AOF: SKIRMISH v2.7

General Principles

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

Quality Tests: Roll one six-sided die and if you score a unit's quality value or higher it's a success.

Modifiers: Regardless of modifiers, rolls of 6 are always successes and rolls of 1 are always fails.

Preparation

The Battlefield: The game is played on a flat 4'x4' surface, with at least 10-15 pieces of terrain on it.

The Armies: The players must put together two armies of equal points (we recommend 250pts per player).

Mission: Place D3+2 objectives. Players roll-off to go first and then alternate in placing one marker each outside of deployment zones and over 9" away from each other. At the end of each round if a unit is within 3" of a marker while enemies aren't, then it's seized and remains seized even after leaving. Stunned units can't seize markers and if units from both sides are contesting a marker then it becomes neutral again. The game ends after 4 rounds and the player that controls most markers wins.

Deployment: Players roll-off and the winner picks one table edge as his deployment zone with his opponent taking the opposite. Then the players alternate in placing one unit each within 12" of their table edge, starting with the player that won the deployment roll-off.

Playing the Game

The game is played in rounds with players alternating in activating one unit each, starting with the player that deployed first. Each new round the player that finished activating first on the last round gets to start.

Activation

The player picks one unit and it may do one of the following:

- **Hold:** Move 0", can shoot.

- **Advance:** Move 6", can shoot only after moving.

- **Rush:** Move 12", can't shoot.

- **Charge:** Move 12" into melee.

Movement

Unit members must stay within 2" of each other and may only move within 1" of other units when charging (at least one model must reach base contact).

Shooting

Models in range and line of sight may fire all weapons. Ranged weapons may target a single unit or split their attacks evenly among all enemy units within 3" of a single model (defender picks how). Shooting models take one quality test per attack and each success is a hit. For each hit defending models roll one die trying to score their Defense value or higher and each fail causes one wound.

Weapon Profiles: The stats of each weapon are shown like this:

Name (Range, Attacks, Special)

Weapons with a range value are for shooting and without for melee.

Melee

Charging models must move into base contact with the target or as close as possible. Then defenders must do the same moving up to 3". Models within 2" of enemies may strike with all their melee weapons, which works just like shooting (may also split attacks). Then all defending units may choose to strike back, but after attacking in melee for the first time units only hit on unmodified rolls of 6 in any subsequent melee until the end of the round. If one of the units is destroyed the other unit may move by up to 3", else the charging unit must move back by 1".

Wounds

Whenever a model takes one or more wounds place a wound marker next to it for each wound. Then roll one die and add the number of markers to the result to see what happens:

- **2-5:** Stunned

- **6+:** Knocked Out

Knocked Out: Remove from play.

Stunned: The model is Stunned until the end of its next activation (place the model on its side to show this). Stunned models automatically fail morale tests and must stay idle. If a Stunned model takes any hits from shooting or is charged again then it is Knocked Out.

Groups & Wounds: Whenever a unit with multiple models takes wounds each wound kills one model until only the last model remains. Only the last model accumulates wounds and rolls to see if it's Stunned or Knocked Out.

Morale & Routing

Morale Tests: To take a morale test the unit simply takes one Quality test.

Rout Tests: If at the end of any round an army is down to half of its starting size or less, then all of its units must take a morale test. If the test is failed the unit Routs (remove from play).

Terrain

Cover Terrain: Units that shoot at enemies that are in or behind cover get –1 to shooting.

Difficult Terrain: Units moving through difficult terrain can't move more than 6" at a time.

Dangerous Terrain: Models that move across dangerous terrain or activate in it must roll one die (or as many as their tough value) and for each roll of 1 they take one wound.

SPECIAL RULES

Special Rules

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first you may place the model anywhere over 9" away from enemy units. If both player have Ambush they roll-off to see who deploys first.

AP(X): Targets get –X to Defense rolls when blocking hits.

Blast(X): Hits are multiplied by X and must be split evenly among all enemy units within 3" of a single model (defender picks how).

Deadly(X): Assign each wound to one model and multiply it by X.

Fast: Move 9" when using Advance and 18" when using Rush/Charge.

Fear: Always counts as dealing +D3 wounds for seeing wound effects.

Fearless: Gets +1 to morale tests.

Fire Breath: Once per round deal either 3 hits with AP(1) in melee or to one enemy unit within 12" in line of sight.

Flying: Moves through obstacles and ignores terrain effects. This model also only needs to roll a 2+ for a successful drop or leap, and it may freely jump without having to roll for it.

Furious: Gets +1 attack with a weapon of your choice when charging.

Hero: Friendly units within 12" of the hero may use his quality for morale tests as long as he isn't Stunned.

Immobile: Can't move or charge.

Impact(X): Deals X automatic hits when charging successfully.

Indirect: May target enemies that are not in line of sight but gets –1 to hit rolls when doing so.

Phalanx: Charging enemies must take a dangerous terrain test before attacking (only take up to as many tests as models with phalanx).

Poison: When rolling unmodified 6's to hit those hits are multiplied by 3.

Regeneration: When taking a wound roll a die, on 5+ it's ignored.

Rending: Unmodified rolls of 6 to hit count as having AP(4) and ignore the regeneration rule.

Scout: After all units have deployed this model may deploy within 24" of the player's table edge. If both players have units with Scout they roll-off to see who deploys first.

Slow: Move 4" on Advance actions and 8" on Rush/Charge actions.

Sniper: Shoots at Quality 2+, ignores cover and may pick which model is hit.

Stealth: Enemies get -1 to shooting when targeting this unit.

Strider: This model may ignore the effects of difficult terrain. This model also only needs to roll a 2+ for a successful drop, leap or jump.

Tough(X): This model only rolls to see what happens from wounds once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more. When Stunned and hit by shooting or charged this model takes 1 wound instead of being Knocked Out, unless it already has X or more wounds.

Example: A model with Tough(3) only rolls to see what happens from wounds once it has taken at least 3 wounds and is only Knocked Out on rolls of 8 or more.

Wizard(X): May cast one spell at any point during its activation before attacking. Choose a spell and roll D6+X and if the result is equal or higher than the number in brackets you resolve the effects. Enemy wizards within 12" may also roll D6+X and if their result is higher the spell's effects are blocked, but they may only either cast a spell or block a spell each round. Spells may target a single unit or split their hits/wounds or bonus/penalties evenly among all enemy units within 6" of a single model (defender picks how).

Special Movement

Pushing: Whenever a model rolls a Stunned result the attacker may try to push it away. Roll one die, on a 4+ the attacker may move the model by up to 2" in any direction.

Falling: If a model is pushed off an elevated position at least 2" tall it takes 1 hit with AP(1+X), where X is AP(+1) for every full 3" it fell. Then place the model Stunned within 2" of the bottom.

Dropping: Models may drop off steep elevation up to 6" high instead of climbing down. Roll X+1 dice trying to score 3+, where X is one die for every full 3" it drops. If all rolls are successes you may place the model within 2" of the bottom and continue moving without counting elevation. If any roll is failed the model falls instead.

Leaping: Models may leap off steep elevation up to 6" high onto enemies within 2" of the bottom. Roll X+1 dice trying to score 3+, where X is one die for every full 3" it drops. If all rolls are successes you may place the model in contact with the target and deal as many automatic hits as dice rolled. If any roll is failed the model falls instead.

Jumping: Models may cross gaps up to 1" wide as if they were solid ground, however they must jump to cross gaps up to 6" wide. Roll X+1 dice trying to score 3+, where X is one die for every full 3" it jumps. If all rolls are successes the model may move across the gap as if it was solid ground. If any roll is failed the model falls instead.