



THE 9TH AGE COMPATIBLE STARTER SET: EMPIRES OF FIRE AND FURY



Thank you for purchasing this 9th Age Compatible Starter box and Various 3D Printed models from Frumious Fantastical Foundry!

This box contains everything you will need to play The 9th Age Fantasy Battles, including two armies, bases, movement trays, printed rules, gaming aids, dice, tape measure, and terrain. You will simply need a table to play on and some basic hobby supplies for assembly.

Every model in this set has been 3D printed, is provided unassembled and is unpainted. **Assembly is Required for most models!** Also, while models have been fully cured and cleaned of supports **additional cleanup WILL be required** (using your own hobby knife and clippers with the provided sanding sticks) to perfect your collection. Two part epoxy putty is included to fill gaps in multi-part models and visible drain holes in large modes.

The 9th Age is a free community developed game of epic tabletop battles. PDF version of all the rules included here and many more documents can be found at:

<https://www.the-ninth-age.com/>

Frumious Fantastical Foundry (FFF) is licensed to print all models packaged with this set. These models are all 3D printed by FFF, including licensed models as well as FFF original designs.

The 9th Age has no direct association with FFF or any of the specific model companies printed with this set. A detailed model attribution and contents manifest is included in this box crediting each artists/company with their work for each sculpt. We highly recommend you acquire more models from these amazing artists to expand your collection and mesh with the aesthetic pret. Visit their web pages or www.FrumiousFantasticalFoundry.com to order more prints.

This set contains licensed models from the following companies and artists. These models are no in way related to each other or affiliated with the 9th age or Frumious Fantastical Foundry. FFF holds distribution licenses allowing the sale of physical prints of these models as distributed with this 9th age starter set.

Lost Kingdoms Miniatures	https://www.lostkingdomminiatures.com/en/	
Ian Lovecraft Miniatures	https://www.myminifactory.com/users/ian.lovecraft	
RG Sculpt	https://gumroad.com/rgsculpt	
Caballero Miniatures	https://www.myminifactory.com/users/Caballerominiatures	

See link below for a detailed description of each model used in this set (Including Thingiverse Creative Commons Attribution information) .

https://www.frumiousfantasticalfoundry.com/uploads/1/3/0/5/13057325/ff01c0ntents_r2.pdf

A hard copy of this assembly guide is included with every set and includes suggested use with the armies utilized in this started set.

This set also contains Numerous Gaming Tools (e.g., Charge Arrows and Arcs) as well as tokens and cards used to organize and enjoy the magic phase. For videos on how these are used see here:

<https://www.frumiousfantasticalfoundry.com/product-video-archive.html#/>



Questions and Answer

Q: How do you play this game?

A: A video of a complete game, using all the models specifically in this set can be found here:

<https://www.youtube.com/watch?v=z-SyCJMfNNg&t=702s>

And players are more than welcome to join The 9th Age community forums:

<https://www.the-ninth-age.com/community/index.php>

Q: What version of the rules does this set come with?

A: The FF01 Series is setup for the following rules:

Main Rules: 2nd Ed, Version 2 April 15, 2021

Arcane Compendium: 2021 Beta 2 Hot fix 3

Infernal Dwarf Book: 2021 Beta 4

Saurian Ancient Book: 2021 Beta 2 Hot Fix 2

The 3,000 point sample armies are based on those rules, and printed copies of those rules are included.

Q: Why does this set use 3,000 Point Armies?

A: While the 9th age is balanced at 4,500 pt. armies. We found 3000 point battles are quick, easier to learn, and demonstrate a variety of unit and tactics valuable to new players.

Q: Are these resin models fully cleaned and cured?

A: Yes, but there will be some work to do. Resin Models have been cleaned of supports and are fully UV cured. You **WILL need to do additional clean up**, sand , trim stray supports, perform joint fitting, and do some overall hobbying to get the models finalized AND assembled to your satisfaction.

Q: Can I buy this set in physical stores?

A: Not this set. The licensing agreement with the miniatures companies only allows sales through and printed by Frumious Fantastical Foundry. At this point this means online or if we are present selling product at an event. This initial set is a bit of test run, and if successful we will try to expand the possibilities.

Q: Are the included armies only set for 3,000 points?

A: The Lists included were crafted to be fun to play each other. You can make many different lists out of these models, and this is a good start on building an army and taking in a direction you want to go with more models. FFF is happy to help you expand your army. You can pursue additional models from the included artists/companies in their various ranges available from FFF or a variety of vendors. The only exclusive models in this set are things crafted by FFF (such as the gaming aids) and the unit corner markers by caballero miniatures designed to support this set. You can even print your own if you have a 3D printer and purchase the STL files.

Q: Why is this set so Expensive?

A: The intent is to include everything in one box that two players need to pay a complete game, so this adds up to a lot of components. If you're willing to clean and cure the resin models yourself, there would be a significant lower price. But please contact us directly for that so we can make sure you know what you're getting in to.

Q: Why is this set so Cheap?

A: A better question! If you price out the resin models alone out on Etsy, Ebay, or Other sites you will find it can cost you nearly double the entire price of this set. This set is designed to be as affordable as possible, to support new players enjoying The 9th Age. If you're a veteran just looking to get models, please just contact FFF for a custom order of the models you specifically want.

Q: Will these printed rules for the armies and core rules every be out of date?

A: Yes! A key benefit of the 9th age is a yearly balance update. So, expect a few units to change points at the lease every year. These are and will always be free at:

<https://www.the-ninth-age.com/>

You can update your printed materials with hand mark ups (usually changes are minor), print out updated ones, or just use the rules that come with the game as they have already been carefully balanced at the time of release. We have found it nice to have physical prints of the rules, especially for new players, but PDFs on devices work perfectly fine as well.

Q: How can I support the 9th Age

A: The 9th age is a miniatures independent community supported game. Its rules are free, actively maintained, and actively expanded . You can support them directly here:

<https://www.the-ninth-age.com/community/index.php?donation-add/>

Additionally. FFF has pledged 2% of all internet sales of The 9th Age related products (including this starter) will get donated back to The 9th Age Team.

Q. How did you choose to include which models were included in the set

A: They were chosen because they looked cool, shared a unified aesthetic, have obtainable licenses to sell prints of, showcased a variety of rules, and were reasonable to print economically. It will always be a design goal of this, and future starter sets to include a range of miniature manufactures in the spirit of the independence of the 9th age rules from specific model lines.

Q: Are these the only starter box armies available?

A: Currently yes, plans are in the works, of course, our mad scientists (mostly me) are always dreaming up stuff. There are 3000 point starter armies planed, as well as sets (such as "Legions of Speed and Steel" and "Kingdoms of Rock and Rage"). Getting all the pieces lines up has been time consuming, but yes plan, lots of crazy plans!

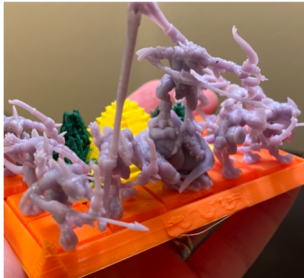
Q: I am a miniatures company; can I get my stuff included in a future starter army or set?

A: Would love to talk! Currently I manage licenses through kickstarters and Patreon subscriptions (Merchant). Not sure how sustainable that is for products like this, this whole printing industry is still kind experimental. I would like agreements that allow the possibility for 3rd party sales in physical stores, but open to anything really.

Gaming Concepts

Use of unit fullers

This set uses several unit fullers for each army. This concept uses a large scenic base to represent multiple troops. Once enough casualties are taken you just swap it out for the dead models. Unit fullers are a great for moving troop and really help with ranking models up. They also are a great way to expand your army as they can be re-used in various unit types to leverage your model collection.

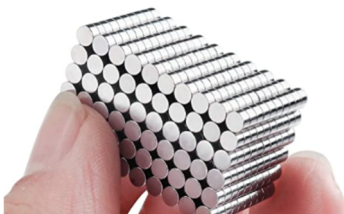


Movement trays and Magnets

This set includes movement trays for each ranked unit. These greatly help moving units on the battlefield without constantly touching every model. Note distances are always measured to the base of a model, not the tray. Movement trays are especially usefully when magnetized. There is a space in the bases provided with this set to insert a magnet. I use this set from Amazon:

Then you just glue a piece of thin metal to the movement tray. You can also purchase

pre-magnetized trays from various online venders.



Small Tiny Refrigerator Magnets | 5x3mm Round Brushed Nickel Style for Fridge, Office, Dry Erase Board, Whiteboard, Map, Magnetic Pins | Rare Earth Magnets (Pack of 60)

Visit the baker's dozen Store

★★★★★ 34 ratings

Price: \$8.95 ✓prime & FREE Returns

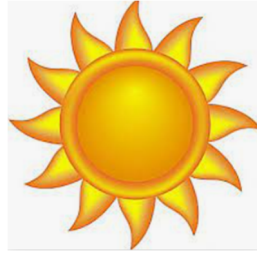
Get 5% back (\$0.44 in rewards) on the amount charged to your Amazon Prim Rewards Visa Signature Card.

Corner Markers

There are several tools to mark corners of units in this set. The angle charge arc helps cage line of sight and lets you mark a unit position so you can move it back if you change your mind on a movement. The L shaped pieces are 1" and ½" spaces to check clearances during movement and also can mark a unit corner. Its excellent gaming etiquette to mark units before moving them, e especially light troops.



Notes on Materials



IMPORTANT NOTE ON SUNSHINE:

With the pandemic there has been a recent increase in outdoor gaming. There are two issues to be aware of with this, excessive heat, and UV Light.

1. High heat will soften PLA plastic and terrain (well most plastic really, so please keep those components out of direct sun or area of extreme heat. This can cause some the components (bases, arc, etc.) to curl if left out in very hot temperatures under direct sun light. In most cases you can heat them in hot water and bent them back, but best not to need to do this.

High heat also softens ALL resin models and things like spear tips may droop, again, you can bend them back with hot water.

2. Direct UV light on Resin miniatures can cause them to be embrittled. If you're going to leave them exposed in light, its highly recommended you at least prime them first.

Its recommended you keep all your models and terrain out of direct sunlight for prolonged periods, and out of extreme heat.

Note I have played with these models outside (see the video battle report haha) and have routinely kept resin, PLA models, and PLA terrain in my none insulated garage for years (with outside temperatures up to 120F) without damaging any models. But if you say leave an unpainted movement tray in the sun on a hot day r it will curl up, like most plastic. PLA does have a lower melting point though then say, injecting molded plastic.

Resin Model Information

We have used a high-quality resin mix to ensure ductility and have spent many hours playing games with our prints to ensure they will withstand the rigors of miniatures gaming and transport, as well have supplied many models to gamers who have done the same. Resin as a material is more brittle then say traditional metal or plastic, so be careful that they are not dropped from a considerable height.

This model or models has been fully UV Cured and Cleaned and may be supplied unassembled. While great care has gone in cleaning of the many printing supports need to print resin models, the support removal process can result in minor imperfections. Some minor cleanups with a hobby knife is to be expected and fine

grain sanding stick has been provided and to allow hobbyists to fine tune their creation, as well as green stuff two-part epoxy to repair any defects.

Please keep these models out of direct sunlight until they are painted or otherwise sealed. Prolonged UV exposure will make them brittle.

If any part of the resin model warps in transit or otherwise, you can carefully dunk it into hot water and reposition it.

Some large model parts are hollow to reduce the amount of resin in them. Plug visible resin holes with two-part epoxy included with this set.

FDM/PLA Plastic Models

FDM plastic printing is great for durability and was chosen over resin for terrain pieces, Unit Fillers, gaming tools, and movement tray. The drawback is that they hold less detail and require a bit more finishing to remove layer lines (if desired) . We print our models at between 0.08 from 0.16 layer height depending on the necessary detail. None the less, nearly all FDM printed models typical will show layer lines at close inspection. There are various techniques to mitigate visible layer lanes include sanding and simply a heavy primer coat of paint. Slight changes in vertical profile do tends to show contour lines more than vertical elements with texture, these can also be addressed with sanding, heavy primer.

Here are some other tips

<https://www.matterhackers.com/news/how-to-smooth-and-finish-your-pla-prints>

Model Assembly

You will need a clippers and hobby blade to prep your models for assembly, as well as glue to hold it all together (Super glue works great).



Filling Gaps and repairs with Two Part Epoxy

This set includes blue/yellow Two part epoxy (aka) Green Stuff. Green stuff is used by hobbyists to sculpt and fill up gaps between model parts. It is well-known for its long worklife, non-grainy texture and ability to hold fine detail.



How to use: To achieve optimum adhesion, surfaces should be scuffed and/or lightly sanded and cleaned free of grease or dirt prior to application.

Mix by kneading with damp fingers to a uniform color. Any length contains the correct ratio of base to curing agent. Apply within 1 hour of mixing.

When working with green stuff use wet tools to keep the epoxy from adhering to the tools while working them in. I have always had good luck with cheap dental tools for making simple textures and pushing into spaces.

Green stiff has a 1 to 2 hour work life, Functional cure occurs in 4 to 5 hours when Blue/Yellow can be drilled, sawed, carved, sanded, stained, and painted. Ultimate hardness is reached in 20 to 24 hours. Cured color is green.

Socketed parts

Try to try fit any pieces that have socketed parts, some shaving may be required to remove support nubs are adjust from any swelling the resin did during printing or shipping. Getting a clean dry fit, minimized gaps and the need to add green stuff gap filler.

Tips on Assembling these units

Here are some tips on how build the units for this starter set from the model components provided. There are extra, optional pieces provided, and some unit choices may benefit from physical modification of the prints (none of these models were digitally altered in any way from the original STL file provided by the artist/vendors other than linear rescaling components, as noted). You are free to assemble these models in any way you desire. The 9th age game and community is very open to creative interpretations of units.

Ranking Units

Ranking up models these days can be a challenge. While unit fillers help, make sure to pay attention to how your models fit together as you glue them to the bases. Particularly the command models which will go in front, next to each other. Some models will look great with weapons overhanging their base, but make sure they all aren't like that or you want to get them to fit together (magnetizing the bases are amazingly useful for getting ranked units in line. Some players go so far as to number each basis on the bottom to make sure they fit back to gather after taking casualties.

Unit Tips

Please see the following Tips for assembling specific models

Infernal Dwarves

Tauruhk Enforcers

These dynamic models can be tricky to rank, make sure to glue them side by side and watch the arms, you may want to shave and adjust where they are placed. There are extra musical Instruments provided with the hobgoblin bits if you want to model a musician and optional and shields as well. Shields can go on the backs or over an arm. The extra blunderbuss can also be added to these and trimmed to have the model hold it, or just glue to their backs.

Vizier

There is an extra flint lock arm to swap out or just to modify (e.g. shave of the hand) and place as carried weapon. Could also add the blunder buss to this model too

Prophet

There is an extra flint lock arm to swap out or just to modify (e.g. shave of the hand) and place as carried weapon. There isn't a lot of room, but you can lay it at the models' feet to get the point across.

Citizen Giant

Use the two part epoxy to fill the drain holes used for printing this model (and Maul) hollow. If you use the Maul you may want to weight the base. The whip is provided to use as the infernal lash upgrade. This large model may have places you will wish to sand smooth were printing supports connected.

Vassal Cavalry

Recommend adding some lance and some bow arms and putting the other others on the back behind a shield. You may want to shave off the hands on the back weapons or modify to look like rope. Clipping the hand on the shield will make it fit better as well.

Vassal Command

There are a bunch of options here you can use as weapon swaps for other models. The bows do not have string and are intended to be placed on the back. Use the extras pack to add a musician (drum was designed for this, but there are others)

Alt Vassal Heads

Vassals can be any subservient nation to a infernal dwarf empire. Though traditionally these are hobgoblins, all that really matters is the base size. To have these models track as hobgoblins, you can simply paint the faces green (like in the sample photos), or a set of hobgoblin heads are provided from Caballero miniatures to use. You can use those heads them on the cavalry too if you clip of those heads.

Citadel Guard

The army list that comes with this set equips these with spears and pistols, but alternate hand weapons are provided as well as blunder buss if you wish to use these as infernal warriors instead.

Infernal Artillery

There is an assemble guide for this model, see notes above about assembling socketed pieces before gluing. You will likely still need some joint filler to get smother transitions. Note this model is scaled down from the original to fit on the base. The crew is left unscaled to mesh with the rest of the army. There are still plenty of places for them to fit on the model . Note the gruesome body on the back does end up a bit small, you can either say it's a hobbit, or simply shave it off with a hobby knife. This large model may have places you will wish to sand smooth were printing supports connected. This set uses this as a titan mortar, but it could easily count as any of the artillery pieces. Some players even use this as a n Iron Demon train piece, on account of the wheels. You will need another base for that though.

Saurian Ancients

Saurus Knights

These ferocious models are big for the basses! Make sure to glue them on their bases side but side so that they fit together . Also, the socket for the arms and legs tend to be a tight fit, adjust and fit up before gluing, you might need some of the epoxy putting on these pieces. You may want to add some cork or small rocks to each base to raise some models up and down, this will help them rank up as well.

Skink Brave Command

You will need to modify an arrow hand by clipping off the arrow if you want to have a model holding the standard.

Skink Braves

Make sure to model some that can easily fit behind other models. The poses are quite dynamic but can be glued to all fit together.

Saurus Warriors

Make sure to model some that can easily fit behind other models, watch for protruding tails. You may want to add some cork or small rocks to each base to raise some models up and down.

Salamander Weapon Team

Be careful to construct so that the fire from the salamander is high, and over models to the front. Or just turn to the side and remember the facing when in combat.

Taurosaur Ancient

This large model may have places you will wish to sand smooth where printing supports connected.

Terrain

Forest/Ruins Base

The provided wooden forest base is reversible with embedded text to represent woods or ruins. You can flock or paint over these words, but it can be convenient to paint them so that they are visible, the upper scatter terrain pieces are frequently moved to allow units to enter the terrain during a game. The burned trees supplied with this set are ok to represent either woods or ruins, also adding the impassible lamassu statue also makes this terrain appear more ruin like, If your not using it as separate terrain piece.

Burned Trees

These trees have been printed in FDM plastic (for durability), with attached supports. The rough bark texture effectively hides any layer lines. There may be some loose pieces of plastic from the supports to clean off with a hobby knife.

Lamassu State/Impassable

This statue has been printed in FDM plastic (for durability). You may wish to sand some of the flat elements to remove layer lines. The upper horizontal layer of the Lava elements do show some contour lines, which can be interpreted as part of the rock formation, or easily covered up with some glue, greenstuff, or simply sanded away.

Painting Your Models

Painting your models is a great part of the hobby. You can go as in-depth or artistic as you like. Some people just enjoy adding a few basic layers and others may want to spend hours and hours on each model, adding layers and highlights, many events have specific awards for painting

Here is a great guide to painting minis with tips on priming and even how to make your own:

<https://www.youtube.com/watch?v=v-BIVYFxfRA>

Most tournaments recommend a 3 color per module minimum paint level, which is easy to get, but there are many tricks to quickly get your models looking great. People who don't know them will think it takes hours and hours. Read on for some brief tips and concepts. If you are painting just to play for yourself and at events, remember most models are seen from about 2 feet away. So people are not going to notice that tiny dagger handle if you don't want to get to that.....



Prime Coat Your Models

Primer your models with Black or White miniatures spray primer before you paint. This helps paint adhere and affects the final color. If your painting fast use black primer as



you can cover up tiny places you may overlook. I recommend quickly dry brushing (see below) black primed models with white to expose the details and aid in the making the next layers pop out, you can also lightly "Dust" a black primer with white primer for a similar effect. When I use white primer, I tend to use a similar technique of applying a light wash to expose the details before adding more paint. White primer can help with adding vibrant details.

Use thin layers and Don't Paint out of the Pot!

I can't say I always follow this, but I should haha. Place your paint in a pallet of some sort (wet pallets are great!) and use as thin a paint as you can (water down your paints if necessary).

Inks and Washes

These are very thin and let the original colors come through, adding shading. They are generally liberally applied to another layer and allowed to settle and dry in to the recesses. They work phenomenally well on highly detailed models like some of the models in this set. A reddish brown over gold and thin black ink over silver can have a dramatic effect. Similarly, a brown ink on skin tones shades exposed flesh very well. Specialist "Contrast" paints build in some of this effect with one coat, but you can still replicate with other paints or enhance with additional washes.



Dry Brushing

This is a technique where you take another color (usually much lighter) onto an old or stiff brush, and wipe off most of the paint. Then run the brush lightly over a model and it will just catch the upper details letting them stand out. Great for emblems and crests. This is very quick effective technique for painting a lot of models to a table top standard. Very delicate dry brushing can create complex effects as well.

Highlighting

This means taking the base layer and successfully painting multiple outer layers lighter and lighter colors, even up to pure white for the very outermost layer. Make sure to thin your paints for this technique. Some people start with the light color and work darker into the recess, most people go from dark to light. If your paints are thin enough you can go over intermediate layers again so that the colors seamlessly blend together. There are many amazing table to top armies though with a single layer of stark highlight at the end of a base color. Again, at 2 feet away this can look very good.



Color Scheme

A unifying color scheme ties your models and units together (e.g. Something red on every model). Try and paint some test models and decide on some general colors to use for a unit or entire army.

Bases

Consistent bases also really tie models together and can complement a model's painting. I try and pick colors and textures for the bases that contrast the models paint scheme so that they stand out more. You can use supplemental materials like sand and static grass to add interesting textures to the bases, as well as scenic bits (e.g. weapons, heads/skulls). Some bases already incorporate these features. Basing an entire army at the same time can be very quick, generally it's the last thing I do. My typical techniques is to paint the base an initial color (dark brown or grey), then get some water down white glue and paint a few spots on a base, then



dip this into a container of sand (from the garden or store bought), shake off and let dry. The next step is to either paint the empty spots a color or add more glue to them and dip into something like static grass, snow, or other flocking material. Then go back over the sandy part either with paint, some ink, maybe even dry brush it and your done!. There are many basing techniques and even kits out there with some quick internet research.

Note the models in this set did not paint, or used red and orange paint, for the lower band. This was done so that the color matched the trays and the two armies stood out from each in pictures. Normally this is painted to match the base, but it can also be an interesting effect to match that lower band to a primary color in your scheme.

Movement trays.

These are normally painted and flocked to match their units' bases, and don't be shy about adding bit of other models to dress them up. For this set they were left unpainted so that the units are easier to distinguish in the pics and battle reports/

Sealing

After you have finished painted an basing your models, its very important to apply at LEAST one coat of a protective sealer. This keeps the paint intact and colors vibrant. Your paint will be subject to UV degradation overtime (though should keep them out of sunlight regardless). They will also be touched a lot as you use them to play the game and your skin oils will rub off the paint where you touch them. It also keeps any loose flocking material in the bases from falling off so make sure to hit those extra good!

