AGE OF FANTASY QUEST

GENERAL PRINCIPLES

The most important rule: Whenever the rules are unclear, use common sense and personal preference. Have fun!

Stat Tests: Roll one six-sided die, and if you score the model's stat value or higher, then it counts as a success. Whenever a Hero fails a Str/Dex/Wil stat test, it may spend 2 Power to count as having passed it instead.

Modifiers: Regardless of modifiers, rolls of 6 always succeed, and rolls of 1 always fail.

PREPARATION

Game Modes: The game can be played using a narrative campaign book, the campaign builder, or any other available game modes.

Missions & Enemies: The chosen game mode will tell you how to set up the missions and the AI controlled enemies.

The Battlefield: The game is played on a 4'x4' area, with 20+ pieces of terrain. The game can be also played on a smaller 2'x2' area, by halving all distances used.

The Party: The game is played solo or co-op, with 2-4 player controlled Heroes.

PLAYING THE GAME

Each round, players activate all Heroes first, and then the AI activates all units in order from the closest to a Hero to the furthest.

ACTIVATION

Heroes may use any one action plus one Skill action (in any order), and may spend 3 Power to use any one additional action.

Action	Move	Notes
Rest	0"	Restore Power
Hold	0"	Can shoot
Advance	6"	Can shoot after move
Rush	12"	Can't shoot
Charge	12"	Moves into melee
Skill	0"	Use Skill action

RESTING

Heroes using a rest action restore all Power, but must stay idle, and can't take actions (before or after resting).

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

MOVEMENT

Units may only be within 1" of other units when charging, and may only charge if at least one charging model is within charge distance of the target unit.

AI Groups: Group members must stay within 1" of at least one other member, and within 3" of all other members.

SHOOTING

Models in range and line of sight may fire all ranged weapons. Shooting models take one Qua test per attack, and each success is a hit. For each hit defending units roll one die trying to score their Def value or higher to block, and each fail causes one wound. Once a model has taken as many wounds as its Tou value, it is killed (remove from play).

Unconscious: If a Hero would be killed, it is Unconscious instead, must remain idle until revived, and is ignored by AI. Heroes within 3" may use a Skill action and spend 3 Power to revive the Hero, and it restores 3 wounds.

MELEE

Charging models must move into base contact with targets, or as close as possible, and then defenders must do the same by moving up to 3". Models within 3" of enemies must strike with all melee weapons, which works like shooting. Then defenders must strike back, and if neither unit is destroyed, chargers must move back and separate by 1" (if possible).

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.

MORALE

At the end of an activation where wounds leave a unit with half or less of its total size or Tou value (for single-model units), the unit must take a Morale Test. To take a Morale Test, take a Qua test, and if failed the unit is Shaken. Heroes may spend 2 Power to ignore being Shaken from failed Morale Tests.

Shaken: Must stay idle, but may strike back counting as Fatigued, always fails Morale Tests, and can't seize objectives. Shaken units must spend one full activation idle to stop being shaken. Enemies with Tou 9+ can't be Shaken, but take D3 wounds instead.

SKILL ACTIONS

Skill actions are used to interact with various rules and markers, or to use Skills.

Simple 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 a 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" by passing a Dex test.

Hero Skills: When using Hero Skills, take a test of that Skill's stat. If passed the effect is resolved, and if failed you may spend 1 Power to count as having passed it instead.

TERRAIN

Cover Terrain: Units with most models fully inside Cover terrain or behind Sight Blockers, or that are mostly inside Cover terrain or behind Sight Blockers (for single-model units), get +1 to Defense rolls when blocking hits from shooting.

Difficult Terrain: Units moving through Difficult terrain at any point can't move more than 6" at a time in total.

Dangerous Terrain: Units with models moving across Dangerous terrain, or that activate in it, must roll as many dice as the number of wounds it would take to fully destroy them, and for each roll of 1 the unit takes one wound.

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

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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 Def rolls when blocking hits from this weapon.

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.

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.

Brace(X): Enemies charging this unit get -X total Impact rolls, unless this unit is Fatigued.

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.

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: Moves +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).

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.

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).

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: May only be used once per mission.

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).

Reliable: Attacks at Quality 2+.

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

Scout: 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: Moves -2" when using Advance, and -4" when using Rush/Charge.

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).

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 status. If failed, the model takes 1 wound.

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

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

Impaired: When activated, may spend D3 Power to remove status. 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.

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

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.

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