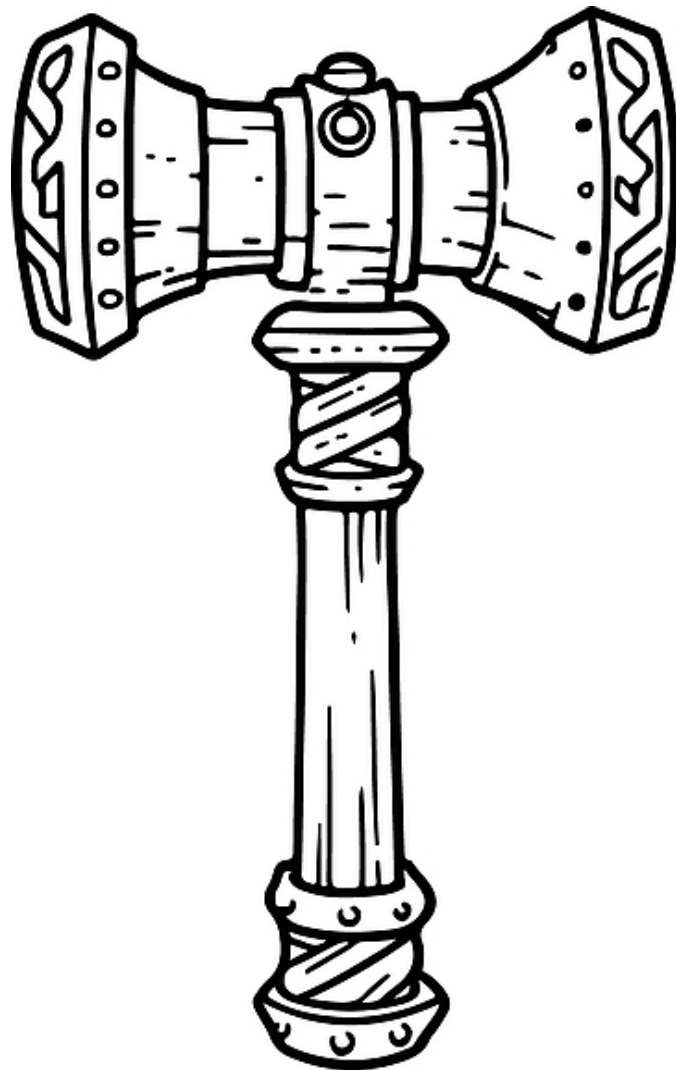


AGE OF WARHAMMER FANTASY

BATTLE REGIMENTS



A Fan made modification for AGE OF FANTASY: REGIMENTS by OPR Games

Version 1.4

AGE OF WARHAMMER FANTASY: BATTLE REGIMENTS v 1.4

INTRODUCTION

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

This rulebook 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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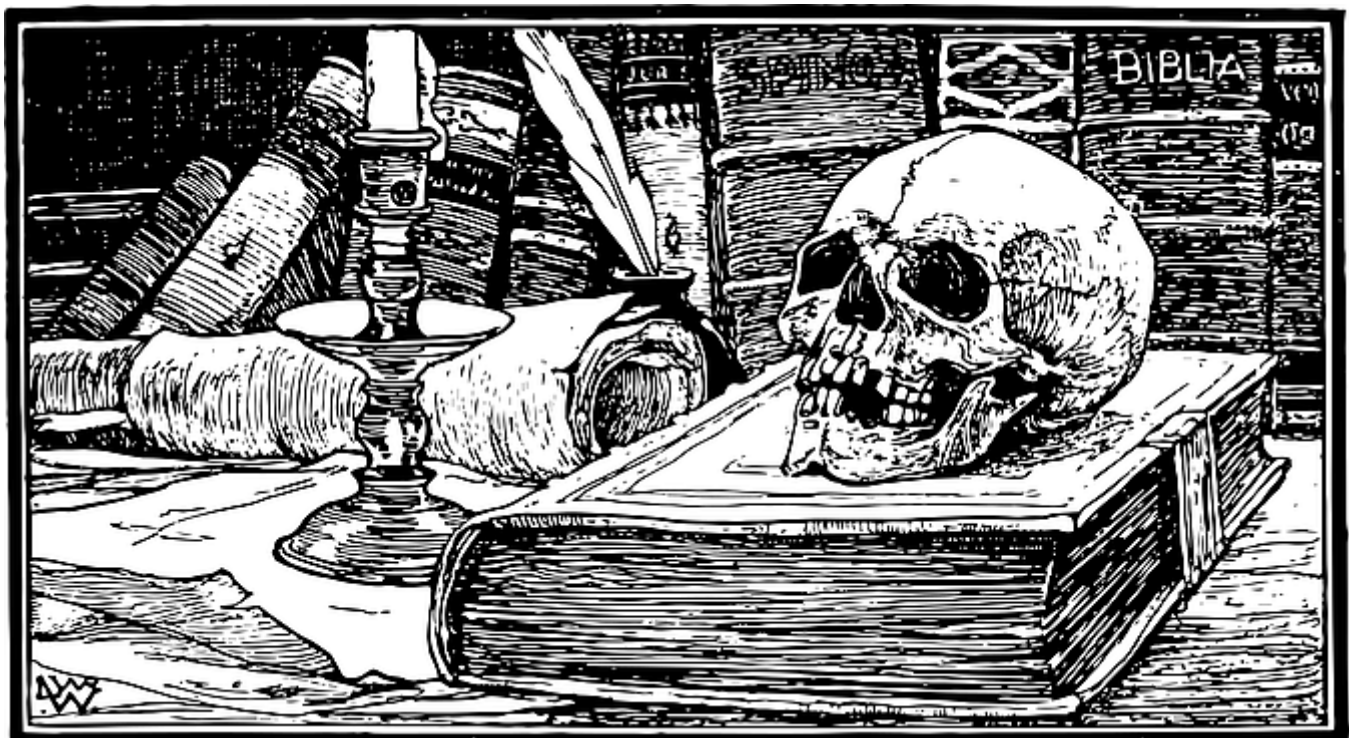
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GENERAL PRINCIPLES

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 whenever 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. Whenever 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

Whenever 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

Whenever 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.

Whenever 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.

Whenever 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 arcs extend at a 45° angle, forming four 90° quadrants.

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 45° front arc. If the target is visible, then it has line of sight.

Models can always see in their 45° 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 for 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 whenever 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 Points (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 army's 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 its 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 its 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 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.



GAME STRUCTURE

GAME STRUCTURE

The game is structured into game rounds, player turns and unit 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 Ambusher Units
 - 1.2 Special Rules (e.g. War Duty, Engineer, etc. Also optional rules like Boosted Actions or Heroic Feats)
 - 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 the 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 taking 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 in any direction regardless of their facing, as long as no part of their bases move further than the total movement distance. Models may never be within 1" of models from other units, unless they are taking a Charge action, and may never move through other models or units (friendly or enemy), even if they are taking 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 taking 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 taking an Advance action, the unit may move 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 taking a Rush action, the unit may move 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 take a Rush action if an enemy unit is within 6" of it.
The unit may not shoot in the Shooting Phase.

CHARGING

When taking a Charge action, the unit may move by up to 12" and may pivot once by up to 90° at any point, and may ignore the 1" distance restriction. Units may only take 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.

PIVOTING

Whenever 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.



SHOOTING

PICKING TARGETS

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

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

All models in the two front rows of a unit - or the front row if the unit has moved this turn - 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 having determined 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.

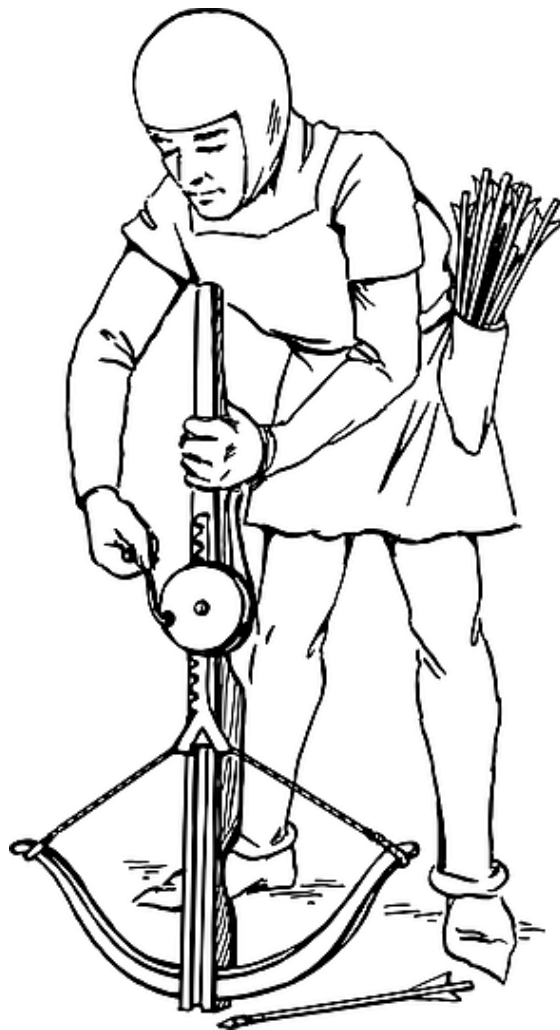
3. ROLL TO BLOCK

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.



MELEE

PICKING TARGETS

When taking a Charge action, 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.

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 artillery and/or entrenched units 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 its charge move. The charging Unit has to attempt to either run down the fleeing unit or redirect its charge:

If attempting to run down, the charging unit makes its charge move with its 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 its 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 its 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 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 4 Phases:

1. All Counter attacks.
2. All Impact hits.
3. All attacks from charging/attacking units.
4. All remaining 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 having determined 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.

RETURN STRIKES

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

FATIGUE

Shaken units count as fatigued and only hit on unmodified rolls of 6 in melee.

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 its 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 3 (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 +3 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 3 per unit applies), plus bonuses for 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

CONSOLIDATION MOVES

After determining who won the melee and taking morale tests, the units must make consolidation moves.

- If one of the two units was destroyed, then the other unit may either pivot by up to 180° or move by up to 3" in any direction, if it is not bound in combat with another unit.

- 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, if it has no enemy unit in it's front facing. Then move all units in this combat so they're all still in base contact as they were before pivoting.

- If neither of the units was destroyed, and the unit that lost the melee is Shaken, then the shaken unit retreats and must move back by D3+3". If impassable Terrain or another unit blocks the movement the shaken unit stops in 1" distance to the blocking terrain or unit (treat the table edge as impassable terrain). Difficult Terrain does not reduce movement but Dangerous Terrain takes full effect.

If it is not bound in combat with another unit, the winning unit may now make a follow up move: pivot the winning unit so it is facing the shaken unit and simply move it back in contact with the shaken unit. Now the units are locked in melee and fight again in the next turn as if the winning unit charged. (Impact hits do apply.)

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 the winning unit may choose to make a pursuit-move, if it is not bound in combat with another unit. If the winning unit chooses not to pursue it must take a morale test and if the test failed it must pursue instead. 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 there are still units locked in combat after all other consolidation moves have been made, then close any gaps that have been formed between the units locked in combat, by moving the remaining units. Start with units moving forward, then sideways and so forth.

FLIGHT MOVES

If a unit is fleeing roll 2D6 and add any bonus/malus 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 (eg. 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 unit blocks the movement the fleeing unit stops in 1" distance to the blocking terrain or unit and the Flight-Move ends before moving the full flight-range. Difficult

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

If the fleeing unit crosses or makes contact with 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 bonus/malus 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. If the pursuing unit makes contact with the fleeing unit the fleeing unit is Routed.

If impassable Terrain or another unit blocks the movement the pursuing unit stops in 1" distance to the blocking terrain or unit and the Pursuit-Move ends before moving 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.

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).

- 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 units retreating 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 maximised. If making contact with the chosen unit becomes impossible another unit has to be followed instead.

- If a unit has two or more units fleeing in the same facing it has to choose which one to pursue (after flight moves have been 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.

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

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 instead. 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 a single model) minus the difference in Melee Resolution is more than half of its starting size or tough value (for units with a single model), then the unit is Shaken.
- If the test is failed, and 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) or it is already Shaken, then the unit is Shaken and Flees.

FLANKING

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

SHAKEN UNITS

Shaken units must stay idle, always count as fatigued, always fail morale tests, and can't contest or seize objectives.

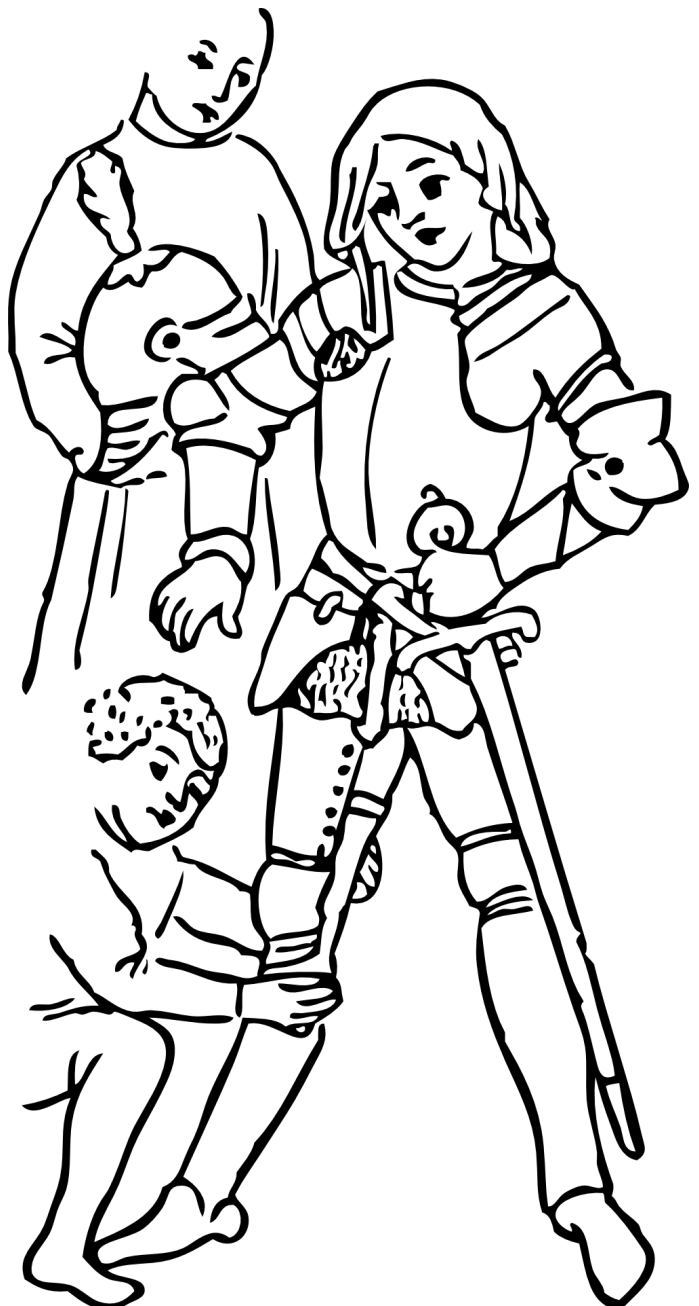
Shaken units must spend their turn being idle and doing nothing but rally at the end of the turn in the Rally Phase, which stops them from being Shaken. They may then pivot by up to 180°. Shaken units cannot rally in the same turn in which they became shaken.

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.

Example: A unit of 10 Skeletons has lost 5 models in melee and must take a morale test. The unit takes a morale test and fails, so it routs (as it only has half as many models left as it started with).



TERRAIN

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.

Each piece of terrain may count as having multiple terrain types, and you may also add other conditions to further customize your terrain rules.

Example: A piece of Forest terrain could count both as Cover as well as Difficult Terrain. Additionally, you could allow units to shoot into and out of it freely, but not through it.

OPEN TERRAIN

Examples: Grass Fields, Dirt Roads, Streets, etc.

Any surface that is not specifically defined as a type of terrain (like forests, buildings, rivers, etc.) counts as open terrain.

Open terrain does not have any special rules, and any rules that affect terrain do not apply to open terrain.

IMPASSABLE TERRAIN

Examples: Mountains, Canyons, Deep Water, etc.

Any surface that would stop models from moving through it, as well as gaps over 1" wide, count as impassable terrain.

Units may not move through impassable terrain, unless they have any rules that allow them to ignore it. Note that units may move across gaps up to 1" wide as if they were flat ground, but may not end their move partially overhanging gaps or terrain.

BLOCKING TERRAIN

Examples: Walls, Buildings, Rocks, etc.

Any piece of terrain that models can't see or shoot through counts as blocking terrain.

Units may not draw line of sight through blocking terrain, unless they have any rules that allow them to ignore it.

COVER TERRAIN

Examples: Forests, Ruins, Fences, 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 other units are sight blockers and provide cover (despite not being terrain), since models can't see through the perimeter of other units (friendly or enemy).

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 a model moves in or through dangerous terrain, or is activated in it, then it must take a dangerous terrain test.

To take a dangerous terrain test, roll one die (or as many dice as the model's Tough value), and if the result is 1, then the unit takes one automatic wound.

Elevated Terrain

Examples: Hills, Rooftops, Cliffs, etc.

Terrain features that are over 3" tall count as elevated terrain, and are impassable, 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).

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).



TERRAIN

TERRAIN SETUP GUIDELINES

Whilst there are no specific rules as to how terrain should be placed, here are some guidelines on how to handle terrain to have a balanced match.

Here are all the things you should consider:

- Size of your terrain
- Rules for each terrain
- Number of pieces
- How to place it

TERRAIN OVERVIEW

Whilst there is no limit to the size of terrain that you can use for your games, we have a few recommendations for you:

- 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".

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.

Here are some guidelines for common terrain types:

- **Barricades** - Cover
- **Buildings** - Impassable + Blocking
- **Fields** - Difficult + Cover
- **Forests** - Difficult + Cover + Units can see into and out of forests, but not through them
- **Hills** - Cover + Difficult when moving up + Units on top may ignore one unit/terrain for line of sight
- **Lakes** - Difficult (if shallow) or Impassable (if deep)
- **Lava** - Dangerous
- **Mountains** - Impassable + Blocking
- **Rivers** - Dangerous when using rush/charge
- **Rubble** - Difficult
- **Ruins** - Cover + Dangerous when using rush/charge
- **Swamps** - Difficult

Note that whilst all of the terrain we mentioned so far is what you'll need 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 PLACEMENT

When setting up terrain, you should use at least 10-15 pieces of terrain, although using more can be more interesting.

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.

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 rolloff, 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 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.



SPECIAL RULES

RULES PRIORITY & STACKING EFFECTS

Most units have one or more special rules that affect the way they behave, and that sometimes go against the standard rules.

Whenever you come across one of these situations, the special rule always takes precedence over the standard rules.

Note that 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 +1 to hit rolls.

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

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 fully within 6" of any table edge. 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.

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 hold more than 6 tokens 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). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit 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

Strikes first with this weapon in the first round of combat when charged in the front, and the charging unit gets -1 total Impact rolls

or Impact attacks per model with Counter in the two front rows if fighting in the front.

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

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.

Entrenched

Enemies get -2 to hit when shooting at models with this special rule from over 9" away, as long as the Entrenched model hasn't moved since the beginning of its last activation.

Models with this special rule cannot make pursuit- or follow up moves.

Fast

Models with this special rule move +2" when using Advance and +4" when using Rush/Charge.

Fear(X)

This model counts as having dealt +X wounds when checking who won melee.

Fearless

Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

Flying

Models with this special rule may move through units and terrain, and ignore terrain effects whilst moving.

Furious

When charging, unmodified rolls of 6 to hit in melee deal one 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 multimodel unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

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 whenever 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.

SPECIAL RULES

Immobile

Models with this special rule may only use Hold actions, cannot make pursuit or follow up moves and does not move back if shaken in melee and stays locked in combat instead. If a model with this special rule would have to flee it routs instead.

Impact(X)

Models in the two front rows roll X dice when attacking after charging. For each 2+ the target takes one hit. If the Unit stays locked in combat, in the following rounds of combat they gain X Attacks in Combat Phase 4 (All remaining attacks) instead. No weapon special rules or rules that modify a models melee weapons (e.g. poison in melee) apply for these attacks. But rules that modify impact hits are applied (e.g. Counter or Joust).

Indirect

Gets -1 to hit rolls when shooting after moving (including pivoting). May target enemies that are not in line of sight as if in line of sight, and ignores cover from sight obstructions.

Lance

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

Limited

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

Poison

This weapon ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

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.

Regeneration

When taking a wound, roll one die. On a 5+ it is ignored.

Relentless

When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Note: Check out the examples from the Furious special rule.

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

This weapon ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

Scout

May be set aside before deployment. After all other units are deployed, must be deployed and may then be placed anywhere within 12" of their position. Players alternate in placing Scout units, starting with the player that activates next.

Slow

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

Sniper

Shoots at Quality 2+, and each model with Sniper may pick any model in the target unit as its individual target, which is resolved as if it was a unit of 1. Sniper weapon shooting 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.

Example: A Sniper targets a Hero that has Stealth, and is in a unit with Regeneration but not Stealth. Since the shooting is resolved as if the target was a unit of 1, the Sniper gets -1 to hit from Stealth, and the target doesn't get Regeneration.

Stealth

Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider

May ignore the effects of difficult terrain when moving.

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. Note that 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).

Transport(X)

May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Transports may deploy with units inside, and units may enter/exit by using any move action, but must stay fully within 6" of it when exiting. When a transport is destroyed, units inside must take a dangerous terrain test, are Shaken, and must be placed fully within 6" of the transport before removal.

Note that units inside Transports are deployed at the same time as the Transport, and units can't both embark/disembark in the same turn. Units inside/outside of Transports don't have line of sight to the outside/inside, so they can't target each other for shooting, spells, etc. (but units inside can target other units inside, and the Transport itself). Units may use Charge actions to disembark, and they ignore the 1" move restriction when embarking (only one model needs to reach the Transport for everyone to embark).

Example: Regular models and Heroes with Tough(3) or Tough(6) occupy 1 space, Tough(3) models occupy 3 spaces, and models with Tough(6) or higher can't be transported. This means that a unit of 10 regular models with a Tough(3) Hero occupy 11 spaces in total.

OPTIONAL RULES

RANDOM CHARGE DISTANCES

These Rules randomise 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.

Keep in mind that a charging unit may only pivot once by up to 90° and that the advance range may be modified by special rules (slow, fast, musician, etc.) or spell effects (use the bonus to the advance range, not the rush/charge range).

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 at 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 its target unit.

3. Declare and carry out charge reactions

The opposing player declares and immediately carries out a charge reaction (see p.10). If charged by multiple units only one charge reaction may be Stand and Shoot or Flee, all others have to be Hold.

4. Declare the next charge

Continue declaring charges with the next unit you would like to charge with by repeating steps 1 to 3. When all desired charges have been declared, move on to the next step.

5. 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). 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 6a. Else, if it is lower than the distance measured in step 1, move on to step 6b.

If the target unit chose *Flee* for its charge reaction in step 3, measure again (as in step 1) before rolling. You may now try to redirect the charge (see p.10; 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.

6a. Move the charging unit

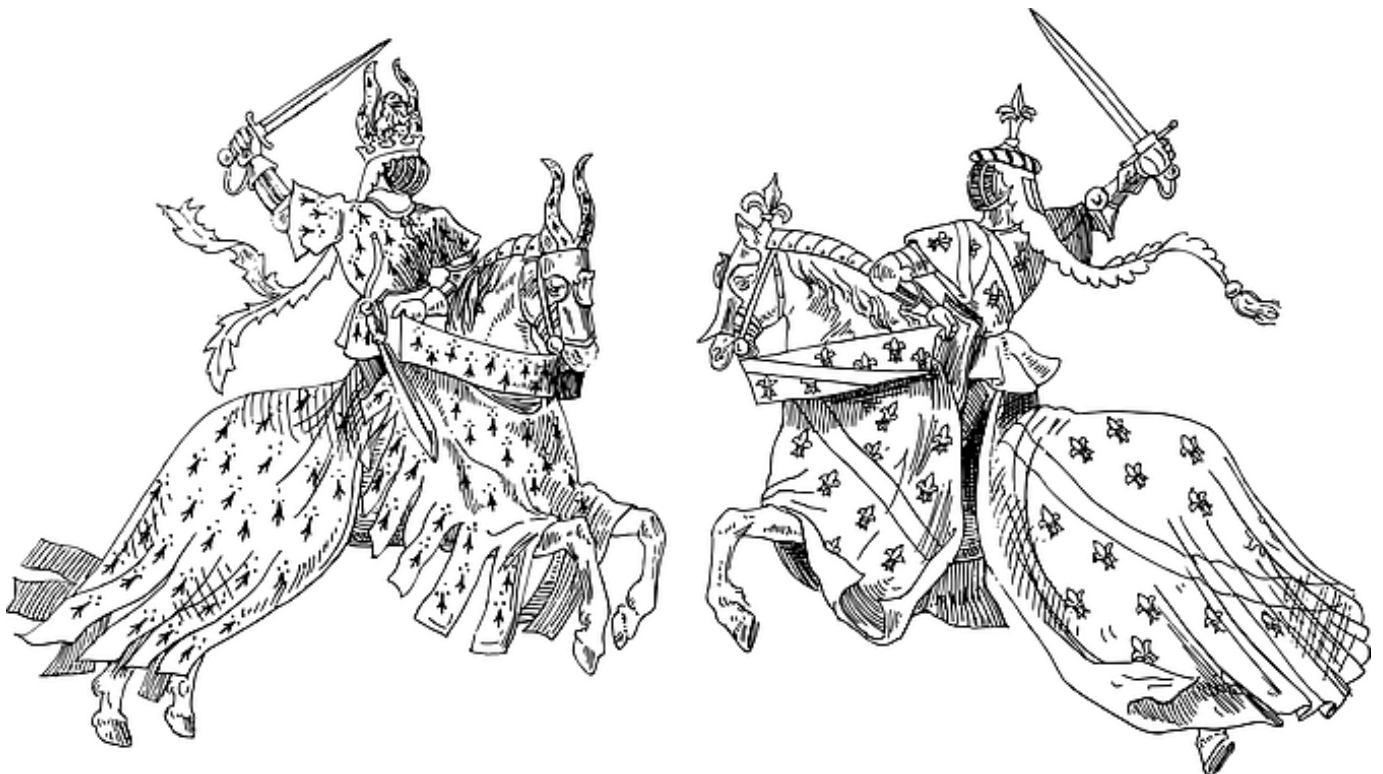
Move the charging unit in contact with the target unit (no further measurements needed) and maximise contact as usual.

6b. 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.

7. Move the next charging unit

Repeat steps 5 & 6 until all charging units have moved.



OPTIONAL RULES

RANDOM SCATTER FOR ARTILLERY

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

For this set of optional 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

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

Bolt Throwers and Volley/Organ Guns 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 *Sniper* allows the shooter to choose the specific model hit within the unit, even if the target point doesn't touch it.
- 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 *Sniper* allows the shooter to choose the specific model hit within the unit, even if the target point doesn't touch it.
- 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 the 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 the next turn.
4-6	Jammed. The unit may not shoot this round. It will be fully operational again in the next round.

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 spellcasting 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 $6 \cdot X + 2$ 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.

