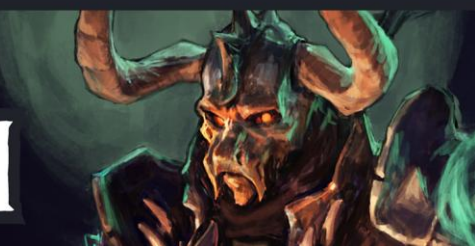
AGE OF FANTASY SKIRMISH



INTRODUCTION

There are two parts to this pack:

- **Organizer Guide:** Everything you need to set up and run a tournament. This can be skipped by players.
- **Player Guide:** Everything you need to take part in a tournament. Organizers can give out just this part to players, so they don't need to worry about set up.

ORGANIZER GUIDE

Before starting, the Organizer must decide what type of tournament they want to run:

- **Casual:** For all players no matter their experience level, where they are encouraged to help each other learn, and the focus is on fun and friendliness.
- **Competitive:** For players with experience with the rules, armies, and tournament format, where the focus is on a fair and competitive environment.

PARTICIPANTS

- **Tournament Organizers:** The people in charge of planning and running the event. They must pick one Head Judge, or take on that role themselves.
- **Head Judge:** Events must have one Head Judge, who is an expert on the rules, and has final authority during the tournament regarding rules and conduct (in agreement with the Tournament Organizers).
- **Judges:** Additionally, events may have any number of Judges, who must know the rules well and help players with questions and disputes. If needed, the Head Judge may be called to make a final ruling.
- **Players:** A player is someone who plays the matches in the event, and must bring everything they need to play.
- **Spectators:** Anyone at the tournament who isn't playing or in another role. Spectators must not interrupt matches or help players. If they see a rule violation, they may inform a Judge without disturbing the match.

Note that Organizers and Judges may play in a tournament they're in charge of, but only if there's other Organizers or Judges present.

TOURNAMENT SETUP

Event Structure: Before the tournament starts, the Organizer must announce the number of points, rounds, time, and breaks that will be used for the tournament.

Army Structure: Before the tournament starts, the Organizer must announce if they want to allow a different army structure, such as not following official Force Org., allowing army mixing, as well as if and which unofficial armies are allowed.

Required Materials: The Organizers are responsible for finding a venue, as well as providing tables, terrain, and chairs for each player. Ideally playmats should be provided to play on, but if none are available, the play area can be marked using tape. Each table must also be marked with a number so that players can easily find their spot. Organizers must also bring all required documents, such as game rules, tournament pack, and other relevant materials (like pens and paper).

Table Set-Up: Before the tournament starts, the Organizer must set up tables with a defined 4'x4' play area, and enough terrain to provide an interesting match. Each table should have an equal number and variety of terrain pieces, and Organizers must ensure players understand the intended effects of each terrain piece before the event begins. Players should ideally also have enough space to place all of their minis and other items on the table, outside the play area. Note that players are not allowed to change the terrain set up before or during the match without prior approval from the Head Judge.

Player Pairings: In the first round, players are randomly paired. For later rounds, players are matched with others who have the same number of TPs. To pair players, start with the group having the most TPs and pair them in descending order starting with the player that scored most VPs across all rounds. If there's an odd number of players, the remaining one is paired with someone from the next highest group. Repeat this process until all players are paired. If there is an odd number of players in the first round, a random player gets 3 TPs and 0 VPs for that round and doesn't play. In later rounds, if there is an odd number of players, the lowest ranked player gets 3 TPs and 0 VPs for that round and doesn't play (in case of a tie, randomly pick one of them).

TERRAIN GUIDELINES

Terrain Types: When preparing tournament tables, there are two types of terrain used:

- **Scatter Terrain:** Small pieces of scatter terrain, like barrels, boxes, barricades, etc. should be somewhere between 1"x1" and 3"x3" in size.
- **Large Terrain:** 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".

Terrain Placement: Tables should have enough terrain to fully cover at least 50% of the table. Large terrain should have gaps of at least 3" between other pieces to allow units to move through with ease. Terrain should be varied and of different heights, following these guidelines for terrain types:

- At least 50% should block line of sight
- At least 33% should provide Cover
- At least 33% should be Difficult terrain
- At least 2 pieces should be Dangerous

CHESS CLOCKS (OPTIONAL)

The Organizers may choose to use chess clocks for the tournament, and they must either provide the clocks, or make sure that every participant has a device that can be used as a timer.

To play with chess clocks, during match preparation, the players must set the clocks based on the agreed time limit. When it's a player's turn to do something (like deploying a unit or using an action), they must start their clock, do the thing, and then stop the clock, and then their opponent starts their clock and does the same.

Both clocks are only stopped when there is something that both players must do together (like checking who captured objectives, or removing tokens at the end of a round). If there are any disputes, both players must stop their clock until the dispute has been resolved. If a player runs out of time, the match ends, and that player loses.

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PLAYER GUIDE

Tournaments follow the latest rules for Age of Fantasy: Skirmish, available from the OPR website. This tournament pack is valid from September 2026 until September 2027.

Tournaments use 600pts army lists and are made up of 4 rounds of 60min matches, with a 15min break after round 1 and 3, and a longer 60min break after round 2.

Note that Organizers may use their own structure, with a different number of points, rounds, time, and breaks. This will be announced to players before the event.

CONDUCT GUIDELINES

Players must act maturely, follow the rules, and be respectful. This includes avoiding stalling, damaging items, cheating, or being disrespectful to their opponents. Collusion to manipulate scores is strictly forbidden, and intentionally damaging other players' items may result in removal from the tournament. The Tournament Organizer and Head Judge may remove players for unsporting behaviour at any time, without discussion.

Removing Players: If a player wishes to stop playing, they may notify the Organizer, who will remove them from future rounds. Players who don't show up on time or can't continue will also be removed. Players may ask to rejoin, but they'll receive an unpaired loss for missed rounds. Disqualified players are removed and cannot rejoin under any circumstances.

TOURNAMENT MATERIALS

Players must bring everything they need to play, including their army, tokens, dice, and ruler. Players must also bring a valid army list, ideally with at least two physical copies of it (for themselves and their opponent). Army lists must use only official OPR armies, must follow Force Org. rules, and mixing factions is not allowed. All minis and upgrades must be clearly identifiable and have a corresponding entry in the army list.

Lost & Damaged Items: If a player loses or damages an essential item, they must try to find a replacement. If this happens at the start or during a match, they should notify a Judge, who will give them extra time to find a replacement. If they can't, they must concede the match. If they don't find a replacement by the next match, they are removed from the tournament. In case of damaged minis, the mini is allowed as long as it doesn't affect gameplay, but if it does, then it must be fixed or replaced. In case of damaged dice, rulers, or tokens, the player may ask to share items with their opponent instead.

PREPARING A MATCH

Before starting each tournament match, players must follow these steps:

1. **Prepare Materials:** Players set up minis, tokens, dice, and rulers.
2. **Army Lists:** Players share army lists and identify minis and upgrades.
3. **Terrain Effects:** Players ensure they all understand the effects of terrain pieces.
4. **Scenario Setup:** Players follow the setup instructions of the scenario.
5. **Deployment Roll:** Players roll-off, and the winner picks their deployment zone.

Once these steps are complete, players wait for the Tournament Organizer to announce the start of the match.

The timer is started once all players are seated and ready, and everyone may then start playing the game. If the match isn't finished when time runs out, the current activation and game round immediately ends, and the game ends there.

GAME GUIDELINES

All participants must be respectful during the tournament. If players can't settle a dispute, they must call a Judge to make a decision, which is final. If a player finds the ruling of the Judge to be incorrect, they must inform them between rounds, so they can make the correct call in the future.

Margin of Error: Minis may be accidentally pushed or moved during the game, and whilst small errors are allowed to keep the game moving, players should not abuse this. Players should always try to be as accurate as possible, and check with their opponent when adjusting the position of miniatures.

Missed Opportunities: If a player forgets to take an action or use an ability, they can't do it later without their opponent's consent, and once dice are rolled there is no going back. Players should act fairly and not purposefully try to cause their opponent to miss an opportunity, and should remind them of a potential missed opportunity before it's gone.

Hidden Information: If a rule requires a player to have hidden information, they must note it down on a hidden piece of paper, and must show it to their opponent once the information should be revealed.

LINE OF SIGHT GUIDELINES

The following rules always apply:

- Models can always see in all directions, regardless of the miniature's facing.
- Models always have line of sight to themselves, and may target themselves.
- Models can't see through solid obstacles, including the perimeter of other units (friendly or enemy).
- Models 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.

Before the game begins, all models are applied a size class, based on their Tough:

- Small - Tough(3) + Tough(9) Heroes
- Medium - Tough(9) + Tough(18) Heroes
- Large - Tough(18) to Tough(36)

To determine line of sight, simply get down to the eye level of the miniature, and check if it can see the target. If the target is visible, then the model has line of sight.

The miniature can't draw line of sight through other units, with these exceptions:

- Models may draw line of sight through units of smaller size class.
- Models may draw line of sight through units of equal or lower size class, if the target is of greater size class than the unit in the way.
- Models on elevation may draw line of sight through units that are at a lower elevation than them.

GAME END & SCORING

The winning player in each round must report the match results to the scorekeeper, including who won and who lost. If there's a mistake in the report, players must contact the Tournament Organizer or Head Judge to correct it before the next round begins. If the error isn't fixed by then, it stands, and the tournament continues as is.

Tournament Points: At the end of each match the winner gets 3 TPs.

Tie Breakers: In case of a tie, if only one player is left with no units or only shaken units on the board, then that player loses and the other wins. Else, both players score 1 TP.

Winning the Tournament: After the last round of matches the player with most TPs wins. In case of a tie, the player that scored most VPs across all rounds wins. If still tied, then all tied players win.

SCENARIO 1

OBJECTIVES

Before deployment, players first have to place one objective marker at the centre of the table, and then set up a total of 4 other objective markers.

The players roll-off to see who goes first, and then alternate in placing one objective marker each outside of the deployment zones, and at least 9" away from other objectives.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then the objective is 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.

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that won the deployment roll-off.

FIRST TURN

The player that has won the deployment roll-off gets the first turn.

SCORING

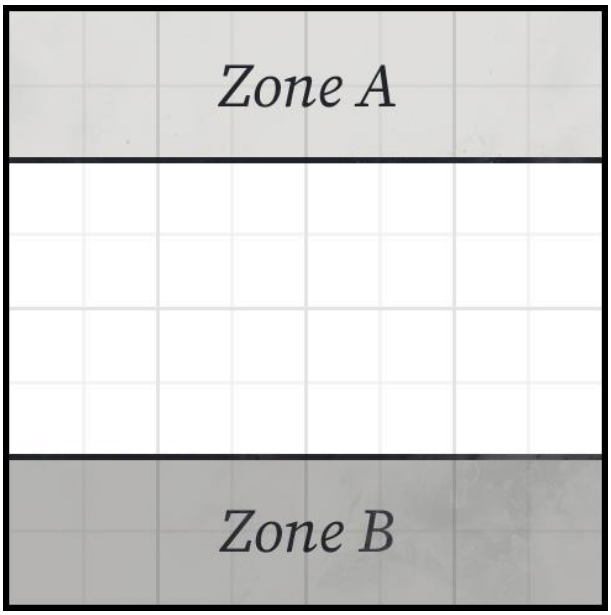
At the end of the game players get 5 VPs for each objective marker they control.

The game ends after 4 rounds, and the player that scored most VPs wins.

SIDE-MISSIONS

At the end of the game players get 5 VPs for each side-mission they completed:

- **Assassinate** - Destroy the most expensive enemy Hero (if there are multiple, destroy one).
- **Invade** - Have two or more friendly units fully inside the enemy deployment zone.
- **Rush** - Be the first player to destroy an enemy unit.



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SCENARIO 2

OBJECTIVES

Before deployment, players first have to place one objective marker at the centre of the table, and then set up a total of 2 other objective markers.

The players roll-off to see who goes first, and then alternate in placing one objective marker each outside of the deployment zones, and at least 9" away from other objectives.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then the objective is 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.

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that won the deployment roll-off.

FIRST TURN

The player that has won the deployment roll-off gets the first turn.

SCORING

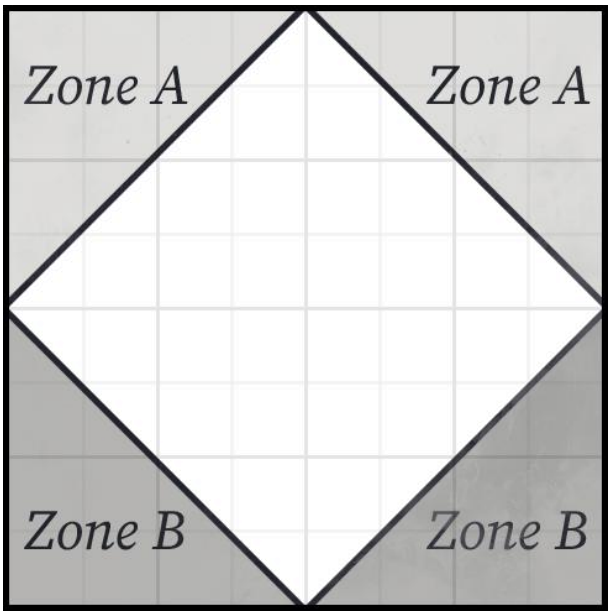
At the end of each round players get X VP for each objective marker they control, plus X VP if they destroyed at least one enemy unit that was within 3" of an objective marker, where X is the current round number.

The game ends after 4 rounds, and the player that scored most VPs wins.

SIDE-MISSIONS

At the end of the game players get 5 VPs for each side-mission they completed:

- **Eradicate** - Destroy the least expensive enemy unit with 3+ models (if there are multiple, destroy one).
- **Eliminate** - Destroy two or more enemy units with Tough(9+).
- **Fortify** - Control only one objective.



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SCENARIO 3

OBJECTIVES

Before deployment, players first have to place one objective marker at the centre of the table, and then set up a total of 2 other objective markers.

The players roll-off to see who goes first, and then alternate in placing one objective marker each outside of the deployment zones, and at least 9" away from other objectives.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then remove the marker and it counts as being carried by the unit.

If the unit is shaken or destroyed, the marker is dropped within 1" (placed by the opponent).

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that deploys in zone A.

FIRST TURN

The player that deployed in zone B picks who gets the first turn.

SCORING

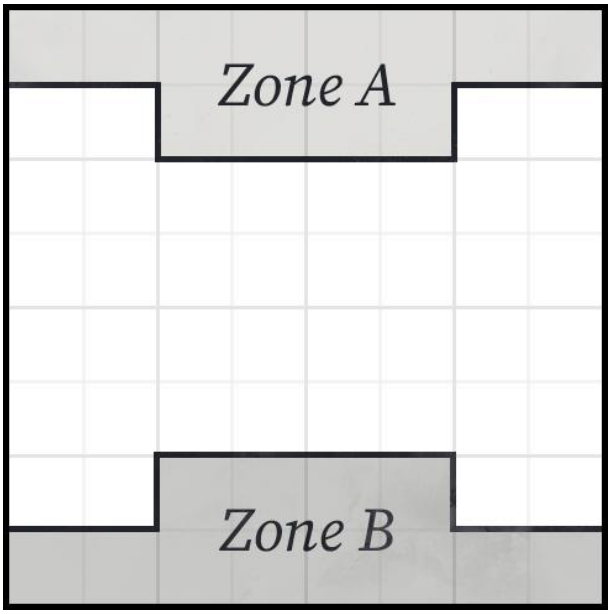
At the end of the game players get 5 VPs for each objective marker they control, plus 3 VPs for each table quarter in which they have more non-Shaken units fully within that table quarter than their opponent.

The game ends after 4 rounds, and the player that scored most VPs wins.

SIDE-MISSIONS

At the end of the game players get 5 VPs for each side-mission they completed:

- **Erase** - Destroy the most expensive enemy unit with Tough(9+) (if there are multiple, destroy one).
- **Mislead** - Control no objectives.
- **Terminate** - Destroy the enemy Hero with the highest Tough value (if there are multiple, destroy one).



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SCENARIO 4

OBJECTIVES

Before deployment, players first have to place one objective marker at the centre of the table, and then set up a total of 4 other objective markers.

The players roll-off to see who goes first, and then alternate in placing one objective marker each outside of the deployment zones, and at least 9" away from other objectives.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then the objective is 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.

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that won the deployment roll-off.

FIRST TURN

The player that has won the deployment roll-off gets the first turn.

SCORING

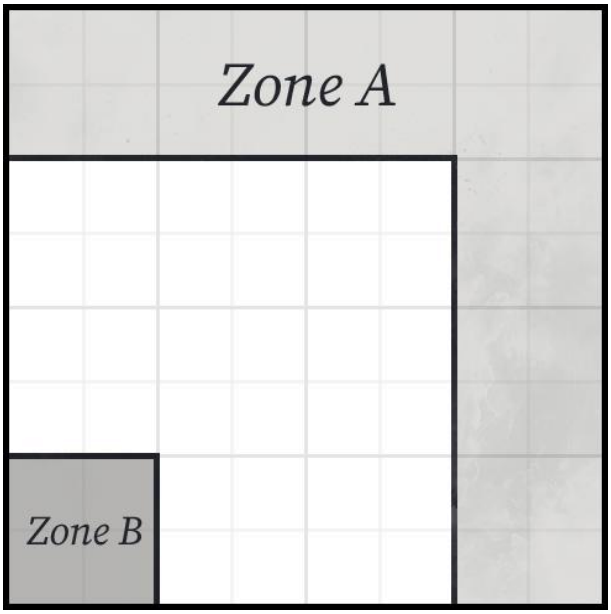
At the end of each round players get X VP for each objective marker they control, plus X VP if they control all objective markers, where X is the current round number.

The game ends after 4 rounds, and the player that scored most VPs wins.

SIDE-MISSIONS

At the end of the game players get 5 VP for each side-mission they completed:

- **Conserve** - Keep at least 50% of friendly units alive.
- **Defend** - No enemy units are fully inside the friendly deployment zone.
- **Massacre** - Destroy ten or more enemy models.



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