AGE OF FANTASY
REGIMENTS

ONE PAGE RULES

BEGINNER'S GUIDE
FANTASY REGIMENTAL 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?

AGE OF FANTASY: REGIMENTS V 3.5.1

INTRODUCTION

Age of Fantasy: Regiments is a miniature wargame set in a dark magical world, which is played using 32mm miniatures. The game mechanics are designed to be easy to learn but hard to master, bringing engaging fantasy battles for players of all skill levels.

This rulebook is divided into 4 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.
- **Additional Content** - Extra content that is available on our website, added here for your convenience.

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

Thank you for playing!

CREDITS

Created By: Gaetano Ferrara

Game Design: Gaetano Ferrara

Illustrations: Martim Cordovil, Fran Fernandez, Brandon Gillam

CONTENTS

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.

Note that whenever possible, players should agree on any rules and unusual situations (such as weirdly shaped models) before the game begins, to avoid issues later.

SCALE CONVENTIONS

This game was written to be played with 32mm scale models in mind, which are mounted on square bases. These bases come in various sizes, and we recommend that you always mount miniatures on the bases they come with.

Here are some rough guidelines for model and base sizes:

- **Infantry:** 32mm tall on 20mm/32mm square bases
- **Large Infantry:** 50mm tall on 40mm/50mm square bases
- **Cavalry:** 40mm tall on 50mmx25mm rectangle bases
- **Monsters:** 70mm tall on 60mm square bases
- **Giants:** 100mm tall on 100mmx50mm rectangle bases
- **Vehicles:** Various sizes and 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.
- **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 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)

GENERAL PRINCIPLES

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.

When 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.

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:

- 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.

Distances are usually measured from a model's base, however if a model has no base, then players must agree from where distances are to be measured (such as its hull/torso), and which unusual features may be ignored (like decorative banners or flame effects).
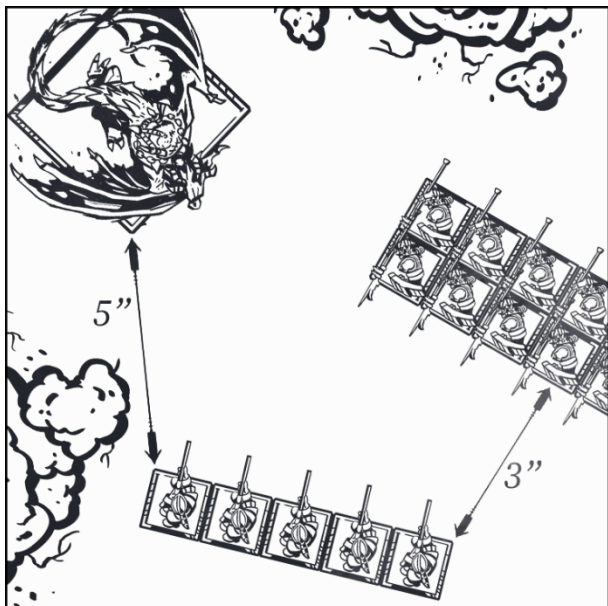
MEASURING MOVEMENT

When measuring how far a model moves always measure so that no part of its base moves further than the total distance.
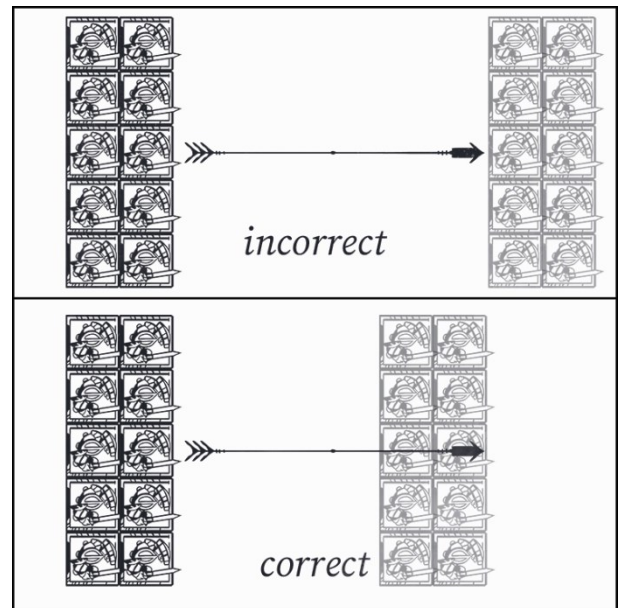
Note that these movement restrictions apply in the same way to models on bases of any shape or models without a base.

UNIT FACING

All models and units must have a clear front, flank and rear, based on where they are facing, which are used to determine various things like movement and line of sight.

Note that each of their front, flank and rear arcs extend at a 45° angle, forming four 90° quadrants.
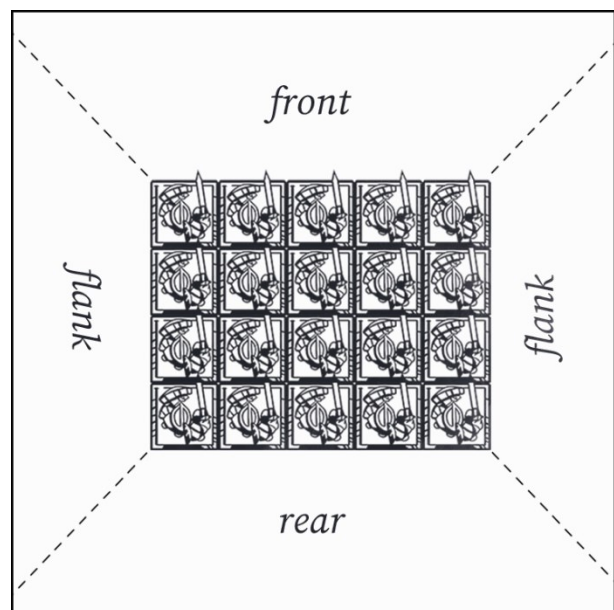
GENERAL PRINCIPLES

LINE OF SIGHT

When playing the game, line of sight is used to determine if a model can see another model for any purpose. Simply get down to the eye level of the miniature, and check if it can see the target within its 45° front arc. If the target is visible, then it has line of sight.

Models can always see in their 45° front arc, regardless of where the miniature is actually facing, always have line of sight to themselves, and may always target themselves (unless stated otherwise). Models can't see through solid obstacles, including the perimeter of other units (friendly or enemy), but can always see through friendly models from their own unit.

Note that players may agree to ignore unusual features (like decorative banners or flame effects) for line of sight.
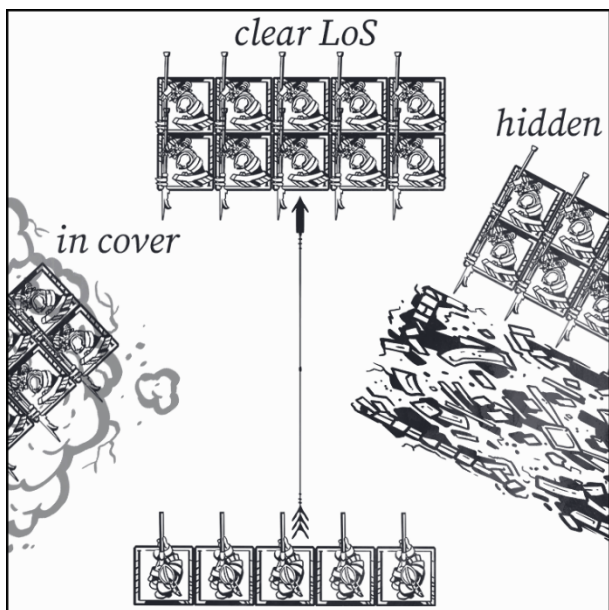
UNIT FORMATIONS

All models in a unit must be placed in contact with each other, in formations of 5 models per row for units with 5 / 10 models, and 3 models per row for units with 3 / 6 models. Models in a unit must always be placed so that they are lined up edge-to-edge and corner-to-corner in a straight formation, with all models facing in the same direction.

Note that as far as possible each row should have the same number of models, and whenever that's not the case it's always the last row that must have fewer models.
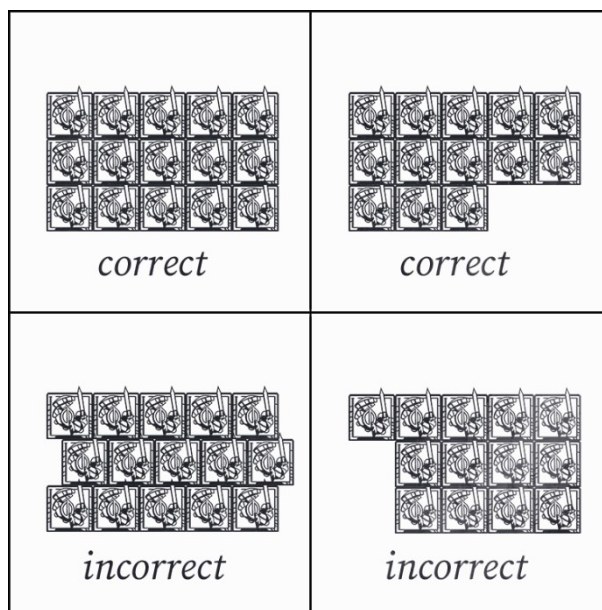
HEROES & UNITS WITH MIXED BASE SIZES

If the model's footprint fits into formation, place it as the first model in the front row, displacing models to the back, and it counts as that number of models for melee resolution.

If the model's footprint doesn't fit, place it next to the unit instead, but it doesn't count toward melee resolution until only the last row remains (and then counts as one model).
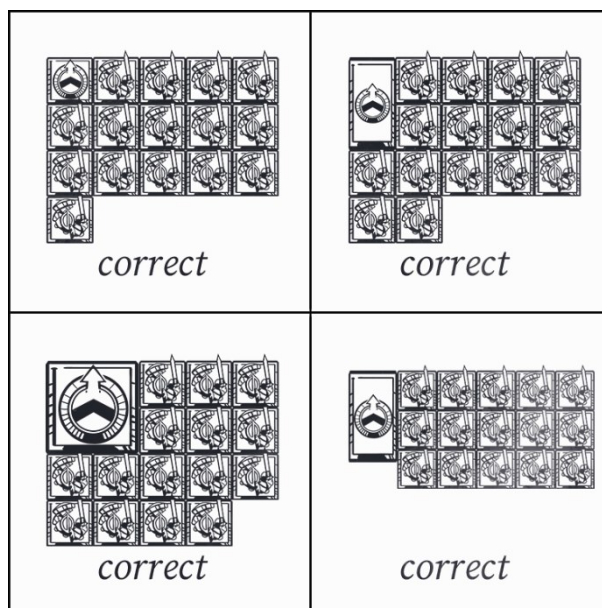
PREPARATION

PREPARING THE BATTLEFIELD

You are going to need a flat 6'x4' area to play on, which is usually referred to as "the battlefield" or "the table". Note that the game can be also played on smaller areas, as long as armies deploy at least 24" apart.

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.

There are no specific rules on how you should place terrain, but we have provided some general guidelines in the terrain section of this book to help you get started.

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 (note that markers can't be placed in unreachable positions, like impassable terrain or spots too tight to get to).

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 stay under the player's control even if the unit moves away, but if units from both sides contest a marker at the end of a round, then it becomes neutral again.

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

Note that unless stated otherwise, players don't ever win the game by fully destroying their opponent's army.

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 full matches with 1500pts armies each.

To put your army list together, simply select units and upgrades from one or more armies of your choice, and sum together their total point cost. There are no limitations as to how many units you can take, as long as their point cost doesn't go over the agreed total game size.

FORCE ORGANISATION (OPTIONAL)

Optionally you and your opponent may agree to use the force organisation rules, which help make army composition more consistent and balanced.

The armies must follow these limitations:

- Only 1 hero per 375pts
- Only 1+X copies of the same unit, where X is 1 per 750pts (combined units count as one)
- No single unit worth over 35% of total points
- Only 1 unit per 150pts

Example: When playing a 1500pts game, players may bring max. 4 heroes, max. 3 copies of each unit, no unit worth over 525pts, and max. 10 units in total.

COMBINED UNITS

When preparing your army you may combine two copies of the same multi-model 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 Spears cannot be merged with a unit of Infantrymen with Halberds, 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.
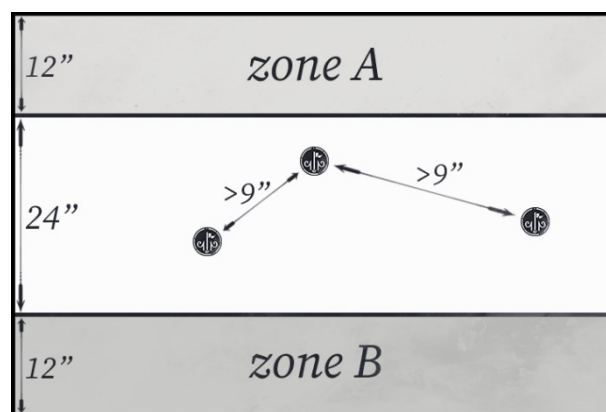
GAME STRUCTURE & MOVEMENT

GAME STRUCTURE

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.

PLAYING THE GAME

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. During the activation, the player picks one action for the unit to take, and completes it.

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 rounds have been played the game ends, and players determine who won by checking their mission objectives.

ACTIVATING UNITS

Players must activate one unit that has not been activated yet and take one of the available actions:

- **Hold** - Doesn't move, can shoot.
- **Advance** - Moves 6" and can shoot after moving.
- **Rush** - Moves 12" but can't shoot.
- **Charge** - Moves 12" into melee.

Note that Advance, Rush, and Charge actions may sometimes be referred to as "Move Actions".

GENERAL MOVEMENT

Models may move and turn as long as no part of their bases move further than the total movement distance. Models may never be within 1" of models from other units, unless they are taking a Charge action, and may never move through other models or units (friendly or enemy), even if they are taking a Charge action.

Note that models may also never move outside of the battlefield (no part of them, at any point), or be placed in physically impossible locations.

HOLDING

When taking a Hold action, the unit may pivot by up to 180° to change the direction it is facing.

ADVANCING

When taking an Advance action, the unit may move forward by up to 6" and may pivot once by up to 90° at any point. The unit may also move sideways or backward by up to half its move instead of moving forward (may still pivot).

RUSHING

When taking a Rush action, the unit may move forward by up to 12" and may pivot once by up to 90° at any point. Note that units may not move sideways or backwards when Rushing.

CHARGING

When taking a Charge action, the unit may move forward by up to 12", may pivot once by up to 90° at any point, and may ignore the 1" distance restriction. Units may only take a Charge action if at least one model is within charge distance of the target unit (including any additional movement from special rules).

Note that Charge moves don't have to be in a straight line, and if being within charge distance becomes impossible (due to killed models, special rules, etc.), then the unit may complete its move in the same direction and ends its activation. Units also may not move sideways or backwards when Charging.

PIVOTING

Whenever a unit pivots, you may turn it around its center point in order to face a different direction, and you may ignore all terrain and units (friendly or enemy) to complete the pivot.

Note that any movement during a pivot is not counted toward the unit's total movement allowance. Units may only pivot if it's explicitly stated, otherwise any movement and placement must be made without turning the unit.
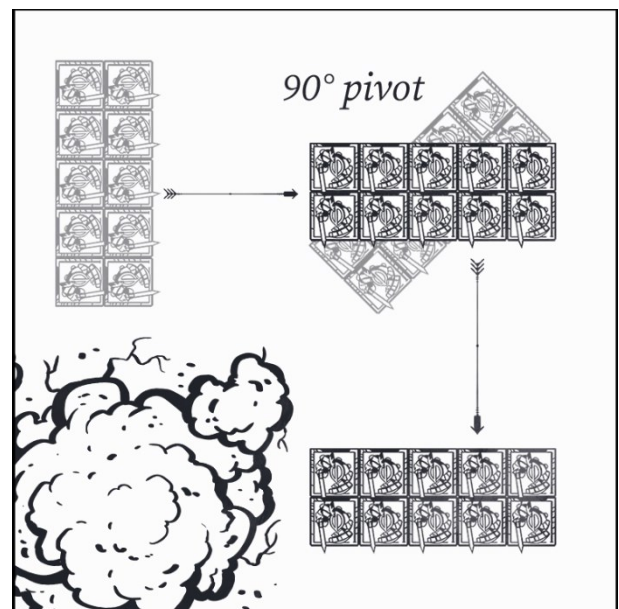
SHOOTING

PICKING TARGETS

When shooting, 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 in their front facing, and that have a weapon that is within range of it, may fire at it. Note that models may always ignore friendly models from their own unit when determining line of sight.
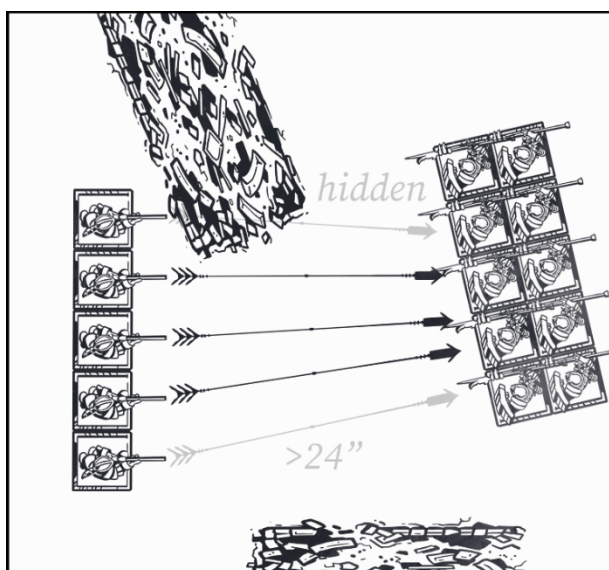
Example: Only the three Marksmen in the middle can shoot at the Skeletons. The model at the top is in range but has no line of sight, whilst the model at the bottom has line of sight but is out of range.

MULTIPLE WEAPON TYPES

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

Each group may be fired at a different target, however you may fire only at up to two different targets, and 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 Rifles and a Sniper Rifle. Since it has two weapon types, the Marksmen can fire all the Rifles at a nearby Skeletons unit and the Sniper Rifle at a distant Skeleton Champion.

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

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 Marksmen is shooting at a unit of Skeletons. Three Archers with Rifles (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 Marksmen (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's Defense value. Each success counts as a blocked hit, and all failed rolls cause one wound each to the target.

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 from the back row.

The defending player may remove models from the target in any order, as long as only the last row has fewer models.

MELEE

PICKING TARGETS

When charging, 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 charge distance of one model from the target unit, and has a clear path to reach it, then that enemy is a valid target (no line of sight is needed).

CHARGE MOVES

Charging units must move by up to 12" to get into base contact with an enemy model from the target unit, or as close as possible (units may pivot once by 90° at any point).

Once the unit has reached the target, it must then pivot so as to close any gaps, and then shuffle sideways to try and maximize frontage with the target, and then the target unit must do the same if necessary.

Note that if possible, units must always charge and align with their target in the facing where the majority of their front row models are when the charge is first declared.
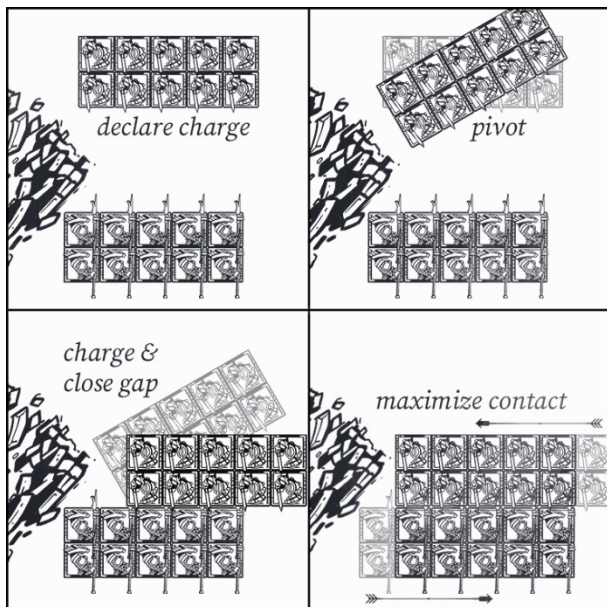
WHO CAN STRIKE

All models in the two front rows may strike, but only at targets in their front facing.

Models must strike with all of their melee weapons, and may only strike at models from the target unit.
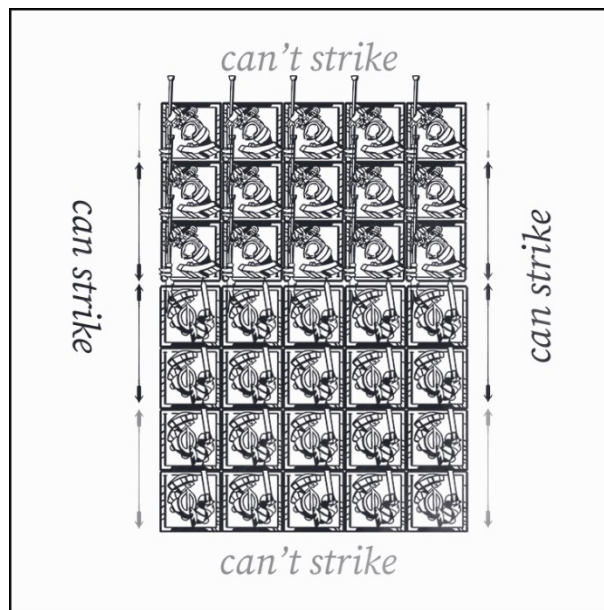
Note that models may only strike at targets in their front facing, so units that are charged in their flank or rear facing won't be able to strike back.

This makes flank and rear charges very powerful, as the target is most likely going to have to take a morale test, and will risk being Shaken. Not only that, but units that are charged in the rear won't be able to pivot and charge back, making them waste a turn pivoting and not fighting.
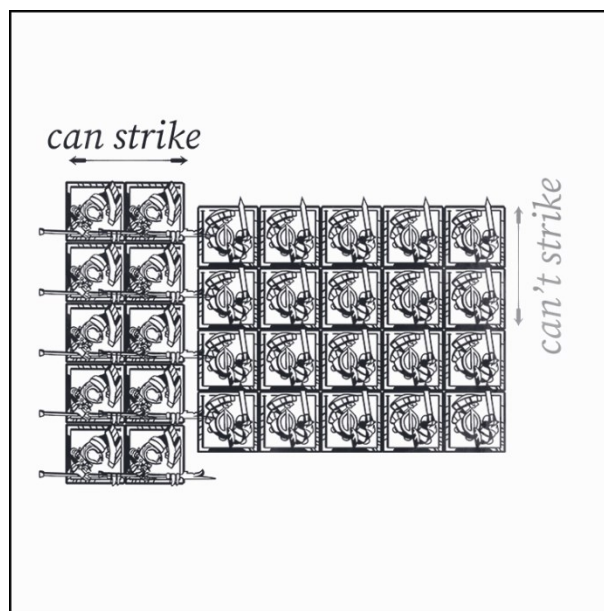
MELEE

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

1. DETERMINE ATTACKS

Sum the Attack value from the weapons of all models in the two front rows 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. All of the Infantrymen are armed with Hand Weapons (Attack 1), which means the unit has a total of 5 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 five Infantymen (Quality 5+) are striking at the Skeletons. They take five Quality tests and roll three 4s, 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's Defense value. Each success counts as a blocked hit, and all failed rolls cause one wound each to the target.

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 from the back row.

The defending player may remove models from the target in any order, as long as only the last row has fewer models.

RETURN STRIKES

Once all charging models have attacked, the defending unit may choose to strike back (following the melee sequence again), but doesn't have to. Note that striking back does not count as its activation, and activated units may strike back.

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 melee until the end of that round.

MELEE 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, plus the number of full rows they have (where each row is a multiple of the number of models in the front row at the beginning of the game, before adding heroes or other models), and compare the two. If one unit has a higher total 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, and it is possible to lose even without taking any wounds, due to the number of full rows being counted towards resolution. Also note that units that start with only 1 model always count as having one full row.

If the units are tied for their total value, then the melee is a tie, and neither unit must take a morale test.

Example: A unit of 10 Infantrymen charges a unit of 8 Skeletons. The Infantrymen cause 1 wound and have 2 full rows, for a total melee result of 3. The Skeletons caused 0 wounds and have only 1 full row, for a total melee result of 1. Since the Infantrymen's total is higher, the Skeletons have lost and must take a morale test.

CONSOLIDATION MOVES

After determining who won the melee and taking morale tests, the units must make consolidation moves.

If one of the two units was destroyed (by removing all models as casualties, or by routing due to a failed morale test), then the other unit may either pivot by up to 180° or move by up to 3" in any direction.

If neither of the units was destroyed, then the charging unit must move back by 1" (if possible), to keep the separation between units clear, and show they are not locked in melee.

Note that players may agree not to separate units by 1" for simplicity, as long as they remember that units can still freely activate, move, shoot, charge, etc. despite being in contact.

MORALE

GENERAL MORALE TESTS

At the end of an activation in which a unit takes wounds that leave it with half or less of its starting size or tough value (for units with a single model), it must take a morale test.

Note that starting size is counted at the beginning of the game.

Example: A unit of Marksmen shoots at a unit of Skeletons that started the game with 10 models, and manages to kill 5. Since half of the Skeletons 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, and see what happens:

- If the test is passed, nothing happens.
- If the test is failed, the unit is Shaken.

MELEE MORALE TESTS

Units that were in melee don't take morale tests from wounds at the end of an activation, but must compare the number of wounds each unit caused, plus the number of full rows they have (where each row is a multiple of the number of models in the front row at the beginning of the game, before adding heroes or other models). The unit with the lowest total loses, and must take a morale test.

Note that units that are destroyed in melee always count as having lost, and their opponent doesn't have to take a morale test, even if it dealt less wounds, or it previously took wounds that would have otherwise caused a morale test.

To take a morale test, the affected unit must simply take one regular Quality test, and see what happens:

- If the test is passed, nothing happens.
- If the test is failed, and the unit still has over half or more of its starting size or tough value (for units with a single model), then the unit is Shaken.
- If the test is failed, and the unit only has half or less of its starting size or tough value (for units with a single model), then the unit Routs.

FLANKING

Units get -1 to morale rolls if they were charged in their flank, and -2 to morale rolls if they were charged in their rear.

SHAKEN UNITS

Shaken units must stay idle, but may strike back counting as fatigued, always fail morale tests, and can't seize or contest objectives.

When activated, Shaken units may pivot by up to 90°, but must otherwise spend their activation being idle (can't take any actions, or use any active special rules, such as casting spells, using buffs/debuffs on units, re-positioning, etc.), which stops them being Shaken at the end of the 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 Skeletons has lost 5 models in melee and must take a morale test. The unit takes a morale test and fails, so it routs (as it only has half as many models left as it started with).

TERRAIN

TERRAIN RULES

When setting up terrain, players must agree on what terrain type rules each piece of terrain follows. This will make sure that you do not have any arguments during your game, and that things can proceed smoothly.

Each piece of terrain may count as having multiple terrain types, and you may also add other conditions to further customize your terrain rules.

Example: A piece of Forest terrain could count both as Cover as well as Difficult Terrain. Additionally, you could allow units to shoot into and out of it freely, but not through it.

OPEN TERRAIN

Examples: 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

Examples: Mountains, Canyons, Deep Water, etc.

Any surface that would stop models from moving through it, as well as gaps over 1" wide, count as impassable terrain.

Units may not move through impassable terrain, unless they have any rules that allow them to ignore it. Note that units may move across gaps up to 1" wide as if they were flat ground, but may not end their move partially overhanging gaps or terrain.

BLOCKING TERRAIN

Examples: Walls, Buildings, Rocks, etc.

Any piece of terrain that models can't see or shoot through counts as blocking terrain.

Units may not draw line of sight through blocking terrain, unless they have any rules that allow them to ignore it.

COVER TERRAIN

Examples: 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 fully inside a piece of cover terrain or behind a sight blocker (for multi-model units), or that are mostly inside cover terrain or behind sight blockers (for single-model units), they get +1 to Defense rolls when blocking hits from shooting attacks.

Note that since models can't see through the perimeter of other units (friendly or enemy), they are sight blockers that can provide other units with cover.

DIFFICULT TERRAIN

Examples: 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

Examples: 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, or is activated in it, then it must take a dangerous terrain test.

To take a dangerous terrain test, roll one die (or as many dice as the model's Tough value), and if the result is 1, then the unit takes one automatic wound.

ELEVATED TERRAIN

Examples: Hills, Rooftops, Cliffs, etc.

Terrain features that are over 3" tall count as elevated terrain, and are impassable, but any terrain piece that is up to 3" tall may be climbed as part of a unit's move (units may not end their move mid-climb). If not all models in a unit can fit on elevation, then a coherency of 3" is allowed to models at different elevation.

Note that short terrain up to 1" tall may be ignored for the purposes of movement (instead of having to climb up 1" and down 1" to cross it).

TERRAIN

TERRAIN SETUP GUIDELINES

Whilst there are no specific rules as to how terrain should be placed, here are some guidelines on how to handle terrain to have a balanced match.

Here are all the things you should consider:

- Size of your terrain
- Rules for each terrain
- Number of pieces
- How to place it

TERRAIN OVERVIEW

Whilst there is no limit to the size of terrain that you can use for your games, we have a few recommendations for you:

- Small pieces of scatter terrain, like barrels, boxes, barricades, etc. should be somewhere between 1"x1" and 3"x3" in size.
- Large terrain features, like buildings, forests, lakes, etc. should be somewhere between 4"x4" and 8"x8" in size, but can be as large as 12"x12".

For each terrain feature you'll also have to define some basic rules for how it works in the game. Most terrain features will probably have a single type, but you can combine multiple types together, and even add extra conditions to them.

Here are some guidelines for common terrain types:

- **Barricades** - Cover
- **Buildings** - Impassable + Blocking
- **Fields** - Difficult + Cover
- **Forests** - Difficult + Cover + Units can see into and out of forests, but not through them
- **Hills** - Cover + Difficult when moving up + Units on top may ignore one unit/terrain for line of sight
- **Lakes** - Difficult (if shallow) or Impassable (if deep)
- **Lava** - Dangerous
- **Mountains** - Impassable + Blocking
- **Rivers -** Dangerous when using rush/charge
- **Rubble** - Difficult
- **Ruins -** Cover + Dangerous when using rush/charge
- **Swamps** - Difficult

Note that whilst all of the terrain we mentioned so far is what you'll need for gameplay purposes, it's also always good to have elements of decorative terrain that have no effect on the game, but that help make your table look better.

These could be elements such as patches of grass, shallow water puddles, scattered gravel, chain-link fences, street signs, and other things that make sense for your table.

TERRAIN PLACEMENT

When setting up terrain, you should use at least 10-15 pieces of terrain, although using more can be more interesting.

A simple way to make sure that you're using enough terrain is to take as many pieces of terrain as you need to fully cover at least 25% of the table, and then spread them out.

It's also good to keep a balance of different terrain types, so that units with different weapons and special rules can use them effectively in various situations.

Here are some basic terrain type recommendations:

- At least 50% should block line of sight
- At least 33% should provide cover
- At least 33% should be difficult terrain
- Each player should pick 1 piece to be dangerous

Example: If you're playing with 12 pieces of terrain, at least 6 should block line of sight, 4 should provide cover, 4 should be difficult terrain, and 2 should be dangerous terrain.

Once you have chosen which terrain pieces you are going to use, you can either have one player set up all of the terrain, or have both players set up terrain together.

To make sure neither player has an advantage, you can roll-off, and then then alternate in placing one terrain piece each, starting with the player that won the roll-off.

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 make sure that there are no gaps bigger than 12" between different terrain pieces. If you are playing with large units, we also recommend making sure that there are gaps of at least 6" between terrain, so they can fit through.

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

If multiple special rules happen at the same time, and it's not clear which should be done first, if all the rules affect only one player, then that player may decide the order. If the rules affect multiple players, then the players roll-off and the winner picks the order.

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: When this model attacks, unmodified results of 6 to hit deal 1 extra hit (only the original hit counts as a 6 for special rules).

Musician: This model and its unit move by +1" when taking move actions.

Banner: This model and its unit get +1 to morale test rolls

SPECIAL RULES REFERENCE

Ambush

May be set aside before deployment. At the start of any round after the first, may be deployed fully within 6" of any table edge, over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

AP(X)

Targets get -X to Defense rolls when blocking hits from weapons with this special rule.

Artillery

May only use Hold actions. When this model shoots at enemies over 9" away, it gets +1 to hit rolls. When enemy units shoot at this model from over 9" away, they get -2 to hit rolls.

Bane

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

Note that a die roll may only be re-rolled once, so if another 6 is rolled after re-rolling Defense, then the hit is blocked.

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 models in the target unit.

Example: A weapon with 2 Attacks and Blast(3) scores two hits against a unit with 2 models. Each hit is multiplied by 2, so the target takes a total of 4 hits.

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 in any direction. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Note that Casters get spell tokens each round even if they are not on the table (waiting to Ambush for example), and that the Caster's spells must be picked from their own faction.

Counter

Strikes first with this weapon when charged, and the charging unit gets -1 total Impact rolls per model with Counter in the two front rows if charging in the front.

Example: A model with Impact(12) charges a unit with 10 models in the front row that have Counter, so it only makes 2 Impact rolls.

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.

Entrenched

Enemies get -2 to hit when shooting at models with this special rule from over 9" away, as long as the Entrenched model hasn't moved since the beginning of its last activation.

Fast

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

Fear(X)

This model counts as having dealt +X wounds when checking who won melee.

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

Models with this special rule may move through units and terrain, and ignore terrain effects whilst moving.

SPECIAL RULES

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).

Example: A Furious model with a weapon with 1 Attack and Rending scores one hit on a roll of 6, so it deals two hits, of which only the first counts as having AP(+4) because of Rending.

Hero

Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Note that when a Hero joins a unit, they count as part of that unit, so the unit's size is increased by 1, and even if the hero is the last model remaining, it takes morale tests as the unit. This also means that a hero may never leave its unit or join another.

Example: A Hero joins a unit of [5] models, so the unit's size is [6]. Once all other models have been killed, the Hero must take a morale test whenever it takes wounds, and if it fails a morale test in melee it will Rout, because it's a unit with half or less of its starting size.

Immobile

Models with this special rule may only use Hold actions.

Impact(X)

Models in the two front rows 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

Weapons with this rule may only be used once per game.

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).

Note: See examples from the Furious special rule for clarifications.

Reliable

Models attacks at Quality 2+ with this weapon.

Note that Reliable only changes the Quality value, so the roll can still be modified, Fatigue still applies, etc.

Rending

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

Scout

May be set aside before deployment. After all other units are deployed, may be deployed anywhere fully within 12" of their deployment zone. Players alternate in placing Scout units, starting with the player that activates next.

Slow

Models with this special rule move -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.

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).

Takedown

This model may pick any model in the target unit as its individual target, which is resolved as if it was a unit of [1]. Takedown attacks must be resolved before other weapons.

Note that other models in the target's unit don't block line of sight or provide cover to the target model in the unit.

Example: A Hero with Stealth in a unit without Stealth is targeted by a Takedown weapon. Since it's resolved as a unit of [1], the attacker gets -1 to hit from Stealth.

Thrust

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

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. You must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last, even if already wounded).

Unstoppable

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

WHAT NEXT?

MORE AGE OF FANTASY: REGIMENTS

There is much more to Age of Fantasy: Regiments than just the content of this beginner's guide, and what you've seen here so far is only the tip of a very large iceberg!

THE EXPANDED RULEBOOK

Whilst this beginner's guide provides you with all you need in order to play exciting games of Age of Fantasy: Regiments, there is even more content in the full rulebook, giving you access to a large set of advanced rules which you can use to customize the game to play the way you like. Make sure to check out our website to buy it!

The full rulebook contains all of the following:

- Terrain Placement Rules
- Terrain Generators
- Army Terrain Rules
- Rules for Solid Buildings
- Advanced Deployment Styles
- Extra Missions
- Side-Missions
- Extra Actions
- Action Boosting
- Hero & Monster Feats
- Advanced Casting
- Living Spells
- Magic Items
- Special Conditions
- Terrain & Objective Effects
- Random Events
- Fog of War Rules
- Unit Psychology
- Brutal Damage Rules
- Command Points
- Twists & Gambits
- Siege Battles Rules
- Phased Battles Rules
- Rules for Multiplayer Games
- Rules for Kitchen Table Games
- Rules for Small-Scales & Multi-Basing

NEW 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.

COLLECTING THE MINIATURES

There are hundreds of incredible Age of Fantasy miniatures for you to collect, paint, and play with, made by our amazing team of artists at OPR.

We release new miniatures, terrain, game aids, and much more every month, giving you everything you need in order to play exciting games of Age of Fantasy: Regiments.

Our miniatures are available as physical prints shipped right to your door, as digital STL files for 3D printing at home, as well as cheap and convenient paper miniatures. Make sure to check out our website to get them in the format you prefer!

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 beginner's guide, and that you are as excited as we are to be part of this amazing hobby.

Happy Wargaming!

- The OPR Team