

THE IX AGE

FANTASY BATTLES



Errata

For version 2.0
Version [1.1](#) - March 20, 2019

How to Use this Document	2
Rulebook	2
Arcane Compendium	4
Army Books	5
Beast Herds	5
Dwarven Holds	5
Empire of Sonnstahl	5
Highborn Elves	6
Infernal Dwarves	6
Kingdom of Equitaine	6
Orcs and Goblins	7
Saurian Ancients	7
The Vermin Swarm	7
Cosmetic Patches	8



The 9th Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at the-ninth-age.com

Recent changes are in [blue](#) and listed at the end of this document or at the-ninth-age.com/archive.html

Copyright Creative Commons license: the-ninth-age.com/license.html

Find a Rule Patch

While we always strive to provide books of the highest quality, inadvertent mistakes and unforeseen consequences in rules interaction tend to find their way into the documents. This errata document was created to fix the most glaring issues.

Some fixes may be related as they all cover a superordinate topic. All fixes that are part of such a group will be marked with the same superscript letter, e.g. “^a”.

Sometimes these fixes will also affect rules in the summaries of the Rulebook and/or the Arcane Compendium. Additional edits for the summaries will not be listed separately in this document. Instead, the corresponding entries will be marked with “*”.

At the end of the document, we included a list of fixes that usually do not affect gameplay, referred to as Cosmetic Patches.

BYRON X

Øœ œ) [Vá" \b[QN_f (page 8)^a

Add the following text:

For the purpose of drawing Line of Sight to a Unit Boundary and determining if its unit benefits from Cover, the Height of the Unit Boundary corresponds to its unit's Height (see 19.C Classification of Units; Model Rules such as Tall or Skirmisher can affect this).

Üœ žV R\ S' Ua (page 12)^{a*}

Add the bold text:

A model is considered to have Line of Sight to a unit if it can draw Line of Sight to any part of the unit's Unit Boundary.

Üœ \$ _V_ Vá \S! \QSR_ (page 17)

Add the bold text:

- Agility and Attack Value cannot be modified to lower than 1; b[YR" dJRF" d R_R' Yd R_ dJN[Ö ORS_ R' Z \QSPNaX[.

Üœ , W' \SPNaX[\S" æNPX (page 18)^b

Add the bold text:

All sources of damage are defined as attacks, which are then divided into Melee and Ranged Attacks (see figure 9).
/_ NaNPX' PNb' RO' Of' N['NPaX['_ bYR' \S' N' Z \ORY_ b[Vá' dJNa' Z \ORY_ b[Vá' V' P\ [\QOR_RO' a\ OR' dJR' NaNPXR_ j N[QVá' \d [R_ dJR] YNF R_ dJNa' Z NXR' dJR' NaNPX^ø

P# ' RP\ [QN_f # OMPaCR (page 35)^{*}

Add the bold text:

6: Secure Target
Each player must place the marker with its centre on a point that is more than 12" away from their Deployment Zone and Na'RN a third of the long Board Edge length (24" on a standard board) from the point marked by the other marker.

ÖÖä ~ RPN_V T, UN_TR (page 39)

Add the bold text and remove the crossed out text:

- At least one model in the Charging unit's first rank must be able to draw Line of Sight to the Charged unit's **Unit Boundary**.
- There must be enough room to move the Charging unit into base contact with the Charged unit ~~N[Q'a NM['aJR' b[Vá .~~

ÖÖä #/Z] \ \ VOYR, UN_TR (page 46)

Add the bold text:

' \Z RaZ R' N'b[Vá PN[[\Y[TR_P.Z] YRa' Vá , UN_TR! \cR' ObR'a' PN' bNáR' ~ bSSR_RO' Ob_V T'aJR, UN_TR!
! \cRá+ UR['aJV 'UN]] R[' ; ONPXa_NPX'aJR'Z \cR'a' 'aJR'b[Vá] \ VáX ['ORS_R'aJR, UN_TR! \cR; N[Q] R_S_Z '
N/ NMRO, UN_TR! \cR'd VáU'aJR'b[Vá'

ÖÖä #N" U \ aM T+ VáUN) [Vá (page 61)

Add the bold text:

- In case of Multipart Models, each model part can make a Shooting Attack in the same phase ~~N[QV [\aYZ VáRO'a' b' V T'aJR' NZ R'af] R\ S' U \ aM T' ~ aNPX' N 'aJR\ aJR_Z \ORY] N_a' .~~

ÖÖä #PÖ" b]] _aM T' ~ aNPX (page 68)

Add the bold text and remove the crossed out text:

A model part that performs Supporting Attacks ~~always~~ has a maximum Attack Value of X, where X is defined by the Height of the model; ~~b[YR' ~] RPSPNYf ~ aVáRO\ aJR_d V R~~ (see "Model Classification", page 87).

ÖÖä \$N[VP(R' a (page 83)

Add the bold text:

- In a single phase, the unit suffers Health Point losses equal to or greater than 25% of the number of Health Points that it had at the start of the phase. This does not apply to single model units that started the game as a single model (i.e. with a starting number of 1 model on the Army List). ~~ET[_R' fIRMáU \$ \V a' Y' ~ R' ~ bSSR_RO' d UVR; [TNTRQV, \Z ONa'~~

×Öä #NÖ/ _ [a&N[X (page 95)

Add the bold text and remove the crossed out text:

- If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack), the large base counts as the number of models it ~~replaces~~ ~~OV] WPR' ; _ 'd \bYO' OV] WPR\ S'aJR_R'N_R[aR[\bTU'Z \ORY .~~

×Öä #NÖ! NTVP&R V aN[PR°, » (page 97)

Add the bold text:

Learned Spells and Bound Spells targeting at least one enemy unit; ~~V[PáOV T'N'Z \ORY_Z \ORY] N_aV _VOR'N' b[Vá~~ with one or more models with Magic Resistance suffer a -X modifier to their casting roll (where X is given in brackets).

×Öä N××' &N[Q\Z ! \cRZ R[a°, » (page 97)

Add the following text to the first dotted list:

- If it performed a Post-Combat Reform in the previous Player Turn, it treats all enemy units as Impassable Terrain.

×Öä N××' (NY (page 100)^a

Add the bold text:

Line of Sight drawn to or from a model _) [Vá" \b[QN_f with Tall is not blocked by models of the same Height (as the model _) [Vá" \b[QN_f with Tall), unless the intervening model also has Tall. Remember that this also affects Cover (if a model blocks Line of Sight it contributes to Hard Cover, otherwise only to Soft Cover).
 (UR' [Vá" \b[QN_f \Sb[Vá' d VáU'Z _R'aUN['UNMS\ SaJR\Z \ORY' d VáU' (NYV' P[' \OR_RO'a\ 'OR' (NYS_'aJR'] b_] _R\SO_Nd V[T'z V[R\ 'S' VUa'a\ 'aJR' [Vá" \b[QN_f N[QORa_Z V[V[T\SVá' b[VáOR[RSá' S\Z ' \cR_á

×Öä R" V a_VOba[T fVá \[a\ ' \Z O\ RQ) [Vá' (page 103)^b

Add the bold text:

The player making the attack distributes hits onto the R&F Health Pool and Characters. ‡['PN' R'\SNáNPX' 'aUNá' N_R[\aZ NOR'Of' R'VáR_] WfR_áJR\ d [R_ \SaJR'NSSRPaRQb[VáOV a_VObaR' 'aJRUVá' All simultaneous hits must be distributed as equally as possible, meaning that no model can take a second hit until all models have taken a single hit, and so on.

° _PN[R' \Z] R[QVbZ ' .

\$_aR[a\ S' \Z (page 7)

Add the bold text and remove the crossed out text:

A Character leaving a unit ~~affected by a~~ N' aJR'aN_Tra\ Sthe spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.

'] Vá' \SaJR+ \Q (page 8)

Add the bold text:

Place a Forest (R_N\ /RNa_R' underneath the target (this can be substituted by placing a marker or the spell card next to the unit).

(UR' NP_VáPR (page 10)

Add the bold text and remove the crossed out text:

The chosen unit ~~loses X Health Points~~ ' bSSR_ ' , UVá' aJNa'd \b[Q' Nba\Z NaPNMf' d VáU'' _Z \b_ \$R[Ra_Na\ ['ÖÖ N[Q! NT\PNY' áNPX' N[Q' with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers.

° _Z f "" \\X`

“ RN a'fIR_Q`

(\ aRZ` (page 3)

Add the bold text and remove the crossed out text:

An army cannot attempt to cast aUR` NZ R`Totem Bound Spells of the same kind more than twice during the same Magic Phase, regardless of which model attempts to cast it.

~ d N_cR['f\ \Q`

- R_PAZ V_ «d VU Z R_ (page 3)

Add the bold text and remove the crossed out text:

Close Combat Attacks made by models with this Attack Attribute can never wound on worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to a Melee Attack, it must immediately, before removal, make a single Close Combat Attack d VU` aUR` S_Y d V_ T` _bYR` N_ Q` _R` a_VaX [` E`
(UR`NaNPX V` N'd Nf` _R` \YcRO`d VU` a_R [TaU`U`N_ Q` _Z` \b` \$R [Ra`NaX [`x`
(UR`d [R`_Z` Nf` PU` \ `R` a` QV` RP` aUR` NaNPX` R` VU` _`O` » NTM_ ` a` aUR` Z` \ QRY` aUNa` Pnb` RO` aUR` PN` bNYf` \` _` °x`
aUNa` Z` \ QRYE` b [V` / \` aU`] b_] \ ` R_ aUR` Z` \ QRY` d VU` aU` _` aNPX` _` a_VOba` R` V` P_ [` VOR` RO` V_ ` ON` R` P_ [aNP` d VU`
°O` » aUR` Z` \ QRY` aUNa` Pnb` RO` aUR` PN` bNYf` j` \` _` N`aR` _ [NaVcRYf` °x` » d VU` aUR` b [V` \ SaUNa` Z` \ QRY` N_ Q` aUR` Z` \ QRY`
P` b [aN` i [TNTRQV_ aUR` NZ` R` NPV_ T` N` aURV` b [V` d [PN` R` S` °x` » U` V` N` R` QV` a_VOba` RQ` \` a` aUR` b [V`
(UV` _` aNPX` _` a_VOba` R` PN_ [\` a` OR` b` RQ` NTM_ ` a` PN` bNYaR` ` Pnb` RO` Of` 'Z`] NP` a` f` V` d`
that is always resolved with Strength 5 and Armour Penetration 2, which must be allocated either towards the model that caused the casualty or its unit (in this case, the hits are distributed onto the unit). This Attack Attribute cannot be used against casualties caused by Impact Hits. In order to use this Attack Attribute, the unit must be at least as wide as it is deep at the start of the Round of Combat.

&b[R`S`&Rc` \PnaX [(page 4)

Add the bold text and remove the crossed out text:

The effects of a` ll other spells with duration One Turn affecting S_` d UNPU` the target \ SaUR` &b [R` S` &Rc` \PnaX [` d N` aUR`] RY` E` aN` TRa` immediately come to an end ° [\ aR` aUNa` VSN_ f` \ SaUR` R`] RY` UNOZ` \ ` R` aUN_ [\ [R` aN` TRa` aURV` RSSRPa` NY` \ R_ Q` S_ ` aUR` R`] RY` ».

i Z] V_R` \S' \ [[` aNUY

\$N_R [a) [V_ (page 2)

Add the bold text and remove the crossed out text:

When a Parent Unit rolls successfully on a Charge Range roll against a non-Fleeing enemy unit V_ ` aUR` UN` TR` \$UN` R, (...) For the purpose of Charge Moves, treat this as any other case of Multiple` \Z` O_ RQ` Charges.

z` \PX Ra` \S' b [[N (page 5)

Add the bold text and remove the crossed out text:

The bearer must swap its Characteristic values of Strength, Armour Penetration, Resilience, Agility, and Attack Value with those of the chosen model part. This is done before applying other modifiers.
The bearer and the chosen model part must swap its their Characteristic values of Strength, Armour Penetration, Resilience, Agility, and Attack Value. This is done before applying other modifiers. l SaUR` PU` \ R_ [Z` \ QRY` N_ a` Q` R` [\` a` UNc` RN` _` RSR [` Vc` R` \$` \` SMR` \` S` V` \` d [j` b` R` aUR` P` AZ` O_ RQ` Z` \ QRYE` _` RSR [` Vc` R` \$` \` SMR` V_ ` a` RNO` d`

fiVtUO\ [i YcR`

%bRR[«` NcNMR_(page 4)

Add the bold text:

Dragons N[Q* [PR[a~ _NT\ [` become 0-2 Mounts/Army.

~ _M[! NTP(page 5)

Add the bold text and remove the crossed out text:

All spells with duration One Turn ~~affecting~~ S_ d UPU the target \S` ~ _M[! NTP` d N` dJR`] RY È aN_Tra` immediately come to an end. ~~If~~ ° [aR` dUNa\ Sany of these spells had more than one target, their effects also end for these targets».

~ _NT\ [and ° [PR[a~ _NT\ [(page 10)

Add the bold text and remove the crossed out text:

Dragon and Ancient Dragon share the same 0-1, Mounts/Army limitation.

†[SR[NY` d N_cR`

fiNgR\ S! NT[R` W(page 3)

Add the bold text and remove the crossed out text:

The target gains Flammable. At the end of a phase, if N'b[VáP\ [aNM V T\ [R\ _Z \ _RZ \ QRY` NSSRPaRO` Of fiNgR\ S ! NT[R` W` the target has suffered at least one hit with Flaming Attacks ~~while affected by Haze of Magnesia~~, it dJR` b[Vá will suffer an additional D3+1 hits with Strength 4, Armour Penetration 0, and Flaming Attacks. (UR` R` Uá` N_RP\ [` VOR` RO` N[TRQ`] RPWY` æNPX` «The spell then ends. °` UN_NPaR` YRNcV T` N'b[Vá NSSRPaRO` Of `dJR`] RY [\ Y [TR` V` NSSRPaRO` Of `dJR`] RY b[YR` ` dJR` UN_NPaR` d N` N` V [TYRZ \ QRYb [Vá dUNa d N` dJR V Vá NYa N_Tra` \ SaJR`] RY»

†P\ \ SaJR†[SR[\ (page 3)

Add the bold text:

When a non-Attribute non-Bound Spell is successfully cast by a friendly Wizard within 12" of the bearer (and after the corresponding Path Attribute Spell has been resolved if applicable), the bearer may automatically cast dJR` Blaze` æ_VObaR`] RY from Pyromancy, which cannot be dispelled. (UV` Q\ R` [\ aZ` NXR` dJRZ \ QRYN` + VjN_Q»

Ž V[TQ\Z \ Si ^b VáNM[R`

~ N` aN_Q` d _Q(page 2)

Add the bold text and remove the crossed out text:

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and always strike at Initiative Step 0 (regardless of the wielder's Agility). In the First Round of Combat, ~~it~~ NY& / Z \ QRY` V[` dJR` b[Vá` NY\ SaJRZ ` \` [[R» may instead ~~be used~~ b` R` Vá as a Spear if thef N_R` wielder is Infantry or as a Light Lance if thef N_R` wielder is not Infantry. A Bastard Sword can be enchanted as if it was a Great Weapon.

#_P` N[Q'fi\OW[` `

' UNZ O\WP (page 2)

Add the bold text and remove the crossed out text:

When units with Shambolic touch the Board Edge, stop 1" away from Impassable Terrain, or come into ~~base~~ contact with _Z \cR'V[\QR any Terrain Feature other than Open Terrain or Hills, all models in the unit must take a Dangerous Terrain (2) Test.

' Nb_W[`° [PVR[a` `

(RYR] N\UPžV[X (page 2)

Add the bold text and remove the crossed out text:

If the Cuatl Lord casts a spell using Telepathic Link, the Attribute Spell gets cast through ~~it~~ aUR'Z \ORY d VU' (RYR] N\UPžV[X as well, applying the same restrictions as for the first spell

° [PVR[aŽ [\d YROTR (page 7)

Add the bold text:

Spells from Divination gain +3" range up to a maximum of +9" for each friendly model part with Telepathic Link d VU' Öx-\SdUR' N aR_ and each additional friendly Wizard without Telepathic Link within 12" of the Caster.

! f` aP(_NcRYR_ (page 18)

Add the bold text and remove the crossed out text:

The ~~model part~~ ' XV[X' &VOR_ gains Telepathic Link and is a Wizard Adept that selects 2 spells from Swarm of Insects, Savage Fury, Awaken the Beast (Shamanism), and Spark of Creation (Hereditary Spell) during Spell Selection.

(UR* R_Z V[` d N_Z `

žVUa[V[T° aNPX (page 3)

Add the following text:

These hits are considered Special Attacks if the [hits](#) with Lightning Attack were suffered in the Melee Phase, and they are considered ranged Special Attacks if the [hits](#) with Lightning Attack were suffered from Ranged Attacks.

6. \ Z RaP\$NaPUR`

&bYRO\X

Yā #NŌ FIRNOR_ (page 26)

Add the bold text and remove the crossed out text:

In the example, an army may contain up to ~~two~~ **S_b**_units Tin Men, regardless of their size, equipment, etc.

Pa ~ bWQV T`aUR` NaRSRYQ (page 33)*

Add the bold text and remove the crossed out text:

For smaller battles involving Warbands, we recommend playing on a board that is 36 wide and 48 deep (half the standard board), ~~while for~~ **q** `aUV` PN Rj` NY`_RSR`_R[PR` `a` `aUR`É U`_a` `N_Q`i QTRÉ`OR`d` `RSR`_`a` `aUR`Ù`YÉ` ROTRj` N[Q` aUR` É`N[T` `N_Q` i QTRÉ`_RSR`_`a` `aUR` Ø`É ROTR`a`/_` bigger games involving Grand Armies we recommend that the players increase the size of the board as they see fit in order to accommodate the larger armies.

Pa ~ R] YfZ R[a(f) R` (page 34)*

Replace the two instances of "12" in the figure of 6: Marching Columns with **12**".

xØ` bZ Z N`VR` ¥` RP[ON`f #OVPaCR`

Add the bold text and remove the crossed out text:

Ø`¶` \b[aR`aU`b` a**E**Players must only deploy a single non-Character unit during their first 3 turns. Units must be deployed ~~at least~~ **Z`_R`aUN[20** away from enemies.

Ø`¶`! N`PUV` T` \`bZ [`E**P**layers must only deploy a single non-Character unit during their first 3 turns. Each unit must be ~~closer to~~ **SN`aUR`S`_Z`** the short Board Edge chosen by the owner than the previous friendly units (War Machines, War Platforms, Characters, and Scouts ignore this). Possibility to make units Delayed.

°`_PN[R` \Z] R[QVbZ

fIR`ROV`N`f`] RY (page 22)

Replace Immortal Sustenance (DL Hereditary Spell) with

Spear of Infinity / 4+ / 24" / Da, H, M / Inst / Target suffers 1 hit Str 2 [5], AP 2, Area Attack (1x5), [Multiple Wounds (2)]. Hits gain +1 Str for each previous non-Attribute Spell successfully cast.

Ł[SR[NY` d N`CR`

Ł[SR[NYi [TV`R (page 18)

Remove the crossed out text from the unit's Offensive Characteristic Profile:

Harnessed, ~~Daemonic Infusion~~, Impact Hits (D6+1), Grind Attacks (D3)

Ž`V[TQ\Z `S`i ^bV`NM[R

` NP`RQ&RY`bN`f (page 17)

Move "The Blessing" from the unit's Global to its Defensive Characteristic Profile.

(UR`* R`Z` V[` d N`Z

*R`Z` V[\b` ``_aWR`f (page 19)

Remove the crossed out text:

The model gains ~~Frenzy and~~ Fearless.