AGE OF FANTASY
SKIRMISH



ONE PAGE RULES

BEGINNER'S GUIDE
FANTASY SKIRMISH GAME



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: SKIRMISH V 3.6.0

INTRODUCTION

Age of Fantasy: Skirmish 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: Samuel Alves, Raphael Berhoud, Daniel Caballero, Martim Cordovil, Ricardo Costa, Fran Fernandez, Romain Fournier, Brandon Gillam, Jesus Gonzalo, Inkognit, Katerina Ladon, Diego Llorens, Vasco Mariano, Aaron Ming, Maria Morais, Martin Mottet, Ricardo Rito, Tomas Vieira

OPR Games, Unipessoal LDA
Avenida 5 de Outubro 104 r/c, 1050-060 Lisbon, Portugal
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CONTENTS

Welcome to Age of Fantasy **2**

Introduction & Contents **3**

Basic Rules **4**

General Principles 4

Preparation 6

Game Structure & Movement 7

Shooting 8

Melee 9

Melee Resolution & Morale 10

Terrain 11

Special Rules 13

Pre-Made Rule Packs **16**

Advanced Rules **17**

Advanced Actions 17

Advanced Deployment 19

Advanced Missions 22

Advanced Terrain 27

Advanced Casting 31

Battlefield Effects 35

Total Conversions **39**

Command Points 39

Twists & Gambits 41

Fog of War 43

Unit Psychology 44

Critical Hits 45

Tactical Phase 46

City Fighting 47

Dungeon Fighting 48

Meat Grinder Battles 49

Multiplayer Games 50

Kitchen Table Games 51

Additional Content **52**

Tournament Guidelines 52

Solo & Co-Op Rules 56

Horde Mode 58

Campaign Rules 60

Mission Cards 66

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 when 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 round 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 round bases
- **Large Infantry:** 50mm tall on 40mm/50mm round bases
- **Cavalry:** 40mm tall on 60mm oval bases

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. When 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

When 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

When 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.

When 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)

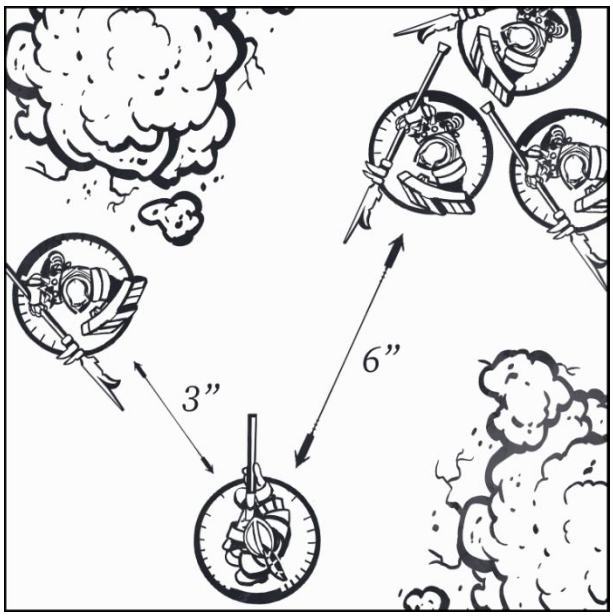
Example: Heavy Rifle (24", A3, AP(1))

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:

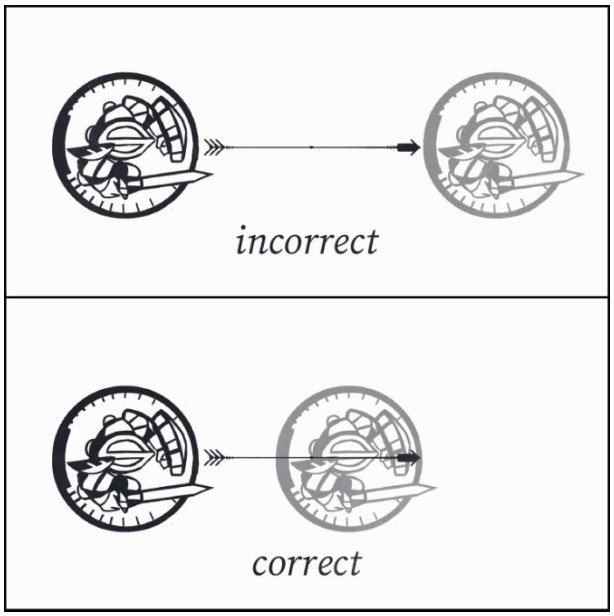
- When measuring the distance between two models you always measure from/to the closest point of their bases.
- When measuring the distance between two units you always measure from/to the closest model in each unit.

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.



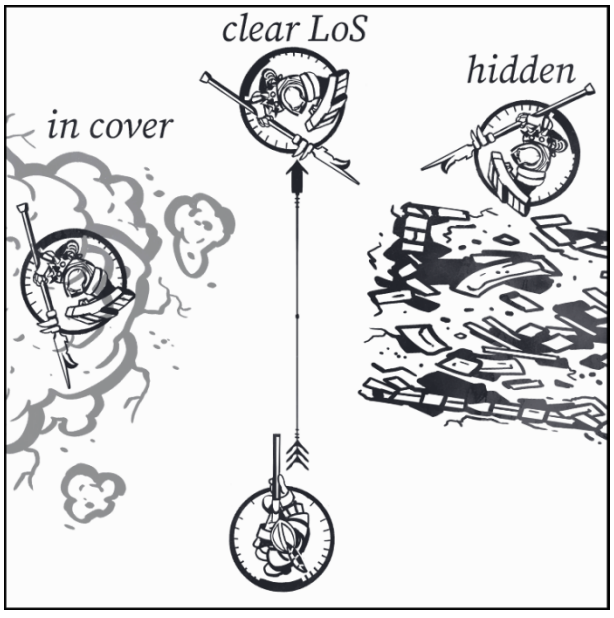
Note that these movement restrictions apply in the same way to models on bases of any shape or models without a base.

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. If the target is visible, then it has line of sight.

Models can always see in all directions, 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 they 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.



PREPARATION

PREPARING THE BATTLEFIELD

You are going to need a flat 4'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 20 pieces of terrain on it, though we recommend using 25 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.

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 300pts each, and once you have gotten familiar with the game, you can start playing full matches with 600pts 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 300pts
- Only 1+X copies of the same unit, where X is 1 per 300pts
- No single unit worth over 35% of total points
- Only 1 unit per 60pts
- Only 3 total Tough per 30pts

Example: When playing a 600pts game, players may bring max. 2 Heroes, max. 3 copies of each unit, no unit worth over 210pts, max. 10 units in total, and max. 60 total Tough.

PLACING OBJECTIVES

After the table has been prepared, you and your opponent must set up D3+2 objective markers on the table.

The players roll-off to see who goes first, and then alternate in placing one objective marker each outside of the deployment zones, 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.

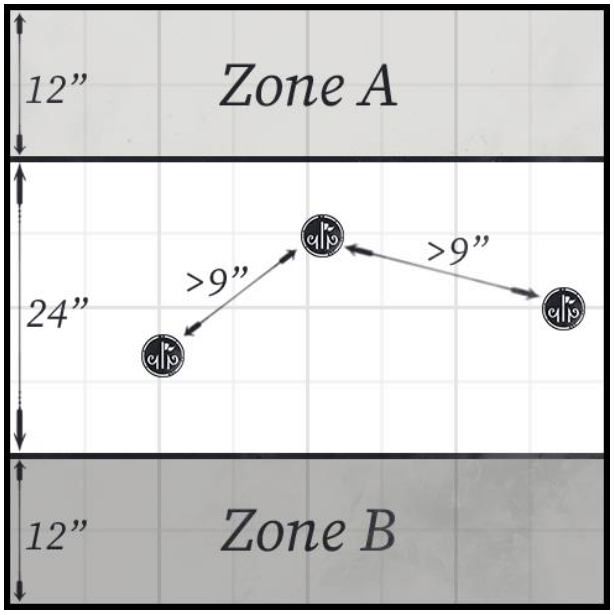
Note that unless stated otherwise, players don't ever win the game by fully destroying their opponent's army.

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 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.

Once all units have been deployed, the game begins with the first round.



Note that mission diagrams use 6"x6" squares for ease of use, with 12"x12" squares shown using darker lines.

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.

On the first round of the game, the player that won the deployment roll-off gets 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 use, and completes it.

Once the action has been used, 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 the first turn.

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 use 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 in any direction regardless of their facing, 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 using a Charge action, and may never move through other models or units (friendly or enemy), even if they are using a Charge action.

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

HOLDING

When using a Hold action, the models in the unit may not move, but may freely turn to face any direction.

ADVANCING

When using an Advance action, all models in the unit may move by up to 6".

RUSHING

When using a Rush action, all models in the unit may move by up to 12".

CHARGING

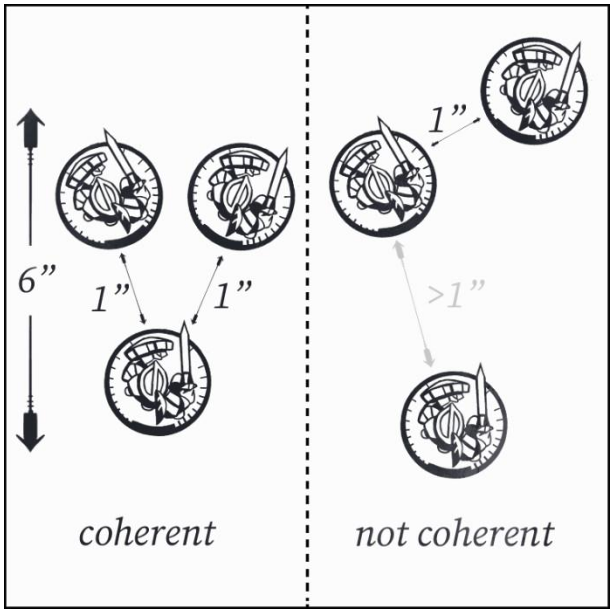
When using a Charge action, all models in the unit may move by up to 12", trying to reach base contact with one enemy unit, and may ignore the 1" distance restriction. Units may only use a Charge action if at least one model is within charge distance of the target unit (including any additional movement 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 any direction and ends its activation.

UNIT COHERENCY

All models in a unit must always stay within 1" of at least one other model, and must stay within 6" of all other models (or as close as possible), forming an uninterrupted chain of models in 1" coherency with each other.

If a model is not in coherency with its unit at the beginning of its activation, then you must use an action so that the model gets back into coherency.



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SHOOTING

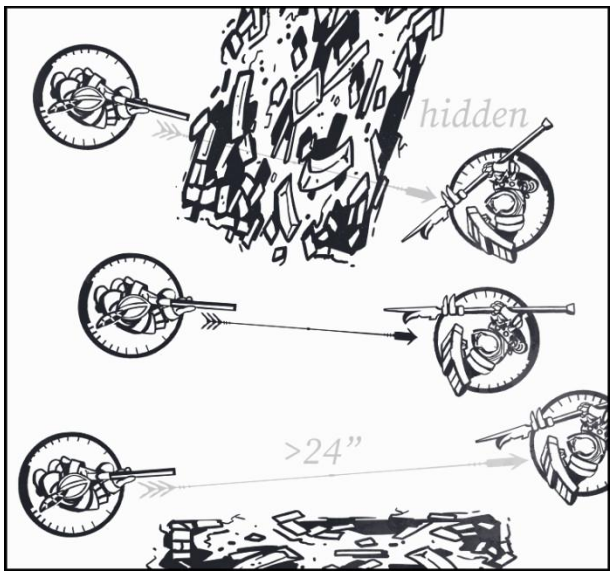
PICKING TARGETS

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, 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 Marksman 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. Resolve Wounds

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 Marksman is shooting at a Skeleton. He is armed with a Rifle (Attack 3) and is within range and line of sight of the Skeleton, which means he has a total of 3 attacks for this shooting.

2. ROLL TO HIT

After determining 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 Marksman (Quality 5+) is shooting at the Skeleton. He takes three Quality Tests and rolls a 4, a 5 and 6. This means that he scored 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 Skeleton (Defense 5+) has taken 2 hits. He rolls two dice and gets a 4 and a 5. This means that the Skeleton has blocked 1 hit and taken 1 wound.

4. RESOLVE WOUNDS

The defending player must assign each wound to one model at a time, and once it has taken as many wounds as its Tough value, it is removed as a casualty (keeping coherency in mind). If all models are removed, then the unit counts as destroyed.

Note that you must continue to put wounds on the model with most wounds in the unit until it is killed, before starting to put them on the next model.

MELEE

PICKING TARGETS

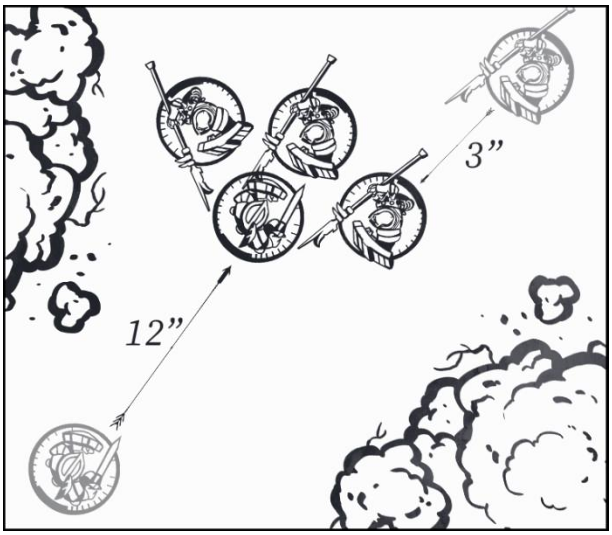
When charging, a unit must pick one valid target and all models in the unit must charge it.

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 models must move by up to 12" to get into base contact with an enemy model from the target unit, or as close as possible, whilst still maintaining unit coherency (charge moves don't have to be in a straight line).

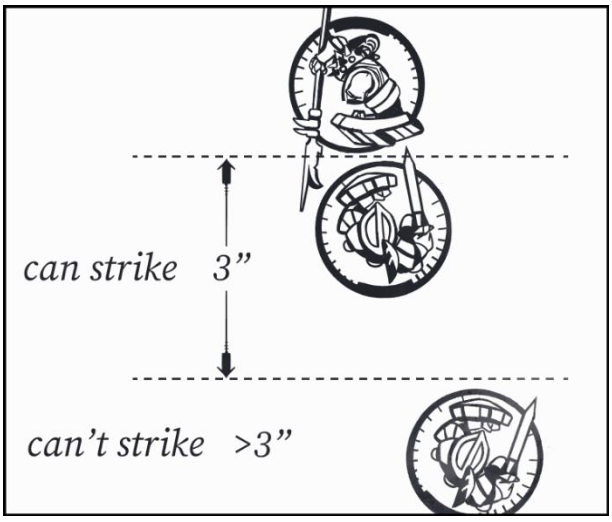
Once all charging models have moved, all models from the target unit that are not in base contact with a charging model must move by up to 3" to get into base contact with a charging model, or as close as possible, maintaining unit coherency.



WHO CAN STRIKE

All models that are within 3" of an enemy model from the target unit (horizontally or vertically), may attack it.

Models must strike with all of their melee weapons, and may only strike at models from the target unit.



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. Resolve Wounds

1. DETERMINE ATTACKS

Sum the Attack value from the weapons of all models that can strike at the target to determine how many attacks the unit has in total for this melee.

Example: An Infantryman is charging a Skeleton. He is armed with a Hand Weapon (Attack 3) and is in range of the Skeleton, which means that he has a total of 3 attacks for this melee.

2. ROLL TO HIT

After determining 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 Infantryman (Quality 5+) is striking at the Skeleton. He takes three Quality Tests and rolls a 4, a 5 and 6. This means that he scored 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 Skeleton (Defense 5+) has taken 2 hits. He rolls two dice and gets a 4 and a 5. This means that the Skeleton has blocked 1 hit and taken 1 wound.

4. RESOLVE WOUNDS

The defending player must assign each wound to one model at a time, and once it has taken as many wounds as its Tough value, it is removed as a casualty (keeping coherency in mind). If all models are removed, then the unit counts as destroyed.

Note that you must continue to put wounds on the model with most wounds in the unit until it is killed, before starting to put them on the next model.

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 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.

MELEE RESOLUTION & MORALE

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, and compare the two. If one unit caused more wounds 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.

If the units are tied for how many wounds they caused, or neither unit caused any wounds, then the melee is a tie and neither unit must take a Morale Test.

This means that if a unit didn't strike back in melee, then it must only take a Morale Test if it suffered at least one wound.

Example: An Infantryman charges a Skeleton. The Infantryman inflicts 2 wounds in that melee, whilst the Skeleton only inflicts 1 wound. Since the Infantryman caused more wounds, the Skeleton has 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 move by up to 3".

If neither of the units was destroyed, then the charging unit must move back and separate by 1" (if possible), to show that they are not in melee anymore.

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.

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 Marksman shoots at a Skeleton with Tough(3), and manages to inflict 2 wounds. Since the Skeleton has taken over half as many wounds as its Tough value, it 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 took during this activation instead. The unit with the highest 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 took more 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 and counts as destroyed.

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 must spend their activation being idle (can't use 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 Skeleton has lost melee where it took 2 wounds and must take a Morale Test. The Skeleton takes a Morale Test and fails, so it Routs (as it only has half or less of its Tough value.

TERRAIN

TERRAIN PLACEMENT

When setting up terrain, you should use at least 20-25 pieces of terrain, but there is no limit to how much terrain you can use.

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 50% of the table, and then spread them out.

Whilst there is no limit to the size of terrain that you can use for your games, here are some recommendations:

- 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".

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 24 pieces of terrain, at least 12 should block line of sight, 8 should provide cover, 8 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 Sight Blocking tterrain 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 6" between different terrain pieces. If you are playing with large units, we also recommend making sure that there are gaps of at least 3" between terrain, so they can fit through.

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.

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.

Example: A piece of Forest terrain could count both as Cover as well as Difficult Terrain. Additionally, you could have it count as Dangerous Terrain the first time a unit enters it.

Here are some guidelines for common terrain types:

- **Barricades** - Cover
- **Buildings** - Impassable + Sight Blocking
- **Fields** - Difficult + Cover
- **Forests** - Difficult + Cover + Dense
- **Hills** - Cover + Steep
- **Lakes** - Difficult (if shallow) / Impassable (if deep)
- **Lava** - Dangerous
- **Mountains** - Impassable + Sight Blocking
- **Rivers -** Difficult (if shallow) / Unstable (if deep)
- **Rubble** - Difficult
- **Ruins -** Cover + Unstable
- **Swamps** - Difficult
- **Walls** - Climbable

Note that whilst you'll need pieces of terrain 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

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.

SIGHT BLOCKING TERRAIN

Examples: Walls, Buildings, Rocks, etc.

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

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

COVER TERRAIN

Examples: Forests, Ruins, Barricades, 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 any model in a unit moves into or through Dangerous terrain, or activates in it, then the entire unit must take a Dangerous Terrain Test.

To take a Dangerous Terrain Test, roll as many dice as the number of wounds it would take to fully destroy the unit, and for each result is 1 the unit takes one wound.

DENSE TERRAIN

Examples: Thick Vegetation, Open Buildings, Steamy Areas, etc.

Terrain features that are densely pack and that would be Difficult to see through count as dense terrain.

Units may draw line of sight into and out of dense terrain, but not through it to targets on the other side.

UNSTABLE TERRAIN

Examples: Crumbling Buildings, Rubble, Traps, etc.

Terrain features that could be harmful if not moved through carefully count as unstable terrain.

If any model in a unit moves over 6" when moving into or through unstable terrain, then it counts as Dangerous terrain.

STEEP TERRAIN

Examples: Hills, Slopes, Tall Stairs, etc.

Terrain features that require extra effort to get on top of, but that are easy to get down from, count as steep terrain.

Units moving onto steep terrain count it as being in Difficult terrain, but units moving off it count it as open terrain.

CLIMBABLE TERRAIN

Examples: Scalable Walls, Rooftops, Cliffs, etc.

Terrain features that are over 3" tall count as Impassable terrain, 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 at the top, then a coherency of 3" is allowed to models at different elevations.

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.

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 army may only have one model with one of the following upgrades.

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

Musician: This model's unit and up to 2 friendly units picked before the start of the game move +1" when using move actions. If this model is killed, picked models that are deployed lose the rule.

Banner: This model's unit and up to 2 friendly units picked before the start of the game get +1 to Morale Test rolls triggered by shooting/melee. If this model is killed, picked models that are deployed lose the rule.

SPECIAL RULES REFERENCE

Ambush

May be set aside before deployment. At the start of any round after the first, may be deployed anywhere 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.

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.

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. Hits must be split evenly between the target and all enemy units within 3" of any model from the target (defender picks how), but each unit may only take up to as many hits as models in it.

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.

Example: A weapon with 1 Attack and Blast(6) scores a hit against a unit with 2 models that is within 3" and of three other enemy units with 1 model each. The hit is multiplied by 6, and the first unit takes 2 hits, whilst the other three units take 1 hit each.

Brace(X)

Enemies charging this unit get -X total Impact rolls, unless this unit is Fatigued.

Example: A model with Impact(3) charges a unit with one model that has Brace(1), so it only makes 2 Impact rolls.

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.

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

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

SPECIAL RULES

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

Models with this special rule move +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. This unit automatically passes jumping rolls.

Furious

When charging, unmodified result of 6 to hit 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

Units within 6" of friendly Heroes may use the Hero's Quality for Morale Tests as long as the Hero isn't Shaken.

Immobile

Models with this special rule may only use Hold actions.

Impact(X)

When charging, before either unit attacks, 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

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

Parry(X)

When this unit takes hits in melee, 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).

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.

SPECIAL RULES

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

Models with this special rule move -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. This unit halves the number of dice it rolls when jumping (rounding up).

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).

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

Thrust

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

Unstoppable

Ignores Regeneration, and ignores all negative modifiers to this weapon which are not from this model's special rules.

SPECIAL MOVEMENT

Pushing

When a unit is Shaken after being attacked, the attacker may try to push it. Roll one die, and on a 4+ the attacker may move one model from the target by up to 2” in any direction, and then the opponent must place any other models from the unit within 1” of it.

Jumping

Models 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”. Roll X dice trying to score 2+, where X is one die for every 1” the model wants to move. If all rolls are successes, then all models in the unit may cross the distance without counting it towards their move. If any roll is failed, then the model falls instead.

Example: A unit of two models wants to jump down 4” of elevation, so each model must roll 4 dice, trying to score 2+.

Falling

If a model falls or is pushed off an elevated position at least 2” tall, roll X dice, where X is one die for every 1” it fell, and for each roll of 1-3 it takes one wound. Then place the model within 2” of the bottom, and place any other models from the unit within 1” of it, and the unit’s activation ends immediately.

Example: A unit of two models has fallen down 4” of elevation, so each model must roll 4 dice, taking wounds for each roll of 1-3.

WHAT NEXT?

MORE AGE OF FANTASY: SKIRMISH

There is much more to Age of Fantasy: Skirmish 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: Skirmish, 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:

- Extra Actions
- Action Boosting
- Advanced Deployment Styles
- Extra Missions
- Side-Missions
- Terrain Placement
- Terrain Generators
- Army Terrain
- Advanced Casting
- Living Spells
- Magic Items
- Special Conditions
- Terrain & Objective Effects
- Random Events
- Command Points
- Twists & Gambits
- Fog of War
- Unit Psychology
- Critical Hits
- Tactical Phase
- City Fighting
- Dungeon Fighting
- Meat Grinder Battles
- Multiplayer Games
- Kitchen Table Games
- Tournament Guidelines
- Solo & Co-Op Rules
- Horde Mode
- Campaign Rules
- Mission Cards

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: Skirmish.

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