AGE OF FANTASY REGIMENTS

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 model's Quality value or higher, then it counts as a success.

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

PREPARATION

The Battlefield: The game is played on a 6'x4' area, with 10+ pieces of terrain. The game can be also played on smaller areas, as long as armies deploy at least 24" apart.

The Armies: To play the game you'll need two armies of equal point cost (we suggest 750pts to start, and 1500pts for a full match).

Regiments: Units must be in formations of 5 models per row with 5/10 models, and 3 models per row with 3/6 models.

Combined Units: Players may combine two copies of the same multi-model unit into a single unit, if upgrades that apply to all models are bought for both.

Force Org. (optional): Players may only bring up to 1 Hero per 375pts in their army, and up to 1+X copies of the same unit, where X is 1 per 750pts in their army (combined units count as one). No single unit may be worth over 35% of total points, and armies may only have max. 1 unit per 150pts, and max. 1 model or Tough per 15pts.

Mission: Place D3+2 objectives. Players roll-off to see who goes first, and then alternate in placing one objective marker each outside of deployment zones, and over 9" away from each other. 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 under the player's control 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 the player that controls most markers wins.

Deployment: Players roll-off, and the winner picks a long table edge as their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within 12" of their table edge, starting with the player that won the deployment roll-off. Once deployment is done, the game begins with the first round.

PLAYING THE GAME

Each round, the player with fewest units in play picks who goes first, and then players alternate in activating one unit each, until all units have been activated. If tied, the player that finished activating first on the last round goes first (on the first round roll-off instead).

ACTIVATION

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

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

MOVEMENT

May pivot by up to 180° when using Hold actions, and may pivot once by up to 90° at any point when using other actions. Units using Advance may move sideways or backward by up to half their move instead. 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 of enemies in their front arc may fire all ranged weapons, and may fire at up to two different targets with different weapon types. Shooting models take one Quality Test per attack, and each success is a hit. For each hit defending units roll one die trying to score their Defense value or higher to block, and each fail causes one wound. For each wound, the defender must remove one model.

MELEE

Charging units must move into base contact with the target, or as close as possible, and shuffle to maximize contact, then defenders must do the same. Models in the two front rows must strike with all melee weapons in their front facing, which works like shooting. Then defenders may choose to strike back, but don't have to. Once both units are done, the losing unit must take a Morale Test (see morale section). If either unit is destroyed, the other may pivot by up to 180° or move by up to 3" in any direction, else chargers must move back and separate by 1" (if possible).

Fatigue: After a melee where they attacked, units hit on unmodified rolls of 6 in melee until the end of that round, and those hits don't count as rolls of 6 for special rules.

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: Must stay idle, but may strike back counting as Fatigued, always fails Morale Tests, and can't contest or seize objectives. Shaken units must spend one full activation idle to stop being Shaken, but may pivot by up to 90° when doing so.

Melee Results: Units that were in melee don't take Morale Tests from wounds at the end of an activation. Instead, they compare the number of wounds each unit took during this activation, minus the number of full rows they have, and the unit with the highest 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.

Flanking: Units get -1/-2 to morale rolls if they were charged in their flank/rear.

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: Units with models moving across Dangerous terrain, or that activate in it, must roll as many dice as the number of wounds it would take to fully destroy them, and for each roll of 1 the unit takes one wound.

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SPECIAL RULES REFERENCE

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed within 1" 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 this weapon.

Artillery: When this model uses Hold actions and shoots at enemies over 12" away, it gets +1 to hit rolls. If most models in this unit have this rule, as long as they haven't moved during this round, enemy units shooting at them from over 12" away get -1 to hit rolls.

Assault: Counts as both a ranged weapon and a melee 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 models in the target unit.

Brace(X): Enemies charging this unit get -X total Impact rolls per model with this rule in the two front rows if charging in the front, unless this unit is Fatigued.

Caster(X): Gets X spell tokens at the start of each round, but can't have more than 6 at once. Once per activation, before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Pick a target and roll one die, and on 4+ resolve the spell's effect. Models within 18" of the Caster may spend any number of spell tokens at the same time before rolling to give the Caster +1/-1 to the roll per token.

Counter: May strike first with this weapon when charged, unless this unit is Fatigued.

Cumbersome: May only use Hold or Advance actions, but can't shoot when moving.

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): When in melee with this model, enemies count as having taken +X wounds when checking who won.

Fearless: When a unit where most 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 the effects of Difficult and Dangerous terrain.

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

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero, but must use the unit's Defense until all other models have been killed. The Hero's unit, and units within 6" of friendly Heroes with Tough(9) or higher, may use the Hero's Quality for Morale Tests as long as the Hero isn't Shaken.

Immobile: May only use Hold actions.

Impact(X): When charging, before either unit attacks, models in the two front rows roll X dice, unless this unit is Fatigued. For each 2+ the target takes 1 hit.

Indirect: When using Hold actions and shooting, may target enemies that are not in line of sight as if in line of sight, and ignores Cover from Sight Blockers.

Limited: May only be used once per game.

Parry(X): When this unit takes hits in melee from enemies charging it in the front, roll X dice per model with this rule in it, up to as many dice as hits taken. For each 6+ one hit is ignored (defender picks which).

Regeneration: When a unit where most 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 result 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: May be set aside before deployment. After all other units are deployed, may be deployed anywhere fully within 9" of their deployment zone, over 9" away from non-Scout enemy units. Players alternate in placing Scout units, starting with the player that activates next.

Shred: For each unmodified result of 1 to block hits, this weapon deals 1 extra wound.

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

Spell Amplifier: Gets +1 to casting rolls.

Stealth: When units where most 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.

Surge: For each unmodified result 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 for this weapon's attacks, which is resolved as if it was a unit of [1]. Takedown attacks must be resolved before other weapons.

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 which are not from this model's special rules.

COMMAND GROUPS

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

Sergeant: This model gets AP(+1) when attacking.

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

Banner: This model and its unit get +1 to Morale Test rolls triggered by shooting or melee.

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