



The 9th Age

Grand Campaign Rules

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Key Concepts

The Aim of the Campaign

The aim of this campaign is to have fun! These rules are simply a structure to keep everything relatively coordinated. If you feel like playing an invented scenario, making up new siege equipment etc., just do it!

There is no “winner” of this campaign. The intention of the campaign is to link together all our battles and skirmishes and give them some wider significance.

General Campaign Rules

Campaign turns are intended to represent seasons – Spring, Summer, Autumn, Winter. Each game year is therefore 4 turns long.

Each turn lasts a maximum of a month, though if it’s finished faster, that’s great!

A month is a long time, but considering you will have many armies on the map, you may find that you have a huge number of battles to complete and not enough time!

You should fight what you determine the most important battles first.

If you are unable to fight all your battles, discuss this with your opponent(s). If one of you agrees that it is them that has made the game unplayable, their army withdraws (see Post-Battle Phase) and that player gains 0 Conquest Points, while the other gains 2 Conquest Points.

If you both agree that it was simply a matter of neither of you having time, the battle is a stalemate, and neither player gains Conquest Points.

If you are unable to play a skirmish, treat the skirmish as if it never happened!

Using Multiple Factions

You can use an army from any faction that you wish, but note that the army will benefit from its faction special rules, but will not benefit from your faction special rules. Only rules that effect the army apply, not those associated with gold generation etc. Just make sure you think up a good reason for this!

Alternatively, you may change your faction to a new one, but only if a majority of players approve, and not all the time!

Gold

Realm Gold

Realm Gold is the currency used to build and recruit on the main campaign map.

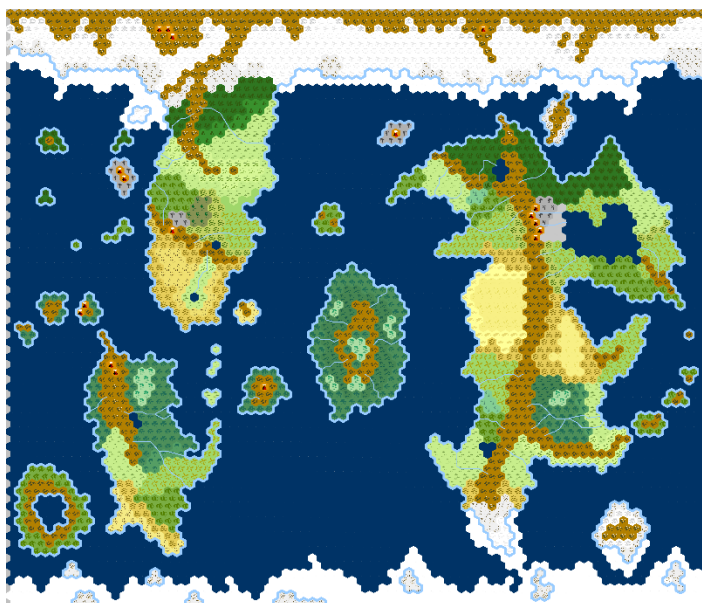
A Realm can never have more than 3500 Realm Gold at any point – any excess generated is lost.

Party Gold

This gold is used exclusively by Adventuring Parties.

Starting a campaign

1. Create a World Map. Make sure to have plenty of variety in terrain, and place a good number of ruins randomly around the map.
2. Each player begins with 1 City, 1 Fortress, 2 Towns, 2 Armies, and 1 General's Army.
3. Determine placement order in an agreed upon fashion. The first player in the order places their City, then the next player does the same, and so on until reaching the first player again. Players then places their Fortresses in the same manner, then their first Town, second Town, first Army, second Army, and finally their General's Army.
 - Cities, Fortresses, and Towns must be placed so that they form a continuous Realm.
 - Armies and General's Army must be placed within the player's Realm.
4. Determine Player Order for the first campaign Turn, then begin with the first Phase of the Turn.



Player Order

Player Order dictates the order in which players make moves in the various Phases of the campaign Turn. The Player Order applies for the entire Turn, and is recalculated at the start of the next.

Player Order is determined as follows:

1. Count the number of Cities each player controls. The Player Order begins with the player with the lowest number of Cities, through to the player with the highest number.
2. If there are any ties in City numbers, use number of Fortresses to break ties.
3. Next break ties with Towns.
4. Next break ties with Mines.
5. Next break ties with a D6.

The 9th Age Grand Campaign Rules

Realm

A player's realm is made up of various constructions. These constructions are the primary way in which a player claims and controls territory.

City



Cities form the basic structure of any realm. They are a source of manpower, of wealth, and of political power.

A City can only exist on a hex that has at least 2 hexes between it and another City, Fortress, or Town. A player who controls a City also controls all hexes within 1 hexes of the City when that City first comes into their possession.

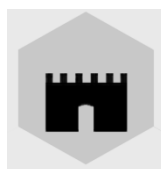
Conquering a City means that all hexes within 1 hex of the City become controlled by the new owner of the City, except for any hex in which a Neutral or Enemy army resides.

However, if the placement of a City would mean the claiming of another player's hexes, the City does not claim those hexes until they have been conquered. The same applies to a hex that is occupied by a Neutral or Enemy army.

A City hex counts as having a road built on it.

Once a player has 5 cities, the player cannot build any more unless they drop below 5 cities again. This does not include Dwarven Holds or Saurian Temple Cities.

Fortress



Fortresses are imposing constructions used to defend against outsider aggression.

A Fortress can only exist on a hex that has at least 2 hexes between it and another City, Fortress, or Town. A player who controls a Fortress also controls all hexes within 1 hexes of the Fortress when that Fortress first comes into their possession.

Conquering a Fortress means that all hexes within 1 hex of the Fortress become controlled by the new owner of the Fortress, except for any hex in which a Neutral or Enemy army resides.

However, if the placement of a Fortress would mean the claiming of another player's hexes, the Fortress does not claim those hexes until they have been conquered. The same applies to a hex that is occupied by a Neutral or Enemy army.

A Fortress hex counts as having a road built on it.

Once a player has 10 fortresses, the player cannot build any more unless they drop below 10 fortresses again.

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Town



Towns are self-sustaining outposts of the realm. While they provide little in terms of manpower and wealth, they are often used as diplomatic pawns.

A Town can only exist on a hex that has at least 2 hexes between it and another City, Fortress, or Town. A player who controls a Town also controls all hexes within 1 of the Town when that Town first comes into their possession.

Conquering a Town means that all hexes within 1 hex of the Town become controlled by the new owner of the Town, except for any hex in which a Neutral or Enemy army resides.

However, if the placement of a Town would mean the claiming of another player's hexes, the Town does not claim those hexes until they have been conquered. The same applies to a hex that is occupied by a Neutral or Enemy army.

A Town hex counts as having a road built on it.

Mine



Mines are the primary source of raw metal and ore for a realm.

A Mine can only exist on a Mountain hex. A player who controls a Mine also controls the hex it occupies.

Road



Roads allow for the easy transport of goods and soldiers throughout the realm.

A road decreases the Army Movement penalty of a hex by 1, to a minimum of 1, unless it is built on Farmland, in which case it penalises Army Movement by 1 for every three hexes of Farmland moved across, i.e. if only moving through one or two pieces of roaded Farmland in the Army Movement Phase, an Army would not have its Army Movement reduced by that roaded Farmland.

The 9th Age Grand Campaign Rules

Armies and Adventurers

Army



A fully mobilised army is a considerable threat, capable of conquering vast swathes of land.

An Army represents one 2500 point The 9th Age army. The 2500 point army list remains the same throughout the course of the campaign, until it is destroyed. The list must conform to all The 9th Age restrictions.

An army with no army list on the campaign wiki does not exist until it does.

You can change which Path of Magic your magic users are using prior to any battle.

A player can have as many Armies as they have Cities, plus 2 (this does not include the General's Army). They can therefore always field 2 Armies, as long as they have the Realm Gold, regardless of the number of Cities they control.

A Standard Army has three statistics:

- Army Movement – normally 10, but can be modified by other rules.
- Army Actions – always 1.
- Army Leadership – the Ld value of the army's listed General.

General's Army



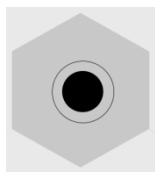
An army led by a realm's leader is formidable indeed. Any battle in which a realm leader takes part is an impressive spectacle – when two meet, the battle is sure to be legendary.

The same as an Army, except:

- A player can only ever have one General's Army.
- A player will always have one General's Army. If the General's Army is wiped out, create a new one at no cost and place it on or next to any friendly hex containing a Town, Fortress, or City, or create a new regular Army and promote another to General's Army.
- Cannot be purchased using Realm Gold.
- Army Actions – always 2.

The 9th Age Grand Campaign Rules

Adventuring Party



All realms employ groups of adventurers to perform tasks that an army is too cumbersome for.

When first created, an Adventuring Party is purchased for 500 Realm Gold. This Realm Gold is now the Party Gold. From this point onward, any Gold generated by the Party is Party Gold – Realm Gold is only generated by the Party when explicitly stated. Further information on Adventuring Parties and Skirmishing can be found in the Skirmishing section.

Players are limited to 3 Adventuring Parties each.

Players can only hire an Adventuring Party of the types listed under their The 9th Age faction entry.

Ruins



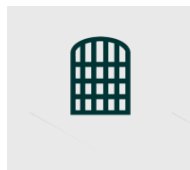
Weirdstone-blasted ruins can be found across the world. The remains of a cursed ancient civilisation, they are now dangerous, but full of treasure.

Ruins are where players can gather Weirdstone and treasure using an Adventuring Party. Controlling a Ruin does not give a player any benefits other than being another claimed hex.



Neutral Cities

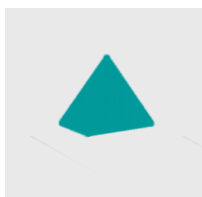
Dwarven Hold



- In order for a player to gain control of a Dwarven Hold it must be attacked as if it were an Enemy hex, and conquered.
- Once conquered, treat the Dwarven Hold as you would any other city.
- A Dwarven Hold contains a 2500 Point Dwarven Hold Army until it is conquered.
- A Dwarven Hold counts as both a City and a Mine for all purposes except Scenario choice, which uses the choices for a City.
- A Dwarven Hold's "Mine" cannot be exhausted when rolling for income.
- A Dwarven Hold cannot be destroyed.



Saurian Temple City



- In order for a player to gain control of a Saurian Temple City it must be attacked as it were an Enemy hex and conquered.
- Once conquered, treat the Saurian Temple City as you would any other city.
- A Saurian Temple City contains a 2500 Point Saurian Ancients Army until it is conquered.
- A Saurian Temple City counts as a City for all game purposes.
- Any Army or Adventuring Party on a Saurian Temple City can take the following Special Action:

Ancient Teleporter – the Army or Adventuring Party can be placed on another friendly or Allied Saurian Ancient City, and continue as normal.

- A Saurian Temple City cannot be destroyed.

The 9th Age Grand Campaign Rules

Faction Special Rules

Beast Herds



- *Forest Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Light Vegetation, Dense Vegetation, Forested Hills.
- *Savage*: -1 to Army Leadership when attempting to conquer a City.

Daemon Legions



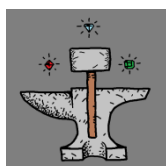
- *Otherwordly Movement*: Armies can 'skip' one hex during the Army Movement Sub-Phase. This includes Impervious Terrain.
- Special Army Action – Teleport: The Army can be placed on or next to any friendly hex containing a City. This ends the Army's Army Phase.

Dread Elves



- *Naval Supremacy*: Army Movement between Ocean/Sea/Lake and other hexes only costs 2 Army Movement. Army Movement penalty through the following Terrain is reduced by 1:
 - Ocean/Sea/Lake.
- Special Army Action – Coastal Raid: If adjacent to a Neutral or Enemy hex on a coast, the Army gains 2D6x50 Realm Gold, and the targeted player loses the same value.
- *Port Cities*: Controlled coastal Cities produce (3D6+2) x50 Realm Gold ((3D6+3) x50 Realm Gold if also on a river hex or bordered by a river).

Dwarven Holds



- *Mountain Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Mountains.
- *Tunnels*: Armies can move through Volcanoes and Snowy Mountains, with an Army Movement penalty of 3.
- *Master Miners*: Controlled Mines produce (2D6+1) x50 Realm Gold.

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Empire of Sonnstahl



- *Citizen Armies*: A player can have as many Armies as they have Cities, plus 3 (this does not include the General's Army).
- *River Traders*: Controlled Cities on or bordered by rivers produce $(3D6+2) \times 50$ Realm Gold.

Highborn Elves



- *Naval Supremacy*: Army Movement between Ocean/Sea/Lake and other hexes only costs 2 Army Movement. Army Movement penalty through the following Terrain is reduced by 1:
 - Ocean/Sea/Lake.
- *Discipline*: When attempting to conquer a city, Highborn Elves can re-roll their Army Leadership test.
- *Port Cities*: Controlled coastal Cities produce $(3D6+2) \times 50$ Realm Gold ($(3D6+3) \times 50$ Realm Gold if also on a river hex or bordered by a river).

Infernal Dwarves



- *Mountain Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Mountains
- *Masters of the Ash-wastes*: Army Movement penalty through the following Terrain is reduced by 1:
 - Ash Plains, Ash Forests.
- *Volcano Dwellers*: Armies can move through Volcanoes, with an Army Movement penalty of 3. Infernal Dwarves can re-roll their destruction rolls in the Volcano Phase.
- *Master Miners*: Controlled Mines produce $(2D6+1) \times 50$ Realm Gold.
- *Slave Revolts*: At the start of the Income Phase, roll a D6 for every Mine you possess. On a 1, the Mine produces nothing this Turn.

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Kingdom of Equitaine



- *Cavalry Armies*: As long as a majority of an Army's Core choices are Cavalry, that Army treats Grassland as Farmland.
- *Discipline*: When attempting to conquer a city, Armies can re-roll their Army Leadership test.
- *Peasant Revolts*: At the start of the Income Phase, roll a D6 for every City you possess. On a 1, half the amount of Realm Gold the City produces this Turn after rolling.

Ogre Khans



- *Hill Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Forested Hills, Hills.
- *Special Army Action* – Move Town/Fortress/City. Remove one Town/Fortress/City, and place it on the hex the Army occupies. Costs: Town – 750 Realm Gold. Fortress – 1250 Realm Gold. City – 1750 Realm Gold.
- *Savage*: -1 to Army Leadership when attempting to conquer a City.

Orcs and Goblins



- *Mountain Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Mountains.
- *Cave Goblin Tunnels*: As long as a majority of an Army's Core choices are Cave Goblins, that Army can move through Volcanoes, with an Army Movement penalty of 3.
- *Savage*: -1 to Army Leadership when attempting to conquer a City.
- *Waaaagh!*: If an Army wins a battle, it is allowed an extra 5% army points for the next battle, which is unaffected by points restriction other than number of unit rules. If an Army loses, it has a 5% Army point penalty for the next battle, which is still subject to points restrictions. Because Army rosters do not change, the points should be removed from existing units as evenly as possible.
- *Goblin Wave Tactics*: Goblin units gain 1 experience for surviving the battle, and the penalty for losing a standard is reduced by 1.

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Saurian Ancients



- *Jungle Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Swamps, Marshes, Wetlands, Light Jungle, Dense Jungle, Hills- Jungle.
- *Elder Knowledge*: Controlled Ruins produce 1D6x50 Realm Gold in the Income Phase.
- Special Army Action – Generate Earthquake: For every Mine, Town, Fortress, or City within 4 hexes, roll a D6. On a 1 it is destroyed.

Sylvan Elves



- *Forest Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - All Light Vegetation, Dense Vegetation, and Forested Hills.
- *Tree Cities*: Controlled Cities occupying a Light Vegetation, Dense Vegetation, or Forested Hills hex produce (3D6+1) x50 Realm Gold ((3D6+2) x50 Realm Gold if also on a river hex or bordered by a river, or bordered by an Ocean/Sea/Lake, and (3D6+3) if both of these apply).
- Special Army Action – Nurture Forest: If the Army occupies a Grassland or Farmland hex, replace that hex with an appropriate Light Vegetation hex. If the Army occupies a Light Vegetation hex, replace that hex with an appropriate Dense Vegetation hex. If the Army occupies a Grassy Hill hex, replace it with an appropriate Forested Hill hex.

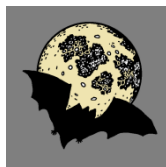
The Vermin Swarm



- *Mountain Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Mountains.
- *Weirdstone Industry*: Controlled Ruins produce 1D6x50 Realm Gold in the Income Phase.
- Special Army Action – Underground Invasion: The same as the Prepare for Battle Action, except the Army can target an Enemy Mine, Town, Fortress, or City that is within 4 hexes of the Army. Only the General's Army may take this action, and only once in a game year.
- Special Adventuring Party Action – Gift Weirdstone: Weirdstone in possession of an Adventuring Party that occupies a friendly City can be spent to give Army Characters Experience Points at a rate of 1:1.

Undying Dynasties

- *Desert Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Rocky Desert, Sandy Desert, Sand Dunes.
- *Eternal Warriors*: If a defeated Army rolls the Army Destroyed result, this is changed to the Army Mauled result on a D6 roll of a 4+.
- *Special Army Action – Into the Sands*: If occupying a Rocky Desert, Sandy Desert, or Sand Dunes, the Army can 'disappear' into the sand. The Army is removed, and can be placed on any Friendly Rocky Desert, Sandy Desert, or Sand Dunes at the beginning of the player's next Army Phase, then continue as normal.

Vampire Covenant

- *Ruin Dwellers*: A player can have as many Armies as they have Cities and Ruins, plus 2 (this does not include the General's Army).
- *Eternal Warriors*: If a defeated Army rolls the Army Destroyed result, this is changed to the Army Mauled result on a D6 roll of a 5+.
- *Blood Suckers*: Vampire characters only. Character Experience for winning a challenge is increased by 1, and the defeated opponent loses an additional Character Experience point.

Warriors of the Dark Gods

- *Arctic Dwellers*: Army Movement penalty through the following Terrain is reduced by 1:
 - Ice, Snow, Arctic Desert.
- *Eye of the Dark Gods*: Character Experience for winning a challenge is increased by 1, and reduced by 1 for losing.
- *Savage*: -1 to Army Leadership when attempting to conquer a City.

Phases

1. Season Phase
2. Player Order Phase
3. Diplomacy Phase
4. Income Phase
5. Spending Phase
6. Army Phase
7. Adventurer Phase
8. Army Battle Phase
9. Post-Battle Phase
10. Skirmish Phase

Season Phase

The Seasons

The following rules apply during each Season.

Summer

Longer Days – All Armies and Adventuring Parties have +1 Movement.

Autumn

The Harvest – All Towns produce 1D6x50 Realm Gold in the income phase.

Winter

Bitter Cold – All Armies and Adventuring Parties have -1 Movement.

Spring

Rejuvenation – All Cities produce a bonus 1D6x50 Realm Gold in the income phase.



Seasonal Events

At the beginning of each Season, roll a 2D6 and consult the following:

2. Portals – *The fabric of reality is weak.* Randomly place 6 portals on hexes on the map. Armies and Adventuring Parties can move between these hexes as if they were touching.
3. Volcanic Quenching – *The earth calms.* Roll a D6 for every Volcano hex. On a 1 it goes dormant and becomes a normal Mountain hex.
4. Weather Extremes – *The temperature swings wildly.* If Winter: Roll a D6 for every Ice hex that borders Ocean/Sea/Lake. On a 1 all Ocean/Sea/Lake hexes within 1 hex become Ice. If Summer: Roll a D6 for every Ice hex that borders Ocean/Sea/Lake. On a 1 all Ice hexes within 1 hex become Ocean/Sea/Lake.
5. Forest Fire – *An inferno engulfs the forest.* Roll 2D6 for each area of connected Light and/or Dense Vegetation. On a double 1, randomly determine one hex within the area. The hex and all Light/Dense Vegetation hexes within D3+1" become Ash Forest.
6. Bumper Crop – *Surplus food increases quality of life.* All Towns produce 1D6x50 Realm Gold in the income phase.
7. Golden Age – *Your Realm enters a Golden Age.* Randomly determine one player. This player may upgrade for free any Town to a Fortress or Fortress to a City.
8. Economic Growth – *The world's economy is thriving.* All Cities produce a bonus 1D6x50 Realm Gold in the income phase.
9. Forest Thrives – *Nature reclaims the land.* Roll 2D6 for each area of connected Light and/or Dense Vegetation. On a double 1, randomly determine one hex on the edge of the area. The hex and all Light/Dense Vegetation hexes within D3+1" become Light Vegetation.
10. Stormy Seas – *Terrible winds whip the seas of the planet.* All travel on Ocean/Sea/Lake hexes reduces movement by an additional 1.
11. Volcanic Activity – *The earth rumbles.* Roll a D6 for each Volcano hex. On a 1, it has erupted. For each Volcano that erupts, every non-Mountain or Hill hex within D3+1 hexes will be affected. Forested Hills and Grassy Hills become Hills. Snowy Mountains become Mountains. Ice becomes Ocean/Sea/Lake. Ocean/Sea/Lake stays the same. Light and Dense Vegetation become Ash Forests. All other terrain becomes Ash Plain. Any Mines, Towns, Fortresses, Cities, or Roads on the affected hexes are destroyed on a D6 roll of a 1. Any Armies, General's Armies, or Adventuring Parties on the affected hexes are destroyed on a 2D6 roll of two 1s. Roll 2D6 for each area of connected Mountain hex. On a double 1, randomly determine one hex within the area. The hex becomes a Volcano.
12. Cataclysm – *The world is devastated by a terrible disaster.* Randomly determine one hex on the map. This hex is treated as if it were a Volcano hex that erupted, except that all hexes within 2D6 are affected.

Player Order Phase

Calculate Player Order.

Diplomacy Phase

In this phase, players declare their Diplomatic Actions for the turn. A player can take as many Diplomatic Actions as they wish. Possible Diplomatic Actions are:

- **Declare War:** A player may Declare War on another player. The two players are now Enemies. They will remain Enemies until they agree on a Peace Treaty.
- **Form Alliance:** A player may form an alliance with another player. The two players are now Friendly. They will remain Friendly until they dissolve their alliance, or until one player declares war on the other. This Diplomatic Action only succeeds if the player and the target player agree.
- **Dissolve Alliance:** A player may dissolve an alliance with another player. The two players are now Neutral.
- **Peace Treaty:** A player may end a war with another player. Both players can request concessions of the other as conditions for the Peace Treaty. This Diplomatic Action only succeeds if the player and the target player agree.

You may also trade gold, territory, basically anything you like amongst each other during this phase.

Note also that you can have secret agreements, except that a secret alliance will not have the same effect as a declared one (secret Allies will not be able to move through each other's territory). You could, for example, secretly co-ordinate a joint invasion of another player, without declaring your alliance.

Income Phase

In this phase, players generate Realm Gold. Realm Gold is generated in the following ways:

- **Mines produce 2D6x50 Realm Gold.** Double 1s or 6s mean the Mine has been exhausted. Remove the mine but keep the Realm Gold generated.
- **Cities produce 3D6x50 Realm Gold.** A City on a River hex or bordered by a River, or bordered by an Ocean/Sea/Lake hex generates $(3D6+1) \times 50$ Realm Gold. A City on a River hex or bordered by a river, AND bordered by an Ocean/Sea/Lake hex generates $(3D6+2) \times 50$ Realm Gold.



Spending Phase

Use the Player Order for the following sub-phases.

The Spending Phase is split into sub-phases:

1. Army Recruitment
2. Adventurer Recruitment

Army Recruitment Sub-Phase

In the Army Recruitment Sub-Phase, players can spend Realm Gold to create a new army, as detailed in the Army section of the rules. An Army costs 2500 Realm Gold, and once purchased may be placed adjacent to any City or Fortress the player controls.

Adventurer Recruitment Sub-Phase

In the Adventurer Recruitment Sub-Phase, players can spend Realm Gold to create a new adventuring party, as detailed in the Adventuring Party section of the rules. An Adventuring Party costs 500 Realm Gold, and once purchased may be placed adjacent to any City, Fortress, or Town.



Army Phase

A Realm can never have more than 3500 Realm Gold at the end of the Army Phase – any left over is lost.

In the Army Phase, players move their Armies around the World Map and perform Actions.

Unless an Army has chosen Prepare to Attack, it will automatically and without penalty choose Defensive Deployment at the end of its turn. This does not cost 1 Army Movement.

Unless modified by another rule, all Armies have an Army Movement of 10. A Player cannot move an Army into the territory of a Neutral or Enemy Player. If they wish to continue into such territory, they must Conquer it through battle. A Player can move Armies through an Allied Player's territory as if it were their own. An Army or General's Army cannot occupy the same hex as another Army or General's Army. At any point during an Army's movement, the controlling player can elect to spend 1 Army Movement to perform an Army Action. Regular Armies can do this once per Turn, General's Armies can do this twice per Turn but not repeat the same Action. Army Actions are as follows:

- Claim Territory: If the Army occupies an unclaimed hex, claim the hex and all hexes within 1 of it. However, this action does not claim Allied, Neutral, or Enemy hexes or hexes that are occupied by an Allied, Neutral, or Enemy army. This action cannot be performed while on an Ocean/Sea/Lake tile.
- Construct Town: Costs 1000 Realm Gold. Place a Town on the hex the Army occupies. Remember that a Town must be placed at least 2 hex away from any other Town, Fortress, or City. Once placed, all Unclaimed hexes within 1 hex of the Town are claimed by the controlling Player.
- Construct Fortress: Costs 2000 Realm Gold. Place a Fortress on the hex the Army occupies. Remember that a Fortress must be placed at least 2 hex away from any other Town, Fortress, or City. Once placed, all Unclaimed hexes within 1 hex of the Fortress are claimed by the controlling Player.
- Construct City: Costs 3000 Realm Gold. Place a City on the hex the Army occupies. Remember that a City must be placed at least 2 hexes away from any other Town, Fortress, or City. Once placed, all Unclaimed hexes within 1 hex of the City are claimed by the controlling Player.
- Improve Settlement: A player can replace a Town or Fortress with a City, or a Town with a Fortress. Replacing a Town with a City costs 2500 Realm Gold. Replacing a Fortress with a City costs 1000 Realm Gold. Replacing a Town with a Fortress costs 1000 Realm Gold. The Army performing the action must occupy the hex which the Town or Fortress being replaced occupies.
- Construct Mine: Costs 1500 Realm Gold. Only possible if your Army occupies a Mountain hex. Place a Mine on the hex the Army Occupies. Once placed, if the hex was unclaimed, you now claim it.
- Fell Forest: Only possible if your Army occupies a Light Vegetation, Dense Vegetation, or Forested Hill hex (see the Terrain section). Generates 1D6x50 Gold.
- Cultivate: Only possible if your Army occupies a Grassland hex. The hex is replaced with a Farmland hex (see Terrain section).
- Clear: Only possible if your Army occupies an Ash Plain or Ash Forest hex. An Ash Plain hex is replaced with a Grassland hex, an Ash Forest hex is replaced with an Ash Plain hex.

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- **Prepare to Attack:** Only possible if your Army occupies a hex adjacent to an Enemy hex. If adjacent to an Enemy hex or hexes, you must declare which hex you are attacking (this will determine how your battle in the Army Battle Phase is fought). If an Enemy Army can challenge you with Defensive Deployment, you will battle that Army in the Army Battle Phase. If your Army and an Enemy Army both Prepare to Attack within 2 hexes of each other, roll a D6 each. Whoever scores lowest instead takes Defensive Deployment. If two of your armies Prepare to Attack and are challenged by the same Defender, the following applies:
 - Choose one of your attacking armies to fight one battle against the defender.
 - If you win, you gain an extra 3 Conquest Points.
 - If you win, the Defender takes -1 to their Defeat Roll.
- **Annex Territory:** This action must be performed before any other action or movement. Only possible if your Army chose the Prepare to Attack action last turn, and was not challenged to battle. You are awarded 7 Conquest Points, which can be spent as normal in the Post-Battle Phase. The Army is treated as having won a Siege or Raid for the purposes of capturing a Mine/Town/Fortress/City. Your Army ends its Army Phase and may continue as normal next turn. This action is cancelled if an Enemy army takes Defensive Deployment and it covers the area you are trying to Annex. If this is the case you must fight a battle as if you Prepared to Attack.
- **Defensive Deployment:** If an Enemy attacks any hex within 2 hexes of this Army, or is already attacking a hex within 2 hexes of this Army, the Army can take part in the battle. This radius is increased to 3 if the action is performed in a Town or Fortress hex, and to 4 if performed in a City hex. This ends the Army's Army Phase.
- **Build Road:** Costs 250 Realm Gold. Only possible if your Army occupies a Friendly hex. Place a Road on the hex.
- **Reform Army:** You may change this army's list in any way, as long as it meets normal army restrictions. Any experience bonuses for characters or units within the army are completely lost. Any Magical Artefacts that the Army possessed are returned to the Artefact pool. This ends the Army's Army Phase.
- **Explore Ruins:** Only possible if your Army occupies a Ruin or a hex adjacent to one. If you have previously found a Magical Artefact in these ruins, you cannot perform this action until you have explored another Ruin. Roll a D6. On a 6, you find an Artefact! Refer to the Magical Artefacts section. Your Army's turn ends.
- **Forced March:** This Action does not cost Movement. This Army gains 1 Army Movement for this turn.

Making Army Moves

All Army Moves for all Armies are made simultaneously. Write a summary of each of your Army Moves as described in the next section. Submit these moves as a file to the Games Master so as to keep them secret. These Army Moves will need to be submitted by the 5th day of each month. Any Army which has no Army Move submitted does nothing for the turn.

The following rules apply when Army Moves occur:

- If one of your Army Moves interferes with another of your Army Moves or an Allied Army Move, both Moves stop at the point at which neither interfere. If either Army still has a free Action, they choose Defensive Deployment.
- If one of your Army Moves interferes with a Neutral Army Move, both Moves stop at the point at which neither interfere. If either Army still has a free Action, they choose Defensive Deployment.
- If one of your Army Moves interferes with an Enemy Army Move, you must fight a battle in the Battle Phase. The victor completes their Army Move, the loser stops their Army Move where it does not interfere.
- If in any instance a construction would be impossible, the construction does not occur. If two players planned to build in the same turn, the player who spent the least amount of Movement prior to building is successful in their construction.
- If claiming a hex or building a construction would result in a clash between two Neutral or Allied realms, the Realm borders are set in the middle of the two.

Describing an Army Move

Each of your Armies will be named after its General. Give the name of the Army you wish to move. Movements should be described by their direction, i.e. NW, NE, E, SE, SW, W. An action should be described using the Action's name. For any Action that requires you to make a roll, also state the roll made following the Action.

This is an example of how you would describe a move:

Army 3. NW, W, NW, S, SE, Build Road, NW.

Adventurer Phase

Use the Player Order for the following phase.

In the Adventurer Phase, players move their Adventuring Parties around the World Map and perform Actions. Unless modified by another rule, All Adventuring Parties have an Adventurer Movement of 6. At any point during an Adventuring Party's movement, the controlling player can elect to spend 1 Party Movement to perform an Adventurer Action. If the hex is occupied by a Neutral or Enemy Party, the player's Adventuring Party must either choose the Skirmish Action, or choose none at all. Adventurer Actions are as follows:

- **Loot Town:** the Adventuring Party must occupy an Enemy Town to perform this Action. Roll a D6. On a 1, the Party has been captured by the town guard. The party loses all Party Gold. Otherwise, the party loots the Town successfully. The looting player gains 1D6x5 Party Gold and 1D6x50 Realm Gold, and the player being looted loses the same combined value of Realm Gold. If the looted player has less Realm Gold than what is rolled, the looter gains all of the looted players Realm Gold only.
- **Sabotage Mine:** the Adventuring Party must occupy an Enemy Mine to perform this Action. This Mine will not produce Realm Gold in the next Income Phase.
- **Explore Ruin:** the Adventuring Party must occupy a Ruin to perform this Action. **You cannot explore a ruin that you explored in a previous turn unless you have explored another since.** The Party generates 1D6x10 Party Gold and 1 Weirdstone for the Party.
- **Patrol:** the Adventuring Party must occupy a hex containing no Neutral or Enemy Adventuring Parties. The Adventuring Party's turn ends, except if a Neutral or Enemy Adventuring Party moves within three hexes. If this happens, the Patrolling Party can choose to immediately move to the hex occupied by the Neutral or Enemy party, and the two Parties fight a skirmish.
- **Convert Gold:** the Adventuring Party must occupy a hex containing a friendly City. Convert as much Party Gold as you wish to Realm Gold at a 1:1 ratio.
- **Guerrilla Tactics:** the Adventuring Party selects one Neutral or Enemy Army within 2 hexes. This Army loses D3 Army Movement next turn.

Adventuring Party Move

Use the same rules as for Army Moves with the following exception:

- If a Party Move occurs in the same hex as a Neutral or Enemy Party move, the two Parties instead fight a skirmish.

Battle Phase

The Battle Phase is the Phase in which players fight The 9th Age battles. First, the type of battle being fought needs to be decided. You can decide on a Scenario with your opponent, OR, you need to look at the type of hex you are battling over. If it contains a Fortress or City you will be fighting a Siege scenario. If it contains a Town or Mine you will be fighting a Raid scenario. If the hex is on the coast and being attacked from the sea, you will be fighting a Beach Landing Scenario. If the hex contains a river, or the hexes being fought over have a river between them, you will be fighting an Own the Bridge scenario. Otherwise, the type of terrain will determine the scenario (see the Terrain section).

Standard army points are 2500, but this may be modified by the scenario and by other rules.

Battles between Armies use the lists of those armies. When such a battle requires points adjustments, use common sense, and try to include experienced characters and units if possible.

Jousting

A player may elect to hold a Jousting Tournament in the Battle Phase (see Jousting Rules).

Each competitor must pay an agreed upon fee (e.g. 50 realm gold, a magical artefact etc.). The winner of the Tournament takes all of these fees as a prize.

Post Battle Phase

Use the Player Order for the following sub-phases.

The Post Battle Phase is split into Sub-Phases:

1. Character Sub-Phase
2. Veterans Sub-Phase
3. Conquest Sub-Phase

Character Sub-Phase

In the Character Sub-Phase, players calculate character experience.

A character gains Experience for the following actions during the Battle Phase, but only if that character survived the battle:

- For being the General of the winning side – 1 Experience Point
- For being the Battle Standard Bearer of the winning side, and not losing your banner – 1 Experience Point
- For each challenge won (this includes when a character slays another character despite there being no declared challenge) – 1 Experience Point
 - An additional Experience Point is awarded for each Level the defeated challenger possessed (1 extra for a Level 1 opponent, 2 for a Level 2 etc.)
- For slaying a Monster (this does not include a character on a monster) – 1 Experience Point
- For panicking a unit with a standard due to magic – 1 Experience Point

A character loses Experience for the following actions during the Battle Phase:

- For being taken out of action – 1 Experience Points
- For each challenge lost – 1 Experience Point
 - An additional Experience Point is lost for each Level lower than the character the challenger was.

For every 4 Experience Points, a character gains a Level (so at 4, 8, 12, 16 Experience).

Generals and Battle Standard Bearers can reach a maximum of Level 4. All other characters can reach a maximum of Level 3. Champions do not count as characters. When a character gains its first Level, if it is not already named, you should name it. Characters gain the following at each Level:

1. The character may re-roll one dice of your choice once per battle.
2. +1 to any statistic except for M or W to a max of 10.
3. +1 to W.
4. If you are a General, extend your Inspiring Presence by 6". If you are a Battle Standard Bearer, extend your Hold Your Ground by 6".

Magical Artefacts

Magical artefacts are offered as rewards for winning special scenarios or searching ruins.

Magical Artefacts are treated exactly like Magic Items, with the following exceptions:

- Magical Artefacts are unique. Only one character in the entire campaign can have each at any given time.
- Magical Artefacts cost 0 points.
- A character can only use one Magical Artefact at a time.
- If a character who has a Magical Artefact is slain in battle, they lose the item to the enemy player if that player wishes. The item may be given to any character in the new owner's army. A character slain by their own Artefact does not count as being slain in battle.

Some Magical Artefacts have an item type other than the normal (Weapon, Armour, Arcane etc.) – Wondrous Item. This is an additional item slot and follows the same rules as other slots.

You do not have to use a Magical Artefact, though you must state who owns the item, even if they choose not to use it.

When the owner of a Magical Artefact dies due to the destruction of their army, that Artefact is returned to the Artefact pool and can be re-discovered.

In regards to Cursed Artefacts, if a character who owns a Cursed Artefact wins a challenge, they may choose to give the Artefact to the defeated character, or if not possible, to another character in the opposing player's army.

Finding an Artefact in the Ruins

If you roll a 6 for an Explore Ruins Action, roll another D6. On a 6, you find a Legendary Artefact. On a 2-5 you find a Minor Artefact. On a 1 you find a Cursed Artefact.

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Veterans Sub-Phase

In the Veterans Sub-Phase, players calculate unit experience.

Only a unit with the Scoring special rule can gain experience.

A unit gains experience for the following actions during the Battle Phase, but only if that unit survived the battle:

- For breaking or destroying an enemy unit with the Scoring special rule: 1 Experience Point
 - An additional Experience Point is awarded for each Level the defeated unit possessed (1 extra for a Level 1 unit, 2 for a Level 2 etc.)
- For slaying a Monster – 1 Experience Point
- For panicking a Scoring unit due to shooting – 1 Experience Point

A unit that loses its standard loses 2 Experience Points.

For every 4 Experience Points, a unit gains a Level (so at 4, 8, 12 Experience).

When a unit gains its first Level, you should name the unit. A unit can reach a maximum of Level 3.

Units gain the following at each Level:

1. The unit may re-roll one of the following once per battle: Charge distance, to-hits, to-wounds, armour saves, any Ld test.
2. Unit gains +1 WS or BS. Player's choice.
3. Unit gains Fear, or if it already causes Fear, it gains Terror.

A Veteran unit can never have more models in it than when it gained its Veteran status. It can however have less, if for example a scenario requires it.

Conquest Sub-Phase

The first step in the Conquest Phase is to move or remove defeated Armies. A defeated Army must roll 1D6 on the Defeat Table:

1. Army destroyed. Remove the army.
2. Army mauled. Remove the army and deploy it on or next to the closest friendly Town/Fortress/City. The Army skips its next Army Phase. If there is no friendly Town/Fortress/City left, the army is destroyed.
3. Army scattered. The defeated Army moves 7 hexes toward the nearest friendly Town/Fortress/City. If it reaches a city, it stops moving. The Army skips its next Army Phase. If there is no friendly Town/Fortress/City left, the army is destroyed.
4. Army routed. The defeated Army moves 7 hexes toward the nearest friendly Town/Fortress/City. If it reaches a city, it stops moving. If there is no friendly Town/Fortress/City left, the army is destroyed.
5. Army retreats. The defeated Army moves 6 hexes toward the nearest friendly Town/Fortress/City. If it reaches a city, it stops moving. If there is no friendly Town/Fortress/City left, the army is destroyed.
6. Army withdraws. The defeated army moves 5 hexes toward the nearest friendly Town/Fortress/City. If it reaches a city, it stops moving. If there is no friendly Town/Fortress/City left, the army is destroyed.

If the battle lost was a Siege, and the player defeated was the Defender, -2 from the Defeat roll.

If you were attacked by two armies in one turn and lost the battle, -1 from the Defeat roll. This stacks with the above rule.

Any Army that is totally surrounded by Enemy held hexes is automatically destroyed if it is defeated in battle.

If the victor chose Prepare to Attack or Annex Territory, they move their Army to the hex they targeted.



Army Move Conflict

If a battle was fought as a result of interference in the Army Phase, the victor completes their move, and the loser is moved back until they do not interfere. Conquest Points are awarded for this battle.

Conquest Points

Conquest Points are awarded according to the Scenario that was played in the Battle Phase (see the Scenarios section), or by the Annex Territory Action. Conquest Points must be spent in the Turn in which they are earned. You gain an extra 3 Conquest Points if you had two armies attacking the same enemy and won. All remaining Conquest Points at the end of the Sub-Phase are removed.

Conquest Points are spent as follows, and the same choice may be made several times:

- **Conquer Territory** – The player may spend 1 Conquest Point to claim 1 Enemy or Unclaimed hex that does not contain a Town, Mine, Fortress, or City that is adjacent to either the defending or attacking Army, or a hex that is adjacent to a hex that has also been conquered this turn. If the hex contains an Enemy Army, it cannot be claimed.
- **Seize Town/Mine** – The player may spend 6 Conquest Points to claim 1 Enemy hex that contains a Town or Mine that is adjacent to the Army that won the Conquest Points. In the Battle Phase, the victorious player must have won a Raid to claim a Town or Mine. In order to claim the hex and Town or Mine, the player must pass a Ld test on the victorious General's Ld. If failed, the Town or Mine is destroyed, but the hex is claimed. If the hex contains an Enemy Army, it cannot be claimed.
- **Destroy Town/Mine** – The player may spend 2 Conquest Point to claim 1 Enemy hex that contains a Town or Mine that is adjacent to the Army that won the Conquest Points. In the Battle Phase, the victorious player must have won a Siege to claim a Mine, or a Raid to claim a Town. The hex is claimed, but the Town or Mine is destroyed. If the hex contains an Enemy Army, it cannot be claimed. **You gain 1000 Realm Gold for destroying a Town, and 1500 Realm Gold for destroying a Mine.**
- **Seize Fortress/City** – The player may spend 7 Conquest Points to claim 1 Enemy hex that contains a Fortress or City that is adjacent to the Army that won the Conquest Points. In the Battle Phase, the victorious player must have won a Siege to claim the hex. In order to claim the hex and the Fortress or City, the player must pass a Ld test on the victorious General's Ld. If failed, the Fortress or City is destroyed, but the hex is claimed. If the hex contains an Enemy Army, it cannot be claimed.
- **Destroy Fortress/City** – The player may spend 2 Conquest Point to claim 1 Enemy hex that contains a Fortress or City that is adjacent to the Army that won the Conquest Points. In the Battle Phase, the victorious player must have won to claim the hex. The hex is claimed, but the Fortress or City is destroyed. If the hex contains an Enemy Army, it cannot be claimed. **You receive 2000 Realm Gold for destroying a Fortress, or 3000 Realm Gold for destroying a City.**

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Bonus Gold

At the end of a battle, players will be awarded with bonus realm gold for one the following:

- If either player takes photos of the battle and provides them to the Games Master, both players receive 50 Realm Gold.
- If either player writes a battle report and provides it to the Games Master, both players receive 100 Realm Gold.
- If a player writes a short story and provides it to the Games Master, both players receive 100 Realm Gold.

Skirmish Phase

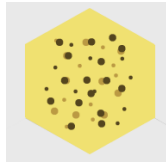
In the Skirmish Phase, players fight skirmishes using the Skirmish rules.

Terrain

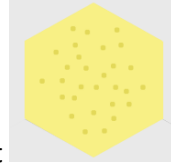
Deserts



Arctic Desert



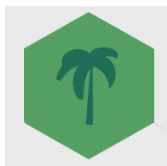
Rocky Desert



Sandy Desert

- Army Movement penalty: 4.
- Scenarios (1D6):
 1. Pitched Battle
 2. The Watchtower
 3. Messengers
 4. Meeting Engagement
 5. Dawn Attack
 6. Breakthrough

Light Vegetation



Light Jungle



Light Pine Forest



Light Forest

- Army Movement penalty: 2.
- Can be cut down as an Army Action, generating 1D6x50 Realm Gold, and is replaced with Grassland or Plains.
- Scenarios (1D6):
 1. Pitched Battle
 2. The Watchtower
 3. Meeting Engagement
 4. Dawn Attack
 5. Ambush
 6. Night Attack

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Dense Vegetation



Dense Jungle



Dense Pine Forest



Dense Forest



Dense Mixed Forest

- Army Movement penalty: 3.
- Can be cut down as an Army Action, generating 1D6x50 Realm Gold, and is replaced by Light Vegetation of the same type.
- Scenarios (1D6):
 1. Pitched Battle
 2. The Watchtower
 3. Meeting Engagement
 4. Dawn Attack
 5. Ambush
 6. Night Attack

Swamps



Swamp



Wetland



Marsh

- Army Movement penalty: 4.
- Scenarios (1D6):
 1. Pitched Battle
 2. The Watchtower
 3. Night Attack
 4. Destroy the Supplies
 5. Meeting Engagement
 6. Messengers

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Hills



Hills



Grassy Hills

- Army Movement penalty: 2.
- Scenarios (1D6):
 1. Pitched Battle
 2. Blood and Glory
 3. Destroy the Supplies
 4. Defend Your Ground
 5. Valley of Death
 6. Surveyor Journey

Forested Hills



Hills – Jungle



Hills – Pine Forest



Hills – Forest

- Army Movement penalty: 3.
- Can be cut down as an Army Action, generating 1D6x50 Realm Gold, and is replaced with Hills or Grassy Hills.
- Scenarios (1D6):
 1. Pitched Battle
 2. Blood and Glory
 3. Destroy the Supplies
 4. Defend Your Ground
 5. Valley of Death
 6. Surveyor Journey

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Grassland



Grassland



Plains

- Army Movement penalty: 1.
- Can be cultivated as an Army Action, and is replaced with Farmland.
- Scenarios (1D6):
 1. Pitched Battle
 2. Tactical Advance
 3. Guard Duty
 4. Sacred Place
 5. Royal Escort
 6. Pitched Battle

Impervious Terrain



Snowy Mountains



Glacier



Volcano

- It is impossible to move through Impervious Terrain.
- You cannot build on Impervious Terrain.
- Scenarios (1D6):
 1. Pitched Battle
 2. Night Attack
 3. Ambush
 4. Valley of Death
 5. Under Ground
 6. Defend Your Ground

Farmland

Farmland

- Farmland penalises Army Movement by 1 for every two hexes of Farmland moved across, i.e. if only moving through one piece of Farmland in the Army Movement Phase, an Army would not have its Army Movement reduced by that Farmland.
- Scenarios (1D6):
 1. Pitched Battle
 2. Tactical Advance
 3. Guard Duty
 4. Sacred Place
 5. Royal Escort
 6. Messengers

Ocean/Sea/Lake

Ocean/Sea/Lake

- Army Movement penalty: 2.
- You cannot build on an Ocean/Sea/Lake hex.
- Scenario: Sea Battle
- Movement from or onto an Ocean/Sea/Lake hex from or onto a hex other than Ocean/Sea/Lake costs 3 Army Movement.

Dunes

Sand Dunes



Snow

- Army Movement penalty: 3.
- Scenarios (1D6):
 1. Pitched Battle
 2. Blood and Glory
 3. Destroy the Supplies
 4. Defend Your Ground
 5. Valley of Death
 6. Messengers

Ash Plain



Ash Plain

- Army Movement penalty: 2.
- Can be cleared as an Army Action, and is replaced with Grassland or Plains.
- Scenarios (1D6):
 1. Pitched Battle
 2. Tactical Advance
 3. Guard Duty
 4. Sacred Place
 5. Messengers
 6. Pitched Battle

Ash Forest



Ash Forest

- Army Movement penalty: 3.
- Can be cleared as an Army Action, and is replaced with Ash Plains.
- Scenarios (1D6):
 1. Pitched Battle
 2. The Watchtower
 3. Meeting Engagement
 4. Dawn Attack
 5. Ambush
 6. Night Attack

The 9th Age Grand Campaign Rules

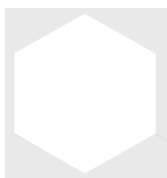
Mountains



Mountains

- Army Movement penalty: 4.
- A Mine can be constructed on a Mountain as an Army Action.
- Scenarios (1D6):
 1. Pitched Battle
 2. Battle for the Pass
 3. Ambush
 4. Valley of Death
 5. Under Ground
 6. Defend Your Ground

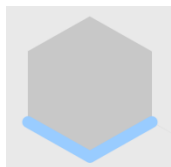
Ice



Ice

- Army Movement penalty: 4.
- You cannot build on Ice.
- Scenarios (1D6):
 1. Pitched Battle
 2. Tactical Advance
 3. Guard Duty
 4. Sacred Place
 5. Messengers
 6. Battle for the Frozen River

Rivers



Hex with River Border



River Hex