

THE IX AGE FANTASY BATTLES



Flux Cards Supplement

2nd Edition, version 1 - April 27 2020



Fantasy Battles: The 9th Age is a community-made miniatures wargame.

All rules and feedback can be found/given at <http://www.the-ninth-age.com/>

Recent changes in blue or green and listed at the end of this document or at <http://the-ninth-age.com/archive.html>

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Introduction

Flux Cards is a supplement intended to add depth and variety to games of The 9th Age: Fantasy Battles, while providing additional opportunities for narrative play. As such, it may not be ideally suited for tournaments or other type of competitive play. We recommend that you discuss with your opponent before the game and reach an agreement whether or not to use the contents of this book.

What are these Flux Cards?

The introduction of Flux Cards and the Veil Token mechanic to define the Magic Phase was a key change to the 2.0 version of The 9th Age: Fantasy Battles rules. As has been noted by many members of our community, the cards open a lot of design space and options for modifying the game or exploring different magic phases, particularly vis-a-vis games of different sizes or with different numbers of players. A group of staff members in the project noticed this and came together to design some alternative sets of Flux Cards, to give players some additional tools and options for playing the game the way they want, or to just spice things up with something different for a bit of fun.

Five alternative sets of flux cards have been created and presented here: (A) Grand, (B) Warband, (C) Free For All, (D) Dark Gods and (E) Sorcerous Storm. These sets can be picked up and used with minimal modifications to the core rules.

When and why should I use them?

The key thing to remember is that these sets are an auxiliary product created by The 9th Age project to improve and broaden your (the players') gaming experience, so the bottom line is to use them whenever and where-ever you and your opponent agree to use them. You should also feel free to modify them to suit the needs of your own gaming group. Maybe if you come up with some great modifications of your own, consider sending them in to The 9th Scroll.

Of course, there were some design goals and ideas that we had in mind during the development of these sets. We will now briefly describe our design goals and intended usage for each set, and then explain what you need to do to use each set in your games.

Set (A): Grand (page 5)

Set (A) has the primary goal of facilitating large games, where players can invest more points into spell casters than a standard 4500 points game, without hitting diminishing returns. As such, expect games using this Set of Flux Cards to have more epic Magic Phases that have a bigger effect on the game. Equally, if you want to simulate a game in a highly magical region of the world, or just like to use lots of magic, feel free to use these cards in standard 4500 points games too!

Set (B): Warband (page 7)

Set (B) is the opposite: it has the primary goal of facilitating small games. This is actually a bit tricky to do without redesigning the entire Magic Phase, so this Set is a minimal modification to the Flux Cards to allow the Magic Phase to scale better for games below 4500 points, without changing any rules or the effective game play. This relates to one of the two uses of Set (C): as an alternative set for small games, that doesn't quite play in the standard way.

Set (C): Free For All (page 9)

Set (C) contains cards that give fewer Magic Dice and no Dispel Dice, so results in quite a different experience! One use of this is a more radical alternative for small games, as stated above. However, the main use of this Set is as a multi player "free-for-all" Set of cards, which allows players to simply and easily incorporate magic into such games, without any complicated negotiation regarding who gets the Dispel Dice during a certain Player's Turn...

Set (D): Dark Gods (page 11)

The final two Sets, (D) and (E) are not aimed at different game sizes or player numbers. Instead they are designed to offer a slightly wackier and crazier experience, and both relate to the background of The 9th Age world.

The first of these, (D), is based around the concept of the 7 sins and Father Chaos himself. Each Flux Card is associated with one of these 8, and when the Flux Card is revealed, the player may choose to yield to the sin. If they do so, then they gain additional magical power, but at the cost of their army succumbing to the corresponding sin, and

acting appropriately. If the Father Chaos card is chosen, then the player has the option to yield to two sins, for a truly powerful magic phase; but can any general control an army that has yielded to two sins?

Rules — After drawing a Flux Card, the Active Player may choose to yield to the sin on that Flux Card. If they do, they gain 2 additional Magic Dice, except for Flux Card 2, and the effects of yielding to that sin are applied until the start of the Active Player's next Magic Phase.

Set (E): Sorcerous Storm (page 13)

The final Set, (E), plays on the connections between weather and magic in certain localised regions in The 9th Age world where the veil is weak. As the magical energy in the region fluctuates, different weather patterns can be caused, affecting the Battlefield. As such, each Flux Card has a unique effect on the board based on the weather that that Flux Card represents. Skilled Wizards can harness the weather to weaken enemy troops or bolster their own, adding an entirely new dimension to the player's strategy: this Set of Flux Cards comes with 8 entirely new weather related spells, one associated with each Flux Card, to allow players' Wizards to manipulate the Battlefield itself.

Rules — Each card contains a weather effect that affects both armies until the next Flux Card is drawn. In addition, each card contains a Weather Spell that may be cast by any of the Active Player's Wizards.

How do I use them?

With all of these sets, the intent is that both players use a Flux Card deck of the same kind, rather than one player using e.g. the standard set and the other player using the small game set. Of course, if players are writing a specific narrative scenario, then it may be entirely appropriate for each player to use a different type of Flux Card deck, so don't let us stop you.

Sets (A)–(C) require nothing other than substituting the 8 Flux Cards in the Rulebook with the new set and just doing what it says on the cards. The only subtlety is that Set (C) has no Dispel Dice, so certain Special Equipment might turn out to not be very useful.

With Set (D) the Flux Cards get replaced as above. During the game, after drawing a Flux Card, the Active Player may choose to yield to the sin on that Flux Card. If they do, they gain 2 additional Magic Dice, and the effects of yielding to that sin are applied to their army until the start of the Active Player's next Magic Phase.









With Set (E), the players need to replace the standard Flux Cards with the Weather Flux Cards, and they will also need the set of Weather Spells (see next page). Each Flux Card contains a weather effect that affects both armies until the next Flux Card is drawn. In addition, each card contains a Weather Spell that may be cast by any of the Active Player's Wizards during the Magic Phase in which the Flux Card was drawn.

Sorcerous Storm Spells









The Sorcerous Storm Flux Cards contains Weather Spells that may be cast by any of the Active Player's Wizards. The spell number corresponds to the associated Flux Card number.

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
1 Sinkhole				
8+	24"	Damage Direct Hex	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0.
2 Flash Flood				
8+	24"	Universal	One Turn	Place a Water Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Water Terrain always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation).
3 Tornado				
9+	24"	Hex	One Turn	The target is Shaken.
4 Call Lightning				
9+	24"	Damage Hex	Instant	Roll a D6. On a roll of 2+, the target suffers D6 Hits, plus an additional D3 hits if at least one model in the target has Fly. Hits are resolved with Strength 6 and Armour Penetration 10. On a roll of '1', the Caster's unit is affected instead.
5 Fog				
8+	24"	Hex	One Turn	No model in the target unit can draw Line of Sight to targets farther away than 12".
6 Chilling Frost				
8+	24"	Hex	One Turn	The target suffers -1 Strength, -1 Armour Penetration, and -2 Agility.
7 Chosen One				
8+	24"	Augment Focused	Permanent	This spell may only target Characters. The target gains +1 Discipline, Commanding Presence, and Rally Around the Flag.
8 Eye of the Storm				
8+	Caster		Permanent	Immediately after step 3 of the Magic Phase Sequence of the Active Player's next Magic Phase (Siphon the Veil), the target may automatically cast the Weather Spell for that turn's Flux Card, using no Magic Dice and achieving a total casting roll of 8 (it may be dispelled as normal). The spell then ends.









<div>I</div> <div> <div>7 Magic Dice</div> <div>(Both Players)</div> <div>5 Veil Tokens</div> <div>(Active Player)</div> </div> <div> <p>Miscasts and Dispelling Attempts gain a +1 modifier. This is an exception to the Casting and Dispelling Modifier rule.</p> </div>	<div>II</div> <div> <div>8 Magic Dice</div> <div>(Both Players)</div> <div>6 Veil Tokens</div> <div>(Active Player)</div> </div> <div> <p>The Active Player ignores all Veil Token Limits in the Rulebook until the start of their next Magic Phase.</p> </div>	<div>III</div> <div> <div>9 Magic Dice</div> <div>(Both Players)</div> <div>4 Veil Tokens</div> <div>(Active Player)</div> </div> <div> <p>The Active Player ignores all Veil Token Limits in the Rulebook until the start of their next Magic Phase.</p> </div>	<div>IV</div> <div> <div>9 Magic Dice</div> <div>(Both Players)</div> <div>10 Veil Tokens</div> <div>(Active Player)</div> </div> <div> <p>The Active Player may remove up to 15 Veil Tokens from the pool and generate up to 5 Magic Dice from Veil Tokens.</p> </div>
<div>V</div> <div> <div>10 Magic Dice</div> <div>(Both Players)</div> <div>6 Veil Tokens</div> <div>(Active Player)</div> </div> <div> <p>Bound Spell Power Levels gain a +1 modifier.</p> </div>	<div>VI</div> <div> <div>10 Magic Dice</div> <div>(Both Players)</div> <div>8 Veil Tokens</div> <div>(Active Player)</div> </div> <div> <p>The Active Player may remove up to 15 Veil Tokens from the pool and generate up to 5 Magic Dice from Veil Tokens.</p> </div>	<div>VII</div> <div> <div>11 Magic Dice</div> <div>(Both Players)</div> <div>9 Veil Tokens</div> <div>(Active Player)</div> </div> <div> <p>The Active Player may remove up to 15 Veil Tokens from the pool and generate up to 5 Magic Dice from Veil Tokens.</p> </div>	<div>VIII</div> <div> <div>12 Magic Dice</div> <div>(Both Players)</div> <div>8 Veil Tokens</div> <div>(Active Player)</div> </div> <div> <p>Miscasts and Casting Attempts gain a -1 modifier. This is an exception to the Casting and Dispelling Modifier rule.</p> </div>

<p>FLUX</p>  <p>GRAND</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>GRAND</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>GRAND</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>GRAND</p> <p>THE IX AGE FANTASY BATTLES</p>
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<div> <div>I</div> <div> </div> </div> <div> 3 Magic Dice <i>(Both Players)</i> 2 Veil Tokens <i>(Active Player)</i> </div> <div> <p>If the Reactive Player has 3 or more Veil Tokens in their pool, they may choose to convert 3 Veil Tokens into a single Magic Dice.</p> </div>	<div> <div>II</div> <div> </div> </div> <div> 4 Magic Dice <i>(Both Players)</i> 2 Veil Tokens <i>(Active Player)</i> </div> <div> <p>Casting Attempts result in a Miscalc when 2 or more Magic Dice roll the same value.</p> </div>	<div> <div>III</div> <div> </div> </div> <div> 4 Magic Dice <i>(Both Players)</i> 4 Veil Tokens <i>(Active Player)</i> </div> <div> <p>Miscalcs gain a +1 modifier.</p> </div>	<div> <div>IV</div> <div> </div> </div> <div> 5 Magic Dice <i>(Both Players)</i> 1 Veil Token <i>(Active Player)</i> </div>
<div> <div>V</div> <div> </div> </div> <div> 5 Magic Dice <i>(Both Players)</i> 3 Veil Tokens <i>(Active Player)</i> </div>	<div> <div>VI</div> <div> </div> </div> <div> 5 Magic Dice <i>(Both Players)</i> 4 Veil Tokens <i>(Active Player)</i> </div>	<div> <div>VII</div> <div> </div> </div> <div> 5 Magic Dice <i>(Both Players)</i> 5 Veil Tokens <i>(Active Player)</i> </div>	<div> <div>VIII</div> <div> </div> </div> <div> 6 Magic Dice <i>(Both Players)</i> 3 Veil Tokens <i>(Active Player)</i> </div> <div> <p>The Active Player gains 1 Veil Token at the end of this Magic Phase.</p> </div>









<p>FLUX</p>  <p>WARBAND</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>WARBAND</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>WARBAND</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>WARBAND</p> <p>THE IX AGE FANTASY BATTLES</p>
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<div>I</div> <div>9 Veil Tokens</div> <div>(Active Player)</div> <p>If the Active Player's first Casting Attempt is successful (including Miscasts), roll a D6. On a roll of 1–3, it is considered failed instead (and any Miscast is ignored), and all of the Magic Dice used for the Casting Attempt are returned to the pool.</p>	<div>II</div> <div>9 Veil Tokens</div> <div>(Active Player)</div> <p>The Active Player cannot cast the Hereditary Spell of their army (this does not apply to Attribute Spells).</p>	<div>III</div> <div>10 Veil Tokens</div> <div>(Active Player)</div> <p>The Active Player cannot cast spells with type Hex unless they also have type Damage.</p>	<div>IV</div> <div>10 Veil Tokens</div> <div>(Active Player)</div> <p>The Active Player cannot cast spells whose types include both Hex and Damage.</p>
<div>V</div> <div>11 Veil Tokens</div> <div>(Active Player)</div> <p>The Active Player cannot cast spells with type Augment.</p>	<div>VI</div> <div>11 Veil Tokens</div> <div>(Active Player)</div> <p>The Active Player cannot cast spells with type Universal.</p>	<div>VII</div> <div>12 Veil Tokens</div> <div>(Active Player)</div> <p>Bound Spells cannot be cast with 2 Magic Dice.</p>	<div>VIII</div> <div>12 Veil Tokens</div> <div>(Active Player)</div> <p>The Active Player may remove up to 15 Veil Tokens from its pool and generate up to 5 Magic Dice from Veil Tokens.</p>

<p>FLUX</p>  <p>FREE FOR ALL</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>FREE FOR ALL</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>FREE FOR ALL</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>FREE FOR ALL</p> <p>THE IX AGE FANTASY BATTLES</p>
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<div> <div>I</div> <div>Yield to Pride</div> <div> <p>The <i><colored></i> text is additionally used if the Active Player chooses to yield to this sin.</p> <p>4 <i><+2></i> Magic Dice (Both Players) <i><Active Player></i></p> <p>2 Veil Tokens (Active Player)</p> <p><i><The Active Player must issue and accept Duels with a Character whenever possible (this cannot be prevented by issuing or accepting a Duel with a Champion first) and cannot voluntarily Flee or Stand and Shoot as Charge Reactions.></i></p> </div> </div>	<div> <div>II</div> <div>Yield to Father Chaos</div> <div> <p>The <i><colored></i> text is additionally used if the Active Player chooses to yield to this sin.</p> <p>5 Magic Dice (Both Players)</p> <p>1 Veil Token (Active Player)</p> <p><i><The Active Player draws two additional Flux Cards; they can yield to neither, either, or both sins on these Flux Cards. By yielding to both sins they gain +4 Magic Dice, by yielding to one they gain +2 Magic Dice. The two additional Flux Cards are returned to the deck.></i></p> </div> </div>	<div> <div>III</div> <div>Yield to Envy</div> <div> <p>The <i><colored></i> text is additionally used if the Active Player chooses to yield to this sin.</p> <p>5 <i><+2></i> Magic Dice (Both Players) <i><Active Player></i></p> <p>4 Veil Tokens (Active Player)</p> <p><i><The Active Player's units cannot use the General's Commanding Presence.></i></p> </div> </div>	<div> <div>IV</div> <div>Yield to Greed</div> <div> <p>The <i><colored></i> text is additionally used if the Active Player chooses to yield to this sin.</p> <p>5 <i><+2></i> Magic Dice (Both Players) <i><Active Player></i></p> <p>6 Veil Tokens (Active Player)</p> <p><i><The Active Player's units gain Frenzy against enemy units that contain one or more Special Items.></i></p> </div> </div>
<div> <div>V</div> <div>Yield to Sloth</div> <div> <p>The <i><colored></i> text is additionally used if the Active Player chooses to yield to this sin.</p> <p>5 <i><+2></i> Magic Dice (Both Players) <i><Active Player></i></p> <p>8 Veil Tokens (Active Player)</p> <p><i><The Active Player's units may not perform March Moves, and all of their Shooting Attacks gain Unwieldy.></i></p> </div> </div>	<div> <div>VI</div> <div>Yield to Lust</div> <div> <p>The <i><colored></i> text is additionally used if the Active Player chooses to yield to this sin.</p> <p>6 <i><+2></i> Magic Dice (Both Players) <i><Active Player></i></p> <p>4 Veil Tokens (Active Player)</p> <p><i><All enemy units gain Distracting and Hard Target.></i></p> </div> </div>	<div> <div>VII</div> <div>Yield to Wrath</div> <div> <p>The <i><colored></i> text is additionally used if the Active Player chooses to yield to this sin.</p> <p>6 <i><+2></i> Magic Dice (Both Players) <i><Active Player></i></p> <p>6 Veil Tokens (Active Player)</p> <p><i><The Active Player's units gain Fearless and suffer -2 Defensive Skill.></i></p> </div> </div>	<div> <div>VIII</div> <div>Yield to Gluttony</div> <div> <p>The <i><colored></i> text is additionally used if the Active Player chooses to yield to this sin.</p> <p>7 <i><+2></i> Magic Dice (Both Players) <i><Active Player></i></p> <p>7 Veil Tokens (Active Player)</p> <p><i><The Active Player's units automatically pass all Restrain Pursuit Tests and may not Pursue or Overrun.></i></p> </div> </div>

<p>FLUX</p>  <p>DARK GODS</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>DARK GODS</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>DARK GODS</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>DARK GODS</p> <p>THE IX AGE FANTASY BATTLES</p>
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<div> <div>I</div> <div>  </div> </div> <div> Mud Slicks <i>Weather Spell: Sinkhole</i> 4 Magic Dice <i>(Both Players)</i> 3 Veil Tokens <i>(Active Player)</i> <p>Charging units do not benefit from Charging Momentum and instead suffer -1 Agility.</p> </div>	<div> <div>II</div> <div>  </div> </div> <div> Pouring Rain <i>Weather Spell: Flash Flood</i> 5 Magic Dice <i>(Both Players)</i> 2 Veil Tokens <i>(Active Player)</i> <p>Shooting Attacks suffer -1 to hit. In addition, no model can draw Line of Sight to targets farther away than 30".</p> </div>	<div> <div>III</div> <div>  </div> </div> <div> Howling Wind <i>Weather Spell: Tornado</i> 5 Magic Dice <i>(Both Players)</i> 2 Veil Tokens <i>(Active Player)</i> <p>Shooting Attacks with Strength 5 or less suffer -1 to hit.</p> </div>	<div> <div>IV</div> <div>  </div> </div> <div> Thunderous Skies <i>Weather Spell: Call Lightning</i> 5 Magic Dice <i>(Both Players)</i> 7 Veil Tokens <i>(Active Player)</i> <p>Models making any Flying Movement (including Advance Moves, Reforms, etc.) take a Dangerous Terrain (2) Test at the end of the movement, which is not considered to be caused by Terrain.</p> </div>
<div> <div>V</div> <div>  </div> </div> <div> Mist <i>Weather Spell: Fog</i> 5 Magic Dice <i>(Both Players)</i> 9 Veil Tokens <i>(Active Player)</i> <p>No model can draw Line of Sight to targets farther away than 18".</p> </div>	<div> <div>VI</div> <div>  </div> </div> <div> Snap Freeze <i>Weather Spell: Chilling Frost</i> 6 Magic Dice <i>(Both Players)</i> 5 Veil Tokens <i>(Active Player)</i> <p>Water Terrain becomes Dangerous Terrain (1) for all models, and is otherwise treated as Open Terrain. Models that treat Hills and Ruins as Dangerous Terrain add 1 to the value of any Dangerous Terrain Tests. All other models treat Hills and Ruins as Dangerous Terrain (1) instead. In addition, Charge Range rolls are subject to Minimised Roll.</p> </div>	<div> <div>VII</div> <div>  </div> </div> <div> Eclipse <i>Weather Spell: Chosen One</i> 6 Magic Dice <i>(Both Players)</i> 7 Veil Tokens <i>(Active Player)</i> <p>Successful Armour, Aegis and Fortitude Saves must be rerolled.</p> </div>	<div> <div>VIII</div> <div>  </div> </div> <div> Calm and Clear <i>Weather Spell: Eye of the Storm</i> 7 Magic Dice <i>(Both Players)</i> 7 Veil Tokens <i>(Active Player)</i> <p>No additional effect.</p> </div>

<p>FLUX</p>  <p>SORCEROUS STORM</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>SORCEROUS STORM</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>SORCEROUS STORM</p> <p>THE IX AGE FANTASY BATTLES</p>	<p>FLUX</p>  <p>SORCEROUS STORM</p> <p>THE IX AGE FANTASY BATTLES</p>
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