

THE IX AGE FANTASY BATTLES

HOME BREW



Celtic Dwarves

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Army Model Rules	2	Characters	6
Hereditary Spell	3	Character Mounts	7
Runic Tattoo	3	Core	9
Special Items	4	Special	10
Army Organisation	5	Unexpected Allied	13



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

All rules and feedback can be found and given at: the-ninth-age.com

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Army Model Rules

Universal Rules

Undisciplined.

If more than half of a unit's models have Undisciplined suffers -1 Discipline for its Discipline Tests other than Break Tests and Panic Tests, and if the unit is 7 models wide, it counts as being in Line Formation.

The Age of Heroes

The model must be deployed inside a unit that not contain any other model with The Age of Heroes. As long as the model is inside a non-Shaken unit, it gains **Scoring**. In addition, for purpose of the Secondary Objective: Capture the Flags, opponent must mark all models with The Age of Heroes rule. If the Celtic Dwarves player has fewer than 3 marked units, their opponent must mark enough units from this player's Army List so that there are exactly 3 marked units in the army, starting with the player who chose their Deployment Zone.

Legendary Fury

Model on foot with Legendary Fury gains **Devastating Charge (+1 Adv, +10ff)**. In addition, units consisting entirely of models on foot with Legendary Fury may reroll single natural roll of '1' when rolling for Charge Range.

Carnyx

The bearer's unit gain **Devastating Charge** (Fear)

Divine Magic

The model with this rule is **Wizard Adept** and must select up spells from predetermined spells given in the unit entry.

Attack Attributes

Heroic Death– Close Combat

When a model with this Attack Attribute is removed as a casualty during the Melee Phase due to an enemy Melee Attack, it must immediately, before removal, perform a single Close Combat Attack with the following rules and restrictions:

- The attack is always resolved with **Lethal Strike**, Strength 4 and Armour Penetration 1.
- The owner must choose one of the following options:
 1. The attack is allocated towards the model that caused the casualty.
 2. The attack is allocated towards an R&F model in that model's unit. The hit is distributed onto the unit. In either case, the model with Heroic Death is considered in base contact with the attacked model, and the models count as Engaged in the same Facings as their units.
- This Attack Attribute cannot be used for casualties caused by Impact Hits.

Personal Protections

War Paint – Personal Protection

The model gains **Aegis (6+)**

Armory

Javelin – Shooting Weapon

Range 12", Shots 1, Str as user, AP as user, **Accurate, Quick to Fire**.

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H Battle Vigor				
(6+)	(18")	Augment	One Turn	All models in its unit when the spell is cast, and Raised models in the unit gain Aegis (+1, max. 4+) .
{8+}	{6" Aura}	Augment	One Turn	

Runic Tattoo

Runic Tattoo

Runic Tattoos follow the general rules of Special Items concerning which model parts are affected.

Runic Tattoo is **One of a Kind**.

Runic Tattoo of Cernunnos 40 pts

Models on foot only

The **bearer's model** gains **Aegis (+1, max. 4+)** and the bearer gains **Impact Hits (D3)**, that are **always** resolved with Strength 5 and Armour Penetration 2.

Runic Tattoo of Belenus 30 pts

The **bearer's model** gains **Aegis (+1, max. 4+)**

One use only. May be activated at the start of a Round of Combat. The **bearer's model** gains **Flaming Attack** until the model is no longer Engaged in Combat.

Runic Tattoo of Teutates 35 pts

The **bearer's model** gains **Aegis (+1, max. 4+)** and **Magic Resistance (1)**. If the **bearer's** unit contains other instances of Magic Resistance, it increases those Magic Resistance values by 1 instead.

Runic Tattoo of Taranis 55 pts

The **bearer's model** gains **Aegis (+1, max. 4+)**. The bearer can cast *Fate's Judgement* (Divination) as a Bound Spell with Power Level (4/8).

Runic Tattoo of Esus 35 pts

The **bearer's model** gains **Aegis (+1, max. 4+)**. The bearer's unit gains **Strider** (Forest)

Special Items

Celtic Dwarves armies cannot pick from the list of Common Armour Enchantments and Common Artefacts.

Weapon Enchantments

Dagda's Mace 35 pts

Enchantment: Great Weapon

Attacks made with this weapon become **Magical Attacks**.

One use only. May be activated at the start of a Round of Combat. If so, choose one of the following effects:

- The model gains **Crush Attack** to the end of that Round of Combat.
- The model immediately Recover 1 Health Point.

Lugh's Spear 35 pts

Enchantment: Spear or Light Lance.

Attacks made with this weapon gain +1 Armour Penetration and become **Magical Attacks**.

May be activated at the start of a Round of Combat. Close Combat Attacks gain **Flaming Attacks** until the bearer's unit is no longer Engaged in Combat. These hits always wound on a roll equal to or greater than "7 minus the Armour of the model that the hit is distributed onto". An unmodified '6' always wounds and an unmodified '1' always fails to wound.

Thundered 40 pts

Enchantment: Javelin.

[This Javelin profile is changed to:](#)

Range 18", Shots 1, Str 4 [6], AP 1 [3], Area Attack (1×5), [Multiple Wounds (D3)], **Magical Attacks, Accurate, Quick to Fire, Reload!**.

Armour Enchantments

Rage Bearer 35 pts

Enchantment: Shield.

The wearer gains +1 Armour and **Rage** (see Henge Keeper unit)

Ancestral Torc 45 pts

Enchantment: Suit of Armour

The wearer's Armour is set to 4 and can never be improved beyond this. Also the models gain Magic Resistance (1). If the unit contains other instances of Magic Resistance, it increases those Magic Resistance values by 1 instead.

Banner Enchantments

Cut Heads Trophy 10 pts

0-3 per Army

If one or more models are in the bearer's unit kill the enemy model in a Duel while in that unit, the bearer unit's Discipline Tests are subject to Minimised Roll for the rest of the game.

Artifacts

Sun Chariot 20 pts

Models on Dwarf Boar Chariot only.

The bearer model's Chassis model part gains **Impact Hits (D3+3)** and the bearer model's model parts with Harnessed or Inanimate gain **Divine Attacks** and **Magical Attacks**.

Necklace of Bear Fangs 75 Pts

Models on foot only. Cannot be taken by the Battle Standard Bearer.

The model gains +1 Health Points, +1 Attacks, +1 Strength, +1 Armour Penetration, **Not a Leader** and **Ursus Vigor** (see Dwarves Werebears unit), its Height is changed to Large, its base is changed to 40x40mm, and its Armour is **set** to 1.

Ancient Cauldron 50 Pts

Druid only

The bearer's must use **Judgement on High** (see Thaumaturgy Path) **for each of its spell, regardless of the Path that the spell is Casted.**

Howler Carnyx 25 Pts

Bard only

The bearer and the bearer's unit gains **Fear** and Devastating Charge (Terror)

Hunting Horn 20 pts

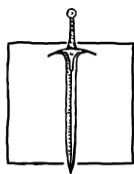
Discipline Tests taken by friendly Beast models within 12" of non-Fleeing model with Hunting Horn are subject to Minimised Roll.

Friendly Beast models within 12" of non-Fleeing model with Hunting Horn gain **Stubborn** (Type: Beast)

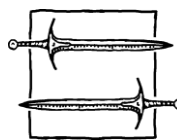
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Unexpected Allies
Max. 15%

Characters (Max. 40%)



Chieftain 115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	The Age of Heroes, Legendary Fury, Undisciplined		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	War Paint , Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Chieftain	3	6	4	1	4	Heroic Death

Options	pts	Mount Options	pts
King (General only)	45	War Boar	40
Battle Standard Bearer	50	Dwarf Boar Chariot	65
A single Runic Tattoo	No limit	Shield Bearers	90
Special Items	up to 100		
Shield	5		
Javelin (3+)	5		
One choice only:			
Paired Weapons	5		
Spear	5		
Light Lance	5		
Great Weapon	10		

King. The model gains +1 Discipline and the model part gains +1 Attack.



Legendary Hero 210 pts

single model

0–1 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	The Age of Heroes , Not a Leader, Legendary Fury, Musician , Divine Magic, Undisciplined	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	War Paint, Light Armour
Offensive	Att	Off	Str	AP	Agi
Legendary Hero	2	5	4	1	3

Options	pts	Mount Options	pts
Must choose (one choice only):		War Boar	30
Legendary Bard	10		
Legendary Smith	free		
A single Runic Tattoo	No limit		
Special Items	up to 100		
Shield	5		
Javelin (3+)	5		
One choice only:			
Paired Weapons	5		
Spear	5		
Light Lance	5		
Great Weapon (Legendary Smith)	5		

Legendary Bard gains **Musician** and for purpose of **Divine Magic** it **Must** select 2 spells from:

- *Battle Vigor* (Hereditary Spell)
- *Know The Enemy* (Divination)
- *Scrying* (Divination)

Legendary Smith

For purpose of **Divine Magic** it **Must** select 2 spells from:

- *Battle Vigor* (Hereditary Spell)
- *Word of Iron* (Alchemy)
- *Glory of Gold* (Alchemy)



Druid

185 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	9	Legendary Fury, Divine Magic, Undisciplined	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	War Paint
Offensive	Att	Off	Str	AP	Agi
Druid	1	4	3	0	2

Options	pts	Mount Options	pts
A single Deity Tattoo	No limit	Ogham Stone	165
Special Items	up to 100	Divine magic	

For purpose of Divine Magic it **Must** select 2 spells from:

- *Battle Vigor* (Hereditary Spell)
- *Altered Sight* (Cosmology)
- *Perception of Strength* (Cosmology)
- *Master of Earth* (Druidism)
- *Entwining Roots* (Druidism)

Character Mounts



Shield Bearers

Height Standard
Type Infantry
Base 40×20 mm

0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules	
	3"	9"	C	Tall	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+2	Cannot be Stomped
Offensive	Att	Off	Str	AP	Agi
Shield Bearers	2	5	4	1	2
					Harnessed



War Board

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	AP	Agi
War Boar	1	3	4	1	3
					Devastating Charge (+1 Str, +1 AP), Harnessed



Dwarf Boar Chariot

Height Large
Type Construct
Base 50×75 mm
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	7"	9"	C	Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
War Boar (2)	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			4	1		Impact Hits (1D3+1), Inanimate



Ogham Stone

Height Large
Type Construct
Base 60 mm round
0–1 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	0"	0"	C	Fearless, Great Menhir , Magic Resistance (2), Not a Leader, Ogham Runes , Unbreakable, War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	C+2		
Offensive	Att	Off	Str	AP	Agi	
Ogham Guards (2)	1	5	4	1	2	

Model Rules

Great Menhir: Universal Rule.

The model cannot declare any Charges nor perform Pursuit Moves, and its Advance Rate and March Rate are always 0", i.e. the model cannot perform any Advance Moves, March Moves, Magical Moves, or Random Movement.

Ogham Runes

The model gains +1 Casting Modifier and the Range of its spells is increase by +6" and aura spells by +3". In addition, for purpose of Divine Magic, the model **must** select 1 additional spells from:


- *Summer Growth* (Druidism)
- *Ice and Fire* (Cosmology)

Core (Min. 25%)

	Clan Warriors	Height Standard
	185 pts + 10 pts/extra model	Type Infantry
	15-40 model	Base 20×20 mm


Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Legendary Fury, Undisciplined		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	War Paint, Shield	
Offensive	Att	Off	Str	AP	Agi	
Clan Warriors	1	4	3	0	2	

Options	pts	Options	pts
Spear	1/model	Champion	10
		Musician and Carnyx	15
		Standard Bearer	10
		Banner Enchantment	no limit

	Javaleineers	Height Standard
	170 pts + 13 pts/extra model	Type Infantry
	10-20 model 0-3 Units/Army	Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Light Troops, Legendary Fury, Undisciplined		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	War Paint , Shield	
Offensive	Att	Off	Str	AP	Agi	
Javaleineer	1	4	3	0	2	Javelin (4+)

Options	pts	Options	pts
		Champion	10
		Musician and Carnyx	10
		Standard Bearer	10


	Rider Patrol	Height Standard
	170 pts + 17 pts/extra model	Type Cavalry
	5-10 models 0-4 Units/Army	Base 25×50 mm

Rider Patrol, Noble Riders and Charioteers share the same 0-5 Units/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Light Troops, Vanguard, Undisciplined		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	War Paint	
Offensive	Att	Off	Str	AP	Agi	
Rider	1	4	3	0	2	Paired Weapons , Javelin (4+)
War Boar	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed


Options	pts	Options	pts
		Champion	10
		Musician	10
		Standard Bearer	10

Special (No limit)

	Noble Riders	<i>Height</i> Standard
	160 pts + 25 pts/extra model	<i>Type</i> Cavalry
	5-10 models 0-3 Units/Army	<i>Base</i> 25×50 mm

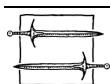
Rider Patrol, Noble Riders and Charioteers share the same 0-5 Units/Army limitation.						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	9	Bodyguard (General), Undisciplined		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	2	War Paint, Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
Noble Rider	1	5	4	1	2	Heroic Death, Light Lance
War Boar	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed

<i>Options</i>	<i>pts</i>	<i>Options</i>	<i>pts</i>
Javelin (4+)	2/model	Champion	10
		Musician	10
		Standard Bearer	10
		Banner Enchantment	no limit

	Charioteers	<i>Height</i> Large
	180 pts + 75 pts/extra model	<i>Type</i> Construct
	2-3 models 0-3 Units/Army	<i>Base</i> 50×75 mm

Rider Patrol, Noble Riders and Charioteers share the same 0-5 Units/Army limitation.						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	9	Feigned Flight, Light Troops, Swiftstride, Undisciplined		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	2	War Paint, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
Crew (2)	1	4	4	1	3	Light Lance
War Boar (2)	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			4	1		Impact Hits (D3+1), Inanimate

<i>Options</i>	<i>pts</i>	<i>Options</i>	<i>pts</i>
Javelin (4+)	5/model	Champion	10
		Musician	10
		Standard Bearer	10
		Banner Enchantment	no limit



Noble Warriors

150 pts + 14 pts/extra model

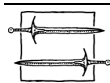
10-30 model

0-4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Bodyguard (General), Legendary Fury, Undisciplined		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	War Paint	
Offensive	Att	Off	Str	AP	Agi	
Noble Warrior	1	5	4	1	2	Heroic Death

Options	pts	Options	pts
Must choose (at least one choice):		Champion	10
Light Armour and Shield	2/model	Musician and Carnyx	15
Paired Weapons	2/model	Standard Bearer	10
		Banner Enchantment	no limit



Head Hunters

165 pts + 17 pts/extra model

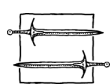
8-15 model

0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Light Troops, Scout, Skirmisher, Legendary Fury, Undisciplined		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Hard Target (1), War Paint	
Offensive	Att	Off	Str	AP	Agi	
Head Hunter	1	4	4	1	3	Lethal Strike, Paired Weapons

Options	pts	Options	pts
Javelin (3+)	2/model	Champion	10



Wolfhounds

100 pts + 9 pts/extra model

5-15 models

0-3 Models/Army

Height Standard
Type Beast
Base 25×50 mm

Units of 8 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	5	Insignificant, Release the Wolfhounds		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	AP	Agi	
Wolfhound	1	3	4	0	4	

Model Rules

Release the Wolfhounds: Universal Rule.

One use only. May be activated at the start of a friendly Player Turn (all models in a unit must activate this rule at the same time). The model gain +6" March Rate and Devastating Charge (+1 Att) during this Player Turn.



Outlaws

170 pts + 10 pts/extra model

10-20 model

0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3"	9"	9	Ambush, Insignificant, Legendary Fury, Undisciplined	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	War Paint
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>
Outlaw	1	4	3	0	2


<i>Options</i>	<i>pts</i>	<i>Options</i>	<i>pts</i>
Must choose (at least one choice):		Champion	10
Great Weapon	1/model	Musician	10
Paired Weapons	1/model	Standard Bearer	10
Shield and Javelin (4+)	2/model		
Shield and Spear	2/model		

Unexpected Allies (Max. 15%)

	Dwarves Werebear 195 pts + 55 pts/extra model	0–6 Models/Army 3–6 model	0–2 Units/Army	Height Large Type Infantry Base 40×40 mm	

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Legendary Fury, Undisciplined		
Defensive	HP	Def	Res	Arm		
	3	4	4	1	War Paint, Ursus Vigor	
Offensive	Att	Off	Str	AP	Agi	
Dwarf Werebear	3	4	4	1	2	Great Weapon

Options					pts
Ursus Vigor Attacks can never wound the model on better than 3+.					10
Champion					

	Morrigan's crows 150 pts + 30 pts/extra model	2–4 models	0–2 Units/Army	Height Standard Type Infantry Base 40×40 mm	


Global				Model Rules		
Ground Fly	Adv	Mar	Dis	Fearless, Fly (7", 16"), Light Troops, Skirmisher, Omen of Death , Supernatural		
	2"	4"	6			
	7"	16"				
Defensive	HP	Def	Res	Arm		
	5	2	1	0	Hard Target(1)	
Offensive	Att	Off	Str	AP	Agi	
Morrigan's crows	5	2	2	1	4	Harbingers of Death

Omen of Death

Enemy units within 6" of one or more models with Omen of Death suffer –1 Discipline.


Harbingers of Death

When the **model** with **Harbingers of Death** is removed as a casualty, it immediately inflicts 1 hit with Strength 6 and Armour Penetration 10 on the model that caused the final Health Point loss. This is considered a Ranged Attack. If more than one model was part of the action which brought the downfall of the model with, Omen of Death randomise which of those models suffers the hit.

	Reincarnated Heroes				Height	Standard
	190 pts + 40 pts/extra model				Type	Infantry
	5-10 model				Base	20×20 mm
	0-2 Units/Army					

Global	Adv	Mar	Dis	Model Rules		
	3"	9"	9	Fearless, Supernatural, Legendary Fury, Undisciplined Oath Bound, Presence of Ancestral		
Defensive	HP	Def	Res	Arm		
	2	5	4	0	Aegis (5+), Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Reincarnated	2	5	4	1	3	Weapon Master, Paired Weapons, Heroic Death

Options						pts
Oath Bound: Universal Rule. Friendly Reincarnated Heroes units must deploy within 12" of your General. If the General is eliminated from the game, you must also immediately eliminate all friendly Reincarnated Heroes units. Presence of Ancestral: Universal Rule. Friendly units within 6" of Reincarnated Heroes units may reroll failed Panic Tests.						10
						15
						10
						no limit

	Henge Keeper				Height	Gigantic
	260 pts				Type	Infantry
	single model				Base	50×75 mm
	0-3 Units/Army					

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Henge Keeper	5	3	5	2	3	Rage

Model Rules	Options	pts
Giant See, Giant Do: Universal Rule. The model gains Legendary Fury, Undisciplined Rage: Attack Attribute – Close Combat. Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers –1 Attack Value.	Big Brother	25
	Must choose (one choice only):	
	Menhir Thrower	Free
	Giant Club	20
	War Paint	35

Optional Model Rules

War Paint: Personal Protection
The model gains **Aegis 6+**

Big Brother: Universal Rule.
The model's Health Points are set to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Giant Club: Close Combat Weapon.
Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Menhir Thrower: Shooting Weapon.
Once per game, **the weapon may be used as a Shooting Weapon with the following profile** Range 18", Shots 1, Str 4, AP 0, Area Attack (3×3), **Reload!**, hits automatically.