The 9th Age Hex-Based Campaign Rules

Version 1.4

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Key Concepts:

Realm Points:

A player's Realm Points are the sum of the hexes and cities they control.

Winning the campaign:

In the Realm Points Phase of each Turn, calculate each player's Realm Points. If a player has reached 10 Realm Points they have won the campaign. If multiple players have reached 10 Realm Points, whoever has more Realm Points is the winner. Ties are broken in the following order:

- Number of cities
- Number of fortresses
- Number of mines
- Treasury
- A battle
- A roll of a D6

Realm Size / The Largest and Smallest Realms

The largest realm is determined in the following way. At the start of each turn, compare each player's Realm Points. Whoever has the most Realm Points has the Largest Realm for that turn, whoever has the least is the Smallest Realm.

Ties in Realm Points are broken in the following order:

- Number of cities
- Number of fortresses
- A roll of a D6

The order of play for each Turn Phase starts with the Smallest Realm through to the Largest Realm.

Destroying a Realm

When a player loses their last controlled hex, they are eliminated from the campaign. All of their remaining Gold goes to the player who claimed their last hex.

Turn Phases

A turn is split up into the following Phases, played in the sequence shown here:

1. Events
2. Mining
3. Challenge
4. Battle
5. Invasion and Construction
6. Realm Point

Flag:

A flag is used to symbolise a player's control over a hex.

City:

A city is an improvement that can be built on a hex. A city provides the following benefits to its controlling player:

- Counts for 1 Realm Point.
- Other players must spend an additional Conquest Point to capture the hex on which the city is built.

Fortress

A fortress is an improvement that can be built on a hex. A fortress provides the following benefits to its controlling player:

- Other players must spend an additional Conquest Point to capture the hex on which the city is built.

Mine

A mine is an improvement that can be built on a mountain or river hex. A mine provides the following benefits to its controlling player:

- Generates Gold in the Mining Phase.

Gold

Gold is the form of currency used in the campaign. It can be used to buy extra points (detailed in the Battle Phase section). It can also be used to bargain with other players. Gold can be freely traded between players at any time.

Starting the campaign:

These rules work best with a set of Games Workshop's Mighty Realms hexes. Unfortunately, these are out of production.

However, it is possible to use these rules in conjunction with some kind of hex based map software. I personally have found Hexographer suits the rules well (it's also free).

Setting up the campaign map

There must be 4 regular hexes per player, and 1 mountain hex per player.

Each player must roll a D6. The highest scoring player will start by placing a hex, and then the player to their left follows, rotating clockwise until all hexes are placed.

Set up hexes in a random fashion, while keeping the map roughly symmetrical, OR, if you desire a completely balanced campaign create a symmetrical map.

There is nothing wrong with moving tiles around if all players agree it is for the best. For example, a map with too many swamp hexes can be quite restrictive.

River hexes must be placed so that they either connect with another river, or flow from a mountain hex, into a swamp hex, or off the map. If it is not possible to place a river hex, flip it over and place it.

A player can elect to place a mountain hex instead of a random hex. They may only do this once.

Hexes

All hexes other than mountain, river, and swamp hexes have no additional rules.

Mountain Hex:

A mountain hex is a type of hex. A mountain hex provides the following benefits:

- A mine built on this hex generates 3D6 x 10 Gold during the Mining Phase.
- Other players must spend an additional Conquest Point to capture or claim the hex.

River Hex:

A river hex is a type of hex. A river hex provides the following benefits:

- A mine built on this hex generates 2D6 x 10 Gold during the Mining Phase.

Swamp Hex:

A swamp hex is a type of hex. No improvements can be built on a swamp hex.

Founding realms

Each player must roll a D6. The highest scoring player will start, and the player to their left will follow next, rotating clockwise until all capitals and flags are placed.

Starting with the first player, place a capital city with a flag onto a hex of the player's choice. This is their capital. Cycle through the players until all capitals are placed. A capital cannot be placed directly next to another capital.

Once all capitals are placed, starting with the first player, place a flag onto a hex of the player's choice. Cycle through the players until all flags are placed.

If you created a symmetrical map for totally balanced play, place all capitals symmetrically also.

Events Phase:

Skip the Events Phase in the first Turn of the campaign.

Using the Realm Size sequence, each player picks one event from the event list. Events may be picked no more than two times in the phase.

1. **Poisoned Mines** – Pick a player. That player cannot collect any Gold during the Mining Phase of this Turn.
2. **Construction Project** – You may build a fortress or mine on any hex that you control, or replace a fortress you control with a city.
3. **Catastrophe!** – Pick on player. That player must roll a D6 for each City, Fortress, or Mine they control. On a roll of a 1, the improvement is destroyed.
4. **Brash Attack** – If you win in the Battle Phase, you will receive 2 extra Conquest Points in the Invasion and Construction Phase of this Turn. If you lose or draw, you will receive 0 Conquest Points in the Invasion and Construction Phase of this Turn.
5. **Reconnaissance** – In the first battle you fight in the Battle Phase of this Turn, your opponent must deploy their whole army before you deploy your army, and you get the first turn.
6. **Emissary** – Pick one player. They may not issue a challenge against you in the Challenge Phase of this Turn.
7. **Rapid Expansion** – The first tile you claim or conquer in the Invasion and Construction Phase of this Turn costs 1 Conquest Point less than usual.
8. **Veteran Troops** – In the first battle you fight in the Battle Phase of this Turn, your minimum Core is lowered to 15%, and you may take a maximum of 50% Rare. The number of units restrictions (other than One of a Kind) for Special and Rare choices are also removed.

Mining Phase:

In this phase, players generate Gold. The players should nominate a player to keep track of all players' stockpiles.

Mines generate 2D6 x 10 Gold if on a river hex, and 3D6 x 10 Gold if on a mountain hex.

If a double is rolled when generating Gold from a river mine, that mine is exhausted. Remove the mine, but keep the Gold it generated.

If a triple is rolled when generating Gold from a mountain mine, that mine is exhausted. Remove the mine, but keep the Gold it generated.

Challenge Phase:

In this phase, challenges are made using the Realm Size sequence.

Each player issues a challenge to another player. The challenger and that player must fight a battle in the Battle Phase. A player who has already been challenged cannot issue a challenge that round.

A player can challenge a player who already has a battle arranged. They have now formed an Alliance with the other challenging player. The player who has been challenged can choose to either fight one battle against both opponents, or against each opponent one at a time.

A player can challenge a player who is part of an Alliance. They have now formed an Alliance with the player whom the other Alliance has challenged.

An Alliance can fight another Alliance in the following ways:

- One player from each Alliance battle each other, and the remaining two players also battle each other.
- Both players from each Alliance play a 2 versus 2 battle.

Battle Phase:

In this Phase, players fight the battles they arranged in the Challenge Phase.

- 1v1 battles should be 2500 points per player.
- 2v2 battles should be 1500 points per player (3000 points per team).
- 2v1 battles should be 2500 points per team (allied players 1250 points each).

Use the Pre-Game Sequence rules found in The 9th Age Rulebook to set up each battle.

Army bonuses

Players may add points to their points limit. The new total points value is still subject to the normal army restrictions.

The player with the Largest Realm receives an additional 5% bonus to their points limit.

The Largest Realm bonus does not apply in the first Turn of the campaign.

Any player can spend Gold to gain extra points. 1 Gold = 1 extra point. Points gained in this way are capped at an extra 10%.

Extra points gained from Gold do not carry over if a player is fighting multiple battles in a Turn – they must spend Gold again in their second battle.

Alternative army size rules can be found in the Optional/Alternative Rules section.

Invasion and Construction Phase:

In this phase, players gain Conquest Points based on the results of the Battle Phase.

Earning Conquest Points

The number of Conquest Points a player gains depends on how well they fought in the Battle Phase. Use the Scoring and Victory Conditions rules found in The 9th Age Rulebook.

Use the following victory point differences to award Conquest Points:

- Lose – 1 Conquest Point
- Draw (0-10% difference) – 2 Conquest Points
- Narrow Victory (10-30% difference) – 3 Conquest Points
- Solid Victory (30-50% difference) – 4 Conquest Points
- Massacre (50-100% difference) – 5 Conquest Points

In situations other than a 1v1 or 2v2 battle, apply the following penalties:

- If an Alliance played together against one opponent (2v1), the Alliance players receive one less Conquest Point than usual.
- If a player fights two Alliance players individually (2x 1v1s), they are awarded the average of those two battles, rounding down.

Spending Conquest Points

Conquest Points can be spent as follows. Points unused at the end of the Invasion and Construction Phase are lost:

- Claim Tile – 2 Conquest Points – Place a flag on a hex without a flag on it that is adjacent to one of your controlled hexes. A mountain hex costs 1 extra Conquest Point to claim.
- Conquer Tile – 3 Conquest Points – Remove another player's flag from a hex that is adjacent to one of your controlled hexes, and replace it with your own flag. You must have fought and won a battle against that player in this Turn's Battle Phase. A mountain hex costs 1 extra Conquest Point to conquer. A hex containing a city or fortress costs 1 extra Conquest Point to conquer. The mountain penalty can stack with the city or fortress penalty.
- Build – 1 Conquest Point – Build a fortress or mine on a hex you control, or replace a fortress you control with a city.
- Raid – 1 Conquest Point – Add 2D6 x 10 Gold to your stockpile.

Realm Point Phase:

In this Phase, calculate each player's Realm Points.

Optional/Alternative Rules:

Teams (two options)

1. At the beginning of the campaign, split the players into two (or more) teams. Players may not choose to use the following Events on other players from their team:
    - Poisoned Mines
    - Catastrophe!
    - Emissary

    Players may not challenge other players from their team in the Challenge Phase. If players fight together in an Alliance (see Challenge Phase) and they are on the same team, they can use both players' generals' and battle standard bearers' Inspiring Presence and Hold Your Ground. Players may share Conquest Points with other players in their team. At the end of a pre-defined number of campaign turns, the alliances are dissolved and players may challenge anyone they please.
2. At the beginning of any campaign turn, any number of players can declare that they are allied for that turn, and the rules explained in option one are applied. They **must** declare they are allied.

Larger/smaller battles (two options)

1. In the Battle Phase, players are free to decide how many points their battles will be, but must still apply the normal army bonus restrictions.
2. If you want to have a smaller/larger standard points for the Battle Phase, apply the following changes to the generation of Gold:
    - For a standard point limit lower than 1500 points, all Gold generated should be multiplied by 5 instead of 10 (e.g. a mine produces 3D6x5 Gold rather than 3D6x10)
    - For a standard point limit higher than 3500 points, all Gold generated should be multiplied by 15 instead of 10 (e.g. a mine produces 3D6x15 Gold rather than 3D6x10)
    - For higher points limits, follow the same pattern. >4500, 3D6x20. >5500 3D6x25.