

Age of Heroes mk 2.1

*This is a simple set of rules for playing quick skirmish games; they're open and fun so feel free to change things up as you wish. **Just have a blast!***

Creating a Warband

Creating your warband is easy; everyone gets a Hero and 4 Warriors as well as five upgrades, to customize your warband.

Stats

Age of Heroes uses just five stats with a simple target score, for example if a model has a Shoot Stat of 4+ then they will hit on a six-sided dice (D6) roll of 4, 5 or 6. Sometimes a player may be allowed to re-roll but each dice can only ever be re-rolled once!

- **Move** *How fast they move*
- **Shoot** *How well they shoot*
- **Fight** *How well they fight*
- **Health Points** *How tough they are*
- **Armour** *How well protected they are*

	Move	Shoot	Fight	Health	Armour
Hero	10	3+	3+	3	4+
Warrior	10	4+	4+	1	5+

Wargear

Each member of your warband is armed with a melee weapon (fists, claws or sword etc.) and a missile weapon (bow, rifle or Raygun etc.). Models may swap their missile weapon for either a shield or a pole arm.

- **Shield** +1 to Armour Roll
- **Pole Arm** Can fight enemy models within 5cm of your model's base
- **Missile Weapon** 30cm Range

Mission – Fight! Fight! Fight! Fight!

*This is intended as a basic mission for taking **Age of Heroes** for a spin.*

Terrain Place a good amount of terrain with plenty of sight blocking pieces.

Deployment Players should Roll-Off with the winner choosing to deploy first or second. The first player to deploy chooses an edge of the battlefield and places their models up to 10cm on from that edge; the other player then deploys their models up to 10cm on from the opposite edge.

Victory At the end of the fifth turn the player with the most Health Points still on the board wins but, if all your models are removed before this then you loose!

Upgrades

Players can customize the members of their warband by adding upgrades, which are flexible enough to allow you to use almost any models in your collection; just make sure you record who has what on your Warband Roster.

There is only one rule when upgrading...no model can have the same upgrade more than once. But, games of **Age of Heroes** are all about fun, so while building the ultimate upgrade combo may be fun for you, it might not be so fun for your opponent...

- **Fast** +3cm to their Move Stat.
- **Sharpshooter** +1 to Shoot Roll.
- **Skilled Fighter** +1 to Fight Roll.
- **Tough** +1 Health Point.
- **Extra Armour** +1 to Armour Roll.
- **Fly** Models with this upgrade have wings, a jet pack, can teleport or perhaps they can tunnel themselves across the battlefield; they have a Move Stat of 20cm and can pass over or under intervening terrain when moving.
- **Berserk!** Models with this upgrade roll 2D6s for their Fight Roll. In addition, they must always move into base contact with an enemy if they are able to do so.
- **Healer** When activated, a model with this upgrade can attempt to heal either themselves, or another model in base contact that has lost one or more Health Points; models that have been removed as a casualty can't be healed. Roll a D6 for each lost Health Point and for each roll of 5+ one Health Point is recovered; they can only ever recover lost Health Points.
- **Regeneration** At the end of their turn a model with this upgrade recovers 1 lost Health Point on the roll of 5+. If the model is reduced to '0' Health then they're removed as usual.
- **Invulnerable Save** Models with this upgrade can dodge incoming attacks or are protected by either a powerful force field or a magical barrier; they have a 5+ Save in addition to their Armour Roll, even against weapons or attacks that ignore Armour Rolls.
- **Beast** This upgrade allows players to include beasts in their warband; *Beasts* add +6cm to their Move Stat and +1 to their Fight Roll but they can't shoot.

- **Rider** A model with this upgrade rides a horse, bike or similar and gains +10cm to their Move Stat. However, any Shoot Roll targeting a *Rider* is never modified by terrain, as they're just too obvious a target!
- **Quick Shot** A model with this upgrade is a *Quick Shot*, helping them to hit even a fast moving target; they may re-roll a failed Shoot Roll.
- **Big Gun** Models with this upgrade wield a *Big Gun* or perhaps lash out with their mind or magic; roll 3D6s for their Shoot Roll; this model can't move and shoot in the same turn.
- **Stun Gun** Models with this upgrade wield a Dart Gun, Freeze Ray or similar. Targets hit with this weapon are stunned and miss their next activation, lay the model down to denote this; such an unusual attack means this model can't move and shoot in the same turn.
- **Piercing** This model wields a weapon or power of piercing intensity; targets hit by this weapon get no Armour Roll; such a powerful attack means this model can't move and shoot in the same turn.
- **Explosive** This model shoots explosive ammunition or summons raging fireballs; place an 8cm diameter template centred over the target, then perform a Shoot Roll for each model it touches; explosive attacks are never modified for terrain, though they can't pass through a solid wall.
- **Spray** This model wields a flamethrower, can breathe fire or even spray acid. When shooting they use a special 'Spray' template for determining range. Place the thin end of the template in contact with the model's base, then perform a Shoot Roll for each model it touches; attacks from a *Spray* are never modified for terrain, though they can't pass through a solid wall.
- **Powered Weapon** This model wields a powered or energized melee weapon capable of slicing through armour with ease; targets can't take Armour Rolls against hits from this weapon when fighting.
- **Big Guy** This model is huge and strong, they gain +2 Health Points and they can always move and shoot in the same turn, no matter what other upgrades they may have. However, any Shoot Roll targeting a *Big Guy* is never modified by terrain, as they are just too darn big!
- **Infected** *Infected* models are *Hard to Kill*. In addition, if an enemy fails an Armour Roll from a fighting attack by this model then roll a D6 and on 5+ they turn and are controlled by the *Infected* player. Now *Infected*, they have only 1 Health but keep all existing upgrades, though they can't shoot.
- **Hard to Kill** *Hard to Kill* models may be undead or unnaturally resilient, they may re-roll a failed Armour Roll.

Gameplay

Games of **Age of Heroes** should be fast and fun, not bogged down in disagreements. If you are unsure about something in the rules either agree what to do with your opponent or *Roll-Off*; each player rolls a D6 and the one with the highest result decides; re-roll if there is a draw.

Game Board

To play a game of **Age of Heroes** you will need a 60x60cm game board.

Game Turns

Games are broken down into five turns. At the start of a turn players should Roll-Off. The winner can choose to go first or second, with the first player activating their models one at a time; once they are finished the second player then activates all their models.

Activating a Model

A player may activate their models in any order. To activate a model simply choose one of the following options:

- **Move & Shoot** *They can Move, Shoot, Shoot & Move or Move & Shoot!*
- **Run** *They can move up to double their Move Stat!*
- **Charge & Fight** *They can Fight or Charge (Move Stat + D6cm) & Fight!*
- **Heal** *They can attempt to Heal a model if they have the Healer upgrade*

Move Models can move in any direction up to their Move Stat in centimeters. Models can move over any terrain players agree upon, simply measure the exact path you wish them to take.

Shoot Check the shooter can 'see' the target by moving down to the model's 'eye-view'. Next ensure the target is in range by measuring between their bases. As long as the target can be 'seen' and is within range perform a Shoot Roll; the target is hit if you roll equal to or higher than the model's Shoot Stat and must perform an Armour Roll. If the target's body is obscured by terrain or another model then the Shoot Roll is reduced by 1, so a dice roll of 4 is modified to 3 if the target is obscured.

Fight If a model ends their Charge in base contact with an enemy or is in base contact with an enemy when they are activated then they can draw their melee weapons and fight! Perform a Fight Roll by rolling equal to or higher than the model's Fight Stat on a D6; if successful the target is hit and must perform an Armour Roll.

Armour Roll To perform an Armour Roll, roll equal to or higher than the model's Armour Stat; if successful the model is unharmed but for each roll failed they lose 1 Health Point. Models reduced to '0' Health are removed as a casualty.

Note: *A roll of a 6 is always successful while rolling a 1 is always a failure!*