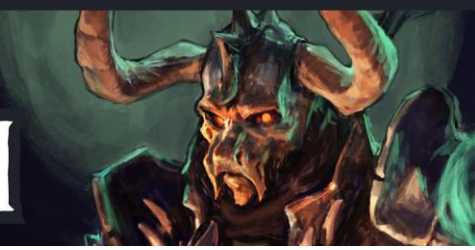
AGE OF FANTASY SKIRMISH



PREPARATION

The Horde Mode rules allow players to face off against unrelenting enemy waves, trying to survive to get a high score.

The Defenders: The defending side is made up of one or more player armies, totalling 600pts across all armies.

The Enemies: The enemy side is made up of one 600pts army that can either be controlled by another player or by the AI (using the Solo & Co-Op rules).

The Battlefield: The game is played on a 4‘x4‘ area, with 20+ pieces of terrain. The game can be also played on smaller areas, as long as armies deploy at least 18" apart.

Objective Markers: The defenders place five objective markers numbered 1-5, one at the centre of the table, and one at the centre of each table quarter.

Deployment: First the defenders place all their units within 6” of the table centre, and then enemies are deployed within 6” of random table corners. Number each table corner from 1-4, then roll one die for each unit separately, and on a 1-4 place that unit within 6” of that table corner. On a roll of 5-6, defenders may pick in which corner that unit is placed instead.

THE MISSION

The mission ends when any of these conditions have been met:

- All defending units are either Shaken or destroyed.
- All objective markers have been destroyed by enemies.
- The defenders have successfully finished round 12.

High Score: The final high score is the sum of all points that were earned during the mission, multiplied by the number of the last round the defenders successfully finished.

Example: The defenders were destroyed during round 6 and earned 100pts in total, so they get a high score of 500pts.

GAME STRUCUTRE

The game is played with this structure:

1. Set Priority
2. Deploy Wave
3. Play Mission
4. End of Round

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

1. SET PRIORITY

At the beginning of rounds 1, 4, 7, and 10, a new priority objective is set. Roll one die, on a 1-5 the objective with that number counts as the priority objective, and on a 6 defenders may pick which objective counts as the priority objective instead. If a number is rolled for which there is no objective, keep re-rolling until you roll one that does. The new priority objective must be different from the last one (re-roll or select a different one if necessary), and if there is only one objective left, then there isn’t a priority anymore.

2. DEPLOY WAVE

At the beginning of rounds 4, 7, and 10, all enemy units that are Shaken are removed from the table as destroyed, and then all destroyed enemy units are deployed within 6” of random table corners. Number each table corner from 1-4, then roll one die for each unit separately, and on a 1-4 place that unit within 6” of that table corner. On a roll of 5-6, defenders may pick in which corner that unit is placed instead.

3. PLAY MISSION

After the new wave of enemies has been deployed, the game is played normally.

Objectives: At the end of each round, if any enemy unit is within 3” of an objective marker while defenders aren’t, then they seize the objective and place one damage token on it. Once an objective has taken 3 damage tokens, it is destroyed and removed from the table.

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

- **+3 XP:** Killed a unit
- **+5 XP:** Killed a Hero unit

Levelling Up: When a unit earns 5 XP 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.

4. END OF ROUND

Point Rewards: At the end of rounds 3, 6, 9, and 12 if any defending unit is within 3” of an objective marker while enemies aren’t, then that objective counts as seized. The defending side gets 30pts for each seized objective, plus 15pts if the defenders seized the priority objective.

Buying Upgrades: Defenders may spend points to buy upgrades for units that are within 6” of a seized objective. When buying upgrades worth less than 0pts, you gain those points instead of spending those points.

Reinforcing Units: Defenders may spend points to reinforce units that are down to half or less of their total size or Tough value (for single-model units) and that are within 9” of a seized objective. Spend half as many points as the unit’s total point value (rounding up), and then restore up to half of its total models or wounds (for single-model units).

Recruiting Units: Defenders may spend points to recruit new units, which must then be deployed fully within 6” of a seized objective.

Start Over: After players are done buying upgrades and recruiting units, the round ends and a new one begins.

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ARMY SHEET

Army Name:	**Current Points:**	**Total 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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