



THE 9TH SCROLL

ISSUE #015 - MAY 2019

HOW TO SPEED UP PLAY

A PRODUCT REVIEW: RAGING HEROES

COMPANY SHOWCASE: ATLANTIS MINIATURES

EDITOR'S NOTE

First up, Dark Wizard Gaming have made a great "Learn to Play 9th Age" video series. If you are new to the game or have friends who you would like to bring into the hobby, get them to check out their channel:

<https://www.youtube.com/watch?v=M-dZM37K-6lo&list=PLatg0Gn0gS6XRIAueX29Tj5OeQY8ZUqXN>

As you saw in the Scroll last month, we have a new company supporting the 9th Age; Raging Heroes. This month we will be doing a number of reviews of their products so you can see exactly what members of the community think about their female model range. We are also lucky enough to add another company to our supporters in the form of Atlantis Miniatures. I'm really excited about these two companies both because they make great models but also because they are very active in releasing miniatures.

It's great to see so many supporting companies giving the 9th Age community lots of options when it comes to models. With this in mind, I will present to you my new editorial project. I hope to do an update on my progress each month.

Building an Army: Beast Herds

In true miniature-gamer fashion I have decided to start another project before my last (3) projects are finished.

This time a Beast Herds army. This project has been more to play something that I think fits my play-style and is interesting rather than an actual hobby perspective. I am definitely going for filth on the table rather than a well painted army. So I would imagine to make pretty quick progress and showcase how fast you can paint an army to look decent on the table. You can see how I am doing my bases in the article later in this issue. I want the army to be painless and

easy to build – hopefully that tutorial shows how easy it is to do the bases in a way which also looks great! My philosophy with this army is to use as few GW models as possible and only models that I like. There is no real reason behind this. I quite like the GW models, but I fancy the challenge and it is a good way to explore the alternates out there.

At the moment I am struggling to find any Wildhorn and Centaur models that I like and at an affordable price. Hopefully this series of articles will be a resource to find some interesting miniatures and miniature companies outside of the mainstream ones. I hope to inspire the community to go outside of the box and create some unique armies!

Here is my first unit. 10 mongrel raiders from Eureka Miniatures.



-HPM

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HOW TO SPEED UP PLAY

Article by Isaac "Bobo" Alexander

Having long games can be fun at times, in a social setting with food, drinks and small-talk. However, in a tournament environment it can cause either (or both) players to lose points and result in frustration and bad feelings – exactly the opposite of what the game should produce. I would like to present a few tips that I have picked up over my gaming career to help speed up play and ensure finishing on time.

Understanding Time Limits

In the events that I play in, you typically have 2 hours and 45 minutes to play a game from the moment the draw is announced. This is a total of 165 minutes. If we use 45 minutes for pregame chatter and deployment (you might think this is a lot but I see it all the time), that leaves you 120 minutes to play 12 player turns. That's 10 minutes per player turn.

THIS IS NOT A LOT OF TIME!

While the majority of games are "drop for first turn" type affairs and deployment might be done in 15 minutes, giving you an extra half hour to play, this still only adds another 2.5 minutes per player turn. It's also important to understand that the game will slow down around turns 3-4-5 as stuff gets engaged in combat and more dice need to be rolled; the endgame can tend to taper off and be quicker since there are less models on the board. I strongly advocate trying to get a head start on the clock and pumping out turns 1-2 in around the 10-minute mark.

Tip #1: Know Your Rules

A lot of time gets wasted pre-game in explaining armies to each other. All T9A resources including army books, magic paths, cards, stat charts etc. are available online for free. Having a basic understanding of key units' rules and statistics in each book is not only super valuable in a game but your obligation in entering a tournament. Remember, it's not just you that suffers from not finishing a game – your opponent is playing too.

There are army list programs like BattleScribe or Army Builder which can print a huge list of special rules and stats associated to each unit. If your opponent provides you one of these lists, or if you take the initiative yourself, I would suggest going through the bits you're not confident on during your opponent's movement phases or whenever you're not the Active Player.

Tip #2: Talk to Your Opponent

You can save a lot of time and hassle by quickly discussing the following points before the game begins:

1. What constitutes a cocked dice?
2. Etiquette regarding 'intent'
3. Measuring from bases or movement trays? (this one is probably outdated since almost everyone measures from bases these days)
4. Showing wounds suffered or wounds remaining?

Here's an example of what my pre-game introduction with my opponent might sound like:

"Hey man, I'm Bobo, nice to meet you. Have you played against Saurians before? Not in a while? Okay no problem, I'll quickly run through what my stuff does and if you have specific questions you can just let me know as we go. Just to let you know, as a rule of thumb we tend to re-roll any dice that doesn't land flat on the table, and measure everything from models' bases, not trays. I also like to show how many wounds models have left, not suffered. To save time later, I'm happy to "play by intent" – so, eg., if you want to move something out of line of sight and we both agree you've got the movement to do it, then we'll just agree they can't be seen and keep going. Cool?"

Tip #3: Get Organised

Movement Trays: Most tournaments require movement trays. Having movement trays units can at least double the speed at which you move them, and saves time later arguing about the position of them. There are so many companies and sources of trays these days that there's no excuse – if you're strapped for cash measure and cut some out of cereal boxes and just blue tack your models down.

This game requires Stuff to play it. The absolute essentials- your gaming kit (►):

- Tape Measure
- 2x10 sets of different coloured dice
- 5-6 larger, different dice or wound markers
- Arc marker
- 1" marker
- Spell cards
- Flux cards

If don't have these things the game will be slower. A prime culprit here is having to go into a phones or laptop to view spells every magic phase – an absolute time waster. Lack of magic cards can also lead to discussions later about what spells were cast on what – just put the card next to the unit.

Knowing how many dice you have can really speed things up when counting up shots etc. E.g. I have 2x10 dice sets. Therefore I don't have to count out ten or twenty dice every time I need to roll. I just grab them and go. Magic phase of eight power dice? Ditch two from a set and grab the rest.

Keep Your Table Tidy: Take your dead stuff off the table or leave it in the most remote corner possible. Every time you finish rolling, re-rack your dice sets off to the side, keep your magic cards neatly organised. These are small habits, but they can really help speed things up.

Tip #4: Plan Your First Turn During Deployment

Regardless of if you are going first or second, you should have a very good idea of how your units will move and select targets in the first turn. Seriously, have a plan. This will not only speed things up but improve your play as well.

As an example, if your opponent drops his army to play second, don't necessarily think about where your units should deploy, but where they should end up after turn 1. Then your turn 1 will be very fast. Similarly, if you drop for the first turn, think about what you will do while your opponent is setting up his army.



Not changing your army list every single game will also speed you up AND improve your play. If you are using the same units successively, you will see your play improve and you'll cut your decision-making time in half because you will have a better understanding of their capabilities and role.

Tip #5: Do your thinking in your opponent's turn

This one might be a bit easier said than done but if you want to finish all six turns you simply have to do some measure of planning while your opponent is acting. This does require some experience with your army and units (as above) but if you can make most of your decisions in your opponents turn then all you need to do is execute when it's over to you.

By the time you get to your magic and shooting phases you should know all your targets for your spells and shots, making it essentially a dice rolling exercise with very little decision making.

Tip #6: Monitor and Flag if Necessary

At some tournaments, the organiser will tell you how long is left. But this is something players need to monitor themselves. Some games take longer than others, but it's your responsibility to yourself, your opponent and to the other players at the event to ensure you are playing in flow with the tournament schedule.

It's important identify if you are running behind schedule so you have as much opportunity to catch up as possible. It is also important to be tactful. Mutually agreeing to speed up the game is one option or agreeing upon stopping after both people have finished turn five is another option.

If you cannot fix the delay yourselves, it is perfectly okay to call the tournament organiser to your table and ask them to sit by the table and help play flow faster. This is the equivalent of asking them to crack the whip over your heads- and trust me it will speed things up. This could be a last resort option if you feel your opponent is a slow player. Be aware that this will instantly change the nature of the game from being super friendly (one of the biggest causes of slow play is having too much fun) into more of a business transaction. Keep that in mind before calling the organiser over, and discuss it with your opponent to decide what's more of a priority – finishing the game or having a good time. If either of you says, "finishing the game." Sorry, it's the other's obligation to comply – the game is designed to play six turns, after all.

ARMY SHOWCASE - JACK POT'S CREW: AN UNDEAD PIRATE ARMY

Article by Julos Chiron

Yo ho ho! Welcome aboard my ship ! take a swig of rum and you will discover Jack Pot's Crew. My pirate-inspired Vampire Covenant Army.

I began this army because I love the Pirates of the Caribbean movie series. I'm 15 years old so I have a budget when it comes to models. Second-hand miniatures are much cheaper than buying new ones. This project presented both a financially viable option and one that was interesting to build. I can't stand to just assemble the original miniatures and then paint them. I like to do something unique with my armies. Converting hordes of zombies and skeleton pirates rising from the swamp is awesome. It's also way-stylish to arrive at a 9th Age tournament with a huge pirate chest!

Background

To understand the theme of my army, here is the story of Jack Pot's crew:

Dear Edgar,

We found a map pinned to the tavern door on the dockside late last night. It points to a cove on the north coast, close to the swamps. Scrawled on the back is a note addressed to a Captain Jack Pot. Apparently his treasure has been delivered to said cove and we were lucky enough to find this note! This could be the for-tune we have been waiting for. A completely uncontested cache. We're the only ones who know of its existence. Those swamps are treche-rous waters but the Seadog never fails us. We just need to drag it up from the cove. We set sail on the tide tomorrow. See you at the docks at sunrise.

James

Dear Edgar,

We set sail two nights past. Its a shame that your leg is not up to the voyage. It's going to be a big score this time I can feel it! I know many able seamen who wouldnt even be able to walk after taking a musket shot like that. I will keep you posted on our progress with the ships carrier pigeons.

James

Dear Edgar,

We navigated the worst of the swamps. The cove is well hidden but the map proved true. The Seadog could sail right into the cove at high tide. Tomorrow we will begin the dive for the cache. We are all very excited.

James



Dear Edgar,

I wirt this with the utmost hastency. We were set upon in the night. They came without sound and killed Bob and Albert who were on watch. Pirates they were. But not like any i've ever seen. Groaning and swinging wildyly, gro-ping with their hands. Climbing up the sides of the ship! It was the stuff of nightmares. We held them off and had the sails ready in no time. But we were beached. The tide had gone out and the keel was grounded on the sand bar.

They kept coming. All through the night. The same corpses we had thrown overboard or run through, hauling themselves over the gunrail to fight again. Poor Bob and Albert. They came back from the dead! I had to take Alberts head off to put him out of this unliving misery. The horror!

The lads got tired and we ran out of shot. Completely overwhelmed us. Right now there is only 3 of us left. The Captain, Geoff the Cook and me. Were holed up in the galley. Im sen-ding this pigeon out the porthole. Youre our only hope. Send help.

James



Dear Edgar,

This is the last pigeon. It's been two days and two nights since the last message. It seems Captain Jack Pot got here before us. It's his un-dead crew that attacked us in the night. A creature of darkness he is - a Vampire no less! Ive heard him feasting on the wounded above, cackling like a crazed devil. Seems he is content to wait us out in the galley.

What's most disturbing is the noises from be-low. There seems to be a sea-beast that nests in this accursed cove. Its been rocking the ship as it passes us. I can see its scales as it circles us. If Jack Pot's fangs don't find our necks, this beast will do the job. I hope aid can find us before we join Jack Pot's legion.

With haste,

James

The Army

The basic idea with my army is undead pirates who occupy a swamp. I wanted to use water effect as a big part of my bases to really characterise the pirates. Swamp bases are easier to imagine than sea bases on a 9th Age table and it permits me to use swamp animals for conversions.



I started with a test miniature; a Cadaver Wagon made from a toy boat, Games Workshop Marauders and the Games Workshop Corpse Cart. The water on the base is made with tinted Prince August still water. I really liked the effect so decided to replicate it across my army.



For the Zombies and Skeletons I mainly used Games Workshop Empire Free Company, Zombies and Skeletons with some Mantic Zombies thrown in as well. For the Skeletons, I wanted to do a huge unit filler so I repurposed a mast from an old Playmobile ship. I also sculpted some hats to differentiate the miniatures that look identical.

I imagined that the pirates used their broken mast as a battering ram!

I made four giant bats which are similar to the giant bats from the Vampire Coast Total War video game, (I had the idea before seeing the unit in the video game).

After the flying pirates, I made another flying unit; the Shrieking Horror! For this miniature, I chose the Akhelian Leviadon from Games Workshops' Age of Sigmar range. A giant turtle is perfect for my theme. The Necromancer's dark magic makes the turtle fly. I didn't do any conversion to this model as the miniature is perfect. It was also a real pleasure to paint. I took a long time to detail the shell and make a shading on the fins. I'm really proud of this miniature, it's one of the best pieces of my collection.

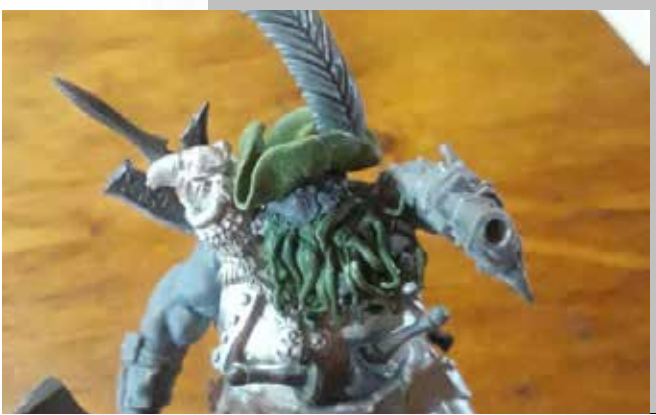


Speaking about necromancers, here are my two magic-loving pirates. Not much conversion for these guys either, only a sculpted a hat for one and a sabre for the other



To expand the army i chose to add a unit of Ghasts. The choice of miniatures was easy. Anchor Bashers from Titan Forge (they have a really nice Ogre-pirates range) were exactly what I wanted. I zombified all these fat pirates and I added a few Games Workshop ogres to fill the unit out and add some different models to the unit. To make the bases of this unit stand out, I wanted to do something across the whole unit, so I fashioned a pontoon. This unit was really enjoyable to build because every miniature was really special and different. I also tried my first freehand on the banner (I included a standard even though the ghasts can't have one, I just thought it was stylish).





I wanted this to be a main element of my army so I completed my Ghast unit with a character who could join them- a Bestial Bulk Vampire. Here is the fat version of Jack Pot. He is constructed from a mix of a Games Workshop's pirate maneater, some ogre bits and some other random elements. I wanted a beautiful miniature for my army general and I'm satisfied with the result. I also wanted a scary pirate-captain. I sculpted in green stuff the hat and the beard, inspired by Davy Jones in *Pirates of the Caribbean*.

Next unit, next challenge! In the Vampire Covenant army, the Ghouls are really interesting to play so I decided to convert a unit of 40. I searched a long time for inspiration on how to convert them as pirates (without using the same miniatures as the zombies and the skeletons). I chose the Death Guard Poxwalker miniatures from *Warhammer 40K*. It was a real challenge to make 40 different miniatures with only 10 different models. The Poxwalkers look really weird and I wanted to make a crazy and fun unit. It turned out perfectly. I managed to paint and base the entire unit in 3 days!





It was important to have a dedicated Jack Pot miniature as my general. I took Captain Razig from Reaper miniatures for my foot-Vampire.

I wanted another hard hitting unit in my army so I decided to convert some Winged Reapers. It wasn't easy to find winged reapers who will fit my theme. I searched for conversions ideas on the internet and finally I decided to mix Games Workshop ogres (again) and Plague Drones. With some bits and green stuff I concocted some strange and scary flying creatures. Risen from the swamp thanks to the necromancers' magic, my winged reapers fit the character of the army. The Plague Drones are sold by 3 so I made a unit filler to complete the unit. The bound dwarf came from the Battle of Skull Pass set. This filler also gives some nice character to the unit.



Another important unit is my vampire knights! I took the crocodiles (Anklebiters) from Titan Forge and a mix of Games Workshop Empire soliders for the riders. Because horses dont do well in a swamp!



When I think of undead pirates, the first idea that came to mind was ghost pirates boarding defenceless ships. For the wraiths, I used Chainrasps from Games Workshop's Nighthaunt range. I sculpted hats and changed their weapons to make them more pirate-like. For the Phantom Hosts, I used Empire flagellants and a dwarf cannon. Ghosts don't need to walk on the bottom of the swamp so I only put water on their base, as if they are walking on it.





The last unit of my army (for the moment), is Jack Pot on his (kind of) ship. I use this as a Court of the Damned. For the wreck, I used the Idoneth Deepkin scenery which was perfect for this. The ghosts who carry the wreck are Games Workshop's Marauders. I added some extra details (cannon, burning skulls etc) on the shipwreck and that's all.



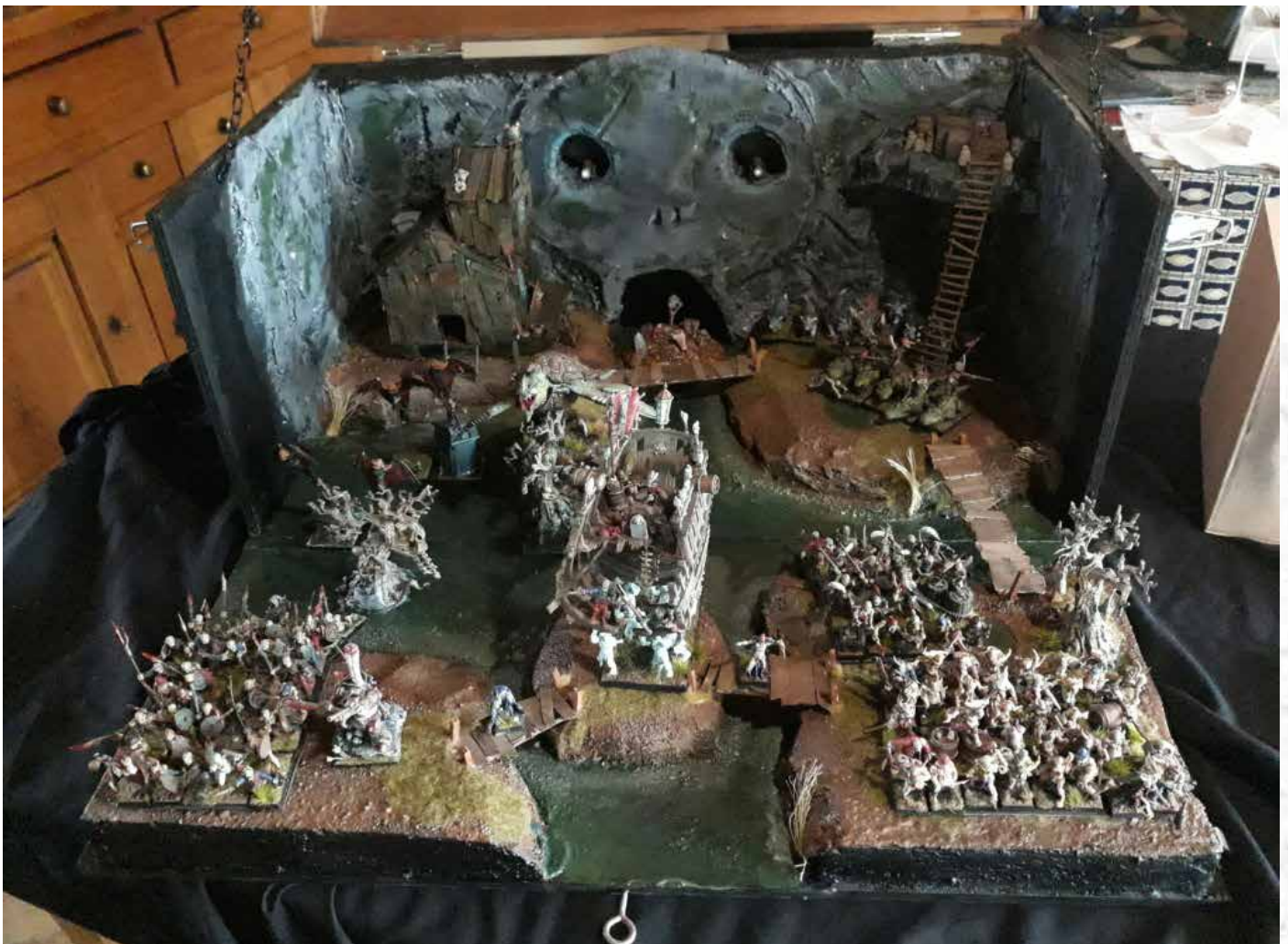
The Display Chest

Saving the best for the last: my display chest! I wanted something original and unique to equal my army. I built the chest from scratch from pieces of wood. I made it purposely to be opened from the top and the front to have more space for the scenery.



After that, I started building the scenery inside. I wanted a setting where it would be possible to put all my miniatures. I started with a Necromancer's house, only made with insulation polystyrene and balsa wood. The house is magnetized so I can remove it if I need to fit in more miniatures.

I wanted to put many details in this scenery so I added some trees, powder bags, a pile of treasure and rum barrels. In the "eyes" of the Skull-Cliff, I put cannons and added pontoons between the different ground areas. Here are the different steps of the creation and the final finish. Enjoy!



A MINIATURE REVIEW: RAGING HEROES

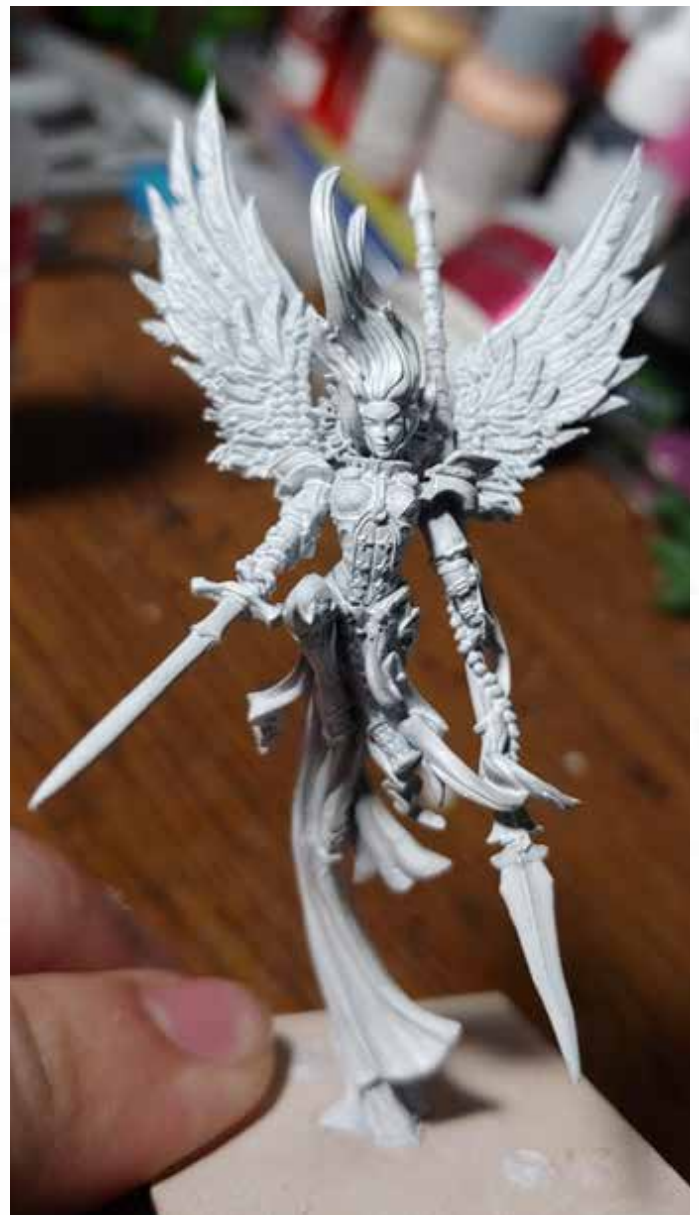
Article by
Guardbro Miniature Reviews

When it comes to female models, the aesthetic is key to a successful miniature. How female models are proportioned and how well they represent their gender is very important. Raging Heroes takes what is normally accepted for a female model and adds something extra.



Raging Heroes in itself is a miniature company that caters almost exclusively to female models in both the fantasy and sci-fi genres. In their fantasy range, their main factions are Humans and Elves. There are female heroes perfect for the Empire of Sonnstahl, Kingdom of Equitiane – the “Sisters of the Orphanage,” and a whole range for Dread Elves, with their “Lust Elves” faction. Some of these models would also fit right in to a Lust-themed Daemon army! You can even find an Orc warlord on there, but the lack of high-heels points to him being one of the few male models on the website.

The company itself boasts a very well rounded and ever-expanding painting page where users and the creators themselves post their creations and videos. You can garner inspiration from your fellow painters or troubleshoot through problems you may come across during the building phase of the modeling process. The responsiveness of the Raging Heroes team can spoil you, whether you contact them on facebook or email. There is also a fun little tidbit on the website where you can actually see other users buying models in real time, popping up on the bottom left hand corner. This even shows what they are buying (Keep in mind it gets nuts during sales, so enjoy the catalog show).



Their shipping time is also something to raise some eyebrows in the states, beating out other companies by weeks. When the package arrives at your door, you are greeted by nice little boxes covered with art and other such things you would expect from a larger retail company such as Games Workshop. Carefully packaged away in bubble wrap within the box are your models, as well as little extras and a reminder to wash your resin before you glue and paint. The whole experience is something I would describe as 'wholesome' and really wows you with presentation.

The models themselves come together nicely, and I would recommend dry fitting with sticky tack so you can really nail the pose. These are fully customize-able, sometimes right down to which way the pony tail swings. The painting is also a pleasurable aspect to these models since your paint can really pick out the intricately and almost insane small details in the models, ranging from small micro fleur-de-lis to the very buckles that connect the arm guards to the forearm.



These models, and others from the Raging Heroes line, are flexible in their roles within your army. I use these Angels as Pegasus Knights (I did it first, I don't care what the Forum says) and they look awesome when you can get a nice blend on the wings and armor. However, make sure these beauties are magnetized. The wings can catch on your clothing and can be easily dragged off the table onto the ground! The good news is that they repair extremely well.

Raging Heroes has more in store than just Angels and Sisters on foot, and you yourself ought to head on over to the website to see what they may have that can fit into your army. These ladies of battle were made for the tabletop, and every army ought to have them mingling amongst the ranks.

A PRODUCT REVIEW: RAGING HEROES

Article by
StoffenDK

When you get your models from raging heroes, the parts are fixed to a sprue in the same way as other products. The material is a reasonable firm resin (at some point, white metal was available but at the time of writing it isn't an option). There can be mould-lines and sometimes they are in an awkward spot like a hand, which can be a pain to remove. However, that is by far the exception rather than the rule. One thing that isn't an exception is the resin release agent, used to get the sprues out of the casting forms. You will need to clean the parts with lukewarm water and soap and using a toothbrush. You'll have to be careful when doing so, because the models are very finely detailed which means they don't take well to being handled roughly.



Generally, the models are very fragile compared to other brands because of their sleek posture. When putting together the models, there are no instructions with the kits. Fortunately, it makes sense most of the time, and because all of the models that make up "units" have ball joints, there isn't a decidedly correct way of putting them together. It can be quite tricky getting arms with weapons to fit together, when the torso, arms and weapon is 3 different parts, but outside of that assembly is easy. Use superglue as with any other resin product.

Painting

It is truly a joy to paint the models from raging heroes. There are insane amounts of details on the models, to the extend where it becomes hard to distinguish hero models from the rank and file.





Make sure you prime them first, as with all other models. There are no paints you cannot use. I myself painted the examples here with a combination of P3, GW, Vallejo and Army Painter products.

Gaming usage

When using the models on the table top, be aware that these aren't your one-piece plastic starter-set models. If you drop one directly on a hard surface, its almost certain that something will break. Another thing is that it can be quite difficult to handle the more intricate models, particularly the angels in the pictures. I find, that handling them by only touching the movement tray or base of the models is by far the best way to go about it.

Rating

I rate the products from raging heroes at an 8/10 = Highly recommendable.

Raging Heroes have a great product in that they produce some of the very few female models on the market today. I love how aesthetically dynamic the models are.

The drawbacks are fragility of the material (which isn't unique to Raging Heroes) and the time consuming cleaning process due to the release agent.



MAGIC DEFENCE IN THE 9TH AGE

Article by SmithF

If I had to single out an element of the 9th Age that has radically changed in the past four years, it would be magic. It went from a destructive force in the legacy game to a relatively toothless support phase, only to re-emerge in v2.0 as a crucial step on the road to victory. One can find very decent write-ups about how to maximize the effect of your veil tokens and power dice, what paths combine best for each army, and so on. But an aspect that's often neglected is magic defence. The defending player has limited capability to control what happens in the magic phase, but my plan is to show that it goes further than just randomly throwing dice!

The way you would approach magic defence depends on the armies on the field and their respective weaknesses. But here are some tips that I found useful:

Assess your adversary's casting ability.

How many of his spells can have an effect on the game at any given moment? Which of the spells will either (a) lose you the game or (b) prevent you from winning a decisive combat? That's the one that you'll have to look out for.

Magic defence starts with positioning.

The most common example is deployment. By knowing your enemy's movement rate and the range of spells, you can deploy key units far enough so as to avoid damage on the first turn. But this goes further than that! When it comes to offensive spells, the enemy sorcerer will either need to have line of sight or have the target within his front arc. Terrain, friendly units, enemy units can all protect you from magic missiles. And sometimes it's worth it charging into a semi-desperate combat if that means that the Wizard Master of the opposing army will not be able to use his damaging spells on the following turn due to being engaged in combat.

Holding on to dispel dice is power.

If you throw all your dice at the first spell cast, then you give your enemy free reign and make his decisions easy. Holding on to the dice forces hard choices on the active player. I sometimes end a magic phase without even having used my dispel dice because none of the spells cast were important enough to dispel.

Keep in mind the probabilities.

My rule of thumb is that anything more than 6 requires 3 dice to dispel and anything more than 9 requires 4 dice. It might be overkill, but it's preferable to risking two spells going through for the price of one.

Base strategy on your opponents casting rolls.

Granted, stopping that Wrath of God is your first priority, but if your opponent gets a roll of 20+ then your chances of dispelling are slim. If at that point you fig-

ure there are other spells you might want to dispel, letting that high roll cast through might be your better option.

The Binding Scroll.

hold on to it until the moment it becomes a game-saver. I often see people burn the scroll to prevent a turn 1 unerring strike, when they should be keeping it for the turn 4 combat augments. In the same way that keeping your dispel dice prevents certain casting strategies, keeping the Binding Scroll may alter the way your opponent approaches the game. If his magic phase is based on getting a crucial augment spell off to help out a key combat, he won't be able to commit to that combat as long as he knows that two of his basic spells will be nullified. It's worth remembering that the Binding Scroll can also effect spell attributes. For example you can block "death is only the beginning" so as to ensure that a big undead unit crumbles before it gets raised back, or bind the Pyromancy attribute to limit the effectiveness of the spells for a turn.

Sometimes the best defence is offense.

If the enemy wizards are dead, then they cannot threaten you anymore. If they are engaged in combat, they cannot cast missiles, and if they are fighting for their lives in the backfield they cannot advance so as to be in range for combat augments on the other side of the battlefield.

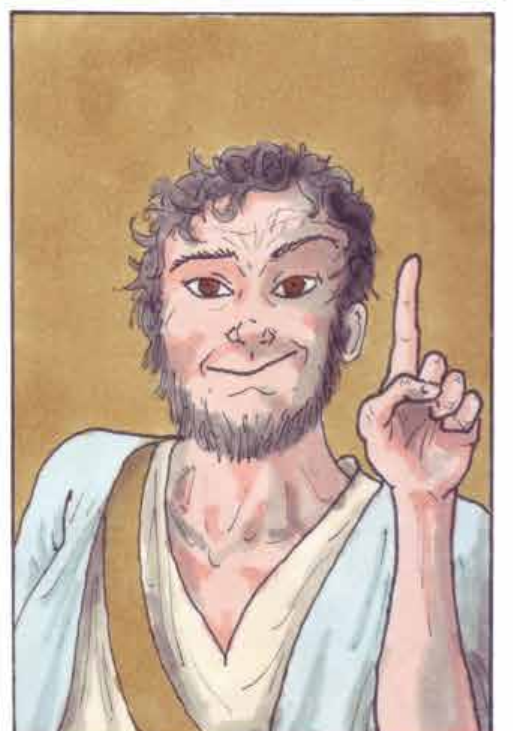
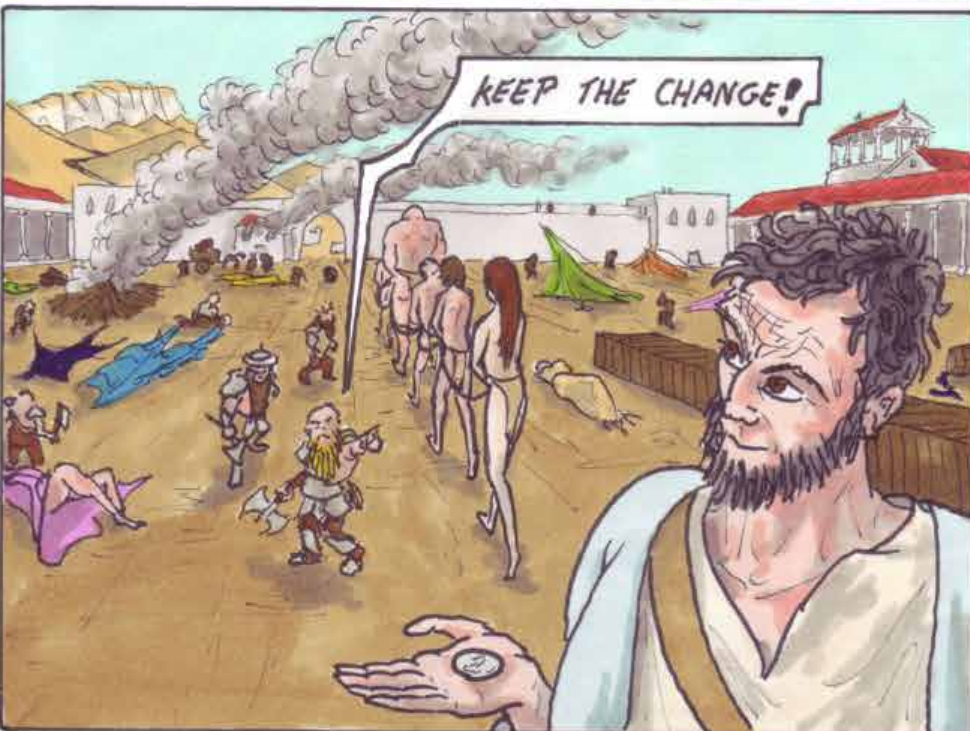
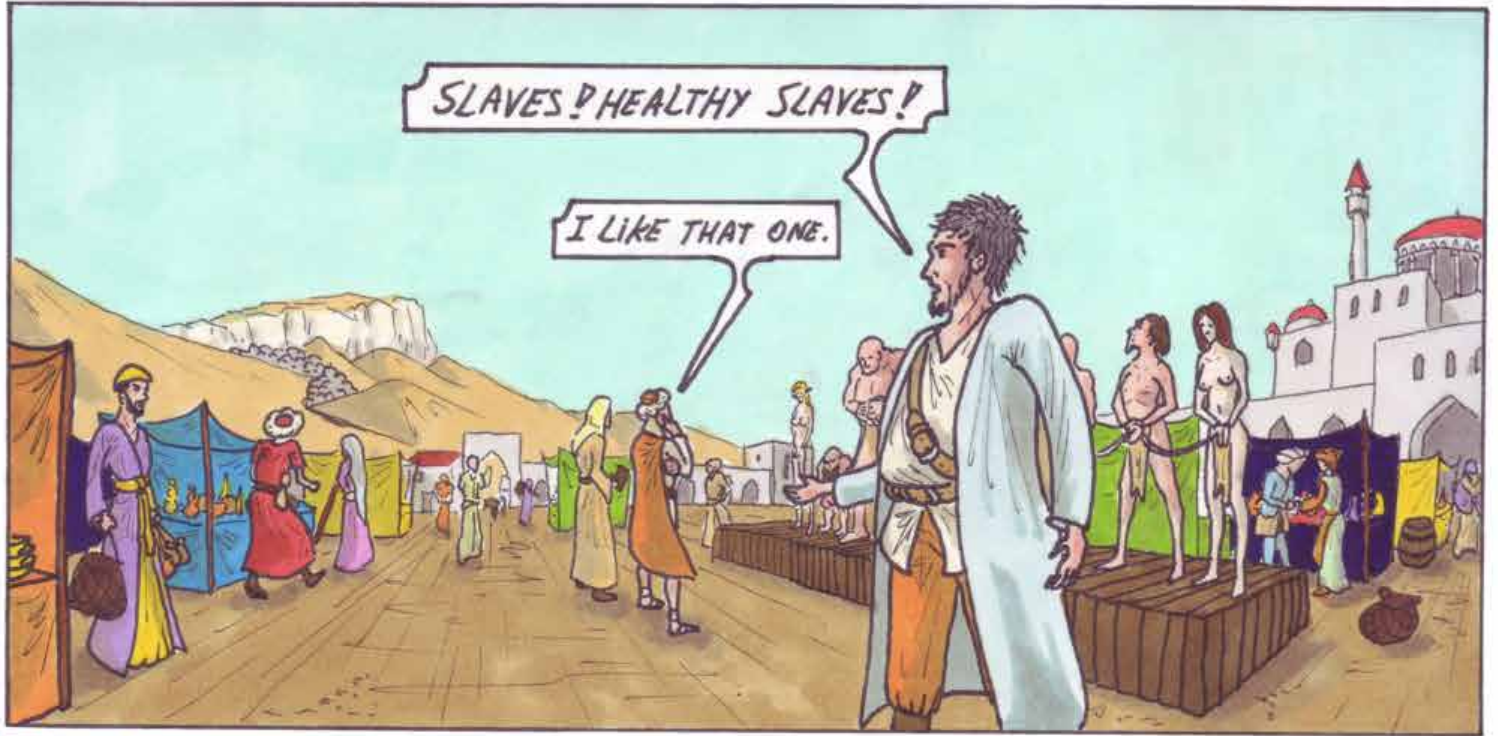
Divide and conquer.

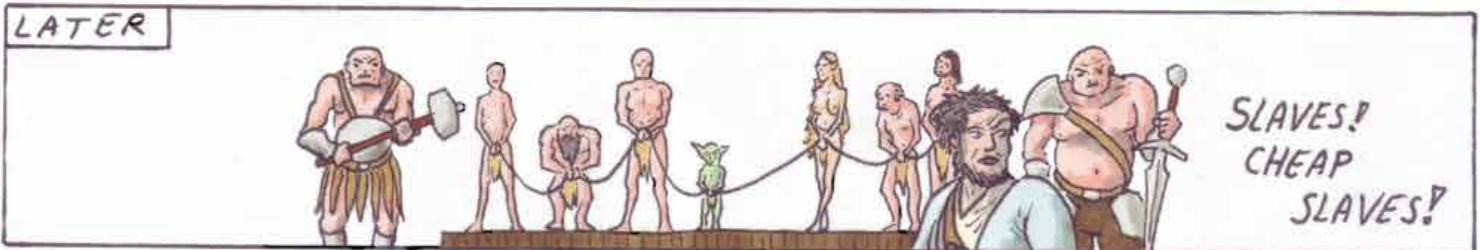
In my experience, combat augments/hexes hurt a lot more than magic missiles. Certain armies are built around magic phase synergies that allow them to pile on two or three augments on the same unit, making it very difficult to shift. In that case, creating simultaneous favourable combats forces the enemy mage to choose which unit to support, giving you a fair chance of beating the rest.

While this list is far from complete, I hope it has provided you with some tricks that will help you stem the tides of magic and achieve victory!



NO MAY NEVER NO MORE...





LITTLE JOES TERRAIN WORKSHOP: LANDS OF THE 9TH AGE

Article by Little Joe

Hello and welcome back for more terrain building. I want to use this article to review the “Lands of the 9th Age” terrain supplement and to give an example of how you can be creative with your terrain building.

A Terrain Supplement

After a short introduction you will be greeted by many extensive tables to add variation to the terrain for your T9A games. Moreover, the supplement can add more to your games in the form of special terrain. The list of “new” terrain types is extensive and covers almost all types of terrain. It was interesting to see many common ideas with the articles on basic terrain. This supplement will give you even more inspiration. For terrain builders the most interesting part is that it defines what is considered standard terrain.

Along with the variation in aesthetics come minor changes to the rules to differentiate terrain of the same type, I like that the team kept it simple and stuck to minor changes. The most notable choice is to make swamps and roads subtypes of fields; buildings are part of impassable terrain and have rules again. However, needing to roll a 12 on 2D6 you will not see many buildings.

Lands of The 9th Age also introduces some completely new terrain features and army specific terrain. One of these are the Wellsprings, which is what I have decided to choose as my inspiration for this article as it one of the more interesting options. Wellsprings are impassable terrain where you can trade with beings beyond the veil for magical bonuses at a heavy price; Will you be daring enough? For the ten paths of magic there is a specific wellspring with unique rules.

All 16 armies get one piece of army specific terrain with unique rules. You don't need special terrain for most of the options. I know that this type of terrain stops the designers of the supplement of repeating themselves on rules. Some army specific terrain features are pretty straight forward, others are not. What is lacking on visual unique ideas is made up for by very interesting special rules.



THE IX AGE FANTASY BATTLES



Lands of The 9th Age

Terrain Supplement

Alpha version
Version 2.0.0 - 31 December 2018



The IX Age Fantasy Battles is a community made initiative to wargame.
All rules and feedback can be found and given at www.ixage.com
Recent changes are listed at the end of this document and at www.ixage.com/updates.html
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Weather and Special Items

Weather effects on the battle are determined by the number of water saturation tokens – as something this simple can drastically change how a battle unfolds. The main effects are limited sight ranges which cause trouble to shooting and the ground getting wetter which can make terrain more dangerous. Charging may be more difficult and at some point floods may occur that drown soldiers on the field of battle!

“We recommend to use markers or cards for different weather conditions ...” I think we can do that with terrain, all you need is a place to put your water saturation tokens.

On the other hand, the weather rules make the whole battlefield even more dangerous than usual and add a new dynamic to players without adding the new terrain types. These rules may seem more complex when compared to the other parts of the supplement, but add a new dynamic to games of The 9th Age.

To top it all off, there are a few common magic items that give you even more interaction with terrain. This is a nice addition to allow players to prepare for games using this supplement. There is no mention of the team that worked on the terrain supplement, so I want to use this chance to thank all involved. Overall, I like the clarification and all the new options this supplement gives terrain builders, who gain some real food for thought.

The Wellspring

Terrain should be as multi-purpose as possible. For me this means that it should be good for rank and file as well as skirmish games. While for the 9th Age, it is impassable terrain, I want my wellspring to have a place for miniatures to enter and interact if I want to use it for smaller skirmish games. Some kind of flat or bowl-shaped top will do the work of storing and showing the water saturation pool.

The best way to get inspired for weird looking terrain is with packaging material or old derelict projects. Shapes and basic ideas are what you are looking for. I have been saving up weird pieces of packaging and old test pieces within the limits of my storage capacity. Styrofoam buildings from testing shapes are perfect for what I wanted after looking at my existing terrain

sets. The floating rocks looked just right to expand with more magical terrain. Actually the large floating cave would make a great wellspring. Since I have one that big, I wanted a smaller one with a suitable top to store and show water saturation tokens.

Building a Wellspring

Materials used:

- Styrofoam
- 12 sheets of toilet paper
- Clear acrylic rod (5mm)
- PVA glue
- Paints

Tools used:

- Knife
- Heat gun
- Sandpaper
- Scissors
- Brushes

Most likely you will have some terrain ready and done before you want to make a wellspring. In my case, it will add to my floating rocks terrain set so a floating rock of sorts must be included in the final terrain piece.



These are layers of Styrofoam (insulation material) stacked and glued together. Cocktail picks make sure the layers did not shift while the glue dried and they are still in these foam blobs. These are an ideal start to make the wellspring.

Normally I build my terrain low tech and without fumes. This time I tried a hair dryer to melt and shape the Styrofoam, it did not get warm enough. Next I used a heat gun and the foam started to melt fast. The outer layer with embossed detail retracted into an interesting stringy pattern. For the next step I want a surface that is a bit rough but without sharp edges, so with heat and sandpaper the Styrofoam got shaped into a more defined shape of an altar and a floating rock. There is no need for fine details at this stage, just a flowing surface.

I hope you can see that any sanded patches are kept rough, just make sure no bits fall off and turn your workspace into a mess! The next step is papier-mâché for a rocky look. The goal is a wavy pattern that is ideal for drybrushing. For this I use toilet paper, embossing or colours do not matter.

Start by cutting the paper in the middle to get shorter pieces when you cut the halves into strips of about 1.5cm width. The last strips will vary a lot in width; turn those with 2 cuts into 3 parts.

You will need a cheap hobby brush with relatively short and hard bristles and a mix of 1:3 parts of PVA glue and water. This is the normal mix used a lot for sealing when terrain building so I have a bucket ready to go.

Do not wet the paper in the glue. Put the first dry long strip onto the terrain piece. Fill up the brush with glue and then dab it onto the toilet paper until the first strip sticks – don't use painting strokes. At first it won't stick well as it takes a few seconds for the glue to spread through the fibres and properly soak the paper. The reason for using a brush is control, you should add just enough glue to make it moist which is about 2-3 loaded brushes per strip. Once the first strip sticks, overlap each one to make it stick right ways at one spot. Apply the strips parallel with small overlap.

Dabbing moist toilet paper will allow you to shift the paper fibers around a bit. Sometimes this makes a hole or you are not fully happy. That is where you use the smaller pieces. Put them on at a 45 degree an-



gle. After applying about 2 layers the paper is best for shaping. Dab straight lines away and make changes as desired. At the bottom edge I went under the terrain piece for a strong edge. Do not tidy up any of the papier-mâché under the terrain, instead sand it flat when dry if needed. Repeat this until it is all covered; you only need a thin layer with wrinkles. The result should be moist toilet paper that does not drip. It dries in about 3 hours with no mess due to glue dripping out.

Once the glue dried, 2 holes were drilled for an acrylic rod to make the upper part have the illusions of floating. Now comes the time to paint the wellspring by applying the base paint. This is followed by a heavy overbrush with grey; Overbrushing is just like dry-brushing but you don't remove the paint from the brush. There is a difference in how I paint now compared to when I built my matching terrain pieces, so I will need to check and match later on. I use the same brown base paint for everything now, to have that colour in every terrain piece. A shared colour makes different textures look as if they fit together. Dust gets everywhere and will colour the environment as if using pigment powders. A base coat of paint must get everywhere and cover the whole piece. My base colour is a greyish brown diluted with water in a 1:2 ratio. Because I added so much water, I need to shake well before use.

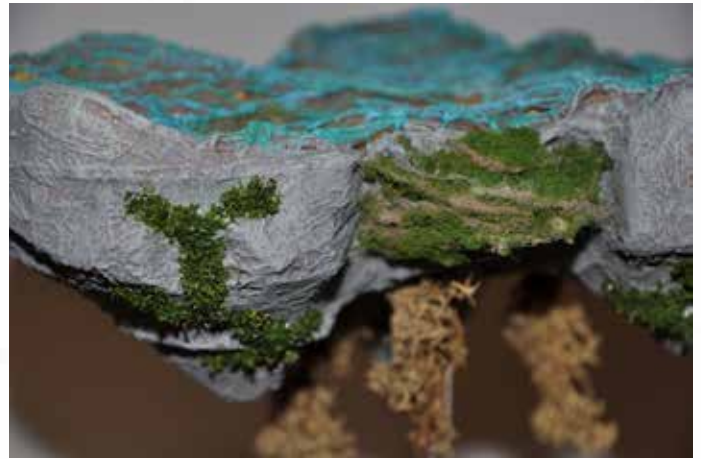
The next steps are a heavy drybrush of a light grey with some stabbing for less brown where needed. The final layer is a light drybrush with an off white after stabbing some green on. I then checked if the colors matched to my floating rock set, which it did not as there was too much brown. That meant back to the darker grey to dab more of the brown away followed by a second drybrush with off white. Off white works better than pure white for the final level of detail as it looks less reflective. A final check and the wellspring is good to go for more colours for the details. The detail colours and flock will blend it into this terrain set.

The final result is a nicely matching colour pattern if I may say so! You can always go back and forth with brush techniques to get the same base colours. Between these pieces are years and different paints besides the base colour. I then added more paint matching the original colours used as best as I could. A bit of ochre at the ground level helps to blend it in with the bases of the floating rocks. This wellspring has enough base surface and does not need a base. To show that some magic is going on, bright blues and greens were used for an unnatural look.

Finding the same flock was a bit of an issue with years in between the two pieces. I am always testing techniques or materials with every new terrain piece that I make. When I made the original floating rocks, flocks for ivy was what I tested. I will show you 2 simple and cheap versions- Cheap matters since terrain uses a lot of flock!



I follow the rule of 3 where I pick 3 different textures and colors. The third color and texture comes from hanging roots. For those I used Iceland moss in brownish beige. The Iceland moss is superglued to a cocktail pick and glued into the bottom of the floating rock with PVA (Superglue melts this type of Styrofoam). Besides adding color, this will help to hide the acrylic rod.



The first ivy is ready to buy, it is a flock of thin plastic wiry thingies. Apply pure PVA glue in thick lines and press it in. Let this dry before removing excess material and seal it with a 1:3 mix of PVA and water. I use a small brush and press the glue in, if you want to go pro, use a syringe. I am not fully happy with the end result and will do an overhaul of this type of Ivy set after finishing this article. But its good as an example.



The second ivy is a bit more work. I use fine dark green foam flock and fibers from a filter used in a vacuum cleaner. Lightly rip the material apart and paint it with brown paint on a kitchen tissue, I used my base paint which is pretty thin. Very little paint is needed.



Now you will need a flat container to put the flock in. The flock will dry a bit lighter due to the PVA, so keep that in mind. After putting the pieces of torn fibres on a new piece of kitchen tissue, apply PVA glue on the top only and put it with the top down in the flock container. Put flock on top and press hard. Do not remove material but leave them to dry overnight as they are.

Rub off excess foam the next day and rip these into smaller pieces to stack on your terrain. You might need scissors to tidy the edges up a bit. Do not spare on PVA glue when sticking these together and best do it in steps. Most flock lack volume; this will give you a nice result when stacked.

I first made these to envelop tree trunks. In the Netherlands ivy grows up the tree trunk and creates a huge bush around the trunk. This ivy is parasitic and will kill the tree in time. This kind of volume can't be done with flock alone.

Flocks and paint can be used to hide any mistakes made in earlier steps, never invest too much time in getting perfect results in the early steps. At this stage I've determined the wellspring is ready for

use. I want to give the floating rock set an update which will be documented in my thread on the forum. So if you want to see more, have an idea for collaboration on a terrain article or need more answers, just join that plog: Exploring the world of T9A in terrain in the User Blogs. HPM – Shameless plug Johan!

Happy terrain building!





ATLANTIS MINIATURES

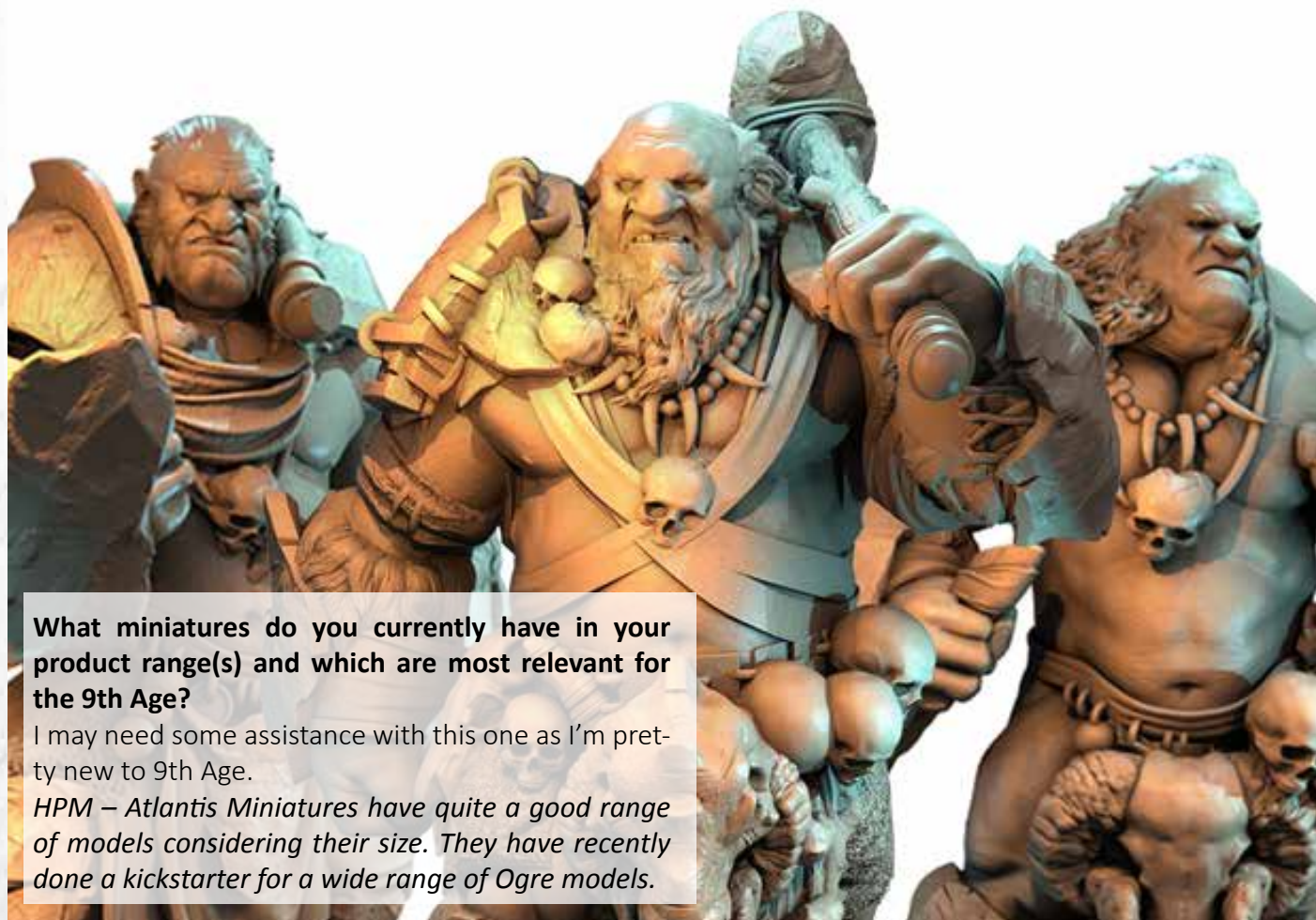


Who are Atlantis Miniatures, where are you from and what do you do?

We are a small miniature company focusing on high quality 28mm Fantasy Resin Miniatures based in Leicester, UK. Currently we are just selling miniatures, but we are working towards a game in the near future.

Why are you inspired to make miniatures for fantasy games?

I grew up drawing and painting creatures and monsters and have always been passionate in the direction of art. The miniatures industry allowed me to carry on this love of fantasy as a career.



What miniatures do you currently have in your product range(s) and which are most relevant for the 9th Age?

I may need some assistance with this one as I'm pretty new to 9th Age.

HPM – Atlantis Miniatures have quite a good range of models considering their size. They have recently done a kickstarter for a wide range of Ogre models.

Painted by Patrick H. Frani
Atlantis Miniatures

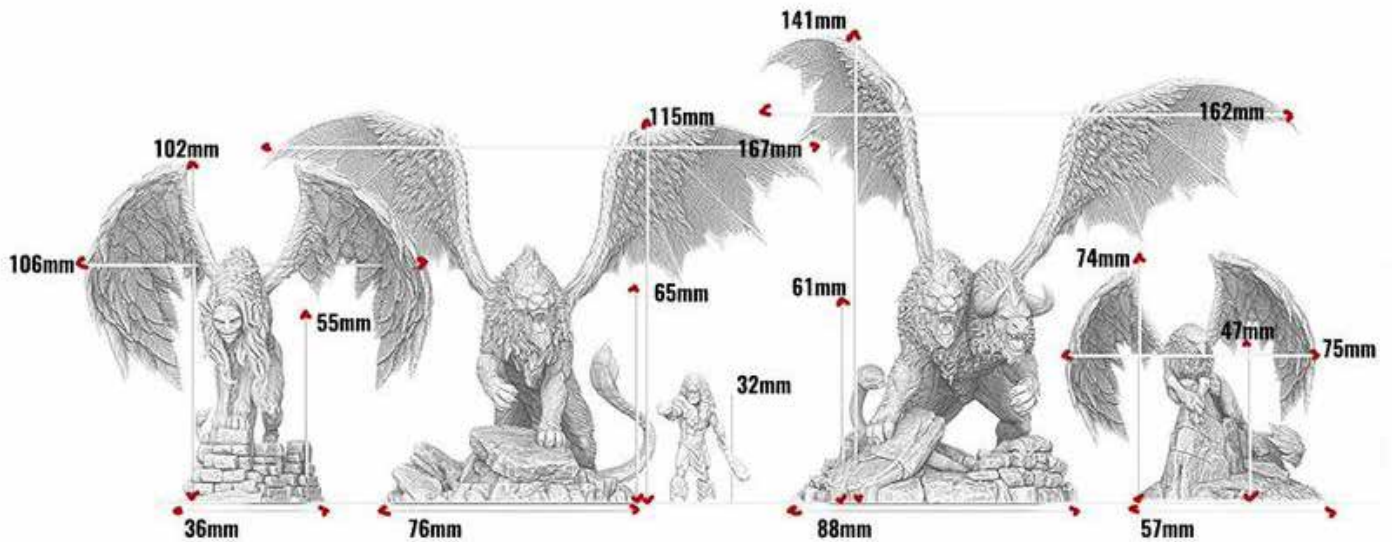


From a 9th age perspective, their Dwarf models could easily fit into a Dwarven Holds army and their Humans, Orcs and Goblins could make some nice Characters! Atlantis miniatures also manufacture a lot of individual monsters and boast a whole range of trolls.

What makes your models different to other miniature companies?

The biggest push we have in the creative process is trying to achieve a character in every model. Besides the focus on characterful miniatures we have a strong pipeline built for quality, clarity and minimal clean up. We also strive to keep our models in as few pieces as possible so our customer base can get painting pretty quickly.





SPHINX

MANTICORE

CHIMERA

HIPPOGRIFF

Sphinx Height : 102mm
 Sphinx Eye : 55mm
 Wing Span : 106mm
 Base requirements Width: 36mm
 Base Requirements Length: 81mm

Manticore Height : 115mm
 Manticore Eye : 65mm
 Wing Span : 167mm
 Base requirements Width: 76mm
 Base Requirements Length: 92mm

Chimera Height : 141mm
 Chimera Eye : 61mm
 Wing Span : 162mm
 Base requirements Width: 88mm
 Base Requirements Length: 84mm

Hippogriff Height : 74mm
 Hippogriff Eye : 47mm
 Wing Span : 75mm
 Base requirements Width: 57mm
 Base Requirements Length: 75mm



Does Atlantis Miniatures have any future release plans you can share with us with regards to models that could be used for the 9th Age?

Yes! Sylvan Elves are coming in Mid-May on Kickstart-er. More Orcs and Goblins will be filtering on to the online store over the next month or so. We also have humans coming later this year.

AKA GORILLA WITH A BRUSH**Will you be working closer with the 9th Age to make more specific models for the game?**

We hear so many good things and recommendations about the 9th Age that I would love to talk about it and ask the community what they would like to see from us.

What is your favourite miniature that you have made so far and what inspired you to create this?

This varies month by month. One of my favourites at the moment is our Cerberus model. But I also love the war bear and armoured bear that we sell.

**Where is the best place to find and purchase Atlantis Miniatures?**

www.atlantisminiatures.com



SIR BRESLIN - PART III

With a bellow the stranger rushed at Breslin, hoping to use speed and strength to his advantage. Breslin deflected the blows with his blade, stepping and encircling his prey. Both men were the hunter, both the prey. The town rang to the sound of steel clashing steel in the early afternoon, the sun glittering off their armour. Breslin's chainmail seemed to absorb the sun giving off little to no reflection, while the stranger's shone bright and at certain angles, blood red as if there were a hidden layer of colour underneath the surface. Each advance by the stranger met a different defensive posture from Breslin. No two engagements the same. Did Breslin parry or deflect and counter? Use his shield or only his blade? Step left or step to the right? He did not press the offensive other than to back the stranger away.

The stranger was breathing heavily after the initial onslaught of blades. The exchange had entered its second hour without conclusion and his weapons no longer held as high as they first did. The crowd stood in suspense. William held Irene close to him as they both watched the two men dance with death. The stranger spoke, trying to goad Breslin to attack and make a mistake. "C'mon you coward! This is what cost your father his life. Give him my gratitude when you see him shortly!"

Breslin did not respond, but his eyes narrowed. How did this stranger know his past? Who was he? "You cannot even press me for hurting a woman! What type of knight are you? You don't follow a code. You are a coward!" Breslin remained unphased by the remarks, keeping the stranger at bay, studying the enemy. He was very skilled with blade and fighting with two weapons made it easy to counter any miscalculated attack. The Stranger laughed viciously as he continued his attack once again. "I pride myself on my skill and you don't measure up. After I'm done with you, I'm going to kill the boy and have fun with the girl again."

Breslin had studied the stranger enough by now. The stranger had superior skill, but his sense of pride made him over confident. The extended duration of the fight gave fatigue to his arms, and his ego supplied the rest. Breslin once again swatted away the attack, but rather than backing off defensively, he stepped into the stranger's guard and struck with lightning speed. Breslin sliced downward with his blade and connected at the elbow where the plates of the armour joined. His sword slid between the plates, cleanly severing the arm from the body. With his right arm so violently detached from his body, the stranger recoiled in shock. Yet he seemed angry rather than astonished. His pride refused to let him register he had been beaten in combat by a man of lesser skill.

Breslin may not have been as skilled with a blade as the stranger, but he was well trained and disciplined. He used his patience and time became an ally until the advantage was his. He ignored the crowd wanting the advance earlier in the battle, as well as the taunts of the man. He knew they were lies, and if he had allowed him in his head then the fight was lost. The stranger was still standing, glaring at Breslin with malice. Finally, as he bled out, he threw his head back and laughed before speaking again. "Perhaps you were a worthy opponent, but I still thi..."

His final sentence was finished in silence. Breslin had ran his sword into the strangers' mouth and through his head. His mouth kept moving even though life had left his eyes. Finally, Breslin spoke before his soul passed to whatever hell waited for him, "Vic nor eridth, iqu darvesor aquain." As his eyes rolled back into his head, realization that the better had won crept upon him, condemning him to an eternity of torment.

As the light of the setting sun flooded the landscape with a warm glow, the wagon rumbled along the road, driven by the sergeant. Breslin rode beside Irene and William who sat in the cart until reaching Daniels' farm. The sergeant muttered under his breath as he drove the team- something regarding seeing the impossible and the northern conflict. William only caught pieces of words, but the sergeant spoke of the horrors to the north, and cursing the dark gods. May Sunna protect him kept coming from his mouth repeatedly. Irene had refused to go near her father and mother. They had apparently taken gold from the stranger and allowed him to hurt her. He then paid more gold to have her father agree to frame William for a crime he did not commit. She leaned into him for comfort and warmth.

Daniel and his wife sat on the porch of their house holding each other. Everyone else on the farm busied themselves with work for they were just as worried as the parents. They expected to see a wagon carrying the remains of their son. They saw them approach and stood as one. Williams mother buried her face in her husband's chest squeezing him so hard he visibly winced at the distance before turning and running to the wagon still many yards away. Daniel followed suit but slowed as he realized who was riding next to the wagon. When he finally reached the wagon, tears running down his face, he looked at his son, then at Breslin and spoke two words that would forever be with him, "Thank you."

Breslin only nodded, afraid his voice would fail him at this moment. He dismounted and walked Lyria to the hitching post near the house. Griselle and Jonathan ran from their chores to their parents and brother. The other farm hands stopped their tasks and came over, glad to see William safe. Breslin sat on the porch and enjoyed the display of affection from the reunited family. Tears ran down his face, though he did not sob. This was his adopted family and he had protected them. Even Irene, who was now in William's mothers' arms and walking towards the house. Daniel was standing with Rodger, the sergeant, talking to William, Griselle and the other farm hands most likely recounting of what transpired. He kept pointing and nodding towards Breslin, and the look of astonishment crept on all their faces save Daniel. Pride.

Daniel walked towards Breslin. His large frame casting a long shadow over the yard. Breslin stood up and waited for him, expecting to hear from him once again. Instead Daniel pulled Breslin towards him and embraced him as a father would a son. Tears running down both their faces, neither man talked - for words would do no justice. The warm feeling of joy lasted nearly a week until the State-regiment recruiter arrived at the farm.

To be continued...

BONDY VS THE ETC - PART III

Article by Chris Bond

The last few months have been positive ones for my ETC preparations. My seemingly endless permutations of my list have finally resulted in one that I am close to 100% happy with.

Having taken a lot of insight from recent tournament games, I made a few changes to my core set up and tried out some options in the parts of the list I haven't totally locked down. Over several games at a Team Wales practice weekend, I managed to determine that whilst the core changes did exactly what I wanted them to, the other changes to the list actively made it worse. With a couple of changes to magic items, a lengthy team discussion about how many horses was too few horses, and the revelation of the importance of musicians in certain units, I was left with a solid idea of the list I would be locking in for the future.

Another singles tournament, The English Championships, was the ideal opportunity for me to test the list in a competitive environment. Ultimately, this was a success as I finished in 5th place with 4 wins and a loss (to Dan T, so it doesn't really count as a loss!). Any problems I encountered I saw as results of poor play on my part and the list was able to take everything that was thrown at it. In particular, the changes to the core set-up covered a lot of the weaknesses in the list that were causing me problems in previous games.

As the ETC draws closer, my preparation has therefore produced two very clear results.

Firstly, as evidenced by my performance at The English Championships, the impetus of wanting to put in a good performance for the team has drastically improved my level of play. I have found myself considering my deployment more carefully, in particular. This has also come from focusing on developing a list to suit my playstyle and learning how to get the best out of it.

Post-event, I spent a good portion of the train journey home as I always do; staring at my list and trying to work out any areas it could be changed or tightened up.

Which leads me to the second result of my ETC practice; the list burnout is real. We're still four months away from the event but I already I want to play everything except my ETC list.

Wish me luck guys, I've still got a lot of practice to go!





NOT ANOTHER BASING TUTORIAL

Article by Little Joe

I have been recently inspired with my new Beast Herds army to make a simple but effective basing method. I got this idea from a tournament I attended recently in Sweden where a number of armies had used similar techniques. Thanks to Henrik for explaining this one!

For this technique I wanted it to be cheap, easy and fast. I am a bit fed up with layers of sand and PVA glue. I also wanted the bases to look awesome and realistic. I took a bit of inspiration from the basing tutorial in issue 13 for this. The result was so cheap and easy, I thought id share it with the community. Moreover, the amount of materials I got for my money are enough for my whole army and about 10 more, should I need it.

Materials

- Tub of Plaster 150kr
- Stones for plants 39kr (could also use cork, bark or similar)
- PVA glue (couldn't avoid it unfortunately)

Optional Materials:

- Water effect 69kr
- Tufts
- Brown haired paint brush (or similar) 10kr each

Step 1

Slap on the plaster to the base. Use a tool to make it look like mud/realistic. Push the rocks into the material.



If you want to go all in on this idea, you can make holes for the puddles/water effect.

Step 2

Once its dry (Leave it overnight, especially if its thick), slap on a layer of PVA glue. This will seal the plaster.



Step 3

Once the PVA has dried, base coat and dry brush to your hearts content. I started with a dark brown, then painted the rocks a dark grey. Drybrushed the whole thing with light brown and then drybrushed the rockjs with light grey.



Step 4

If you want to add the optional details, you can. As you can see, I glued on a few kinds of tufts and added the water effect into the puddle holes I had left in step 1.

For the reeds, I drilled holes into the base where I wanted the reeds, then cut a pinch of them from a cheap paintbrush. Next, I added a bit of superglue to the bottom of the cluster and pushed it into the hole.

Easy, simple, looks good and is very cheap.



VEIL OF THE AGES®

*"Kamorko, that place is full of elves...
Plundering it on your own is utter folly!
I'd join you, but I have watch duty tonight..."*

Rookies and Miniatures

The Ninth Age is a fantastic project, and we want it to see it grow and prosper. Many volunteers have devoted countless hours to give us a balanced ruleset, to illustrate our world with stories and art, and to organize exciting tournaments. *Veil of the Ages* wants to contribute with new **T9A-dedicated miniatures** and with a simplified **introductory ruleset** that can be used for effective game demonstrations, at your local club or at home with kids.



Sculpt: Admiralty Miniatures
Paint: Manacerace
Terrain: Little Joe



Veterans and Videogames

But growing our local scene and our international presence is not everything. We also want current players of *The Ninth Age* to be excited about our project! We have started to design and produce several products for veteran players. Do you want **unit cards** with rules and profiles, to speed up your games and to help you remember every detail of the opponent's roster? Do you want to read the rules for the game in a prestigious **translated hardcover book** full of art? Or do you want to train for the next tournament comfortably from home, using a practical and beautiful online **3D videogame**?

Support us on Kickstarter

We have great plans for the future of *The Ninth Age*, but we can only achieve these targets if you help us grow. Support us on *Kickstarter* – make a donation, pledge for one (or three!) of our starter sets, and remember to comment, like and share with your friends.

Take part to this wargaming revolution!



90% FUNDED



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TWO
DAYS
LEFT!**



DOWNLOAD THE 9TH AGE RULE SET FOR FREE AT
THE-NINTH-AGE.COM
AND BRING YOUR ARMIES TO THE TABLE