

THE IX AGE FANTASY BATTLES



ETC2024 Pre-Game pack

Building the Battlefield, Deployment Types, and Secondary Objectives,
for Maps for ETC2024

2nd Edition, version 2024 EN2 – April 13, 2024



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

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Introduction

The ETC2024 Pre-Game pack is a supplement, intended to provide a variations in the pre-game sections of T9A games, initially aimed at the European Team Championship (ETC) tournaments 2024, but adapted to be useful in a greater context, such as in friendly games or for tournament organisers to use. The document was created by the ETC chairmen, ETC captains counsel and the T9A team.

How to use this document

If using this document, it replaces the rules in the T9A Rulebook regarding

- Building the Battlefield,
- Deployment Types, and
- Secondary Objectives.

I.e. sections 9.C - 9.E.

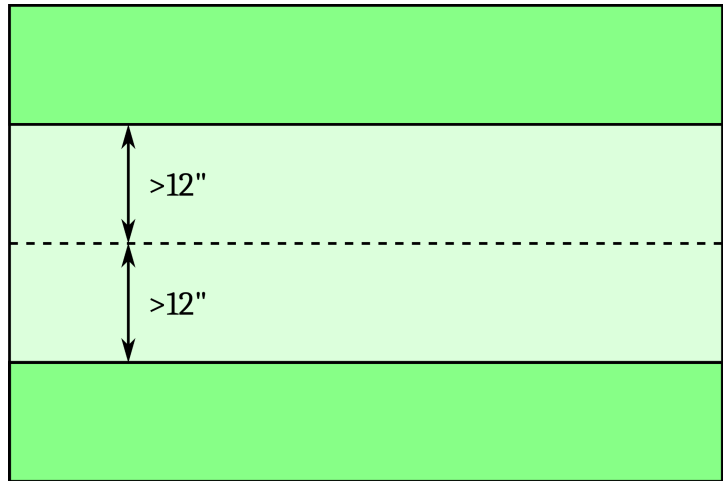
Deployment Types

If no outside source tells you what Deployment Type to use (e.g. tournament organiser, campaign rules, etc.), players may agree on a Deployment Type. Otherwise randomise by rolling a D6 and consulting the list below.

Certain Deployment Types refer to the Centre Line. This is the line drawn through the centre of the board and parallel to the long Board Edges, dividing the board into halves.

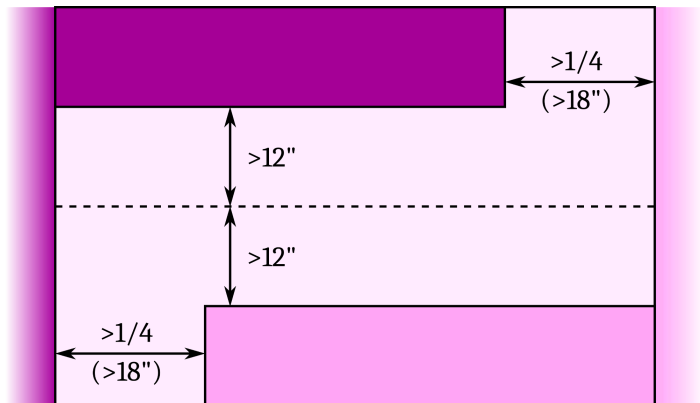
1: Frontline Clash (no changes from the Rulebook)

Deployment Zones are areas more than 12" away from the Centre Line.



2: Dawn Assault (no changes from the Rulebook)

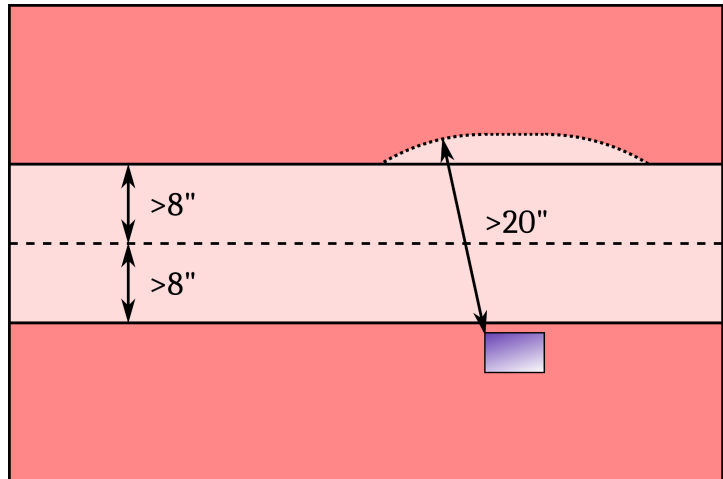
The player choosing the Deployment Zone also chooses a short Board Edge and the other player gets the opposite short Board Edge. Deployment Zones are areas more than 12" away from the Centre Line and more than 1/4 of the board's length from the opponent's short Board Edge (18" on a 72" board). When declaring Special Deployment, players may choose to keep up to two of their units as reinforcement. These units follow the rules for Ambushing units, except that they must be placed touching the owner's short Board Edge when they arrive.



3: Counterthrust (no changes from the Rulebook)

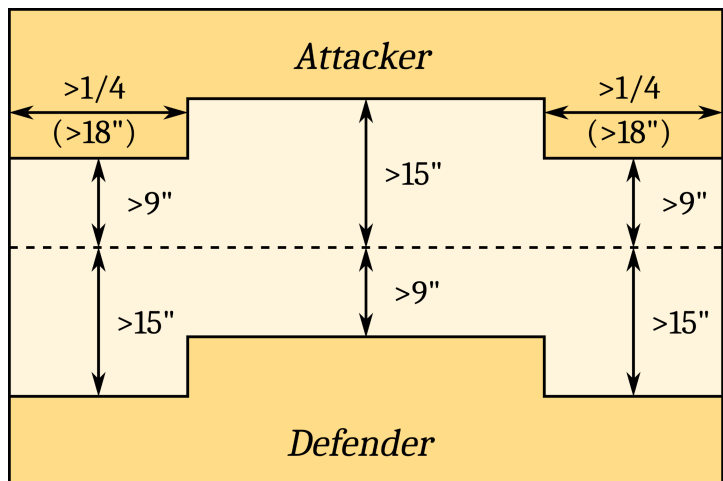
Deployment Zones are areas more than 8" away from the Centre Line. Units must be deployed more than 20" away from enemy units. During their first 3 deployment turns, each player must deploy a single unit if possible, and cannot deploy any Characters unless they have to.

Units using Special Deployment, such as Scout, ignore these restrictions and follow their Special Deployment rules.



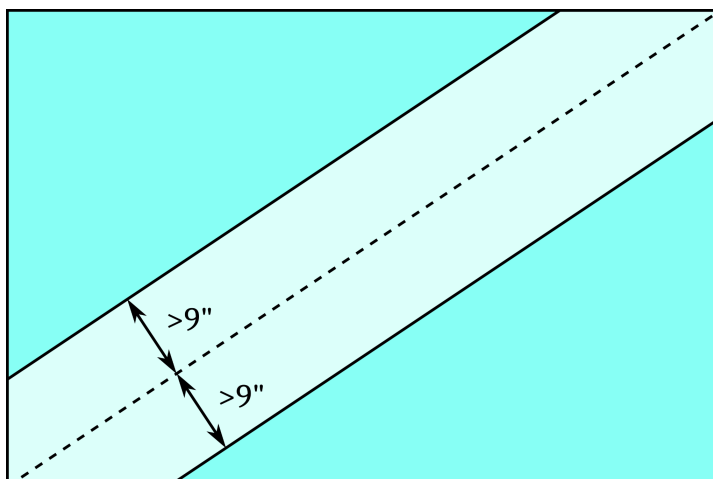
4: Encircle (no changes from the Rulebook)

The player choosing the Deployment Zone decides if they want to be the attacker or the defender. The attacker must deploy more than 9" from the Centre Line if entirely within a quarter of the board's length from either short Board Edge (18" on a 72" board), and more than 15" from the Centre Line elsewhere. The defender does the opposite: more than 15" away from the Centre Line if within a quarter of the board's length from the short Board Edge, and more than 9" away from the Centre Line elsewhere.



5: Refused Flank (no changes from the Rulebook)

The board is divided into halves by a diagonal line across the board. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.

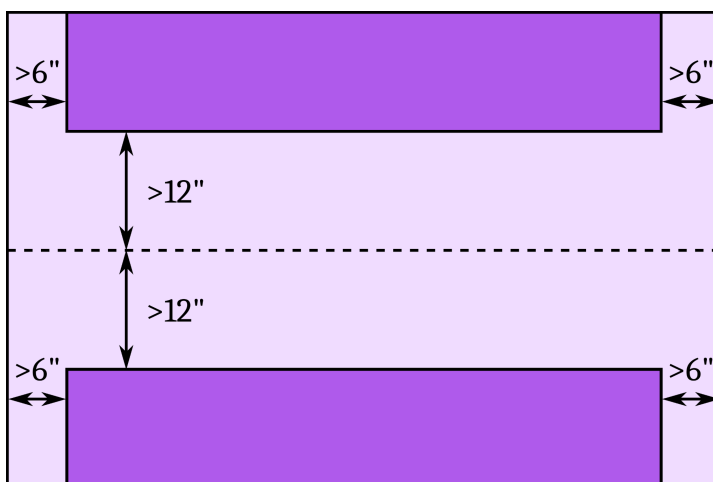


6: Surging Tide

Deployment Zones are areas more than 12" away from the Centre Line and 6" from the short table edges.

On each player's first deployment turn, the player must choose to either:

1. Deploy their whole army, following the normal Deployment Rules, or
2. Deploy only a single unit. If both players used this option, then in all remaining deployment turns players must deploy units one at a time. In this case, the player that finished deploying first gains (only) a +1 modifier on the roll for first turn



Secondary Objectives

Once the Deployment Type is established, determine the Secondary Objective. If no outside source tells you which one to use (e.g. tournament organiser, campaign rule, etc.), players may agree on a Secondary Objective. Otherwise, randomise by rolling a D6 and consulting the list below. See “Victory Conditions”, page 74 for more details on how capturing an objective affects who is the winner.

1: Hold the Ground (no changes from the Rulebook)

Secure and hold the centre of the Battlefield.

Mark the centre of the board.

At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre of the board gains a counter. At the end of the game, the player with the most such counters wins this Secondary Objective.

2: Breakthrough (no changes from the Rulebook)

Invade the enemy territory.

The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, up to a maximum of 3, wins this Secondary Objective.

3: Spoils of War (no changes from the Rulebook)

Gather precious loot.

Place 3 markers along the line dividing the board into halves (the dashed line in the figures describing Deployment Types). One marker is placed with its centre on a point on this line that is as close as possible to the centre of the board while still being more than 1" away from Impassable Terrain. The other two markers are placed with their centres on points on this line that are on either side of the central marker, as close to the centre of the board as possible but at least a third of the length of the long Board Edge (24" on a standard board) away from it, and more than 1" away from Impassable Terrain.

At the start of each of your Player Turns, each of your Scoring units that is not carrying a marker may pick up a single marker whose centre they are in contact with. Remove the marker from the Battlefield: the unit is now carrying the marker. Units carrying a marker with fewer than 3 Full Ranks cannot perform March Moves. If a unit carrying a marker is destroyed or loses Scoring, the opponent must immediately place the marker carried by this unit with its centre on a point within 3" of it. Ignore Post-Combat Reform for this purpose. This point cannot be within 1" of Impassable Terrain, but it can be inside a unit.

At the end of the game, the player with the most units carrying markers wins this Secondary Objective.

4: King of the Hill (no changes from the Rulebook)

Desecrate your opponent's holy ground while protecting yours.

After Spell Selection (at the end of step 7 of the PreGame Sequence), both players choose a Terrain Feature that isn't Impassable Terrain and that is not fully inside their Deployment Zone, starting with the player who chose their Deployment Zone (note that both players may choose the same Terrain Feature).

A player captures their opponent's chosen Terrain Feature if any of the player's Scoring Units are inside that Terrain Feature at the end of the game. If a player captures their opponent's chosen Terrain Feature while not allowing their own to be captured, they win this Secondary Objective.

5: Breaking flags

Invade the enemy territory and destroy valuable targets

After Spell Selection (at the end of step 7 of the Pre-Game Sequence), mark all Scoring Units on both players' Army Lists.

At the end of the game, a Player is awarded Victory Counters for the following:

- Each marked enemy unit removed as a casualty during the game.
- Each marked enemy unit that is both Fleeing and Shattered.
- Each marked friendly unit inside the opponent Deployment Zone.

The player with the most Victory Counters wins this Secondary Objective.

Rules that have special interactions with "Capture the Flags" Secondary Objective (e.g. "*Bestial Bulk*" and "*Drunkard - Sober*"), follows the same rules when playing this Secondary Objective.

6: Hold the Targets

Hold critical resources which must not fall into enemy hands

Immediately after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player who chose their Deployment Zone. Each player must place the marker with its centre on a point that is more than 12" away from their Deployment Zone and at least a third of the long Board Edge length (24" on a standard board) from the point marked by the other marker.

A marker is controlled by the player with the most Scoring Units within 6" of the centre of the marker. If a unit is within 6" of the centres of both markers, it only counts as within 6" of the centre of the marker which is closest to its Centre (randomise if both markers' centres are equally close).

















At the end of each Game Turn after the first, a Victory Counter is awarded to the Player which controls the most markers. At the end of the game, the player with the most such Victory Counters wins this Secondary Objective.

Building the Battlefield,

The maps in this document are an optional alternative to the Building the Battlefield section of the Rulebook. This Map Pack has been created by seasoned tournament players to help players and tournament organisers create balanced and interesting Battlefields.

Terrain distribution

The table below gives an overview of the terrain distribution on all maps.

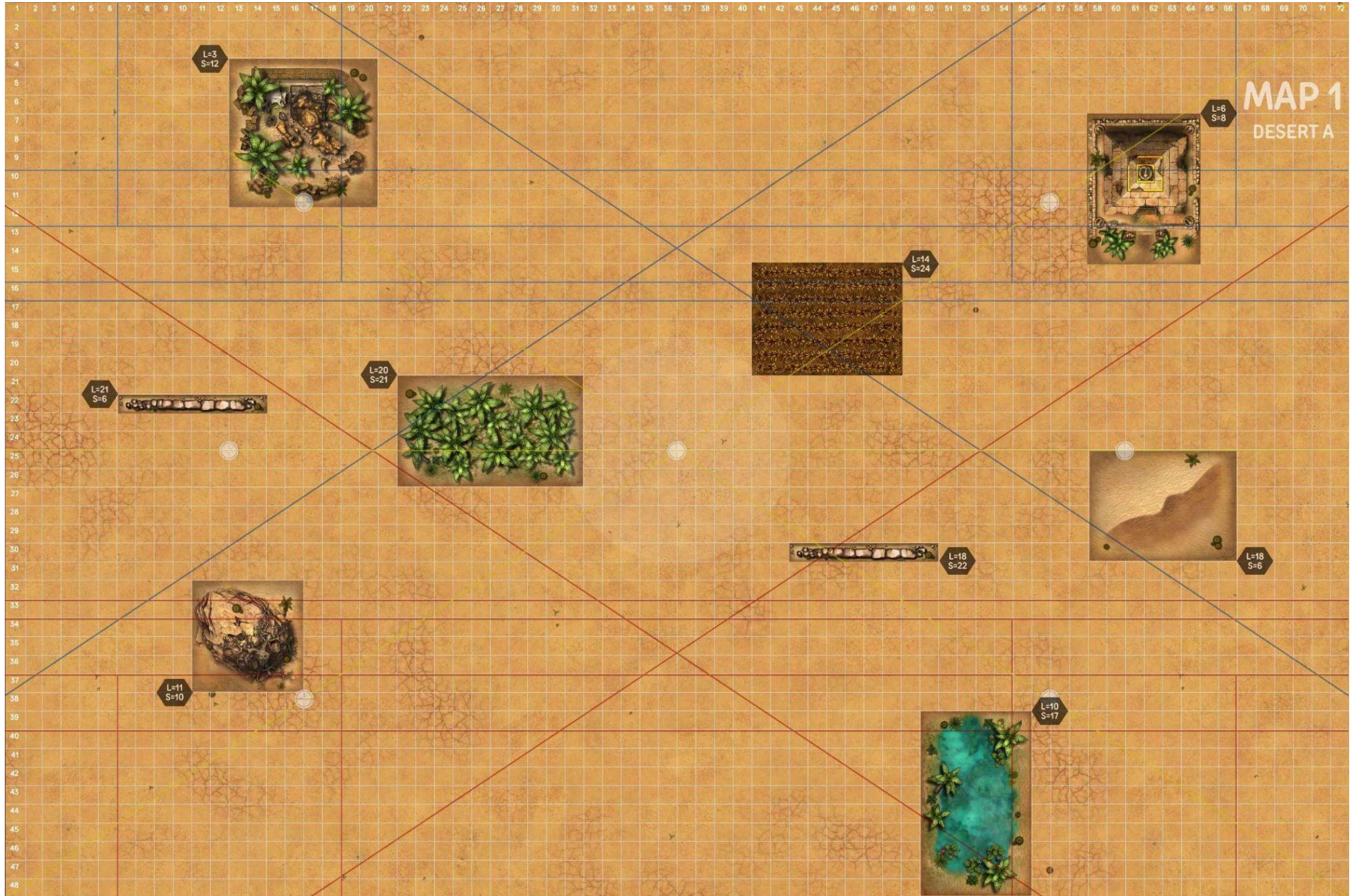
Terrain Type	Figure Forest A	Figure Desert A	new size <i>(rectangular)</i>	Map 1	Map 2	Map 3	Map 4	Map 5	Map 6	Map 7	Map 8
Hill			6" x 8"	1	1	1	1	1	1	2	2
Forest			6" x 10"	1	1	1	1	1	1	1	1
Ruin			8" x 8"	1	1	1	1	1	0	0	1
Impass <i>(small)</i>			6" x 6"	1	1	0	0	2	0	2	0
Impass <i>(big)</i>			6" x 8"	1	1	1	2	0	1	0	1
Water			6" x 10"	1	1	2	1	1	2	1	1
Field			6" x 8"	1	1	0	0	1	1	1	1
Wall			1" x 8"	2	1	2	2	0	2	1	2

The following maps are meant to be used for games with either randomised or predefined Deployment Types. Note that each map is presented twice below, in forest and desert themes.

See the full [Map Pack](#) for further details.



MAP 1 FOREST A



MAP 1 DESERT A

L=3
S=12

L=6
S=8

L=14
S=24

L=21
S=6

L=20
S=21

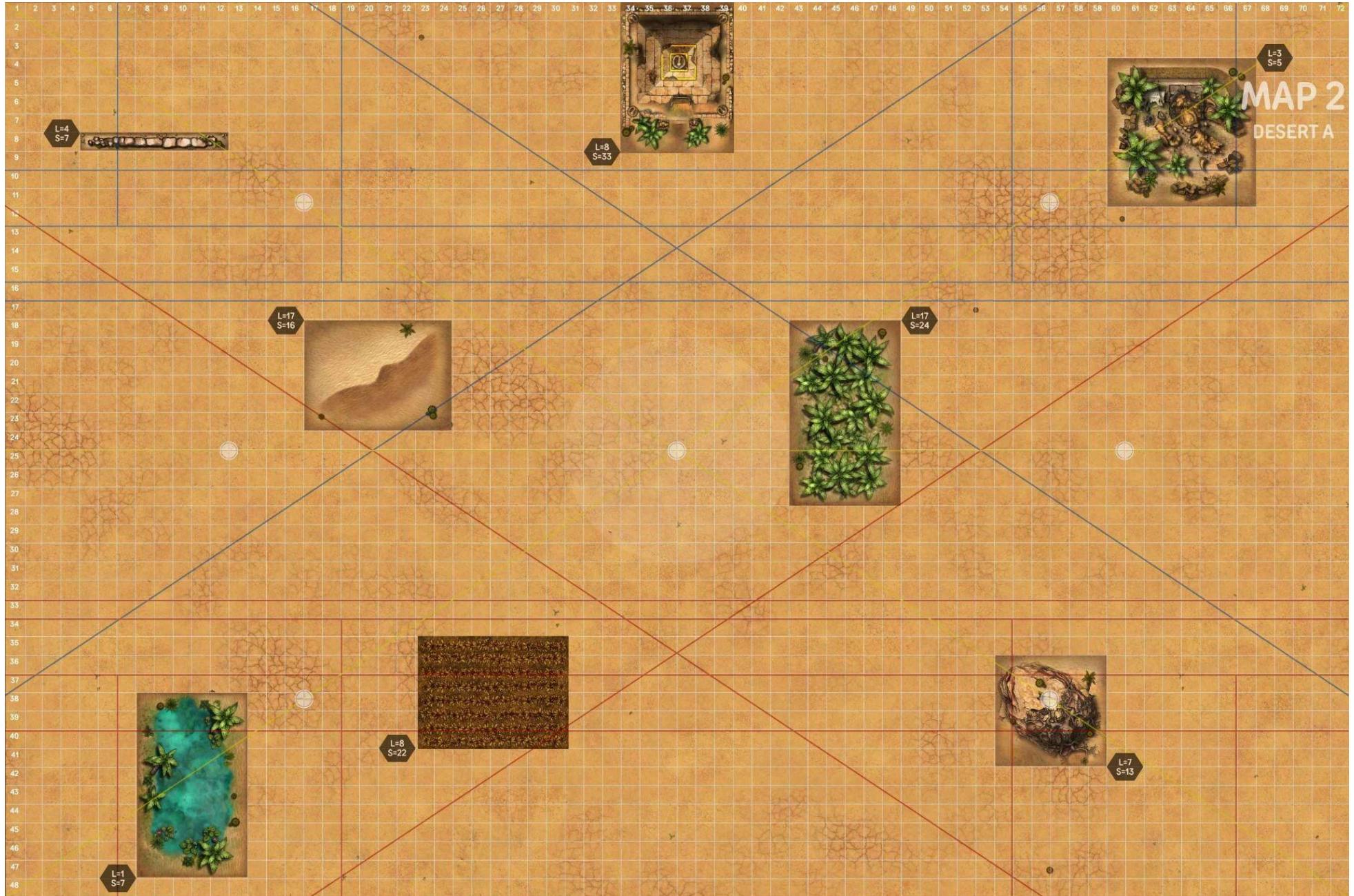
L=18
S=22

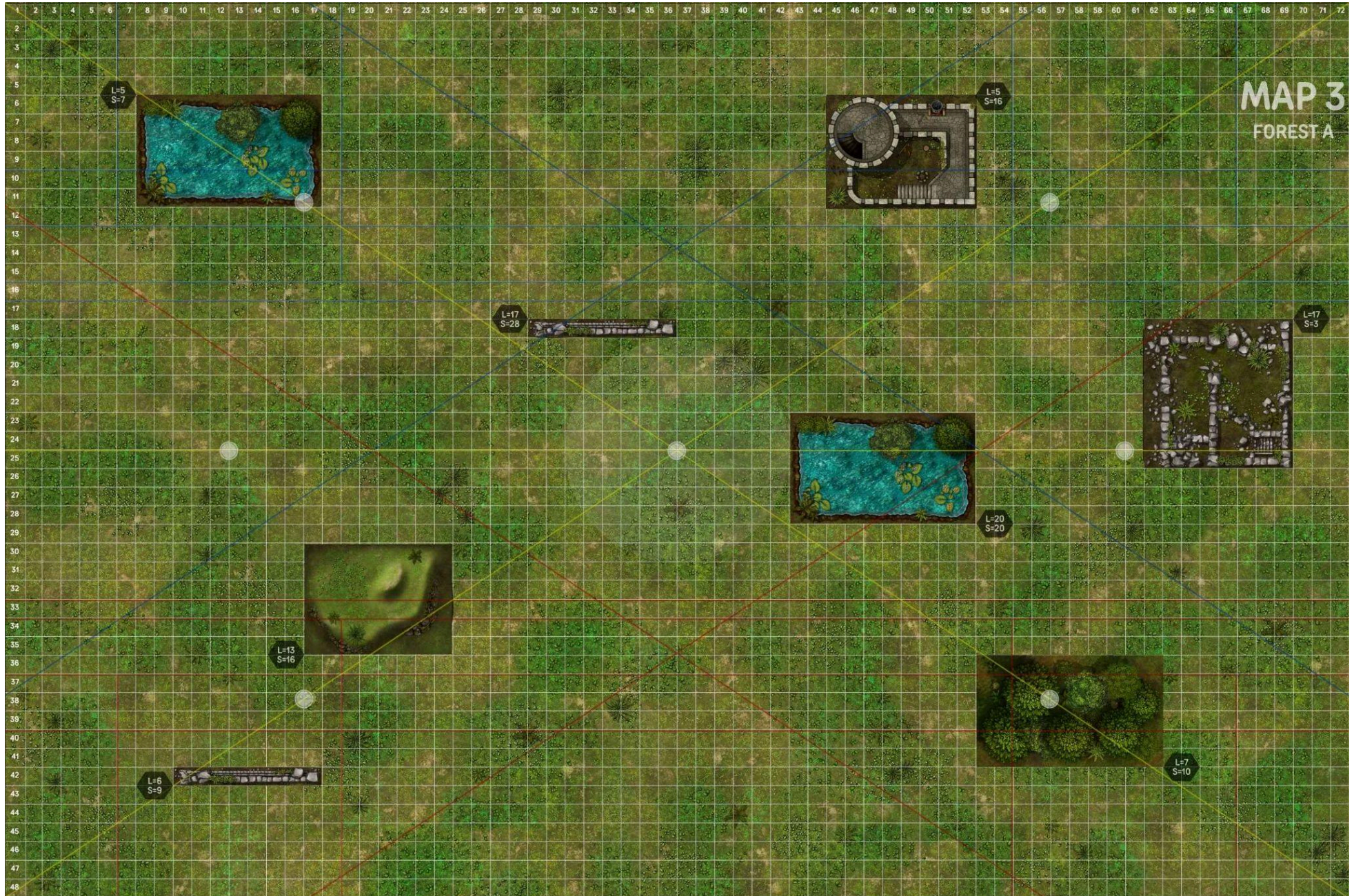
L=18
S=6

L=11
S=10

L=10
S=17







MAP 3

FOREST A

L=5
S=7

L=5
S=16

L=17
S=28

L=17
S=3

L=20
S=20

L=13
S=16

L=6
S=9

L=7
S=10



MAP 3
DESERT A

L=5
S=7

L=5
S=16

L=17
S=28

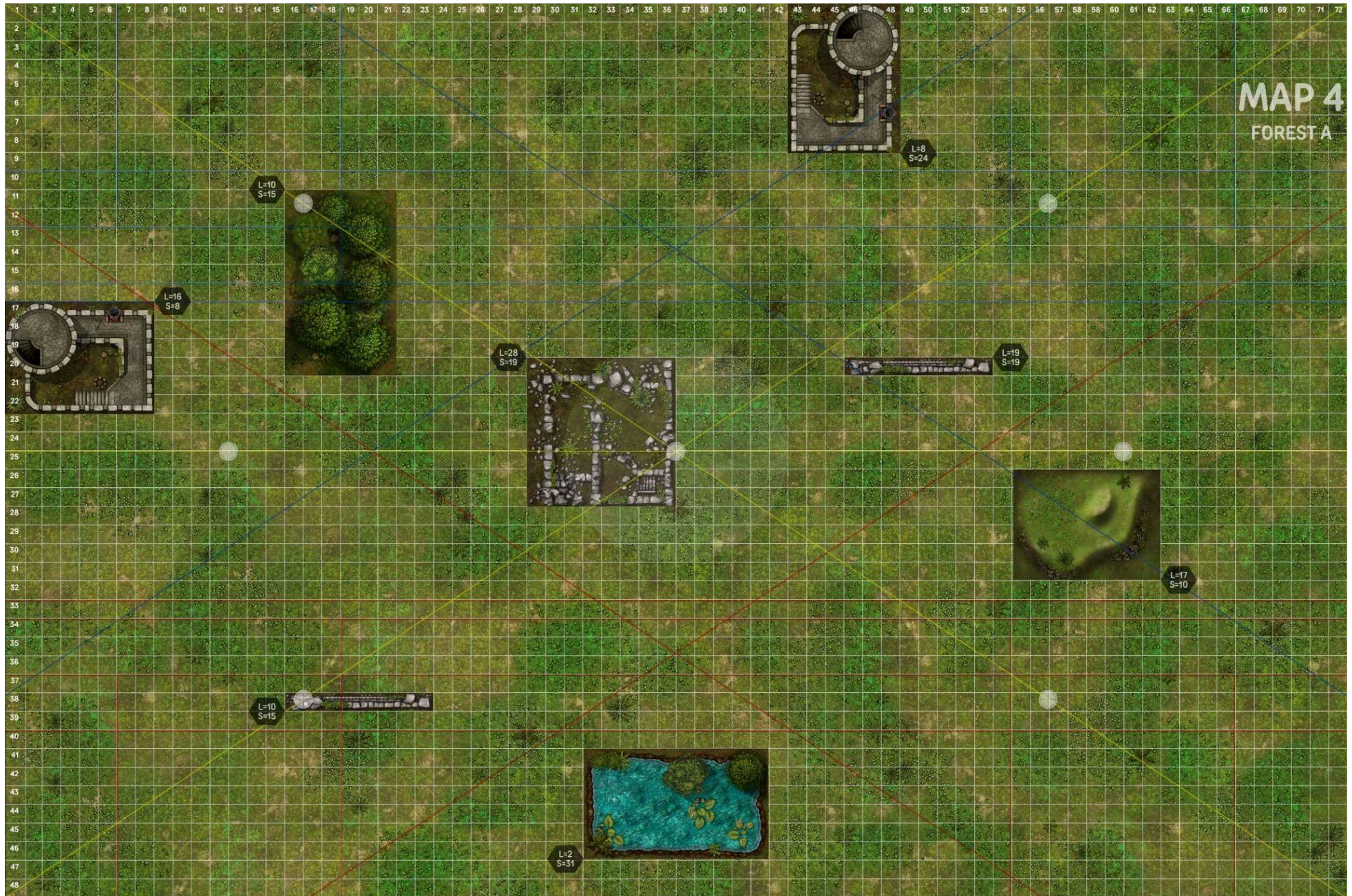
L=17
S=3

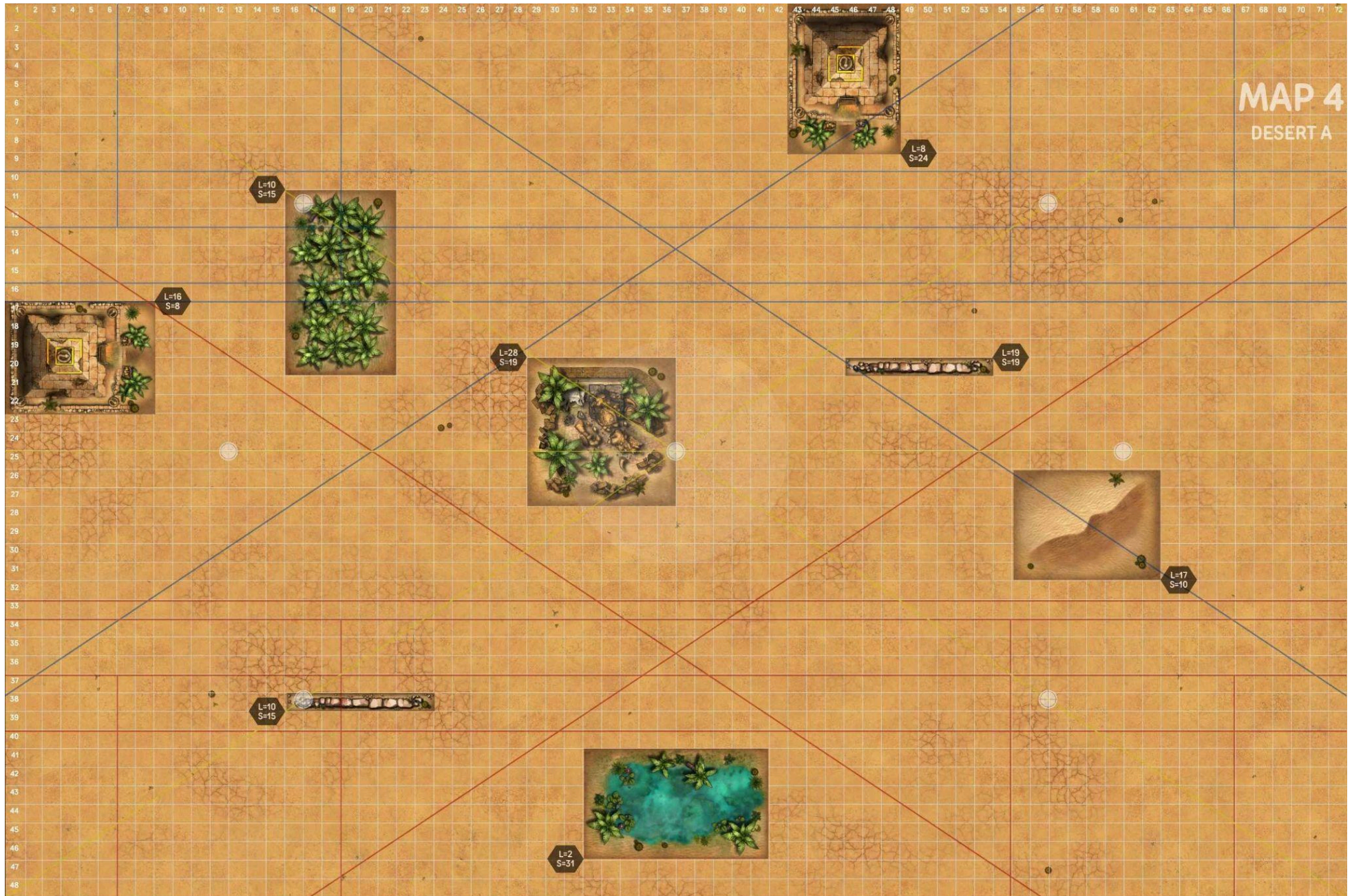
L=20
S=20

L=13
S=16

L=6
S=9

L=7
S=10





MAP 4
DESERT A



MAP 5
FOREST A

L=9
S=7

L=8
S=27

L=5
S=15

L=21
S=32

L=14
S=12

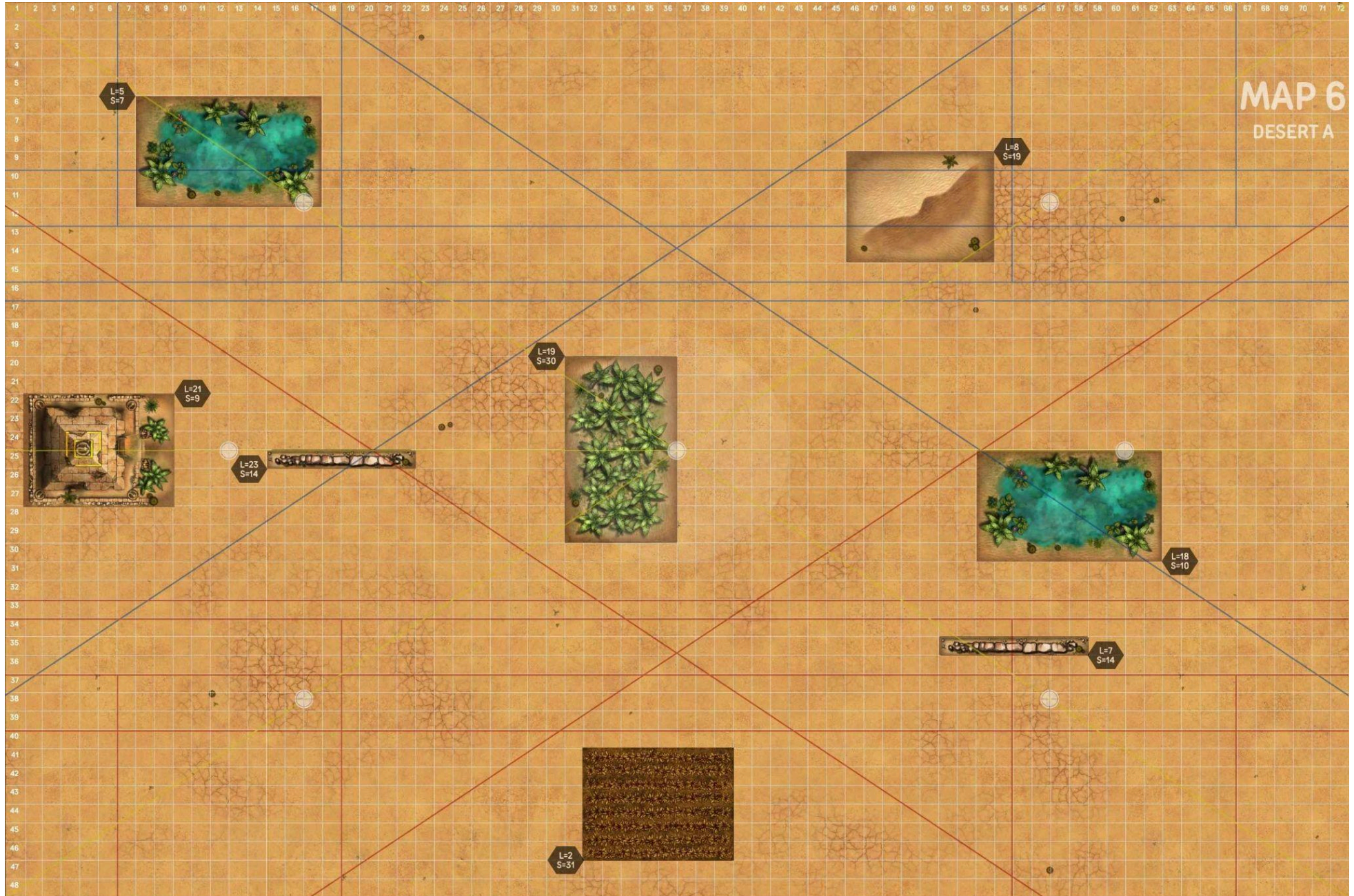
L=12
S=12

L=29
S=8





MAP 6
FOREST A









MAP 8
FOREST A

