

# Fantasy Battles

## The 9<sup>th</sup> Age



# Iron City

Army Wide Rules	Core
Army Special Rules	Special
Armoury	Arsenal & Ammunition
Magical Artifacts	Dogs of War
Characters	Quick Reference Sheet

**Army Rules**  
**Fan-made**

# Army Wide Rules

## Dogs of War Category

Characters and/or War Platform cannot join units counts as Dogs of War category.

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# Army Special Rules

## More Money for Us

Units with this rule may ignore the Leadership penalty for units that are at 25% or less of their starting number when performing a Rally Test as long as the Paymaster is alive.

# Armoury

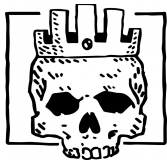
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# Magical Artifacts

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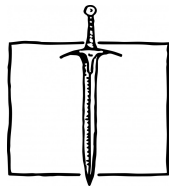
# Army Organisation

Characters



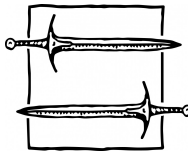
Max 40%

Core



At least 25%

Special



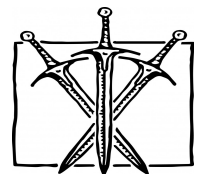
No limit

Arsenal  
&  
Ammunition



Max 35%

Dogs of War



Max 30%

# Army List

## CHARACTERS ( max 40% )

### Mercenary Leaders

*Size* Standard

*Type* Infantry

*Bsae* 20x20mm

**160 pts**

single model

*Global*

*Ad Ma Di*

*Model Rules*

**4 8 9**

More Money for Us

*Defense*

*Df Re AS Sp HP*

Heavy Armour

**4 4 5+ - 3**

*Offense*

*Of St AP At Ag*

**5 4 1 4 5**

<i>Options</i> .....	<i>pts</i>
A single Racial Trait.....	75
<b>Paymaster</b> .....	50
Magical Artifacts	
Paymaster.....	up to 100
Otherwise.....	up to 200
Shield.....	10
Replace its Hand Weapon with (one choice only):	
Paired Weapons.....	10
Great Weapon.....	15
Halberd.....	15
Flail.....	15
Lance.....	20
Pistol (2+).....	10

<i>Mounts Options</i> .....	<i>pts</i>
Horse.....	50
Savage Beast.....	140
Winged Beast.....	220
Enslave Drake*.....	520

*\*Mercenary Leaders with Racial Trait: Disgraced Half-Elf only*

*Optional Model Rules* .....

**Paymaster:** Models with this special rule gain *Hold Your Ground* with the following exceptions: it has a range of 6" and at the end of any phase in which a Paymaster is removed as a casualty, all friendly model parts (except mounts) on the table gain *Hatred* special rule, must always pursue or overrun whenever possible and adds +1 to their pursuit distances until the end of the next Player Turn. At end of the game, you enemy gain 150 VP for each Paymaster killed or has fled the Battlefield.

### Racial Traits

One per Army

*Others Characters and Mount are not affected*

#### **Human Merchant Prince**

A model part in a unit with a model with Human Merchant Prince gains +2 Defensive Skill and Innate Defence (6+).

#### **Half-Dwarf Stinking rich** -model on foot only

A model part in a unit with a model with Half-Dwarf Stinking rich gains +1 Resistance and one unit in the army whit Standard Bearer can take Banner Enchantments without any cost limitations.

#### **Disgraced Half-Elf**

A model part in a unit with a model with Disgraced Half-Elf gains +1 Agility and replace their Shooting Weapon's Aim Score with (3+).

#### **General Massive** -model on foot only

A model part in a unit with a model with General Massive gains Impact Hits (1) and are immune to the effects of Fear. The model change Base size for 40x40mm and gain +1 Health Points.

#### **Khan Green Skin**

A model part in a unit with a model with Khan Green Skin gains +1 Offensive Skill and Armour Piercing (+1).