

AGE OF FANTASY QUEST

GENERAL PRINCIPLES

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

Stat Tests: Roll one six-sided die, and if you score the model's stat value or higher, then it counts as a success. Whenever a hero fails a Str/Dex/Wil stat test, it may spend 2 power to count as having passed it instead.

Modifiers: Regardless of modifiers, rolls of 6 always succeed, and rolls of 1 always fail.

PREPARATION

Campaigns & Missions: The game is played using either a narrative campaign book, or the campaign builder, which tell you how to set up your missions.

The Party: The game is played solo or co-op, with 2-4 player controlled heroes.

The Enemies: Before the game begins, you will need to prepare a collection of enemy models for the AI to control.

The Battlefield: The game is played on a 4'x4' area, with 20+ pieces of terrain. The game can be also played on a smaller 2'x2' area, by halving all distances used.

PLAYING THE GAME

Each round, players activate all heroes first, and then the AI activates all units in order from the closest to a hero to the furthest.

ACTIVATION

Heroes may take any one action plus one Skill action (in any order), and may spend 2 power to take any one additional action.

Action	Move	Notes
Rest	0"	Restore power
Hold	0"	Can shoot
Advance	6"	Can shoot after move
Rush	12"	Can't shoot
Charge	12"	Moves into melee
Skill	0"	Use skill action

RESTING

Heroes taking a rest action restore all power, but must stay idle, and can't take actions (before or after resting).

Exhaustion: If a hero spends or loses more power than it has, then it takes as many wounds as power spent or lost instead.

MOVEMENT

Units may only be within 1" of other units when charging, and may only charge if at least one charging model is within charge distance of the target unit.

SHOOTING

Models in range and line of sight may fire all ranged weapons. Shooting models take one Qua test per attack, and each success is a hit. For each hit defending units roll one die trying to score their Def value or higher to block, and each fail causes one wound. Once a model has taken as many wounds as its Tou value, it is killed (remove from play).

Unconscious: If a hero would be killed, it is unconscious instead, must remain idle until revived, and is ignored by AI. Heroes within 3" may use a skill action and spend 2 power to revive the hero, and it restores 3 wounds.

MELEE

Charging models must move into base contact with targets, or as close as possible, and then defenders must do the same by moving up to 3". Models within 2" horizontally and 4" vertically of enemies must strike with all melee weapons, which works like shooting. Then defenders must strike back, and if neither unit is killed, chargers must move back and separate by 1" (if possible).

Fatigue: At the end of an activation in which they charged, or after striking back, units hit on unmodified rolls of 6 in melee until the end of the round.

MORALE

At the end of an activation where wounds leave a unit with half or less of its total size or Tou value (for single-model units), the unit must take a morale test. To take a morale test, take a Qua test, and if failed the unit is Shaken. Heroes may spend 2 power to ignore being Shaken from failed morale tests.

Shaken: Must stay idle, but may strike back counting as fatigued, always fails morale tests, and can't seize objectives. Shaken units must spend one full activation idle to stop being shaken. Enemies with Tou 9+ can't be Shaken, but take D3 wounds instead.

SKILL ACTIONS

Skill actions are used to interact with rules and items, or to use common/hero skills.

Common Skills

- **Discover:** The hero may reveal one search token in line of sight and within 6" by passing a Wil test, or may reveal it and pick it up without needing a roll if within 1" of it.
- **Push:** Pick one enemy unit within 3" and take a Str test. If passed, the target is pushed directly away by 2".
- **Scurry:** The hero may move by up to D3" by passing a Dex test.

Hero Skills: When using hero skills, take a test of that skill's stat. If passed the effect is resolved, and if failed you must first spend 1 power and then the effect is resolved.

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

Dangerous Terrain: Models moving across dangerous terrain, or that activate in it, must roll one die (or as many as their Tou value), and for each roll of 1 the unit takes a wound.

AI ACTIVATIONS

When AI units activate, follow these steps:

1. Are any enemies in line of sight?
 - Yes – Go to step 2
 - No – Go to step 3
2. If you move, will any enemy be in range to shoot or charge?
 - Yes - Advance to get in range and shoot closest, else Charge closest if you can deal more damage than with shooting
 - No - Rush to closest
3. Are you within 3" of an AI Goal?
 - Yes – Skip activation
 - No - Rush to nearest AI Goal

AI Groups: Group members must stay within 1" of at least one other member, and within 3" of all other members.

SPECIAL RULES REFERENCE

Ambush: May be set aside before deployment. At the start of any round after the first, may be placed anywhere over 9" away from enemy units.

Ambush [AI Units]: Only deploys D3 rounds after its wave is deployed, and at the start of the round it's placed within 6" of the AI Goal (randomly pick one if there are multiple).

AP(X): Targets get -X to Def rolls when blocking hits from this weapon.

Bane: Ignores Regeneration, and when attacking the target must re-roll unmodified Defense results of 6.

Blast(X): Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as enemy models in the target unit and within 3" of it. Hits must be split evenly between all enemy units within 3" of any model from the target (players pick how).

Caster(X): Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Heroes may spend any number of spell tokens before rolling to get +1 to the roll per token, or to give an enemy caster within 18" and in line of sight -1 to their roll per token. Whenever a hero fails to cast a spell, it may spend X*2 power to count as having cast it instead, where X is the spell's casting value.

Caster(X) [AI Units]: Follows same rules as heroes, picking one random spell to cast, and spending all tokens to cast it when activated. If the chosen spell can't be cast for any reason, then the model doesn't cast.

Counter: Strikes first with this weapon when charged, and the charging unit gets -1 total Impact rolls per model with Counter.

Deadly(X): Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear(X): This model counts as having dealt +X wounds when checking if the target must take morale test in melee (must deal at least one wound).

Fearless: When a unit where all models have this rule 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, and automatically passes jumping rolls.

Furious: When charging, unmodified results of 6 to hit in melee deal 1 extra hit (only the original hit counts as a 6 for special rules).

Immoble: May only use Hold actions.

Impact(X): Roll X dice when attacking after charging, unless fatigued. For each 2+ the target takes one hit.

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

Limited: May only be used once per mission.

Regeneration: When a unit where all models have this rule takes wounds, roll one die for each. On a 5+ it is ignored.

Relentless: When this model shoots at enemies over 9" away, unmodified results of 6 to hit deal 1 extra hit (only the original hit counts as a 6 for special rules).

Reliable: Attacks at Quality 2+.

Rending: Ignores Regeneration, and on unmodified results of 6 to hit, those hits get AP(+4).

Scout: This model may be placed anywhere fully within 12" of its deployment zone.

Slow: Moves -2" when using Advance, and -4" when using Rush/Charge.

Stealth: When units where all models have this rule are shot from over 9" away, enemy units get -1 to hit rolls.

Strider: May ignore the effects of difficult terrain when moving, and only needs 2+ to pass jumping rolls.

Surge: On unmodified results of 6 to hit, this weapon deals 1 extra hit (only the original hit counts as a 6 for special rules).

Thrust: When charging, gets +1 to hit rolls and AP(+1) in melee.

Unstoppable: Ignores Regeneration, and ignores all negative modifiers to this weapon.

Villain: AI units within 12" may take morale tests using the Villain's Qua if it is better than their own, as long as the Villain isn't Shaken.

STATUS CONDITIONS

Afflicted: When activated, must pass a Str test to remove status. If failed, the model takes 1 wound.

Crippled: When activated, must pass a Dex test to remove status. Crippled models halve their movement distance.

Diseased: When activated, must pass a Wil test to remove status. Diseased models take as many wounds as power they spend.

Impaired: When activated, may spend D3 power to remove status. Impaired models get -1 to all stat rolls.

SPECIAL MOVEMENT

Jumping: Heroes may cross 1" gaps or drop off 3" of elevation as regular movement, but they must jump to cross gaps or drop off elevation of up to 6". Take X+1 Dex tests, where X is one die for every full 3" the hero wants to move. If all rolls are successes, then the hero may cross the distance, without counting it towards its move. If any roll is failed, then the hero falls instead.

Falling: If a model falls or is pushed off an elevated position at least 2" tall, it takes 1 hit with AP(X), where X is AP(1) for every full 3" it fell. Then place the model within 2" of the bottom, and its activation ends immediately. For units with multiple models, falling kills the model instead, until only one last model remains, which falls normally. Whenever a hero would fall, it may spend 2 power to stop within 1" of the ledge instead, and immediately ends its activation.

POWER REFERENCE

Here are some of the most common ways that power is used in the game:

- Heroes may spend 2 power to take any one additional action.
- Heroes using hero skill actions spend 1 power if they fail that skill's stat test.
- Heroes may spend 2 power to count failed Str/Dex/Wil tests as passed.
- Heroes may spend 2 power to ignore being Shaken from failed morale tests.
- Heroes may spend 2 power to revive other unconscious heroes.
- Heroes with Caster may spend X*2 power to count failed casts as successes, where X is the spell's casting value.



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