THE 9TH AGE
QUICK STARTER
2nd Edition

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INTRODUCTION

I have travelled this world, from East to West and back again. I have seen every beast and being the five continents have to offer, and fought with most. If you would command armies, heed my words well.

Prepare your armies. Deploy them well, be mindful of the terrain. Observe and know your enemy, exploit his weaknesses and guard against his strengths. Be decisive, yet patient. Hold your ground, but recognise a lost cause. And know that in spite of all, the Fates may mock all your plans and talents, casting your forces into disarray.

In that moment, there is but one course. Spit in the eye of the Fates. Take everything they throw at you, and smile back a bloody grin. Then carve your own destiny into the hides of your foes.

Only the will to triumph and the wisdom to make it happen will see you rise. Now, venture forth and earn your name, earn your place in the history of the Ages, and perhaps you will determine the nature of the next Age.

— Advice from a General to his student before battle

WHAT IS THE 9TH AGE?

The 9th Age, often shortened to T9A, is a community driven project dedicated to making various tabletop action and war games in the fantasy setting of 9th Age World. It also provides the associated hobby community a central hub for interaction, where they can present their own work and ideas or learn to improve their skills by observing others.

WHAT IS THE 9TH AGE: QUICK STARTER?

The 9th Age: Quick Starter is a tabletop wargame with miniatures in which two forces clash in an exciting struggle for glory or survival. Each force is composed of various foot soldiers, skilled archers, mounted knights or inspiring heroes. The game takes place on a 3 by 4 foot battlefield and uses six-sided dice to resolve different actions such as striking a foe in combat, protecting your own from harm or fleeing from a lost cause. The 9th Age: Quick Starter is a rules set designed to introduce people to wargaming in the World of the 9th Age using simple rules and small armies, as an introduction and a stepping stone towards our other more complex games.
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GETTING STARTED

I know they say to expect the unexpected, but expect all the normal stuff too!

— General di Lorenzo, on learning his supply caravans were loaded with wooden stakes instead of halberds

Before you and your opponent sit down to actually play a Quick Starter game, there are preparations new generals must first make. You need to choose your army and gather the equipment needed to play a game. Preparation for the game is definitely a part of the fun, as this is also when you choose your army. Beware! Choosing an army might spark a deep and zealous love for a specific faction, as you’ll find that each faction has its own unique traditions, units and available miniature models. Have fun!

Required materials
To play a game of The 9th Age: Quick Starter, you need sportsmanship, an opponent and a few tools:
• An army (tokens, cut-outs or preferably miniature models)
• A gaming table
• Terrain pieces
• A ruler, in inches
• Six-sided dice, preferably at least 10

THE ARMY
As the general, your duty is to select an army available to you, and command it on the battlefield. If you are new to The 9th Age, we recommend you play a few games with the pre-made army lists available on www.the-ninth-age.com. The pre-made army lists contain the following information:

Troops
Each army list has several entries that describe the units available to your army, one unit per entry. These units are your warriors on the battlefield, and are represented by several models acting as a single element called a “unit”, as described in the General Principles section.

The Unit Entry
Each unit has a unique entry as detailed on the reference sheet of its army. This entry details how the unit behaves in the game. All unit entries share the same components:

• Name, unit size, formation and base size: Each unit is identified by its name, the number of models it is composed of, and the width of the unit (the number of files its models are arranged into). In case of extraordinary and unique personalities, like a wizard or the general, the “Character” tag will also be included. Finally the unit entry also notes the base size that must be used by all the models in the unit.

• Characteristics Profile: Every unit has a characteristic profile that details the strengths and weaknesses of the soldiers. All models in the unit share this profile. A detailed description can be found in the General Principles section.

• Model Rules: Describes additional rules that the unit follows. Not all units have Model Rules. (no extra paragraph just how it is)

Additionally, some units have special abilities that set them apart from the rest, such as the commanding ability of a general or the magical ability of a wizard. These abilities will be listed below the Characteristics Profile, and the special rules contain all the information necessary to use them.

Finally, shooting units, such as archers or crossbowmen, will have their shooting attacks described here as well. All the models in the unit share the same shooting attack. How they work will be addressed in full detail in the Shooting Phase section.
Spells
Most armies have access to powerful wielders of magic. These wizards can cast the spells which are noted below their unit entry. The wizards always know these spells and can cast each of them. The full rules for magic can be found in the Magic Phase Section.

QUICK REFERENCE SUMMARY
All the Quick Reference Sheets include a copy of the tables that are used during gameplay, for ease of reference. The Quick Reference Summary includes all tables and information used during gameplay. These tables are common to all armies.

CONSTRUCTING A BATTLEFIELD
The Battlefield is the stage of grand clashes between armies. It might be an open plain upon which two honorable generals choose to fight their battle. It might be a cold and barren wasteland, where an expeditionary force seeks out an unknown evil, or it might be the ruins of a destroyed village, the site of a vicious ambush. In The 9th Age: Quick Starter, you and your opponent decide how the battlefield looks and what terrain elements it contains.

To play a game of The 9th Age: Quick Starter, you need a flat surface of approximately 36” wide and 48” deep (approximately 90x120cm). This will be the battlefield for your game. It’s possible to use a regular table. People often create a battlefield by painting and decorating a sheet of wood. There are many great materials available for the creation of your battlefield and because you are free to decide how it will look, your options are endless, so feel free to be creative! A relatively new, popular option to create a battlefield is to purchase a gaming mat. This is a flexible, high quality mat, with a pre-made design, that can be rolled out onto a table, creating a battlefield in less than a minute.

A game may include any terrain pieces you and your opponent like. For the purpose of the game, terrain is divided into four categories: open terrain (like meadow, desert or any flat surface), hills (creating elevated positions), hindering terrain (like forests, swamps or ruins) and impassable terrain (like boulders, buildings and cliffs). Terrain can be represented by simple paper cut-outs, homemade constructions or available miniature terrain. You can use different terrain sizes, ranging for example from 3x4” to 6x8” (approximately 70x100mm to 140x200mm). Feel free to experiment!
GENERAL PRINCIPLES

In principle, I generally find the most principled generals have the poorest understanding of general principles.

— Duke D’Auberge, in writing

MODELS AND BASE CONTACT

The world of 9th Age is home to many factions, and all have their own unique troops: like armoured swordsmen, savage orcs, brutal ogres, monstrous creatures, nimble archers and arcane wizards. In a game of Quick Starter, all these troops are represented by miniature models.

Models are placed on bases of a size and shape given in the unit’s entry. All ingame measurements are made from this base, not from the model itself. Base sizes are given as two measurements in millimetres: front-width x side-length. The size of round bases are given as the size of its diameter (for example, a standard War Machine base is a round 60mm base).

Two models are in base contact with each other if their bases are touching one another, including corner to corner contact. A unit can only move into base contact with an enemy through a successful Charge.

UNIT BOUNDARY, CENTRE OF UNIT AND CONTACT BETWEEN UNITS

A Unit Boundary is an imaginary rectangle drawn around the outer edges of the unit.

The Centre of a unit is the centre of its Unit Boundary.

Two units are considered in base contact with each other if their Unit Boundaries are touching one another, including corner to corner contact.

Every Model and every Unit has 4 Facings: Front, Rear, and two Flanks. Concerning a model, the Facings are the edges of the base. Concerning a Unit, the Facings are the edges of the Unit Boundary.

FACINGS AND ARCS

Every Model and every Unit has 4 Arcs: Front, Rear, Left Flank, and Right Flank. Each Arc is determined by extending a straight line from the corners of the model’s base respectively from the corners of the Unit Boundary in a 135° angle from the model’s Facings respectively from the unit’s Facings.

Any object at least touching the lines that separates two Arcs (even if in a single point) is considered to be inside those Arcs.

All models are part of a unit. A unit is either a group of models deployed in a formation consisting of ranks (along the length of the unit) and files (along the width of the unit) or a single model operating on its own. Whenever a rule, ability, spell and so on affects a unit, all models in the unit are affected. When forming a unit, all models in the unit must be perfectly aligned in base contact with each other and face the same direction. All ranks must always have the same width, except the last rank which can be shorter than the other ranks. Note that it’s perfectly fine for the last rank to have empty gaps in it, as long as the models are aligned with those of the other ranks. The width and the length a unit is deployed in is given in each unit’s entry. Example: Formation 6x3 means that the unit has 6 files and 3 ranks.

Figure 1

This unit has 3 ranks and 6 files. The Centre of the unit is the centre of the rectangle drawn around its outer edges (= Unit Boundary).
**TURN**
The 9\textsuperscript{th} Age: Quick Starter is a turn based game. A standard game lasts for 4 Game Turns. One player has the first turn (called a Player Turn). After this, the other player has the first Player Turn. When this comes to an end, Game Turn 1 is completed. In Game Turn 2, the first player now has the second Player Turn, and so on, until both players have completed 4 Player Turns. This marks the end of the game.

**Player Turn**
Each Player Turn is divided into five Phases, performed in the following order:

1. Charge Phase
2. Movement Phase
3. Magic Phase
4. Shooting Phase
5. Melee Phase

**Active and Reactive Player**
The Active Player is the player whose turn it currently is. The Reactive Player is the player whose turn it currently is not.

**DICE**
Sometimes unexpected events can turn the tide of battle: your unit of archers might defy the odds and fend off a superior unit of warriors. To represent this, in game actions are decided by the combination of skill and chance. In a game of 9\textsuperscript{th} Age, many dice will be rolled!

The type of dice used is the six-sided dice, named “D6”, with a range from 1 to 6. The effects of a dice roll often depend on whether the rolled value is equal to or higher than a set value, such as a dice roll that is successful if the dice rolls ‘3’ or higher. This is often referred to as a “3+” (or 2+, 4+, 6+, etc.).

Sometimes, the rules instruct you to roll more than one of these dice at the same time. This is represented by a number before the type of dice rolled, such as “3D6”, which means to roll 3 six-sided dice and add the results together. On other occasions, a dice roll may be modified by adding or subtracting a number, such as D6+1. In such cases, simply add the relevant number to or subtract it from the result of the roll.

Sometimes, you are called upon to roll one or more “D3”. When doing so, roll normal “D6” and half the result (rounding fractions up) for each individual dice.

Some effects in the game call for rerolling certain dice, such as “failed to-wound rolls”, or “Armour Save results of ‘1’”. When you encounter such situations, reroll the relevant dice. Dice can only ever be rerolled once. The second result is final, no matter the cause/source or result.

**MEASURING DISTANCES**
All successful generals share one unique talent: the ability to gauge the layout of a battlefield with great precision. This is what enables them to order their cavalry to charge at the right moment and to order the missile troops to fire on the choicest foe.

The measuring unit in The 9\textsuperscript{th} Age: Quick Starter, is the inch (”). An inch corresponds to 2.54 cm. To determine the distance between two points on the Battlefield (or two units, or any other elements), you must always measure from the closest points, even if the line of measuring goes through any kind of intervening or obstructing element. Ignore such obstructions for the purposes of measurement.

Players are always allowed to measure any distance at any time.

**LINE OF SIGHT**
Some archers have perfected the skill of using terrain to their advantage. They learned not to rely on their friendly knights to save them during battle. “If a Dragon cannot see you, it can not eat you!”

A model can trace a Line of Sight to its target (usually a point on the battlefield or another model) if you can extend a straight line from the front of the model’s base directly to its target, without going outside of the its unit’s front arc, and without being interrupted by neither terrain that blocks line of sight nor models from other units. A unit is considered to have a Line of Sight to a target if one or more models in the unit have Line of Sight.

**BOARD EDGE**
The board edge represents the boundaries of the game. Models cannot (voluntarily) move outside the Board, not even partially.
CHARACTERISTICS
Fast units get to pick their fights, nimble units strike before their enemy, skilled units know how to pinpoint their enemy’s weakness, accurate units can target their enemy at great distance, strong units cleave through tough hide and armour, tough, resilient units withstand blows which would fell lesser beings, disciplined units stand and fight when others run. Most units excel in specific characteristics. And some excel at everything.

Performing a Discipline Test
To perform a Discipline Test the player rolls 2D6 and compares the result with the Discipline Characteristic of a model. If the roll result is equal or less then the Discipline value, the test is passed. Otherwise, the Test is failed. If a unit takes a Discipline Test and more than one Discipline value is available (for example when a Character joins a unit), the player may choose which Discipline value to use.

There are many different game mechanics that may call for a Discipline Test, such as performing a Panic Test or a Break Test. All such game mechanics are Discipline Tests, regardless of any additional rules and modifications described in the relevant sections of the rulebook.

Each model has a Characteristics Profile, which contains 12 different Characteristics, given in positive numbers:

- **Adv** Advance Rate
  - The speed of the model when it Advance Moves, in inches per turn.

- **Mar** March Rate
  - The speed of the model when it March Moves, in inches per turn.

- **Dis** Discipline
  - Shows the model’s Discipline and ability to stand and fight.

- **HP** Health Points
  - When the model loses this many Health Points, it is removed as a casualty.

- **Def** Defensive Skill
  - How good the model is at preventing to be hit in close combat.

- **Res** Resilience
  - A model with high Resilience withstands blows more easily.

- **Arm** Armour
  - The protection of the model, given by any natural or crafted Armour.

- **Agi** Agility
  - Models with a higher Agility strike first in close combat.

- **Att** Attack Value
  - The number of times the model strikes in a round of close combat.

- **Off** Offensive Skill
  - How good the model is at landing hits in close combat.

- **Str** Strength
  - The higher the Strength, the easier it is to wound other models.

- **AP** Armour Penetration
  - The higher the Armour Penetration, the easier it is to penetrate the opponent’s armour.

All Characteristics are positive numbers.
TERRAIN

A traditional army might feel at ease fighting battles on open plains. Its units need space to move around and get into position. They might get stuck or blocked if they have to maneuver around ruins, large rocks, or pits. Because a general cannot always choose the battlefield, he learns how to fight in all types of terrain.

A Terrain Feature is a topographical area on the Battlefield. All parts of the battlefield are divided into one of the following categories:

**Open Terrain**

Some commanders agree to meet each other in the open field, so they can display their skills of war without external interference.

Open Terrain doesn’t have any effect upon Line of Sight or Movement. All parts of the board that are not covered by any other kind of Terrain are considered to be Open Terrain.

**Impassable Terrain**

Impassable Terrain represents terrain that cannot be moved through, such as closed off buildings, steep cliffs, huge boulders or bottomless pits.

- **Line of Sight**: Cannot be drawn through Impassable Terrain.
- **Movement**: Models cannot move into or through Impassable Terrain.

**Hills**

The elevated position of a hill gives a natural advantage to anyone atop it.

- **Line of Sight**: Can be drawn onto and down from a Hill, but not through it.
- **Elevated position**: When drawing Line of Sight or determining Cover to or from models on a Hill, ignore all intervening models which are not on a Hill themselves.

**Hindering Terrain**

The rules for Hindering Terrain can be used to represent all forms of terrain impeding movement, such as dense forests, old ruins and treacherous marshlands.

- **Line of Sight**: Can be drawn through Hindering Terrain.
- **Cover**: Units with more than half of their Target Facing inside or behind Hindering Terrain, benefit from Cover.
- **Movement**: Models with bases other than 20x20mm or 25x25mm that March, Charge, Failed Charge, Flee, Pursue or Overrun into, out of or through a piece of Hindering Terrain have to roll a D6 for each model.
  - If a ‘1’ is rolled, the model suffers a hit that wounds automatically and has Armour Penetration 10.
- **Broken Ranks**: Units with more than half of their models with the centre of their base inside Hindering Terrain can never be Steadfast.
The Pre-Game Phase

The result of any battle is all but assured by the time the armies take the field. All that's left are formalities.

— Queen Mother Siglinde, known as "The Great Cynic of Aschau"

Setting Up the Battlefield

The recommended size of the gaming board is 36" wide and 48" deep. While some battles may take place on a completely flat board, a Battlefield typically has Terrain Features placed upon it. The players can freely agree on the size, type and number of Terrain Features to be placed, as well as their positions. If an agreement cannot be reached, figure 2 provides an example of how the terrain can be placed. When setting up the battlefield, put a marker (a flag, a coin or something similar) on the table to mark the centre of the Battlefield, which is the key to win the battle. (see Who is the Winner).

Determine Who Plays First

Both players roll a D6. The player that rolls higher (if a tie is rolled, roll again) picks a side of the table, deploys first, and has the first turn.

Deployment Zones

The Table is divided into halves by the straight line through the centre of the board, parallel to the table’s short edges. Deployment Zones are areas more than 12” away from this line. The player that goes first chooses which Deployment Zone belongs to which player.

Deploying units

After both players have played four Player Turns, the player with the most units within 6” of the centre of the table, excluding Characters and Fleeing units, is the Winner. If there is a tie, or no player has any unit within 6” from the centre, the game is a Draw. If one player manages to completely destroy the opposing army and the player has at least one unit within 6” of the centre of the table, the game is considered a Massacre.

WHO IS THE WINNER?

Only a defeated army declares a great victory. The real winner survives to see the state of the battlefield, and knows no victory can rightly be called great.

— Frau Janz, in Behemoth

Figure 2

Deployment zones are 12” away from the straight line going through the centre of the board and parallel to the table’s short edges.

The terrain placement is just an example of how it can be placed. Feel free to use other terrain pieces in different locations.
**CHARGE PHASE**

It's not the quickest hound in the kennel, but once it gets going, there's no escaping its steady advance.

— Alexander Rasche, Imperial Steam Tank Engineer

In this phase, you set the stage for the battle to come. Are you holding back to see what your enemy does, and keeping your rear covered? Or will you send quick flankers down the sides, and send your core through the middle? And how will your enemy react?

**DECLARING CHARGES**

A general’s most decisive action is giving their troops the signal to unleash their might and charge into an enemy unit. It is in this moment, that troops leave their position and put everything on the line to engage their enemy.

If you want any of your units to engage an enemy unit in Combat, you must declare which of your units will attempt to charge which enemy unit, one at a time.

Charges can only be declared at targets that are in the charging unit's Line of Sight and that the charging unit has a chance of completing the charge against. This means that the target unit must be within the charger’s potential Charge Range and there must be enough room to move the charger into base contact with its target. When considering if a charge is possible, do not take potential Flee Charge Reactions into account (not even mandatory ones), but do take already declared charges into account (since other charging units might have a chance to move out of the way).

**Charge Reactions**

When a horde of weapon wielding, battle hungry warriors rushes upon you, you have a second to decide about your fate: honour in battle or safe retreat. Not all combat can be won, but fighting combat against all odds could give your general the strategic advantage.

Each time the Active Player declares a charge, the Reactive Player must immediately declare the charge unit’s Charge Reaction, before any further charges are declared. There are two different Charge Reactions: “Hold” and “Flee”.

**Hold**

A Hold reaction means that the unit does nothing. A unit already Engaged in Combat can only choose a Hold reaction.

**Flee**

The charged unit immediately flees directly away from the charging enemy, along a line drawn from the Centre of the charging unit through the Centre of the charged unit. An already fleeing unit that is charged must always choose to flee. This can lead to a unit doing more than one Flee Move in a single Charge Phase.

**Redirecting a charge**

When a unit chooses the Flee Charge Reaction, the charger may try to Redirect the Charge by passing a Discipline Test. If failed, the unit will try to complete the charge towards the unit that Fled. If passed, the unit can immediately declare a new charge towards another viable target unit, which may choose their Charge Reaction as normal. If more than one unit Declared a Charge against the Fleeing unit, each may try to Redirect its Charge in any order chosen by the Active Player. A unit can only Redirect a Charge once per turn. If the situation arises that a unit Redirects a Charge and the second target also Flee, the charging unit may opt to charge either target, but must declare which one before rolling the Charge Range.

**Move Chargers**

Mounted knights spur their horses into the breach, making the earth tremble. Battle hungry orcs savagely hurl themselves forward, disciplined elves rush their enemies with deadly precision. Will they make it, and gain the benefit of the charge? Or were they reckless, and find themselves exposed to a counter charge?

Once all Charges and Charge Reactions have been declared, chargers will try to move into combat. Choose a unit that has declared a Charge in this phase, and roll its Charge Range and move the Charger. Repeat this with all units that have De-
declared a Charge this phase.

**Charge Range**

A unit’s Charge Range is 2D6 plus the unit’s Advance Rate. If this is equal to or higher than the distance between the charger and its intended target, the Charge Range is sufficient and the charger can proceed to make a Charge Move (provided it has enough space). If the Charge Range is less than the distance (or there is no space to complete the charge), the charge has failed and the charger performs a Failed Charge Move.

**Charge Move**

A Charge Move is resolved as follows:

- The unit may move forward an unlimited distance (if the target is within Charge Range).
- A single Wheel can be performed during the move (remember the Wheel may not exceed 90°).
- The front of the charging unit must contact the enemy unit in the Facing where the majority of the charging unit’s frontage was when the charge was declared (see figure 4). If the frontage of the charging unit is equally split in two, randomize which of the two Facings the unit is in before declaring any Charges.
- The charging unit may only move into base contact with an enemy unit which it declared a charge against.

**Aligning Units**

If the charger manages to move into base contact, the units must now be aligned towards each other so that the contacting facings are parallel and in contact. To accomplish this manoeuvre, the Active Player rotates the charging unit around the point where it contacted the enemy. If this wouldn’t bring the two units into full contact, for example due to interfering Terrain or other units, the unit charge cannot be completed, and the unit instead performs a Failed Charge Move.

**Maximizing Contact**

Charge moves must be made so the following conditions are satisfied as best as possible, in decreasing priority.

- 1st priority: The total number of units in the Combat are maximized. Note that this is only applicable when multiple units charge the same unit.
- 2nd priority: The number of models (on both sides) in base contact with at least one enemy model is maximized, including models Fighting Over Gaps.

As long as all above conditions are satisfied as best as possible, charging units are free to move as they please (obeying the rules for Move Chargers).
Multiple Charges

If more than one unit has declared a charge against a single enemy unit, chargers are moved in a slightly different manner. Roll the Charge Range for all the units charging that same unit before moving any of them. Once it has been established which units will reach their target, move the charging units and/or the Failed Chargers in any order.

Charging a Fleeing Unit

When doing a Charge Move towards a Fleeing unit, follow the same rules as for a normal Charge Move, except that the charging unit can move into contact with any Facing of its target, no aligning is made and no maximizing of base to base contact is taken into consideration. Once the charger reaches base contact with the fleeing target, the entire fleeing unit is removed as a casualty. The charging unit may then perform a Pivot manoeuvre (see Movement Phase).

Impossible Charge

When moving the chargers, this sometimes results in a situation where units block each other from reaching combat (or there is not enough space to fit all chargers). When this happens, the units that can no longer make it into combat make a Failed Charge Move.

Failed Charge

If a unit does not roll a sufficient Charge Range, or is unable to complete the Charge for other reasons, it performs a Failed Charge Move instead. The highest D6 rolled when rolling Charge Range is the move distance. Wheel the unit so that a forward movement will move the centre of the unit towards the centre of its intended target, and then move forward.

Figure 4

The majority of the charging unit’s frontage is in the enemy’s front arc, so the charging unit must contact the front facing. It moves forward and then wheels into base contact. Align move is then performed by rotating the charged unit around the point of contact.
MOVEMENT PHASE

RALLY FLEEING UNITS
While fleeing in terror, trained troops can regain their composure and rally to the call of their commander, or to the drum of their musician. They might save their honour yet!

Rally Tests
At the start of your Movement Phase you must attempt to Rally your fleeing units, otherwise they will keep Fleeing. Each fleeing friendly unit must take a Discipline Test. Any unit that passes its test is no longer considered fleeing and may immediately perform a Pivot. A unit that has rallied cannot move any further in this movement phase and cannot shoot in the subsequent Shooting Phase. If the test is failed, the unit immediately performs a Flee Move.

Flee Moves
To perform a Flee Move, roll the Flee Distance: 2D6". Move the fleeing unit this distance straight-forward. If this move should make the fleeing unit end its move in contact with another unit or Impassable Terrain, extend the Flee Distance with the minimum distance needed for the unit to get clear of all such obstructions. If the Flee Move takes the fleeing unit into contact with the Board Edge, remove the unit as a casualty as soon as it touches the Board Edge.

Fleeing Units
When a unit is fleeing, it cannot perform any action, including: Declare Charges, Move (other than Flee), Shoot or Cast Spells.

MOVING UNITS
While agile riders speed across the battlefield, most units march into position to confront the enemy, guard their king or just get closer to bloody combat.

Now, units that haven’t moved in this Player Turn yet will get a chance to do so. Choose a unit and which type of move it will perform: Advance, March or Pivot. Repeat this until all units that wishes to move has done so.

Advance Move
When performing an Advance Move, a unit can move forward, backwards or to either side (sidestep). However, it cannot move in more than one of these directions during an Advance Move.

Forward: The unit moves forward a distance up to its Advance Rate. During a forward Advance Move, a unit may perform any number of Wheel Maneuvers.

Backwards: The unit moves backwards a distance up to half its Advance Rate (without rounding any fractions).

Sidestep: The unit moves to either side a distance up to half its Advance Rate (without rounding any fractions).

March Move
When performing a March Move, a unit can only move forward, a distance up to its March Rate. During a March Move, a unit may perform any number of Wheel Maneuvers. A unit that has Marched cannot shoot in the Shooting Phase.
Pivots

When a unit Pivots, mark the Centre of the unit. Remove the unit from the Battlefield, and then place it back on the Battlefield again facing any direction, with its Centre in the same place as before and in the same formation provided there is sufficient space to place the unit in its new facing. A unit that has performed a Pivot manoeuvre cannot shoot in the Shooting Phase. Units consisting of a single model can always perform any number of Pivots during an Advance Move or March Move. Single models can shoot in the Shooting Phase, even when doing Pivots during an Advance Move, but they still count as Moving.

Wheels

During an Advance or March Move, a unit may perform any number of Wheel Manoeuvres. When a unit Wheels, rotate the unit forward, around either of its front corners up to 90°. All models in the unit are considered to have moved this distance. The distance moved by the unit is equal to the distance the outer front corner of the outermost model in the first rank has moved from its starting to its ending position (not the actual distance it moved along the arc of a circle).

Figure 5

a) This unit moves forward 3", Wheels 6.1" (measured from the outer corner starting to ending position), and then moves another 2". The unit has moved 3 + 6.1 + 2 = 11.1".

b) This unit has Advance Rate 10". It moves forward 3" and then performs a 5" Wheel. Even though the outer corner has only moved 8", there are models in the unit that are more than their March Rate from starting to ending position, making this move illegal.

c) The unit has Advance Rate 16". It moves forward 2", then performs 2 Wheels (4.2" and 3.9"), making it almost turn back again. After this the unit moves forward 4" and finishes with a small 1.3" Wheel. The total distance covered by the unit is 2 + 4.2 + 3.9 + 4 + 1.3 = 15.4".

Even though some models in the unit are temporarily further from their starting position than their March Rate, this
**MAGIC PHASE**

*Dangerous, impractical, liable to explode at the wrong moment. My mother-in-law always hated magic.*

— Famously said by Prince Antoine to the High Priestess of the Lady

In the Magic Phase, your non-fleeing Wizards (a model with one or more spells) can cast spells and your opponent can try to dispel those Spells. Spells are cast and dispelled using Magic Dice.

**Flux Cards**

*At times, warriors become bolstered beyond their natural strength, and enemies falter before they reach combat. At other times, wizards stare at the skies with disappointment.*

In the Magic Phase, spells are cast and dispelled using Magic Dice. These dice are kept in a pool of dice, from which a number of dice can be used to either cast or dispel spells. The number of Magic Dice each player receives in each Magic Phase is determined by Flux Cards. Each player has a deck composed of the 6 Flux Cards given on the next page. At the start of each Magic Phase, the Active Player randomly draws one of Flux Card from its deck. This card determines how many starting Magic Dice both players get in this Magic Phase. Once a Flux Card has been drawn, it is discarded from the deck (and thus cannot be used again in later Magic Phases).

**Spellcasting Sequence**

Each of the Active Player's non-Fleeing Wizards may attempt to cast each known spell up to one time per Magic Phase.

**Casting Attempt**

The Active Player declares which non-Fleeing Wizard is casting which spell upon which target, and rolls between one and five Magic Dice from the Active Player's Magic Dice pool. Add the results of the rolled dice to get the total casting roll. If the Casting Roll is equal to or higher than the Casting Value of the spell, the casting attempt is successful.

**Dispelling Attempt**

If the casting attempt is successful, the Reactive Player may make a Dispel Attempt by rolling any number of Magic Dice from the Reactive Player's Magic Dice pool. Add the results of the rolled dice to get the total dispel roll. The Dispel Attempt is successful if the total dispel roll is equal to or higher than the Casting Roll. If so, the spell is dispelled and the Casting Attempt failed. If the Dispel Attempt is not successful or there was no attempt at all, the spell is successfully cast. Apply the spell's effects.

**Miscast**

When making a Casting Roll and three or more Magic Dice roll the same value, then the Casting Attempt is a Miscast.

If the spell is not dispelled, the Active Player rolls 1D6 after resolving the spell effect.

- On a roll of 1-3, the Caster cannot cast the Miscast spell anymore in this game.
- On a roll of 4-6, the Caster suffers 2 hits that wound on 4+ with Armour Penetration 10.
## FLUX CARDS

<table>
<thead>
<tr>
<th>Flux Card 1</th>
<th>Flux Card 2</th>
<th>Flux Card 3</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Active Player</strong></td>
<td><strong>Active Player</strong></td>
<td><strong>Active Player</strong></td>
</tr>
<tr>
<td>4 Magic Dice</td>
<td>5 Magic Dice</td>
<td>6 Magic Dice</td>
</tr>
<tr>
<td><strong>Reactive Player</strong></td>
<td><strong>Reactive Player</strong></td>
<td><strong>Reactive Player</strong></td>
</tr>
<tr>
<td>3 Magic Dice</td>
<td>3 Magic Dice</td>
<td>3 Magic Dice</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Flux Card 4</th>
<th>Flux Card 5</th>
<th>Flux Card 6</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Active Player</strong></td>
<td><strong>Active Player</strong></td>
<td><strong>Active Player</strong></td>
</tr>
<tr>
<td>6 Magic Dice</td>
<td>7 Magic Dice</td>
<td>8 Magic Dice</td>
</tr>
<tr>
<td><strong>Reactive Player</strong></td>
<td><strong>Reactive Player</strong></td>
<td><strong>Reactive Player</strong></td>
</tr>
<tr>
<td>5 Magic Dice</td>
<td>5 Magic Dice</td>
<td>5 Magic Dice</td>
</tr>
</tbody>
</table>
In the Shooting Phase, each unit with Shooting Weapons can shoot once per Shooting Phase. The shooting weapons state the Range, Aim, number of shots, Strength, and Armour Penetration of the attack, as well as any potential additional rules. Units that are Fleeing, Engaged in Combat, or that have Marched, Pivoted (unless a single model unit), Rallied, or Declared a Charge in their previous Movement Phase cannot shoot.

When a unit shoots, first nominate a target within the shooting unit's Line of Sight. Units that are Engaged in Combat cannot be chosen as targets. All models in the same unit must shoot at the same target.

Check the Line of Sight for each individual model. Remember that Line of Sight cannot be drawn outside the unit's Front Arc. Models that do not have a Line of Sight to the target unit cannot shoot. Measure the Range for each individual shooting model. This is measured from the actual position of each shooting model to the closest point of the target unit (even if this particular point is not within Line of Sight). Models that are further away from the target than the Range of their weapons cannot shoot. Once it has been established which models can shoot, these models shoot as many times as indicated in their weapon's profile. For each shot, roll to hit for each model and each shot, as described below.

Aim

All Shooting Weapons have an Aim written in brackets after the weapon's name. The Aim tells you what the model needs to roll on a D6 to successfully hit its target. This roll is called a to-hit roll. Note that the Aim is not bound to the weapon, instead each unit has its own Aim for a given Shooting Weapon available to it. For example, an elven archer might have a Longbow (3+) while a human archer only has a Longbow (4+). The elf would hit its target if it rolls 3 or higher on a D6, while the human would need to roll 4 or higher.

To-hit Modifiers

Shooting Attacks may suffer one or more to-hit modifiers to their to-hit rolls. For each Modifier applicable, subtract 1 from the to-hit roll. This amounts to adding +1 to the Aim of weapon. For example, an elven archer with a Longbow (3+) shooting at Long Range will hit his target with a roll of 4+. If the to-hit roll would be modified to 7+ or worse, then the model can't hit the target. An unmodified roll of '1' always fails.

<table>
<thead>
<tr>
<th>To-hit Modifiers Summary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Long Range</td>
</tr>
<tr>
<td>Moving and Shooting</td>
</tr>
<tr>
<td>Cover</td>
</tr>
</tbody>
</table>

If one or more hits are scored, follow the procedure described under "Attacks".

Long Range (-1 to hit)

If the target is further away than half of the weapon's Range, the shooting model receives a -1 to-hit modifier. Remember that you measure Range for each shooting model individually.

Moving and Shooting (-1 to hit)

If the unit has moved during this Player Turn, all models in the unit receive a -1 to-hit modifier.

Cover (-1 to hit)

Cover is determined individually for each shooting model. Apply Cover if at least one of the following is the case:

a) >50% of the target's Facing is obscured by other models/units.

b) >50% of the target's Facing is obscured by terrain that blocks Line of Sight.

c) >50% of the target's Facing is inside or behind Hindering Terrain.

Determine if the target benefits from Cover as follows:

My personal preference is for fighting Johnny Ogre while he’s still very far away.

— Captain Samantha Keller of the Imperial Artillery
Determine which Arc of the target unit the shooting model is located in (front, side, rear).
Choose a point on the shooting model’s Front Facing.
From the chosen point, check how large the fraction of the Facing is behind obstructions (using the Facing of the determined Arc of the target).

Check even the area outside of the shooting model’s Front Arc.
Models always ignore their own unit and the Terrain Feature they are inside (e.g. a model shooting from a Hindering Terrain doesn’t suffer a Cover modifier for shooting through that Hindering Terrain).

Figure 6: Example of Cover inside Hindering Terrain
a) The left model in unit A is located in unit B’s Flank Arc, so unit B’s Flank Facing is the Target Facing. More than half of the Target Facing is obscured inside the Hindering Terrain, so unit B benefits from Cover against the left model.

a) The right model in unit A is located in unit B’s Front Arc, so unit B’s Front Facing is the Target Facing. Less than half of the Target Facing is obscured inside the Hindering Terrain, so unit B does not benefit from Cover against the right model.

Figure 7: Example of Cover from blocked Line of Sight
More than half of the Target Facing is obscured by other units and terrain that blocks Line of Sight. In this case the target counts as benefiting from Cover. Note that it’s the Unit Boundary that is relevant to check the Line of Sight.
MELEE PHASE

Nerves are the greatest resource available to a general. The army that can keep theirs the longest is nine tenths of the way to victory.

— Comandante Scoza

Each Combat Round is divided into the following steps:

1. Roll attacks (in Agility order): Allocate attacks, roll to hit, to wound, saves, and remove casualties.
2. Calculate which side wins the Round of Combat.
3. Loser(s) rolls Break Test.
4. Close Combat Pivots
5. Winner(s) Restrain or Pursue?
7. Move Fleeing units. Then, move Pursuing units if the winner decided to pursue.

During each Melee Phase, all the ongoing Combats fight a Round of Combat. The Active Player decides the order of the Combats. A Combat is defined as a group of opposing units, which are all connected through base contact. Normally, this would be two units fighting against one another, but it could also be several units against a single enemy unit or a long chain of units from both sides. Complete all actions in the Round of Combat Sequence of all units involved in the chosen combat before moving on to the next combat.

Units are considered Engaged in Combat if one or more models in the unit are in base contact with an enemy unit. If a unit is Engaged in Combat, all models in the unit also count as being Engaged in Combat. In the Melee Phase, the players’ units Engaged in Combat can (and must) attack. Models in base contact with an enemy (or able to make Supporting Attacks) attack in the Agility order starting with the attacks that have Agility 10 and then working downwards from the highest to the lowest Agility. At each Agility step, all attacks that have the same Agility strike simultaneously. Models from both sides attack in each player’s Melee Phase. Units that are Engaged in Combat cannot move unless specifically stated (usually when Breaking from combat).

Supporting Attacks
Models in the second rank can perform one single Supporting Attack across models in the first rank. Supporting Attacks can only be made against enemies in the front.

Fighting over gaps
Sometimes, there are gaps in a Close Combat, especially when a unit is in contact with the last rank of an enemy unit and this rank is not completely filled with models. If two units are in base contact, models in these units are allowed to attack over empty gaps (but not across other units or Impassable Terrain). These models are considered to be in base contact with each other.
### Allocating Attacks

At each Agility step, before any attacks are rolled, attacks must first be allocated against enemy models. If a model is in base contact with more than one model, it can choose which model to attack. Attacks can be allocated against models with different Health pools, for example regular models and Characters. The number of attacks that a model can make is equal to its Attack Value. Model rules, spells and other effects can further change this number. If a model has more than one attack, it can allocate them at will to different targets in base contact. If a model is making Supporting Attacks, it can allocate its attack as if it was in the front of the unit (in the same file). If a model could either strike at models in base contact or make Supporting Attacks, it must allocate its attacks against models in base contact. Allocate all attacks at a given Agility step before rolling any to-hit rolls.

---

### Rolling to Hit

To make to-hit rolls, roll a D6 for each attack and compare the Offensive Skill of the model making the attack to the Defensive Skill of the model the attack was allocated towards.

<table>
<thead>
<tr>
<th>Offensive skill minus Defensive skill</th>
<th>Needed roll to hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 or more</td>
<td>2+</td>
</tr>
<tr>
<td>1 to 3</td>
<td>3+</td>
</tr>
<tr>
<td>0 to -3</td>
<td>4+</td>
</tr>
<tr>
<td>-4 to -7</td>
<td>5+</td>
</tr>
<tr>
<td>-8 or less</td>
<td>6+</td>
</tr>
</tbody>
</table>

If one or more hits are scored, follow the procedure described in Chapter "Attacks".

### Dropping out of Combat

Removing casualties may cause units to drop out of base contact with their foe. When this happens, units are nudged into combat resembling the way a warrior would close the gap a fallen comrade leaves behind. Starting with the unit not suffering casualties, move the unit the minimum distance needed to keep base contact between the Engaged Units. Units that are Engaged in Combat with more than 1 enemy unit are never nudged in this way. If it is not possible to keep base contact between the units, the unit drops out of Close Combat. Any units that are no longer Engaged in Combat follow the rules given under "No More Foes".

---

**Figure 8**

Dark models with a bold frame can attack. Models with a black bold frame count as being in base contact with an enemy (models are considered to be in base contact across the empty gap). The models with the bold white frame can only perform Supporting Attacks. Dark models with a thin frame cannot attack at all. The light unit is not Engaged in its front, so the models in this unit cannot make Supporting Attack to their side or rear.
COMBAT RESULTS

Winning a Round of Combat
Once all models’ Agility steps have passed (i.e. all models have had a chance to attack), the winner of this Round of Combat is determined. This is done by calculating each side’s Combat Score. To calculate Combat Score, simply add up all Combat Score bonuses. The side with the higher Combat Score wins the combat, the side with the lower Combat Score loses the combat. If there is a tie, both sides are treated as winners.

Lost Health Points on enemy units: +1 for each Health Point
Each player adds up the number of Health Points lost from their opponent’s units (Engaged in the same Combat) during this Round of Combat. This includes enemies that were Engaged in the Combat but dropped out or were completely wiped out during this Round of Combat.

Rank Bonus: +1 for each rank (max +3)
Each side adds +1 to their Combat Score for each rank after the first in a single unit, up to a maximum of +3. Only count this for a single unit per side. (Use the unit that gives the highest Rank Bonus).

Charge: +1
During the first Round of Combat after a unit charged, the charger’s side receives +1 to their Combat Score. Each side can only count the Charge bonus from one unit in the same combat.

Flank or Rear Bonus: +2
Each side adds +2 to their Combat Score if they have one or more units fighting an enemy in the enemy’s flank or rear.

BREAK TEST
Units that lost the Round of Combat must take a Break Test. The order is chosen by the losing player. A Break Test is a Discipline Test with a negative modifier equal to the Combat Score difference (i.e. if the Combat Score was 4 to 1, the units on the losing side take Break Tests with a -3 modifier). If the test is failed, the unit Breaks and Flees. If the test is passed, the unit remains Engaged in the Combat.

Steadfast
Any units that have more ranks than each of the enemy units Engaged in the same Combat ignore Discipline modifiers from the Combat Score difference. If a unit is Engaged in Combat with an enemy unit with at least 2 ranks and this enemy is in the unit’s flank or rear, the unit cannot use the Steadfast rule.

No More Foes
Sometimes a unit kills all enemy units in base contact and finds itself no longer Engaged in Combat. These units always count as winning the combat, and can either make an Overrun (if they just Charged, see Overrun below) or a Pivot. When this happens in multiple combats, the Wounds caused to and by the unit are counted towards the Combat Score, but all other Combat Score bonuses are ignored. Note that the unit itself doesn’t need to take a Break Test since it always counts as if on the winning side.

Pursuits and Overruns
Before moving broken units, units that are in base contact with the broken unit(s) may declare a Pursuit of a single broken unit. To be able to pursue a broken enemy, the unit cannot be Engaged with any non-broken enemy units and must be in base contact with the broken unit. Units can elect not to pursue, if they do they may perform a Pivot manoeuvre.

Overrun
A unit that charged into combat and has no enemy units left in base contact after the Combat Phase (including units being removed from play as a result of a specific rule), can choose to make a special Pursuit Move called Overrun (instead of a Pivot). Overruns follow the rules for moving pursuing units, except that the direction of the Pursuit Move is always straight-forward.

Roll for Flee and Pursue Distance
Every broken unit now rolls 2D6 to determine its Flee Distance, and each unit that has declared a Pursuit now rolls 2D6 to determine its Pursuit distance. If any pursuing unit rolls an equal or higher Pursuit Distance than the Flee Distance...
of the unit it is pursuing, the fleeing unit is destroyed. Remove that unit from the game; no saves or special rules can save it.

**Flee Distance and Fleeing Units**

Each broken unit not captured and destroyed will now flee directly away from an enemy unit in base contact chosen by the player whose units are not Breaking. Once it has been established which unit the flight will be away from, Pivot the fleeing unit so that its Rear Facing is in contact with the enemy unit it flees from and move the fleeing unit forward a number of inches equal to the flee distance rolled earlier. Use the rules for fleeing moves. If several units are fleeing from the same combat, the units move in the same order as their flee distance was rolled (the player controlling the units chooses in which order they roll the flee distance).

**Pursuit Distance and Pursuing Units**

Each pursuing unit now pivots so that it is facing the same direction as the Pursued unit (or if destroyed, the direction the Pursued unit would have had, had it not been destroyed), and then moves its pursuit distance directly forward. If a pursuing unit reaches the Board Edge, it immediately stops the Pursuit movement.

If this Pursuit movement would bring the unit into contact with an enemy unit that didn’t break from the same combat, it automatically declares a Charge against that unit, using its pursuit distance as its Charge distance. This Charge follows all the rules for Charges except that no Charge Reactions are allowed. If this creates a new Combat, it will be resolved in the next Player Turn. However, if the charging unit joins an ongoing combat that hasn’t been fought this Melee Phase yet, it will have a chance to fight and pursue again this turn.

---

**Post-Combat Reform**

After Fleeing and Pursuing Reform have moved, each unit still Engaged in Combat can perform a Post-Combat Reform.

- Units on the losing side of the combat have to pass a Discipline Test in order to do so.
- Units Engaged in more than one Facing (e.g. in both Front and a Flank) can never perform any Post-Combat Reforms.
- The Active Player decides which player performs its Post-Combat Reforms first, doing them all in any order, before the other player does the same.

When performing a Post-Combat Reform, remove a unit from the Battlefield and place it back, following the following restrictions:

- The unit must be placed in base contact with the same enemy unit(s) and no other enemy units.
- The unit must be engaged against the same facing of that enemy unit.
- Enemy models that were in base contact with the reforming unit, must be in base contact with the same number, or more models after the reform is complete.
- Both enemy and friendly characters that were in base contact with an enemy must still be after the Post-Combat Reform, however it doesn’t need to be the same enemy model(s). Move characters within units as required to satisfy this condition.
- Finally, if required, nudge units into contact in order to satisfy these requirements.
Figure 9

a) The upper unit breaks from combat. It pivots to face away from the enemy unit, and then moves the flee distance forward.

b) The lower unit pursues by moving the pursuit distance forward.
ATTACKS

Your average sword-wielding skeleton goes down easy-like. It's the way it gets back up again, still grinning, that gives a man pause.

— Sergeant Granet of the Equitan expeditionary force

Whenever an attack hits a model, use the following sequence. Complete each step for all the attacks that are happening simultaneously (such as all Shooting Attacks from a single unit or all Close Combat Attacks at the same given Agility step) before moving on to the next step.

1. Attacker rolls to wound; if successful, proceed.
2. Defender rolls Saving Throws; if failed, proceed.
3. Defender removes Health Points or casualties.
4. Defender checks for Panic.

To-Wound Rolls

If an attack has a Strength value, it must successfully wound the target to have a chance to harm it. Compare the Strength of the attack to the Resilience Characteristic of the target. An attack with Strength 0 cannot wound. Otherwise, an unmodified roll of '6' always succeeds and an unmodified roll of '1' always fails. The player that inflicted the hit makes a to-wound roll for each attack that hit the target. If the attack does not have a Strength value, follow the rules given for that particular attack.

Roll a D6 for each hit. To find out what score is needed to successfully wound the target, see the table below.

<table>
<thead>
<tr>
<th>Strength minus Resilience</th>
<th>Needed roll to wound</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 or more</td>
<td>2+</td>
</tr>
<tr>
<td>1</td>
<td>3+</td>
</tr>
<tr>
<td>0</td>
<td>4+</td>
</tr>
<tr>
<td>-1</td>
<td>5+</td>
</tr>
<tr>
<td>-2 or less</td>
<td>6+</td>
</tr>
</tbody>
</table>

Armour Saves and Armour Modifiers

The price of walking on the battlefield without protective armour is paid when the enemy archers release the strings of their long bows.

If one or more wounds are inflicted, the player whose unit is being wounded now has a chance to save the wound(s) if it has any Armour. To make an Armour Save Roll, roll a D6 for each wound. The following formula determines the needed roll to successfully discard the wound:

7 - (Armour of the defender) + (Armour Penetration of the attack)

A natural roll of '1' will always fail.

If the Armour Save is passed the wound is disregarded.

For example, if a Knight with Armour 5 is wounded by an attack with Armour Penetration 2, the defender will have to roll higher than (5-2=) 3 to do a successful Armour Save. With a result of '1', '2' or '3', the wound is not saved.

The following table shows the different possible results of the formula:

<table>
<thead>
<tr>
<th>Armour minus AP</th>
<th>Needed roll to disregard the wound</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 or less</td>
<td>No save possible</td>
</tr>
<tr>
<td>1</td>
<td>6+</td>
</tr>
<tr>
<td>2</td>
<td>5+</td>
</tr>
<tr>
<td>3</td>
<td>4+</td>
</tr>
<tr>
<td>4</td>
<td>3+</td>
</tr>
<tr>
<td>5 or more</td>
<td>2+</td>
</tr>
</tbody>
</table>

Armour minus AP Needed roll to disregard the wound
LOSING HEALTH POINTS
For most warriors, suffering an unsaved wound means they have met their fate on the battlefield. For experienced commanders or monsters, it will be an encouragement to strike down their enemy before they can strike again.

For each unsaved wound, the attacked unit loses a Health Point.

Rank and File models
Non-Character models in the same unit share a common Health Pool. If the attack was against non-Character models, their combined Health Pool loses 1 Health Point. Models are removed as casualties when they reach 0 Health Points. If the models have 1 Health Point each, remove one model for each lost Health Point. If the models have more than 1 Health Point each, remove whole models whenever possible. Keep track of Health Points lost that are not enough to kill an entire model (e.g. by placing markers next to wounded models or by using a dice). These lost Health Points are taken into account for future attacks.

For example, a unit of 3 Ogres with 3 Health Points per model, loses 4 Health Points. Remove one model (3 Health Points), while another model takes the last Health Point. If the models have 1 Health Point each, remove whole models whenever possible. Keep track of Health Points lost that are not enough to kill an entire model (e.g. by placing markers next to wounded models or by using a dice). These lost Health Points are taken into account for future attacks.

Character models
Character models can only lose Health Points when they are specifically targeted by an attack (for example, by allocating Close Combat attacks towards them). If so, the attacked model loses 1 Health Point for each unsaved wound, and is removed as casualty when reaching 0 Health Points. If the model is killed, any excess inflicted Health Points are ignored.

REMOVING CASUALTIES
When struck down, a wounded or dead warrior is quickly replaced by an eager comrade; this is key in keeping the battle line together. Casualties are removed from the rear rank. If the unit is in a single rank, remove models as equally as possible from both sides of the unit. If the unit is engaged, remove the models in a way that the number of units (highest priority) and number of models (lowest priority) in base contact is maximized. Note that the requirement to remove casualties equally from both sides of a single rank unit only applies to each batch of simultaneous attacks.

If a Character is standing in a position that would normally be removed as a casualty, remove the next eligible R&F model and move the non-R&F model(s) inwards. Character casualties are removed from their positions within the unit directly. Other models are then moved to fill in empty spots. When doing this, the models follow the same guidelines as for casualty removal (from rear ranks and equally from both sides in the case of single rank units).

PANIC TEST
The screams... followed by the sound of bones being crushed. Even the toughest veteran can lose his heart when his comrade is slaughtered by a demon before his eyes.

Panic Tests are Discipline Tests taken immediately after any of the following situations arise:
- A friendly unit is destroyed within 6" (including fleeing off the board).
- A friendly unit Breaks from combat within 6".
- The unit suffers, in a single phase, Health Point losses equal to or greater than 25% of the number of Health Points that it had at the start of the phase. Single model units that started the game as a single model (starting number of models on the Army List), do not take Panic Tests from this.

Units which fail a Panic Test flee from the closest enemy unit (Centre of Unit to Centre of Unit). If the Panic Test was forced due to Health Point losses inflicted by one or more enemy units, then instead the unit flees from the unit that inflicted the most Health Point losses (Centre of Unit to Centre of Unit). Units do not take Panic Tests if they are Engaged in Combat, if they are already fleeing or if they already passed a Panic Test during this phase.
CHARACTERS

He prefers the term 'eccentric'.
— Aide de Camp to Mad Lord Ueberroth

All Characters can operate individually. In this case, follow the normal rules for units composed by a single model (e.g. it can perform any Pivots during Advance and March Moves).

However, Characters can also operate as part of other units, by joining them and creating a Combined Unit. A Character can only join a unit if it has the same base size as the unit’s models. Once joined to a unit, the Character is considered as part of the Combined Unit for all rules purposes.

Movement

A Character can join a unit either by deploying the Character in the unit or by moving the Character into contact with the unit during the Remaining Moves subphase. Units that are Engaged in Combat or fleeing cannot be joined. If a unit is joined by a Character, the Combined Unit cannot move any further in the same Remaining Moves subphase. Apply a Moving and Shooting penalty to the Character, but apply it to the unit only if it has previously moved in the same subphase.

A Character can leave a Combined Unit in the Remaining Moves subphase if it is able to move (e.g. it is not Engaged in Combat, it has not already moved, it is not fleeing). If the Combined Unit is not Engaged in combat, Characters can swap places with another model in the unit during the Remaining Moves subphase. If the Combined Unit is Engaged in combat, Characters from both the active and the reactive player can swap places at the beginning of the Melee phase.

Unit formation

Units with 1 rank in their army list description can be joined by a maximum of 1 Character. Characters joining such units must be placed either to the left or to the right side of the unit. Such Characters can swap places with the R&F model at the other side of the Combined Unit.

Units with 2 or more ranks in their armylist description can be joined by a maximum of 2 Characters. Each Character joining such units replaces one R&F model in the first rank. Unless it is the last model in the Combined Unit, a Character is replaced by a R&F model if it leaves the unit or is removed as casualty. Such Characters can swap places with any other model in the first rank.

Leaving a combined unit

A Character can leave a combined unit in the Movement Phase if it is able to move (i.e. if it isn’t Engaged in Combat, hasn’t already moved, isn’t fleeing, etc.).

Distributing hits

When an Attack hits a Combined Unit (such as most Spells, Shooting Attacks, Area Attacks, Impact hits and Stomp), the hits are all resolved against R&F models. The only way in which a Character in a Combined Unit can be attacked is either by first eliminating all the R&F models, or by allocating attacks specifically onto the Character.

If a Combined Unit has all its R&F models killed, leaving one or two Characters behind, the remaining Characters keep forming a unit, which is still considered to be the same unit for ongoing effects (such as Lasts one Turn spells) and Panic (no unit is considered destroyed).

END OF BASIC RULES

The following section, the “Advanced Rules”, are not required for your first battles.

We recommend that you play at least a few games without the advanced rules in order to grasp the fundamental concepts of the game before continuing.

Just use the Premade Army Lists which were created exactly for playing with the Basic Rules.
**ADVANCED RULES**

*My gods. That’s so crazy it might just w-
— Final words of Field Marshal Blanco, as he was struck by an elven arrow*

Victory Conditions

When using the advanced rules, there is more than one possible game, and each will have a different victory condition. After setting up the Battlefield, before determining who plays first, roll a D6 and consult the table below.

<table>
<thead>
<tr>
<th>Victory Condition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1-2 Hold the Ground</strong></td>
<td>At the end of the game, the player who has more non-fleeing non-Character units within 6&quot; of the centre of the table wins the game.</td>
</tr>
<tr>
<td><strong>3-4 Breakthrough</strong></td>
<td>At the end of the game, the player who has more non-fleeing non-Character units in the opponent’s deployment zone wins the game.</td>
</tr>
<tr>
<td><strong>5-6 King of the Hill</strong></td>
<td>After determining Deployment Zones, both players choose a Terrain Feature that is not Impassable Terrain and that is not entirely within the own Deployment Zone, starting with the player who chose the Deployment Zone. At the end of the game, a player wins the game if having at least one non-fleeing non-Character unit in the opponent’s chosen Terrain Feature, while the opponent doesn’t have any non-fleeing non-Character unit(s) in that player’s chosen Terrain Feature.</td>
</tr>
</tbody>
</table>
Building an Army

The 9th Age: Quick Starter includes a series of Army Lists which contain rules for constructing your own army. The first step to building an army is to pick which army to play. Then, write down a selection of units from the chosen army and their Point Costs on a document, called the ‘Army List’. The sum of all units’ Points Cost must not exceed the total Army Points cost you and your opponent have agreed on. In addition to this, there are a few more rules which the Army List must follow, described under ‘Army Restrictions’.

Each army list contains unique characters, troops and rules.

Categories

All units are divided into the following three Categories.

Characters

Characters are the most powerful individuals in the army.

Core

Core units represent regiments of the most common beings in the army.

Special

Special units are veteran regiments, specific extraordinary troops, monsters and war machines.

There’s nothing better for morale than a good mutiny and an even better quashing.

— Count Buchheim
ARMY RESTRICTIONS

All armies are subject to the following basic composition rules:

**Army Points**
The combined points value of every unit in the army must not exceed the determined point limit for the battle. We suggest the Army Points to be between 800 and 2500 points.

**Points Cost**
Each unit costs a certain amount of points. The Army Points is the sum of all its unit's Point Costs.

**Category Restrictions**
The Categories are subject to the following restrictions:

<table>
<thead>
<tr>
<th>Characters</th>
<th>Core</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min 1</td>
<td>Min 25% of</td>
<td>No Restrictions</td>
</tr>
<tr>
<td>Max 2</td>
<td>army points</td>
<td></td>
</tr>
</tbody>
</table>

**Core Units**
At least 25% of the determined Army Points must be spent on Core Units. For example, if the battle is 1200 points, at least 300 points must be spent on Core units.

Duplication Limits
Each individual unit entry can only be taken a limited number of times in the army. How many times depends on which category the unit are taken from.

<table>
<thead>
<tr>
<th>Characters</th>
<th>Core</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Max 2</td>
<td>Max 4</td>
<td>0-X (as stated in the army list)</td>
</tr>
</tbody>
</table>

Special units are not as common as Core units. While most Special units have a 0-2 limit, some rare or really powerful units or single models have a 0-1 limit.

**The General**
One Character in the army must be named the General. Therefore there must be at least one Character included in the army who is eligible to fulfil this role.

You are free to choose which Character is your General.

All friendly units within 12" of a non-fleeing General may use the Discipline of the General instead of their own Discipline, if they wish to do so. Effects modifying the Discipline of the General are applied before borrowing the General's Discipline. This borrowed Discipline can then be further modified (for example by the Combat Score difference).
MODEL RULES

I know it’s tempting, but I cannot emphasise enough that this should not be tried at home.

— Archduke Karl Ferdinand, at his lecture on The Principles of Very Special Magic

Aegis (X)

I’ve killed most things, with maul or pistol. But sometimes, no matter how good I thought I was, it wouldn’t die. Bounced off something I didn’t see, or a skull splitter turned into a graze as they moved. Might be the gods, might be the thing is made of magic. It’s a bloody nuisance, but it does work up an appetite.

— Conversation with an Ogre Mercenary

Aegis are special saves, taken after failed Armour Saves. The defender rolls a D6 for each wound. If the result is equal or lower than the value indicated in brackets, the wound is discarded.

Area Attack

When an attack with Area Attack hits a unit, it is multiplied into several hits: Chose up to 4 different ranks of this unit. For each rank selected, the unit suffers 4 hits, to a maximum equal to the number of models in this rank. For example, a unit with 3 ranks of 5 models suffer 3*4 (=12) hits. A single model unit (which has one rank with one model) only suffers 1 hit. One single of these hits have Strength 7, Armour Penetration 4 and Multiple Wounds (2). All other hits have Strength 3, Armour Penetration 0 and no special rules.

Devastating Charge (X)

To the sound of the drums, the ground shakes and thums, we come, we come. Crushed underfoot, under wheel and hoof, your doom, your doom.

— Battle chant of the Flayed Man tribe of Warriors

In the first round of a combat after a model with Devastating Charge has successfully charged into combat. Impact Hits are resolved at Agility 10 and inflict a number of hits equal to the value stated within brackets (X) to a single enemy unit in base contact, with the Front Facing of the charging unit. Impact Hits automatically hit and have Strength and Armour Penetration equal to the model’s own values and which cannot be modified by Devastating Charge.

Light Troops

Units composed entirely of models with Light Troops are allowed to make any number of Pivots when performing an Advance or March move. They are allowed to shoot even if they Marched. If at least half of the models in a unit have the Light Troops special rule, the unit always counts as having 0 ranks. Characters with 20x20 or 25x25mm base gain Light Troops while joined to a unit with Lights Troops.

Lightning Reflexes

Models with Lightning Reflexes rule have +1 to hit with their Close Combat Attacks.

Monstrous Support

Models with Monstruous Support may make up to 3 Supporting Attacks instead of 1.
Multiple Wounds (X)
Unsaved Wounds caused by attacks with Multiple Wounds are multiplied into the value given in brackets (X). The amount of Wounds that the attack is multiplied into can never be higher than the Hit Points Characteristic of the Target (ignoring Wounds suffered previously in the battle). For example, if a Multiple Wounds (3) attack wounds a model with 2 Hit Points, this is reduced to 2 Wounds.

Poison Attacks
If the attack successfully hits with a natural to-hit roll of ‘6’, it automatically wounds with no to-wound roll needed. All other hits must roll to wound as normal.

Stomp Attacks (X)
A model with Stomp Attacks must make a special Close Combat attack in each Round of Combat at Agility 0 against a single enemy unit in base contact, provided that it has 20x20 or 25x25mm bases. This attack deals a number of hits equal to the value stated within brackets (X), which automatically hit and have a Strength and Armour Penetration equal to the model’s own values, which cannot be modified by Devastating Charge.

Swiftstride
When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls 3D6 and discards the lowest D6 instead of the normal 2D6.

Towering Presence
The model can never be joined to or join a unit. When drawing Line of Sight to and from models with Towering Presence, ignore all intervening models without Towering Presence.

Undead
Undead units cannot March, unless they start their move within 12” of the Friendly General. The only Charge Reaction an Undead unit can declare is Hold.

Unstable
The dead fight without concern for life or limb. Yet the force which animates them is only as strong as the body. And we are the strongest there is. Against our might, bones crumble and spectres evaporate. They are fearless, we are unstoppable!

— Dread Elf Prince Anghad before the Battle of the Valley of Ghouls

Units with Unstable automatically pass all Break Tests. When an unstable unit loses a combat, it suffers a Wound (without any saves allowed) for each point of Combat Score by which it lost the combat.

War Machine
War Machines cannot March, Pursue, Declare Charges or Declare any Charge Reaction other than Hold. They can only shoot if they didn’t move in the Movement Phase. When a War Machine fails a Panic Test, instead of Fleeing it may not shoot in its next Shooting Phase. War Machines have round bases, which means they have no facings or arcs (front, flanks, rear) and can draw Line of Sight from any point on their bases, in any direction.

When a unit charges a War Machine, follow the same rules as for normal Charge Moves, except that the charging unit can move into base contact anywhere. Ignore the War Machine’s facing and ignore maximizing number of models in base contact, but you must still contact the War Machine with the charging unit’s front facing.

When fighting a War Machine in combat, all models that can draw an uninterrupted line straight forward from their base to the War Machine can attack it. Models in the second rank can make supporting attacks as normal. War Machines that Break from combat are automatically destroyed.

Vanguard
After Deployment, units with Vanguard may perform a 6” move. The move is performed as a combination of Advance Move and/or Pivots, as in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, joining units, leaving units, and so on). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last.

Units that have moved in this way may not Declare Charges in the first Player Turn if their side has the first turn.