

THE IX AGE FANTASY BATTLES



Map Pack

2nd Edition, version 2021 BW – April 8, 2021



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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How to Use this Document

The maps in this pack are an optional alternative to the Building the Battlefield section of the Rulebook. Maps in this document have been created* and vetted by the community together with the rules team. These maps do not purport to be the correct or only ways to distribute Terrain Features and should not be taken as a recommendation regarding the density or type of terrain that should be present on tables. A total of 16 maps were created, intended to be used for games with randomised Deployment Types and Secondary Objectives. This version is the black-and-white printer friendly version. The full colour version can be found here: <https://www.the-ninth-age.com/community/filebase/index.php?file/841-map-pack/>

Terrain distribution

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

Terrain Type	Figure	Recommended Size	Map A1	Map A2	Map A3	Map A4	Map A5	Map A6	Map A7	Map A8	Map B1	Map B2	Map B3	Map B4	Map B5	Map B6	Map B7	Map B8
Hill		15×20 cm	1	1	1	1	1	1	1	2	1	2	2	1	1	0	0	1
Forest		15×25 cm	1	1	1	1	1	1	1	2	1	2	2	1	1	2	2	1
Ruins		20×20 cm	1	0	1	0	1	1	1	1	1	0	2	1	2	0	1	1
Impass Boulder		15×15 cm	1	1	0	0	2	0	2	0	1	0	0	1	1	0	1	1
Impass Building		15×20 cm	0	1	1	2	0	1	0	1	1	2	0	1	0	2	1	1
Water		15×25 cm	1	0	1	1	1	1	1	0	1	0	1	1	1	0	0	2
Field		15×20 cm	1	1	0	1	1	1	1	0	0	2	0	3	1	2	2	1
Wall		2.5×20 cm	1	1	1	1	0	2	1	2	2	2	1	3	2	1	3	0

Exactly 1 terrain pack

Exactly 2 terrain packs

*Credits for map creation: Gaspaccio, Klug, Ursa06, VampsinMD, Fer90y1, Matrim, Visconte Dimezzato, pazda_pl, Ben Mitchell, CasP, Lakonas

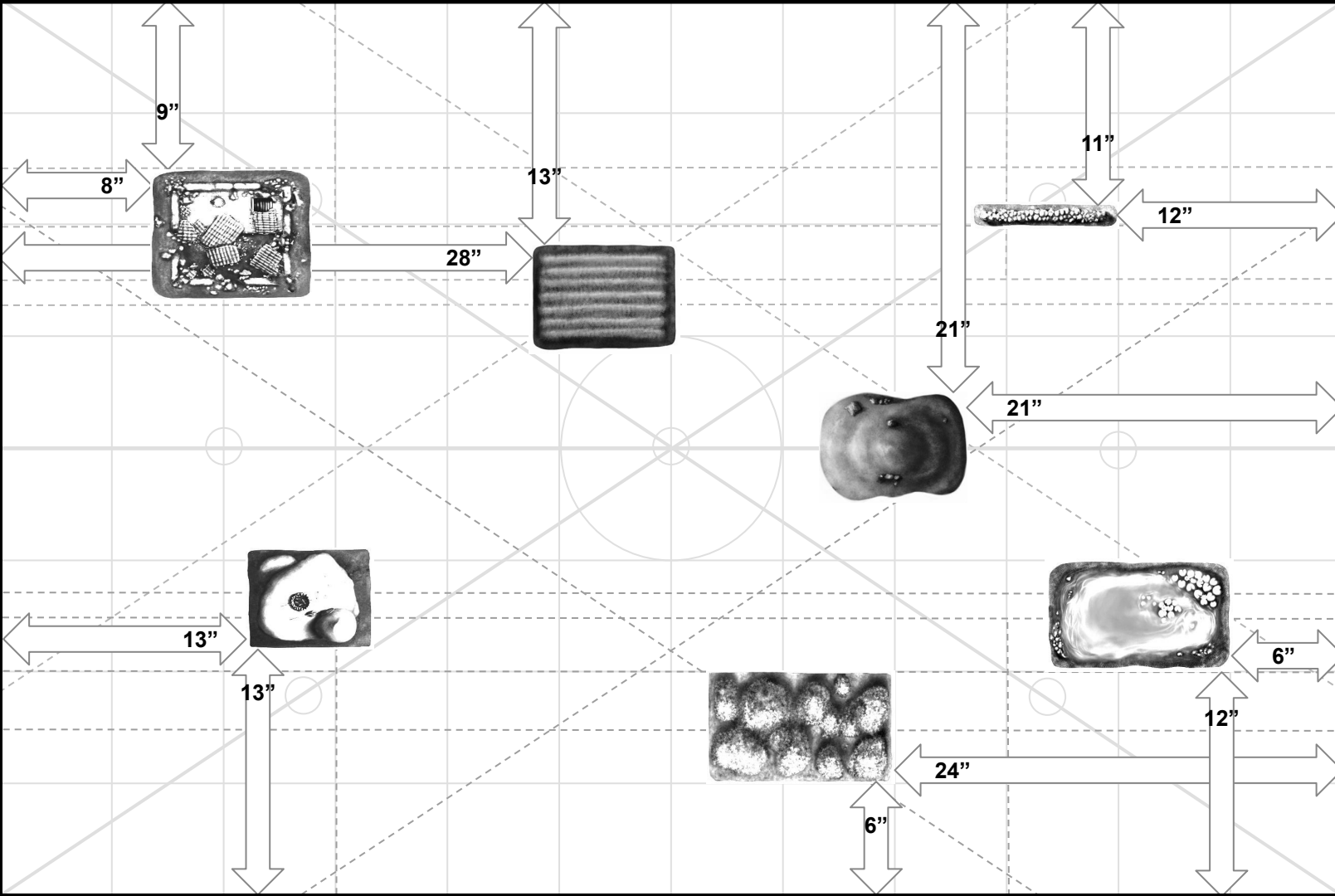
Map A1

Shrouded Pool

I will dream of this pool until my dying days. We spilled the blood of three peoples to reach it, and though my steps left bloody footprints, no taint of gore touched its waters.

In every mirror I see my reflection in its surface, and the faces of the foes who sought to keep me from it. The Lady was with me that day, and ever since.

Baron Sicelbald of Keldonne



Map A2

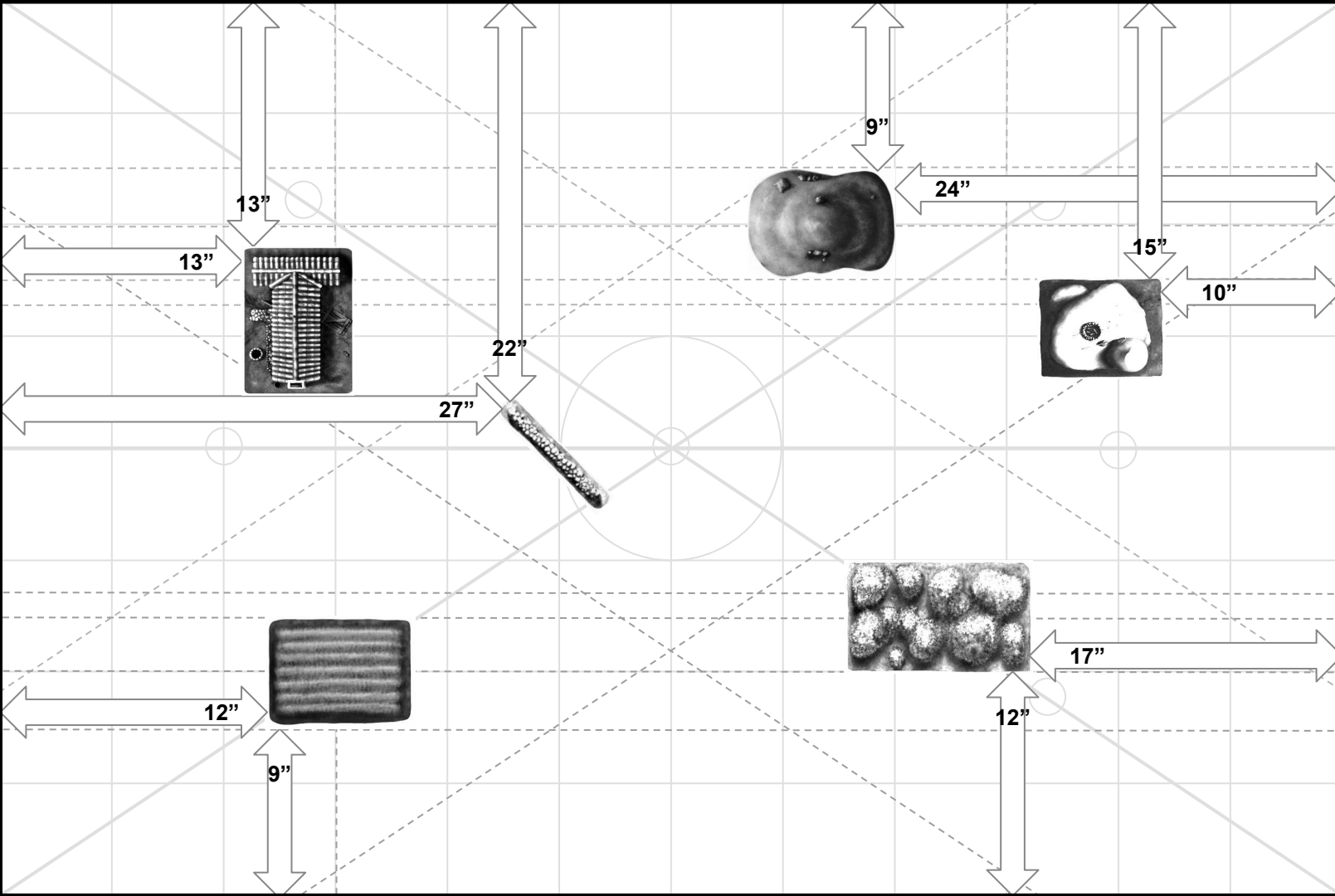
Foothill Outpost

These soft borderlanders knew of our approach when their fields burned and their herds scattered before us.

They even mounted a pitiful resistance, loosing arrows from roofs and thickets. Yet we poured from hill and forest and fell upon their hamlet.

So we took all that they had, and more than they could spare. None will stand between me and my glory - or my Lord's.

Tolomeo "Shieldcleaver" - Chosen Warrior of Sugulag



Map A3

Dilapidated Manor

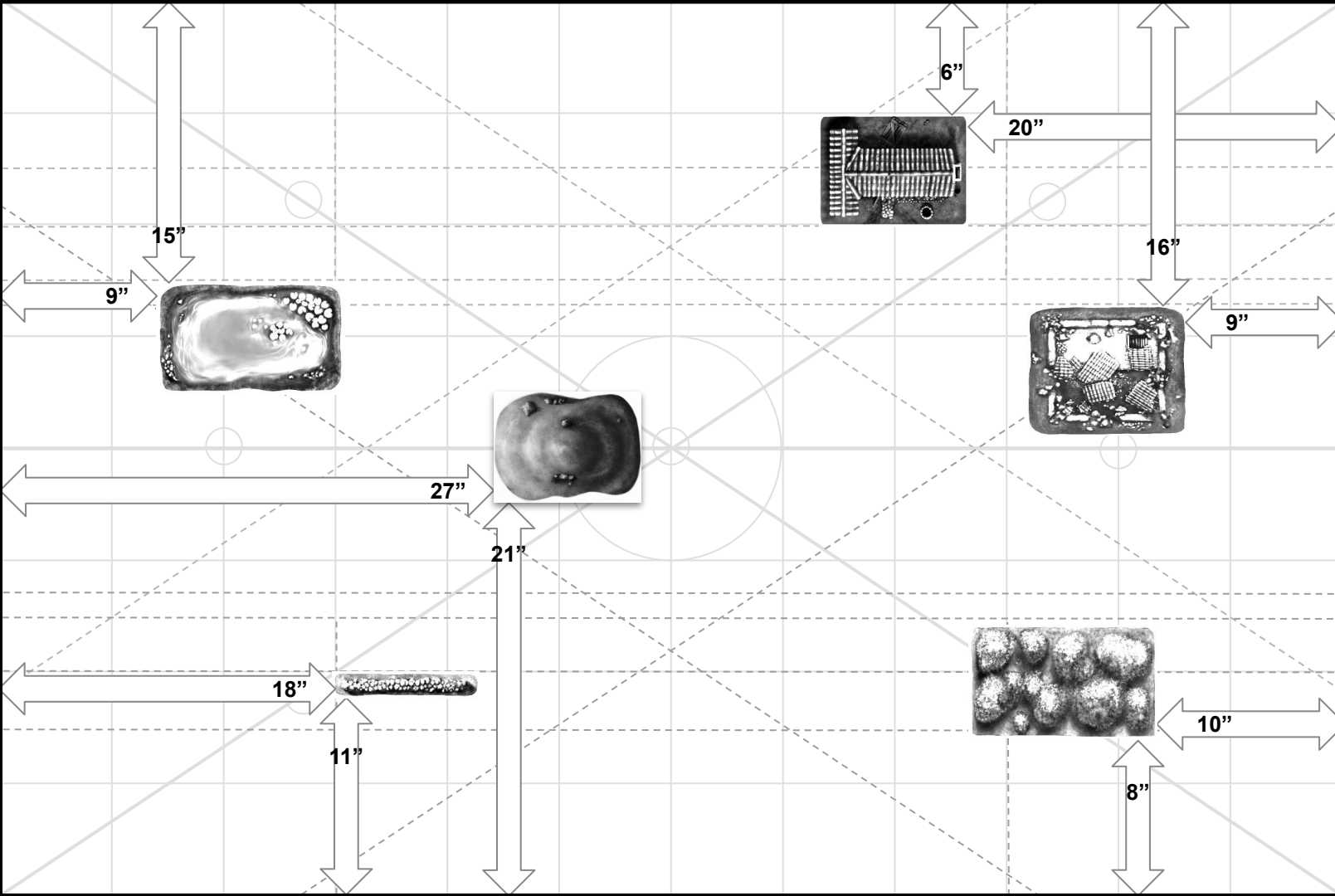
We who know the true power behind the world must often work in secret.

With only a little persuasion, the former occupants were kind enough to allow this master of mysticism to set up home.

Now the estate is inhabited by friends of mine, and our occasional...guests.

Fortunately, their arrival goes unnoticed in this grand place. Once the Courtesan arrives, the city will have such havoc visited upon it, they shall be gifted glorious visions of a new world.

Balthazar the Magnificent, servant of the Seven



Map A4

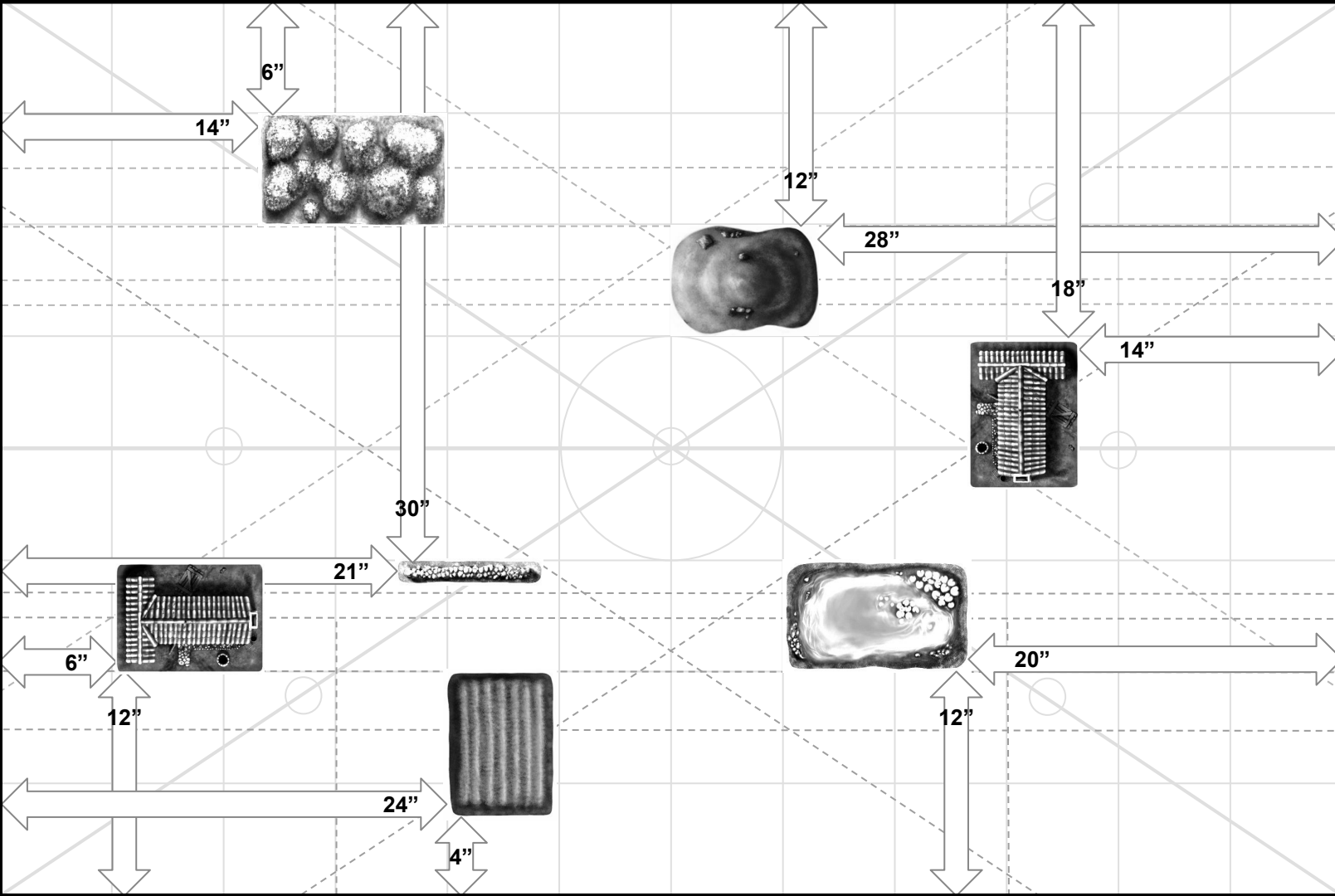
Volcanic Lake

In the mountains of the Blasted Plains, water is a valuable resource. Even the water to be found in a volcanic caldera can be put to good use.

Now these interlopers would seek to infringe upon lands we hold by divine right?

By force of arms they will learn their error. By steel and discipline they will be driven from this place. By fire will our retribution be delivered to them.

Prophet Tevika of the Gar Shakhub Citadel



Map A5

Misty Marshes

You do not see us, but we see you - uninitiated.

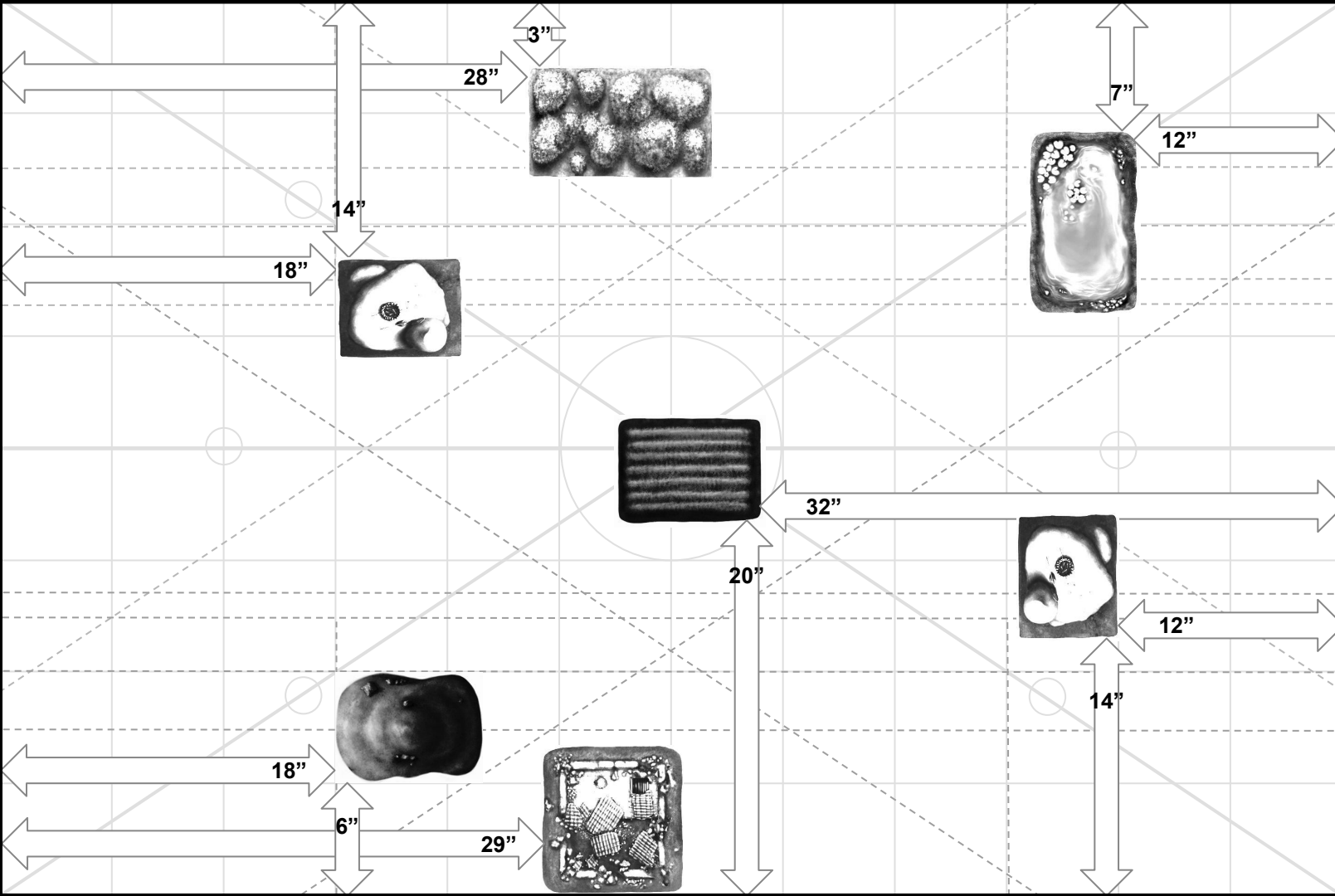
You tramp the highlands and bring waste and decay - despoilers.

We lie in wait, beneath the surface, and still your eyes fail you - hotbloods.

We will strike from bush, from swamp, from grass, silent death comes - prey.

We mourn your passing, yet your graves will give new life from decay - renewers.

Skink Captain Akeakami



Map A6

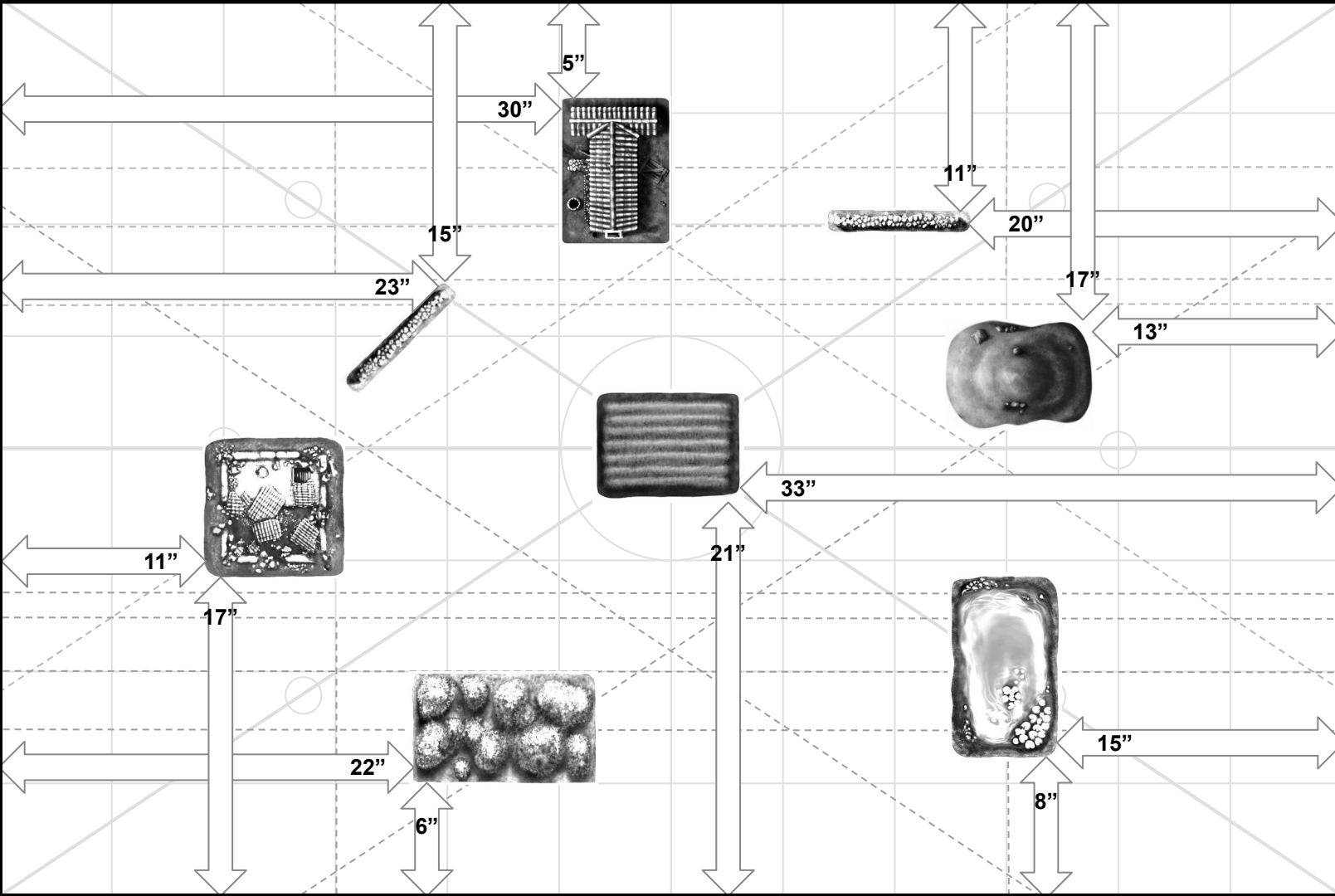
Ancient Walls

Once our walls stood high and proud over the city of Khedesai. Centuries of wind and sand have created breaches that no battering ram ever did.

You saw our unmanned walls and thought our history was yours for the taking. Our legacy there to be plundered.

We rose from our eternal rest. Took up weapons that survived the ages. Set ourselves to defend our home. And drove the living from our hallowed ground.

Death Hierarch Nehi



Map A7

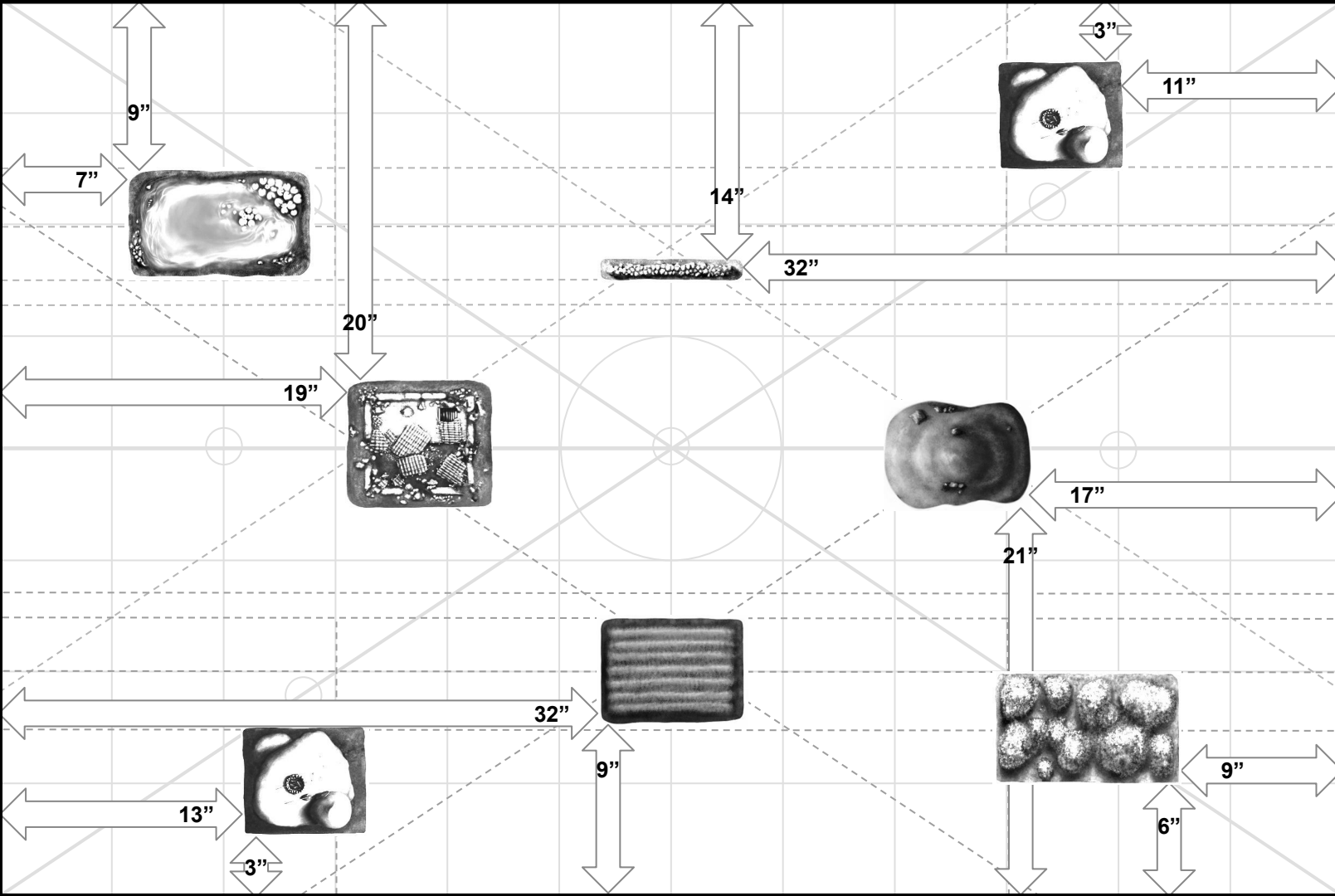
Beacon Hill

Above all, our people survive on their discipline.

Some will speak of guns and artillery. They have not seen damp powder or misfires. Some will speak of arms and armour. They have not seen swords break. Some will talk of faith. I honour Sunna, but she will not defend us - we must fight in her name.

Discipline holds us together, binds us to our cause. The Beacons are a symbol of our commitment, and we will defend them!

Marshall Hugo Hafer



Map A8

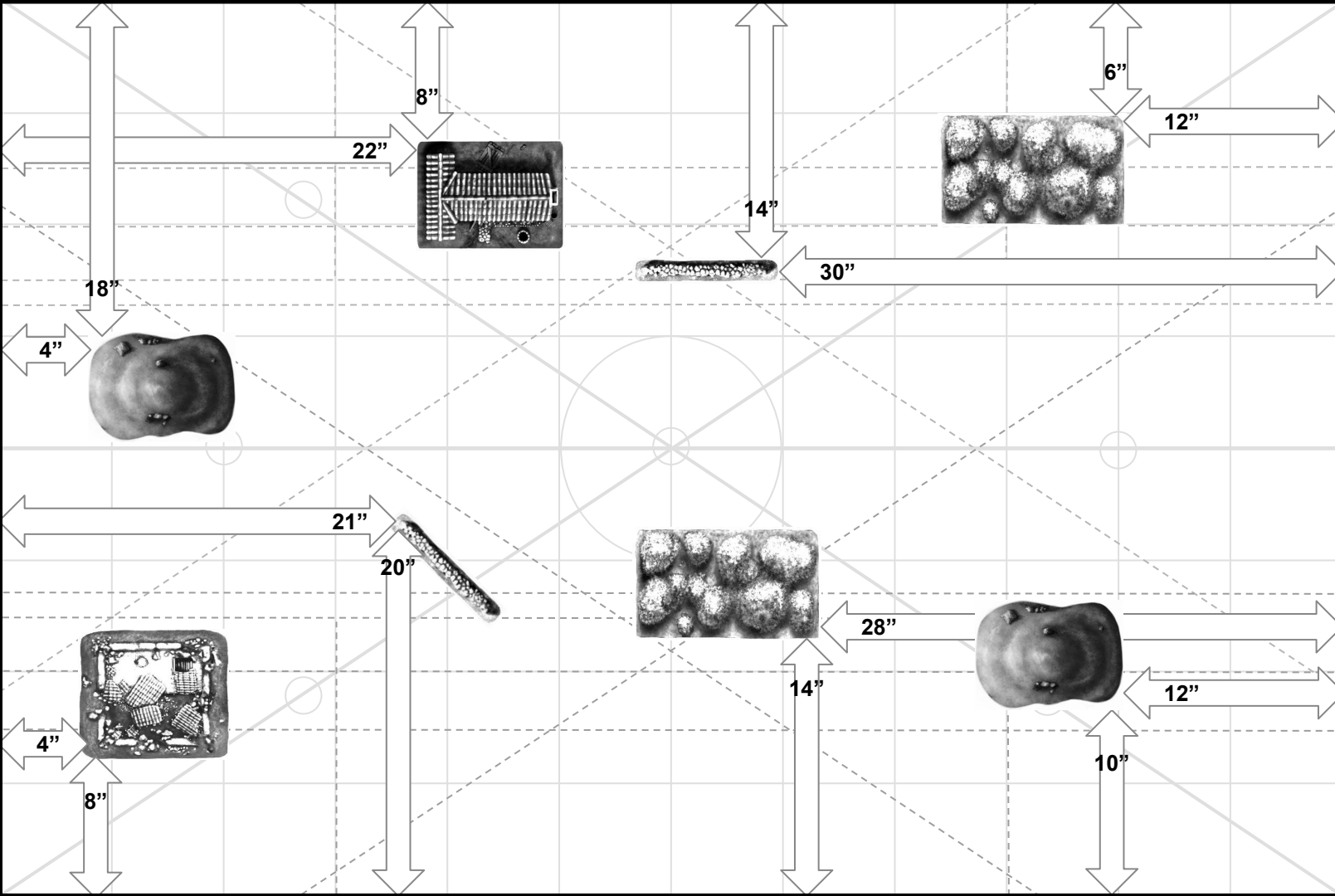
Witch's Cottage

In the truly wild places, few make their home. As we travel the Dark Woods, we know all the denizens beneath the black boughs.

Through the tangled thickets and dire beasts, the Witch's story is known to all our people in this land. From her cabin, the Witch sees all, and we respect her wisdom and her trade in herbs - and ales.

Now interlopers walk beneath the canopy, among her gardens, and we will drive them back once more. That her story may continue, and that we may tell it anew.

Soothsayer Bremen



Map B1

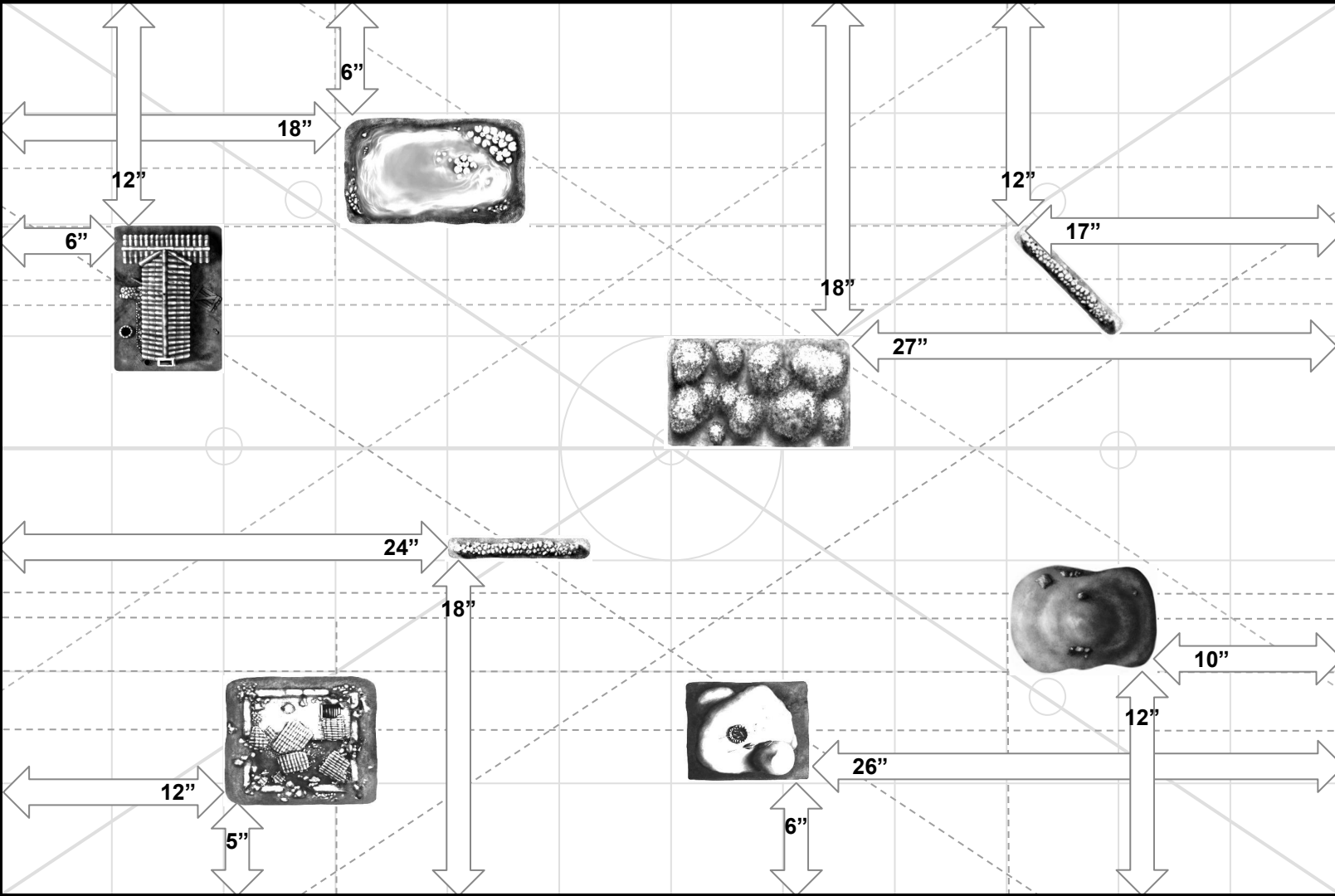
Mage's Sanctum

Many who are talented in the Art choose to reside in our great institutions. Asfada and Canrac offer unparalleled opportunities for magical study. Yet many choose to build their own towers in isolation, preferring seclusion while hoarding secrets.

The home of Mage Ilthuryn is one such location. An imposing holdfast of white stone, set in a hollow with a still pool of silvery water.

Now that home is under attack from invaders, and we are mustered to defend the Master Mage. Let nothing stand in our way. For Celeda Ablan!

*Warden of the Flame
Civessin Eilynore*



Map B3

Ancient Fortress

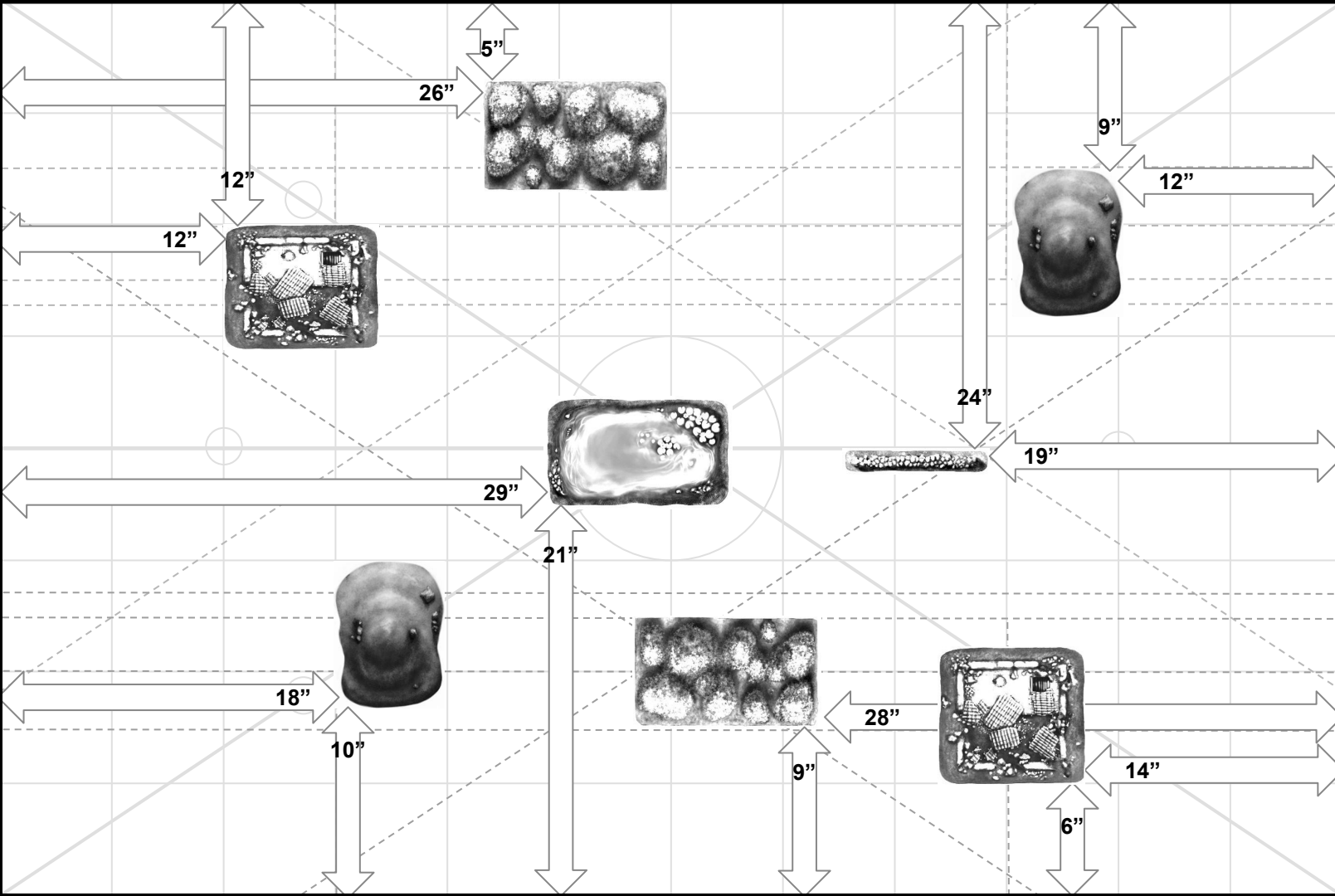
Among the peaks and valleys of the White Mountains, there are many remnants of bastions which once marked frontiers of our Holds.

The crumbling walls and slopes of Dun Kenaz are one such example. This was once a thriving stronghold, home to a hundred of our kin and a stopping point for those who traversed this mountain pass.

I dream that one day the fort will be restored, that the walls can be repaired and the flooded courtyard drained and relaid.

For now though, I pledge to ensure no others desecrate the memories of those who died and were buried beneath this place.

*Thane Bodraz
Bronzespine*



Map B4

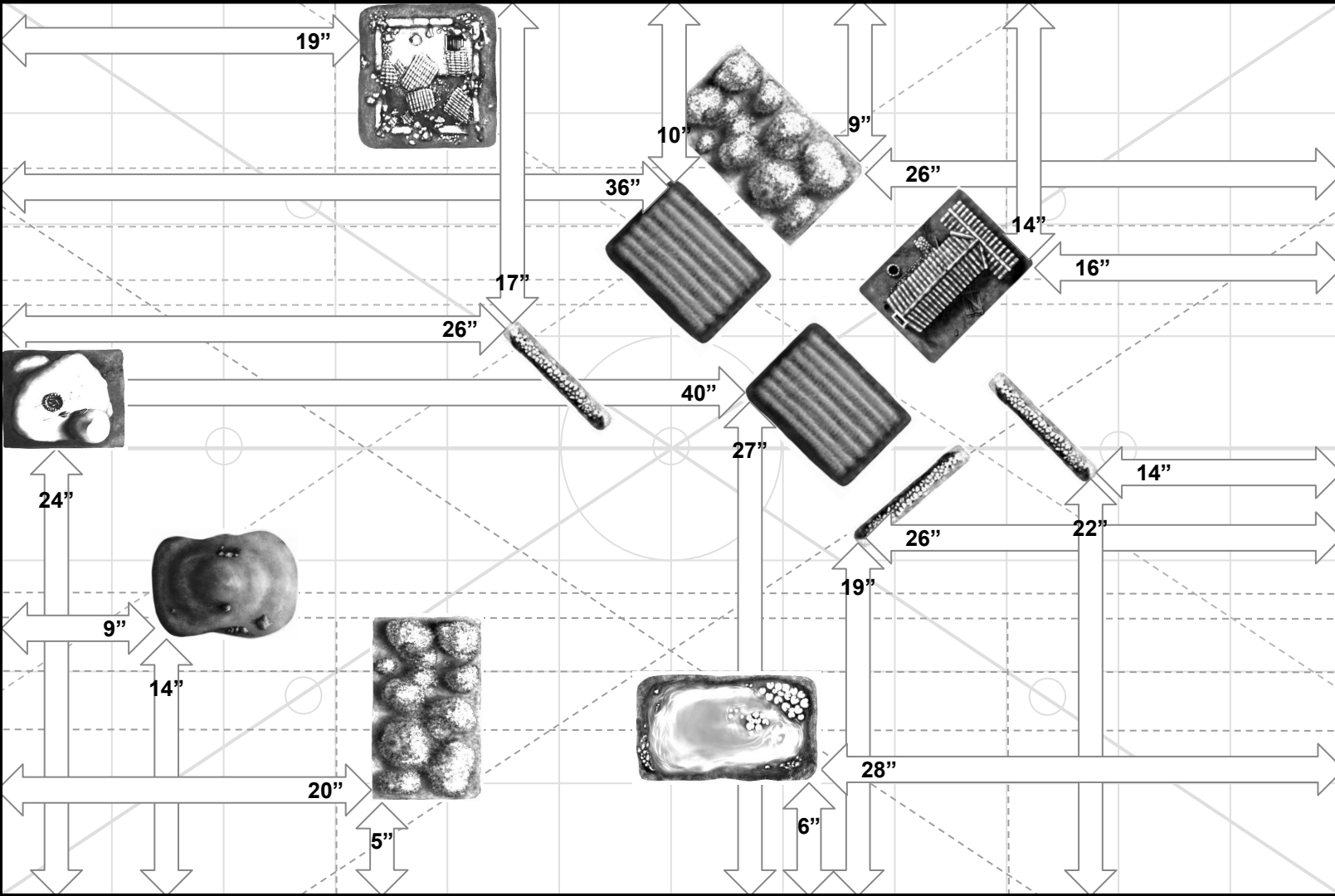
Frontier Farm

On the border of the Steppe and Tsuandan, the locals know they owe tribute to the Great Khan. Food grown along the border will feed our tribe through the harsh winter.

Where there is value, there are thieves. Now they set upon our people, and we must drive the wolves back. Longjing's people often press along our border, but when they threaten our sustenance, they will taste our wrath.

Call in the tribe, ready the cannons, and prepare the beasts.

Khan Jetei



Map B5

Ravaged Watchtower

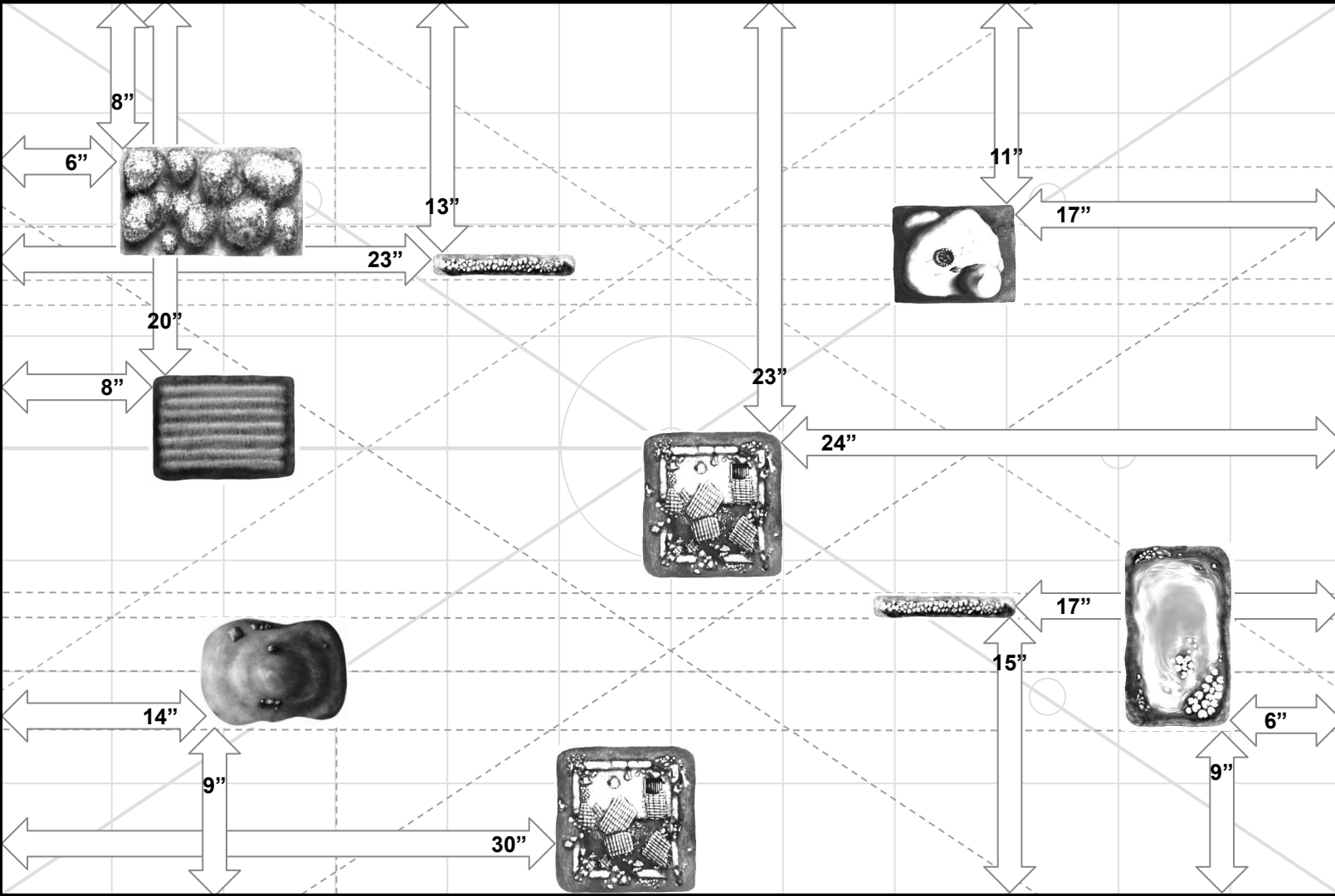
In times long past, our reach extended across most of the known world.

The Awakening set us as the inheritors of Avras, and all its glory. When we were forced to abandon our birthright, our people found havens in many places beneath the notice of those who thought us dispatched.

This watchtower once stood on the fringes of our territory, in what was the Regio Equitatem.

The horselords who rule these lands now see a mere husk of a structure, with no clue of the strength positioned within. These seeds lie in many places, and wait our moment to rise again.

Senator Mettius Sigilis



Map B7

Eerie Graveyard

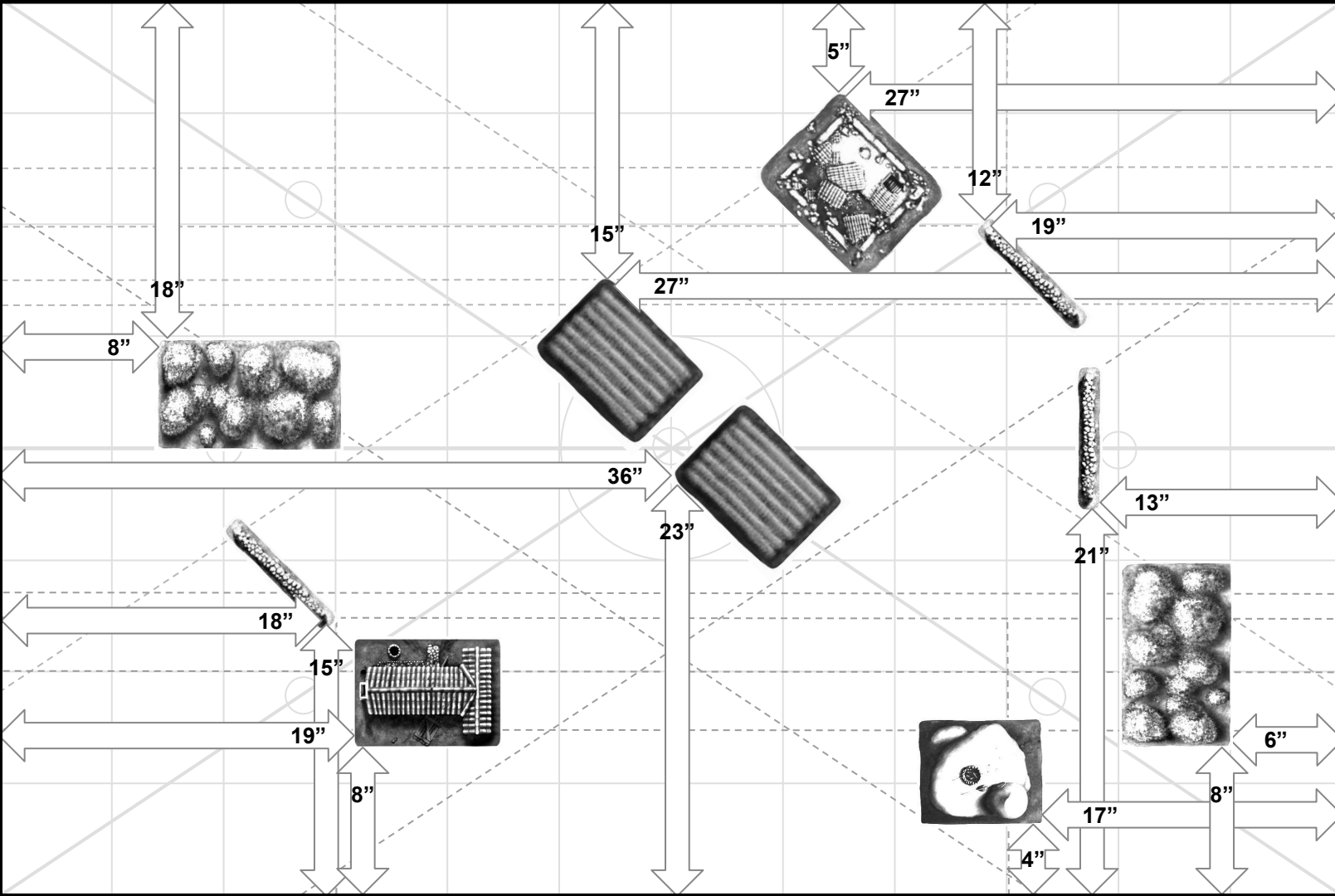
Rest in peace. A quaint notion. To lay the body to rest, to bury all the infinite possibilities in the ground, for worms and maggots to feast.

You fear my kind. Our knowledge scares you, as does our strength and will to use it. Here, in this quiet hamlet, I have everything I need to build an army.

The souls of your dead, will provide my soldiers. Your cattle will fall and my zombies will rise. And buried somewhere in the nearby hills, I have heard tell of a dragon's fallen form.

Soon, I will be among the great powers, all beginning from a small town graveyard. Rest in peace? You may try...

Zakutnik the Necromancer



Map B8

Shattered Bridge

We cross the bridge, we take the town, we win the game, we take the loot, we keep moving.

Now peaceborn want to stop us. Break their own bridge. Think Warborn can't swim? Think goblins not make bridges? We can't build boats?

Extra challenge for all this time. Maybe some are returned to the Sleep, and we wait to see them again.

But we are not easy stopped. We will break walls, show strength, win with cunning.

We are born of war, and this will be best war yet!

Warboss Urbul

