

KHARN-AGES



QUICK START RULES

These quick start rules allow you to apprehend the fighting engine to discover the shooting and magic techniques of our new game : KHARN-AGES®...

Full rules, much richer in terms of actions, skills, equipment and spells are available during the Kickstarter campaign as a soft cover book in the "Wise", "Strategist" and "Archivist" offers..

Playing a game

Unless specified otherwise by a scenario, deploy your Spearheads on two opposite sides of the 60x60cm playing surface, in an area of 2 "toises" (1" = 4cm).

The player with the highest number of levels starts the game. He activates a miniature and performs all the actions he wants as long as he can pay their cost in AP. Then he passes the hand and his opponent does the same, until all the miniatures have been played once.

A new turn begins and the game goes on until the victory of one of the two sides.

Description of a profile card.

Front :

Warrior's name : each character of Safar -the continent on which the action takes place- is unique so it is limited to a single copy in your Spearhead.

Picture or concept art identifying the miniature.

Faction logo : the rallying symbol of each nation.

Recruitment value : expressed in Crowns - the official currency of Safar. You only have to add up the cost of each of your miniatures and of their equipment to know the value of your Spearhead.

Limitation : many regulars escort heroes on the battlefield and can be recruited several times, as their limitation indicates. This limitation is specific to each level of the same figurine.

Level : the more formidable a fighter, the higher his level is, from **I** to **III**. It determines the number of dice you roll (choosing just one) when you perform a given action

Back :



AP : Action Points, use these APs to perform actions with your Safar. He regains all of his AP upon his activation.

HP : Health Points, when this total drops to 0, replace the miniature by a carcass marker.

Characteristics : used during a successful attack or defence, they can grant a bonus effect :

V : **velocity**, the character's speed and ability to move; a movement action can go from 0 "toise" up to this value of **V**. The first move is free, then costs 1 extra AP per additional movement.

If **V** is used in combat it allows to move of half of its movement.

P : **power**, in combat it allows to add 1 to the damage caused.

A : **agility**, in combat it grants a 1 AP free attack.

C : **corpulence**, in combat it allows to repel an opponent of half its value. The attacker's stature must be equal or higher than its opponent's.

T : **temerity**, used when testing for fright or terror.

I : **intellect**, used for casting spells and performing certain actions.

Stature (📏): the size and volume occupied by the fighter, determines the cover bonus and the application or not of the effects of 🛡️.

- You add its value to the threshold of the 1st attack following a charge.
- You add its value to the damage on critical hits, only 1 regardless of the number of CHs.

Armour (🛡️): some figures have armour. Check a box for each use, when there is none left it is destroyed. When you have to take damage, roll a dice: below the indicated threshold, you protect as much damage as specified to the left of the threshold, if the roll is equal or higher you protect as much damage as specified to the right of this threshold.

Skills : refer to the skills list for the effects.

Equipment : basic equipment. A negative cost is sometimes associated, if you do not use them, you can use this amount in Krowns to equip your miniature otherwise.

Mastery die / dice (🎲): you can re-roll one die during an action among the masteries present on the selected die.

Combat : Attack, Defence and Shooting.

You play with 10-sided dice (D10), you roll as many D10s as your miniature's level and choose the one you want to determine the outcome of the action.

On a result of 1 (critical failure or CF), the action is missed.

You re-roll and add the 10 (critical hits or CH).

You choose how much AP you spend on an attack or defence. This choice determines how many characteristics you add to your D10 as well as the effects of the action.

ATTACK			DEFENCE		
AP	Number of Characteristics	Effects if action succeeds	AP	Number of Characteristics	Effects if action succeeds
0	NA	NA	0	0	Defended
1	1	Damage/2	1	1	Defended
2	2	Effect + damage	2	2	Defended and effect
3	3	2 effects + damage	3	3	Defended+effect and damage


Beware :

- In defence, if you use at least one characteristic, you must always choose at least one amongst those used by the attacker.
- The same characteristic can never be chosen more than twice.
- When attacking with 3 AP, if you select twice the same characteristic the effect, it is doubled.



Shooting techniques :



SHOOTING		
	Characteristics	Effects if action succeeds
1	A or V	Damage/2
2	A + A	Damage + effect of A
	V + V	Damage + effect of V
	A + V	Damage + effect of V or A
	CF on 1 and 2 + defender uses the weakest between A and V	
3	A + A + V	No range nor height penalty for the shooter
	V + V + A	

Free shots obtained thanks to the effect of A can only be done using 1 characteristic and cannot generate any effect nor critical effect. However, the possible effects of the weapon apply and consume ammunition as a regular shot.

A CF on a shot aiming at an opponent in a melee hits another miniature than the one originally targeted. If several miniatures are eligible, randomly determine the new target (excluding the initial one).

Heights and shots :

A modifier is applied to the final threshold of the shot if there is more than 2 “toises” of difference in level between the shooter and its target :

- If the shooter is higher than his target : +2
- If the shooter is lower than his target : -2.

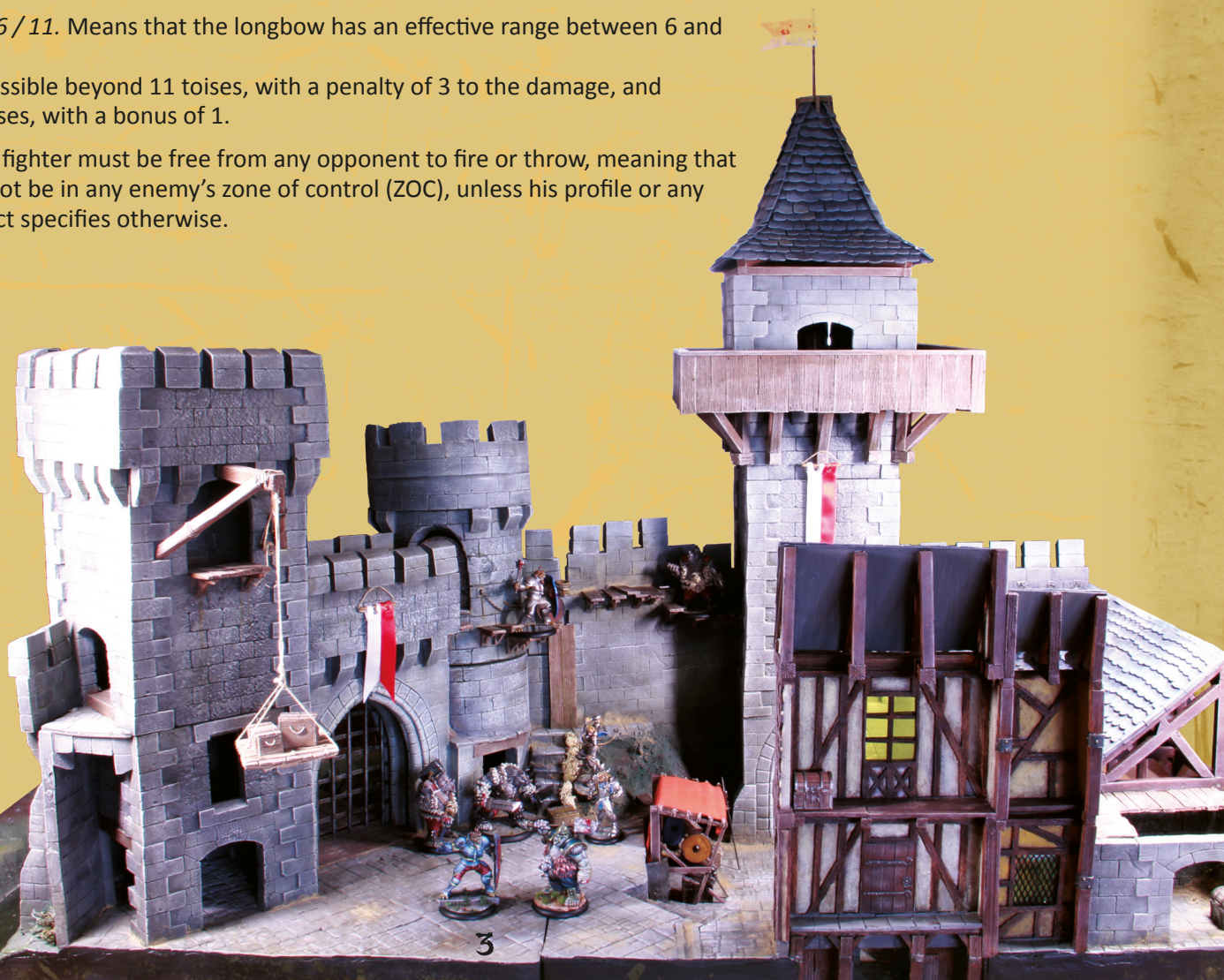
Shooting Distance

Each shooting weapon or object that can be used remotely (throwing knives, javelins, etc.) has a range indication, presented as in this example :

Longbow : 6 / 11. Means that the longbow has an effective range between 6 and 11 toises.

Its use is possible beyond 11 toises, with a penalty of 3 to the damage, and within 6 toises, with a bonus of 1.



Note that a fighter must be free from any opponent to fire or throw, meaning that he should not be in any enemy’s zone of control (ZOC), unless his profile or any special effect specifies otherwise.



Magic :

In **Kharn-Ages**® magic is omnipresent, one uses his intellect to cast a spell or protect himself :



MAGIC / Casting a SPELL			Defending a SPELL	
	Number of Characteristics	Effects		Number of Characteristics
0	NA	NA	0	D10
1	1	Défense - 2	1	1
2	1 x 2		2	1 x 2
3	1 x 3	Défense + 2	3	1 x 3

Mastery dice :

They are used to re-roll a result you are not satisfied with; it's a huge power, but you have to use it wisely.



If you have a Mastery die in the type of action you are attempting, you can reroll a single die of your roll by checking this mastery die, but be careful you will then roll 1 die less until your next activation.

You can try to reroll as many times as you have master dice for this type of action.

If you only have one die left, do not be afraid to reroll it once: you always keep 1 die minimum until your next activation.

You recover all your dice upon your activation.

Morale :

Some combat situations cause fear in your fighter's mind. To resist, he must perform a test of Temerity (T):

- An enemy provoking Terror.
- The fighter is the one last standing in his Spearhead. (Ignored in "Demo" mode)
- Following a special action or scenario imposition.


$$T + LVL + D10 \geq 10 \text{ (+ Level of terrifying miniature, if any).}$$

Skills of the Demo Pack :

Reach : can perform combat actions at 2 toises (the classic ZOC is 1/2").

Unshakeable Faith : automatically succeeds his morale rolls.

Thick Skin : "bleeding" only once, then loses the condition.

Brutal Charge 1 : increases its  by 1 for the last MVT before the assault.

Do not hesitate to refer to our dedicated platform: www.kharn-ages.com and our Youtube channel: TG CM.

