



# THE 9TH SCROLL

ISSUE #016 - JULY 2019

RUMOURS FROM THE  
BLASTED PLAIN

A BEGINNER'S THOUGHTS ON  
2500PTS

QUICKSTARTER SHOWCASE

# EDITOR'S NOTE

This one is a jam-packed issue! And I have more ready to come in the next scroll. As always, it is really important to get the communities feedback on the magazine if we want to improve. So make sure you post in the feedback thread on the forum if you have any ideas. You can also send me a mail directly if you like! [ammertimedk@gmail.com](mailto:ammertimedk@gmail.com)

As we teased last month, the new website is very close to completion. If its not already up and running at the time of publication, you might get a nice surprise next time you log into the forum. Moreover, we have some sneak peaks into the Infernal Dwarves design process, a new Background Compendium AND an Ask the Sage article!! – Don't say I don't treat you to some good information.

For me this month has been awesome for hobby. My big dragon has arrived from the Joan of Arc Kickstarter. Its HUGE! I'm going to name it Charizard and paint it orange – more to come soon!

Ive also been painting a bit more of my Beast Herd Army. I have too many pictures to share so you should definitely check out my "Ribena Herds" blog on the user blog section (shameless plug). One notable unit I am building is my Razortusks. These will take the shape of Owlbears from Dark Sword Miniatures. This project is really showing me that we are in a Golden Age of miniature-based gaming. There are so many new companies and Kickstarters popping up all over the place. While this isn't good for your wallet, its fantastic to see really unique miniatures at an affordable price.



Lastly I want to make a tentative announcement for Giant Fanatic 2019. Giant Fanatic has been a staple of Scandinavian Tournaments for many years. After a year of hiatus, Giant Fanatic is (hopefully) back and will be held in central Copenhagen on the 12-13th of October. We are in the final stages of planning, but this has long been a huge event for all gaming systems and one not to miss on the international calendar. Save the date and keep an eye out for this awesome event!

- HMP

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# CONTENTS

RUMOURS FROM THE BLASTED PLAIN	04
GOLDEN SWORD II - RESULTS	08
NEW CONTRASTS AND OLD LAYERS	14
A BEGINNER'S THOUGHTS ON 2500PTS	18
ASK THE SAGE	22
BLOOD, BLOOD, BLOOD FOR NABH!	24
QUICKSTARTER SHOWCASE	28
MINIATURE REVIEW: SCIBOR MINIATURES MOSCALS	36
BONDY VS THE ETC - PART IV	38
MAGNETIZING MODEL BASES WITH WASHERS	40

# RUMOURS FROM THE BLASTED PLAIN

Article by Infernal Dwarves LAB Team

*Greetings Prophets and Overlords! The time for the prophecies to be read and the wheels of our industry to turn!*

We are not intending to spoil direct rules but outline some concepts to give you an idea of where we are with some of the design ideas:

- The four churches (Ashuruk, Shamat, Nezibkesh and Lugar) will be more visible in the army. Each will offer some variation to their prophets, suiting the theme of that church.
- Tauruhks and Anointed will embrace their bullish nature, gaining increased damage output when charging.
- More versatile system for the Infernal Dwarves (ID) artillery options...



## The Artillery Train

ID engineers have been hard at work, improving the workshops of the Blasted Plain. This will revolutionise, to the very core, the way ID war-machines operate and allow the players to customize their production line, and create the exact war machine they need.

Do you want a gargantuan gatling gun that grinds your foes to powder? A train that spews waves of fire onto all that lie before it?

Players will get the opportunity to choose a weapon and combine it with one of various chassis. The weapons and chassis will be similar to those the ID currently have access to such as the Bound Daemon, Infernal Artillery, etc. These can alter the properties and provide different advantages.

After that the Engineers can tinker with extra ammunition types, that are certain to leave an impact, depending on the Overlords requirements.

The Engineers are also trying to make these artilleries more reliable. But this could come at a cost. When they fail, the consequences will be more dramatic.

## Short Concept Description

Industrial production of war machines with interchangeable parts has revolutionized the armoury of the Infernal Dwarf armies allowing them to mount any of their guns on a range of chassis with little effort to suite the terrain, enemy or tactics.

"Meltav. You're a dwarf."

"An' you're observant. Was it th' beard or th' axe that gave it away?"

"What I mean, Meltav, is that you might have some keen tactical insights to offer on the foe this company faces tomorrow."

"Ah, stow it Vincenzo. These're Eastern Dwarves - from th' Infernal lands. Barely know a bloody thing abou' them."

"Try."

"Ah, fine. I saw them guns while they were wheelin' them in t' position. Big bastards they are. Overengineered if y' ask me."

"Yes Meltav, we are asking you."

"Fine, fine. They look odd. Any guildsman worth his pay would make his guns to a tried an' true method, an' y' could tell what they do by the way they look. Those? Look bloody obscene. Damned if'n I have the foggiest what they're s'posed t' do."

**Intended guns**

- Flamethrower.
- Mortar.
- Machine Gun.

**Intended chassis**

- Gunnery Team.
- Infernal Engine.
- Bound Daemon.
- Infernal Artillery.

**Intended Ammunitions**

- Tremor Ammunition.
- Kadim Infused Ammunition.
- Poisonous Fumes.

**Sub-concept:**

Infernal Dwarves have mastered industrial scale production explosive shells for different standard calibres. The standardized process improves reliability whereas adding the many types of highly volatile explosives may have unexpected consequences.

**Feel**

Unconventional feeling. Mobility increased to use shorter shooting range.

Advance under a moving barrage of fire.

Customizable for representing the superior ID abilities and resources.

**General Goal**

- Have the current Artillery Weapons in the book somewhat represented.
- Every Artillery Weapon should be able to be mounted on every chassis.

Each chassis comes with different pros and cons, like different mobility, durability, special rules, etc.

All this and more is waiting in the new ID book! You will be able to choose how you construct your war-machines; tailor-making them to fit your needs on the battlefield. All to make you feel like a true engineer as you build your weapons of doom and disaster!

Please, keep in mind that everything is still subject to changes and stay tuned for more, as further concepts are revealed.

# SAURIAN ANCIENTS



Of all the mysterious beasts that plague this world, the saurians are surely the most poorly understood. Reptiles of varying size that walk like men, they are encountered commonly enough that their existence is beyond doubt, but their true nature and objectives continue to escape our knowledge. Of special interest is their possible connection to ancient myths of reptilian demigods or daemons who supposedly subjugated all peoples in a global empire of oppression.

Long study of the many sources on saurian lore leads me to conclude that there is little, if anything, that links the creatures found today to those of the 'Dawn Age'. If there was indeed an ancient empire, its descendants were scattered by its fall, and survive today in a series of enclaves within hidden or well-protected regions of the world. There is reason to believe that several of these have since re-established contact and operate as a larger alliance of some kind, while others remain isolated. Though these confederated enclaves have no easily discernible leadership or government, some theorise they are united by a common religious or philosophical mission. Understanding of this mission, if there is one, is not helped by their inability to speak any comprehensible language.

From  
"Wonders of the Unknown  
Continent" by Boris von  
Kochlinsberg, Gentleman  
Adventurer



"It was not always so," said the Mangyini chieftain, his shift from exuberance to solemnity seemingly reflected by the reed god-masks arrayed around the hut.

"Once, we were not warriors. There were devils who walked on the land as scaled beasts, with blood that ran not hot and red, but cold and blue. And they held our ancestors in bondage, working them to the bone for their wicked plans. But the sky-gods saw all, and punished them, and the sky itself fell on them and we escaped. But they linger, even now, in the deep jungles, and make new plans. They come, sometimes, to speak with us, and we have seen their patterned monoliths."

I shivered in the tropical heat. My host, brightly clad in feathers and warpaint, could not have been more different from the birdlike white-haired nursemaid who once terrified my juvenile mind with her Ullsberger peasant folktales, full of lurking snakes and lizards who stole naughty children to rebuild their ancient dominion of slavery. Yet the chieftain's tale seemed eerily familiar, a common footprint in the primordial fears of humanity. What horror did our distant ancestors endure that has scarred us so? And did it indelibly mark these reptiles too?

## Day 32

My presence remains undetected, and the new vantage point has proven most fruitful. I believe I have finally confirmed von Mölzburg's conjecture that the microcephalic quadrupedal specimens he dissected after the Renzigen Expedition are in fact the males of the species. Four to twenty inches in length, they are barely sentient, capable of little more than fertilising eggs almost as large as they are.

## Day 33

Well, it seems we can conclusively discard old Gablengeld's theory that the "gils" form a hereditary warrior caste. In over three weeks I have yet to observe any difference in the social roles fulfilled between them and the smaller "skinks". Interactions in general are remarkably non-hierarchical for such a primitive society. It would appear their respective roles in times of war are driven by necessity rather than inborn right.

## Day 34

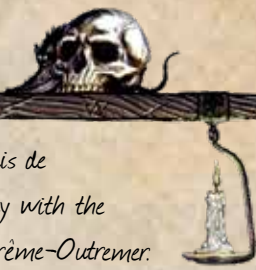
At last! A glimpse of the elusive "caiman". It wandered in at dawn, clearly no permanent part of the community, but welcome nonetheless. Spent over four hours observing it arrange shells in elaborate patterns along the riverbank, oblivious in childlike wonder. Even the other saurians avoided it, casting quizzical glances at its works.

How can they not see? The Gods, mere Man, the struggles of the petty Nations! Nought but children squabbling in the face of the tide that rushes to drown them all! How could they be so blind? Blind to the war that rages all around them, blind to the Eternal Crusade waged since the dawn of time when ragged mortality first tore itself bloodied from the womb and, defiant, screamed at the heedless cosmos! Can they not perceive it in the lowliest germs that sprout their crops, in the swarms of ruttin vermin that writhe in their sewers, in their own flesh and bone? This miracle, this crux of reality, standing alone athwart the tide of crawling Chaos! It is no god, no airy spirit, that holds back the fulcrum of existence, teetering on the precipice of form-erasing, self-ablating void! It is Life! Life! Alone in all the cosmos, endlessly renewing, constantly mutating, clinging onto every crevice, every toothhold, in the infinite cold darkness! If only they could see!

Much of our scant knowledge of the saurians comes indirectly from the human nations who live in closer proximity to their enclaves. While attempts to communicate directly with the minds of their corpulent, allegedly mind-reading mages typically ends in even greater confusion or madness, there are some who over the centuries have discerned more useful information. Of particular interest is the account of the natives of the southern Sunrise Sea archipelagos, who speak of a mighty, but exceedingly dangerous island of saurians which they call 'Atua'.

Though no Vetian has ever laid eyes on it, it is said that Atua is the greatest of the surviving saurian enclaves, and that it was Atuan saurians who first sought out and united other groups into the so-called 'Vitalist' confederation we observe in modern times. It is this alliance which is responsible for its bizarre and seemingly random attempts to influence world affairs, so it is said, to advance a grand cosmic crusade against entropy itself.

According to the locals, the potent amphibian-like mages of the saurians are not, as the superstitious assume, immortal creatures hailing from the primordial Dawn Age itself, but relatively new beings, a species which only reappeared in recent centuries. Some sources suggest this emergence may have coincided with the global upheaval triggered by the Inferno event in the Age of Waste, but this must remain mere speculation.



Ravings drawn on the cell walls of the Marquis de Ponteprise, Emissary of the Crown sent to parley with the Saurians of Isle de Katupara, Bastions de l'Extrême-Outremer.

### **Lorentum, 933**

Battalion of waiting saurians showed synchronised excitability at the same instant. No clear provocation. Prelate Abbinger theorises long-distance shared emotional connection.

### **Northern Equitaine, 936**

Two dozen smaller saurians brought stones bearing intricate, highly structured non-repeating patterns. Departed after depositing stones at crossroads.

### **Nedarac, 947**

Saurians presented poor renderings of Arandad writing in apparent attempt to share philosophical ideas with Highborn scholars. After study, the messages dismissed as superstition; the saurian emissaries slain.

### **Ghensk, Volskaya, 948**

8,000-strong saurian warparty appeared in the night with no warning. Levelled town, leaving ruins arranged in indecipherable pattern. Departed before state forces could engage.

### **Monopatea, 951**

Large saurian party arrived at height of famine. Left 150 barrels of fruit and grain of tropical origin.

### **Nebelak, Augean subcontinent, 959**

Infernal colony captured by saurians accompanied by giant scaled monsters, previously only ever sighted in Virentia. Inhabitants enslaved, made to construct monoliths, until freed by relief army.

Fragment of report found among the affairs of Marshal Schaumhauser



# GOLDEN SWORD II - RESULTS

Article by Julos Chiron



T9A's second modelling & painting competition has been finished, sponsored by no less than four different companies! The contest theme was artillery, and we sure had some fantastic entries! The Winners are as follows:

## Gold! Entry 6: Mad 'At ▼

Who wins a €50 store coupon from Warcolours!



**warcolours**

world's finest hobby paints

[www.warcolours.com](http://www.warcolours.com)

**Silver! Entry 2: infamousme ▼**

Who wins a €10 store coupon from Mierce Miniatures!



**Bronze! Entry 5: tunasandwichify ▼**

Who wins a mystery prize from Nightmare Games!



The other entries:  
Entry 1: zKotte ▼



Entry 4: TheHoodedMan ▼



Entry 7: alf ▶



And finally Entry 8: Hombre de Mundo ▼



Who wins the random draw for a kit of four 15mm Tjubling Skullmasks from Admiralty Miniatures!



Stay tuned for future contests on the Ninth Age, folks.



# Amorad

The Fallen County

— of Ampurias —

Support us on

**KICKSTARTER**

# NEW CONTRASTS AND OLD LAYERS

Article by  
Baranovich

*One of my primary missions as a member of the 9th Age community is to share my own painting experiences so that I can help both new gamers and veteran gamers alike get their armies and terrain built and painted to make your tables look like what they've always dreamed they could be! This article will be comparing the new contrast paints from Games Workshop and the older style layering techniques of Foundry.*

Recently I was able to find a method to paint armies faster and more efficiently and still have them look really good. This is largely down to two products, one new and one very, very old. I'm able to take two distinctly different ways to finish models and strategically merge them to take the best advantages of both!

Games Workshop recently released their new Contrast Paints. Much discussion has taken place about this new GW product along with much hype and controversy! However, after having tested them for a good week or more I have found what I think are some of the best uses of them for gamers who want to get that army finished and on the table.

Different painters will find a wide variety of possible uses for the Contrasts however I personally have found them to be most useful for doing small areas of flesh; human, elven, and dwarven flesh. The Contrasts can eliminate a step in painting faces and hands since that you can apply it over an undercoat and in one step produce nicely detailed flesh features. ►

Additional highlights could be added over these faces if you wanted but the Contrasts alone provide the perfect way to quickly get a whole army's flesh painted with excellent results.

Here are two examples of the GW Contrasts with one additional highlight added over the faces. ▼



Using the Contrast Paints I was able to do the faces, hands, and feet of over 100 models in not much more than an hour and a half. Doing faces the traditional way with layer paints would have taken me three or four times longer!

With the Contrasts providing a quick, effective way to finish all the flesh areas of models, I then turned to another product, this time a very, very old and classic one. Wargames Foundry produces both miniatures and a paint range that is often overlooked in the painting and modelling community. Foundry paints are based on a system designed to utilize three pre-set shades for each colour in the range. They work in "trriages", or groups of three for each colour and are designed to be layered one on top of the other from darkest to lightest. ►

As opposed to the GW Contrast Paints which utilize an ink wash over a solid undercoat to create detail, shading, and highlighting, the Foundry system on the other hand works on the philosophy of using NO washes, NO wet-blending, and NO mixing of custom colours. For painting large armies like the fantasy armies for the 9th Age Foundry is a fantastic way to save time and get armies painted faster. Because each colour in the range has pre-mixed shades the painter never has to guess what the correct shade is to put over a base coat. The triages always work from "the bottom up" – the darkest shade is the base coat, the medium shade is a layer put over that, and finally the lightest shade is put on top.



Foundry colours are also formulated to be used straight out of the bottle. They are produced in the factory at the thin consistency that many other ranges have to be thinned by the painter themselves to use. This is another time saver for the painter! You are also guaranteed to always have a perfect shade match for each colour!

Some painters might be sceptical of painting an entire army using this method and using a paint range that excludes washes, wet-blending, and mixing. But it is surprising how great models can look using nothing but the Foundry range! Here is a unit of vintage GW dwarf rangers that I painted using only The Foundry paint range.





As you can see, you can produce very nicely detailed paint jobs without having to use more advanced and complex techniques like custom-mixing of shades, blending, etc. The Foundry range allows you to simply choose a colour and follow their pre-determined highlight system! While some painters might prefer to take their models' paint jobs to a more advanced level, this technique allows all players get an army painted to this standard at a fast pace!



In conclusion, I believe that combining both of these techniques is the fastest way of getting your army on the tabletop. Using a convenient wash/ink product like the new GW Contrast Paints for flesh features combined with the Foundry range and system for the rest of the model, you will be able to not only get an entire force fully painted but you will do it in less time and more easily!

One of the most important things to remember with painting large armies and not losing your momentum and drive in the process is to figure out ways to work both faster and smarter. There will be particular models that you will want to spend more time on (characters, etc.), but for the general mass of the army (the hundred or more models that need to be painted first) a fast and easy solution is essential.



THAT WON'T SMASH IT...  
THEY JUST CAN'T HOLD  
IT IN FOR A  
BIT...



OY CHIEF!  
MAYBE  
WE CAN DO  
SOMETHIN



WE GOBLINS  
KNOW  
MANY A  
WAY OF  
MURDERIN'!



HERE THE  
GNASHER



THE INEVITABLE  
MAD GIT



AND FINALLY  
THE GIT LAUNCHER



ALRIGHT!  
SMASH  
THOSE HUMANS!



WHY  
DID  
I SAY  
"YES"

# A BEGINNER'S THOUGHTS ON 2500PTS

Article by Samuel Howard

*New players to The 9th Age have a lot of challenges ahead of them; whether it's getting models, building, painting, or figuring out army lists, there's always a new challenge for a newcomer. Finding other players can also be a daunting task; So how can new players get a Quick Start to the 9th Age? This article will explain how!*

The majority of tournaments use 4500 points with some requiring complete painting criteria to participate, adding another layer of anxiety for this new player to meet. What if we cut out almost half the "mass" of units for a new player to deal with by using 2500 points instead? What are some of the benefits and differences to using 2500 points in comparison to the standard 4500 points? On March 30th we had our first Warband tournament in Ottawa, Canada. It was capped at 2500 points to test this theory out. We gained a lot of insight to using a smaller army in comparison to the "standard" 4500 points.



**Tactical Nuances:** In order to accommodate 2500 points, we dropped the size of the battlefield to a smaller size of 4'x4'. Although the 9th Age Rule Book states "The usual board size is 36" wide and 48" deep" for Warband, we chose a 4'x4' battlefield as those were readily available for use.

Since the battlefield is limited to a 4'x4' area, all units have the opportunity to make their way towards the centre over the course of the game. When compared to a 4'x6' battlefield, units on the far flanks usual play in those zones and rarely interact with units on the other side of the table. This also significantly aids Ambushing units, as coming in from a table side would be closer to the centre of the battlefield, allowing them more opportunity for subsequent charges and making a bigger impact on the game.

**Quicker Games:** On average, 2500 points usually takes two hours with 4500 points requiring 3 hours. Although you get more "game play" with 4500 points, you can increase the frequency of games during a day with 2500 points. This leads to more games over a tournament, and more breaks in between. It also helps when your army is doing badly, knowing that the next game is only two hours away – good motivation for beginners.

**Easier Army Building:** With 2500 points, you are fielding less units than you would at 4500 points. 2500 points benefits newer players more as they can meet the requirements for fielding an army with fewer units. Making changes to a list also means that players might only need to purchase one more unit to play a new list, rather than multiple at a larger points level.

In terms of actual list building, Warband rules found in the 9th Age rule book already cover reducing the minimum Army Size to 3 units. This also benefits the new player to study less material since they would be using less units to field. A new player would focus on learning about their own army first, before starting to memorize the characteristics of the other armies.



It is also more manageable to write a list for 2500 points. Zooming from 4500 to 2500 points allows us a similar but more focused experience. You can still field that expensive general, but now it's gobbling up more of the point ratio.

**More Battlefields:** At our 2500 points tournament, we used four 4'x4' battlefields spread out on two 8'x4' tables. At 4500 points, we would have been limited to only three 6'x4' battlefields in our gaming room. Playing at 2500 points, allowed the tournament to accommodate 8 players rather than 6.



**Different Experience:** Although the battlefield shrinks, the point size is shrinking also, which caused little to no disruption to our game play style. You can still outflank, and vanguard forward since your opponent has relatively less units on the battlefield.

**Juxtaposition:** Playing at 2500 points allows us to appreciate the benefits of 4500. With a smaller force, you can see the contrast when jumping up to 4500 points, in terms of fielded units, and battlefield management.

## Conclusions

We can see some merit to using 2500 points in tournaments, especially when it is advertised for new players. The quicker game play reduces fatigue, and a friendlier army building approach allows the daunted player to feel more confident than at 4500 points.



## • *What is the Grail that Equitan knights seek?*

This is a good question. Many would ask the simpler query of "Where is the Grail?", to which I would be forced to admit ignorance lest I find dozens of questing knights battering down my door. That said, I do recall the rogue Klepa had an item in his possession he claimed to be the true Grail. Since his last visit with "priceless artefacts" my rug is still infested with fleas, so may it serve him right if he is cursed with a plague of the righteous.

As for what the Grail is, reliable information is not readily available, no matter how many Equitan nobles I quiz on the subject. Those gregarious enough to share their experiences rarely have the ring of truth. In that noble land, to have been in the presence of the Grail is a true mark of honour and there are many braggarts who would take the shortest path to such acclaim.

Among more credible tales, the accounts vary greatly. From supping wine from gilded goblets encrusted with rubies, to water drunk from the simplest of wooden cups. Some name the mystical lake as hiding the truth behind the legend, while others repeat a bowl filled with blood, strange though that would seem, or even more ancient tales of enchanted cauldrons.

It would seem possible then that finding the Grail is more of a spiritual experience than a physical one, manifesting according to the perception of the observer. Or perhaps more simply that such an enduring and obscure relic attracts folklore as easily as a flower draws bees. I do know that Knights of the Grail, those held aloft among Equitan society as paragons of virtue, are tight lipped with outsiders. The damsels who form the magical strength of their nation are little better. Oh, a beguiling smile here, a murmured phrase there. Talk of the journey mattering more than the destination. Or that a picture of a rainbow cannot compare to beholding with one's own eyes. Whatever the truth, it seems clear they want it shrouded in mystery, that only those who buy into their faith with heart, body and soul are deemed worthy of more.

## • *Herr Selig, if you would allow me to skirt the lines of heresy again: Why are the followers of the Dark Gods typically warriors, or only warriors? Surely, even for those dark deities seeking conflict and ruin, there are other avenues to glory? Why do we not hear of great poets inspired by the Dark Gods? Are there no dark scholars or politicians of the Dark Gods? Priests of the Dark Gods? Is their focus so narrow that their empowered, superhuman followers all become warriors?*

It seems my correspondents have a powerful interest in my being burned at the stake! Sooner or later I shall have to change my name and shave my beard.

It's an interesting point of interpretation. Do we name them Warriors as a title to recognise their favour from the Dark Gods, or as a result of their prowess in battle? I suspect the truth is a little of each column. While the specifics of the gifts vary greatly, those pledged in soul to the Dark Gods are invariably powerful combatants.

However, while those seeking to Ascend claim the title of Warriors, there is more to both them and the other followers of the Seven than mere fighters. Even those clad in armour have produced challenging pieces of literature and eye-catching artistic works, although their circumstances can change their perspective to be something more alien than most human projects. If you've ever attempted to interpret an orcish mural you will appreciate the breadth of "Art".

As for "priests" - each Warrior is carrying the power of the Dark Gods with them, a walking proclamation of their merits. Meanwhile their Sorcerers seek out the susceptible, carrying word and administering pledges to deprive the foolhardy of their souls.

Yet the true scale of work by the servants of the Dark Gods is unknowable. Like the roots of a tree, they spread far and wide beneath the surface of civilisation. For all that Warriors are the visible arm of their masters; a large part, perhaps the greater part of what passes for a master plan is carried out in subtler ways. Cultists work behind masks, their influence is felt in all corners of the world without being known. While the cults are certainly powerful, these followers do not swear the Warrior's pact.

All that is to say, most magician's tricks rely on two parts - the misdirection, and the true sleight of hand. I shall leave it to you, good reader, to determine if there is merit in this analogy.

• **Do female dwarves have beards?**

A simple question with a simple answer, how novel! No, having conversed with many of the fairer dwarven sex, I can tell you that beards are not a part of their makeup. Such things form the basis of derogatory tales and vulgar jokes, made at a dwarf's expense, though beware - such a jest can have painful consequences.

• **Do male elves have beards?**

It seems the barber community has finally taken an interest in my work - perhaps in a hope to earn my custom. Unfortunately the unkempt beard is something of a status symbol for a Sage.

I have never observed an elf with a beard. Nor with other obvious bodily hair, apart from that upon their head. Unless clean shaven is a common style choice, this would lead me to believe that elves are not afflicted by the same grooming requirements as we men.

• **When was the Sunna Cycle put together?**

Well, it's not easy to be precise. Such works are rarely the work of a single individual, nor even a single lifetime. Collected from the verbal records passed down in story and myth, the Cycle unites the histories of those tribes which came together to form what is now Sonnstahl. The earliest versions were likely collated centuries after Sunna's day, and your guess as to their accuracy is likely as good as mine.

Those versions which are shared now have been reworked many a time since, some by well meaning Prelates, others at the behest of less savoury figures. I advise all my readers to read at least three editions before reaching any significant conclusions. A great deal of fine detail can be concealed within the broad brushstrokes of antiquity.

• **What is the highest position in the Church of Sunna and who holds it today?**

The Supreme Prelate holds the highest office in Sunna's religion. Previously the office holder would be resident within Sonnstahl, at the cathedral or the city in most favour at that moment. However, that changed some decades back, and the current Supreme Prelate resides in the city of Reva in Arcalea. These lands are now held by the Church, largely independent of either nation. It would be a mistake to assume the Church is not politically active though - or that it lacks expertise in such matters.

• **Where is the world's largest library?**

A scholar's question - although biggest does not always mean best. My own library, while small, contains many first editions not found in other places. The fact that they are my own books is a mere coincidence - fine volumes, all of them!

There are many great libraries in the world. I have visited all that I was able to gain admittance to in my search for knowledge. Yet not every culture embraces libraries in the same manner.

The elves of Caleda Ablan may possess the finest of magical academia. Asfada is a true gem, and I was once privileged to be permitted admittance to consult a handful of volumes - albeit in the antechambers of the most mundane building and under constant guard.

Aschau also houses many volumes of importance - the colleges across Sonnstahl have long sought to codify knowledge and perfect the teaching of it to the next generation of professors and poets. I've always found this instruction by rote a little formulaic for my tastes - learning is to be savoured; a personal experience, not one to be borrowed from another.

However, perhaps surprisingly, I suspect the greatest collections of published works may actually be held in the citadels of the Blasted Plain. It's not often discussed - few people like their dealings with the Infernal Dwarves to be known - but it's my belief that they were the first to perfect the printing press, and still produce the finest examples to be found.

I'm not even certain those dwarves value the knowledge they have accumulated in their vaults of stone. I do know that I have often had to trade with Zalaman Tekash to obtain many otherwise impossible to acquire volumes. So much of what passes from East to West leaves a share with the Eastern Dwarves along the way - why not knowledge too? Certainly, they are masters of ascertaining value, in all things.



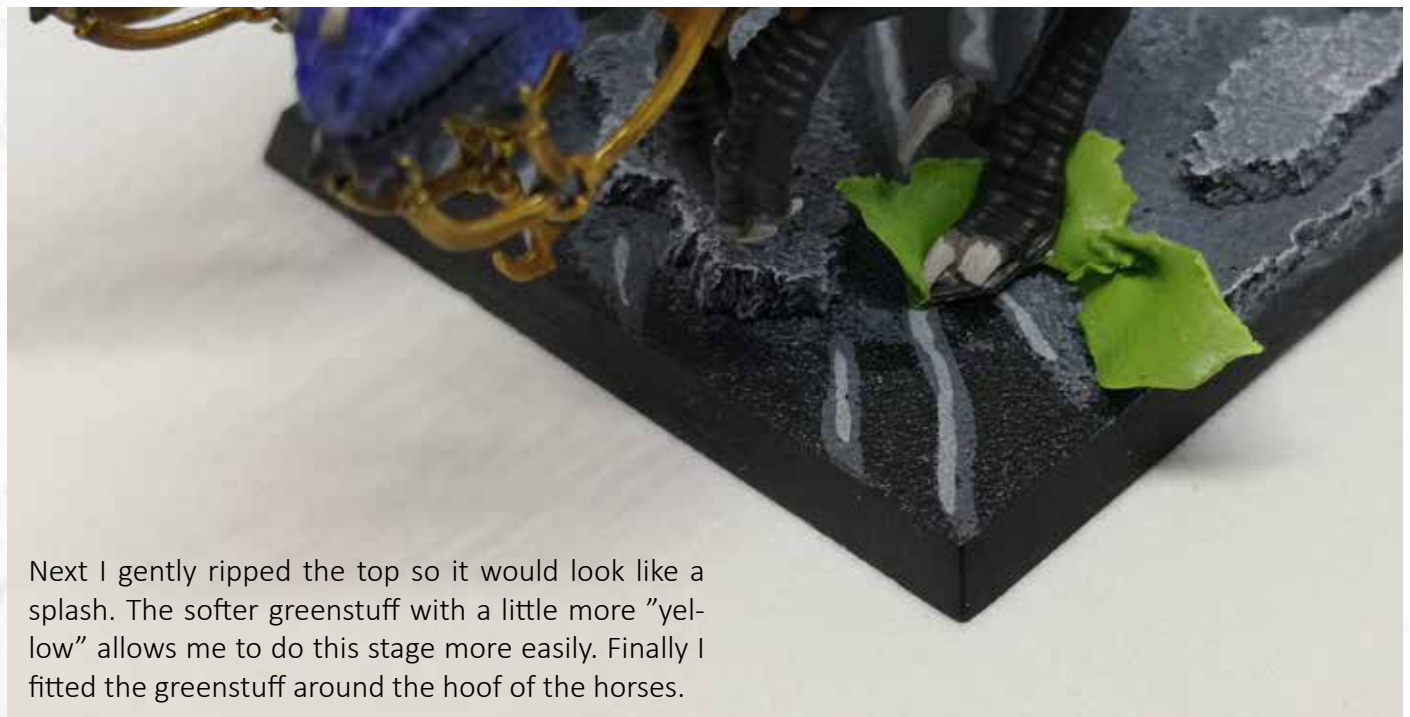
# BLOOD, BLOOD, BLOOD FOR NABH!

Article by Andy Guldberg

*Andy's Dread Elves army really stands out from many others. Its not just his striking gold and blue colour scheme that makes it unique. So what makes it different? Blood and lots of it.*

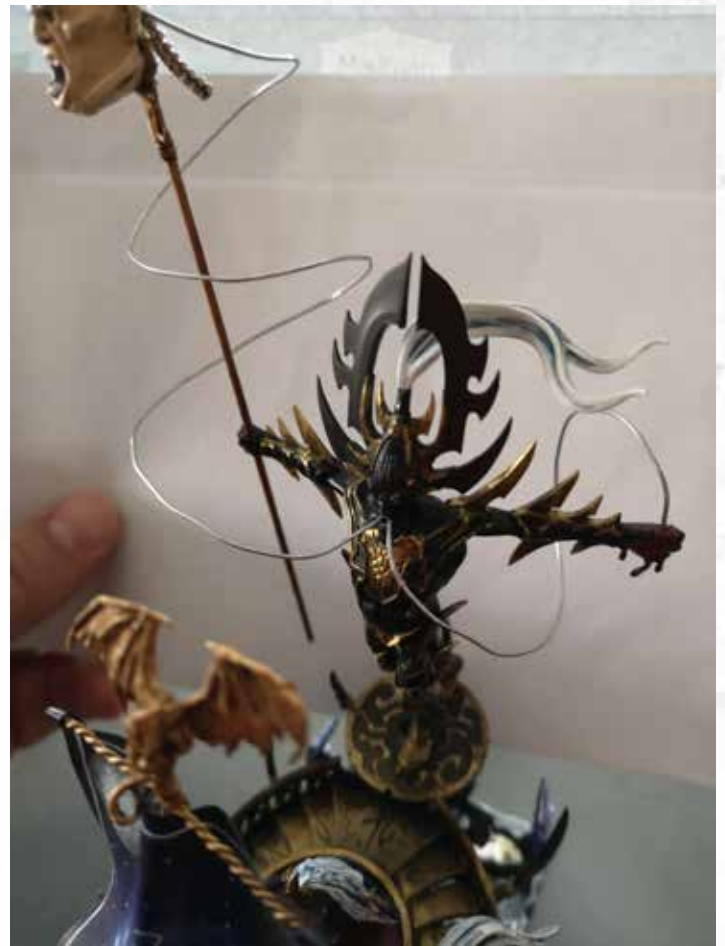
From the start, I wanted all my bases with blood rivers and all my characters to have some kind of floating blood around them to make them identifiable from the troops in the army.

A blood river by itself is nothing special. To make the river more dynamic and realistic, I tried to make splashes in the blood where my horses and Raptors run through it. To make the splash I used greenstuff. First I mixed the greenstuff with a little more of the yellow than normal. This makes the consistency a little softer than usual. I rolled the greenstuff flat and then I cut a to fit around the hoof.



Next I gently ripped the top so it would look like a splash. The softer greenstuff with a little more "yellow" allows me to do this stage more easily. Finally I fitted the greenstuff around the hoof of the horses.





To make the floating blood on my character models I started with some metal wire and shaped it to the form I wanted and pinned it to the model. Then I put greenstuff (again with a little more "yellow" than usual) all around the metal wire. To get the liquid effect, I used the same technique as before; gently ripping the green stuff from two sides at ones to make it appear like floating liquid. It is really important that the greensuff is very soft. If it is too hard it will separate from the wire and will be hard to rip.

The painting of the blood is very easy. I did two grey highlights on top of a black undercoat and edge highlights with white. To get the blood colour, I washed the whole thing with a couple of layers of "Blood for the blood god" technical paint from Games Workshop.

HPM – Stealing my painting techniques here Andy!

Here's (HPM- the following page) the finished result for some of my other character models. This time the blood is apart of the magic!





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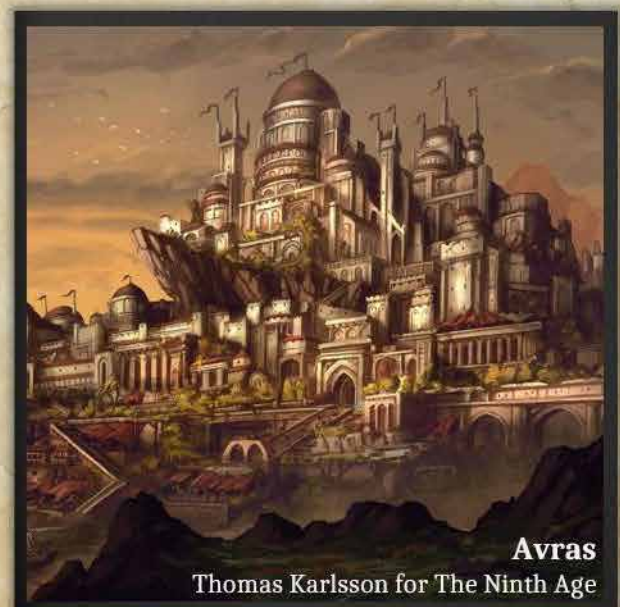
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# QUICKSTARTER SHOWCASE

Article by Henrypmiller

*If you hadn't heard, the 9th Age Quickstarter is a side game of the 9th Age, aiming to reach a huge variety of new hobbyists. In particular younger potential players as well as players coming from other games. The Quick Starter is not only an introduction to the world of the 9th Age, it is a game in itself. It is a smaller scale to a "classic" 9th age game and definitively quicker. It gives you the chance to play a game in almost one hour, with the very same factions of its bigger brother: Fantasy Battles.*

In its beautiful 72 pages rulebook you will find everything you need to play on a 3'x4' battlefield, including introductory statistics to build your small armies, not to mention an introduction to the setting and the factions, spiced as usual with marvellous artworks. This article is a showcase of the winners of the recent Quickstarter Painting Competition.

















# MINIATURE REVIEW: SCIBOR MINIATURES MOSCALS

Article by Guard Bro Miniature reviews

*I've rather become a snob when it comes to Infernal Dwarves models. I can usually tell quality with just a single turn of the model in the hand. A regular Dwarf is a simple recipe. Squat, beardy, grumpy, and covered in runes! But evil dwarves, dark dwarves, Infernal Dwarves... one wrong move and the model is going to look stupid if not outright comical!*

While some may like the 8-foot hat on a 4-foot frame look, there are those of us who want a more serious, dark dwarf. A dwarf that is professional and menacing. Imagine my delight when I was found Scibor Miniatures. These Scibor models are cast in resin. This makes much lighter than white metal and is something overlooked by many players due to the prices of metal models tending to be lower. Nevertheless, Scibor's prices are reasonable. A unit of 10 models costs around 40 Euros which is nice for resin models.

The models themselves are a refined dark dwarf design. The hats are tall, but not too tall. The armour and clothes are a little evil, but not gaudy or over the top. There are also some aesthetic features that makes these uniquely Scibor's own (without borrowing too much from older designs of other companies). They are characterised by heavy leather coats for the rifle-dwarfs, furred Shakos for their hats, or even the more ancient looking helmets for the infantry.

There are draw backs, of course. The resin casting leaves a little more clean up than others. But this is a good price to pay for less weight on your movement trays!

They are also slightly monopose, another small negative. Unlike other models however, this is kind of gleaned over by the quality of the sculpt, and the amount of detail on the model will very quickly hand wave the monopose away as they are just pretty to look at. The monopose also makes the unit look regimented and disciplined which can be a bonus.

The biggest downside to Scibor is that in my experience their shipping is slow. So slow!

## Tips!

Look at this bad boy. Now we've all been around resin models and sometimes you gotta do a few knife and punch drags to get the recesses clean and presentable. Metal models do this as well, but holy hell its easier on resin! What I did was give them a good blast of warm water to get any dried bits off the model and then went in with my picks and knives to get out the



crud. A little annoying that models with this price tag had this level of cleaning up to do, but the sculpts were worth the amount of eyeballing and stripping. These lads are also a little bulky, so before you glue them down to the included bases, stick them on with tack and make sure they'll rank up cleanly. There's nothing worse than sticking a model down and realizing their elbow is in the eyeball of the guy next to them! This sticky tack can also come in clutch when glueing on the ends of the rifles. Keep it crisp and its less work in the future.



Speaking of the rifles, drilling a hole into the barrel will give the appearance of a gun rather than a black circle painted onto the flat surface. I myself plan on gluing a rod in there for smoke effects, thanks to the resin being thick enough to bear the weight. The only thing I don't like is just how much clean up these models take. Casting is a rough job, but when you're shelling out the dough for these, Scibor could at least make the user experience a little more friendly! All in all, they are one of the better, if not the finest, Infernal Dwarf modelers on the market. Their "Moscal" range also has a range of models that could tickle the fancy of other factions as well. One example is their giant evil slugs that could find a home in a Warriors of the dark Gods or Deamon Legions army.

Yes, slugs.

Check out Guardbro Miniature Reviews on youtube!

# BONDY VS THE ETC - PART IV

Article by Chris Bond

*Practice, practice, practice. With so little time left before I will be flying out to Serbia for the ETC, that's what I should be doing. In reality though, I've recently been suffering from army burnout. As someone who frequently changes army and lists between tournaments, I've been finding it quite difficult to continuously play not only the same army but also very similar iterations of the same list. As such, in what will likely be my final tournament before the ETC, I decided to play Infernal Dwarves.*

Not that I wouldn't be able to take something away from the tournament in terms of improving my play; the list played in a similar manner to my Sylvan Elf list and I used it to practice manoeuvring a crowded battleline. In particular, I got a good amount of practice in setting up possible flee paths to make sure my units fleeing charges got away safely and could still influence the game when they rallied.

On top of this, I also took part in a 3000-point event which provided another opportunity to practice with the army that I will be playing at the ETC. However, I decided to play my new Daemon Legions army instead. I got absolutely nothing out of it that was beneficial to my ETC preparation. Whoops!

Since those tournaments, I have actually managed to get a couple of practice games in with the Sylvan Elves. My main focus in these games has been to practice ensuring that my characters are where they need

to be to properly affect the game. This goes without saying for your general and BSB but, due to the somewhat limited range on shamanism augment spells, it's incredibly important to my list that my wizards are able to stay safe whilst providing magic support to the rest of the army.

On the whole, I feel pretty ready for the ETC. My list is sorted and I know exactly what sort of match ups I'd like to avoid. It's just a shame that at the time of writing there's another two months to go! Feeling ready right now is probably a good thing though; my preparation from now until the ETC is likely going to consist of a holiday to Indonesia and my brother's wedding. Wish me luck!





# MAGNETIZING MODEL BASES WITH WASHERS

Article by Samuel Howard

*This article will explain an alternative way of magnetising models. Usually magnets are put onto bases and metal trays used to keep them in place.*

This method is only for hollow-based models. Solid-fill or slotted bases will not work as it lacks a cavity for the metal washers to fit into.

The benefits of using washers and magnetising models:

1. Is more secure than regular magnets.
2. Magnetising bases keeps models in formation when moving the unit.
3. Reduced chance of falling off the tray.
4. Easier transportation and storage.

## Materials:

- Flat Washers.
  - ◊ For 20/25mm bases, 8mm x 1.25mm is perfect.
  - ◊ Must be steel or iron washers.
  - ◊ You can get these on Amazon, and other retailers for a good price.
- Movement tray with Magnetic Tacky Sheet
- Glue sticks + glue gun
- Paper towel
- Water
- Knife



**Step 1:** Place the washers, one inch apart individually, on a large piece of wetted paper towel. Then plug in your glue gun close by. You want the washer to be sitting on the wetted towel. By using a glue gun, you can have a better bond than super glue. It also allows the magnet to be flush with magnetic sheet increasing its strength rather than gluing individual magnets. ►



**Step 2:** With your glue gun warmed and loaded with a glue stick, apply a small drop of glue directly onto the washer centre. Immediately press the model directly onto it. ►

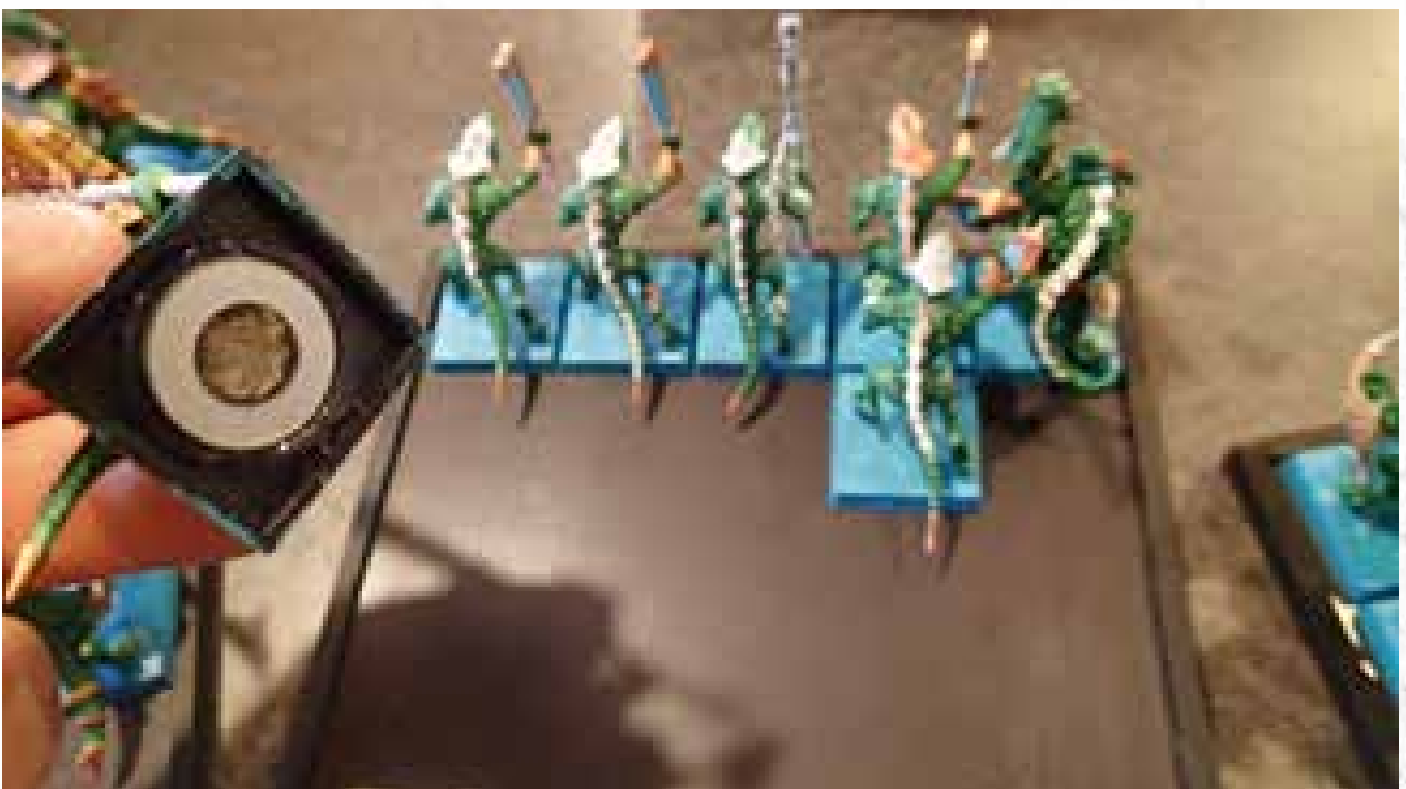
The glue will spread out, and any excess may touch the wetted paper towel, but should not adhere to it. The glue will harden in seconds, so move quickly. If the glue fails to form properly, or excess occurs, you can pry it out with your knife, clean up the washer and retry.



**Step 3:** Pick up the model after a minute and remove any excess glue that has formed with your knife. You want the bottom of the washer to be flush with the bottom of the hollow base. ►



**Step 4:** Test on your magnetic tray! ▼





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