build your own wargaming terrain from simple household items, putting together a gaming table that looks great and offers a variety of ways to play.

Cardboard boxes can be converted into buildings, insulation foam can be turned into hills, and you can use rocks and pieces of wood to make all sorts of interesting terrain. The only limit to the hobby is your imagination!

COLLECTING RATMEN

If you enjoy the Ratmen models that come with this set, here are some units that you can add to your army in order to create a sizeable and varied force:

- 1 Battle Master
- 1 unit of 10 Monks
- 1 unit of 5 Night Scouts
- 1 unit of 3 Rat Ogres
- 1 Giant Beast

COLLECTING PLAGUE DAEMONS

If you enjoy the Plague Daemons models that come with this set, here are some units that you can add to your army in order to create a sizeable and varied force:

- 1 Champion
- 1 Harbinger
- 1 unit of 10 Warriors
- 1 unit of 3 Fly Riders
- 1 Plague Beast

MORE WAYS TO PLAY

There are lots more ways for you to play the games, many of which you can get for free on our website.

There are Mission Cards which give you varied and dynamic objectives to fight over, as well as Campaign Rules that link together a series of games, with armies growing and evolving throughout the campaign. We also have Solo & Co-Op Rules for those that are looking to play by themselves or together with friends against AI controlled enemies.

Aside from those, you can also buy expansions that provide you with lots of ways to customize your games further, or that provide completely new ways to play the game, as well as narrative campaigns that see you play as mighty heroes that go on grand adventures with epic storylines.

EXPLORING THE UNIVERSE

There is a whole universe to explore with Age of Fantasy, featuring dozens of factions, heroes, conflicts, and more.

Make sure to check out our website to find free lore for all of the factions and the universe, as well as short stories, comics, and more background stories.

Additionally, you can also learn more about our universes by buying narrative campaigns, faction guides, books, and story collections, which provide a deeper insight into our lore.

MORE FREE GAMES

Whilst this quickstart set focuses on Age of Fantasy and Skirmish, we have lots more games for you to explore, which are all available for free on our website.

Make sure to check out the Grimdark Future starter set as well, to find out more about our sci-fi games and universe, which are just as epic and amazing as Age of Fantasy.

SUPPORTING ON PATREON

If you want to help us in making more awesome content, you can support us on Patreon: www.patreon.com/onepagerules

By supporting you will get access to a ton of extra content, exclusive updates, early access, rulebooks, point calculators, miniatures and much more.

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

WELCOME TO THE HOBBY

We hope that you enjoyed this starter set, and that you are as excited as we are to be part of this amazing hobby.

Happy Wargaming!

- The OPR Team