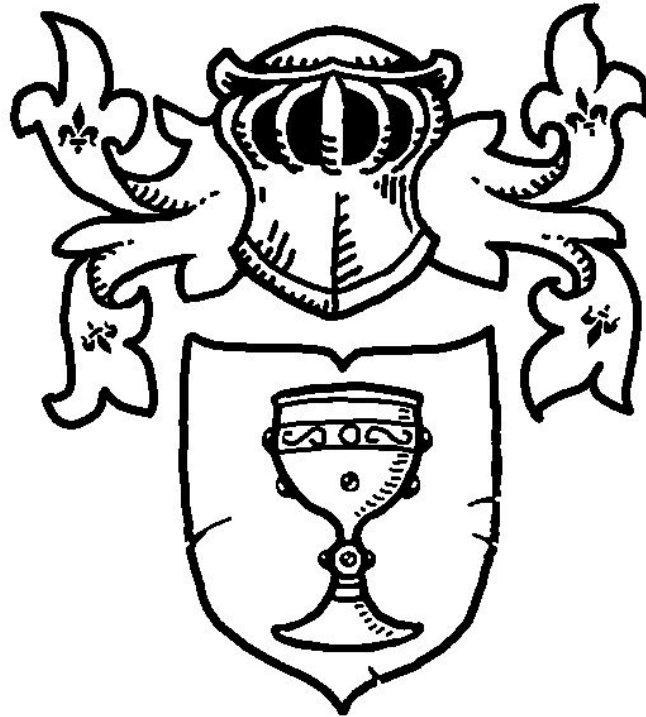


Fantasy Battles

The 9th Age



Kingdom of Equitaine

Army Rules

Version 1.1.0 - 02 September 2016

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Army Special Rules

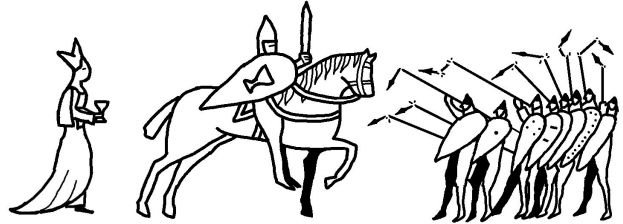
The Blessing

Models with this special rule gain Ward Save (6+). One of the two following options may be chosen for the army (which option has been chosen must be indicated in the Army List) and affects all models in the army with the Blessing:



Token of the King

The Blessing is increased to (5+) against attacks with Strength 5 or greater.



Token of the Grail

The Blessing is increased to (5+) against attacks with the Armour Piercing special rule.

If either option is chosen, the army gains no bonus to the dice roll for first turn.

Lance Formation

Models with this special rule gain Monstrous Ranks and Fight in Extra Rank. When charging and with a unit that has ranks 3 models wide, models with this special rule gain an additional instance of Fight in Extra Rank.

Jousting

A model with this rule may use a Lance when charging, even when armed with a Magical Weapon. If the model uses a mundane Lance when charging, it may switch its weapon at the start of the next Round of Combat.

Beloved

When a model with this special rule joined to a unit with at least one Full Rank of models with the Lance Formation, the model cannot be chosen by the enemy as the model that refuses a Challenge, and it **can be placed anywhere in the unit, it doesn't have to be placed as far forward as possible. Other models with the Front Rank rule have priority for being as far forward as possible**

Serfs

If half or more of a unit's models have this special rule and are under the effect of Inspiring Presence from one or more models with Oath of Fealty, the unit gain +1 Movement when Marching.

Oath of Fealty

Models with this special rule gain Inspiring Presence, **but only units with a majority of their models with Serf may receive it and it has a range of 6"**.

Questing Oath

Model parts with this special rule ignore the effects of opponent's Fear. Additionally, they can use a Great Weapon and a Shield at the same time.

Characters with this special rule must be equipped with a Great Weapon and may never use **or otherwise benefit from** other weapons. When using a Great Weapon, a character with this special rule gains Multiple Wounds (2, Large Target).

Grail Oath

Model parts with this special rule gain Immune to Psychology, Ward Save (5+) and Magical Attacks. Characters with this special rule also gain +1 Weapon Skill.

This special rule is One of a Kind for Characters.

Virtues

Virtues are One per Army.

Renown (55 / 45 pts)

The bearer gains Lethal Strike. On a roll of a natural '6' to wound in Close Combat, that wound gains Multiple Wounds (Ordnance).

Might (50 / 35 pts)

When charging and using a Lance as a Close Combat Weapon, every unsaved wound caused by the Bearer with normal attacks (before applying Multiple Wounds) generates another attack at the same Initiative step. Resolve these attacks before removing any casualties. These attacks do not generate further attacks. In addition, the bearer gains Devastating Charge and Thunderous Charge when using a Lance.

Valour (40 / 30 pts)

The bearer automatically issues a Challenge whenever possible (this can not be prevented by issuing a Challenge with another friendly model first), and this Challenge must be accepted whenever possible. When Fighting a Challenge, the bearer may reroll all failed to-hit and to-wound rolls.

Audacity (40 / 30 pts)

When the character is in base contact with an enemy with either Strength or Toughness 5 or more (excluding weapon bonuses), the Character has Stubborn and may reroll all failed to-hit and to-wound rolls.

Piety (40 pts)

The bearer and all Rank-and-File models in the bearer's unit have their Ward Saves increased by +1, to a maximum of 5+. The bearer may only join Cavalry or Infantry units.

Daring (25 pts)

The bearer's unit adds D3 when rolling for Charge Range.

Humility (20 pts)

A model with this Virtue has Insignificant, has its Inspiring Presence range increased to 12" and has Hold Your Ground regardless of whether it is the Battle Standard Bearer. However, **only units with a majority of their models** with Insignificant may benefit from this instance of Hold Your Ground. This virtue can be duplicated within the Army.

Magical Items

Magical Weapons

Dragon Lance (45 / 35 pts)

Type: Lance. The wielder gains Breath Weapon (Strength 3, Flaming Attacks). Attacks with this weapon have Multiple Wounds (D3) in the Round of Combat directly after the wielder has charged into combat. This bonus can only be applied to attacks directed against the charged enemies.

Mace of Tristan (50 / 40 pts)

Type: Hand Weapon. Attacks made with this weapon count as having Strength 1 higher than the Toughness of the model they are attacking. If the Strength would be higher without this rule, ignore it. Whenever an enemy model suffers one or more hits from this weapon, roll a D6 at the end of the Initiative step for every hit: If one or more 4+ results are rolled, all Magical Weapons carried by the attacked models are destroyed.

Magical Armour

Armour of Percival (30 pts)

Type: Heavy Armour. Wearer's Ward Saves are increased by +1, to a maximum of 4+. Any Divine Attacks made against the wielder lose Divine Attacks.

Crusader's Helm (45 pts)

Type: Helm (6+ Armour Save). The wearer may reroll failed Armour Saves. Attacks against the wearer with Lethal Strike lose this special rule.

Talismans

Talisman of Roland (20 pts)

No unit may use the Stand and Shoot reaction when charged by a the bearer's unit. Furthermore, the bearer's unit has it's Ward Saves increased by +1 against any Ranged Attacks, to a maximum of 4+. This cannot be used against Magical Attacks.

Blessed Scripture (25 / 15 pts)

Multiple Wounds suffered by the bearer are halved, rounded up.

Enchanted Items

Storm Clarion (40 pts)

One use only. This item may be activated at the start of any Player Turn. Enemy units cannot make Flying Movements during this player turn.

Arcane Items

Wafers of Penitence (15 pts)

Generate D3+1 Wafers before the battle, at the end of Deployment. When making a Dispel Attempt, after rolling Dispel Dice, the bearer may decide to use a single Wafer to add +1 modifier to the dispel roll (this is an exception to the Magic Modifiers rule). Once used, a Wafer cannot be used again.

Magical Standards

Banner of the Last Charge (20 pts)

All mounts in the bearer's unit gain Impact Hits (1).

The Oriflamme (45 pts)

The bearer gains Fear. Enemy units in base contact with the bearer's unit may not benefit from Hold Your Ground.

Army List

LORDS



Duke 85 pts

single model

M WS BS S T W I A Ld
4 6 3 4 4 3 6 4 9

Infantry 20x20mm base

Armour:

Heavy Armour

Options:

May take Magical Items

May take a single Virtue

May take (one choice only):

Questing Oath

Grail Oath

May take a Shield

May take weapons:

Morning Star (counts as Paired Weapons) 6

Great Weapon 10

Halberd 10

Flail 10

Lance 15

May take a mount (one choice only):

Barded Warhorse 35

Pegasus 55

Hippogriff 100

pts

up to 100

no pt limit

Knights Special Rules:

Lance Formation, The Blessing, Oath of Fealty,

Jousting



Grail Damsel 160 pts

single model

M WS BS S T W I A Ld
4 3 3 3 3 3 3 1 8

Infantry 20x20mm base

Special Rules:

Beloved, Lance Formation, The Blessing,

Insignificant

Options:

May take Magical Items

May become a Level 4 Wizard Master

May take one of the following:

Magic Resistance (1) 15

Magic Resistance (2) 35

May take a mount (one choice only):

Barded Warhorse 25

Pegasus 40

Unicorn 60

Magic:

Level 3 Wizard Master. Generates spells from the Path of Wilderness, Nature, Heavens or White Magic.

HEROES



Paladin 50 pts

single model

M	WS	BS	S	T	W	I	A	Ld	
4	5	3	4	4	2	5	3	8	Infantry 20x20mm base

Armour:

Heavy Armour

Knights Special Rules:

Lance Formation, The Blessing, Oath of Fealty, Jousting

Options:

May be the Battle Standard Bearer	pts	25
May take Magical Items		up to 50
May take a single Virtue		no pt limit
May take a Shield		2
May take (one choice only):		
Questing Oath		15
Grail Oath		15
May take weapons:		
Morning Star (counts as Paired Weapons)		3
Great Weapon		4
Halberd		4
Flail		4
Lance		6
May take a mount (one choice only):		
Barded Warhorse		25
Pegasus		55



Damsel 60 pts

single model

M	WS	BS	S	T	W	I	A	Ld	
4	3	3	3	3	2	3	1	7	Infantry 20x20mm base

Special Rules:

Beloved, Lance Formation, The Blessing, Insignificant

Magic:

Level 1 Wizard Apprentice. Generates spells from the Path of Wilderness, Nature, Heavens or White Magic.

Options:

May take Magical Items	pts	up to 50
May become a Level 2 Wizard Apprentice		25
May take Magical Resistance (1)		15
May ride a Barded Warhorse		15



Castellan 40 pts

single model

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	2	3	2	7

Infantry 20x20mm base

Armour:

Light Armour

Peasant Special Rules:

Insignificant, Serf

Special Rules:

Lowborn: A Castellans may only join units comprised entirely of models with Insignificant. A Castellans gains the following special rules while joined to the following units:
 Yeomen Outriders - Fast Cavalry.
 Peasant Crusaders - Hatred and Frenzy.
 Brigands - Scout and Quick to Fire.

Master at Arms: The Castellans and its unit has Weapon Master. If a Castellans is included in the army, one unit of Peasant Bowmen may be upgraded to Brigands.

Options:

	pts
May take Magical Items	up to 25
May take a Shield	2
May take a Shooting Weapon (one choice only):	
Throwing weapon	2
Longbow	2
Crossbow	5
May take a weapon (one choice only):	
Halberd	2
Spear	2
Light lance	2
May ride a Barded Warhorse	15
May be a upgraded to (one choice only):	
Rousing Orator	10
Rabble Rouser	10

Rousing Orator: The Castellans and its unit has Devastating Charge.

Rabble Rouser: The Castellans has +2 Leadership and may be the Battle Standard Bearer for 25 pts. This upgrade can only be taken if all models in the army are Insignificant.

CHARACTER MOUNTS

Barded Warhorse

M	WS	BS	S	T	W	I	A	Ld
9	3	-	3	3	1	3	1	5

War Beast, 25x50mm base

Mount's Protection (6+), Barding
Thunderous Charge (Warhorse only)

Pegasus

M	WS	BS	S	T	W	I	A	Ld
7	4	-	4	4	3	4	2	6

Monstrous Beast, 40x40mm base

Mount's Protection (6+)
Fly (8)

<i>Options:</i>	<i>pts</i>
May take Barding	15
May be upgraded to Royal Pegasus	10

Royal Pegasus: The **Royal Pegasus** gains +1 Attack and changes its base size to 50x50mm.

Unicorn

M	WS	BS	S	T	W	I	A	Ld
10	5	-	4	4	1	5	2	8

War Beast, 25x50mm base

Mount's Protection (6+),
Strider (Forests), Magical Attacks, Magic Resistance (2),
Thunderous Charge

Hippogriff

M	WS	BS	S	T	W	I	A	Ld
7	4	-	5	5	4	4	4	6

Monstrous Beast, 50x50mm base

Mount's Protection (6+)
Fear, Large Target, Fly (8)

<i>Options:</i>	<i>pts</i>
May take Armour Piercing (1)	5
May take Devastating Charge	5

CORE

Knights Aspirant 95 pts

5 models, may add up to 10 models 17 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Knight	4	3	3	3	3	1	3	1	7	
Warhorse	9	3	-	3	3	1	3	1	5	Cavalry 25x50mm base

Weapons:

Lance

Options:

May be given Heavy Armour

pts

4 / model

May upgrade one model to each of the following:

Armour:

Mount's Protection (6+), Barding, Light Armour, Shield

Champion

10

Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer

Knight Special Rules:

Lance Formation, The Blessing

If there are no Knights of the Realm in the army:

May be upgraded to Crusaders

2 / model

Warhorse Special Rules:

Thunderous Charge (Warhorse only)

Special Rules:

Impetuous: When declaring a charge, a model with this special rule gains Frenzy (Knight only) until the end of the Player Turn. A unit which consists entirely of models with this rule may reroll failed Charge Range rolls.

Crusaders: A model with this upgrade has Thunderous Charge.

Knights of the Realm 110 pts

5 models, may add up to 10 models 26 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Knight	4	4	3	4	3	1	3	1	8	
Warhorse	9	3	-	3	3	1	3	1	5	Cavalry 25x50mm base

Weapons:

Lance

Options:

May replace Shield with:

pts

Morning Star (counts as Paired Weapons) 3 / model

Flail

5 / model

Armour:

Mount's Protection (6+), Barding, Heavy Armour, Shield

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer

Knight Special Rules:

Lance Formation, The Blessing, Oath of Fealty, Jousting

Warhorse Special Rules:

Thunderous Charge (Warhorse only)

Peasant Levy 60 pts

20 models, may add up to 40 models 4 pts/model

M	WS	BS	S	T	W	I	A	Ld	
4	2	2	3	3	1	3	1	5	Infantry 20x20mm base

Equipment:

Light Armour, Shield

Options:

May take a weapon (one choice only):

Spear	free
Halberd	1 / model

Peasant Special Rules:

Insignificant, Serfs

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10

Peasant Bowmen 60 pts

10 models, may add up to 20 models 5 pts/model

M	WS	BS	S	T	W	I	A	Ld	
4	2	3	3	3	1	3	1	5	Infantry 20x20mm base

Weapons:

Longbow

Options:

May take the following:

Braziers	10
Light Armour	1 / model

Peasant Special Rules:

Insignificant, Serfs

May replace Bowmen's Stakes with:

Skirmish (max 20 models)	1 / model
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Special Rules:

Bowmen's Stakes: When deploying the Bowmen unit, you may place a Wall Terrain Feature in base contact with the front of the Bowmen unit. This Wall is as wide as the unit to a maximum of 12" and up to 20mm deep and follows all the normal rules for Walls with the exception of being Soft Cover instead of Hard Cover.

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10

If the army has a Castellan, one unit may be upgraded to:

Brigands (max 10 models)	4 / model
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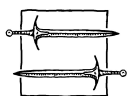
If the army has **Knights Aspirants upgraded to Crusaders**, the unit may replace Longbow with:

Crossbow and cannot take Braziers	2 / model
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Brigands: The Models gains +1 Ballistic Skill, Scout, Skirmish and Quick to Fire. Cannot use Braziers and lose Bowmen's Stakes. This cannot be combined with Crossbows.

Braziers: Before shooting with a unit with Braziers, they may choose to use Braziers to gain Flaming Attacks for its Shooting Attacks. Effects last for the duration of the Phase.

SPECIAL



Knights of the Quest 110 pts

5 models, may add up to 10 models 26 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Knight	4	4	3	4	3	1	4	1	8	
Warhorse	9	3	-	3	3	1	3	1	5	Cavalry 25x50mm base

Weapons:

Great Weapon

Armour:

Mount's Protection (6+), Barding, Heavy Armour, Shield

Knight Special Rules:

The Blessing, Lance Formation

Warhorse Special Rules:

Thunderous Charge (Warhorse only)

Special Rules:

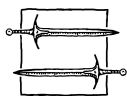
Questing Oath (Knights only)

Options:

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50
May be Hedge Knights (max 9 models)	5 / model

Hedge Knights: Models with this upgrade have Scout, Vanguard and Strider (Forests).



Pegasus Knights 145 pts

3 models, may add up to 3 models 42 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Knight	4	4	3	4	3	1	3	1	8	
Young Pegasus	8	3	-	4	4	2	4	2	7	Monstrous Cavalry 40x40mm base

Weapons:

Lance

Armour:

Mount's Protection (6+), Heavy Armour, Shield

Knight Special Rules:

The Blessing, Oath of Fealty

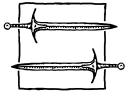
Special Rules:

Fly (9)

Options:

May take any of the following:

Vanguard	6 / model
Devastating Charge (Knights only)	2 / model
Skirmish (max 4 models)	5 / model
May take Barding	10 / model
May upgrade one model to each of the following:	
Champion	10
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50



Yeoman Outriders 55 pts

5 models, may add up to 10 models 8 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	3	3	3	3	1	3	1	6	
Horse	8	3	-	3	3	1	3	1	5	Cavalry 25x50mm base

Weapon:

Bow, Light Lance

Options:

May take any of the following:

Shield 1 / model

Light Armour 2 / model

Armour:

Mount's Protection (6+)

May replace Bow with Throwing Weapons free
upgrade one model to each of the following:

Champion 10

Musician 10

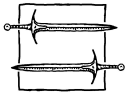
Standard Bearer 10

Peasant Special Rules:

Insignificant, Serfs

Special Rules:

Fast Cavalry



Knights Forlorn 85 pts

10 models, may add up to 30 models 12 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	4	4	3	4	3	1	4	1	8	Infantry 20x20mm base

Weapons:

Great Weapon

Options:

May Skirmish (max 15 models)

pts

free

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

Armour:

Heavy Armour, Shield

- may take a Magical Standard up to 50

Knight Special Rules:

The Blessing, Questing Oath

May become Hedge Knights (max 20 models) 2 / model

Hedge Knights: Models with this upgrade has Scout, Vanguard and Strider (Forests).



Peasant Crusaders 60 pts

10 models, may add up to 30 models 6 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	4	3	2	3	3	1	3	1	7	Infantry 20x20mm base

Armour:

Light Armour, Shield

Options:

May exchange Shield for Paired Weapons

pts

free

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

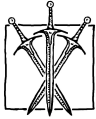
Peasant Special Rules:

Insignificant, Serfs

Special Rules:

Hatred, Stubborn, Frenzy

RARE



Knights of the Grail 90 pts

3 models, may add up to 5 models 38 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Knights	4	5	3	4	4	1	5	2	8	
Warhorse	9	3	-	3	3	1	3	1	5	Cavalry 25x50mm base

Weapons:

Lance

Options:

May have Divine Attacks

pts

3 / model

May upgrade one model to each of the following:

Armour:

Mount's Protection (6+), Barding, Heavy Armour, Shield

Champion

10

- may take a Magical Weapon

up to 25

Musician

10

Standard Bearer

10

Knight Special Rules:

Jousting, Lance Formation, Oath of Fealty

- may take a Magical Standard

up to 50

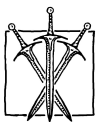
Warhorse Special Rules:

Thunderous Charge (Warhorse only)

Special Rules:

Monstrous Support, Grail Oath (Knight's only)

Pure of Heart: Only Characters with Beloved or Grail Oath may join a unit with this special rule.



The Green Knight 195 pts (One of a Kind)

single model

	M	WS	BS	S	T	W	I	A	Ld	
The Green Knight	4	6	3	4	4	3	6	4	9	
Spectral Stallion	9	4	-	4	3	1	4	1	5	Cavalry 25x50mm base

Weapons:

Great Weapon, Paired Weapon

Armour:

Mount's Protection (6+), Barding, Heavy Armour, Shield

Special Rules:

Otherworldly, Terror, Ambush, Ethereal, Unstable, Weapon Master



Siege War Machine -

single model

	M	WS	BS	S	T	W	I	A	Ld	
Siege War Machine	-	-	-	-	7	4	-	-	-	
Apprentice (4)	-	2	3	3	3	-	3	1	5	War Machine 75mm round base

Peasant Special Rules:

Insignificant, Serf

Must take one of the following

Scorpion (65 pts)

A Bolt Thrower Artillery Weapon:

Range 48", Strength 6, Multiple Wounds (Ordnance),

Armour Piercing (6)

Trebuchet (130 pts)

A Catapult (3") Artillery Weapon:

Range 12-60", Strength 4[10],

[Multiple wounds (Ordnance)], Armour Piercing (1)



Sacred Reliquary 130 pts

Single model

	M	WS	BS	S	T	W	I	A	Ld	
	4	3	2	3	5	6	3	4	8	Infantry 40x60mm base

Armour:

Light Armour, Innate Defense(5+)

Peasant Special Rules:

Insignificant

Special Rules:

Stubborn, Impact Hits (D3), War Platform

Holy Fervor: All friendly models with Insignificant in units within 6" gain The Blessing. All friendly Insignificant Infantry and Insignificant Cavalry models in units within 6" gain Fight in Extra Rank and may reroll all natural to-wound rolls of '1'.

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

<u>CHARACTERS</u>		M	WS	BS	S	T	W	I	A	Ld
L	Duke	4	6	3	4	4	3	6	4	9
	Grail Damsel	4	3	3	3	3	3	3	1	8
H	Paladin	4	5	3	4	4	2	5	3	8
	Damsel	4	3	3	3	3	2	3	1	7
	Castellan	4	4	4	4	4	2	3	2	7

INFANTRY

C	Peasant Levy	4	2	2	3	3	1	3	1	5
	Peasant Bowman	4	2	3	3	3	1	3	1	5
	- Brigands			+1						
S	Knight Forlorn	4	4	3	4	3	1	3	1	8
	Peasant Crusader	4	3	2	3	3	1	3	1	7
R	Sacred Reliquary	4	3	2	3	5	6	3	4	8

WAR BEASTS

M	Barded Warhorse	9	3	-	3	3	1	3	1	5
	Unicorn	10	5	-	4	4	1	5	2	8

MONSTROUS BEASTS

M	Hippogriff	7	4	-	5	5	4	4	4	6
	Pegasus	7	4	-	4	4	3	4	2	6
	- Royal Pegasus									+1

<u>CAVALRY</u>		M	WS	BS	S	T	W	I	A	Ld
C	Knight Aspirant	4	3	3	3	3	1	3	1	7
	- War Horse	9	3	-	3	3	1	3	1	5
	Knight of the Realm	4	4	3	4	3	1	3	1	8
	- War Horse	9	3	-	3	3	1	3	1	5
S	Knight of the Quest	4	4	3	4	3	1	4	1	8
	- War Horse	9	3	-	3	3	1	3	1	5
	Yeoman Outrider	4	3	3	3	3	1	3	1	6
	- Horse	8	3	-	3	3	1	3	1	5
	Pegasus Knight	4	4	3	4	3	1	3	1	8
	- Young Pegasus	8	3	-	4	4	2	4	2	7
R	Knight of the Grail	4	5	3	4	4	1	5	2	8
	- War Horse	9	3	-	3	3	1	3	1	5
	Green Knight	4	6	3	4	4	3	6	4	9
	- Spectral Stallion	9	4	-	4	3	1	4	1	5

WAR MACHINES

R	Siege War Machine	-	-	-	-	7	4	-	-	-
	- Apprentice (4)	-	2	3	3	3	-	3	1	5

SPECIAL SHOOTING WEAPON

		Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
Siege War Machine	Trebuchet	Catapult (3")	12-60	4[10]	-	[Ordnance]
	Scorpion	Bolt Thrower	48	6	-	Ordnance



Changelog:

v1.1.0

- Oath of Fealty, implementing FAQ
- Humility, implementing FAQ
- Questing Oath, implementing FAQ
- Peasant Bowmen crossbow upgrade, implementing FAQ
- royal pegasus upgrade, implementing FAQ
- Beloved, implementing FAQ
- The Green Knight, cheaper (due to change in ethereal rules)