



BASIC RULES

OUR TEAM

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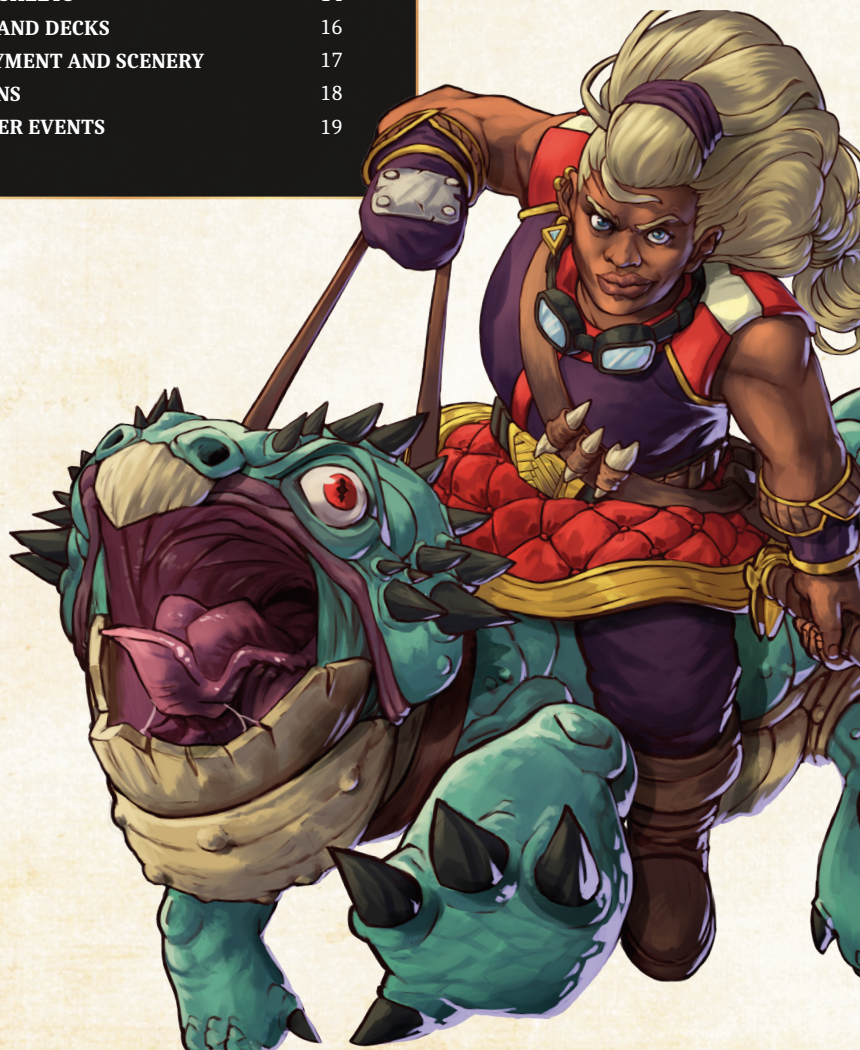
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◆ HISTORY ◆

Eons ago the world underwent a collapse unmatched for its time. The entire surface of the planet cracked liberating enormous quantities of magic stored within its core.

At first **The Splinter** the source of this magical power, contaminated the world.

It corrupted everything it came into contact with and the world underwent an unprecedented chaos. Abominations were born from this first contact between life and the Splinter. These creatures acted as unstable energy, expanding across the world and transforming everything in its wake. In time however this energy quelled and with it the creatures too.

Beings of all types began to show their communion with the Splinter, what once was an aggressive and uncontrolled energy now turned to a gift to receive with open hands, as to be influenced by the Splinter was a great honor no matter how it chose to manifest itself.

The Splinter also became the start of advancements without precedent, its use giving way to unimaginable ingenuity. Science, medicine and just about any field could benefit from this new energy.

With the passage of time the influence of this energy waned, like a mine that is slowly drained of its ore. It is unclear why less and less creatures manifest the gifts of the Splinter, its core emanating less and less energy slowing to the point of almost ceasing.

This is why many have begun the journey to the center of the collapse, some look to find what's causing this, others look to help the land so this gift isn't lost and a few wish for it to go out, returning the world to its natural state. What is clear is that everyone is disposed to fight to complete their objectives.

Welcome to **THE AGE OF RIFT**.



◆ MEET THE HEROES ◆



MAGNA

Magna looks to stop the curse that slowly is transforming her into a dragon. Armed with their dragon killing blade and warding seals, she looks to find a cure at the center of the collapse before it's too late.



BLITZVARO

Blitzvaro is an expert hunter in search of their next trophy. They are headed to the center of the collapse to face off the creature born of the splinter. Becoming the greatest hunter of all time.

HEDALIA Y SKALD

Hedalia, hails from a tribe of miner dwarves that use Firemanders. Skald is a young Firemender in training, both looking to grow themselves. Their destiny: an adventure at the heart of the collapse.



GROEKAR

Groekar, Lord of Woodland Critters, venerated for their wisdom and power. With the shortage of splinter, Groekar and his army of Familiars travel to the center of the Collapse to discover the cause of what harms his land and heal it.



REY BOIK

King Boik is looking to pummel with one mighty fist, any mage that has any air of grandeur that may cross him. What better place to show it than in the origin of all magic of the world?



TRUDY

Trudy, the disciple of Groekar, shares their master's desire of saving the land. However their youthful demeanor and love of animals tend to distract her from her mission.



MEET THE HEROES



DR. MORVI

Utilizing Cocktails of the splinter to increase their power beyond what is humanly possible. Even though the secondary effects are becoming more devastating, Dr. Morvi is undeterred in pushing his body and mind past what is possible in the search of absolute power.

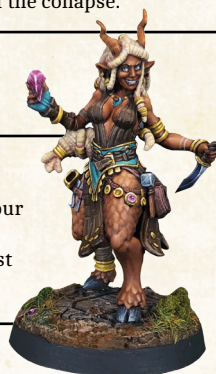


MORDAN

Mordan is a nucleus of solid Splinter that took consciousness all by itself. Stuffed into a colossal armor they search to conceal the countless secrets that are yet to be found within the centre of the collapse.

THESPIA

Famous for stealing even the most well protected treasures. Don't trust her or your pockets will end up empty. Now they are headed to the rift, in search of the shiniest crystals that you have ever seen.



IGAROZ

Igaroz looks to explore their capabilities as a holder of the splinter's influence. When the splinter begins to disappear, Igaroz feels their power lessen. That is why he travels to the center of the collapse where his power will awaken



SAMOG

Samog is the leader of a group of beings from all species, which are completely obsessed with technology and evolution through the Splinter. After sending their students to the center of the collapse to study the splinter and only receive failure, Samog has decided to leave their labs and do it himself.



RIZABEL

Dominate the art of potions and elixirs. With their flasks in hands, their brews fortify their allies and weaken their enemies. But with their components disappearing, Rizabel now goes to the rift to discover what's going on.





In **The Age of Rift** two teams face each other off to see who is worthy of controlling the center of the collapse.

Each team is made up of **3 Heroes** which can be controlled by one or more players.

Each game you'll need to manage your Heroes in quick dynamic skirmishes where the most bold will come out on top.

CREATE YOUR TEAM FOR VICTORY

Before playing **THE AGE OF RIFT** you'll need a team to jump into the adventure.

Begin recruiting Heroes in your team until you have **3 Heroes** assembled, each Hero has to have one of the following roles: **Tank, Fighter and Support**.

In page 14 of the rulebook you can find a better example of how Hero Sheets work, to choose the Heroes that best adapt to your gameplay.

CREATE YOUR DECK FOR VICTORY

After organizing your team you'll arrive at the moment of building your deck. The size of a deck is 15 maximum cards, counting **Hero Cards** and **Equipment Cards**.

Each Hero in your team has access to their **Hero cards** represented by a logo on each Heroes sheet.



If a Hero has the Splinter Reader and Cured Bark logos that means you can use a copy of each of these cards in your deck as **Hero cards**.

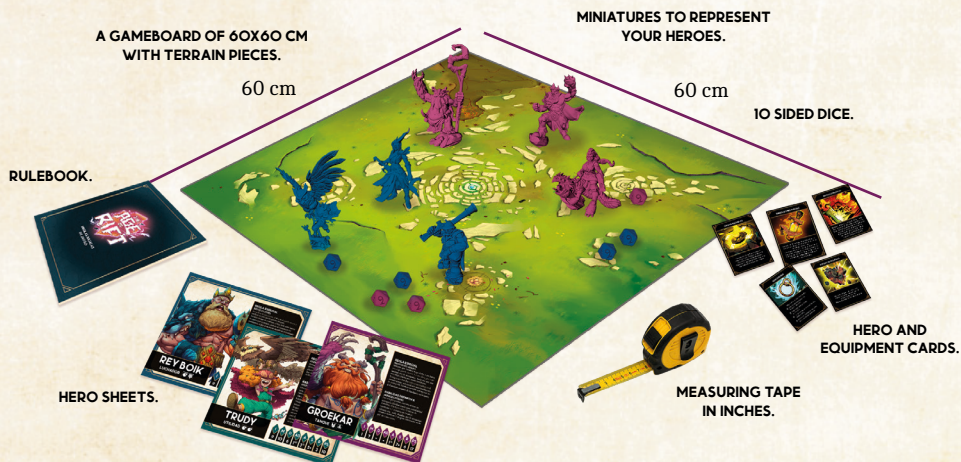
Hero cards can **never be more than 6** in your deck.

The next step is to build your deck until you have a total of **9 Equipment Cards**.

In page 16 of the Rulebook you have more information about **Hero and Equipment Cards**. As well as how to play with your deck of cards.



◆ WHAT YOU NEED TO PLAY ◆



◆ BASIC RULES ◆

DEVELOPMENT OF A ROUND

Each round in The Age of Rift is divided into three phases: **Activation, Combat and Splinter Event.**

1. ACTIVATION PHASE:

- At the beginning of the round, both players throw **1d10** and add the **initiative of all of their Heroes.** (including any of the eliminated).
- The player with the highest result will choose which Hero to activate first. After, **the rival player will activate one of their Heroes** alternating between each player until all Heroes have been activated.

When a Hero is activated they realize up to 2 actions:

- ◆ MOVEMENT
- ◆ RANGED ATTACK
- ◆ CHANNEL

During the Activation Phase a Hero can realize actions in any order but never repeat the same action more than once per Activation Phase.

2. COMBAT PHASE:

- You begin once all Heroes have finished their activation phase and there are two or more touching **base to base.**
- The phase finalizes once all combats have been resolved



3. SPLINTER EVENT:

- It activates always after the combat phase, **and depending on the mission at play.**
- Once resolved, **the round ends.**

In The Age of Rift, it being a game with liberty regarding movement, there can be situations that haven't been contemplated in this rulebook. In this case it's recommended that players reach a mutual agreement to resolve this.

If both players want to use a card or a rule at the same time, the player with higher initiative for the round will decide the order in which they resolve.

◆ MOVEMENT ◆

Each Hero has a Miniature Base size dependent on their role, **50mm** for Tanks, **40mm** for Fighters and **32mm** for Supports.

The base represents the space the Heroes occupy on the gameboard as well as the radius that has to be respected when moving between other Heroes and Scenery.

If a Hero decides to realize a movement action over the surface of the gameboard, they must look at their Sheet and what their movement Attribute (M) is. This attribute determines how many inches it can move.

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.

For a Hero to be able to realize a movement more than half of their base must fit in the location and be stable.

TYPES OF MOVEMENT

You can move combining the different types:

NORMAL MOVEMENT:

Anytime you move through a zone in which there's no need to do any of the other forms of movement it is considered that you have made a normal movement.

As long as a Scenery piece is 2" high or shorter you can move through it normally or even finish atop it.

RUN

When a Hero decides to run, roll 1d10 and apply the results of the dice to the movement attribute of the Hero for this movement.

If a Hero decides to run, worsen your attack attribute by one in the next combat phase.

CLIMB

Anytime a hero wishes to move through an element of scenery that is more than 2" taller it must climb.

To climb a hero must be touching with their Base against the Terrain Piece they wish to climb. If a Hero has a movement Attribute of 10" and it tries to climb a Scenery Piece of 4" height, it will be left with 6" after its done climbing. Once a Hero has climbed a Terrain Element you place their base on top of the element without wasting any additional movement.

JUMP

Jumping is a dangerous action that when well used can be beneficial or lead to the death of a Hero.

Take into account that to Jump your hero must be located atop a piece of scenery that is higher or at the same height



from where you initiate the jump. You can also Jump from a piece of scenery up to the surface of the game board if the height is greater than 3". With this Jump you can move over Heroes.

To jump you must place a Hero to the border of a scenery element and calculate the inches of movement that you need to reach the other side.

Next roll a 1d10 if the result is the same or higher than the inches you needed it is counted as a success and consumes no movement from the Hero.

If on the contrary the value is lesser you must move the Hero up to the inches of the Jump in the same direction you attempted to Jump and apply the rules of Jump Drop with the height in inches from where you initiated the jump.

DROPPING AND JUMP DROPS

When a Hero descends from an elevated position, it can Drop either by calculating the distance of the movement or it can Jump Drop and apply fall damage as shown below.

In both situations you must place the Hero straight down and still touch the piece of terrain.

TO APPLY DAMAGE FOR JUMP DROPS REFER TO THIS 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.

If there are multiple Heroes that suffer a fall, you must roll for each of them.

TACKLE

During movement a Hero can conduct a tackle, if they do so the base of the miniature must end within contact of a rival miniature. For every 10 points of Health that the Hero has they'll deal **1 point of damage** to a rival Hero.

For every Hero they tackle **they subtract 1 from their attacks until the end of the round.**

ASSAIL

When moving any action that your Hero takes where the Hero ends in contact with another rival Heroes base is considered an assailment. When a Hero Assails a rival Hero they are considered to be in combat.

If at the beginning of the movement the Hero that initiated the assault was 2" or higher over the Hero it Assails it can make an **additional Attack** in the next combat phase.

FLEE

A Hero that was assailed in a previous round can attempt to flee, if you do it both players that are in combat roll a D10.

If the result is higher from the Fleeing Hero then it can make a Normal Movement ignoring the combat as long as they finalize their movement and aren't touching any of the Rival Heroes base's.

If on the contrary the result of the fleeing Hero is lower, it receives an attack of one of the opposing Heroes who was involved, chosen by the enemy player.

In this instance it cannot use its Luck Roll and then moves ignoring the combat until they are no longer touching bases with any opposing Rival Heroes.

Keep in mind that when a Hero decides to flee it cannot initiate or join another combat with a rival Hero, It cannot Assail with this movement.

TOKENS

Keep in mind that if a Heroe is accompanied by a token, the former does not affect the Hero's movement and it does not actually occupy a real space.



◆ CHANNEL ◆

During the Activation phase a Hero can use the **Channel** action.

Keep in mind that a Hero that channels will not be able to make attacks if they are already in combat.

When a Hero Channels it can obtain **two of the following benefits** until the end of the round, **you can't choose the same benefit twice** and chosen options are **resolved simultaneously**:

- ◆ +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.

◆ RANGED ATTACKS ◆

A Hero that can attack at range must select a Rival Hero and consult their Heroe Sheet:

Their **Dexterity(D)** attribute determines the roll that they must make to hit and the **Ranged Attacks (RA)** Attribute to see how many attacks it can make and the damage of each.(the number in parenthesis). In the Ranged Attacks attribute there can also be a * symbol, if this is the case the Hero makes the attack as described in its special rules or Definitive Ability.

RESTRICTIONS AND LINE OF VISION:

- A Hero cant make Ranged Attacks if it finds itself engaged in Combat.
- Heroes have a 360° vision.
- An objective is considered an eligible target when they can target a Hostile Hero and you can trace a line from any part of the miniature to the other without counting their bases.

When you select a Rival Hero engaged in combat you must first throw a dice for each attack made, **each successful attack is applied randomly** determined by rolls to one of the Heroes engaged in combat.

Apply the Dexterity modifiers if they are applicable. Roll the dice and resolve the ranged attacks. **Remember for each attack you roll a dice.**

If the result of a die is 0, it is considered a critical and you add +1 damage to that attack.

TABLE OF DEXTERITY MODIFIERS:

As long as a part of the Target Hero isn't visible to the attacking Hero.	-1
If the Target Hero has moved.	-1
If the Target Hero is engaged in combat.	+1
If the Target Hero has used an action to Channel.	+1
If the Hero that made the ranged attack is locates 2" or higher than the opposing target. +1	+1

EXAMPLE:

Blitzvaro makes 2 Ranged Attacks. (2 Dice) His Dexterity (D) is 4+, however the target has moved previously this round. Blitzvaro will need a roll of 5+ to consider the roll a success.

All the damage a Hero receives is resolved simultaneously. Even if the rolls are made individually.

When a Hero receives a Ranged Attack that successfully hits they must make a **Luck Roll(L)**.

If the Luck roll is a success the attack is ignored, on the contrary the team that made the attack at range deals damage equal to the value in parenthesis of their ranged attacks.

If they fail, the team that initiated the attack can choose to **roll on the resistance table** to try to increase the damage, taking the risk that the opposite could occur.

The minimum damage is always 1.

RESISTANCE TABLE

If the result is the same or under the resistance of the Target Hero.	-1 damage
If the result is greater than the Target Hero resistance.	+1 damage
If the result is twice the resistance of the Target Hero or a 0 on the dice.	+2 damage



COMBAT PHASE

The **combat phase** occurs if after the Activation Phase two or more Heroes from different teams end touching **base to base**.

To determine the order of combats, add up the Initiative values of all Heroes involved in each combat. Combat will begin with the one that has the highest total Initiative.

Combat is **simultaneous** between all participants which means you roll your dice at the same time.

To determine how many dice a Hero can throw you must consult their **Attack(A)** Attribute, this Attribute shows you the maximum number of attacks a Hero can make and the damage of each attack, (*Appears between parenthesis*).

COMBAT ORDER

1. ROLL DICE

All dice are rolled simultaneously.

All Heroes must roll the amount of dice corresponding to each attack they make. Except for attacks that are considered Unstoppable*



2. COMPARE DICE

Compare the results of the rolls that each team made in combat.

OPPOSING DICE WITH THAT SHARE RESULTS ARE DISCARDED.

EXAMPLE: If a Hero obtains a 8 and the Rival Hero also obtains a 8, both of these attacks are discarded as if nothing happened. On the other hand if your Hero rolls two 8s and the Rival rolls only one 8, you discard only one of your two 8s.



ASSIGNING WOUNDS

- Each team compares their highest roll.
 - The highest roll of the two players determines who deals the wound to their rival team and then both dice are discarded.
- Repeat this process until both have compared all their dice.
- If after this process a team still has dice leftover, each of those dice count as wounds
 - **If the result of a die is 0, it is considered a critical and you add +1 damage to that attack.**



3.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.

*An **UNSTOPPABLE ATTACK** impacts automatically, without the need for rolls. The selected Hero can't use abilities or cards to avoid this and the damage cannot be reduced.

When a Hero receives an attack successfully they must make a Luck roll.

If the Luck Roll is successful the attack is ignored.

On the contrary the team that dealt the attack damages the Hero equal to the number between parentheses of their attack.

All the damage that a Hero receives is simultaneous even if these are resolved in an individual manner.

Additionally and optionally, you can choose **to roll on the resistance table** to try to increase the damage, taking the risk that the opposite could occur.
The minimum damage is always 1.

Look at the table in page 11.

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 a draw was made, both players make a contested roll to decide the winner.

If there is a draw, nothing happens.

TRAMPLE

Trampling the Rival Team (*The winner selects a rival Hero and you trample the entire combat in the direction of the center of the miniatures base.*) an amount of inches equal to a roll of a 1d10.

The team that tramples must follow the rival team all the distance that you got on the roll, even if with the roll they end outside of the game board, being eliminated.

At the end of the movement they must still be touching base to base anytime it's possible, on the contrary the combat ends.

HOW TO MAKE THE MOVEMENT.

The **winning team** (Blue team) selects one of their Heroes to push or trample, **select a Hero on the losing team** (Pink team).

To know what direction you have to push or temple you **make a line between the center of the base of the Hero that pushes or trample to the center of the base of the Hero on the losing team.**



RETREAT

The team that won combat must retreat up to an amount of inches equal to half of a roll of a 1d10, rounding up.

The losing team maintains position.
After separating rival Heroes, the combat ends.

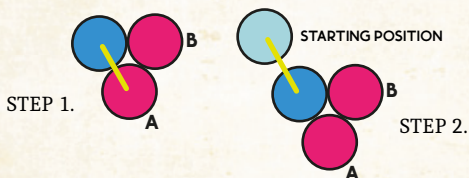
PUSH

Pushing the rival team (*the winner choses a Rival Hero and you push the combat in the direction of the center of their miniature base.*) an amount of inches equal to half of a roll of a 1d10, rounding up.

The team that pushed maintains the position.
After separating rival Heroes, the combat ends.

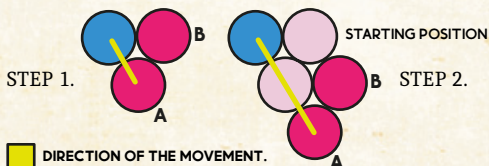
TRAMPLE

THE WINNING TEAM DECIDES TO TRAMPLE IN DIRECTION TO THE RIVAL HERO A.



PUSH

THE WINNING TEAM DECIDES TO PUSH IN DIRECTION TO THE RIVAL HERO A.



IMPORTANT

When you push or trample, a Hero can fall and suffer fall damage or be pushed out of the game board.

If when you decide to push or trample, if the rival Hero's base comes into contact with a piece of terrain or another Hero, it receives 1 point of damage and the movement ends.

◆ HERO SHEET ◆

On the Hero Sheet you'll find everything you need to utilize them in your battles.

A Hero Sheet is made up of the following elements:

Name of the Hero, Role, Hero Cards, Attributes, Special Rules and Definitive Ability.

Next we'll go into detail about each element mentioned:

NAME OF THE HERO, ROLE AND HERO CARDS:

The name of your Hero appears at the top left, this of course does not carry any real weight in a match but it's always good to know the name of the Hero you're going to defeat.

Each Hero has a role that can be one of three. Tank, Fighter and Support. Additionally each Hero is accompanied by 2 logos that represent the Hero Cards that you can add to your deck.



SPECIAL RULE
DRAGON SLAYER BLADE

When Magna would make their attacks in the combat phase instead she can replace them to make one Unstoppable* attack.
(*Found in the combat phase in the rulebook.)
This attack has damage 4.

DEFINITIVE ABILITY
BREAK THE SEALS

Once per game and until the end of the round

- ◇ Magna can make two attacks instead of one with their Special Rule, Dragon Slayer.
- ◇ Improve her resistance by 2 points.

MAGNA

FIGHTER

I	M	D	RA	A	L	R	HP
7	8	-	-	3 ⁽²⁾	6+	6	11

HERO CARDS



SPLINTER READER



OVERFLOWING POWER



ASSURED GUIDE



CURED BARK



SPLINTER DART

Go to the Cards and Deck section in page 16.

SPECIAL RULES

All Heroes have **Special Rules**, these rules are represented as Abilities the Hero dominates or spells they can use regularly.

In the section of the sheet containing **Special Rules** it will always state when and how you're meant to use these, additionally keep in mind a special rule cannot be used more than once per turn.

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.

DEFINITIVE ABILITIES

The **Definitive Ability** of a Hero represents their main connection to the magic source of the Splinter; These abilities tend to be very defining in battle and can be the difference between victory and defeat.

In the section of the Hero Sheet where you'll find **Definitive Abilities** it will specify how and when you can utilize them.



INITIATIVE

The initiative of a Hero determines their speed when it comes to taking decisions and quick wit in a battle. The higher the value the better chance a team has at starting first.



MOVEMENT

This value represents the mobility of a Hero on the battlefield.



DEXTERITY

This value represents a Hero's ability to perform ranged attacks or cast spells.

EXAMPLE: Your Hero has a dexterity of 7+, any result between 1 to 7 is considered a success. Some conditions can add or take away from your Ranged Attacks. (*look at the dexterity modifier table in page 11.*)

Take into account that the roll of a 0 is always considered a success and you'll add a +1 to the damage of that attack.



RANGED ATTACKS

This numeric value represents the quantity of attacks from range a Hero can make.

Next to this numeric value you'll find in parentheses the damage for each successful attack. That number is the base damage value of attacks.

If in the Ranged Attack attribute it has a (*) That means you need to look over the Special rules or Definitive Abilities to see how they behave.



ATTACKS

This value determines the number of attacks a Hero can make in combat.

Right next to it in parenthesis you'll find the damage for each successful attack.

That number is the base damage value of attacks.



LUCK

This attribute determines the capacity a Hero has to avoid being damaged, from their ability to dodge out the way or their armor taking the brunt of it, any explanation is valid.

Luck is represented with a numeric value ranging from 2 to 9 followed up with a +, this implies that if a Hero has 5+ it succeeds on luck rolls on a 5 to 0.

Keep in mind that making luck rolls does not consume an action and that a result of 0 on the roll is always a success and a 1 is always a failure.



RESISTANCE

The resistance of a Hero determines their capacity to reduce damage received from attacks or ranged attacks.

A higher value represents them as one tough cookie to get through. Normally the tougher a Hero the less initiative and less luck they tend to have.



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.



◆ CARDS AND DECKS ◆

As we explained in the beginning of the rulebook, to play The Age of Rift you'll need miniatures as much as you'll need a deck and in this last section is what we're going to explain.

In The Age of Rift, each deck is made up of 15 cards that represent the equipment of your Heroes as well as qualities they possess through the splinter.

- At the beginning of the round, after deployment, players must take cards from their decks until they have a total of 4 cards in hand.
- At the beginning of the next round they can draw up to 2 cards from their deck.
- You can never have more than 4 in hand. If at any moment the player has more than 4 cards they must discard into a discard pile until their back to 4.

- If a player can't draw 2 cards because their deck has run out nothing happens.
- Anytime a player uses or discards a card it is placed face up into the discard pile.

Keep in mind that there is no limit to the amount of cards you can use per round, being able to use your entire hand for one single play.

In any situation where both players use cards at the same time, the player with the highest initiative during their turn selects the order in which the card's effects get resolved.

HERO CARDS



- In each Hero sheet, you'll see 2 logos that represent the Hero cards you must add to your deck.
- The Hero cards that you have can be played at any moment during the match.

EQUIPMENT CARDS

Next is detailed the **maximum amount of Equipment cards** a deck can have. (9 Cards total)

You may only have 1 copy of each equipment card in the deck. With the only exception being the "Familiar" card, which you can have up to two copies off.

Some Heroes allow this limit to be surpassed with specific cards, for example Groekar allows you to carry more copies of the familiar card in your deck than previously permitted.



In the Age of Rift all **the rules, Hero sheets and cards** to build your deck are **available free of charge** through our website, prepared to be printed at home.

VISIT OUR WEBSITE:
WWW.STEAMHEADSTUDIO.COM



◆ DEPLOYMENT AND SCENERY ◆

Unless specified otherwise, **the game board must always measure 60x60 cm** and the deployment is made in the following manner:

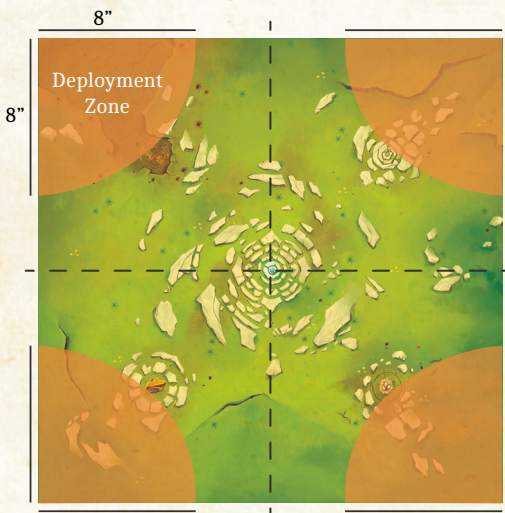
SELECT DEPLOYMENT ZONE:

- 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.

ASSIGNING HEROES TO TOKENS:

- Before the first round, each player throws a 1d10 and adds their total team initiative to the roll.
 - The player with the highest result decides who starts unveiling their tokens.
 - Each time you reveal a token, the player must place down a Hero in contact with the token.
- This process alternates until all Heroes have been placed on the game board.

Each mission has conditions specific to its victory, but to get the most out of a match it's recommended that each quadrant has at least 3 elements of terrain of different sizes and heights and must be at least 2" from the border. This assures a more strategic and dynamic playstyle.



Example of base deployment.

There are five altars, each 4 cm in diameter: One is placed at the center of the game board, and the other four are placed at the center of each quadrant. **Keep in mind that terrain elements cannot block them.**

◆ 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 recommended limits of teams per mission should be two but you can always play with more and see how the chaos unfolds.

To determine a mission to play you must **ROLL A 1D10** and compare the results with the following table:

1-2	BRAWL
3-4	CONQUEST
5-6	SACRIFICE
7-8	MONOLITHS
9-0	MINE

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.



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.

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.

◆ MISSIONS ◆

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.

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 EVENT ◆

The splinter is alive and it reacts to the actions of nearby Heroes, activating different events per mission, depending on the mission at play. At the end of each round, **roll a 1d10 for each event activated**, following the indicated mission at play.

On some occasion you'll need **to divide the surface board into quadrants**.



SPLINTER FOCUS

The Heroes feel the energy of the splinter turning more unstable at their presence.

- | | |
|-----|--|
| 1 | Nothing happens |
| 2-4 | All Heroes in combat suffer one point of damage. |
| 5-7 | All Heroes move 2" to the nearest combat. With this movement they can end up joining combat as well as suffering fall damage or 1 point of damage if they come into contact with terrain. |
| 8-0 | The Heroes involved in a combat must separate a full 5" from it. Starting with the player who had the most initiative that round. No Hero can end up in combat at the end of the movement. |

SPLINTER BATTLE

The Heroes put their battle plan to 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.)*
- The player with the least amount of Heroes on the surface wins 3 points.

SPLINTER HOARDER

The splinter flows with more intensity on the altars and the heroes feel attracted to them.

- 1 Nothing happens.
- 2-4 If a support Hero controls an altar at the end of the round, that altar grants double the points.
- 5-7 If a fighter Hero controls an altar at the end of the round, that altar grants double the points.
- 8-○ If a tank Hero controls an altar at the end of the round, that altar grants double the points.

SPLINTER GEISER

The splinter flows without restraint because of the nests of familiars making it so that they pop out like champagne corks from the ground.

- 1-2 If a Hero is completely inside of Zone A they gain a familiar.
- 3-4 If a Hero is completely inside of Zone B they gain a familiar.
- 5-6 If a Hero is completely inside of Zone C they gain a familiar.
- 7-8 If a Hero is completely inside of Zone D they gain a familiar.
- 9-○ All Heroes obtain a familiar.

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 right.
- 6-7 The monoliths teleport the furthest rival Hero within 3" of it. *(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.
- The next round the monoliths count their quadrant to be the entire game surface.

SPLINTER FEVER

The splinter overloads with boundless power, running through the body of the familiars making them burst in a shower of lights and arcane fragments.

- 1 Nothing happens.
- 2-3 **ZONE A:** A familiar from each team explodes.
- 4-5 **ZONE B:** A familiar from each team explodes.
- 6-7 **ZONE C:** A familiar from each team explodes.
- 8-9 **ZONE D:** A familiar from each team explodes.
- Each player selects a familiar that the rival controls, this familiar explode and deals double the amount of damage.

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