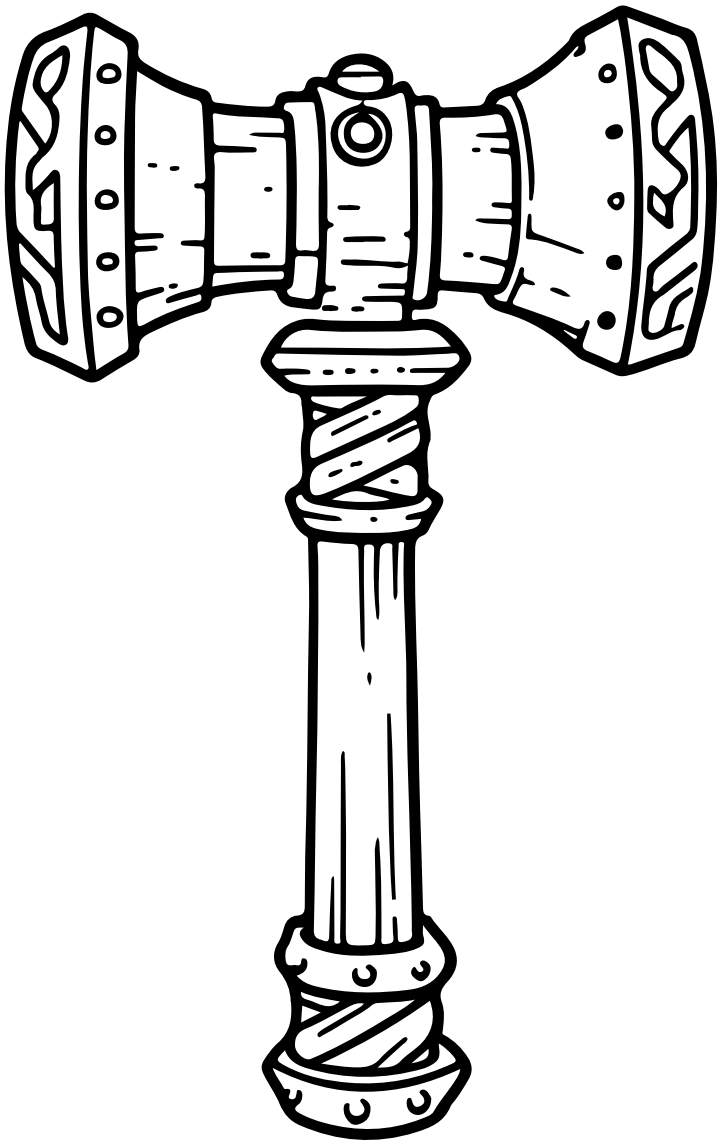
AGE OF WARHAMMER FANTASY

BATTLE REGIMENTS



A Fan made modification for Age of Fantasy: Regiments by OPR Games

Version 1.6.0

AGE OF WARHAMMER FANTASY: BATTLE REGIMENTS v 1.6.0

Introduction

Age of Warhammer Fantasy: Battle Regiments is a fan-made, unofficial modification for Age of Fantasy: Regiments by One Page Rules.

This rule book contains the Basic Rules of Age of Fantasy: Regiments which can be downloaded for free from the OPR website (www.onepagerules.com) amended with new and modified rules, marked with a black line at the side of the page.

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. If you want to help us in making more awesome content, you can support us on Patreon: www.patreon.com/onepagerules

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 your opponent 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 match, 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 square 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 square bases
- **Large Infantry:** 50mm tall on 40mm/50mm square bases
- **Cavalry:** 40mm tall on 50mmx25mm rectangle bases
- **Monsters:** 70mm tall on 60mm square bases
- **Giants:** 100mm tall on 100mmx50mm rectangle bases
- **Vehicles:** Various sizes and not mounted on a base

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.

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

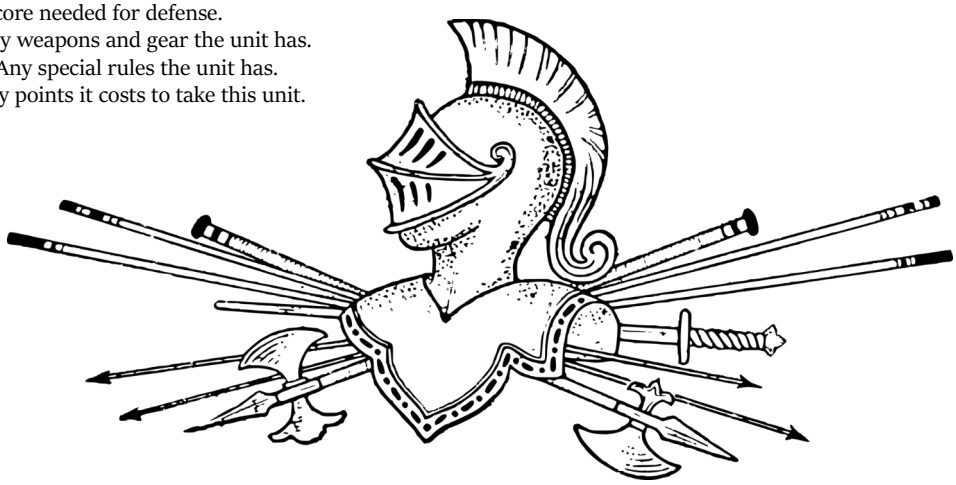
When a rule tells you to roll-off, all players involved in the roll-off must roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

Quality Tests

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

Example: A model with Quality 4+ must take three Quality 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)



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 Quality 4+ must take three Quality 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.

Unit Facing

All models and units must have a clear front, flank and rear, based on where they are facing, which are used to determine various things like movement and line of sight.

Note that each of their front, flank and rear corners extend at a 45° angle, forming four quadrants of 90° arcs.

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 within its 90° front arc. If the target is visible, then it has line of sight.

Models can always see in their 90° front arc, 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 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.

Unit Formations

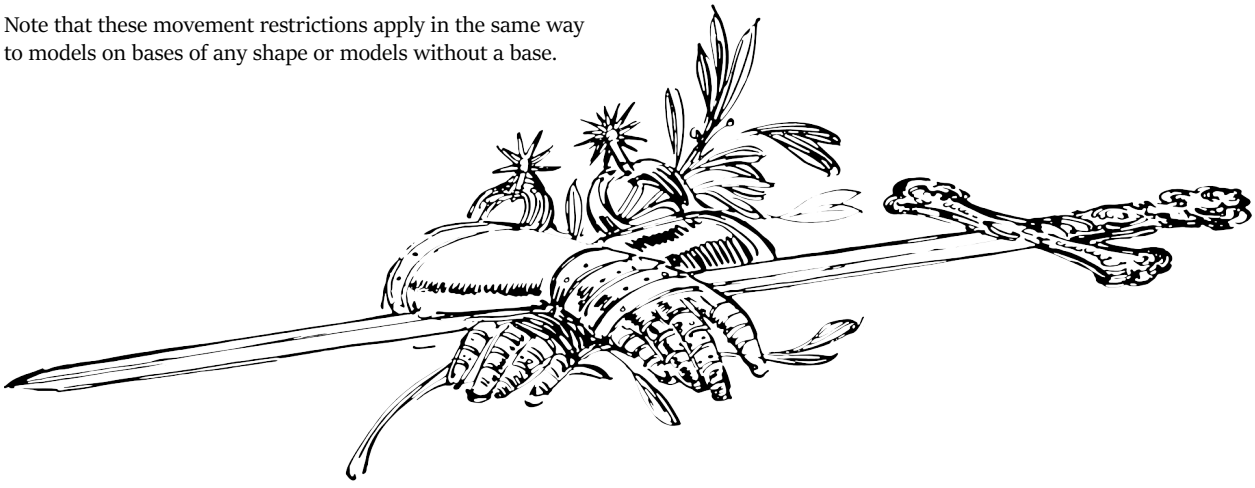
All models in a unit must be placed in contact with each other, in formations of 5 models per row for units with 5 / 10 models, and 3 models per row for units with 3 / 6 models. Models in a unit must always be placed so that they are lined up edge-to-edge and corner-to-corner in a straight formation, with all models facing in the same direction.

Note that as far as possible each row should have the same number of models, and when that's not the case it's always the last row that must have fewer models.

Heroes & Units with Mixed Base Sizes

If the model's footprint fits into formation, place it anywhere in the front row, displacing models to the back, and it counts as that number of models for melee resolution.

If the model's footprint doesn't fit, place it next to the unit instead, but it doesn't count toward melee resolution until only the last row remains (and then counts as one model).



PREPARATION

Preparing the Battlefield

You are going to need a flat 6'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 smaller areas, as long as armies deploy at least 24" apart.

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 10 pieces of terrain on it, though we recommend using 15 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.

Victory Conditions

At the end of the game players are rewarded Victory Pints (VP). The player who scores the most Victory Points wins the game.

At the start of the game both players must define one of their heroes as their armies General. Armies without a general (without heroes) cannot claim Victory Points for killing the enemy General.

Victory Points are rewarded for destroying and damaging enemy Units:

- Each enemy unit or model that has been destroyed, routed or fled the battlefield rewards Victory Points equal to 100% of it's points cost (including heroes) plus 50 points if the unit included a standard bearer (including Army Standard Bearers, so 100 points if a unit contained both).
- Each enemy unit that has been reduced to half or less of its starting size or tough value (for units with a single model) rewards Victory Points equal to 50% of it's points cost (only including heroes if the hero has been killed or otherwise removed from the battlefield).
- If the enemy General is killed, routed or fled the battlefield you are rewarded 100 Victory Points.

Players may agree on additional Victory Point conditions or even combine this rule with objectives/extra mission/side-missions/mission cards as in normal AoF:R games. (Multiply Victory Points from objectives/missions by 100)

Preparing your Army

Before the game begins, you and your opponent are going to have to agree on what size of game you want to play.

For a start we recommend playing with armies worth 750pts each, and once you have gotten familiar with the game, you can start playing full matches with 1500pts armies each.

To put your army list together, simply select units and upgrades from one or more armies of your choice, and sum together their total point cost. There are no limitations as to how many units you can take, as long as their point cost doesn't go over the agreed total game size.

Force Organisation (Optional)

Optionally you and your opponent may agree to use the force organisation rules, which help make army composition more consistent and balanced.

The armies must follow these limitations:

- Only 1 Hero per 375pts
- Only 1+X copies of the same unit, where X is 1 per 750pts (combined units count as one)
- No single unit worth over 35% of total points
- Only 1 unit per 150pts

Example: When playing a 1500pts game, players may bring max. 4 heroes, max. 3 copies of each unit, no unit worth over 525pts, and max. 10 units in total.

Combined Units

When preparing your army you may combine up to four copies of the same multi-model unit into a single big unit, as long as any upgrades that are applied to all models are bought for both and the following limitations are respected:

- The maximum unit size is 20 models
- Units with Tough(X) may only combine two unit copies
- Optional: Cavalry units may only combine two unit copies

Example: A unit of Infantrymen with Spears cannot be merged with a unit of Infantrymen with Halberds, because they have two different upgrades that are applied to all models in the unit.

Deploying Armies

Once the Battlefield has been set up, the players roll-off and the winner decides who must start deploying their army first.

The winning player first chooses one long table edge to deploy on and then the player he chose places one unit fully within 12" of their table edge.

Once they are done, then the opposing player places one unit fully within 12" of the opposite table edge.

Then the players continue alternating in placing one unit each, until all units have been deployed.

Once all units have been deployed, the game begins with the first round.



GAME STRUCTURE

Game Structure

The game is structured into game rounds, player turns and turn phases. Here is the breakdown of what these mean:

• **Rounds:** Each round is made up of one turn per player.
• **Turns:** Each turn is made up of 5 turn phases.
• **Phases:** In each Phase a different set of actions is taken by the active player.

Playing the Game

After both players have deployed their armies, the Players roll-off. The player that finished deploying their army first adds +1 to their roll. The Winner decides who takes the first Turn.

During their turn, the active player goes through the whole Turn Sequence with all of their Units. Both players alternate taking turns until each player played the predetermined number of turns (usually 4) and the game ends, and players determine who won by checking the Victory Conditions.

Turn Sequence

0. Start of the round (1 round = 1 turn by both players)
   - 0.1 allocate spell tokens
   - 0.2 resolve all other (optional) Rules that call for action *at the beginning of a round*
   - 0.3 start of player turns

1. First Strategy Phase
   - 1.1 Deploy *Ambush* Units
   - 1.2 Special Rules (Also optional rules like Boosted Actions or Heroic Feats). Rules that call for action *when this unit/model is activated* or *at the beginning of your turn* must be used in this phase.
   - 1.3 Cast Spells

2. Movement Phase
   - 2.1 Declare charges
   - 2.2 Declare charge reactions:
     - Hold
     - Stand and Shoot
     - Flee
   - 2.3 Charge moves
   - 2.4 Remaining moves

3. Second Strategy Phase
   - 3.1 Special Rules
   - 3.2 Cast Spells

4. Shooting Phase
   - 4.2 Ranged attacks
   - 4.3 Morale tests due to losses from ranged attacks or spells.

5. Close Combat Phase
   - 5.1 Fight Melee combat
   - 5.2 Melee Resolution
   - 5.3 Morale Tests
   - 5.4 Flight and Pursuit moves
   - 5.5 Consolidation Moves
   - 5.6 Repeat 4.1-4.5 until all combats are resolved

6. Rally Phase
   - 6.1 Remove *Shaken* status from own units that have not become Shaken in this turn.

Start of the Round

Players first allocate spell tokens to their casters and then resolve all Special Rules that call for any action *at the beginning of a round*. Then the player turns begin. After both players took one turn the next round starts.

Strategy Phase

First the active player resolves any Special Rules he likes to use that can be used during a units activation. Then he may cast Spells with his Caster(X) Heroes. (see **SPECIAL RULES**)

Movement Phase

In this phase the active player moves his units by using one of the available actions:

• **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.
Note that Advance, Rush, and Charge actions may sometimes be referred to as "Move Actions". (see **MOVEMENT**)

First the active player declares which of his units are going to take a Charge action. Then the opposing player declares charge reactions for his units that are being charged. Then Charge Moves and Reactions are completed. Then the active player makes all other Move Actions he wants to take.

Shooting Phase

In this phase the active player may shoot with his units that are equipped with ranged weapons. (see **SHOOTING**) After that any morale tests are made that must be taken due to the loss of models through shooting and spells. (see **MORALE**)

Close Combat Phase

In this phase all melee combats are resolved. (see **MELEE**)

Rally Phase

In this last Phase of the turn the shaken status is removed from the active players units that have not become Shaken in this turn. (see **MORALE**)



MOVEMENT

General Movement

Models may move and turn 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 battlefield (no part of them, at any point), or be placed in physically impossible locations.

Holding

When using a Hold action, the unit may pivot by up to 180° to change the direction it is facing.
The unit may shoot in the Shooting Phase.

Advancing

When using an Advance action, the unit may move forward by up to 6" and may pivot once by up to 90° or twice by up to 45° at any point. The unit may also move sideways or backward by up to half its move instead of moving forward (may still pivot).
The unit may shoot in the Shooting Phase.

Rushing

When using a Rush action, the unit may move forward by up to 12" and may pivot once by up to 90° or twice by up to 45° at any point. A unit may not use a Rush action if an enemy unit is within 6" of it. Note that units may not move sideways or backwards when Rushing.
The unit may not shoot in the Shooting Phase.

Charging

When using a Charge action, the unit may move forward by up to 12" and may pivot once by up to 90° at any point (and may complete its move after pivoting), 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).
The unit may not shoot in the Shooting Phase.

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 the same direction and ends its activation. Units also may not move sideways or backwards when Charging.

Pivoting

When a unit pivots, you may turn it around its center point in order to face a different direction, and you may ignore all terrain and units (friendly or enemy) to complete the pivot.

Note that any movement during a pivot is not counted toward the unit's total movement allowance. Units may only pivot if it's explicitly stated, otherwise any movement and placement must be made without turning the unit.

Single Models

Single models may pivot twice as often as multi-model units, i.e. twice by up to 90° or four times by up to 45° when advancing or rushing. When charging, single models still may only pivot once, but by up to 180°.
Note that Line of Sight rules still apply and a charged unit must still be visible before pivoting.



SHOOTING

Picking Targets

When shooting, a unit must pick one valid target and the unit may shoot at it.

If at least one model in the unit has line of sight to an enemy model of a unit that is not in combat, and has a weapon that is within range of that model, then that enemy is a valid target.

Who Can Shoot

If the shooting unit has used the hold action in this turn, all models in the two front rows may shoot. If the shooting unit has used the advance action only models in the front row may shoot. All models with line of sight to the target in their front facing, 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 three Marksmen 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.

Multiple Weapon Types

If a unit is firing multiple weapon types, then you may separate each weapon type into its own weapon group.

Each group may be fired at a different target, however you may fire only at up to two different targets, and all weapons from the same group must fire at the same target.

Note that the target for each weapon group must be declared before rolling, and all weapons are fired simultaneously.

Example: A unit of Marksmen is armed with Rifles and a Sniper Rifle. Since it has two weapon types, the Marksmen can fire all the Rifles at a nearby Skeletons unit and the Sniper Rifle at a distant Skeleton Champion.

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. Remove Casualties

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 unit of five Marksmen is shooting at a unit of Skeletons. Three Archers with Rifles (Attack 1) are within range and line of sight of the Skeletons, which means the unit has a total of 3 attacks 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 three Marksmen (Quality 5+) are shooting at the Skeletons. They take three Quality Tests and roll a 4, a 5 and a 6. This means that they score a total of 2 hits.

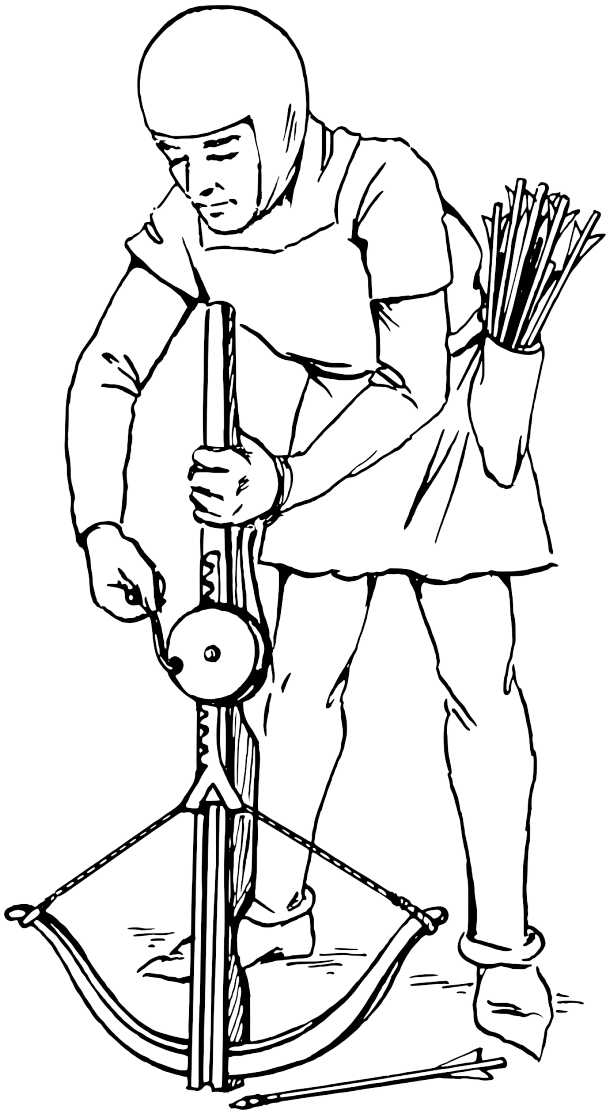
3. Roll to Block

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 all failed rolls cause one wound each to the target.

Example: The unit of Skeletons (Defense 5+) has taken two hits. They roll two dice and get a 4 and a 5. This means that the Skeletons have blocked 1 hit and taken 1 wound.

4. Remove Casualties

For each wound that the unit has taken, the defending player must remove one model as a casualty from the back row. The defending player may remove models from the target in any order, as long as only the last row has fewer models. If all models are removed, then the unit counts as destroyed.



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. Also at least one model in the unit or in another friendly unit within 6" must have Line of Sight to the target unit.

If it is inevitable to make contact with more than one target unit, a charge has to be declared against all of them and they all have to declare and resolve charge reactions.

Charge Moves

Charging units must move by up to 12" to get into base contact with an enemy model from the target unit, or as close as possible (units may pivot once by 90° at any point).

Once the unit has reached the target, it must then pivot so as to close any gaps, and then shuffle sideways to try and maximize frontage with the target, and then the target unit must do the same if necessary.

Note that if possible, units must always charge and align with their target in the facing where the majority of their front row models are when the charge is first declared.

Charge Reactions

Charged Units need to declare one of three charge reactions and resolve it in the *Charge Moves Phase* before the actual charge move is resolved. If charged by multiple units only one charge reaction may be *Stand and Shoot* or *Flee*, all others have to be *Hold*.

• **Hold:** The Unit stands and receives the charge.

• **Stand and Shoot:** If the charging unit is at least 6" away before the charge move and at least one model in the charged unit has line of sight to the charging unit, the charged unit may Stand and Shoot (even if over the weapons maximum range). Before receiving the charge, all models in the front row of the charged unit fire their ranged weapons at the charging unit but suffer a -1 to their to-hit rolls. Shaken units and units already in melee combat as well as units with the *Artillery* or the *Move or Shoot* special rule cannot Stand and Shoot.

• **Flee:** The charged unit becomes Shaken and flees by making a Flight-Move (2D6+/-X, see ***Flight- and Pursuit-Moves***) before the charging unit makes it's charge move. The charging Unit has to attempt to either run down the fleeing unit or redirect it's charge:

If attempting to run down, the charging unit makes it's charge move with it's normal maximum charge distance and if making contact with the fleeing unit, it is routed and the charging unit may either pivot by up to 180° or move by up to 3" in any direction. Else it has to move it's full pursuit-range/charge distance.

If attempting to redirect, the charging unit must first pass a morale test, else it has to attempt to run down. If passed, it can declare to charge another unit that is a valid target for a charge. The newly charged unit also has to declare and resolve a Charge reaction. If it also flees, the charging unit is not allowed to redirect it's charge a second time and has to attempt to run down.

Who Can Strike

All models in the two front rows may strike, but only at targets in their front facing. No direct base contact is needed and multiple attacks can be distributed freely between different target units.

Models in direct base contact with models in their flank are allowed to strike these models in base contact. Models in direct base contact with models in their rear are allowed to strike these but only hit on unmodified rolls of 6.

Models must strike with all of their melee weapons, and may only strike at models from the target unit(s).

Note that that only models in direct base contact may strike at models in their flank and models striking at targets in their rear facing only hit on unmodified rolls of 6. If, due to casualties being removed, a gap forms between the fighting units, the base contact is lost and the remaining models may not strike back. This makes flank and rear charges very powerful, as the target is most likely going to have to take a Morale Test, and will risk being *shaken* and *fleeing*.



MELEE

Order of Attacks

Combat is resolved in 3 Phases:

1. All “strikes first” attacks.
2. All attacks from units that charged this turn.
3. All regular attacks.
4. All “strikes last” attacks.

In each Phase, attacks from all involved units are considered to be simultaneous, so models are removed as casualties only after all attacks of this specific Phase are resolved.

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. Remove Casualties

1. Determine Attacks

Sum the Attack value from the weapons of all models in the two front rows to determine how many attacks the unit has in total for this melee.

Example: A unit of five Infantrymen is charging a unit of Skeletons. All of the Infantrymen are armed with Hand Weapons (Attack 1), which means the unit has a total of 5 attacks 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 five Infantrymen (Quality 5+) are striking at the Skeletons. They take five Quality Tests and roll three 4s, a 5 and a 6. This means that they score a total of 2 hits.

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 all failed rolls cause one wound each to the target.

Example: The unit of Skeletons (Defense 5+) has taken two hits. They roll two dice and get a 4 and a 5. This means that the Skeletons have blocked 1 hit and taken 1 wound.

4. Remove Casualties

For each wound that the unit has taken, the defending player must remove one model as a casualty from the back row.

The defending player may remove models from the target in any order, as long as only the last row has fewer models. If all models are removed, then the unit counts as destroyed.

Return Strikes

Once all models from one unit have attacked, the next unit may strike (following the melee sequence again).

Fatigue

Shaken units count as fatigued and only hit on unmodified rolls of 6 in melee, and those hits don’t count as rolls of 6 for special rules. Units that became fatigued from spell effects or special rules remove their fatigued status in their Rally Phase.

Melee Resolution

Sum the total number of wounds that each unit caused, plus the following bonuses, and compare the two. If one unit has a higher total than the other, then it counts as the winner, and the opposing unit must take a Morale Test. Take note of the difference between the two results since they influence the Morale Test and it’s outcome.

Note that in melee only the loser takes a Morale Test, regardless of casualties, and it is possible to lose even without taking any wounds, due to the bonuses towards resolution.

If the units are tied for their total value, then the melee is a tie, and neither unit must take a Morale Test. The units stay locked in combat and fight another round of melee in the next turn.

Melee Resolution bonuses:

Units in Melee gain a bonus for the number of full rows they have after removing casualties, up to a maximum of 2 for units bought in groups of 5 or 3 and a maximum of 4 for units bought in groups of 10 (where each row is a multiple of the number of models in the front row at the beginning of the game, before adding Heroes or other models). Note that units that start with only 1 model always count as having one full row.
If a unit charged in this turn it gains a bonus of 1.
If attacking in the flank they gain a bonus of 1 and a bonus of 2 if attacking in the rear.

Melee Resolution calculation overview:

- +1 per wound caused
- +1 per full row: max +2/+4 per unit
- +1 if charged in this turn
- +1 if attacking in the flank
- +2 if attacking in the rear

Example: A unit of 10 Infantrymen charges a unit of 9 Skeletons. The Infantrymen charge, cause 1 wound and have 2 full rows, for a total melee result of 4. The Skeletons caused 0 wounds and have only 1 full row, for a total melee result of 1. Since the Infantrymen’s total is higher, the Skeletons have lost and must take a Morale Test.

Multiple Units in Combat

Each continuous group of units from opposing sides that are in base contact with each other is considered a different combat.

Combat resolution is calculated by side, so you must sum the total number of wounds that all units caused, plus the total number of rows for all units (the maximum of 2/4 per unit applies), plus bonuses for charges, flank and rear attacks, and compare the final total with the final total of the other side. Bonuses for flank and rear attacks are applied only once for a unit’s flank/rear facing side.

All units from the losing side must then take a Morale Test, and in case of a tie, no units from either side take any Morale Tests.

Melee Morale Tests

Units that were in melee don't take Morale Tests from wounds at the end of an activation, but must compare the number of wounds each unit caused, plus Melee Resolution bonuses (see p.9). The unit with the lowest total loses, and must take a Morale Test.

Note that units that are destroyed in melee always count as having lost, and their opponent doesn't have to take a Morale Test, even if it dealt less wounds, or it previously took wounds that would have otherwise caused a Morale Test.

To take a Morale Test, the affected unit must simply take one regular Quality Test with the following modifiers:

• If the remaining amount of models in the unit or tough value (for units with a single model) minus the difference in Melee Resolution is half or less of its starting size or Tough value (for units with a single model), the unit gets -1 to the Morale Test roll.
• If the remaining amount of models in the unit or Tough value (for units with a single model) minus the difference in Melee Resolution is zero or less, the unit gets -2 to the Morale Test roll.

Then see what happens:

• If the test is passed, nothing happens. The units stay locked in combat and fight another round of melee in the next turn.
• If the test is failed, and the remaining amount of models in the unit or Tough value (for units with Tough or only a single model) minus the difference in Melee Resolution is more than half of its starting size or Tough value (for units with Tough or only a single model), then the unit *retreats*.
• If the test is failed, and the remaining amount of models in the unit or tough value (for units with Tough or only a single model) minus the difference in Melee Resolution is half or less of its starting size or tough value (for units with Tough or only a single model), then the unit is Shaken and *flees*.

Note that if the unit that lost the melee is already shaken, it will automatically fail the Morale Test and flee.

Flanking

Units get -1 to morale rolls if they are fighting in one of their flank, and -2 to morale rolls if they are fighting in their rear or both of their flanks. These are not cumulative with each other (the highest one takes precedence) but are cumulative with the modifiers above.



Consolidation Moves

After determining who won the melee and taking Morale Tests, the involved units must make consolidation moves.

• If one of the two units was destroyed, unless it is bound in combat with another unit, the remaining unit may either pivot by up to 180° or move by up to 3" in any direction.

• If neither of the units was destroyed, and the unit that lost the melee passed it's morale test, the winning unit, or, if the melee is a tie, all units (starting with the active player's units) may pivot to face a unit in it's flank or rear facing, unless they have enemy units in their front facing. Then move all units in this combat to close any newly formed gaps, so they're all still part of the combat, as they were before pivoting.

• If neither of the units was destroyed, and the unit that lost the melee *retreats*, then the retreating unit must move back by 3". Move sideways if attacked in the flank, forward if attacked in the rear and split the difference if attacked from multiple directions.

If impassable Terrain or another unit blocks the movement, the retreating unit stops in 1" distance to the blocking terrain or unit (treat the table edge as impassable terrain). Difficult Terrain does not reduce the retreat distance but Dangerous Terrain takes full effect.

If it is not bound in combat with another unit, the winning unit may then make a follow up move: if necessary, pivot the winning unit so it is facing the retreating unit, then simply move it back in contact with the shaken unit. Now the units are locked in melee and fight again in the next turn, where the winning unit counts as having charged, while the retreating unit may not use any special rules that would allow it to strike first (e.g. Counter-Strike or Counter-Attack).

If the winning unit chooses not to follow up it may either pivot by up to 180° or move by up to 3" in any direction (keeping 1" distance).

• If neither of the units was destroyed, and the unit that lost the melee *flees*, then the fleeing unit makes a flight-move and, unless it is bound in combat with another unit, the winning unit may choose to make a pursuit-move.

If the winning unit chooses not to pursue it must take a morale test. If the test fails it has to make a pursuit-move. If the test is passed it may either pivot by up to 180° or move by up to 3" in any direction (keeping 1" distance). Note that the decision has to be made before rolling for flight-range else the winning unit has to pursue.

If the fleeing unit is surrounded by enemy units, with no space to carry out it's flight-move, it is automatically routed and no unit has to make a pursuit-move (no morale-tests needed).

• If there are still units locked in combat after all other consolidation moves have been made: close any newly formed gaps between the units locked in combat, by moving the remaining units. Start with moving units forward, then sideways and so forth.

Consolidation Moves and Multiple Units

The Rules above also apply for combats with multiple units involved but with the following additions:

• All consolidation moves are only allowed if no other unit is still in combat with the unit(s) (except pivoting to face units in the flank or rear and closing gaps).

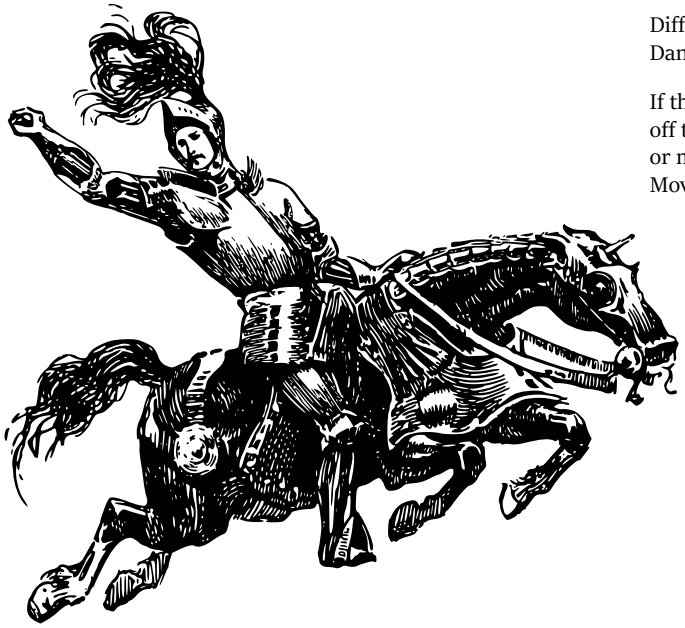
• Multiple winning units declare and resolve their actions one after another. Choose on unit, declare and resolve it's actions before moving on to the next unit. When choosing targets, you may ignore all units that have already been pursued or followed up to.

• Units in the front facing take precedence over units in the flank or rear. Also units in the flank take precedence over units in the rear. E.g. if a unit in the front is fleeing and a unit in the flank is retreating you have to pursue the unit in the front and can't make a follow up move on the unit in the flank (but you can test to not pursue and then pivot by 180° or move 3").

• Follow up moves take precedence over pursuit moves. E.g. if a winning unit has two units in the front and one of them is retreating and one is fleeing it has to make a follow up move and is not allowed to pursue.

• If a unit has two or more retreating units in the same facing, it has to choose which one to follow up (after retreat moves have been made). It can only end up in combat with more than one unit if it has been in combat with them before. Else move/pivot so it is only in combat with the chosen unit and contact is maximized. If making contact with the chosen unit becomes impossible another unit may be followed instead.

• If a unit has two or more fleeing units in the same facing it has to choose which one to pursue (before flight rolls/moves are made). If during the pursuit move contact is made with (one of) the other fleeing unit(s) the pursuit move ends and this unit is routed instead.



Flight Moves

If a unit is fleeing, roll 2D6 and add any modifier for Advance ranges the unit has from the slow or fast rules (or any army specific equivalents; slow: -2", fast: +2", etc.). The result is the flight-range. No other modifiers (e.g. Musician) are added.

Pivot the unit away from the attacker (by 180° if attacked in the front, 90° if attacked in the flank, 0° if attacked in the rear; split the difference if attacked from multiple directions) and move the unit in a straight line away from the attacker, until it moved the full flight-range.

If impassable Terrain or another enemy unit blocks the movement, the fleeing unit stops in 1" distance to the blocking terrain or unit and the Flight-Move ends before having moved the full flight-range. The fleeing unit may move through friendly units, if it is able fully move through them without surpassing it's flight-range, else it also stops in 1" distance.

Difficult Terrain does not reduce the flight-range but Dangerous Terrain takes full effect.

If any part of the fleeing unit crosses the table edge, it flees the battlefield and is routed (in this case the pursuing unit must still make it's Pursuit-Move).

Pursuit Moves

If the unit that won the melee chooses to pursue the fleeing unit, roll 2D6 and add any modifier for Advance ranges the unit has (slow: -2", fast: +2", Musician: +1", etc.). The result is the pursuit-range.

Pivot and move the pursuing unit on the same straight line as the fleeing unit, until either the pursuit-range is reached or the unit makes contact with the fleeing unit or another enemy unit. If the pursuing unit makes contact with the fleeing unit, the fleeing unit is *routed*. If it makes contact with another enemy unit, maximize contact and in the next turn they will fight in melee, with the pursuing unit counting as having charged.

If impassable Terrain or another friendly unit blocks the movement, the pursuing unit stops in 1" distance to the blocking terrain or unit and the Pursuit-Move ends before having moved the full pursuit-range (treat the table edge as impassable terrain).

Difficult Terrain does not reduce the pursuit-range but Dangerous Terrain takes full effect.

If the fleeing unit is routed (either by catching up or moving off the table), the pursuing unit may either pivot by up to 180° or move by up to 3" in any direction after finishing it's Pursuit-Move.

MORALE

General Morale Tests

A unit that during the turn took wounds that left it with half or less of its starting size or Tough value (for units with a single model) must take a Morale Test at the end of the Shooting Phase if it is not in melee combat.

Note that starting size is counted at the beginning of the game.

Example: A unit of Marksmen shoots at a unit of Skeletons that started the game with 10 models, and manages to kill 5. Since half of the Skeletons were killed, the unit 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.

Melee Morale Tests

Melee Morale Tests are described on page 10.

Shaken Units

Shaken units must stay idle, always count as fatigued (see p.9), always fail Morale Tests and can't seize or contest objectives. Also, they must always Flee as their charge reaction (except they already fled this turn, then they have to Hold).

Shaken units must spend their turn being idle (can't take any actions, or use any active special rules, such as casting spells, using buffs/debuffs on units, re-positioning, etc.) but rally at the end of the turn in the Rally Phase, which stops them from being Shaken. They may then pivot by up to 180°. Shaken units cannot rally in the same turn in which they became Shaken.

Routed Units

Routed units have lost all hope and are taken captive, flee the battle, or are otherwise rendered ineffective.

Simply remove the entire unit from the game as a casualty.



TERRAIN

Terrain Placement

When setting up terrain, you should use at least 10-15 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 25% 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 12 pieces of terrain, at least 6 should block line of sight, 4 should provide cover, 4 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 both players set up terrain together.

To make sure neither player has an advantage, you can roll-off, and then then alternate in placing one terrain piece each, starting with the player that won the roll-off.

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 12" between different terrain pieces. If you are playing with large units, we also recommend making sure that there are gaps of at least 6" 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.

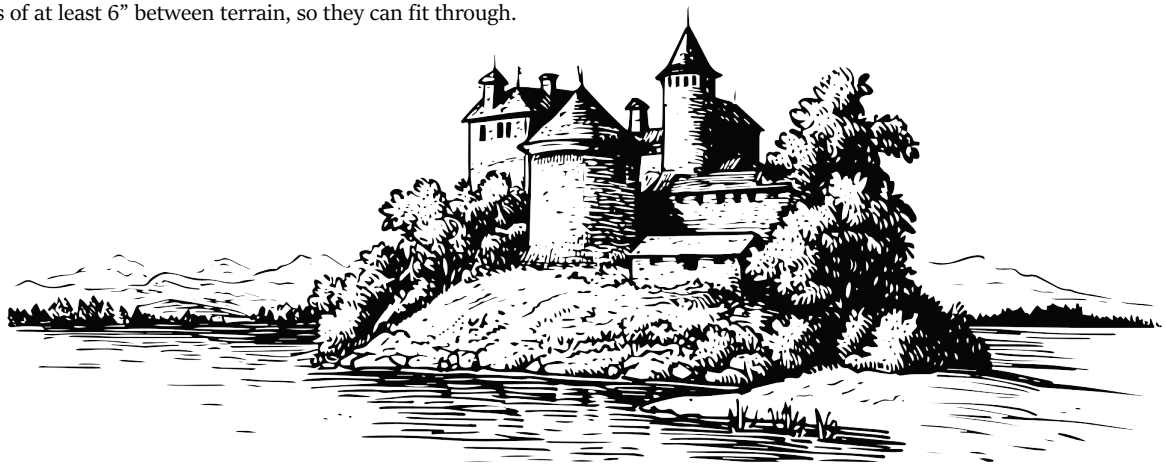
For each terrain feature you'll also have to define some basic rules for how it works in the game. Most terrain features will probably have a single type, but you can combine multiple types together, and even add extra conditions to them.

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 in the ground 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 in the ground 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.

Elevated Terrain

Examples: Hills, Rooftops, Cliffs, etc.

Units on top of Elevated Terrain may ignore one unit or piece of terrain when determining line of sight.

SPECIAL RULES

Rules Priority & Stacking Effects

Most units have one or more special rules that affect the way they behave, and that sometimes goes against the standard rules. When you come across one of these situations, the special rule always takes precedence over the standard rules.

Also special rules text in this book always take precedence over special rules text in the army lists (in Army Forge).

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.

Command Groups

When preparing your army, each unit may only have one of each of the following upgrades (even combined units).

Sergeant: This model gets AP(+1) when attacking.

Musician: This model and its unit move by +1" when taking move actions.

Banner: This model and its unit get +1 to Morale Test rolls triggered by shooting/melee.

SPECIAL RULES REFERENCE

Ambush

May be set aside before deployment. At the start of any of your turns after the first, this unit may be deployed within 1" of any table edge, over 9" away from enemy units. Units that deploy via Ambush can't seize or contest objective markers on the round they deploy.

AP(X)

Targets get -X to Defense rolls when blocking hits from weapons with this special rule.

Artillery

When this model uses Hold actions and shoots at enemies over 12" away, it gets +1 to hit rolls. If most models in this unit have this rule, as long as they haven't moved during this round, enemy units shooting at them from over 12" away get -1 to hit rolls.

Models with this special rule must always take the Hold charge reaction and cannot make pursuit- or follow up moves. When loosing melee it never retreats or flees but automatically routs instead.

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, where X is up to as many hits as models in the target unit.

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.

Caster(X)

Gets X spell tokens at the start of each round, but can't have more than 6 at once. In the Strategy Phases, 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. Models within 18" of the Caster may spend any number of spell tokens at the same time before rolling to give the Caster +1/-1 to the roll per token.

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.

Counter

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

Counter-Strike

Unless this unit is fatigued, it strikes first with this weapon when charged in the front, and the charging unit gets -X total Impact or Impact-Strike rolls per model with Counter-Strike in the two front rows.

Example: A model with Impact-Strike(12) charges a unit with 10 models in the two front rows that have Counter-Strike, so it only makes 2 Impact Strike rolls.

Cumbersome

May only use Hold or Advance actions, but can't shoot when moving.

SPECIAL RULES

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 who won.

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.

Furious

When charging, unmodified results 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.

Hero

Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero, but must use the unit's Defense until all other models have been killed. The Hero's unit, and units within 6" of friendly Heroes with Tough(9) or higher, may use the Hero's Quality for Morale Tests as long as the Hero isn't Shaken.

Note that when a Hero joins a unit, they count as part of that unit, so the unit's size is increased by 1, and even if the Hero is the last model remaining, it takes Morale Tests as the unit. This also means that a Hero may never leave its unit or join another.

Example: A Hero joins a unit of [5] models, so the unit's size is [6]. Once all other models have been killed, the Hero must take a Morale Test when it takes wounds, and if it fails a Morale Test in melee it will Rout, because it's a unit with half or less of its starting size.

Immobile

Models with this special rule may only use Hold actions, cannot take the Flee charge reaction or make pursuit or follow up moves. They do not move back if shaken in melee and stay locked in combat instead. If a model with this special rule would have to flee it routs instead.

Impact(X)

Is replaced by:

Impact-Strike(X)

When it's this model's turn to attack in melee, unless fatigued, roll X dice. For each 5+ the target takes one hit. If this model charged this turn, the target takes hits on rolls of 2+ instead.

Indirect

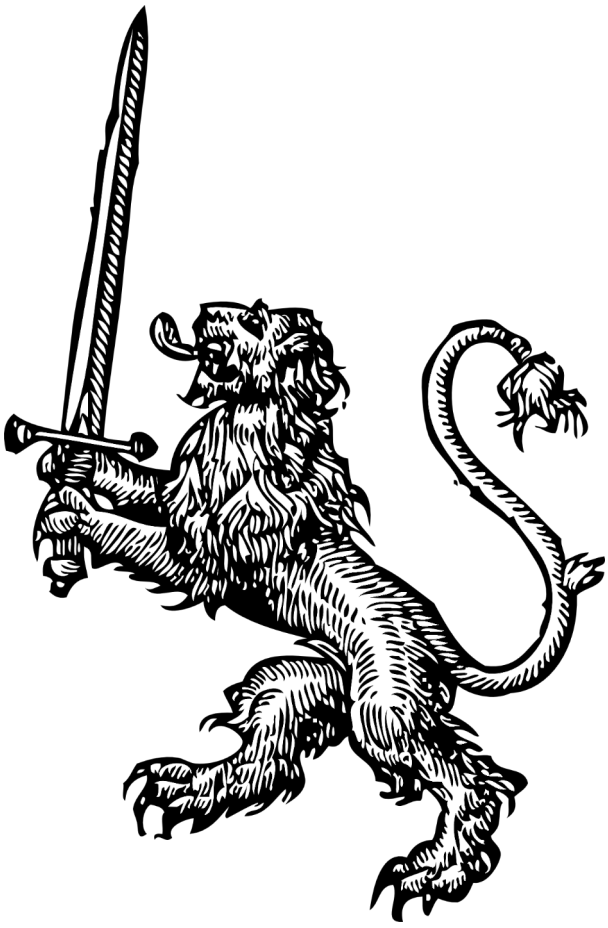
When using Hold actions and shooting, may target enemies that are not in line of sight as if in line of sight, and ignores cover from Sight Blockers.

Limited

Weapons with this rule may only be used once per game.

Parry(X)

When this unit takes hits in melee from enemies charging it in the front, 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).



SPECIAL RULES

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 results 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

May be set aside before deployment. After all other units are deployed, may be deployed anywhere fully within 9” of their deployment zone, over 9” away from non-Scout enemy units. Players alternate in placing Scout units, starting with the player that activates next.

Shred

For each unmodified result of 1 to block hits, this weapon deals 1 extra wound.

Spell Amplifier

Gets +1 to casting rolls.

Slow

Models with this special rule move -2” when using Advance, and -4” when using Rush/Charge.

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.

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.

Takedown

This model may pick any model in the target unit as its individual target for this weapon's attacks, which is resolved as if it was a unit of [1]. Takedown attacks must be resolved before other weapons.

Note that other models in the target’s unit don’t block line of sight or provide cover to the target model in the unit.

Thrust

When charging, gets +1 to hit rolls and AP(+1) in melee.

Tough(X)

This model must take X wounds before being killed. If a model with Tough joins a unit without it, then it is removed last when the unit takes wounds. You must continue to put wounds on the Tough model with most wounds in the unit until it is killed, before starting to put them on the next Tough model (heroes must be assigned wounds last, even if already wounded).

Unstoppable

Ignores Regeneration, and ignores all negative modifiers to this weapon.



ARMY SPECIAL RULES NOTES & CHANGES

Notes on Army Special Rules

Ambush Re-Deployment: *Once per game, when a unit where all models have this rule ends its activation, you may immediately remove it from the table (dropping any objectives it might hold within 1"), and deploy it as if it had Ambush at the beginning of the next round.*

Removing of the unit takes place at the end of the turn, after the rally phase. Deployment takes takes place at the beginning of your next turn, in the first strategy phase (Phase 1.1), together with other Ambush units.

Reinforcement: *When a unit where all models have this rule is Shaken, you may remove it from the table as destroyed. At the beginning of the next round after a unit where all models have this rule is destroyed, after Ambushers have been deployed, you may place a new copy of it fully within 9" of any table edge, over 9" away from enemy units. Units that deploy via Reinforcement can't seize or contest objectives on the round they deploy, and this rule doesn't apply to the new copy of the unit.*

Removing of the unit takes place immediately after being shaken or destroyed (i.e. before fleeing). Deployment takes place at the beginning of your next turn, in the first strategy phase (Phase 1.1), after other Ambush units.

Hit & Run (Fighter/Shooter) / Harassing: *Units where all models have this rule may move by up to 3" after shooting and/or being in melee.*

Movement after shooting takes place at the end of the shooting phase. Movement after melee is taking place at the end of the close combat phase (after all other consolidation moves) and allows moving out of combat.

No Retreat: *When a unit where most models have this rule fails a morale test that causes it to be Shaken or Routed, the test counts as passed instead. Then, roll as many dice as the number of wounds it would take to fully destroy it, and for each result of 1-3 the unit takes one wound, which can't be ignored.*

This rule is also triggered by a failed moral test after losing melee, when the unit would retreat but not be shaken. This applies to all rules with this wording (*morale test that causes it to be Shaken or Routed*).

Changed Army Special Rules

Delayed Action: *Once per round, if your opponent has more units left to activate than you, then this model's unit may pass its turn instead of activating (may still be activated later).*

Is changed to:

Delayed Action: In the first strategy phase (phase 1.2) this model's unit may pass it‘s turn, staying idle for the rest of this turn. After your turn is finished, immediately take another turn, only using/activating those units that passed it's turn before

Coordinate: *At the end of this unit's activation, another friendly unit within 12" that hasn't activated yet may be activated immediately. May not be used if this unit was activated via Coordinate.*

Is changed to:

Coordinate: Other friendly units within 12“ of this unit may use this unit's line of sight for shooting, charging or casting. Other restraints for shooting/casting still apply and charge moves still have to be possible.

Steadfast: *If a unit where all models have this rule is Shaken at the beginning of the round, roll one die. On a 4+, it stops being Shaken.*

Is changed to:

Steadfast: If a unit where all models have this rule is Shaken at the beginning of your turn (Phase 1.2), roll one die. On a 4+, it stops being Shaken and may immediately pivot by up to 180°.

Rules that give bonuses if „charged from over 9" away“: If using the optional rules for random charge distances these are changed to „charged from over 6“ away.



OPTIONAL RULES

Optional Rules

The following sets of rules are completely optional, but highly recommended if you are looking for a more "classic" feel for your games.

Random Charge Distances

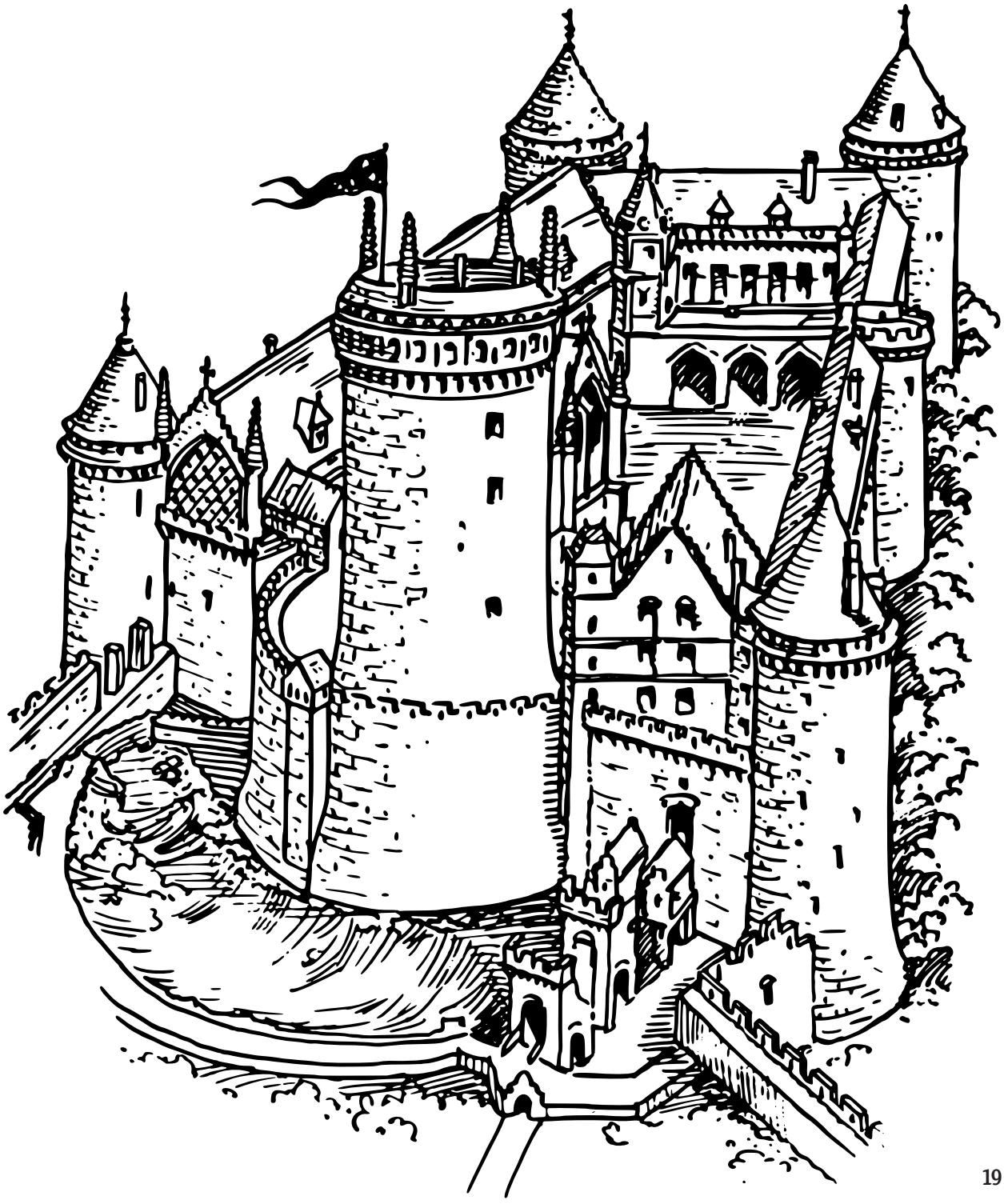
The rules for random charge distances introduce an element of unpredictability and the possibility of failure to charge moves.

Random Scatter for Artillery

The scatter rules introduce unpredictability to artillery weapons as well as the misfire table.

Spell and Dispel Tokens and Classic Casting

These two rulesets are not compatible with each other. Chose one of your liking. Spell and Dispel Tokens augment OPR's standard caster rules and Classic Casting introduces a completely different approach to casting as you may know it from other classic games.



Random Charge Distances

These Rules randomize the distance of charge moves and add the possibility of failed charges.

At the beginning of the movement phase, before all remaining moves, charge moves and charge reactions are declared and carried out. Charges and charge reactions are done in the following sequence:

1. Measure

To see if a potential charge is within charge range, measure the shortest possible movement path from the charging unit to the target unit. If it is equal or less to the unit's advance range plus 6, the unit is within charge range.
The unit's advance range may be modified by special rules (slow, fast, etc.) or spell effects. But only special rules or spells that modify Charge actions or general movement actions (e.g. musician) are taking effect. If a special rule modifies both Advance and Charge actions, the modifier to Advance is used; If it only modifies Charge or Rush/Charge actions (including *Melee Shrouding*) the modifier to Charge is used and it's modifier is halved (rounding up). General movement modifiers always take full effect.
Keep in mind that a charging unit may pivot only once by up to 90°.

If the movement path passes through difficult terrain or the unit is already in difficult terrain, the charge range is 6.

If the target unit is not within charge range it is not a valid target and the charge is not possible. In this case move on to the next potential charge (start again with step 1). If the target unit is within charge range it is a valid target and you can move on to step 2.

2. Declare charge

If the charge is possible, i.e. the charging unit is within charge range, declare that the unit is charging it's target unit.

3. Declare and carry out charge reactions

The opposing player declares and immediately carries out a charge reaction (see p.8). If charged by multiple units only first charge reaction may be *Stand and Shoot* or *Flee*, all others have to be *Hold*.

4. Roll for actual charge distance

Pick one declared charge and roll 2d6. Pick the highest score rolled of the two and add the unit's advance range (including modifiers, see Step 1). The result is the actual charge distance of the charging unit. If it is equal or higher than the distance measured in step 1, the charge is successful. Move on to Step 5a. Else, if it is lower than the distance measured in step 1, move on to step 5b.

If the target unit chose *Flee* for it's charge reaction in step 3, measure again (as in step 1) before rolling. You may now try to redirect the charge (see p.8; repeat steps 1 to 3 for the redirected charge). If the target unit is still within charge range the charge is still possible: Roll for charge distance, as described above. If not, also roll and move to step 6b.

If the previously measured path is blocked, (e.g. because the target is fleeing) you may try to use a different possible path (measure again as in step 1). If it is impossible to reach the target via a different path you may try to redirect the charge. If redirecting is also impossible, the charge failed (move on to step 5b).

5a. Move the charging unit

Move the charging unit in contact with the target unit (no further measurements needed) and pivot to close any gaps. But don't shuffle sideways to maximize frontage yet as you may need space for other charging units.

5b. Failed charge

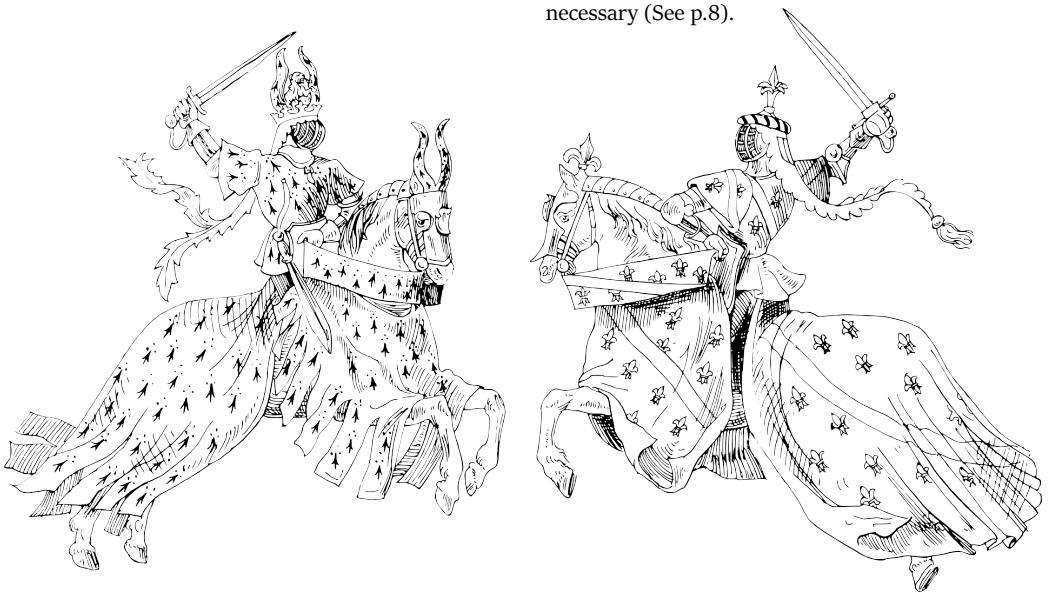
Move the charging unit by the amount rolled in step 5 (highest score of the two rolls) in the direction of the target enemy. The charge failed and the charging unit can not do anything else this turn.

6. Pick the next charging unit

Continue declaring charges with the next units you would like to charge with by repeating the previous steps. When all desired charges have been carried out, move on to the next step.

7. Maximise frontage

Shuffle all charging units sideways to maximize frontage with the target units. Then the target units must do the same if necessary (See p.8).



OPTIONAL RULES

Random Scatter for Artillery

These rules add random scatter directions and distances to artillery shots.

For this set of rules, two special dice are needed: a scatter die (with two hit symbols and 4 arrow symbols that indicate direction) and an artillery die (with a misfire symbol and numbers 2,4,6,8,10).

Artillery Types

Before the start of the game, players must agree on the type of their artillery units and assign them one of the following artillery types:

1. Bolt Throwers, Volley/Organ Guns & Flame Throwers

- Bolt Throwers usually have 1 attack with Deadly(6).
- Volley/Organ Guns usually have 6 attacks and neither Blast(X) nor Deadly(X).
- Flame Throwers usually have Reliable and Blast(X).

2. Stone Throwers, Mortars & Rocket Batteries

- These can be identified by the Indirect special rule.

3. Cannons

- These typically have 2 attacks and either Blast(3) or Deadly(3), but not Indirect.

Bolt Throwers, Volley/Organ Guns & Flame Throwers

Bolt Throwers, Volley/Organ Guns and Flame Throwers work unchanged according to the OPR rules: One successful Quality test per attack causes a hit. As with regular shooting, models or units engaged in melee cannot be targeted.

Stone Throwers, Mortars & Rocket Batteries

For each attack, follow this procedure:

- Select a target point on the battlefield. This point must be within the weapon's maximum range and must not touch a unit engaged in melee. Due to Indirect, line of sight is not required.
- Roll a scatter die. On a hit symbol, the shot strikes the target and hits are resolved as usual (provided the target point touches a model or unit—otherwise the shot is wasted). If an arrow symbol is rolled, continue to the next step.
- Roll an artillery die. On a misfire symbol, the shot has misfired—roll on the misfire table. If a number is rolled, it is the scatter distance in inches.
- For every 2" of scatter distance, you may make a Quality test. Each successful test reduces the scatter distance by 2".
- Move the target point by the remaining scatter distance in the direction indicated by the scatter die. If it now touches a model or unit, that target is hit, and hits are resolved as usual.
- A hit with *Takedown* allows the shooter to choose a specific model to be hit within the unit, even if the target point doesn't touch this model.
- If a unit engaged in melee is hit, the hits are randomly distributed among all units involved in that melee.

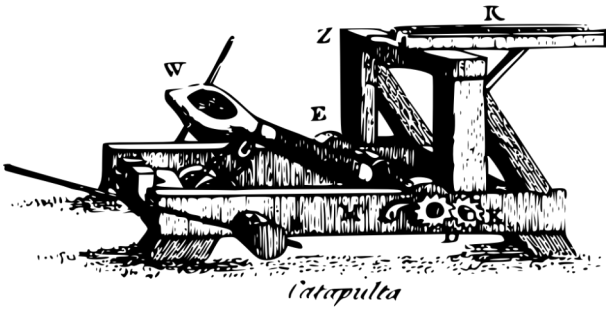
Cannons

For each attack, follow this procedure:

- Select a target point on the battlefield. This must be within the weapon's maximum range and in line of sight, as with regular shooting. It must not touch a unit engaged in melee.
- Make a Quality test. If successful, the shot hits the target and hits are resolved as usual. Otherwise, proceed to the next step. The player may choose to skip this Quality test and move directly to the next step.
- Roll an artillery die. On a misfire symbol, the shot has misfired—roll on the misfire table. If a number is rolled, it is the scatter distance in inches.
- For every 2" of scatter distance, you may make a Quality test. Each successful test reduces the scatter distance by 2".
- Move the target point by the remaining scatter distance in a straight line away from the shooting unit, i.e., in the direction of fire. If it now touches a model or unit, that target is hit, and hits are resolved as usual.
- A hit with *Takedown* allows the shooter to choose a specific model to be hit within the unit, even if the target point doesn't touch this model.
- If a unit engaged in melee is hit, the hits are randomly distributed among all units involved in that melee.

Misfire Table:

D6 Roll	Result
1	**Critical Failure.** The unit may not shoot this round and suffers D3 hits (Defense rolls allowed). The crew is busy with repairs and is considered shaken until it may regroup in the Rally Phase of it's next turn.
2-3	**Damaged.** The unit may not shoot this round. The crew is busy with repairs and is considered shaken until it may regroup in the Rally Phase of it's next turn.
4-6	**Jammed.** The unit may not shoot this round. It will be fully operational again in the next turn.



OPTIONAL RULES

Spell and Dispel Tokens

This set of rules adds spell and dispel tokens to the game for more balanced casting and dispelling. These replace the generic spell tokens used for the Caster(X) rule.

When spell tokens are allocated (Phase 0.1), players receive X tokens as usual. Each player secretly chooses how many of these tokens will be spell tokens or dispel tokens. When both players have chosen, they reveal their choice and distribute their tokens freely among their casters.

When casting spells in the strategy phases, use spell tokens to cast and/or modify cast rolls. Use dispel tokens to negatively modify your opponents cast rolls.

All other rules from Caster(X) apply.

Pooled Tokens

After choosing and revealing tokens, players put them in their magic pool, and add 2 dispel tokens to it (no caster needed).

When casting spells, players may take any number of spell tokens from their magic pool. When blocking spells, players may take any number of dispel tokens from their magic pool.

There is no range restriction for modifying cast rolls or the use of spell or dispel tokens. Dispel tokens can be used without a caster.

At the end of each round, each player must discard unspent tokens down to 6*X+2 tokens, where X is the total number of casters in their army.

Winds of Power

Instead of these rules, the Winds of Power rules can be used (see Age of Fantasy Regiments Advanced Rules p.34), with the same changes to spell dice (when adding dice to your magic pool secretly choose between spell dice and block dice) and the magic pool (Pooled Tokens). Use spell dice for casting and block dice for blocking spells.



OPTIONAL RULES

Classic Casting

This set of rules uses pooled Spell and Dispel Dice instead of Tokens and limits Spell availability.

Spells

At the beginning of the game, before deployment, all Casters are randomly assigned X+1 Spells from their spell list (where X is the rank of the Caster(X) special rule). (Roll for spells, re-roll for duplicates). Afterwards every caster can exchange one of their assigned spells for one spell of their choosing from the spell list. These are the only spells this caster can use during the game.

Pooled Spell and Dispel Dice

At the beginning of the turn (instead of the round) the active player gets 2+X Spell Dice, where X is the total number of spell tokens all their casters (including Spell Accumulators) would have generated that round, and puts them in their magic pool (see table below).

The inactive player gets 2+X Dispel Dice, where X is halve the number of spell tokens all their casters (including Spell Accumulators) would have generated that round, and puts them in their magic pool. Note that halving the amount is done per Caster, before summing them up, see the table below.

Caster(X)	Spell Dice per Caster	Dispel Dice per Caster
1	1	1
2	2	1
3	3	2
4	4	2
5	5	3
6	6	3

At the end of the turn all unused Spell and Dispel Dice are discarded.

Casting Spells

When casting spells, instead of rolling a single die and spending spell tokens to get +1 to the roll, casters may take up to X+1 spell dice from their magic pool (where X is the rank of the Caster(X) special rule), and roll them instead. Sum up all dice rolls, add any modifiers to casting rolls and consult the following table. If the result is equal or higher than needed, the spell is cast successfully. Afterwards, discard all rolled dice.

Spell level	Result needed
1	4+
2	7+
3	11+

Any successfully cast spell can't be cast again by the same caster in this turn.

Miscasts

If two or more dice have an unmodified result of 1 the spell is a Miscast. The spell fails to cast, regardless of the total result, and something goes catastrophically wrong. The Caster can't cast any more spells this turn. In addition, roll on the Miscast table and see what happens:

Result	Miscast Effect
2	**Cascade** - The caster takes D3 hits with AP(4). The caster's unit, or one random unit within 6" (if the caster is not part of a unit) takes 2D3 hits with AP(4).
3	**Detonation** - The caster takes D3 hits with AP(4).
4	Energy Leak - The opposing player may automatically cast any spell from his spell list with equal or lower level, as if cast from the position of the miscasting model. No casting roll is needed. The active player may use his Spell Dice to block the spell.
5	**Spell Quake** - The caster and his unit become Shaken
6-7	**Fumble** - Nothing else happens
8-9	**Power drain** - Discard all Spell and Dispel Dice. No spell casting is allowed for the rest of the turn.
10	**Backlash** - The caster suffers one automatic wound which can't be ignored.
11	**Ravaged by Havoc** - The caster's Caster level is reduced by one and he can't cast the miscast spell for the rest of the game.
12	**Burnout** - The miscast spell is cast successfully instead and can't be blocked. The caster's Caster level is reduced to 0 for the rest of the game.

Irresistible Spells

If two or more dice have an unmodified result of 6 the spell becomes irresistible and can't be blocked. Note that Miscasts always take precedence.

Blocking Spells

When blocking spells, instead of spending spell tokens to give -1 to the roll, players may take any number of Dispel Dice from their magic pool, and roll them. If the sum of the roll is equal or higher to the result of the casting roll the spell is blocked, and its effects are not resolved. Afterwards, discard all rolled dice.

There are no range restrictions to block a spell and no casters are needed.

Caster Groups

Units with Caster Group get a maximum of 3 Spells at the beginning of the game. For the purpose of Spell or Dispel Dice their Caster level is capped at 5.

Spell Accumulator

Models with Spell Accumulator(X) simply add X Spell Dice or X/2 Dispel Dice to their players magic pool, as if they'd have the Caster(X) special rule.