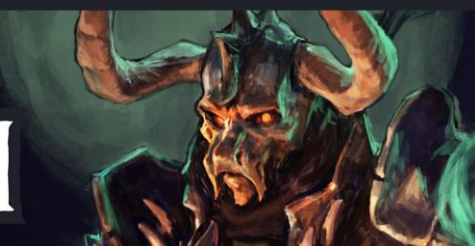
AGE OF FANTASY SKIRMISH



CAMPAIGN TYPES

Campaign Length: Campaigns are played with two or more players, and you must pick one of these types:

- **Game-Limited:** Play D3+4 missions, and after the last match the player with most VP wins.
- **Point-Limited:** The campaign ends when one player has earned D3+4 VP after a match, who wins.
- **Time-Limited:** The campaign ends after D3+4 weeks, and the player with most VP at the end wins.
- **Endless:** The campaign never ends, but instead players keep track of how many VPs they earned on an ongoing campaign leaderboard.

Parallel Play: Usually all armies should participate in every match, but if you want you can allow armies to play matches in parallel. If you do, then each army's VP must be divided by the amount of matches they play, to get their final VP score.

Late Joiners: If you want you can allow players to join the campaign whilst it's already ongoing. If you do, then they start with a regular army, and you must count VP as in parallel play.

PREPARATION

The Armies: Each player starts with a treasury of 300pts to spend on their army. Before the first mission, players must spend at least 240pts to build their army, and may buy max. one Hero with those points.

The Army Sheet: Each army and unit must be given a unique name, to be filled out on the army sheet.

Campaign Structure: Campaigns are played with the following structure:

1. Mission Setup
2. Play Mission
3. Check for Casualties
4. Earn Experience
5. Upgrade Armies
6. Recruit Units

Each step must be followed in this order and once all steps have been completed you start from the first again.

1. MISSION SETUP

The Armies: There are no point limits in campaign games, so players may bring any number of their units to the match (must bring at least one unit), however their total points may only be max. 100pts over the value of the army with the lowest points.

Underdog Bonus: Any army that has a point value lower than at least one other gets an underdog bonus. You get 1 underdog point for every 20pts difference between your army and the one with the highest value. Each underdog point can be spent to modify all dice in a friendly or enemy roll by +1 or -1, but only one point can be spent per roll.

Special Objectives: In addition to the mission objectives, armies may earn a bonus of 30pts into their treasury by completing special objectives. Roll one die each to see which objective you get:

Result	Objective
1	**Hexer** - Successfully cast four or more spells by the end of the game.
2	**Annihilator** - Be the first player to destroy an enemy unit.
3	**Headhunter** - Kill one or more enemy Heroes.
4	**Dominator** - Have one unit fully within each table quarter at the end of the game.
5	**Intimidator** - Have most of your units inside the enemy deployment zone at the end of the game.
6	**Strategist** - Control most objectives at the end of the game.

If you roll an objective which can't be completed, then you must re-roll.

2. PLAY MISSION

Mission Length: Missions are played using the standard rules, however if after 4 rounds there is no winner, the game continues onto the next round until there is one winner.

Conceding: At the beginning of any round players may concede, removing all of their units from the table, which don't count as casualties for this mission.

Random Events: At the beginning of each round players must roll one die, and on a 5+ a random event happens.

Mission Goals: The winning army gets 2 VPs and 60pts into its treasury, whilst all losing armies get 120pts into their treasury.

3. CHECK FOR CASUALTIES

Casualties: At the end of the game, all units that were fully destroyed or Routed count as casualties for this mission.

Regular Units: For every unit that is a casualty roll one die to see what happens:

Result	Casualty
1	**Dead** - Remove the unit from your army sheet (losing all its points).
2-5	**Recovered** - Unit recovers and may be used without penalties.
6	**Natural Talent** - Unit recovers and earns +1 XP.

Hero Units: Follow the same rules as above, but on a 1 it counts as being 15pts cheaper and gets an Injury trait, and on a 6 it counts as being 15pts more expensive and gains a Talent trait.

Result	Injury Trait
1	**Dead** - Remove the Hero from your army sheet (losing all its points).
2	**Weakened** - Gets -1 to Defense rolls when blocking hits.
3	**Maimed** - Gets -1 to hit rolls when fighting in melee.
4	**Blinded** - Gets -1 to hit rolls when using move actions and shooting.
5	**Crippled** - Moves -1" on Advance and -2" on Rush/Charge actions.
6	**Lucky Break** - May pick any other trait from the list.

Result	Talent Trait
1	**Natural Talent** - Earns +1 XP.
2	**Motivated** - Gets +1 to rolls when taking Morale Tests.
3	**Crazed** - Gets +1 to hit rolls in melee when charging.
4	**Vigilant** - Gets +1 to hit rolls when shooting.
5	**Toughened** - Gets Tough(+3).
6	**Learned Lesson** - May pick any other trait from the list.

Each trait (except for Natural Talent) can only be gained once, so if you roll a trait you already have keep re-rolling until you get a new trait you don't have yet.

No Permadeath: Optionally you can play without units being removed from the army when they die, but instead they lose all XP earned during the match and must sit out the next D3 matches.

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4. EARN EXPERIENCE

Earning XP: Units earn XP in battle for each of the following things:

- **+1 XP:** Not a casualty
- **+1 XP:** Killed a unit
- **+2 XP:** Killed a Hero unit

Mark earned XP on the army sheet in order to see when units level up.

Regular Units: When a unit earns 5 XP it counts as being 15pts more expensive and you must roll one die to see what trait it gets:

Result	Trait
1	**Agile** - Moves +1" on Advance and +2" on Rush/Charge actions.
2	**Headstrong** - Gets +1 to rolls when taking Morale Tests.
3	**Specialist** - Gets +1 to hit rolls when in melee or when shooting (pick one).
4	**Resilient** - Gets +1 to Defense rolls when blocking hits.
5	**Elite** - May re-roll one roll of any kind once per game.
6	**Fast Learner** - May pick any other trait from the list.

Each trait (except for Specialist) can only be gained once, so if you roll a trait you already have keep re-rolling until you get a new trait you don't have yet. Units can't earn more than 30xp, so they can level up max. 6 times per campaign.

Hero Units: Follow the same rules as above, but Heroes count as being 25pts more expensive (instead of only 15pts) when they level up and get skill traits on top of regular traits. The first time a Hero levels up roll one die and pick one skill set:

Result	Skill Set
1-2	Pathfinder or Captain
3-4	Warrior or Hunter
5-6	Warden or Overseer

Every time the Hero levels up, including the first time, roll one die to see what skill trait it gets from its skill set. Each trait can only be gained once, so if you roll a trait you already have keep re-rolling until you get a new trait you don't have yet. If a Hero already has all 3 traits of its skill set, then it may roll on the table again to get a new second skill set.

Pathfinder Skill Set

Result	Skill Trait
1-2	**Prowler** - The Hero moves +1" on Advance actions.
3-4	**Runner** - The Hero moves +2" on Rush/Charge actions.
5-6	**Explorer** - Once per game, the Hero ignores the effects of Difficult and Dangerous terrain.

Captain Skill Set

Result	Skill Trait
1-2	**Motivator** - The Hero gets +1 to Morale Test rolls triggered by shooting.
3-4	**Leader** - The Hero gets +1 to Morale Test rolls in melee.
5-6	**Idol** - Once per game, the Hero may ignore becoming Shaken.

Warrior Skill Set

Result	Skill Trait
1-2	**Duellist** - The Hero gets AP(+1) in melee when charged.
3-4	**Fanatic** - The Hero gets AP(+1) in melee when charging.
5-6	**Berserker** - Once per game, the Hero may ignore becoming Fatigued.

Hunter Skill Set

Result	Skill Trait
1-2	**Suppressor** - The Hero gets AP(+1) when using Hold and shooting.
3-4	**Destroyer** - The Hero gets AP(+1) when using move actions and shooting.
5-6	**Sharpshooter** - Once per game, the Hero gets +12" range when shooting.

Warden Skill Set

Result	Skill Trait
1-2	**Herbalist** - The Hero gets +1 to Defense rolls in melee.
3-4	**Chemist** - The Hero gets +1 to Defense rolls when shot.
5-6	**Healer** - Once per game, when the Hero is activated, it may restore D3 wounds.

Overseer Skill Set

Result	Skill Trait
1-2	**Tactician** - Once per game, the Hero may re-roll one roll of any kind in melee.
3-4	**Strategist** - Once per game, the Hero may re-roll one roll of any kind when shooting.
5-6	**Mastermind** - Once per game, when the Hero is targeted by an enemy, it may force the enemy to re-roll one roll of any kind.

5. UPGRADE ARMIES

Buying Upgrades: Players may buy upgrades for their units by spending any points they have available in their treasury. When buying upgrades worth less than 0pts, you gain those points into their treasury instead of spending those points.

Selling Upgrades: Players may sell any of their upgrades at half of their original price (rounding down to the nearest multiple of 5). If an item is only worth 5pts roll one die, on a 1-3 the item can't be sold, on a 4+ it can be sold for 5pts (you can only try to sell a 5pts item once after each mission). When selling upgrades worth less than 0pts, you must spend their full points cost instead of gaining those points.

6. RECRUIT UNITS

Recruiting Heroes: Players may recruit up to one new Hero after each mission, and may only have 3 Heroes in their army at once.

Recruiting Units: Players may recruit as many non-Hero units as they want after each mission. One of the new recruited units may also start with 5 XP if the player pays +30pts.

Disbanding Units: Any unit may be freely disbanded, losing all of its XP and upgrades. There is no benefit to disbanding units, and it only serves as a way to remove unwanted units from a army. Players may also choose to disband their full army, losing all units, VP, points, etc. and start a new army from scratch.

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RANDOM EVENTS

Rolling for Random Events

When rolling for random events, roll two separate dice one at a time, where the first one represents the first number, whilst the second one represents the second number, and resolve that event.

Example: A player rolls two dice, with the first result being a 2 and the rescond result being a 1. This would mean that event 21 is chosen.

11 - Falling Debris

One random unit takes D3 wounds.

12 - Magic Trap

One random unit takes 2D3 hits.

13 - Venomous Moss

The area within 3" of one random objective marker counts as Dangerous terrain until the end of the round.

14 - Razor Vines

The area within 3" of one random objective marker counts as Difficult terrain until the end of the round.

15 - Lightning Strike

One random unit must take a Dangerous Terrain Test.

16 - Stuck in the Mud

One random unit counts as being in Difficult terrain until the end of the round.

21 - Swarm Attack

One random non-Shaken unit becomes Shaken.

22 - Debilitating Curse

One random unit gets -1 to Defense rolls until the end of the round.

23 - Dazing Spores

One random unit gets -1 to hit rolls when shooting until the end of the round.

24 - Hexed Gale

One random unit gets -1 to hit rolls in melee until the end of the round.

25 - Eldritch Shriek

One random unit gets -1 to Morale Test rolls until the end of the round.

26 - Sticky Foliage

One random unit moves -1" on Advance and -2" on Rush/Charge actions until the end of the round.

31 - Sinkhole

One random unit that is within 3" of any objective marker takes D3 wounds.

32 - Melting Curse

One random unit that is within 3" of any objective marker takes 2D3 hits.

33 - Crumbling Earth

One random captured objective marker becomes neutral again.

34 - Spotter Bird

One random non-captured objective marker becomes captured by one random player.

35 - Animal Guide

One random captured objective marker becomes captured by the opponent.

36 - Magical Pool

Until the end of the round, whilst any unit is within 3" of one random objective marker, it gets +1 to Defense rolls.

41 - Terrifying Quakes

One random table quarter counts as Dangerous terrain until the end of the round.

42 - Heavy Rain

One random table quarter counts as Difficult terrain until the end of the round.

43 - Thick Clouds

Until the end of the round, whilst any unit is fully within a random table quarter, it halves its weapon ranges.

44 - Mystic Fog

Until the end of the round, any unit that activates whilst fully within a random table quarter, moves +1" on Advance and +2" on Rush/Charge actions.

45 - Shifting Illusions

Until the end of the round, whilst any unit is fully within a random table quarter, it gets +1 to Morale Test rolls.

46 - Supporting Spirits

Until the end of the round, whilst any unit is fully within a random table quarter, it gets +1 to Defense rolls.

51 - Haste Berries

One random unit moves +1" on Advance and +2" on Rush/Charge actions until the end of the round.

52 - Prophetic Vision

One random unit gets +1 to Morale Test rolls until the end of the round.

53 - Weapon Enchantment

One random unit gets +1 to hit rolls in melee until the end of the round.

54 - Enchanted Winds

One random unit gets +1 to hit rolls when shooting until the end of the round.

55 - Guardian Spirit

One random unit gets +1 to Defense rolls until the end of the round.

56 - Refreshing Grubs

One random Shaken unit stops being Shaken.

61 - Gold Stash

One random army gets 15pts.

62 - Elixir Pouch

One random unit gets 1 XP.

63 - Bomb Bag

One random player gets 1 VP.

64 - Treasure Map

One random army gets D3 * 15pts.

65 - Potion Box

One random unit gets D3 XP.

66 - Godly Sunrays

One random player gets D3 VP.

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ARMY SHEET

Army Name:	**Treasury:**	**Victory Points:**

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

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