AGE OF FANTASY

QUEST



ONE PAGE RULES

BEGINNER'S GUIDE

FANTASY ADVENTURE GAME

AGE OF FANTASY

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: QUEST V 2.1.1

INTRODUCTION

Age of Fantasy: Quest is a solo/co-op miniature skirmish adventure game 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 adventures for players of all skill levels.

This rulebook is divided into 2 sections:

- **Basic Rules** - Everything you need to play the game, with plenty of diagrams and examples.
- **Campaign Builder** - Rules to generate random campaigns and one-off missions to play.

The game is primarily built around campaign play, so make sure to check out the official narrative campaigns to get the full experience of the game.

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.

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Thank you for playing!

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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 other players 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 game, 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.

Additionally, Heroes come with some additional stats.

- **Power:** How much Power the Hero can have.
- **Strength:** The score needed for Str tests, used for things like pushing or overcoming affliction.
- **Dexterity:** The score needed for Dex tests, used for things like jumping or overcoming crippling.
- **WillPower:** The score needed for Wil test, used for things like discovering or overcoming disease.

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.

STAT TESTS

During the game you will be required to take Stat 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 Stat test, roll one die. If you score the model's Stat value or higher, then it counts as a success, else it counts as a fail.

When a Hero fails a Str, Dex, or Wil stat test, it may spend 2 Power to count as having passed it instead.

Example: A model with Str 4+ must take three Str 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).

MARKERS

To play the game you are going to need some markers for objectives, special rules, and more. We recommend using 25mm to 40mm large bases (which you can decorate to show what they represent). All measurements are made from/to the centre of markers to ensure consistency regardless of size.

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 Str 4+ must take three Str 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)

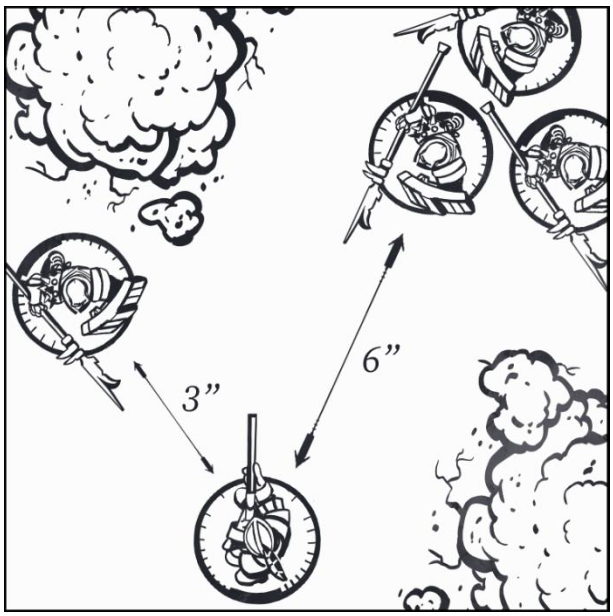
Example: Heavy Rifle (24", A1, AP(1))

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:

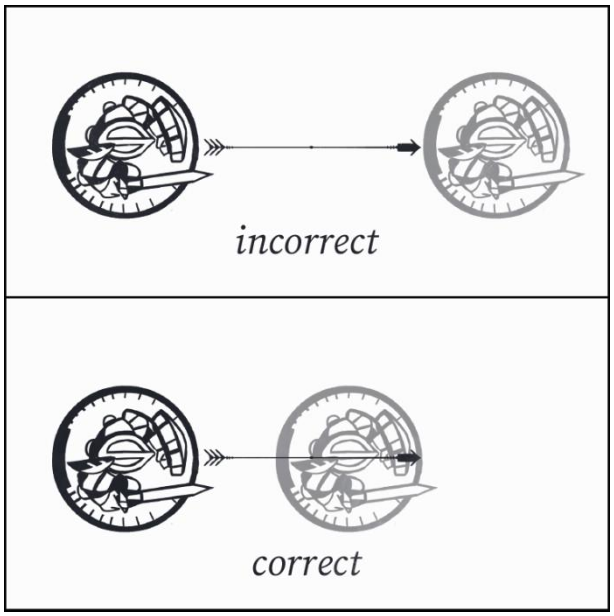
- When measuring the distance between two models you always measure from/to the closest point of their bases.
- When measuring the distance between two units you always measure from/to the closest model in each unit.

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.



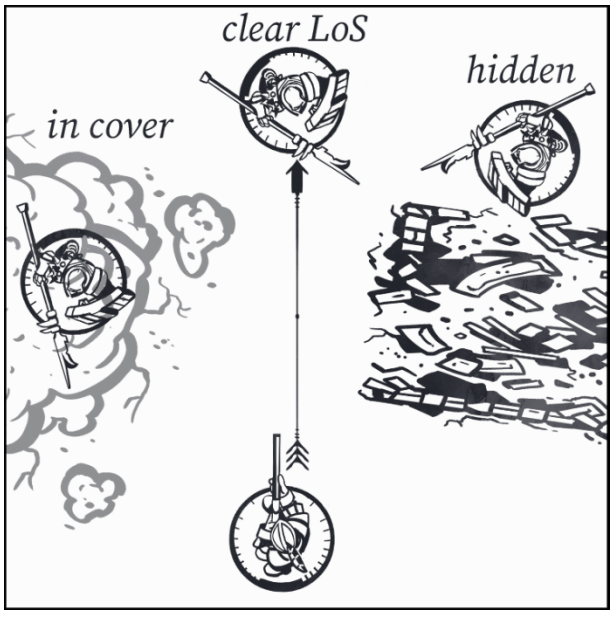
Note that these movement restrictions apply in the same way to models on bases of any shape or models without a base.

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 & GAME STRUCTURE

GAME MODES & MISSIONS

The game can be played using a narrative campaign book, a generated campaign using the campaign builder, or any other available game mode.

The chosen game mode will then tell you how to set up the missions and AI controlled enemies for your game.

THE ENEMIES

Before the game begins, you are going to need to prepare a collection of enemy models for the AI to control.

To put your collection together, simply select units and upgrades from any army's list, and there are no limitations as to how many units a collection can have.

To make sure that you will face off against a variety of enemies and won't run out of models whilst you play, we recommend putting together a collection with at least 2-3 times as many units as Heroes, as well as a total point value that equals at least 2-3 full waves (based on the difficulty).

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 a smaller 2'x2' area, by halving all distances used in the game.

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.

THE PARTY

The game is played solo or cooperatively, with 2-4 player controlled Heroes, which face off against AI enemies.

To put your Heroes together, simply select a Hero from your army's list, give it a class, and select any upgrades you want.

The total point cost of all Heroes will be used to determine how many enemies they will face, so the game will always be balanced regardless of the cost of individual Heroes.

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 up of one or more actions.

PLAYING THE GAME

After Heroes and enemies have been deployed, the game starts with the first round and the players take the first turn.

During their turn, the players pick a Hero that has not been activated yet, and activate it. During the activation, the players picks one action for the Hero to use, and complete it. There is no specific order in which Heroes are activated, and players may freely change the Hero activation order each round.

Heroes may use any one action plus one Skill action, in any order, and may also choose to spend 3 Power to use any one additional action. Once the actions have been used, the Hero's turn ends and another Hero's turn starts. This continues until all Heroes have activated, at which point the AI activates units.

The AI follows the same sequence as the Heroes, activating one unit at a time, until all units have been activated. AI units are activated in order from the unit closest to a Hero to the furthest from a Hero. Once all units have activated, the round ends, and a new game round begins.

The game continues like this, until a game end state has been reached, as described by the mission.

ACTIVATING UNITS

Here are all available actions and what they allow a unit to do:

- **Rest** - Doesn't move or act, restores Power.
- **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.
- **Skill** - Doesn't move, uses skill action.

AI ACTIVATIONS

When AI units activate, follow these steps:

1. Are any enemies in line of sight or within 12" but not in line of sight?
    - Yes - Go to step 2
    - No - Go to step 3
2. If you move, will any enemy be in range to shoot or charge?
    - Yes - Advance to get in range and shoot closest or Hold and shoot if in range, else Charge closest if you can deal more damage than with shooting
    - No - Rush to closest
3. Are you within 3" of an AI Goal?
    - Yes - Skip activation
    - No - Rush to closest AI Goal

ACTIONS & MOVEMENT

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.

Note that Advance, Rush, and Charge actions may sometimes be referred to as “Move Actions”.

RESTING

When using a Rest action, the Hero restores all Power, but must stay idle, and can’t use any other actions for that round, before or after resting.

If a Hero spends or loses more Power than it has, then it takes as many wounds as Power spent or lost instead.

Example: A Hero with Power 3 has already spent all of its Power, and loses an additional 2 Power. Since the Hero is out of Power, it takes 2 wounds instead.

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.

SKILL ACTIONS

Skill actions are used to interact with various rules and markers, or to use skills. When using a Skill action, the Hero may only move if the Skill specifically says so.

Simple Skills: All Heroes have access to the following skills.

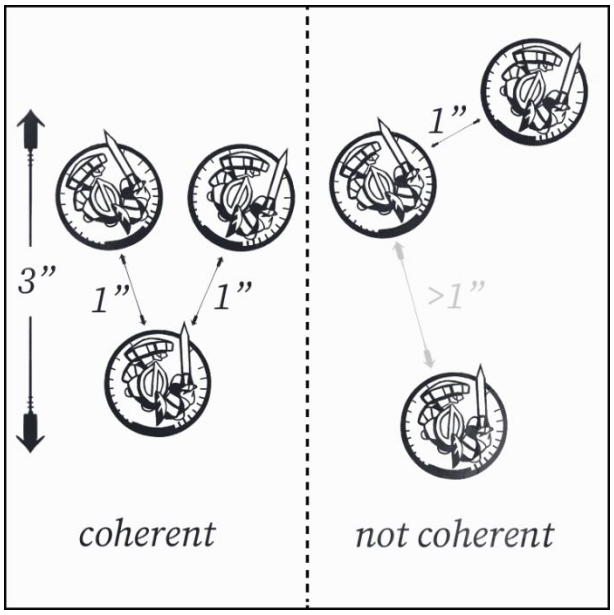
- **Discover:** The Hero may reveal one Search Token in line of sight and within 6” by passing a Wil test, or may reveal it and pick it up without needing to roll if within 1” of it.
- **Push:** Pick one enemy unit within 3" and take a Str test. If passed, the target is pushed directly away by 2”.
- **Scurry:** The Hero may move by up to D3” in any direction by passing a Dex test.

Hero Skills: When using Hero skills, take a test of that skill’s stat. If passed the Hero may resolve its effect, and if failed you may spend 1 Power to count as having passed it instead.

AI UNIT COHERENCY

All models in AI units must always stay within 1” of at least one other model, and must stay within 3” 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.



SHOOTING

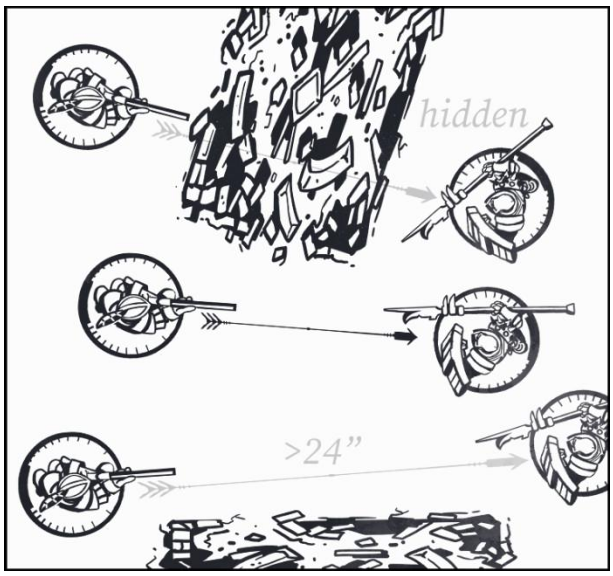
PICKING TARGETS

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.

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 1) and is within range and line of sight of the Skeleton, which means he has a total of 1 attack 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 one Quality Test and rolls a 6. This means that he scored a total of 1 hit on the Skeleton.

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 for each failed roll place one wound marker on the model.

Example: The Skeleton (Defense 5+) has taken 1 hit. He rolls one die and gets a 4. This means that the Skeleton has taken 1 wound and must check to see its effects.

4. RESOLVE WOUNDS

See resolving wounds page on how to deal with wounds.

MELEE

PICKING TARGETS

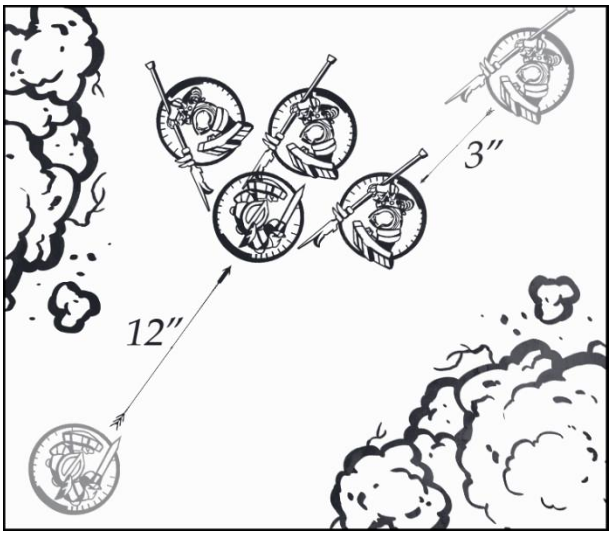
When charging, a unit must pick one valid target and all models in the unit must charge it.

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).

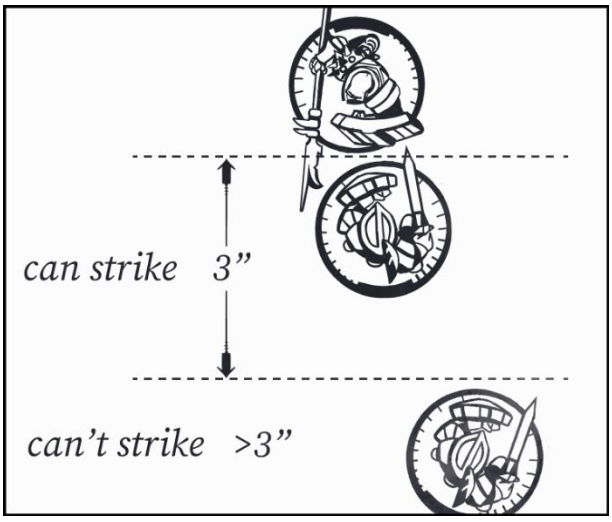
Once all charging models have moved, all models from the target unit that are not in base contact with a charging model must move by up to 3" to get into base contact with a charging model, or as close as possible, maintaining unit coherency.



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 1) and is in range of the Skeleton, which means that he has a total of 1 attack 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 one Quality Test and rolls a 6. This means that he scored a total of 1 hit.

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 for each failed roll place one wound marker on the model.

Example: The Skeleton (Defense 5+) has taken 1 hit. He rolls one die and gets a 4. This means that the Skeleton has taken 1 wound and must check to see its effects.

4. RESOLVE WOUNDS

See resolving wounds page on how to deal with wounds.

RETURN STRIKES

Once all charging models have attacked, the defending unit must strike back (following the melee sequence again).

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.

CONSOLIDATION MOVES

If neither of the units was destroyed, then the charging unit must move back by 1" (if possible), to keep the separation between units clear, and show they are not locked in melee.

RESOLVING WOUNDS & MORALE

RESOLVING WOUNDS

Once a model has taken as many wounds as its Tough value, it is removed as a casualty.

For enemy models without a Tough value, the players may remove models from the target in any order, keeping unit coherency in mind. If all models are removed, then the unit counts as destroyed.

UNCONSCIOUS HEROES

If a Hero takes enough wounds to be removed as a casualty, it counts as being Unconscious instead.

Unconscious Heroes must remain idle until they are revived, and are ignored by AI enemies.

Heroes within 3" of an Unconscious Hero may use a skill action and spend 3 Power to revive it, and it restores 3 wounds.

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), then it must take a Morale Test.

Note that starting size is counted when the unit is deployed.

Example: A unit of Skeletons shoots at a Hero with Tough(9), and manages to deal 5 wounds. Since the Hero has taken over half as many wounds as its Tough value, the Hero 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.

Heroes may immediately spend 2 Power when Shaken from Morale Tests to ignore being Shaken.

SHAKEN UNITS

Shaken units must stay idle, but may strike back counting as Fatigued, always fail Morale Tests, and can't seize 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, teleporting, etc.), which stops them being Shaken at the end of the activation.

Enemies with Tough(9) or more can't be Shaken, but take D3 wounds when they would be Shaken instead.

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 all players set up terrain together.

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 terrain 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.

SPECIAL RULES REFERENCE

Ambush

May be set aside before deployment. At the start of any round after the first, may be placed anywhere over 9" away from enemy units.

Ambush [AI Units]

Only deploys D3 rounds afters its wave, and at the start of the round it's placed within 6" of a random AI Goal.

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 (players pick 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. Heroes may spend any number of tokens/Power before rolling to get +1 to the roll per token/Power, or to give an enemy Caster within 18" -1 to their roll per token/Power.

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.

Caster(X) [AI Units]

Follows same rules as Heroes, picking one random spell to cast, and spending all tokens to cast it when activated. If the chosen spell can't be cast for any reason, then the model doesn't cast.

Counter

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

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 if they must take a Morale Test (must deal at least one wound).

Example: A unit with Tough(3) fighting an enemy with Fear(1) in melee has taken 1 wound. Because of Fear(1) it counts as having taken 2 wounds, and so it must take a Morale Test.

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.

SPECIAL RULES

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.

Immobile

May not move or be moved, and 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.

Rending

Ignores Regeneration, and on unmodified results of 6 to hit, those hits get AP(+4.

Scout

This model may be deployed anywhere fully within 9" of its deployment zone.

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.

SPECIAL RULES

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.

Villain

AI units within 6" use the Villain's Qua for Morale Tests if it's better than their own, as long as the Villain isn't Shaken.

STATUS CONDITIONS

Afflicted: When activated, must pass a Str test to remove. If failed, the model takes 1 wound.

Crippled: When activated, must pass a Dex test to remove. Crippled models halve their movement distance.

Diseased: When activated, must pass a Wil test to remove. Diseased models take as many wounds as Power they spend/lose.

Impaired: When activated, may spend D3 Power to remove. Impaired models get -1 to all stat rolls.

SPECIAL MOVEMENT

Jumping

Heroes 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". Take X Dex tests, where X is one test for every full 3" the Hero wants to move. If all rolls are successes, then the Hero may cross the distance without counting it towards its move. If any roll is failed, then the Hero falls instead.

Example: A Hero jumping elevation of 4" must take 2 Dex tests.

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. When a Hero would fall, it may spend 2 Power to stop within 1" of the ledge instead, and then ends its activation.

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.

POWER REFERENCE

Here are some of the most common ways that Power is used in the game:

- Heroes may spend 3 Power to use any one additional action.
- Heroes using Hero skill actions may spend 1 Power if they fail their stat test to count it as passed.
- Heroes may spend 2 Power to count failed Str/Dex/Wil tests as passed.
- Heroes may spend 2 Power to ignore being Shaken from failed Morale Tests.
- Heroes may spend 3 Power to revive other Unconscious Heroes.
- Heroes with Caster may spend X Power to get +X to casting rolls or give enemies -X to casting rolls

CAMPAIGNS & PROGRESSION

BUILDING CAMPAIGNS

This campaign builder will help you generate a random campaign, or you can use it to generate random one-off missions to play.

CAMPAIGN STRUCTURE

Each campaign is made up to D3+2 chapters, with chapters having D3+1 missions. After all missions in a chapter have been played, the chapter is over, and once all chapters have been played, the campaign is over.

Chapters: Players may pick in which order to play any of the main chapters, but once a chapter has started, all missions must be played before moving to the next chapter. We recommend using a different theme and enemy force for each chapter to make them feel different.

Shop: Heroes may buy and sell Items from the Shop before starting or after finishing a chapter, but not between missions.

Difficulty: Before each chapter begins, choose a Difficulty level, which will be used for all missions in that chapter:

- Difficulty 1 = Beginner
- Difficulty 2 = Intermediate
- Difficulty 3 = Expert
- Difficulty 4 = Legendary

Missions: Each campaign chapter mission has to be set up as described in the mission set-up, and is then played using all of the core game rules.

Successful Missions: At the end of each mission, Heroes restore 3 wounds and 3 Power (but don't restore Status Conditions or Injuries). Heroes may also transfer any Items and Gold to other Heroes before starting the next mission. If at the end of a mission any Hero is Unconscious, it counts as killed and suffers Injuries.

Failed Missions: If during a mission all Heroes are Unconscious at the same time, they all count as killed and suffer Injuries, and must re-start the chapter.

PROGRESSION SYSTEM

When playing, Heroes suffer injuries and become stronger as they go on missions. Note that progression is the same across campaigns, so you can carry over Heroes between campaigns.

INJURIES

If a Hero is killed, they are revived after the mission (restoring all wounds, Power, Status Conditions, and previous Injuries), but must roll one die to see what Injuries they get for the next mission:

Roll	Injury
1	**Chest Wound:** -1 to Def rolls
2	**Blinded Eye:** -1 to Qua rolls
3	**Smashed Leg:** -2" on Advance, and -4" on Rush/Charge
4	**Broken Arm:** -1 to Str rolls
5	**Spinal Injury:** -1 to Dex rolls
6	**Crushed Spirit:** -1 to Wil rolls

LEVELLING UP

When a Hero earns enough XP to level up, they improve one of their stats, picking one of the available options.

LVL	XP	Improvements
1	0	n/a
2	3	+1 Tou / +1 Skill
3	6	+1 Str / +1 Dex / +1 Wil
4	12	+2 Tou / +2 Pow
5	18	+2 Pow / +2 Skill / +1 Caster
6	27	+1 Tou / +1 Pow
7	36	+1 Str / +1 Dex / +1 Wil
8	48	+2 Tou / +1 Qua
9	60	+2 Pow /+2 Skill / +1 Caster
10	75	+1 Tou / +1 Skill
11	90	+1 Str / +1 Dex / +1 Wil
12	108	+2 Tou / +1 Qua
13	126	+2 Pow / +2 Skill / +1 Caster
14	147	+1 Tou / +1 Pow
15	168	+1 Str / +1 Dex / +1 Wil

MISSION SET-UP & PRIMARY OBJECTIVES

MISSION SET-UP

Missions are set up with this structure:

1. Objectives & Rewards
2. Search Tokens
3. Enemy Deployment
4. Hero Deployment
5. Optional Challenges

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

1. OBJECTIVES & REWARDS

Primary Objective: To set up the table, roll for a random primary objective. Note that the secondary objective is only set up later.

Secondary Objective: After the primary objective is completed, you must set up a random secondary objective at the end of the round, and increase Alertness by 3 (instead of by 1 or 2). If the secondary objective is completed, then the Hero closest to an enemy counts as its AI Goal.

Mission End: Once the Heroes have completed the primary objective, they must all be within 6" of the same table corner at the end of any round in order to end the mission and collect rewards (the secondary objective doesn't need to be completed to end the mission).

Rewards: Each Hero always gets Hazard Pay, and then earns an amount of XP based on which objectives have been completed:

- **Hazard Pay** – Get 5g times the chosen Difficulty level.
- **Primary Objective** – Earn double as much XP as the chosen Difficulty level.
- **Secondary Objective** – Earn as much XP as the chosen Difficulty level.

PRIMARY OBJECTIVES

Roll	Primary Objective
1	Clean Sweep
2	Target Defense
3	Retrieval
4	Investigation
5	Area Search
6	Delivery

Primary 1 - Clean Sweep

The centre of the table counts as the AI Goal. When the last model from the first wave of Reinforcements is killed, it drops an objective marker within 1". Heroes may use a skill action whilst within 1" of the marker, and if they pass a Str test, the marker is removed and the objective is completed.

Primary 2 - Target Defense

Place one objective marker randomly at the centre of a table quarter or the centre of the table, which counts as the AI Goal. Heroes may use a skill action whilst within 1" of the marker and take a Str test. If passed, at the end of each round, if any Hero is within 3" of the marker while enemies aren't, then it's seized, and gets one token. The objective is completed once the marker has 6 tokens.

Primary 3 - Retrieval

Place one objective marker within 6" of a random table corner, which counts as the AI Goal (if the Heroes are deployed in the same corner, move the marker to the centre of the table). Heroes within 1" of the marker may pick it up by using a skill action and passing a Dex test, and drop it within 1" if they are Shaken. The objective is completed when the Hero carrying the marker ends its activation within 6" of the Hero corner.

Primary 4 - Investigation

Place two objective markers randomly at the centre of two different table quarters or the centre of the table, and the marker closest to an enemy counts as its AI Goal. Heroes may use a skill action whilst within 1" of a marker, and if they pass a Dex test, the marker is removed. The objective is completed once both markers are removed.

Primary 5 - Area Search

Place three objective markers randomly at the centre of three different table quarters or the centre of the table, and the marker closest to an enemy counts as its AI Goal. Heroes may use a skill action whilst within 1" of a marker, and if they pass a Wil test, remove the marker and roll one die. On a 5+, or if it was the last marker, the objective is completed.

Primary 6 - Delivery

Place two delivery markers within 6" of two different random table corners (if the Heroes are deployed in the same corner as a marker, move it to the centre of the table). When the Heroes deploy, place one objective marker in their deployment zone, which counts as the AI Goal. Heroes within 1" of the marker may pick it up by using a skill action and passing a Wil test, and drop it within 1" if they are Shaken. When the Hero carrying the objective ends its activation within 3" of a delivery marker, remove that marker. The objective is completed once both markers are removed.

SECONDARY OBJECTIVES & SEARCH TOKENS

SECONDARY OBJECTIVES

Roll	Secondary Objective
1	Interrogate
2	Safeguard
3	Capture
4	Sabotage
5	Scavenge
6	Escort

Secondary 1 - Interrogate

The centre of the table counts as the AI Goal. When the last model from the next wave of Reinforcements is killed, it drops an objective marker within 1“. Heroes may use a skill action whilst within 1” of the marker, and if they pass a Wil test, the marker is removed and the objective is completed

Secondary 2 - Safeguard

Place one objective marker at the centre of the table, which counts as the AI Goal. Heroes may use a skill action whilst within 1” of the marker and take a Dex test. If passed, at the end of each round, if any Hero is within 3” of the marker while enemies aren’t, then it’s seized, and gets one token. The objective is completed once the marker has 3 tokens.

Secondary 3 - Capture

Place one objective marker at the centre of the table, which counts as the AI Goal. Heroes within 1” of the marker may pick it up by using a skill action and passing a Str test, and drop it within 1” if they are Shaken. The objective is completed when the Hero carrying the marker ends its activation within 6” of any corner.

Secondary 4 - Sabotage

Place one objective marker within 6” of the table corner furthest from one random Hero, which counts as the AI Goal. Heroes may use a skill action whilst within 1” of the marker, and if they pass a Wil test, the marker is removed and the objective is completed.

Secondary 5 - Scavenge

Place two objective markers within 6” of the two corners closest to one random Hero, and the marker closest to an enemy counts as its AI Goal. Heroes may use a skill action whilst within 1” of a marker, and if they pass a Dex test, remove the marker and roll one die. On a 4+, or if it was the last marker, the objective is completed.

Secondary 6 - Escort

Place one objective marker within 3” of one random Hero, which counts as the AI Goal, and place one extraction marker within 6” of the table corner furthest from that Hero. Heroes within 1” of the marker may pick it up by using a skill action and passing a Str test, and drop it within 1” if they are Shaken. When the Hero carrying the objective ends its activation within 3” of the extraction marker the objective is completed.

2. SEARCH TOKENS

When setting up the table, you must place D3+X Search Tokens (where X is the number of Heroes). Divide the tokens into two groups as evenly as possible, one assigned to table quarters and one to table corners. Then number the quarters and corners from 1-4, and roll one die for each token. On 1-4, place the token within 6” of the centre of the quarter with that number (if assigned to quarters), or within 6” of the corner with that number (if assigned to corners). On a 5-6, you may pick which quarter or corner it’s placed in instead.

Hidden Treasure: When a Search Token is revealed, roll one die to see what it contains. If it’s an Item or Gold, and the Hero is within 1”, then it picks it up, else replace it with a Treasure marker.

Roll	Treasure
1-2	**Hazard** - Remove token, and if the Hero is within 1”, it gets one random condition: • 1 = Afflicted • 2 = Diseased • 3 = Impaired • 4 = Crippled • 5-6 = None
3	**Elixir Pouch** - Replace with Treasure marker, which contains one random Item: • 1-3 = Heroic Elixir • 4-5 = Conquest Elixir • 6 = Power Elixir
4	**Bomb Bag** - Replace with Treasure marker, which contains one random Item: • 1-3 = Noise Bomb • 4-5 = Grease Bomb • 6 = Stunning Bomb
5	**Potion Box** - Replace with Treasure marker, which contains one random Item: • 1-3 = Curing Potion • 4-5 = Teleport Potion • 6 = Health Potion
6	**Gold Stash** - Replace with Treasure marker, which contains a random Gold value: • 1-3 = 5g • 4-5 = 10g • 6 = 15g
7+	**Treasure Trove** - Replace with Treasure marker, which contains any two Items or Gold of your choice from the above.

DEPLOYMENT & CHALLENGE HAZARDS

3. ENEMY DEPLOYMENT

Enemy Collection: Before the game begins, you must prepare a collection of enemies. We recommend having at least 2-3 times as many units as Heroes, as well as a total point value that equals at least 2-3 full waves.

Wave Size: The total point value of all enemy units in a wave is based on a % of the total point value of the Heroes:

- Difficulty 1 = 25%
- Difficulty 2 = 50%
- Difficulty 3 = 100%
- Difficulty 4 = 200%

Example: If Heroes' total point value is 300pts, then a Difficulty 2 wave is 150pts.

Alertness: At the end of each round, increase Alertness by 1, or if no enemies are on the table increase Alertness by 2 instead. Once you reach 6 Alertness, deploy a new wave of Reinforcements, and remove all Alertness.

Deployment: Enemies are deployed differently based on if they are Sentries or if they are Reinforcements:

- **Sentries** – Before the mission starts, the Sentries are deployed at the centre of a random table quarter. Number each table quarter from 1-4, then roll one die for each unit separately, and on a 1-4 place that unit at the centre of that table quarter. On a roll of 5-6, you may pick in which quarter that unit is placed instead.
- **Reinforcements** – Whenever a new wave of Reinforcements is deployed, it is placed within 6" of a random table corner. 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, you may pick in which corner that unit is placed instead.

4. HERO DEPLOYMENT

Deployment: After Sentries have been deployed, number each table corner from 1-4, then roll one die, and on a 1-4 place the Heroes within 6" of that table corner. On a roll of 5-6, you may pick in which table corner Heroes are deployed.

Play Mission: After Heroes have been deployed, mission preparation is fully finished, and the game begins.

5. OPTIONAL CHALLENGES

For an additional challenge, players may choose any of the following rules, which are completely optional. Note that these rules can dramatically increase Difficulty, and are not recommended for beginners.

Boss Fights: After completing all objectives, players may choose to trigger a boss fight. At the end of that round deploy a wave of Reinforcements of double point value, and no more Reinforcements are deployed after that. The Hero closest to an enemy counts as its AI Goal. If all enemies from the boss wave are destroyed, players earn double as much XP as the chosen Difficulty level when ending the mission.

Awareness: Pick how aware the enemies are at the beginning of the mission, or roll for it:

Roll	Awareness
1	**Full Assault –** At the end of each round, roll one die. On a 1-2, increase Alertness by 1.
2-3	**Alarmed** – At the end of each round, roll one die. On a 1, increase Alertness by 1.
4-6	**Vigilant** – No effect.

Time of Day: Pick at what time the mission takes place, or roll for it:

Roll	Time of Day
1	**Dusk** – No effect. Switch to Night after Reinforcements.
2	**Night** – Units get -1 to hit rolls when shooting, and line of sight is limited to 12". Switch to Dawn after Reinforcements.
3	**Dawn** - Units get -1 to hit rolls when shooting. Switch to Day after Reinforcements.
4-6	**Day** – No effect.

Weather: Pick in what weather the mission takes place, or roll for it:

Roll	Weather
1	**Worsening** – No effect. Switch to Bad after Reinforcements.
2	**Bad** – Units get -1 to hit rolls in melee, and all movement is halved. Switch to Improving after Reinforcements.
3	**Improving** - Units get -1 to hit rolls in melee. Switch to Good after Reinforcements.
4-6	**Good** – No effect.

RANDOM EVENTS

RANDOM EVENTS

Random Events: At the start of the first round, and when a new wave of Reinforcements is deployed, a random event happens. 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 second result being a 1. This would mean that random event 21 is chosen.

11 - Lightning Strike

One random Hero becomes Unconscious.**12 - Stuck in the Mud**

One random Hero becomes Impaired.

13 - Debilitating Curse

One random Hero gets -1 to Str rolls until the next event.

14 - Falling Debris

One random Hero takes D3 wounds.

15 - Razor Vines

One random Hero becomes Crippled.

16 - Shifting Illusion

One random Hero gets -1 to Wil rolls until the next event.

21 - Magic Trap

One random Hero takes D3 hits.

22 - Eldritch Shriek

One random Hero loses D3 Power.

23 - Hexed Gale

One random Hero becomes Afflicted.

24 - Swarm Attack

One random Hero becomes Shaken.

25 - Sticky Foliage

One random Hero gets -1 to Dex rolls until the next event.

26 - Venomous Moss

One random Hero becomes Diseased.

31 - Crumbling Earth

One random table quarter counts as Dangerous terrain until the next event.

32 - Melting Curse

All Heroes and enemies get -1 to Defense rolls until the next event.

33 - Dazing Spores

All Heroes and enemies get -1 to hit rolls until the next event.

34 - Heavy Rain

One random table quarter counts as Difficult terrain until the next event.

35 - Thick Clouds

All Heroes and enemies get -6" range when shooting until the next event.

36 - Terrifying Quakes

All Heroes and enemies get -1 to Morale Test rolls until the next event.

41 - Magical Pool

One random Hero gets +1 to Morale Test rolls until the next event.

42 - Animal Guide

One random Hero gets +1 to Dex rolls until the next event.

43 - Treasure Map

Place D3 Search Tokens each within 6" of the centre of different table quarters.

44 - Spotter Bird

One random Hero gets +6" range when shooting until the next event.

45 - Refreshing Grubs

One random Hero restores D3 Power.

46 - Sinkhole

One random enemy unit becomes Shaken.

51 - Mystic Fog

One random Hero gets +1 to Wil rolls until the next event.

52 - Haste Berries

One random Hero moves +2" on Advance and +4" on Rush/Charge until the next event.

53 - Weapon Enchantment

One random Hero gets +1 to hit rolls in melee until the next event.

54 - Supporting Spirit

One random Hero gets +1 to Str rolls until the next event.

55 - Enchanted Winds

One random Hero gets +1 to hit rolls when shooting until the next event.

56 - Guardian Spirit

One random Hero gets +1 to Defense rolls until the next event.

61 - Elixir Pouch

One random Hero gets one Power Elixir.

62 - Prophetic Vision

Reveal the contents of D3 random Search Tokens that haven't been revealed yet.

63 - Bomb Bag

One random Hero gets one Stunning Bomb.

64 - Gold Stash

One random Hero gets 15g.

65 - Potion Box

One random Hero gets one Health Potion.

66 - Godly Sunrays

One random Hero gets D3 XP.

WHAT NEXT?

MORE AGE OF FANTASY: QUEST

There is much more to Age of Fantasy: Quest 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!

NARRATIVE CAMPAIGNS

The game is primarily built around campaign play, and you can buy official narrative campaigns, which feature exciting stories, lots of new missions, and epic villains to defeat.

New campaigns are being released every year, and you can string them together to watch your Heroes grow over the course of multiple campaigns.

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: Quest.

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