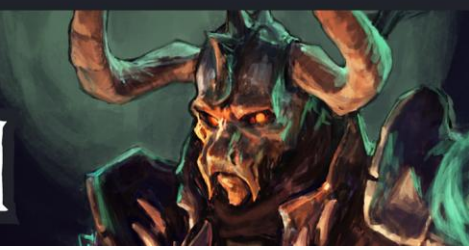
AGE OF FANTASY SKIRMISH



GENERAL PRINCIPLES

Mission Cards: These rules were created to give players a dynamic way to play, with shifting mission objectives.

Print & Play: Print and cut all 36 cards. We recommend inserting them all in card sleeves, and you can also insert a regular playing card for rigidity.

Roll & Play: If you prefer you can also choose not to cut out the mission cards, but instead roll two dice to determine a random card. To do this roll each die one at a time, where the first one represents the first number, whilst the second one represents the second number. Then check the number at the top of the cards to see which one you got. Note that this method can only be used when playing with fixed decks.

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

Fixed Deck Games: Pick one of the following game types to play with the deck of 36 cards:

- Battle of Wits
- Total Domination

Custom Deck Games: Pick one of the following game types to play with customized player decks of 18 cards:

- Direct Challenge
- Strategic Ruse
- Planned Gambit
- Coordinated Recovery
- Logistical Supremacy
- Tactical Paragons

GENERAL RULES

Objectives: Place 6 objective markers. Players roll-off to go first and alternate in placing one marker each outside of deployment zones and over 9" away from each other.

Controlling Markers: 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.

Victory Conditions: The game ends after 4 rounds, and the player that scored most victory points wins.

Final Objectives: At the end of the game, players get 1 VP for each objective that they control.

BATTLE OF WITS

Players compete in completing as many of their own objective cards as they can before the end of the game.

Personal Decks: Each player gets a personal deck of 36 mission cards.

Generating Missions: At the beginning of each round, players draw cards from their own deck until they have 3, which are placed face up on the table. At the beginning of the first round, players may discard any of their cards and draw again once.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards. If they did, then they must score the one worth most victory points, and discard that card.

Discarding Cards: After scoring cards, each player may choose to discard one of their remaining cards.

TOTAL DOMINATION

Players compete in completing the same set of objective cards before the game ends, racing to be the first to complete them.

Shared Deck: Both players share a single deck of 36 mission cards.

Generating Missions: At the beginning of each round, draw cards from the shared deck until there are 3 in total, which are placed face up on the table. At the beginning of the first round, each player may discard one of the cards and draw again once.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of the cards. If they did, then they must score the one worth most victory points, and discard that card. In case of a tie neither player scores it.

Discarding Cards: At the end of each round, the player with the lowest total score may discard one of the remaining cards.

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CUSTOM DECK RULES

Preparing Decks: After deployment, each player must put together a deck of 18 unique cards, chosen from the standard 36 cards.

Generating Missions: At the beginning of each round, players draw cards from their own deck until they have 5 cards in their hand, and then they must place cards face up on the table until they have 3 cards in front of them. At the beginning of the first round, players may discard any of their cards and draw again once.

Hidden Mission: When players are placing cards on the table, they may place one of them face down, if they don't already have a card that is face down on the table. Players may turn their hidden card face up at any time.

Scoring Cards: At the end of each round, players check if they have completed at least one condition on any of their cards on the table. If they did, then they must score the one worth most victory points, and discard that card.

Discarding Cards: After scoring cards, each player may discard one of their remaining cards.

DIRECT CHALLENGE

The players must challenge their opponent to complete specific missions.

Special Rules: At the beginning of each round, each player must select one of their opponent's cards to be their challenge card for that round. When a challenge card is scored, the player gets +1 VP for it.

STRATEGIC RUSE

The winning player must reveal all of their cards, whilst their opponent may keep their cards hidden.

Special Rules: At the beginning of each round after the first, the player with the highest total score must turn all of their hidden cards face up, and the player with the lowest total score may turn any of their cards face down. In case of a tie, each player must turn their cards face up/down until they only have up to one card that is face down again.

PLANNED GAMBIT

The players may force their opponent to change their active mission cards.

Special Rules: At the beginning of each round, after cards have been placed on the table, each player may select one of their opponent's cards, and return it to their hand. The opponent must then place another one of their cards on the table to replace it.

COORDINATED RECOVERY

The players may shuffle discarded missions back into their deck.

Special Rules: At the end of each round, after scoring and discarding cards, each player may select up to two cards from their discard pile and shuffle them back into their deck.

LOGISTICAL SUPREMACY

The winning player may hold additional mission cards in their hand.

Special Rules: At the beginning of each round after the first, if one player controls more objective marker than their opponent, they may draw cards until they have 6 in their hand instead of 5.

TACTICAL PARAGONS

The players may pick specific missions to be completed by their Heroes.

Special Rules: At the beginning of each round, each player may select one of their own cards to be their paragon card for that round. Paragon cards may only be scored by units containing a Hero, and the player gets +1 VP for it.

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11

SEIZE 1

Control objective 1.

1VP

12

SEIZE 2

Control objective 2.

1VP

13

SEIZE 3

Control objective 3.

1VP

14

SEIZE 4

Control objective 4.

1VP

15

SEIZE 5

Control objective 5.

1VP

16

SEIZE 6

Control objective 6.

1VP

21

SEIZE 1

Control objective 1.

1VP

22

SEIZE 2

Control objective 2.

1VP

23

SEIZE 3

Control objective 3.

1VP

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24

SEIZE 4

Control objective 4.

1VP

25

SEIZE 5

Control objective 5.

1VP

26

SEIZE 6

Control objective 6.

1VP

31

HOLD 1

Control objective 1
at the beginning and end
of the same round.

2VP

32

HOLD 2

Control objective 2
at the beginning and end
of the same round.

2VP

33

HOLD 3

Control objective 3
at the beginning and end
of the same round.

2VP

34

HOLD 4

Control objective 4
at the beginning and end
of the same round.

2VP

35

HOLD 5

Control objective 5
at the beginning and end
of the same round.

2VP

36

HOLD 6

Control objective 6
at the beginning and end
of the same round.

2VP

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41

ON THE MARCH

Have no friendly units within your deployment zone.

1VP

42

DELVE DEEP

Have at least one friendly unit within the enemy's deployment zone. 1VP

Have at least three friendly units within the enemy's deployment zone. 2VP

43

HOLD THE LINE

Have at least three friendly units within your deployment zone whilst no enemy units are within your deployment zone.

This card can't be scored at the end of round 1.

1VP

44

SHIFTING STRATEGY

Roll one D6 when you draw this card. Control the objective with that number. 1VP

Control the objective with that number after it was controlled by the enemy at the beginning of the round. 2VP

45

AREA DOMINANCE

Control any three objectives.

2VP

46

TOTAL DOMINANCE

Control all objectives.

5VP

51

VOLLEY FIRE

Destroy one enemy unit by shooting. 1VP

Destroy three or more enemy units by shooting. 2VP

52

CHARGE

Destroy one enemy unit in melee. 1VP

Destroy three or more enemy units in melee. 2VP

53

CUT THEM DOWN

Destroy one enemy unit. 1VP

Destroy three or more enemy units. 2VP

Destroy six or more enemy units. 5VP

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54

OUTFLANK

No enemy units within 6" of the table centre. **1VP**

No enemy units within 12" of the table centre. **2VP**

55

TERRIFY

One enemy unit fails a morale test. **1VP**

Three or more enemy units fail a morale test. **2VP**

56

ARCANE CHANNELING

Successfully cast one spell. **1VP**

Successfully cast three or more spells. **2VP**

61

SLAY THE KING

In this or any previous round, destroy the enemy Hero with the highest cost.

In case of a tie in cost any of them count.

2VP

62

SPELLBREAKER

Destroy one enemy model with the Caster rule.

1VP

63

CLEANSE THE SKIES

Destroy one enemy unit with the Flying rule.

1VP

64

EXECUTIONER

Destroy one enemy model with the Hero rule. **1VP**

Destroy two or more enemy models with the Hero rule. **2VP**

65

BIG GAME HUNTER

Destroy one enemy model with Tough(9) or higher. **1VP**

Destroy one enemy model with Tough(18) or higher. **2VP**

66

TAKE NO PRISONERS

Win a melee by three or more wounds. **1VP**

Win a melee by six or more wounds. **2VP**