

One Page Fantasy Beginner's Guide v3.2.0

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Introduction

Single-paged rulesets have one inherent flaw: they are written with the assumption that players already have experience with miniature wargames. Whilst this means that we get to pack all of this gaming goodness in a tiny package, it also means that anyone that is new to the hobby is going to have a hard time.

In order to not leave beginners behind we have written this guide, which goes over everything you need to know about the game in detail. This should serve as a great starting point into the hobby, as most of the concepts you will find in this guide are common across all miniature wargames.

For those of you that are already veterans of the hobby this guide will be pretty redundant, so you can easily skip it.

You can find the main rulebook this guide was written for and more free games at onepagerules.wordpress.com.

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Thank you for playing and happy wargaming!

One Page Anon (Rules)

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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 however 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.

Scale Conventions

This game was written to be played with 28mm heroic-scale miniatures in mind. These miniatures are mounted on square bases of various sizes, and we recommend always mounting your miniatures on whichever bases they come on.

That being said here is a list of general guidelines for base sizes:

- Infantry – 20mm Square to 40mm Square
- Cavalry – 25mm x 50mm Square
- Monsters & Ordnance – 50mm Square
- Large Monsters & Chariots – 50mm x 100mm Square



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 & Quality Tests

Units come with a variety of statistics that define who they are and what they can do. These are:

- **Name [Size]:** The name of the unit, and how many models are in it.
- **Quality:** How good the unit is in combat.
- **Equipment:** Any weapons and gear the unit has.
- **Special Rules:** Any special rules the unit has.
- **Upgrades:** What upgrades list the unit has access to.
- **Cost:** How much it costs to take this unit.

During the game you will be required to take Quality tests in order to see if a unit succeeds at doing various things, from hitting its target to blocking incoming damage.

Whenever a rule states that a unit must take a Quality test roll one die. If you score the units Quality value or higher, then it counts as successful, else it counts as failed.

Example: A State Troop (Quality 5+) must take three Quality tests. The player rolls three dice trying to score its Quality value of 5+ and rolls a 4, a 5 and a 6. This means that the troop gets two successes (the 5 and the 6), and one fail (the 4).

Dice

To play the game you are going to need some six-sided dice, which we will refer to as **D6 (Die with Six Sides)**. Depending on how many models you are playing with we recommend having 10 to 20 dice to keep things fast and simple.

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 you can apply the following explanations to all type of weird dice you come across:

- **D3 (Die with Three Sides)**. To use it simply roll a D6 and halve the result, rounding up.
- **2D6 (Two Dice with Six Sides)**. To use it simply roll two D6 and sum the results of both dice.
- **D6+1 (Die with Six Sides plus One)**. To use it simply roll a D6 and add 1 to the result.

Re-Rolls & Roll-Offs

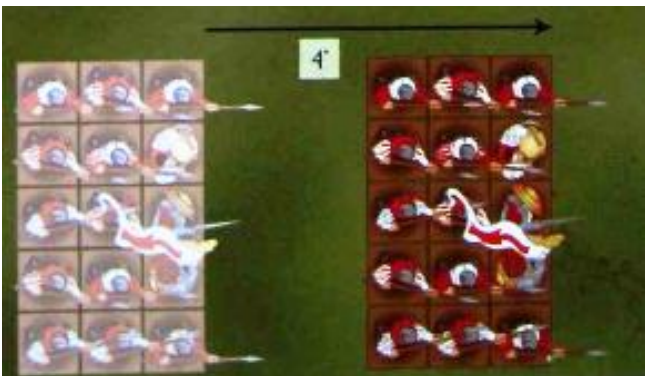
Whenever a rule tells you to re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The result of the second roll is the final result, even if it's worse than the first. A die roll may only be re-rolled once, regardless of how many special rules may apply to it.

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.

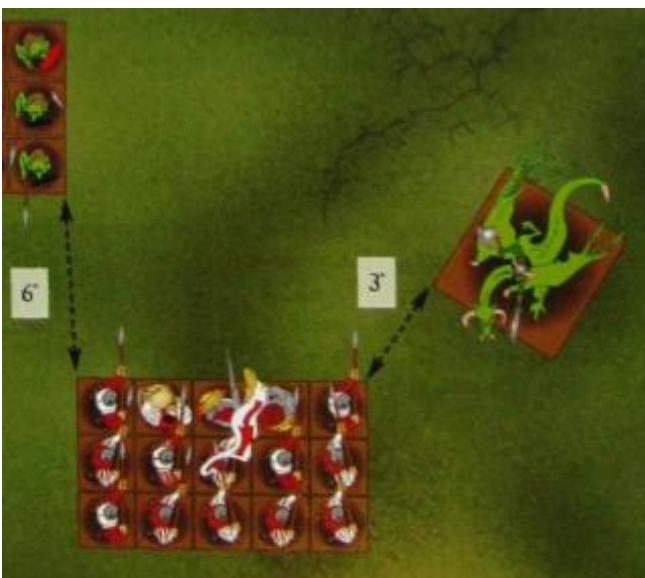
Measuring Distances

To play the game you are going to need a ruler in inches which you may use to measure distances at any time. Distances are usually measured from a model's base, and if a model has no base simply use the closest part of its hull or torso.

When measuring how far a model can move always measure so that no part of its base moves further than the total distance.

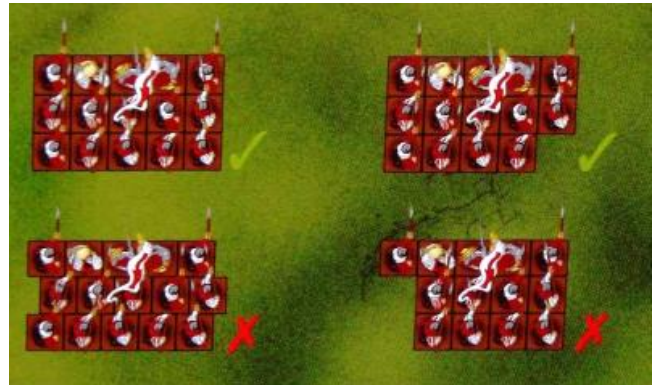


The distance between two models is measured from/to the closest point of their bases. The distance between two units is measured from/to the closest models in the two units.



Unit Formations

All models in a unit must be placed in base contact with each other and in formation at all times. Units with 5 or 10 models must be placed in formations of 5 models per row, whilst units with 3 or 6 models must be placed in formations of 3 per row.



Model Facing

All models have different facings which are used to determine various things such as movement and line of sight. Unless stated otherwise all units have a front, side and rear facing.



Line of Sight

Sometimes during the game you will need to determine whether one of your models can see another model. Unless stated otherwise all models can only see in their front facing.

To determine line of sight simply draw a straight line from the front of one model's base to the other, and if it does not pass through any solid obstacle then the model has line of sight. For the purpose of determining line of sight a model may ignore friendly models in its own unit.

Before we begin...

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. You can choose to play with armies worth up to 750pts.

What units you put in your army is entirely up to you, but you must follow two simple limits:

1. The total point cost of all units and their upgrades may not exceed the chosen game size.
2. You may not take more than one Hero unit.

Preparing the Battlefield

You are going to need a flat 6'x4' surface to play on, which is referred to as "the table". Whilst we recommend playing on a table you can of course play on the floor, on a bed, or wherever else you may find yourself.

Then you are going to need to place at least 5 pieces of terrain on the table. Whilst it's always nice to play with great looking miniature terrain models, you can simply use household items such as books or cups as terrain pieces.

There is no specific rule on how you should place the terrain, so we recommend trying to set up the table in such a way that it will provide a balanced playing field for everyone.

Deploying Armies

Once the table has been set up the players roll-off, and the winner gets to deploy first. He first chooses one table side to deploy on, and then places one unit within 12" of his table edge. Once he is done the opposing player places one unit within 12" of the opposite table edge. Then the players continue alternating until all units have been deployed.

Goal of the Game

The goal of the game is to kill as many enemy units as possible whilst keeping your own units alive.

After 4 rounds have been played the game ends. Both players then sum the point value of all enemy units they completely destroyed, or that are wavered. This is their score.

The player with the highest score wins.

Playing the Game

Rounds, Phases & Turns

The game is divided into rounds, phases and turns. Each round is made of phases. Each phase is made of player turns. The following are all phases of the round and their order:

1. Movement Phase
2. Magic Phase
3. Shooting Phase
4. Melee Phase

Game Structure

After both players have deployed their armies the game starts, and the player that won the deployment roll-off goes first during each phase for that round.

During the movement phase the player that goes first activates and takes actions, moving all of his units. Then his turn ends and the opposing player does the same. Once both players have finished their turn the phase ends and play passes to the next phase. For each subsequent phase the players alternate in attacking with one unit each until all units have attacked, starting with the player that goes first. This continues until all phases have been played, at which point the round ends and a new one begins.

At the beginning of each new round the player that finished activating last in the previous round goes first during each phase of the new round. This continues until 4 full rounds have been played, and then the game ends.

Movement Phase

Activating Units

The player whose turn it is may activate all of his units and take one action with each. Here is a summary of all available actions and what they allow a unit to do:

- **Hold** – The unit may not move, and it may shoot.
- **Advance** – The unit may move up to 6", and it may shoot after having moved.
- **March** – The unit may move up to 12", and it may not shoot at any point.
- **Charge** – The unit may move up to 12" to get into base contact with the enemy, and it may not shoot at any point.

Moving

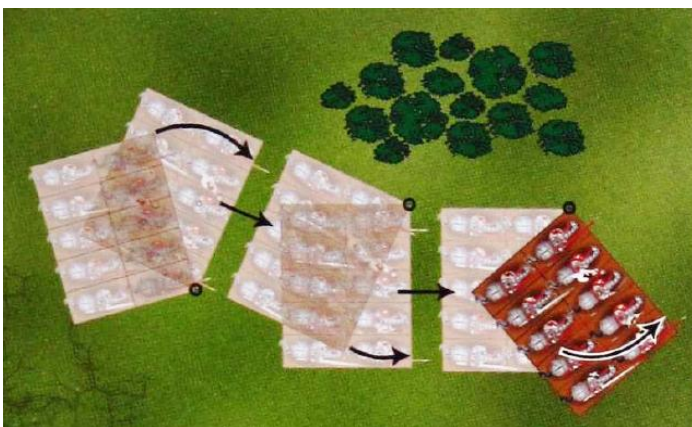
Holding

Units may pivot up to 180° when using hold actions.

Advancing & Marching

Units may move forward by up to as many inches as the action they are taking allows, and sideways or backwards by up to half as many inches as the action they are taking allows. Units may pivot once by up to 90° at any point of their move.

Units may not move within 1" of other units (friendly or enemy) when advancing or marching.



Example: Some units have the Nimble special rule, which allows them to pivot more than once during a move.

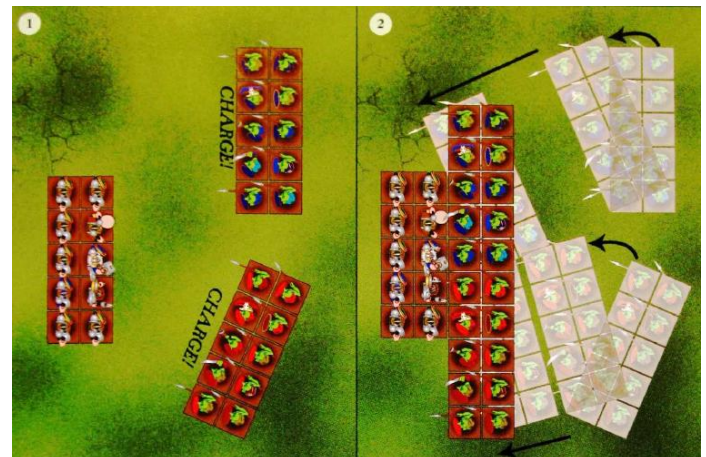
Charging

Units may move within 1" of enemy units when using charge actions, moving into base contact with their target, and shuffling to maximize contact.

If the charging unit is not able to maximize contact but the target can, then it must also shuffle to maximize contact.



If several units are charging the same facing, then the charging units must shuffle in such a way that both of them maximize contact as much as possible.



Shooting Phase

Picking Targets

When shooting a unit must pick one valid target, and all models in the unit may shoot at it. If at least one model in the unit has line of sight to an enemy unit that is not in melee with a friendly unit and that has a weapon that is within range of that unit, then that enemy is a valid target.

Who can Shoot

All models in a unit that have not marched, are not in melee, and have line of sight to an enemy unit and that have a weapon that is within range of that unit may fire. Models may fire all their weapons when using Hold actions, and only one when using Walk actions. Remember that for the purpose of line of sight you may ignore friendly models from your unit.

Determine Attacks

Each weapon that is being fired has an Attack value, which represents its firepower. Sum the attacks 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 Archers is shooting at a unit of Orc Boyz. Three archers armed with Bows (Attack 1) are within range and line of sight of the boyz, which means the unit has a total of 3 attacks for this shooting.

Roll to Hit

After having determined how many attacks the unit has, take as many Quality tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded.

Example: Three Archers (Quality 5+) are shooting at a unit of Orc Boyz. They take three Quality tests and roll a 4, a 5 and a 6. This means that the archers score 2 hits on the boyz.

Roll to Block

For every hit the target has to take a Quality test. Each success counts as a block, and all failed rolls count as wounds.

Example: A unit of Orc Boyz (Quality 5+) has taken two hits. They take two Quality tests and roll a 4 and a 5. This means that the boyz have blocked 1 hit and taken 1 wound.

Wounds & Casualties

For every wound the opposing player must remove one model from the target unit. The defender may remove the models in any order, starting from the back row and keeping unit formation in mind.

Melee Phase

Who can Strike

All models in the two front rows of a unit may attack one enemy unit in their front facing with all their melee weapons.

Determine Attacks

Each weapon that is being used in melee has an Attack value, which represents its strength. Sum the attacks from the melee weapons of all models that can attack the target to determine how many attacks the unit has in total for this melee.

Example: A unit of State Troops is charging a unit of Orc Boyz. Nine troops armed with Light Swords (Attack 1) are in the two front rows, which means that the unit has a total of 9 attacks for this melee.

Roll to Hit

After having determined how many attacks the unit has, take as many Quality tests as attacks. Each successful roll counts as a hit, and all failed rolls are discarded.

Example: Nine State Troops (Quality 5+) are charging a unit of Orc Boyz. They take nine Quality tests and roll three 4's, three 5's and three 6's. This means that the troops score 6 hits on the boyz.

Roll to Block

For every hit the target has to take a Quality test. Each success counts as a block, and all failed rolls count as wounds.

Example: A unit of Orc Boyz (Quality 5+) has taken six hits. They take six Quality tests and roll three 4's and three 5's. This means that the boyz have blocked 3 hits and have taken 3 wounds.

Wounds & Casualties

For every wound the opposing player must remove one model from the target unit. The defender may remove the models in any order, starting from the back row and keeping unit formation in mind.

Return Strikes

Once all charging models that were able to attack have done so, the defending unit gets to strike back. This works the same way as it did for the charging unit, so the defending unit sees who can strike, determines attacks, rolls to hit and the attacker rolls to block.

Note that units may only attack in their front facing, so units that have been charged in their side or rear may not make any return strikes against their attacker.

Combat Resolution

Once both sides have removed their casualties, we determine who won the melee. Each side sums the total amount of wounds that it caused, adds +1 for every full rank it has after the first. If the unit charged the enemy in the side/rear, then it adds +1/+2 to the total.

If a side has a higher total than the other, then that unit counts as the winner. The opposing side counts as the loser, and must then take a morale test. Note that in melee only the loser takes a morale test regardless of casualties.

If the sides are tied in their total, or neither has a higher total, then the combat is a tie, and neither side must take a morale test.

Example: A unit of State Troops is charging a unit of Orc Boyz. The troops managed to inflict 6 wounds in that melee, whilst the boyz only managed to cause 3 wounds. Because the troops caused more wounds than the boyz, the troops win the melee. The boyz are going to have to take a morale test because they lost the melee.

Consolidation Moves

After determining who won the combat, the charging unit makes consolidation moves.

If either side was completely destroyed, either by removing all models as casualties or by routing due to a failed morale test, then opposing side may pivot by up to 180°.

If neither side was completely destroyed, then the charging side must move back by 1", separating itself from the opposing units.

Morale

When to Test

As units take casualties in battle their psychological well-being will deteriorate, and they will become pinned or flee the battlefield. There are two main times when a unit must take a morale test to see if it continues to fight effectively:

- Whenever a wound brings it down to half of its original starting size or tough value.
- Whenever it loses melee.

Example: A unit of Archers shoots at a unit of 10 Orc Boyz and manages to kill 5 models. Since half of the boyz were killed the unit must take a morale test.

Taking Morale Tests

To take a morale test the affected unit simply takes one Quality test. If the roll is successful nothing happens, however if the roll is unsuccessful then there are different results based on the situation the unit is in:

- If the unit has taken the morale test because it lost half of its models, then it is Wavered.
- If the unit has taken the morale test because it lost in melee, and it still has more than half as many models as it started the game with, then it is Wavered.
- If the unit has taken the morale test because it lost in melee, and it has half as many models as it started the game with, then it Routs.

Wavered Units

Wavered units have the Unwieldy special rule in melee for as long as they are wavered. Wavered units may only pivot and must otherwise spend the next round being idle, which recovers them from being wavered at the end of that round.

Routed Units

Units that rout have lost all hope and flee the battle. The unit is removed from play as a casualty.

Terrain

Terrain Rules

When setting up terrain on the table it is important that all players take a moment to agree on what type of terrain each piece of terrain is defined as. This will make sure that you do not have any misunderstandings during your game, and that things can proceed quickly and smoothly.

Open Terrain

Example: Grass Fields, Dirt Roads, Streets

Any surface that is not specifically defined as a type of terrain (such as a forest, building, river, etc.) counts as open terrain. Units in open terrain are not affected by any special rules, and any rules that affect terrain do not apply to open terrain.

Impassable Terrain

Example: Mountains, Canyons, Deep Water

Any surface that is not specifically defined as a type of terrain, and that would generally stop models from moving through, counts as impassable terrain. Units may not move into or through impassable terrain.

Cover Terrain

Example: Forests, Ruins, Fences

Terrain features that models can hide behind or that would generally stop projectiles count as cover terrain. If the majority of models in a unit are within or behind a piece of cover terrain, then the unit may roll one die for each hit it takes from shooting, and on a 5+ it is ignored. Note that this does not stack with the Armored special rule.

Example: A unit of Greatswords is moving through a Forest, which counts as Cover terrain. Because the greatswords already have the Armored special rule, the unit may either ignore hits from shooting on a 4+ from Armored or on a 5+ from Cover.

Difficult Terrain

Example: Woods, Mud, Rivers

Terrain features that would generally slow down a models movement count as difficult terrain. If any model of a unit moves through difficult terrain at any point of its move, the unit may not move more than 6" for that movement.

Dangerous Terrain

Example: Quicksand, Deadly Vegetation, Dark Magic Fields

Terrain features that would generally harm models count as dangerous terrain. If a unit moves through dangerous terrain you must roll one die for each model that moved into or across the dangerous terrain. For each 1 you roll the unit takes one automatic wound.

Elevation

Example: Cliffs, Hills, Ledges

Whenever a unit is in a position that puts it above other units, it counts as being elevated in respect to that unit. If a unit charges an enemy unit that is on higher elevation, then it gets the Unwieldy special rule for that melee. If a unit is the target of a ranged attack that is from lower elevation, then it counts as being in Cover.

Unit Types

Unit Rules

Whilst the majority of units on the battlefield are going to be simple Infantry, some particularly strong units will be of a different type, which grants them their own set of special rules.

Infantry

Any unit that is not Ordnance counts as Infantry. When preparing your army you may merge units by deploying two copies of the same Infantry unit as a single big unit, as long as any upgrades that affect all models in the unit are bought for both units.

Example: A unit of 5 State Troops with Light Swords cannot be merged with a unit of 5 State Troops with Light Spears, because they have two different upgrades that affect all models.

Heroes & Wizards

Heroes and Wizards are especially strong warriors that lead their fellow soldiers in battle. Heroes and Wizards may be deployed as part of friendly Infantry units of same Quality.

Heroes and Wizards always count as having the Nimble special rule unless they are riding a mount.

Ordnance

Ordnance are powerful war machines and heavy weapons that can devastate the enemy. Ordnance may not use March or Charge actions, and may only shoot when using Hold actions.

Weapons

Ranged & Melee Weapons

Weapons are separated into two categories, ranged weapons and melee weapons. Ranged weapons have a ranged value and can be used for shooting. Melee weapons don't have a range value and can be used in melee.

Units without a melee weapon in their Equipment are always assumed to have Light Swords/Claws.

Weapon Types

Melee weapons have a strength which defines their attack value, and a type which defines their special rules.

The weapon strengths are:

- Light = Attack 1
- Medium = Attack 2
- Heavy = Attack 3
- Master = Attack 4
- Force = Attack 5

The weapon types are:

- Sword/Claws = No special rules
- Spear = Gets +1 Attack when charged in its front
- Halberd = Gets the Piercing special rule
- Mace = Gets the Piercing and Poison special rules
- Lance = Gets the Impact(1) special rule

Example: A unit with a Light Lance has 3 attacks when charging and 1 attack when charged.

The "p" rule

Weapons with "p" next to their Attack value count as having the Piercing special rule.

The "x" Rule

Weapons with "x" next to their Attack value count as having the Piercing special rule and all their wounds must be assigned to a single model.

Example: A Bolt Thrower shoots at a unit of 10 Orc Boyz and causes 3 Wounds. Because the Bolt Thrower has an "x" next to its Attack value only 1 boy is killed.

Weapon List

Name	Range	Attacks
Light	-	1
Medium	-	2
Heavy	-	3
Master	-	4
Force	-	5
Throwing Weapon	12"	1
Pistol	12"	1p
Shortbow	18"	1
Fire Thrower	18"	6
Bow	24"	1
Rifle	24"	1p
Longbow	30"	1
Crossbow	30"	1p
Stone Thrower	48"	3p
Cannon	48"	D3+3p
Bolt Thrower	48"	3x

Other Weapons

Weapons that are not in the chart above are usually presented like this: Weapon Name (Range, Attacks, Special Rules).

Example: Hochland Rifle (36", A1p, Sniper)

Common Upgrades

Common Upgrades

There are certain upgrades that each army has which follow global rules regardless of faction. Here is a list of common upgrades for all armies:

- Sergeant = One model gets +1 Attack in Melee
- Musician/Standard = The unit gets +1 to Melee Results

Example: A unit of State Troops with a musician inflicted 6 wounds in melee against a unit of Orc Boyz. Because the unit has a musician it counts as having a melee result of 7 for the purpose of combat resolution.

- Mounts = Units that are mounted use any equipment and special rules from their mount as if they were their own, and they add Tough values together.

Example: A Captain (Tough(3)) has taken an Imperial Griffon (Tough(6)) as its mount. Because their Tough values are added together the Captain now has Tough(9).

Special Rules

Rule Priority

Units come with a variety of special rules that affect the way they behave during the game, and that sometimes modify the standard rules. Whenever a special rule is in effect it takes precedence to the standard rules.

Additionally, unless specified otherwise, multiple instances of the same special rule are not cumulative. Different special rules that have the same effect however are cumulative.

Example: A unit of Flagellants is targeted by the Wyssan's Wildform spell, which gives it Piercing and Armored. Because the flagellants already have Maces (which are Piercing), the Piercing special rule that they get from Wyssan's Wildform does not have any effect, and the unit only gets Armored.

Armored

Whenever a unit with this special rule takes hits, roll one die for each hit. On a 4+ the hit is ignored. If a unit with this special rule joins a unit without this special rule, you may only apply this special rule if at least half of the models in the unit have it.

Deadly

Whenever a unit firing a weapon with this special rule hits on a roll of 6 it causes D3+1 wounds to the enemy model. These hits cannot be ignored by the Armored special rule.

Fast

Units with this special rule move +3" when using Advance actions and +6" when using March or Charge actions.

Fear

Enemy units without this special rule must take a morale test before fighting melee with a unit with this special rule. If the morale test is failed the unit gets Unwieldy for that melee.

Fearless

Whenever a unit with this special rule takes a morale test roll one extra die and pick the highest result.

Fiery Breath

Once per game units with this special rule may deal 2D6 automatic hits in Melee or deal 2D6 automatic hits to an enemy unit within 12" in the Shooting phase.

Flying

Units with this special rule may move through other units and impassable terrain, and they may ignore terrain effects.

Furious

Units with this special rule get +1 Attack in melee when using Charge actions.

Impact(X)

Units with this special rule that use Charge actions deal X automatic hits per model with this special rule in the two front rows. These hits are resolved before melee begins.

Indirect

Weapons with this special rule may be fired at enemies that are not within line of sight, however when fired at targets not within line of sight they count as being in Cover.

Nimble

Units with this special rule may pivot twice by up to 90° each when using Advance, March or Charge actions.

Piercing

Weapons with this special rule ignore the Armored special rule, or if the target doesn't have the Armored rule then it must re-roll successful blocks instead.

Poison

Whenever a unit firing a weapon with this special rule hits on a roll of 6 it causes one automatic wound. These hits cannot be ignored by the Armored special rule.

Rapid

Units firing weapons with this special rule may re-roll failed hits with it.

Regeneration

Whenever a unit with this special rule takes wounds, roll one die for each wound. On a 5+ the wound is ignored.

Resistance

Units with this special rule roll one die when targeted by enemy spells. On a 4+ they may ignore all effects.

Scout

Units with this special rule are deployed after all other units without this special rule have been deployed. This unit may be deployed anywhere on the table over 12" away from enemy units. If both players have units with this special rule they must roll-off to see who starts deploying their units with this special rule first.

Sniper

Units firing weapons with this special rule count as having Quality 2+ when shooting it. This weapon ignores cover, and the attack may pick which model is hit from the target unit.

Strider

Units with this special rule treat difficult terrain as open terrain when moving.

Tough(X)

Models with this special rule must accumulate X wounds before being removed as a casualty. If a unit with this special rule joins a unit without it, then you must either accumulate wounds on the unit with this special rule first until it is killed, or remove regular models as casualties before starting to accumulate wounds on the unit with this special rule. When a unit with multiple models with this special rule takes wounds you must first accumulate them on a single model unit it is killed before you start accumulating them on another model.

Unwieldy

Units firing weapons with this special rule must re-roll successful hits with it.

Vanguard

Units with this special rule may immediately move by up to 12" after all units without this special rule have been deployed. If both players have units with this special rule they must roll-off to see who starts moving their units with this special rule first.

Wizard(X)

Every round players with one or more units with this special rule in their army receive D6 power dice, which they can use for that round. Units with this special rule may cast Spells during the Magic Phase, and they require no line of sight to their target. The player may try to cast any Spell once per round by rolling any number of power dice and adding +X to the result. If the player rolls a total number equal or higher as the number in brackets he may resolve all effects. If the player rolls two or more 6s then the casting Wizard takes D3 automatic wounds.