

Wargame in a Suitcase

Way of Wood

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These rules are based on Age of Fantasy: Skirmish, a miniature wargame by www.onepagerules.com.

The rules do not come with a specific license but the authors give in the following discussion https://www.reddit.com/r/onepagerules/comments/9xg9u5/question_regarding_license/ the permission to “go ahead and do whatever you want with them” “as long as you don’t claim that the rules are yours or make any profit from them”. I would read that statement as a creative commons attribution non-commercial license.

General principles



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





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

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

Unit stats

Ranger

 1 **1**
 30 **2**

 4 **3**
 4+ **4**
 5+ **5**
 1 **6**

Scout **7**

Weapon	Rng	Att	AP	Special
Hand Weapon	-	1	-	-
Crossbow	30	1	-	Rending

8
9 **10** **11** **12**

1. Number of models in unit
2. Cost of the unit
3. Speed for advancing
4. Quality / Attack value
5. Defense value
6. Wounds / Health
7. Skills and special rules
8. Name of the weapon
9. Range (- is melee)
10. Number of attacks
11. Armor piercing
12. Special rules of weapon

Preparation

The Battlefield: The game is played on a flat 40x40 cm hex grid of 44 by 50 hex fields, with at least 15-20 pieces of terrain on it.

The Armies: The players put together two armies of equal cost before the game begins (we recommend starting with 250pts per player).

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

Deployment: Players roll-off, and the winner picks one table edge as his deployment zone, with his opponent taking the opposite. Then the players alternate in placing one unit each within 10 hex of their board edge, starting with the player that won the deployment roll-off.

Playing the Game

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

Activation

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

- Hold 0 hex - Can shoot.
- Advance hex according to card - Shoot after moving.
- Rush double move according to card - Can't shoot.
- Charge double move according to card - Moves into melee.

Movement

Unit members must be on the adjacent hex field to at least another unit. In larger units all but 4 models have to be in touch with at least two other models.

Units may may only charge if at least one model can reach base contact with one model from the target.

Shooting

Models in range and line of sight may fire all weapons, or split their attacks evenly among all enemy units within 3" of a single model (target picks how). Shooting models take one quality test per attack, and each success is a hit. For each hit defending models roll one die trying to score their Defense value or higher, and each fail causes one wound. Then check the wounds section to see what happens to the unit. Weapon Profiles: The stats of each weapon are shown like this: Name (Range, Attacks, Special) Weapons with a range value are for shooting, and without are for melee.

Melee

Charging models must move into base contact with the target or as close as possible, and then defenders must do the same by moving up to 3 hex. Models within 2 hex of enemies may strike with all their melee weapons, which works just like shooting (may also split attacks).

Then the defending unit may choose to strike back, however after attacking in melee for the first time units only hit on unmodified rolls of 6 in any subsequent melee, until the end of the round. If one of the two units is destroyed the other may move by up to 3 hex, else the charging units must move back by 1 hex.

Wounds

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

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

Knocked Out: Remove from play.

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

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

Morale

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

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

Terrain

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

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

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

Skills

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

Artillery: Counts as having Defense 2+ against shooting attacks.

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

Blast(X): All hits are multiplied by X.

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

Fast: Move 9 hex when using Advance and 18 hex when using Rush/Charge.

Fear: Always counts as having dealt +D3 wounds for seeing who won melee.

Fearless: Gets +1 to morale tests. **Fire Breath:** Once per round deal either 3 hits with AP(1) in melee, or to one enemy unit within 12 hex in line of

sight.

Flying: May move through obstacles and may ignore terrain effects.

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

Hero: May be deployed as part of friendly units, and they may use his quality value for morale tests. When taking hits you must use the defense value of the hero's unit until all non- hero models are killed.

Immobile: May never move/charge.

Impact(X): Deals X automatic hits when charging successfully.

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

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

Poison: When rolling an unmodified 6 to hit, that hit is multiplied by 3.

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

Rending: Unmodified rolls of 6 to hit count as having AP(4) and ignore

the regeneration rule.

Scout: This model may be deployed after all other units, and may then move by up to 12", ignoring terrain. If both of the players have Scout they roll-off to see who deploys first, and then alternate in placing and moving them. Slow: Move 4" when using Advance and 8" when using Rush/Charge.

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

Stealth: Enemies get -1 to shooting when targeting this unit. Strider: This model may ignore the effects of difficult terrain.

Tough(X): This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds until it is killed, before starting to put them on the next tough model (heroes must still be assigned wounds last).

Wizard(X): May cast one spell during its activation at any point, before attacking. Pick a spell and a target in line of sight and roll D6+X. If the result is equal or higher than the number in brackets you may resolve the effects. Enemy wizards within 18" and line of sight of the caster may roll

D6+X at the same time, and if their result is higher the spell is blocked. Wizards may only either try to cast or try to block a spell each round.

Command Groups

Each unit may only have one of each of the following upgrades.

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

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