



FAQS Y CORRECCIONES

14 DE FEBRERO DE 2026

FAQS Y CORRECTIONS



THE AGE OF RIFT — FEBRUARY 14, 2026

- Here you will find updated rules, errata corrections, clarifications, and frequently asked questions.
- All elements that have been modified will be marked in **magenta**.
- These adjustments are already incorporated into the corresponding free files (Rulebook, Hero Sheets, and Cards).

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RULEBOOK

P. 9. MOVEMENT

Heroes cannot go through other Heroes or scenic elements unless they ignore the rules of Movement.

Additionally no hero can move off the game board with this movement.

P.9: DAMAGE FOR JUMP DROPS TABLE.

- If the height is greater than 3" to 6" it suffers 1d10 points of damage, halved and rounded up.
- If the height is greater than 6" it takes 1d10 points of damage.

P.10: CHANNEL TABLE.

- +1 additional number of Ranged attacks made until the end of the round.
- +1 additional number of attacks made until the end of the round.
- Roll 2D10 when they use their action to run. Choose the Highest of the two.
- Discard one of the cards in your hand and draw a new one from your deck.
- Return a card from your discard pile to your deck and shuffle them.

P.12: SELECT THE WOUNDED HERO

When a player receives wounds from a combat with multiple Heroes under their control, You can decide which Hero receives each wound and then make the correspondent luck roll. The wounds can be freely across the Heroes in combat.

The player can resolve the Luck rolls in the order they prefer, using any of the implicated Heroes in the combat.

P.13: END OF COMBAT

You must determine the winner of the combat, to do so the team that loses the least Health points is considered the winner of the combat.

If there is a draw, nothing happens.

P.14: ATTRIBUTES

Below to the left of your sheet you can see the Attributes that are determined by their numeric value.

(If a Hero has a - instead of a numeric value it is considered missing that Attribute)

Attributes can reach 0 without consequence except for hp, that is considered when the Hero is eliminated.

P.15: HEALTH POINT

Health Points of a Hero represent the fortitude they have against damage. To summarize its the amount of damage they can sustain before they're considered dead.

A Hero can never have more Health Points than their original stat indicates.

P.17: SELECT DEPLOYMENT ZONE

Firstly the players roll a 1d10.

- The winner chooses a quadrant of the Game board from where to place the first Deployment token (These tokens are circular and must measure 25mm) inside their deployment zone an 8" from the corner.
- The loser will take the opposite quadrant.
- Players alternate between each other placing tokens for each member of their team.

P.18. MISSIONS.

In The Age of Rift you can play different types of missions, each one of these with their own varied objectives and conditions, **always keeping in mind that once a rival team is eliminated, the game will be concluded at the end of the current round.**



The MASSACRE mission is replaced by the BRAWL mission.

BRAWL

The objective of this mission is to eliminate rival Heroes and control the quadrants of the game board.

The winning team is the one with a higher score at the end of round 6.

POINTS:

At the end of each round each player obtains points in the following manner:

- If an enemy Hero has been eliminated: 3 points.
- Having more Heroes completely inside different quadrants than your opponent.:2 points

SPLINTER EVENTS: They are activated in this order:

1º- Splinter Focus.

2º- Splinter Battle.

CONQUEST

In this mission you gain points for controlling altars at the end of each round.

The team that has the most points by the end of round 6 is considered the winner.

The player is considered in control of an altar if they have the most Heroes touching the altar at the end of a round.

POINTS:

- Central Altar: 4 points.
- Quadrant Altar: 2 points.
- A player cannot control the same altar more than once per match.

SPLINTER EVENTS: They are activated in this order:

1º- Splinter Focus.

2º- Splinter Hoarder.



MONOLITHS

The objective of this mission is to accumulate points of damage dealt to rival heroes inside the quadrant of your monolith. The player with the most points at the end of round 6 wins.

At the start of the match, each team places a token (representing the Monolith) on the altar of their deployment quadrant.

POINTS:

During the round, each player wins points equal to the damage:

- Damage dealt to each enemy Hero inside their quadrant.
- Caused by Heroes inside their quadrant dealing damage to Heroes outside of it.
- Each Hero can only give out a maximum amount of points equal to their health points (HP)

SPLINTER EVENTS: They are activated in this order:

1- Splinter Focus:

2- Unstable Splinter.

SACRIFICE

The objective of this mission is to obtain points by sacrificing Familiars. The team with the most points by round 6 wins.

At the start of every round, place a familiar on one of your Heroes. At the end of each round, any Heroes 3" or less from the center must sacrifice all familiars that you may have accumulated.

POINTS:

- You obtain 1 point for each familiar sacrificed.
- Keep in mind that there can't be any piece of terrain blocking the sacrificial zone.

SPLINTER EVENTS: They are activated in this order:

1º- Splinter Focus.

2º- Splinter Geiser.



MINE

The objective of this mission is to get the most amount of splinter shards/points. The team with the most points at the end of round 6 wins.

At the start of the match, place a familiar at the center of each altar, these familiars start with a splinter shard and obtain an additional one before the splinter event each round, As long as they are not accompanying a Hero.

If an altar is being occupied by a hero you do not place down a familiar upon it.

POINTS:

At the end of each round each player obtains a number of points equal to the amount of splinter shards that a familiar has.

In this mission familiars work in a different way, you can see the following changes:

FAMILIAR RULES:

- If a Heroe touches a familiar with their base, that familiar passes to be under their control, as well as the accumulated splinter shards.

- A Hero can only control one familiar per round.
- If a Hero eliminates another Hero that had a familiar the following transfers to the Hero that won.
- If a Hero dies for any other reason the familiar disappears.
- The familiar card permits you to place a familiar with one splinter shard in an empty altar(has no familiar).
- When a familiar explodes due to the Splinter fever all Heroes up to 3" suffer 1 point of damage. The familiar disappears.

*When Groekar uses their definitive ability, apply the above rules.

SPLINTER EVENTS: They are activated in this order:

1º- Splinter Focus.

2º- Splinter Fever.

SPLINTER EVENTS

The PROVOCATION event is replaced by the SPLINTER BATTLE event:

SPLINTER BATTLE

The Heroes put their battle plan into effect and are rewarded for their efforts.

- 1. Nothing happens.
- 2-3. The player with more Heroes in different quadrants gains 2 points.
- 4-5. If a Support Hero from the rival team has been eliminated, win 3 points. (you can only gain points this way once per match.)
- 6-7. If a Fighter Hero from the rival team has been eliminated, win 3 points. (you can only gain points this way once per match.)
- 8-9. If a Tank Hero from the rival team has been eliminated, win 3 points. (you can only gain points this way once per match.)
- O. The player with the least amount of Heroes on the surface wins 3 points.

UNSTABLE SPLINTER

The energy of the splinter flows through the monoliths like unstoppable turrets, reawakening their ancient scriptures and pulsating with arcane power.

- 1. Nothing happens.
- 2-3. Each player selects an enemy Hero to suffer 1 point of damage.
- 4-5. The monoliths swap positions. The monoliths teleport to the nearest altar on their path.
- 6-7. The monoliths teleport the furthest rival Hero within 3" of them. (Without being in contact with an enemy Hero at the end of this move.)
- 8-9. All Heroes who haven't dealt damage this round receive 2 points of damage.
- O. The next round, the monoliths count their quadrant as the entire game surface.

CARDS

FAMILIAR

During any of your activation phases of a Hero under your control.

Place a familiar token: Each familiar gives 1 HP that the Hero can use when they receive damage instead of taking it themselves.

Once used, eliminate the token.

*No Hero can have more than 4 familiars through this card.

RUNIC MAP

Select a Hero under your control that is conducting their movement.

Place that Hero in the center of the game board or in the center of one of the quadrants of the board without being in contact with an enemy Hero.

This card is removed from play after you use it.

STONE SHIELD

At any moment and until the end of the round, you can use one of the following rules.

- One Hero does not suffer fall damage.
- A combat won't have a winning team.
- Reduce to 0 the damage suffered by a tackle.

SPLINTER DART

At any moment and until the end of the round, you can use one of the following rules.

- Increase or Decrease by 2 one roll of a 1d10.
- Repeat the roll of a Splinter Event.
- Swap one die from a contested roll.

This card is removed from play after you use it.

ASSURED GUIDE

At any moment and until the end of the round, you can use one of the following rules:

- **Reroll any die roll of a hero under your control.**
- Worsen a Hero's luck by 1.
- A Hero under your control improves their resistance by 2.

BLINDING FLASK

During the activation phase a hero under your control, select one of the following options:

- **Reduce by 1 the Dexterity of a rival hero as well as reduce by 1 the amount of ranged attacks they can make**
- **Reduce the movement stat of a rival hero by 5" as well as reduce by 1 the amount of attacks they can make**

These effects last until the end of the round.



HERO SHEET



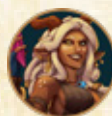
KING BOIK

DEFINITIVE ABILITY

HEADLONG CHARGE

Once per match, before rolling any dice in the combat phase, King Boik can use his Definitive Ability:

King Boik can trample 6" the combat in which they are in.



THESPIA

SPECIAL RULE

OPPORTUNIST

Thespia can repeat actions during her activation phase. Each action can only be repeated once per match.

If you repeat Ranged Attacks, the second time you can only do so using the base modifiers of her sheet with no additional betterments.



IGAROZ

SPECIAL RULE

EXEMPLARY CURSE

During their activation phase, select one Hero within 6" of Igaroz. This Hero is considered marked and worsens their luck based rolls by 1 until the end of the round.

DEFINITIVE ABILITY

WAXED OPRESION

Once per match, when a hero that has been previously marked dies, Igaroz can animate them under his control:

- At the start of the next round, place the reanimated Hero in contact with Igaroz's base.
- This hero has no special rule or definitive ability.
- When this hero is eliminated it deals 2 points of damage to all heroes within 2" of it.
- At the end of the round, the reanimated hero is eliminated.

The Movement attribute is now: 7



SAMOG

SPECIAL RULE

ARCANE SPARK

When Samog uses the card "Electric Staff" the targeted Hero cannot make a Luck roll against it.

Once per round, when Samog deals damage* to a hero, he also deals 1 point of damage to each hero within 4" of the original, no luck roll is made against this damage.

(*this damage also can be due to effects of cards.)

(**Samog does not suffer damage from his Special Rule)

-The requirement of having Samog on the field to use the Electric Staff card is removed.



FAIRUS

DEFINITIVE ABILITY

FIREBALL

Once per match, during their activation phase select a Hero that's within 6" or less of Fairus:

- This Hero must make a Luck roll that they cannot apply bonuses from any betterment or ability or through cards. If he fails, he suffers IDIO damage.
- Expansive Pyre: All Heroes within 3" or less of the objective Hero suffer one point of damage as well as all the accumulated damage from Inner flame.

At the end of the round, Fairus suffers damage equal to half of the results of a roll of a IdIO, rounding up.



SIRDAFF

SPECIAL RULE

SPLINTER INFECTION

During their activation phase, select up to 2 Heroes within 3" of Sirdaff.

Each one receives an infection counter from Splinter Infection. The next time a Hero with this counter suffers damage you can take away the counter to augment the damage by 1 point (2 if it's a tank).

*The counters do not disappear if Sirdaff is eliminated.

QUESTIONS



ATTRIBUTES AND MODIFIERS

Is +1 attacks the same as +1/Improving the attack attribute?

No, if its the attribute you add a +1 to the attacks as well as the damage. On the contrary, you only augment the number of attacks.

Can a Hero go over the amount of health stated on their sheet?

No, a hero can never have more hp than is stated on their hp attribute.

Can attributes reach 0?

Yes, In the case of health point (PS), it means the hero has been eliminated.

Can i use a card that modifies attribute to change the result of a roll?

No, cards that modify attributes must be used before making a roll.

COMBAT

If in a combat, a team receives 4 attacks that they must save with luck, are the rolls resolved simultaneously?

The rolls must be resolved one by one. However, if a player decides to assign all the attacks to one hero, they can roll all the luck roles simultaneously

If I have more than one of my heroes in combat and must make multiple luck rolls, do I have to choose which of my heroes makes them before rolling?

No, you can make the rolls in the order that best suits you with any of the heroes in combat.

If the effects of a card I use deal damage to an enemy hero, is the hero that is currently undergoing their activation phase considered to be the one dealing it?
Yes.

Does the damage dealt to a familiar count in determining the winner of a combat?

No.

RULES AND SPECIAL ABILITIES.

Can a hero be the target of their own abilities and rules?

Yes, if an ability indicates that you select a Hero, or allied Hero.

DECK CONSTRUCTION AND PREPARATION

Can I make my deck after I know what my enemies team and mission we will be playing for is?

No, both the Heroes of your team and the deck you wish to use must be ready for play before knowing the enemies team and mission.

MOVEMENT AND POSITIONING

How do you calculate the distance between two Heroes?

Distance between two heroes is calculated from the miniatures base to the other minis base.

Can familiars block the movement of the Heroes?

No, Familiars are miniatures that represent the hero that controls them has an additional hp point. If they block movement or make it more difficult to place a hero down, it must be placed in a different spot of the terrain closest to the controlling hero

