



The 9th Age

Grand Campaign Rules

Skirmish Rules

Written and Compiled by David Emery

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Skirmish Rules

Measuring

No pre-measuring of any kind is allowed.

Line of Sight

To determine what a model can see, use the model's eye view. A model can see 360°.

Terrain

Players should agree which of the following applies to each piece of terrain before the skirmish begins.

Open Ground

Open ground does not affect movement.

- Any flat surface
- Ladders
- Stairs
- Ramps
- Doors
- Hatches
- Ropes
- Fallow fields
- Low, open hills

Difficult Ground

Models move at half movement over difficult terrain.

- Steep slopes greater than 45°
- Bushes
- Cobwebs
- Small streams
- Rocky ground
- Fields filled with crops
- Marsh
- Woods (further rules below)

Very Difficult Ground

Models move at quarter movement over very difficult ground.

- Swamps (further rules below)
- Rivers(further rules below)
- Crawl spaces through rubble
- Dense bush

Walls and Barrier

Any wall or barrier below 1" counts as open ground. Anything higher must be Climbed.

Skirmish Rules

Impassable Terrain

Models cannot move through this terrain unless a rule states otherwise.

- Tall rocky outcrops
- Deep rivers or lakes (except in a Sea Skirmish)

Woods

Woods block line of sight to the opposite side. A model within a wood cannot see or be seen more than 2" away.

Swamps

Whenever a model moves through a swamp, roll a D6. On a 1, roll a D3 and add 1. A friendly model must move within 2" before that number of game turns is up, or the model in the swamp is permanently killed.

Rivers

Before the skirmish, all players must decide the direction in which rivers are flowing. Models swimming with the current double their movement rate. Models swimming against the current move at ¼ their movement rate. Any model wearing armour (shields, helmets etc. do not count) must pass a S test at the start of each of their turns in which the model is in the water. If they fail, the model is Out of Action, but does not need to roll on the Serious Injuries table.

Water in General

A model that is Knocked Down in a river moves D6" with the current. A model that is Stunned while in water must pass an I test or be taken Out of Action, but does not need to roll on the Serious Injuries table. If passed, the model moves D6" with the current.

Buildings

The following rules apply only when the skirmish being played is not a Ruin Skirmish.

Unless the building terrain piece can have its roof removed to place models inside, it is considered Impassable.

Magic

Any model with the Wizard special rule can cast spells. Each starts with a single randomly determined spell. Roll a D6 and consult that wizard's magic table – this is the spell the wizard knows. A wizard can learn more spells, or improve current spells when they level up.

Magic – Rituals

A Wizard who uses Rituals cannot wear armour unless specifically stated otherwise.

Magic – Prayers

A Wizard who uses Prayers can wear armour as normal, unless specifically stated otherwise.

Skirmish Rules

Common Special Rules

Leader

A Hero with this rule lends it Ld value to any friendly model within 6" for anything requiring a Ld test, unless that model's Ld is higher. This bonus cannot be granted if the Leader is Knocked Down, Stunned, or Fleeing.

Animal

This model cannot gain experience, and suffers no penalty for fighting unarmed.

Poisoned Attacks

See The 9th Age Rulebook

Armour Piercing (x)

See The 9th Age Rulebook

Regeneration (x+)

See The 9th Age Rulebook

Fear

Fear has two effects:

1. If a model is charged by another model with this special rule, the model being charged must pass a Ld test or need 6s to hit in the first round of combat.
2. If a model wishes to charge a model with this special rule, it must pass a Ld test or fail the charge.

Frenzy

Frenzied models must always charge if there are enemies within range (check after all other charges are declared).

Frenzied warriors double their base A value.

Frenzied warriors are Immune to Psychology as long as they are Frenzied.

If a Frenzied warrior is Knocked Down or Stunned, it is no longer Frenzied.

Immune to Psychology

A warrior with this special rule does not have to take Ld tests of any kind.

Hatred (x)

Warriors with the Hatred rule re-roll any missed to hits in the first round of any close combat phase against the enemy they Hate.

Stupidity

At the start of the movement phase, before anything else, models affected by this special rule must take a Ld test. If successful, they behave as normal.

If failed, the model will not strike blows in close combat this turn (but can still defend itself). A spell caster will not be able to cast spells this turn.

Skirmish Rules

If not in combat, roll a D6:

1-3 – the warrior moves directly forward at half speed. The warrior will not charge, but stop 1" from an enemy model in their path. If there is a drop, the warrior will Fall from it. If there is an obstacle, the warrior will walk into it and stop. The warrior can do nothing else this turn.

4-6 – the warrior does nothing this turn.

Wizard

This special rule indicates that the warrior is a spell caster. They cannot wear armour unless otherwise stated.

Scaly Skin (x+)

A model with Scaly Skin gains an armour save equal to x. This stacks with other armour. A save from Scaly Skin can never be reduced past 6+ by Strength modifiers. An attack that ignores armour ignores Scaly Skin.

The Turn

Phases

1. Random Happenings
2. Recovery
3. Movement
4. Magic
5. Shooting
6. Close Combat

Random Happenings Phase

The Random Happenings Phase only occurs when a Skirmish is fought in Ruins.

At the start of every player's turn, roll a D6. On a 1, roll a second D6. On a 1-3, roll a D66 and consult the Weather Table. On a 4-6, roll a D66 and consult the Random Encounter Table.

A D66 is a roll of two D6s, with the first roll being the 'tens', and the second the 'ones', making a number between 11 and 66.

Weather and a Random Encounter can be occurring at the same time. However, a new weather roll always replaces the current weather effect, and a Random Encounter can only occur if another is not already in play (except for Encounters that last for the rest of the game). Simply ignore any rolls for a new Random Encounter until the current one finishes.

If a Random encounter cannot occur, re-roll on the table.

Weather

Weather effects continue every turn until the end of the skirmish or until a new weather roll is made. Any rolls for the effect are to be made for each new turn.

11 – Acid Rain

Roll a D6. On a 4+, acid rain is pelting down. Otherwise it is just a light shower. Any model not under cover at the end of the player turn is hit by the pelting acid rain. These models suffer a single S 1 hit with no armour saves allowed (no critical hits).

12-15 – Weather is normal.

16 – Sunny

At the end of the player turn, any vampire not in cover or within 2" of a wall will suffer a S 3 hit. A vampire wearing heavy or gromril armour does not take a hit (not critical hits). All parties may re-roll one dice in the Exploration Phase.

21 – Blizzard

All shooting suffers a -1 to hit penalty. Any model running or charging over their normal movement rate must pass an I test or slip over where they started and be Knocked Down. Does not effect a model which moves on four feet or more.

Skirmish Rules

22 – Dense Fog

Sight reduced to 3D6". Any model wishing to charge out of this range must pass an I test or fail the charge. Maximum missile weapon and spell range can be no higher than the distance rolled.

23-25 – Weather is normal.

26 – High Winds

All shooting suffers a -1 to hit penalty, and all I tests are to be made at a -1 penalty.

31 – Lightning Storm

Roll a D6 and consult the following: 1-3, the lightning strikes nothing. On a 4-5, it strikes a random model with a 5+ armour save or better. The model suffers a S 5 hit. On a 6, the lightning strikes all models with a 5+ armour save or better. The models suffer a S 5 hit. Lightning does not cause critical hits.

32-35 – Weather is normal.

36 – Acid Rain (see 11).

41 – Dense Fog (see 23).

42 – High Winds (see 25).

43-45 – Weather is normal..

46 – Sunny (see 14).

51 – Blizzard (see 21).

52-55 – Weather is normal.

56 – Lightning Storm (see 31).

61 – High Winds (see 25).

62 – Acid Rain (see 11).

63-65 – Weather is normal.

66 – Dense Fog (see 23).

Random Encounters

11 – Ogre Mercenary

An Ogre Mercenary (see Hired Sword – Ogre Mercenary) appears. The Ogre offers their services to the party with the lowest party rating (roll off if the same). That party must accept the Ogre's services for the skirmish. At the end of the skirmish, the party must pay the Ogre's upkeep fee, or it leaves. It will also attack a random party Hero not taken Out of Action in the skirmish. Roll on the Serious Injuries table for this Hero. If there are no Heroes, a random Henchman is killed.

12 – Swarm of Rats

A swarm of rats streams from the sewers. Use an 80x120mm template to represent the rat swarm. Place the template on a street 12" away from any of your models. The rats begin by moving 2D6" every turn toward the furthest edge of the board from them, staying on streets whenever possible. If they reach an intersection, randomly determine which route they will take. They will continue thus until they leave the board. They cannot be engaged in close combat. They will move directly over other models. Any model touched by them will suffer D3 S2 hits.

13-14 – Earthquake

Roll a D3. This is the number of game turns the quake lasts. While it persists, all I tests are taken at -2, and all shooting and close combats to hit rolls are at -1.

15 – Daemonic Portal

A Slaughterer is drawn into the world by the prospect of battle! It appears 12" away from a random party member, and will seek to attack the closest model of either party, moving toward it and charging whenever possible. The Slaughterer disappears after D6 player turns.

Profile	M	WS	BS	S	T	W	I	A	Ld
Slaughterer	4	6	0	4	3	1	6	2+	10

Special Rules

Fear

Immune to Psychology

4+ Ward Save

Hellblade – The Slaughterer causes critical hits on a 4, 5, or 6. The Slaughterer has as many attacks as there are opponenets in close combat with it (to a minimum of 2). It will split its attacks between opponents as evenly as possible, putting extra attacks onto the warrior with the highest WS.

16 – Lucky Find

A random warrior in your party finds a shard of Weirdstone. If the warrior does not go Out of Action, add this extra Weirdstone to your stash. If taken Out of Action in close combat, the warrior that attacked you takes the shard! Note that any model with the Animal rule cannot find or take a Weirdstone shard.

Skirmish Rules

21 – Restless Spirit

A spirit appears 12" away from a random party member. The spirit disappears after D6 player turns. It will move 4" in a random direction at the beginning of every Movement Phase. It can move through any obstacle. Following this, any model within 8" of the spirit that is not Immune to Psychology must pass a Ld test or Flee.

Any model that uses Prayers can banish the spirit if at any point it moves into contact with it. The model will gain 1 experience point for this.

22 – Burning Building

One random building bursts into flames. Any models inside take a S3 hit unless they move out of the building in that turn. Any models within 2" of the building take a S2 hit. This lasts for the rest of the skirmish. Additionally, for the rest of the game, any model wishing to enter the building must pass a Ld test to do so.

23 – Warped Plant

A mutated plant springs to life. Place a suitable model next to a random party member. The party member and plant are considered to be in close combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
Plant	0	3	0	4	6	3	3	2	10

Special Rules

Immune to Psychology

+1 to hit the Plant in close combat

Treats all Injury rolls it takes as Out of Action.

24 – Skeletons!

2D6 Skeletons appear 12" from a random party member. At the start of every Movement Phase, they will move towards the nearest model and attempt to charge it where possible. They disappear after D3 game turns.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	1	1	10

Armed with Daggers (see Equipment rules)

Special Rules

Fear

Immune to Psychology

Cannot be Stunned. Treat 1-3 as Knocked Down, 4-6 as Out of Action.

25 – Warped Perception

The air itself warps for D3 game turns. At the start of each turn, roll a D6. All range measurements are reduced by this amount for the turn.

Skirmish Rules

26 – Fallen Beast

A Fallen Beast shambles out of a building, enraged at being woken! Place the Fallen Beast 12” away from a random party member.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fallen Beast	2D6	3	0	4	4	2	3	2D6	10

Special Rules

Fear

Immune to Psychology

Random Movement (2D6)

The Fallen Beast moves toward the nearest model.

31 – Collapsing Building

Pick a random building. Any model inside must pass an I test or suffer a S5 hit. Remove the building, and place models back where they stood before it collapsed. Any model above ground height Falls the height they started at.

32-33 – Graffiti

Select a random party member who is within 4” of a wall. Roll a D6 and consult the following:

1. Map of the area. +1 to pick the scenario for the next skirmish.
2. Cursed writings. The model who reads the writing suffers a -1 penalty to all dice rolls for the rest of the skirmish.
3. Directions to stash. At the end of the skirmish, the party gains D6 pg.
4. Map of hiding places. The model can Hide, even in the open, for the rest of the skirmish.
5. Notes on secret passage. The closest building to the model has a secret passage in it. If the model enters this building, it can appear in any other building next turn.
6. A crude drawing of a naked dwarf.

34 – Hands of Stone

Hands of earth and stone sprout from the ground. Choose a spot anywhere on the board. Anywhere within 3” of the spot is counted as very difficult ground for the remainder of the game turn.

Skirmish Rules

35 – Dog Pack

2D3 hungry dogs emerge from a building. Place the dogs 12" from a random party member. The dogs will move toward and charge the nearest model possible.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dog	6	4	0	4	3	1	4	1	5

Special Rules

Animal

Rout – the dogs will Rout, exactly like a Party.

Starving – if a dog takes a model Out of Action, the model will be considered permanently dead (eaten) if friendly model does not move to within 6" of where it fell by the end of the party's next turn.

36 – Possessed!

A weak spirit possesses one of your party members. Randomly choose one party member. They will be possessed for D3 game turns. The model behaves as normal, except in the close combat phase, where it directs one automatic hit at its base S at itself, and nothing else.

Any model that uses Prayers or that is Immune to Psychology cannot be possessed.

41 – Fountain of Blood

For the rest of the turn, whenever a model is taken Out of Action in close combat, the model that attacked must pass a S test or be Knocked Down by a torrent of blood.

42-44 – Storm of Magic

Roll a D3 and consult the following table. All effects last for one player turn only.

1. A bolt of supernatural lightning arcs out of the sky! Roll another D6. 1-3, the lightning strikes nothing. On a 4-5, it strikes a random model with a 5+ armour save or better. The model suffers a S 5 hit. On a 6, the lightning strikes all models with a 5+ armour save or better. The models suffer a S 5 hit. Lightning does not cause critical hits.
2. Fish fall from the sky. All M values are halved (rounding up) for the turn.
3. Weirdstone dust mixes with the moisture in the air. Roll a D6. On a 4+, acid rain is pelting down. Otherwise it is just a light shower. Any model not under cover at the end of the player turn is hit by the pelting acid rain. These models suffer a single S 1 hit with no armour saves allowed (no critical hits).

45 – Gladiator

Gladiator (see Hired Sword – Gladiator) appears. The Gladiator offers their services to the party with the lowest party rating (roll off if the same). That party must accept the Gladiator's services for the skirmish. At the end of the skirmish, the party must pay the Gladiator's upkeep fee, or it leaves. It will also attack a random party Hero not taken Out of Action in the skirmish. Roll on the Serious Injuries table for this Hero. If there are no Heroes, a random Henchman is killed.

46 – Plague of Flies

The plague of flies lasts for D3 game turns. All models have a -1 to hit penalty for shooting and close combat.

Skirmish Rules

51 – Sinkhole

An enormous hole opens up beneath a random party member. The model must pass an I test or fall into the hole. If a 1 is rolled, the model is Out of Action. Otherwise, the model is removed for the remainder of the skirmish, but not counted as Out of Action except for Rout Test purposes.

52-54 – House of Horrors

Choose a random party member who is inside a building. The warrior must pass a Fear test or Flee. Additionally, for the rest of the game, any model wishing to enter the building must pass a Ld test to do so.

55 – Booby Traps

Choose a random party member. The model must pass an I test or suffer a S3 hit (no critical). At the start of every player turn, roll a D6. On a 1, repeat the above process.

56 – Catacombs

A hole opens up below one random party member. Take an I test. If failed, the model takes a S3 hit (no criticals). If not taken Out of Action, roll a D6 and give the warrior the following:

1. Helmet
2. 2D6 pg
3. Lantern
4. Net
5. Black Lotus
6. Sword

If the model has a Rope and Hook, it will appear in a random building in D3 game turns. Otherwise, the model is removed for the remainder of the skirmish, but not counted as Out of Action except for Rout Test purposes.

61-64 – Screaming Walls

Randomly select one building. Any model within 8" takes a S1 hit with no armour saves allowed. All to hit rolls are at -1 to hit, and Rituals and Prayers cannot be cast within 8" of the building. This last for D3 game turns.

Skirmish Rules

65 – Hidden Stash

The party gains D6 pg.

66 – Spider

Place a large spider in the centre of a random table edge. It will move in a straight line toward the opposite table edge, attacking any model in its path, or any that are within charge range. If it wins a combat, it will continue moving toward the opposite table edge.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	4	1	2	10

Special Rules

Fear

Scaly Skin (4+)

Poisoned Attacks

Recovery Phase

1. Rout Test
2. All Alone Tests
3. Rally Tests
4. Recovery

Rout Test

At the start of the Recovery Phase, if your party that has lost 25% or more of its party members you must take a Rout Test. If the Rout Test is failed, the party flees, and the skirmish ends.

A Rout Test is a standard 2D6 Ld test using the Party Leader's Ld. If the Party Leader is Out of Action or Stunned, then use the model with the next highest Ld who is not Out of Action or Stunned. If no such party member exists, you fail the Rout Test.

A successful Rout Test means the party does not flee and behaves as normal.

A player can voluntarily Rout if they have lost 25% or more of their party members.

All Alone Tests

Any of your models that is fighting alone against two or more opponents with no friendly models within 6" must take an All Alone test. The model takes a Ld test. If successful, the model continues as normal. If failed, any enemies in base contact make one automatic hit each against the warrior. If they survive, they move 2D6" directly away from the combat.

Rally Tests

Any friendly model that is currently Fleeing may take a Rally Test as long as the closest model is not an enemy (models that are Fleeing, Stunned, Knocked Down, or Hidden, do not count). To take a Rally Test the model must pass an Ld test. If it passes, it has rallied. It stops fleeing, but cannot move or shoot this turn. It can cast spells.

If failed, the model continues to flee 2D6" toward the nearest table edge.

If the closest model is an enemy, then treat the Rally Test as failed.

Recovery

Any friendly model that is Stunned becomes Knocked Down. Any friendly model that is Knocked Down stands up.

Movement Phase

1. Escape
2. Charge
3. Compulsory Moves
4. Remaining Moves

Escape

A model can attempt to escape if it is in close combat. Take a 1d test for each warrior attempting to escape. If successful, the warrior can move up to double their movement in any direction.

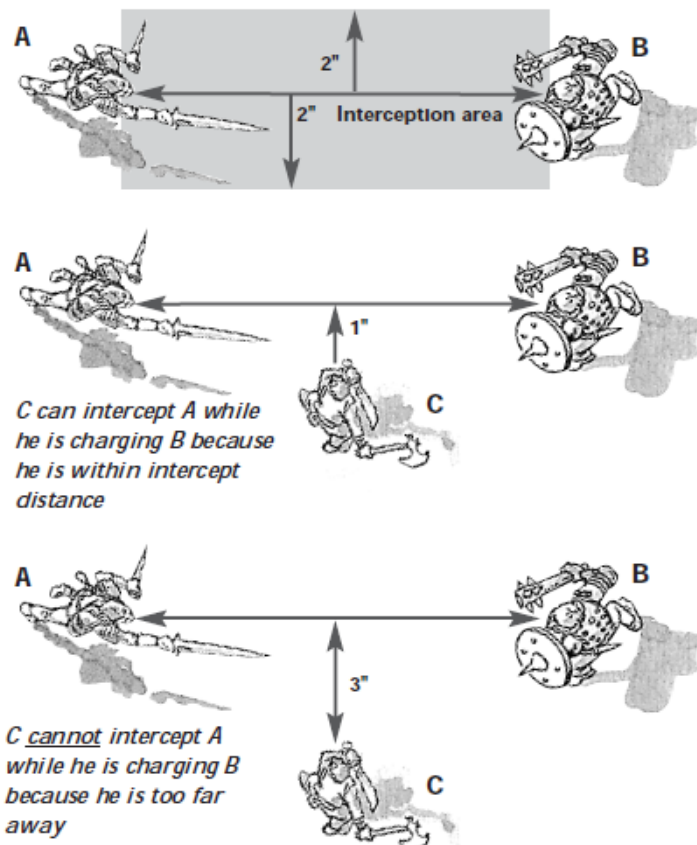
If failed, any enemies in base contact make one automatic hit each against the warrior. If they survive, they move 2D6" directly away from the combat.

Charge

If you want one of your models to charge an enemy model, declare which model will charge, and its target. There must be an unobstructed line between your model and the target model.

If you wish to charge a model that is not in Line of Sight, the target must be within 4" and not be Hidden, and your model must pass an I test. If failed, your model may move, shoot, and cast spells as normal.

A model can charge any enemy model within charge range, but not if there is another enemy model within 2" of the charge route (Fleeing, Stunned, Knocked Down, or Hidden models do not count).



Skirmish Rules

A charge move is at double M, and moves your model into base contact with the target model by the shortest route possible. Models are considered in base contact even when separated by a low wall or obstacle less than 1" high.

A charging model can jump down, or jump across a gap, but not climb (see the relevant sections under Remaining Moves).

A model can charge a fleeing enemy. Move the charger into base contact as normal. The enemy then makes an immediate 2D6" move towards the nearest table edge.

If you miscalculate, and your model cannot reach its charge target, your model has failed its charge. The model moves towards its target its normal M, and cannot shoot this Turn, but can cast spells as normal.

Charging Multiple Enemies

If you can move your model into base contact with more than one enemy model within your charge range, you can do so.

Compulsory Moves

Some models are forced to move. These moves occur in this sub-phase.

Remaining Moves

The normal distance a model can move is up to its M characteristic. Models can move up and down ladders and stairs and over low obstacles less than 1" high without penalty.

Running

If you wish, a model can double its normal movement, but can only do so if there are no enemy models within 8" (Fleeing, Stunned, Knocked Down, or Hidden models do not count). A Running model cannot move closer than 8" to an enemy model as it moves (Fleeing, Stunned, Knocked Down, or Hidden models do not count).

A model that Runs cannot shoot in the same Turn. They can however cast spells as normal.

Terrain and Movement

See the Terrain section.

Climbing

Any model (except a model with the Animal special rule) can climb up or down any surface. To do so, the model must be touching what it wants to climb at the start of its Movement Phase. The model can climb up to its total M in height, but cannot run while climbing. If the height is more than the model's M, it cannot climb.

To climb, the model takes an I test. If failed, the model does not climb, and cannot move that turn. If climbing down, the model Falls from where it started its descent.

Skirmish Rules

Jumping Down

A model can jump down from high places (up to a maximum of 6"). The model must pass an I test for every full 2" it jumps down. If any of the tests are failed, the model Falls the full distance, and may not make any more moves that turn.

If successful, the model makes the jump and moves as normal. The jump move does not use up any of the model's movement. A model can jump in the middle of a charge or while running, but if it fails the jump, it fails the charge after Falling.

Diving Charge

A model can charge an enemy directly below it. If an enemy model is within 2" of where a model jumps down to, the model can make a Diving Charge. Take I tests as normal for jumping down. If successful, the model gains +1 S and +1 to hit in the first round of close combat.

Jumping Over Gaps

Models can jump over gaps up to a maximum of 3" wide. You cannot measure the distance before jumping. Deduct the distance jumped from your movement. If your model does not have enough movement to make the jump, the jump is failed. If your model has enough movement, it must pass an I test or fail the jump. A failed jump means the model is Falling. A jump can be a part of charging or running. A model that does not run and jump can still shoot.

Jumping Down and Jumping Over Gaps

A model can attempt to jump down and over a gap if it wishes. It must pass the relevant tests for both or Fall.

Knocked Down or Stunned Near an Edge

A model that is Knocked Down or Stunned within 1" of the edge of a drop must pass an I test or Fall from that edge.

Falling

A model that falls takes D3 hits at a Strength equal to the height in inches it fell. No armour saves are allowed. Falls do not cause critical hits. A model that falls cannot move or hide that turn, even if it is not hurt.

Hiding

A model can Hide if it ends its move in a concealed position. The player must declare that the model is now Hidden and place a Hidden token next to the model. When Hidden, a model cannot be shot at or charged. When Hidden, a model cannot shoot or cast spells without giving away its position. If it does so, it is no longer Hidden.

A model that runs, flees, is Stunned, or charges, cannot Hide that turn.

A model can stay Hidden for several turns, so long as the model stays concealed. The model can even move as long as it stays concealed for the full move, and as long as the model only moves normally (not running, charging etc). If an enemy model moves so that it can see the Hidden model, it is no longer Hidden.

A model cannot Hide if it is too close to an enemy model. Enemy models will detect a Hidden foe within their I value in inches.

Magic Phase

Casting Spells

Choose a wizard, and then choose one of their spells to cast.

To use the spell, the wizard must roll equal to or greater than the Difficulty of the spell on 2D6. If failed, the wizard can no longer cast that turn.

If successful, follow the spell instructions.

A wizard can only cast one spell per turn.

Spell Damage

If the spell causes damage and it hits, you must now roll to wound. Roll a D6 for each hit, comparing the missile weapon's S to the target's T on the To Wound table (see the Wounding section).

Spells cannot cause critical hits.

Shooting Phase

Who Can Shoot?

A model with a missile weapon can shoot once in the shooting phase as long as none of the following are true:

- The shooter is engaged in close combat.
- The shooter Ran in the preceding movement phase.
- The shooter failed a charge in the preceding movement phase.
- The shooter fell in the preceding movement phase.
- The shooter rallied in the preceding rally sub-phase.
- The shooter is Knocked Down or Stunned.
- The target is out of the shooter's Line of Sight.
- The target is in close combat with a friendly model.

Closest Target

A model must shoot the enemy model closest to it. However, a different target can be chosen if:

- A more distant target is easier to hit.
- The closest model is Knocked Down, Stunned, or Fleeing.
- The shooter is at a higher elevation (2" minimum) and no enemy models in Line of Sight are in the same building or at the same height in another building.

Range

Once you have picked your target, measure the distance to the target from the shooter. If the distance exceeds the model's missile weapon range, the shot misses, and the model cannot fire again.

Hitting the Target

To determine whether the shot hits its target, apply any of the relevant modifiers below, then roll a D6 and consult the Shooting To Hit table.

To Hit Modifiers

- Cover. -1 to hit. If any part of a model is obscured, they count as being in cover. This includes other models and intervening structures.
- Long Range. -1 to hit. If the target is over half of the range of your missile weapon away, they are at long range.
- Move and Shoot. -1 to hit. If your model moved at all this turn, this applies.
- Large Target. +1 to hit. If the target has the Large Target special rule, this applies.
- Other special rules. There are a number of special rules that influence to hit rolls. Apply these last.

Shooting to Hit Table

BS of shooter	1	2	3	4	5	6	7	8	9	10
Min roll needed	6	5	4	3	2	1	0	-1	-2	-3

A model with BS 0 cannot shoot.

Wounding the Target

If the shot hits, you must now roll to wound. Roll a D6 for each hit, comparing the missile weapon's S to the target's T on the To Wound table (see the Wounding section).

Close Combat Phase

Who Can Fight

Opposing models whose bases are touching are engaged in close combat.

Who Strikes First

In the first round of combat, the model that charged strikes first. Otherwise, attacks are made in descending order of I. If I is equal, the attacks happen at the same time, and even if one of the models is wounded, it can still make its attacks as normal. If a model stood up in the recovery phase, it will always strike last, even after models with the Always Strikes Last rule.

Other rules may influence attack order.

Multiple Combatants

If a warrior is in base contact with multiple enemies, they can choose to divide attacks between them as they see fit.

Hitting the Enemy

Before rolling to hit, the warrior must declare which weapon or weapons it will be using.

To determine whether a warrior's attacks hit, roll a D6 for each attack it makes, and compare the attacker and defender's respective WS on the following table:

To Hit Chart

Opponent's weapon skill

	1	2	3	4	5	6	7	8	9	10
Attacker's weapon skill	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	3	4	4	4	4	5	5	5	5
4	3	3	3	4	4	4	4	4	5	5
5	3	3	3	3	4	4	4	4	4	4
6	3	3	3	3	3	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

Fighting with Multiple Weapons

Some warriors can fight with multiple weapons. You should roll each of these attacks separately or on different coloured dice.

Wounding the Target

If an attack hits, you must now roll to wound. Roll a D6 for each hit, comparing your model's S with modifiers to the target's T on the To Wound table (see the Wounding section).

Attacking a Knocked Down Opponent

In order to attack a Knocked Down opponent, there must be no other enemy models in combat with your model.

All attacks against a Knocked Down warrior hit automatically, but rolls must still be made to wound. If any wounds make it past the model's armour save, it is immediately taken Out of Action, regardless of how many wounds it has left.

Attacking a Stunned Opponent

In order to attack a Stunned opponent, there must be no other enemy models in combat with your model.

A Stunned opponent is immediately taken Out of Action is attacked.

Moving from Combat

A warrior can move out of base contact with enemies only if all are Knocked Down or Stunned.

Wounding

Whenever a model is hit, roll a D6 and use the following table to see whether the hit wounds.

		Wound chart									
		target's toughness									
weapon's strength		1	2	3	4	5	6	7	8	9	10
	1	4	5	6	6	-	-	-	-	-	-
	2	3	4	5	6	6	-	-	-	-	-
	3	2	3	4	5	6	6	-	-	-	-
	4	2	2	3	4	5	6	6	-	-	-
	5	2	2	2	3	4	5	6	6	-	-
	6	2	2	2	2	3	4	5	6	6	-
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

A "-" indicates that the target cannot be wounded.

Critical Hits

If you roll a 6 to wound, you have caused a critical hit. A model can only cause one critical hit per turn. Immediately roll a D6 when you cause a critical hit, then refer to the appropriate table for the mode of attack. A critical hit is treated as a normal wound, with the critical hit bonuses added.

Missile Weapon

1-2 – Hits a weak spot. The missile ignores armour saves.

3-4 – Ricochet. If there is another enemy model within 6", the closest is also hit. Roll to wound and takes saves as normal for both targets. A ricochet cannot cause another critical hit!

5-6 – Master shot. The missile hits a vulnerable point, causing 2 wounds instead of 1, with no armour saves allowed.

Bludgeoning Weapons

1-2 – Hammered. The target may not attack this round if they have not already done so. Simultaneous attacks can still be taken.

3-4 – Clubbed. The hit ignores armour saves and saves from helmets.

5 – Wild Sweep. The target has a weapon knocked from their hands. If carrying two weapons, roll to see which is dropped. The target must use whatever backup weapon it has, or fight unarmed, for the rest of this combat (even if it lasts for multiple turns).

6 – Bludgeoned. The target is automatically taken Out of Action if they fail their armour save. Even if the target has multiple wounds remaining, they are still taken Out of Action.

Skirmish Rules

Bladed and Hacking Weapons

1-2 – Flesh Wound. The attack ignores armour saves.

3-4 – Barrage. The attack causes two wounds instead of one.

5-6 – Sliced! The attack causes two wounds, ignores armour saves, and you gain +2 on the target's Injury rolls.

Unarmed Combat

1-2 – Body Blow. The target staggers, and you may make an extra attack immediately.

3-4 – Crushing Blow. You gain +1 to the target's Injury roll if it fails to save.

5-6 – Mighty Blow. The attack ignores armour saves, and you gain +2 to the target's Injury rolls.

Thrusting Weapons

1-2 – Stab. You gain +1 to Injury Rolls if the target fails to save.

3-4 – Thrust. The target is Knocked Down, even if it is not wounded.

5-6 – Kebab! The attack ignores armour saves and you gain +2 to the target's Injury rolls. The target is knocked 6" away from you, and you follow, remaining in base contact. Any other models in the combat are left where they are. If the target collides with any other model, the model is hit by an automatic S3 hit.

Armour

A warrior has a chance to negate a wound with its armour save (if it has one). A warrior's armour save depends on the kind of armour it is wearing, as well as some special rules.

Armour Save Modifiers

Armour saves are modified in the same way as in The 9th Age Rulebook.

Regeneration and Ward Saves

These saves are the same as those in The 9th Age Rulebook.

Injury

As soon as a model's wounds are reduced to 0, roll on the following Injury table. If several wounds are suffered, take the highest roll.

1-2 – Knocked Down. The model is placed face up.

3-4 – Stunned. The model is placed on its front.

5-6 – Out of Action. The model is removed immediately.

Knocked Down

Knocked Down models can crawl 2" during the movement phase. A Knocked Down model can only crawl away from combat if their opponent is engaged by another model.

A Knocked Down model cannot fight in close combat, shoot, or cast spells.

A Knocked Down warrior is incredibly vulnerable in close combat (see the Close Combat section).

Stunned

Stunned models can do nothing at all.

A Stunned warrior is incredibly vulnerable in close combat (see the Close Combat section).