

THE IX AGE

FANTASY BATTLES



Errata

2nd Edition, version 21 - July 04, 2024

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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.

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How to Use this Document

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. The chapter “Rulebook” refers to the Rulebook version 2023 from April 13, 2023.

At the end of the document, we provide short explanations for each erratum in the Designer Notes.

Rulebook

2 General Principles (page 6)

Add the following text:

2.C Unless Specifically Stated Otherwise

Certain rules are applied generally and are not affected by other rules "unless specifically stated otherwise". This means that in order to override such a general rule, the respective rule must explicitly introduce an exception. For example, 10.E.a Rules and Abilities of Undeployed Units specifies that the rules of units that have not been deployed yet don't work "unless specifically stated otherwise". So in order for a model's rule to override this restriction, this rule needs to explicitly state that it works "even if the model has not been deployed yet".

13.J.b.1 Bound Spell Casting Attempt (page 50)

Add the bold text:

2 The Active Player removes the chosen number of Magic Dice (2 or 3) from their Magic Dice pool (do not roll them). **For rules purposes, the Bound Spell's casting roll is equal to its Power Level.**

15.D Round of Combat Sequence (page 57)

Add the bold text and remove the crossed out text:

8 Roll Panic Tests for units within 6" of friendly Broken units

9 Determine the direction of the Flee Move

~~9-10~~ Decide to Restrain or to Pursue:

1. Choose a unit and declare if it Restrains or Pursues

2. Roll a Restrain Pursuit Test if necessary

3. Repeat 1. and 2. for all other eligible units

~~10-11~~ Roll Flee Distances

~~11-12~~ Roll Pursuit Distances

~~12-13~~ Move Fleeing units

~~13-14~~ Move Pursuing units

~~14-15~~ Post-Combat Pivots and Post-Combat Reforms

~~15-16~~ Combat Reforms

~~16-17~~ End of the Round of Combat. Proceed to the next combat

15.E.c Fighting a Duel (page 60)

Add the bold text and remove the crossed out text:

- If one of the models is removed as a casualty, Breaks, or if the combat ends for any reason (including being divided through Splitting Combat), the Duel ends at the end of the ~~phase~~ **Round of Combat**.

16.B.b Removing R&F Models from Units Engaged in Combat (page 69)

Add the bold text and remove the crossed out text:

The removal of casualties from Engaged units follows the general rules for Removing R&F models above. In addition, if ~~the unit is in a single rank~~ **casualties are removed from the first rank**, remove casualties from either side of the unit so that the following conditions are satisfied as well as possible (...).

20.A.b Opaque Terrain (page 77)

Add the bold text and remove the crossed out text:

~~Line of Sight cannot be drawn through Opaque Terrain, but can be drawn into it. Models always ignore any Terrain they are inside for drawing Line of Sight.~~ **Opaque Terrain interrupts Lines of Sight if neither the starting point nor the endpoint are inside the Opaque Terrain.**

20.C Board Edge (page 79)

Add the bold text and remove the crossed out text:

The Board Edge represents the boundaries of the game. A unit is allowed to temporarily and partially move off the board ~~(during any move)~~ **except during Failed Charge Moves** with ~~by~~ the following restrictions (...):

21 Model Rules - Duplicated Model Rules (page 82)

Add the bold text:

If the duplicated Model Rule has different values in brackets (X), use the highest value.
If X is a modifier (e.g. +X or -X), the Model Rule is cumulative.
Model Rules with X as a modifier are cumulative with Model Rules with X as a value.
If X is the result of a dice roll, you may instead choose which version to use (before rolling any dice).

21.A.b.20 Insignificant (page 86)

Add the bold text:

Units consisting entirely of Insignificant models **being destroyed, Breaking from Combat, or Fleeing through friendly units** does not cause Panic Tests on friendly units in which less than half the models are Insignificant.

21.C.a.2 Ordering the Charge (page 92)

Add the bold text and remove the crossed out text:

~~When a unit with a Champion~~ **the model's unit** rolls its Charge Range, it always counts as rolling at least a '4'. If the Charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move following the normal rules.

21.G.b.4 Crush Attack – Close Combat (page 97)

Add the bold text and remove the crossed out text:

The following restrictions apply to Crush Attacks:

- They cannot be made as Supporting Attacks .
- ~~They never benefit from~~ **Ignore** any weapons or other Attack Attributes the model part may have **when performing a Crush Attack.**

21.G.b.5 Devastating Charge (X) – Close Combat (page 98)

Remove the crossed out text:

21.G.b.5 Devastating Charge (X) ~~– Close Combat~~

Army Books

Dread Elves

Cut one off... (page 25)

Add the bold text:

For each successful Fortitude Save roll of a natural '6', the model disregards another simultaneously suffered wound, **before the application of Multiple Wounds, if applicable**. If there aren't enough simultaneously suffered wounds to disregard, the model immediately Recovers 1 Health Point instead.

Dwarven Holds

Ancient Grudge (page 4)

Add the bold text and remove the crossed out text:

Right before the battle (during step 7 of the Deployment Phase Sequence), you must ~~choose~~ **mark the models** of a single unit from the opponent's Army List for each Grudge in your army (this may also be a Character). ~~The models of this unit are considered "marked"~~. All models in the Dwarven Holds army gain Hatred against marked models, and against models ~~joined to~~ **in Combined Units** with more than half of their models marked.

Orcs and Goblins

Goblin Cunning (page 2)

Add the bold text and remove the crossed out text:

- Before rolling any dice for the corresponding test, it may choose to fail any Break Test and, ~~unless more than half its models are Fearless~~ **with the following exceptions**, any Panic Test:
 - **More than half of the unit's models are Fearless.**
 - **The Panic Test was caused by a friendly unit with Force of Destruction [X].**
 - **The unit automatically passes Panic Tests.**

Vampire Covenant

Lich (page 7)

Add the bold text:

Models with Supreme Lich and Wizards only. Cannot be taken by models with Heavy Armour and/or Shield.

Vermin Swarm

Unstable Engines (page 28)

Add the bold text and remove the crossed out text:

Immediately before ~~a~~ **the** model is removed as a casualty, **including situations in which its entire unit is removed as a casualty** ~~from the unit, the model~~ **the model** inflicts D6 hits with Strength 4, Armour Penetration 0 and Flaming Attacks on all ~~other~~ units within 6" of the model's unit **except for the model's unit**. These hits are considered Special Attacks.

Warriors of the Dark Gods

Gateway (page 29)

Add the bold text and remove the crossed out text:

- Target a single unengaged friendly unit within 6" of the model that does not contain any Gigantic models and that is neither Fleeing nor Shaken. The unit loses Scoring until the start of the next phase. ~~Remove~~ The unit **is removed** from the Battlefield and immediately ~~place it back on~~ **enters** the Battlefield with Special Ambush (within 1.5" of a friendly Gateway Marker that was not placed during this Player Turn).

Supplement Army Books

Giants of the Ninth Age

Belly Flop (page 23)

Add the bold text and remove the crossed out text:

When declaring a Charge, the model may choose to gain Impact Hits (1) with Area Attack (4×4). If so, **unless the Charged unit Flees**, the model's Defensive Skill is set to 1, it cannot perform any other Special Attacks nor Close Combat Attacks, and it becomes Shaken. The effects last until the end of the ~~Round of Combat~~ **Melee Phase**.

Saurian Giant (page 25)

Add the bold text and remove the crossed out text:

The unit counts towards ~~Thunder Lizards~~ **Magna Sauria**.

Legions of Sin

Legions of Sin (page 2)

Add the bold text:

- The options given for each unit entry in this Supplement Army Book replace any options, **including any Point Cost limits**, given for the corresponding unit entry in the DL Army Book.

Descent into Sin (page 3)

Add the bold text and remove the crossed out text:

An army from this Supplement Army Book uses a Sin Token pool in order to track the Battlefield's Descent into Sin. **In battles between two armies from this Supplement Army Book, track each pool separately.** At the start of the game, this pool does not contain any Sin Tokens. During the game, specific events will add Sin Tokens to the pool. **Add one Sin Token to your pool immediately when one of the following conditions is met:**

- **The opponent chooses to apply Wages of Sin.**
- **At the start of any Melee Phase, one or more friendly Characters with Dominion and/or Greater Dominion of Sin are in base contact with an enemy unit.**

Consult the Descent into Sin Table below to determine the effects of the current number of Sin Tokens in the pool.

~~These effects come into play when both of the following conditions are met:~~

- ~~The corresponding threshold has been reached.~~
- ~~It is the Legion of Sin Player Turn.~~

~~In battles between two armies from this Supplement Army Book, track each pool separately. Effects from different thresholds and pools stack and, unless specifically stated otherwise, affect both armies.~~

~~Add one Sin Token to your pool immediately when one of the following conditions is met:~~

- ~~The opponent chooses to apply Wages of Sin.~~
- ~~At the start of any Melee Phase, one or more friendly Characters with Dominion and/or Greater Dominion of Sin are in base contact with an enemy unit.~~

Descent into Sin Table (page 4)

Add the bold text:

The effects come into play when both of the following conditions are met:

- **The corresponding threshold has been reached.**
- **It is the Legion of Sin Player Turn.**

Effects from different thresholds and pools stack and, unless specifically stated otherwise, affect both armies.

0-1 Sin Token

(...)

Dominion of Greed (page 18)

Add the bold text:

For every 3 Sin Tokens currently in the Sin Token pool **of the Legion of Greed army**, the model's unit gains +1 Defensive Skill. **If there is more than one Legion of Greed army, use the Sin Token pool with the most tokens. Multiple instances of Dominion of Greed do not stack.**

Dominion of Wrath (page 44)

Add the bold text:

The model's unit gains Devastating Charge (+1" Adv). **Multiple instances of Dominion of Wrath do not stack.**

Makhar

Parting Shot (page 2)

Add the bold text:

Immediately after this, the unit performs a Flee Charge Reaction. **For rules purposes, the unit is considered to have voluntarily chosen Flee as a Charge Reaction.**

Designer Notes

2.C Unless Specifically Stated Otherwise (BRB, page 6)

"Unless specifically stated otherwise" is often used throughout the rules, however the BRB did not define what is actually meant with this restriction.

13.J.b.1 Bound Spell Casting Attempt (BRB, page 50)

The specification of Bound Spells having casting rolls was introduced to an earlier position.

15.D Round of Combat Sequence (BRB, page 57)

The erratum specifies the exact points in time when the Flee direction is determined and when Restrain Pursuit Tests are performed, which was ambiguous before.

15.E.c Fighting a Duel (BRB, page 60)

This erratum specifies that Duels end at the end of a Round of Combat, enabling the surviving duellist to perform/be the target of Melee Attacks when fighting more than one Round of Combat in the same Melee Phase.

16.B.b Removing R&F Models from Units Engaged in Combat (BRB, page 69)

This erratum streamlines 16.B.b with 16.B.a Removing R&F Models in order to apply to casualty removal from the first rank in general and not only to units in a single rank.

20.A.b Opaque Terrain (BRB, page 77)

This erratum was necessary to prevent models partially in Opaque Terrain from drawing LoS from a point on their Front Facing that is behind the Opaque Terrain.

20.C Board Edge (BRB, page 79)

The erratum fixes a loophole regarding Failed Charge Moves that potentially left units in an illegal position partially off the board.

21 Model Rules - Duplicated Model Rules (BRB, page 82)

The rules were not clear RAW that Model Rules for which X is a modifier are cumulative.

21.A.b.20 Insignificant (page 86)

The erratum clarifies that damage caused by Insignificant units on friendly units can in fact trigger Panic Tests.

21.C.a.2 Ordering the Charge (BRB, page 92)

The wording was streamlined with similar effects due to potential ambiguities that the original wording caused regarding the interaction with 21.B.d Leaving a Combined Unit.

21.G.b.4 Crush Attack – Close Combat (BRB, page 97)

The erratum clarifies that weapons do not interact with Crush Attacks at all.

21.G.b.5 Devastating Charge (X) (BRB, page 98)

The effects of Devastating Charge (X) are not limited to Close Combat Attacks but also directly affect the model, e.g. by giving it Fear, an Advance Range modifier, etc. So the "Close Combat" keyword is removed.

Dread Elves, Cut one off... (page 25)

RAI, the rule is supposed to trigger before Multiple Wounds are applied to any unsaved wounds, which is now specified RAW.

Dwarven Holds, Ancient Grudge (page 4)

Players wondered if there was any interaction between the Ancient Grudge rules and 21.B.b Characters Joined to Units, leading to Characters joining a marked unit becoming marked themselves as well. This is not supposed to be the case, as reflected by the erratum.

Orcs and Goblins, Goblin Cunning (page 2)

The erratum fixes an oversight, no longer preventing Panic Tests caused by friendly units with Force of Destruction [X]. In addition, it clarifies the interaction of Goblin Cunning with the Banner of Discipline.

Vampire Covenant, Lich (page 7)

The rules were not clear if a model with Lich and Supreme Lich had to buy the Wizard Apprentice upgrade separately in order to be able to buy Lich in the first place or if the "Wizards only" condition was met by simultaneously buying the Supreme Lich upgrade.

Vermin Swarm, Unstable Engines (page 28)

The erratum specifies that the damage from Unstable Engines is not only triggered when Dreadmill Chariots models are removed one by one but also when entire units are removed as casualties.

Warriors of the Dark Gods, Gateway (page 29)

The wording was streamlined with the rules for Ambush and Special Ambush to point out that units using the Gateway rules during Game Turns 4, 5, and 6 lose Scoring for the rest of the game.

Giants of the Ninth Age, Belly Flop (page 23)

The model suffered the downsides of the Belly Flop even if the Charged unit Flees, preventing it e.g. from Redirecting the Charge.

Giants of the Ninth Age, Saurian Giant (page 25)

The name of the model's Army Category was updated.

Legions of Sin, Legions of Sin (page 2)

Players were uncertain if any Manifestation allowances transferred from the DL Army Book to the LS Supplement - they do not.

Legions of Sin, Descent into Sin (page 3)

The erratum attempts to increase the readability of the Descent into Sin rules, particularly for games between two LS armies.

Legions of Sin, Descent into Sin Table (page 4)

The erratum attempts to increase the readability of the Descent into Sin rules, particularly for games between two LS armies.

Legions of Sin, Dominion of Greed (page 18)

The rules were not clear regarding the interaction of multiple instances of Dominion of Greed, particularly in games between to Legion of Greed armies.

Legions of Sin, Dominion of Wrath (page 44)

The rules were not clear regarding the interaction of multiple instances of Dominion of Wrath.

Makhar, Parting Shot (page 2)

The rules prevented a unit performing a Parting Shot from benefiting from Feigned Flight.