



The 9th Age

Grand Campaign Rules

Skirmish Rules – Adventuring Party

Written and Compiled by David Emery

Adventuring Party Rules

Contents

Faction Adventuring Party Options.....	3
Beast Herds	3
Daemon Legions.....	3
Dread Elves.....	3
Dwarven Holds	4
Empire of Sonnstahl	4
Highborn Elves	4
Infernal Dwarves	5
Kingdom of Equitaine.....	5
Ogre Khans.....	5
Orcs and Goblins	6
Saurian Ancients	6
Sylvan Elves	6
The Vermin Swarm.....	6
Undying Dynasties.....	6
Vampire Covenant	7
Warriors of the Dark Gods	7
The Adventuring Party	8
Minimum/Maximum Party Size	8
Number of Models	8
Heroes	8
Leader	8
Henchmen.....	8
Equipment.....	8
Party Rating.....	9
Hired Hands.....	9
Legendary Figures	9

Faction Adventuring Party Options

The different adventuring parties that each campaign faction can choose from are listed below.

Beast Herds



Parties:

- Beast Herd Raiders
- Corrupted Carnival
- Mercenary Ogres

Daemon Legions



Parties:

- Beast Herd Raiders
- Corrupted Carnival
- Mutant Cult

Dread Elves



Parties:

- Bandits
- Dread Elves
- Outlaws

Adventuring Party Rules

Dwarven Holds



Parties:

- Arctic Mercenaries
- Dwarven Rangers
- Dwarven Treasure Hunters

Empire of Sonnstahl



Parties:

- Battle Monks
- Engineers Guild
- Gladiators
- Mercenaries
- Sisters of Sonnstahl
- Veteran Mercenaries
- Wealthy Mercenaries

Highborn Elves



Parties:

- Grey Watchers
- Mercenaries
- Veteran Mercenaries
- Wealthy Mercenaries

Adventuring Party Rules

Infernal Dwarves



Parties:

- Bandits
- Cave Goblins
- Infernal Dwarves
- Iron Orcs
- Orcs

Kingdom of Equitaine



Parties:

- Equitanian Crusaders
- Mercenaries
- Veteran Mercenaries
- Wealthy Mercenaries

Ogre Khans



- Bandits
- Iron Orcs
- Mercenary Ogres
- Orcs

Adventuring Party Rules

Orcs and Goblins



- Cave Goblins
- Forest Goblins
- Iron Orcs
- Mercenary Ogres
- Orcs

Saurian Ancients



- Druids
- Saurian Ancients

Sylvan Elves



- Druids
- Grey Watchers
- Outlaws

The Vermin Swarm



- Bandits
- Mercenary Ogres
- Plague Brotherhood
- Vermin Swarm

Undying Dynasties



Adventuring Party Rules

- Gladiators
- Undying Dynasties

Vampire Covenant



- Bandits
- Necromancer Host
- Outlaws
- Vampire Coven

Warriors of the Dark Gods



- Barbarian Voyagers
- Barbarians
- Corrupted Carnival
- Mutant Cult

The Adventuring Party

In order to create a new Adventuring Party, you must have 500 Realm Gold. This gold is converted into Party Gold (pg) which can be spent on the party.

You must first choose an Adventuring Party type that is compatible with your campaign faction. These are listed above.

You may only have one of any type of Adventuring Party.

One of your parties can be of any type, but you must invent some background to explain this.

Maximum Stash Size

Every adventuring party can stash up to 600pg and 18 Weirdstone Shards.

Minimum/Maximum Party Size

The minimum and maximum number of party members your party can have will be listed in the Party Rules.

Number of Models

There may be a maximum number of certain types of party member that your party can include. This will be listed in the Party Rules. If there is no number given, you may take as many of this type as you wish.

Heroes

Your party can have a maximum of 6 Heroes.

- Heroes are treated as individuals.
- Heroes gain experience, skills, and spells.
- Heroes can use special equipment.

Leader

Your party must always start with a Leader. This is the model in your Party Rules that has the Leader rule. This model cannot be replaced with another of the same type when it dies, unless otherwise stated. Should a party leader die, the model with the highest Ld replaces them and the model gains the Leader special rule. If there is a tie for highest Ld, you may choose who becomes Leader.

Henchmen

Henchmen come in groups of 1-5 models.

- Henchmen groups gain experience as a unit.
- Henchmen groups cannot use special equipment unless specifically stated.

Equipment

You will see in your Party Rules that each warrior profile has an Equipment entry underneath it. This tells you which equipment list they can buy from. The equipment list can also be found in the Party Rules.

You cannot buy special equipment until you have fought at least one skirmish.

Adventuring Party Rules

A warrior can only use the regular equipment listed in their equipment list.

Party Rating

The Party Rating is calculated by multiplying the number of party members by 5, then adding all Experience the party members have gained. Any model with the Large Target special rule adds a further 20 to the Party Rating.

Hired Hands

The types of Hired Hands you can employ will be listed in your Party Rules.

You may employ up to 5 Hired Hands at any given time.

You can only employ one of each type of Hired Hand.

Hired Hands do not count towards your minimum/maximum party size.

Hired Hands do not count when calculating the amount of gold you can get for your Weirdstone.

Your other party members cannot use the Ld of a Hired Hand in any circumstance.

Legendary Figures

The Legendary Figures you can employ will be listed in your Party Rules.

You may only employ one Legendary Figure at a time.

Only one party in the campaign can employ the same Legendary Figure at any given time.

Legendary Figures do not count towards your minimum/maximum party size.

Legendary Figures do not count when calculating the amount of gold you can get for your Weirdstone.

Legendary Figures do not gain Experience.

Legendary Figures do suffer Serious Injuries, just like a Hero.