

LIST BUILDING AND GAMING WITH THESE MODELS



The models provided in this set are configured to build 3,000 pt armies. Attached are sample army list or lists using the current army books release by the 9th age team. Army Books are evaluated for play balance and are updated at the minimum of once per year. For current downloads check here:

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

It's up to you and your opponent's what versions to use, and the set provided with the models has been play-tested and previously approved. Tournaments tend to adopt the most current set as long as it's not immediately released before the event. It is easy to update the printed materials provided with these models by marking up point changes or minor rules adjustments.

The 9th age game itself is play balanced at 4,500 points. There are rules in the main rule for scaling up (above 8000 pts) and down (3,000 points and below), and we have found 3,000 point battles to be work very well within the balanced system, some units just may be more or less efficient at this level. The rules recommend a smaller game board for 3000 points, but we have found these starter armies work fine with a the 72"x48" board as well.

List Building

There are, of course, thousands of variant armies you can create. The attached army list was generated using the NewRecruit web based list building tool. It is free and can be found here:

<https://www.newrecruit.eu/>

There are other free list building apps, and you can also simple workout the list by hand or simple spreadsheets. The list building apps like NewRecruit though are great for dreaming up painting and strategy projects.

The easiest changes to make in your list are the magic items carried by the characters or magic standards. So, start with that. You will find you can generate a much higher points value game with some minor tweaks, or by adding new units to your list. The core troop requirement will be the trickiest part of expanding the list, but you can add some unit fillers of your own to get buy until you decide on the units you want to add.

You can also play and create lists at smaller points values, such as 1,000 or 2,000 points.

Alternate builds

The 9th age game is intended to be as visually accurate as you can. This means models physically equipped with what they are using in your list. But the culture of the game allows a lot of leeway here. Thus, you may decide to build some models with shields, but then you can explain to your opponent that the models does not have a shield in this battle.

Nonetheless alternate weapons and equipment are typically provided in theses sets to model the units how you wish to use them. It's recommended that you do have easily distinguishable command Models (banners, champions, and shields) as well as can distinguish which units have missile weapons and which don't (thouing have a bow or gun on the back of a model is acceptable). A good compromise here is to build some models either way and place the appropriately armed ones in the front rank. Unit fillers also help a lot here as they are visually neutral on their unit's equipment.

Players do occasionally incorporate weapon swaps on the hands of large models using magnets. You can also easily shift and integrate characters into units as champions or just more troops.

Casual and Organized Play

The 9th Age rules are free and can be used however you see fit. And there are many ways to enjoy them. The focus on balance within an army and between armies is driven by a vibrant tournament scene, and you can find out more on how to get involved in what happening around you on The 9th Age forums locally, as well as international events like the European Team Championships and the North American 9th Age masters.

The balanced play is very beneficial for enjoying casual games as well. You may just have a regular opponent you grudge match every week or even a player group that goes through a narrative campaign.

The forums again have many ideas for organized casual play. Here are few basic concepts to think about:

- Map based with rules for moving armies around a larger world
- League with your friends keeping the same list, or structured changes
- Ladder campaign where each week changes something such as adding 500 points or free magic item assigned to every army

Note you are free to modify the rules with your friends to play as you wish, say character, or limiting magic items. There are endless possibilities as the saying goes.

Most important! Have Fun and play Epic Battles! Maybe even write your exploits into a narrative story to go along such as the Shattered Scales and Cloven Hooves, which can be found on the :

https://www.frumiousfantasticalfoundry.com/uploads/1/3/0/5/13057325/shattered_scales_br3.pdf

1190 - Characters															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
565 - Overlord	Sta	Bea	3	9	10	3	7	5	0		4	7	4	1	4
	General, Onyx Core, Shield Breaker, Death Cheater, Ring of Desiccation, Taurukh Ritual <ul style="list-style-type: none"> • Onyx Core: Attacks made with this weapon become Flaming Attacks and Magical Attacks and gain Multiple Wounds (D3, against Flammable). In addition, their Strength is always set to 6. • Shield Breaker: Attacks made with this enchanted weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+. • Death Cheater: The wearer gains +1 Armour and Fortitude (4+). • Ring of Desiccation: At the start of every Round of Combat, every enemy unit in base contact with the bearer's model gains one Incendiary marker. 														
Overlord (Impact Hits)											4	7	4	1	4
330 - Prophet	Sta	Inf	3	9	9	3	4	5	0		2	4	4	1	2
	Prophet of Nezibkesh, Wizard Adept, Alchemy, Magical Heirloom <ul style="list-style-type: none"> • Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it. 														
295 - Vizier	Sta	Inf	3	9	9	3	6	5	0		3	6	4	1	3
	Battle Standard Bearer, Destiny's Call, Flintlock Axe (2+), Hand Weapon (Flame of the East) <ul style="list-style-type: none"> • Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this. • Flame of the East: The wielder gains Volcanic Embrace (D3) while using this weapon. 														
752 - Core															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
414 - 16 Citadel Guard	Sta	Inf	3	9	9	1	4	4	0		1	4	4	1	2
	Pistol (4+) and Spear, Standard Bearer (Rending Banner), Musician, Champion <ul style="list-style-type: none"> • Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time. 														
338 - 22 Vassal Levies	Sta	Inf	4	8	7	1	3	3	0		1	3	3	0	3
	Shield, Bow (4+), Musician, Standard Bearer (Banner of the Twice-Branded), Vassal Chieftain <ul style="list-style-type: none"> • Banner of the Twice-Branded: The bearer's unit does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions. In addition, at the end of the Charge Phase, immediately after all Charge Moves have been resolved, the bearer's unit may perform a Combat Reform (following the normal rules for Combat Reforms) if all of the following conditions are met: The bearer's unit consists entirely of Infantry models and/or Gunnery Teams. The bearer's unit performed a Stand and Shoot Charge Reaction during this phase. The bearer's unit was successfully Charged during this phase. 														
700 - Special															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
265 - Infernal Artillery	Lar	Con	3	3	9	5	1	4	0		3	4	3	0	2
	Titan Mortar (4+) and Fires of Industry (2)														
230 - 5 Vassal Cavalry	Sta	Cav	8	16	7	1	4	3	1		1	4	3	0	3
	Vassal Chieftain on Vassal Steed														
Vassal Steed											2	3	3	1	3
205 - 5 Taurukh Enforcers	Sta	Bea	7	14	9	1	4	5	0		2	4	4	1	2
	Paired Weapons														

Taurukh Enforcer (Impact Hits)												2	4	4	1	2
355 - Instruments of Destruction																
	Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
355 - Citizen Giant	Gig	Inf	7	14	8	7	3	5	1			5	3	5	2	3
	Infernal Lash															
Citizen Giant (Stomp Attacks)												5	3	5	2	3

2996pts - Saurian Ancients - Warlord Xiu's Blazing Cohort (v3)

1055 - Characters															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
490 - Saurian Warlord	Sta	Inf	4	8	8	3	6	5	2		5	6	5	2	4
	General, Shield, Heavy Armour (Taurosaur's Vigour), Spear (Glory of the Dawn Age), Talisman of Shielding <ul style="list-style-type: none"> • Taurosaur's Vigour: The wearer gains +1 Armour and +1 Health Point. • Glory of the Dawn Age: Attacks made with this weapon gain +1 Strength, Magical Attacks, and Multiple Wounds (2). • Talisman of Shielding: The bearer gains Aegis (5+). 														
325 - Caiman Ancient	Lar	Inf	6	12	7	4	5	5	3		4	5	5	2	3
	Battle Standard Bearer, Light Armour (Destiny's Call), Replace Halberd with Great Weapon <ul style="list-style-type: none"> • Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this. 														
Caiman Ancient (Stomp Attacks)											4	5	5	2	3
240 - Skink Priest	Sta	Inf	6	12	5	2	2	2	1		1	2	3	0	4
	Wizard Adept, Shamanism, Magical Heirloom <ul style="list-style-type: none"> • Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it. 														
606 - Core															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
411 - 19 Saurian Warriors	Sta	Inf	4	8	8	1	3	4	2		2	3	4	1	2
	Jaguar, Standard Bearer (Banner of the Relentless Company), Musician, Champion <ul style="list-style-type: none"> • Jaguar: The Saurian Warrior gains +1 Advance Rate and +2 March Rate. • Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15" with the following restrictions: Characters cannot voluntarily leave the bearer's unit. The bearer's unit cannot perform any Shooting Attacks. Only a single Banner of the Relentless Company may be activated during the same phase. The effects last until the end of the Player Turn. 														
195 - 15 Skink Braves	Sta	Inf	6	12	5	1	2	2	1		1	2	3	0	4
	Bow (4+), Standard Bearer, Musician, Champion														
460 - Special															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
250 - 5 Raptor Riders	Sta	Cav	7	14	8	1	4	4	4		2	4	4	1	2
	Champion														
Raptor											2	3	4	1	2
210 - 3 Caimans	Lar	Inf	6	12	7	3	3	4	3		3	3	5	2	2
	Halberd														
Caiman (Stomp Attacks)											3	3	5	2	2
300 - Jungle Guerillas															
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
165 - Weapon Beasts	Lar	Bea	6	12	6	3	3	4	3		3	3	4	1	4
	Salamander														

Weapon Beast (Stomp Attacks)												3	3	4	1	4
135 - 5 Chameleons	Sta	Inf	6	12	6	1	2	2	1			1	2	3	0	4
575 - Thunder Lizards																
	Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
575 - Taurosauro	Gig	Bea	6	10	7	6	3	6	4			1	2	3	0	4
	Engine of the Ancients															
Taurosauro												4	3	6	3	2
Taurosauro (Impact Hits)												4	3	6	3	2
Taurosauro (Stomp Attacks)												4	3	6	3	2