



# THE 9TH SCROLL

ISSUE #011 - September 2018

SCULPTING A GNASHER

REVIEW YEAR 2017-2018

ASK THE COMMUNITY: MAGIC ITEMS

# EDITOR'S NOTE

Welcome to the latest issue of the 9th Scroll, which instead of being started by the trustworthy, reliable and handsome man Henry Miller, is now back in the hands of yours truly, Blonde Beer. Fortunately for everyone involved, this is only for just this one issue, and the next magazine will have everything be back to normal.

It's been a rough few weeks and months for the 9th Age Staff, with a large number of us taking time away from the project to go on vacation with our loved ones (and a crate of unpainted models and paint) leaving the people that are still hammering away with even more work to do. Ah the superstar life of a volunteer for T9A!

Now I'm not a fancy wordsmith, that's going to blow you away with funny anecdotes, so I'll use this piece of the magazine to answer a few random questions that have been asked to me recently.

## **Do you still need more staff members?**

Always. T9A is like a sausage factory, we always need more meat to put in in the blender I mean we need more people to help with the process. Yeah that's what I meant. At the moment we're looking less for people who want to help design, and more for people that want to help with stuff like the website, HR, PR etc. You can contact me if you want to help on the forum, and I'll get you into contact with HR.

## **I want to help out with financials. Where can I give you my money?**

Go to the site, look up about us on the dashboard page, there you will find a link to help donate.

## **What's up with the website? Why are you still using Goblin Website Engineers?**

Good question, and one I have been getting a lot. Our website is getting quite big. We have tons of discussions on the forum, and we are also seeing an increase of people adding pictures to the database. This means we slowly keep outgrowing our server space, and we also had to do a big move recently from one dedicated server to another. Coupled with the fact that people with real website skills seem to be actually want to get payed for their work means we are having trouble finding someone to help fix most of these problems and is online regularly enough to help out. (PS if you do want to help, and want to get payed in likes and hugs from BB, and more importantly, know more about websites than I do, please contact me asap).

## **What's in this issue of the Scroll?**

Keep reading to find out!

- BB

## **Layout and creation of the Scroll**

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# THE PROJECT THROUGH THE EYES OF THE ARMY COMMUNITY SUPPORT

Article by Just\_Flo

*Some of you might have seen the advertisement on the forum that someone (ie. Me) has made to recruit new staff for the Army Community Support (ACS). Beyond the gates of the ACS lays prestige, reading and writing access to several internal boards and more, I promise! In return for all of that privileged access, the ACS team is the voice of the community towards the project and the voice of the project back to the community. As the ad says, a part of that job is to communicate and sort wishes and problems from the community towards the project and to present the status of the project to the community.*

Another important part of the job includes being an advisor and a voice of the community in Updates and the Full Army Books (FAB) process. As we want the army subforums to be a haven for all lovers of an army, whether it is more rules driven, more background driven, more modelling driven. The ACS are also encouraged to start projects to help the overall hobby aspect of the project, whether its fiction, painting, modelling, contests, battlereports, polls, strategic or tactical articles, testing underused units, brainstormings for FAB, etc...

Sometimes when things become a bit heated on their army subforum the ACS will also act as a sort of min-imoderator and take care of their community. They also have the job of being friendly towards each other and towards guests from other armies or new members who are not yet players of T9A.

But what does all this mean in practice? It means people which in the past often only skimmed over your posts, will now start to read your posts intently to either find messages you might communicate through the lines or just perhaps your writing mistakes. The reaction of the community to the things you post becomes more intense; but most of the time the communities will treat you with respect and will be open minded. It's important to keep in mind that while ACS might not always be the ones which can fulfil the players' wishes, they are the ones always best suited and connected to convey your wishes and insights to whichever team is responsible for the area you want help in. Doing all of this can be a wonderful experience when you see issues resolved, and this process will likely be stretched during the Final Army Book process. During the FAB process the ACS will act as a kind of market reasearch, advisor and community voice. This means they can influence the process, but the final decisions are done by the Taskteam handling the FAB. The ACS currently have no binding voting rights, but historically the Taskteams valued the ACS opinions and took their criticism to heart, afterall

everyone has a similar goal for a well-received book. If you start a new community project, help and support can be given by several supporting companies, the 9th Scroll, the PR team and the mods. New projects can also be anounced through the official announcements on the forum dashboard. Projects are usually timeintensive but in my experience, the end results, the sensation and engagement are worth it.

When the tone or topic on a board gets too aggressive, the ACS member will often mediate between the persons involed. As many different personalities and nationalities clash it often helps to bring people together to explain how they come to conclusions and to show what they mean with examples. Getting into details often leads back to topic at hand and brings tempers down, which allows everyone to understand each others viewpoint and focus on solutions and a positive game experience.

So, after going through all of this, is being an ACS fun or not? Well, the fact, that I am still active as ACS hints that I am in the fun camp. For me the different teams I get to work with, the different opinions and conversations, the people and the results of our work make me enjoy what I do. Since I am interested in how things work or are decided, I took great pleasure from most of the beta process. Others which left ACS answered that question with a no. The job is timeconsuming, it forces one to try to engage with every user of the board, whether they are sympathic or not. Also only being and advisor and not a decider can be very frustrating, especially as the game or a decision goes in a different direction than you would prefer.

All in all I would say on the good days I do ACS work for fun and to promote my own vision of the game, and on the bad days I do it for the community, the project, and for the game I love. I hope you decide to join me in building that.



Art Contest I:  
2nd Place by HKYUGOK

# ASK THE COMMUNITY: MAGIC ITEMS

Article by Henrypmiller

*The last two months I have been asking the community to discuss what magic items they would like to see in the game. I received a huge response from the community as well as some very interesting ideas!*

Initially, it seemed like some gamers wanted a larger set of common magic items, and when we say “common” we really mean very basic items - cheap effects such as +1 Strength or +1 attack weapon enchantment or a +1 armour save armour enchantment were a common request. It was suggested that more complex effects such as those conferred by the Blessed Sword enchantment should be reserved for army books alone. I am not sure where I stand on this, because on one hand I would very much like to see a larger number of magic items in the army books, I also think Highborn Elves were spoilt in past editions with 4 pages of items! I feel that a lot of the game’s flavor comes from magic items and when there is a high amount of rulebook items and a low amount of army book items, some of this flavor is lost. A good example of this is the Blessed Sword, which could very much fill the role of an “Excalibur” in the Kingdom of Equitaine. While there is nothing stopping an Equitaine Duke from taking this item, it would feel a bit more special if it was specific to the army book. Gamers would also have more attachment to this Duke when playing; If you have a Duke with Excalibur, the immersion is there that your army could be led by a Knight of the Round Table or Arthur himself, even though Arthur and his knights are not a feature in the 9th Age. These items help build identity and player engagement.

Calisson clearly had done his research on Arthurian legends and gave an extensive list of magic items in medieval stories. There were many “common” items such as Shields, belts, cups, armour, etc... all giving similar defensive traits which would translate to healing wounds, magic resistance, Aegis saves, immunity to poison/lethal strike and also invisibility. Calisson suggested that this ability could translate an immunity towards, or as I suggested, a ward save against ranged attacks.

Another interesting suggestion was the Pennant of Pendragon which is held by Merlin for King Arthur. According to the story it causes terror and produces a flaming breath attack due to displaying the head of a dragon. Again, these kinds of items could be very characterful in some armies which draw parallels to historical and literary sources.



I must also highlight a number of items suggested by Eldan, who has a clear affinity to the Vermin swarm and gave around 30 suggestions for items! I have outlined my two favourites below, along with some other interesting suggestions.

*Legius is a proud assassin. The killer of many of the pompous man-beasts. His tail blade is responsible for the deaths of Captains and Marshals and once even a Duke. Yes. It is true. Legius has his shiny cup buried under his nest. Why Legius is here, he knows not. Tyrant Cornelius requested him for a special mission. Not yet nothing is known. We fighting the black dwarves. They tricky yes. Lots of big nasties. Lots of fire. Not sure how a Sicarra can help but take pay I will. Hmm. Strange it is. Strange it is that Cornelius is in the front. Strange that he leads the rat at arms. Unusual it is. Strange he wants to fight the fire-mountain beast without his bodyguard. Very brave rat he is...*

*The final thoughts of Legius, Sicarra Assassin.*



### **Crown of Treachery 100 pts.**

Standard sized models on foot only. Once per game, at the end of any movement phase, the wielder may switch places with any other friendly character model in the army.

### **Rod of Medici Galvanus 80 pts.**

*Based on famed Rakatoi professor Galvanus' work "De viribus electricitatis in motu musculari commentarius", the Fetthis Medici have developed their signature staff that allows them to use the flesh of the weak to heal the strong.*

A model with this weapon gains the following bound spell, power level (5/8). Choose a friendly infantry or giant rat unit within 12". Remove 2D6 models. For every 4 models removed, a single friendly Built and Bread model within 12" regains 1 wound.

### **Bardas' Silver Bullet 40 pts.**

*Bardas was one of the greatest Witch Hunters of the Seveth Age. Fabled to have slain Vampires, Werewolves and Ghouls with a single shot of his pistol.*

Shooting Weapon. 12" Range, Shots (1), Aim 4+, S4, AP 1. Against models with special saves, this weapon wounds automatically and ignores all special saves.

### **Commander's Amulet of Luck 50 pts.**

Army general only. One use only.

May be activated when (choose once):

- An enemy unit rolls successfully for Pursuit Distance. That Pursuit Distance must be re-rolled.
- An enemy unit passes an unmodified Discipline test. Re-roll that Discipline test.
- The opponent successfully rolls for an ambushing unit. That roll must be re-rolled.

## Set Items

There are a number of fantasy games and fiction that use “set items” to distinguish a certain combination of items. A really great idea that was put forward by Kaptan Kluns was to incorporate this concept into The 9th Age. The suggestion was that there is a set of 3 or 4 items which a character must purchase in order to gain an additional “set bonus” conferred by the set, however this could become a problem when balancing due to the set items being priced for their maximum efficiency. Set items should be limited to individual army books, rather than being generic rule book items. This would avoid a set and bonus that is priced and balanced for an elf, but being used less effectively on an say an ogre, as an example.

Leading on from the discussion on special characters in last month’s Scroll, set items could be a way in which special characters could be implemented into 9th Age without upsetting balance issues. Additionally, the enchantments on their own could also be taken individually for useful effects.

## THE BLACK BULL’S LEGACY (BH)

Bragh then took the field. The Askar died to his mace, until only King Warin stood between the Black Bull and the western shore. Great horns gored valiant Warin’s horse, and a single blow shattered the King’s shield and arm both. The Bull stood ready to deliver the death stroke.

### 1. Bragh, the BlackBull’s Legacy 190pts.

Set Bonus: The wearer gains fear.  
Bargahn-grahl, the Man-Bane 85pts.  
Great Weapon enchantment. Attacks made with this enchanted weapon gain +6 Armour Penetration, Magical Attacks and the wielder of this weapon enchantment gains Lightning Reflexes.

### 2. Braghs black hide 60 pts.

Models on foot only. Suits of Armour enchantment. The wearer gains +2 health points and the bearer automatically fails all Special Saves.

### 3. Eye of the Slayer 45pts.

Artefact. The wearer of the artefact gains the Multiple Wounds (2, against Standard) special rule.

## TSANAS IMMORTAL WILL (OK)

*The daemons were so many,  
But such was the strength of mighty Tsanas,  
He slew The Shapeshifter  
He slew The Decaying,  
And countless more.  
Then did huge Fology, the Skullbringer,  
Issue a great challenge.  
Tsanas, Khan of Khans,  
Strode across the battle to meet him.  
The red giant buried his axes In Tsanas’ belly.  
But even in death, the hero  
Took Fology’s head with his hammer.  
The daemons fled in terror,  
And the Myahet pursued.*

*- Lines 3,458-3,473 from the ogre epic Tsanas, an oral poem recited at ceremonies and feasts, translated from the Gyenggetat by Pascaline Caillat*

### 1. Tsanas immortal Will -180pts

Set Bonus: While the bearer is alive, the bearer and any unit they join are subject to Maximised Rolls for Pursuit and Overrun Distance rolls.

### 2. Great maul of Tsanas the immortal. -70pts

-Great Weapon enchantment. Attacks made with this enchanted weapon gain Divine Attacks and Magical Attacks. The wielder gains +1 Attack Value when using this enchanted weapon.

### 3. The last stand of Tsanas 75pts.

Armour enchantment. Models on foot only.  
The bearer gains Fortitude (5+).  
When the model with this armour enchantment is killed by a Melee Attack, remove it as a casualty only at the end of Initiative Step 0.

### 4. Spirit of the Khan of Khans 35pts.

Artefact. Close Combat Attacks allocated towards the bearer have their strength suffer a -1 Strength modifier to a minimum of 1.

*Kaptan Kluns: I feel that this set has somewhat captured the capabilities of Tsanas from the tale told within the rulebook. Even though he was struck down, he takes you with him and there is something unnatural about his survivability. He inspires his tribe to pursue and finish the job.*

### SIVA, DAUGHTER OF SAVAR (WOTDG)

The character of Siva has taken a prominent role in the recent Warriors of the Dark Gods book. As I mentioned in the introduction to this section, the set items could be used to represent a legendary character in the 9th Age. This is an example of how that could happen. From the story, Siva is favoured by Savar, lord of Pride. She has various mounts throughout the tale, but always wields a sword. With this weapon, she is also tough enough to beat a Feldrak Ancestor into submission. She is depicted in having a gold circlet upon her brow and also her personal banner is that of her predecessor, now adorned with his head.



#### 1. Panoply of the Fallen Star 200 points.

Set Bonus: Only available for models with the Favour of Pride. The model gains Stubborn when not joined to a unit.

#### 2. Blue-steel Sword of Arrogance 100pts.

Hand Weapon Enchantment. Attacks made by this weapon are always resolved at S10 and armour penetration (6). This weapon cannot be combined with a shield.

#### 3. The Golden Circlet 30pts.

Artefact. The wearer must always Issue and accept challenges even if another model is able to in their place. The wearer gains +D6 Offensive and Defensive Skill.

#### 4. Folly of Lord Ghul 70pts.

Banner Enchantment. This enchantment may be taken by any model in the army. Units with Hellforged armour within 12" of the banner may use minimized rolls for discipline tests.

My thoughts for this set was to have some items that were characterful for the Favour of Savar. Having a S10 sword and not using a shield is pretty arrogant, especially when your save will not be too high! This was balanced by the item that allows a high defensive skill (based on faith in and favour of Savar). At the same time, a warrior of pride should always seek out the strongest opponents and would never flee in the face of their God. Siva was the "chosen" of pride for a time and therefore would be the epitome of these aspects. She also carries the Banner of Savar, adorned with the trophy of the previous leader. This is just to remind everyone who is number one, and why. It stands to reason that disciples of Siva, even those following other gods would be affected by her presence, or the banners presence.

I really think the set items are a way forward for characterful, interesting and fun options for the 9th age. Let us know what you think and share your ideas on how to expand or implement them in the Issue 11 feedback page.

-HPM



# WARRIORS OF THE DARK GODS



To many, the Wasteland is the sole source of the Dark Gods' power in the Mortal Realm. Those fools would tell you that border ports guarding against any influx from that place are all the protection we need. It is true that for over a thousand years, the Wasteland has been a dense gathering of heretics and monsters. Yet the Dark Gods existed long before that time, and their influence is felt far beyond its borders. That is where you will find us; waiting, watching, with fire and iron.

The Shattered Sea is becoming a danger to those who would travel to the new colonies in Silexia. Tales from our merchants of a city in the Great Desert devoted to depravity cannot be disregarded. We know from our experiences with these locations that any place where the Veil thins, magic abounds. If these locations, large or small, are left undefended then they will become homes to the followers of Chaos.

However, for those of us tasked with defending civilisation these are lesser concerns. Enemies within our nations are much more insidious, and they are harder to counter. With cultists worshipping in secret, while whispering to all around them, only eternal diligence and the light of holy fire can keep our nations safe.

From 'The Cleansing Flame' by Inquisitor Volkhardt Sattler

Having reviewed stories and tales, reports from Inquisitors and forbidden tomes of lore, it seems the reasons for swearing a pact with the Dark Gods are as varied as the Warriors themselves. The costs of promising your soul to the Abyss are well known, and yet there is never a shortage of individuals willing to risk their hopes of salvation for the ephemeral promises of the Dark Gods.



## What do Warriors want?



Each Warrior swears their oath for their own reasons. Each follows the Dark Gods in their own way, and may pursue different pleasures or ambitions in the name of their patron. The only thing that can be said for all is that they seek to rise in the eyes of their God.

## So what do the Dark Gods want?


I certainly cannot speak on their behalf, yet their names have become associated with behaviours for good reason. They find their worshippers among those who indulge their specific vice. But nothing is ever simple where the Dark Gods are involved. Seemingly meaningless actions can have lethal consequences years, even decades later. Behind them all is their infinite master, Father Chaos, whose influence must play a great part in determining their purpose - though his nature is hardest to divine of all.

## Alright, so, what does Father Chaos want?

Now we are far beyond the realms of certainty. Some scholars and priests would tell you Father Chaos does not even exist, while others will tell you that he is a reflection of all our destructive urges. I cannot provide any certainty on his nature, nor his precise plans for this world. I do know that his adherents seek the end of structure and sanity - at least as you see such things.



An audience with  
the Great Seer Draigh Sangrey



The strongest theme I have observed among those who do swear the pact, is that they seem to lack a place within their own culture. Whether their ostracism results from unfulfilled ambition, an inability to achieve justice for wrongs done to them, or their sins clashing with the morality of their home, the process forms a familiar pattern.

Turning away from their own kind, the servants of the Dark Gods offer promises of power, immortality and a people who accept that which others consider flaws. In exchange, all that is asked is that part of their being they cannot see, and an afterlife with a deity they believe to have forsaken them.

From the first step on these perilous Paths, the only way is upwards ~ or disaster. Those who choose to serve the Dark Gods do so in the belief that they will triumph where thousands have failed, and earn the true prize on offer: Immortality.

Some Warriors take the Path of the Favoured to reach that pinnacle, eternal life as an Exalted Herald, serving and accepting the rewards of one of the seven Dark Gods. Others, often discarded by the Dark God they once served, take the more brutal path of the Exiled, abandoning physical perfection for raw strength.

Whatever the course the results of failure are catastrophic. The power of a Warrior, gifted or taken, cannot be contained by a mortal form in the absence of Immortal protection. Wretched Beasts scatter the Wasteland, the remnants of those who have earned the displeasure of the Gods. Yet a worse fate awaits those who fail the Herald's trial, for they are truly Forsaken.

Now you know the truth, the dangers, and that at any moment a misstep may send you into an abyss ~ do you possess the courage, the will, and the fortitude to swear yourself?

Speech by the Sorcerer Draxule at Lidince,  
recounted by survivors of the massacre

Your majesty,

It is with genuine regret that I write to you with news of my failure. My time with the Vaskol draws to an end; it pains me to report that no deal has been reached.

I must confess that it was with some reluctance that I accepted your charge. However, our barbarous neighbours have surprised me, and the journey has been an enlightening one. As a people, the Vaskol possess a peculiar nobility. Their tribal system may seem archaic to you and I, and their denial of your divine right and emphasis on personal freedoms does make me wonder how their society has not only survived but thrived in this barren waste. That said, their openness is a welcome change from the petty politicking that blights the hallways of our capital.

The terms offered were fair, but the reality is that they want nothing we have to offer. Good steel they have in abundance, traded from the fearsome warriors of the steppe in exchange for fish and whalebone, or taken through force of arms. They have little use for gold, jewellery, trinkets, art or even fine wine, all of which are looked upon as the trappings of the weak. I confess that after everything, they remain an enigma to me.

Yours,

Dieter Humbolt III

Letter to Emperor Matthias



# CANADA IS BACK AT THE ETC!

Article by Phibo

*Hey Folks! Philbo here, back from Team Canada's recent trip to the ESC & ETC 2018 in Croatia. We had a fantastic time during our first endeavour into The 9th Age ETC as a team and we wanted to share some notes and pointers related to our experiences during the trip. We think these may be especially helpful for other players that are new to travelling for play, or new national teams joining the ever growing roster at the ETC.*



Besides travel length and army storage logistics, we had little trouble getting to the event. One or two of our bags were lost and re-routed, but they finally arrived a few days in. Luckily for the team, enough of us are veterans of travelling for other games that we all packed armies in carry-on. A great lesson for new international gamers is to always pack your models, trays, tokens and tools with you in carry-on if possible, and especially on flights with transfers! You'll feel much safer knowing your models are safe with

you, even if you are bored and uncomfortable during the flight! Another related lesson is to bring your best-looking models if you can, as there is an award for the best painted team! Some of us, myself included, brought our loner units and minimum painted models to replace our custom creations and army centerpieces as we were afraid of packing our fragile or favourite pieces – as we learned later though, every model counts when your fighting for presentation points!



The Skill level however, well I can honestly say that we are years behind the European scene when it comes to the number of active players, and the amount of `Training` we were able to put in beforehand. Our requirements for admission to the team was less about level of adeptness or game skill, but was more about the will and financial means to organize and make the trip (Croatia is afterall far away from western Canada!). Although all our players are active in our community, we certainly weren't jockeying for top placement, as we were lucky to get in more than a game or two practice a week, due to the restrictions of our player pool.

That all said, two of our players placed in the 15-20th bracket for singles, which was great to see! It was mentioned by all our players that did team games and the singles event that they would rather have matched up with a country for a few practice games, rather than play 11 straight tournament rounds.

Overall, it was a resounding success in terms of picking up tricks and tips from the teams we played against, and we took away a lot of inspiration to grow our little corner of 9th Age out in western Canada. The judges, hosts, other captains, and vendors were very friendly and helpful, and I suggest you make sure to bring plenty of cash for the Vendor booths! These had a bunch of really nice MDF modular trays and tools, and the ETC event shirts fit great. We're certainly looking forward to teaching our local players what we've learned and we plan to come back for another shot!

We strongly encourage anyone on the fence about organizing a team to just go ahead and do it! The event was fantastic, and there were negligible issues with language, power gaming, or misplay beyond what you might find at any other event of larger size. Playing as a team was the pinnacle of gaming experience for many of us, and the 9th Age system shines so bright when implemented in such a large scope.



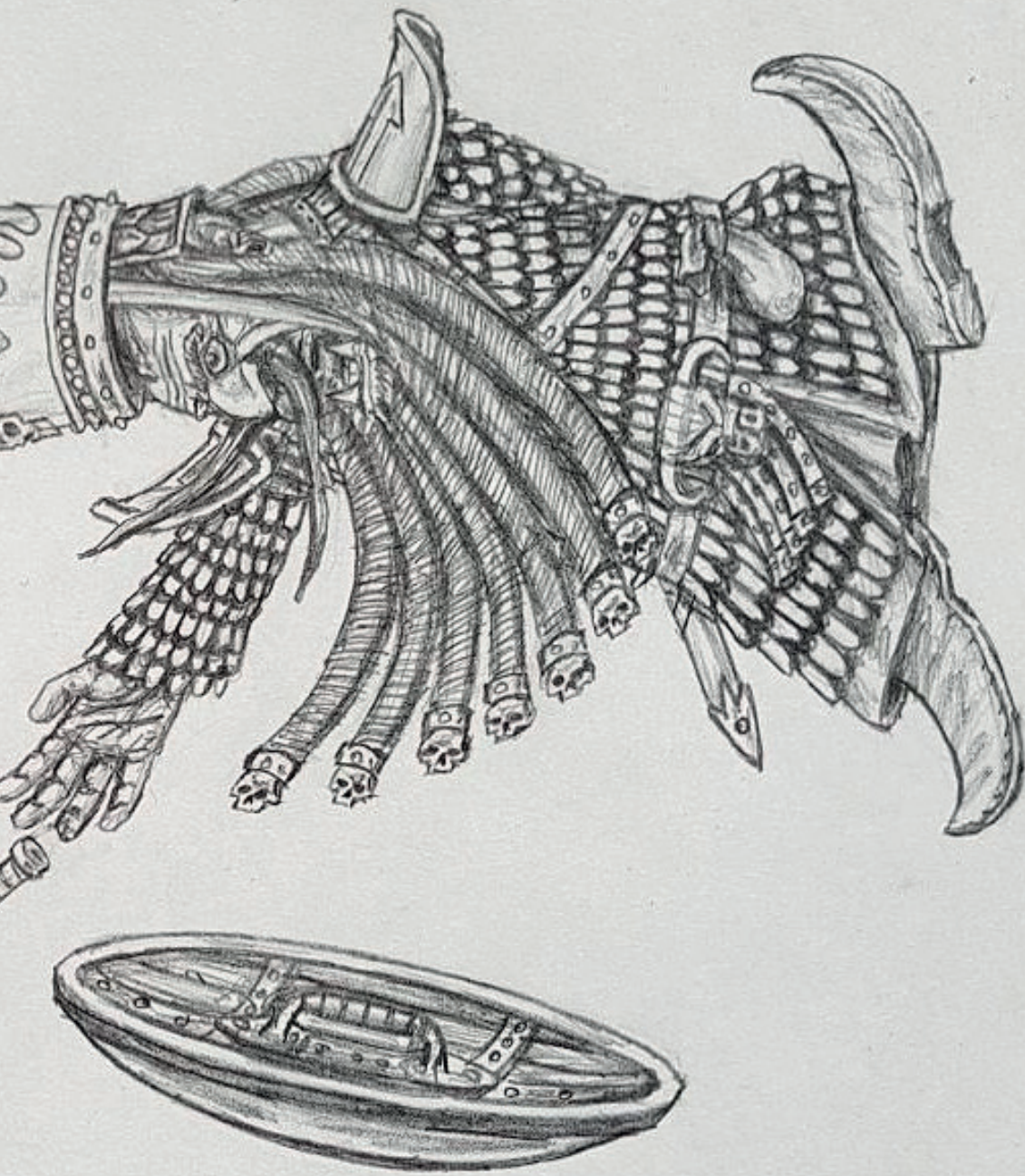
Thanks for the awesome weekend everyone, see you again soon!

- Phil & Team Canada  
9th Age ETC 2018





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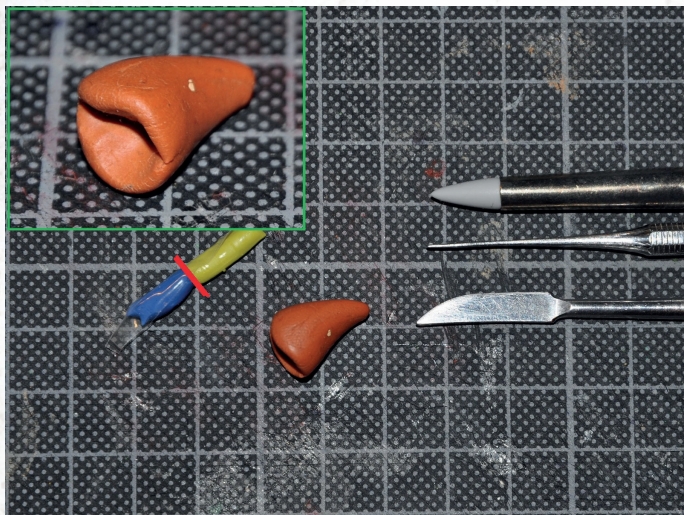
**Art Contest I:  
3rd Place by Karak Norn Clansman**

# SCULPTING A GNASHER

Article by Little Joe

*To get some sculpting practice, I am making Gnashers, and this article takes you along to show that sculpting is really easy! I will throw in some observations from a beginner's point of view, and you will see that Gnashers are great for experimenting because you can try many ways of detailing them as well as largely ignore anatomy. This means that every new miniature is a new exercise with new challenges and not always a repetitive task.*

## Getting started



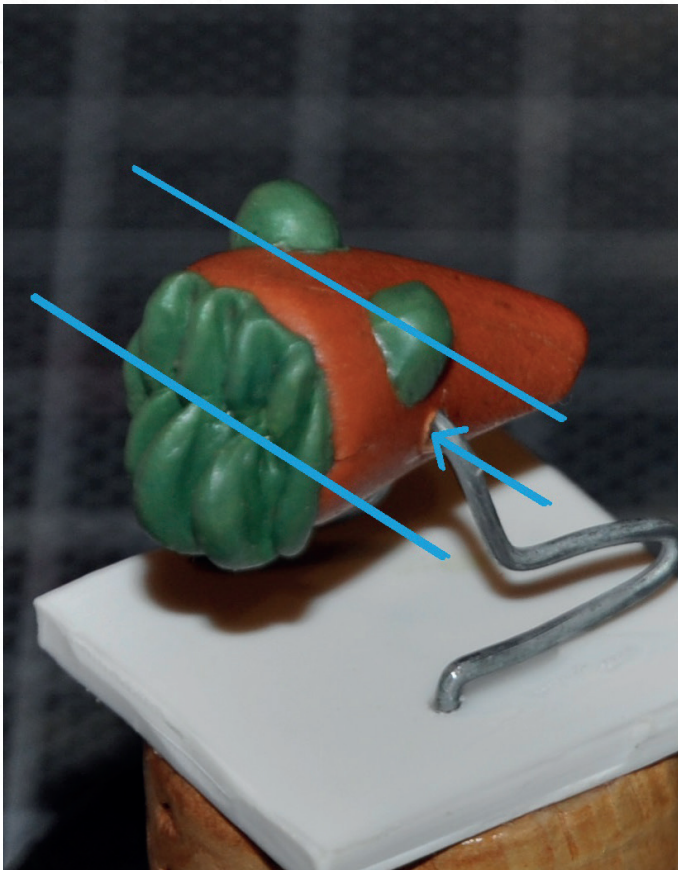
The dolly is a simple drop shaped blob of Milliput. You can use any hard material that is water resistant. Make a dent at the thick side and bend the tail side for variation. I only use 3 tools, the classical sculpting tool, a needle tool and a silicone tipped clay shaper. There are no tools that are the 'best' and in fact there is an insane number of tools out there. Use whatever you are comfortable with from working on filling gaps on miniatures. Find out what you can't do and look for a tool to fill that need. The first 2 are for pulling and prodding the greenstuff into shape, while the Silicone tools are for final details and smooth surfaces. Another important reminder is to keep your metal tools wet! This helps ensure the greenstuff stays workable. I Don't use the part of the greenstuff strip where blue and yellow meet, instead I use about 2mm of a greenstuff strip each session. Peel it off at both sides and knead the greenstuff well and throw the middle part into the trash.

## Session 1

First, I add the eyes and any greenstuff left is used to sculpt teeth. The simplest way is to push V-shaped wedges into the greenstuff. Having a lot of material helps to get round teeth instead of flat teeth in a well-rounded mouth. You can pull each tooth outward and shape them or keep it simple with a row of teeth. The upper row of teeth is just a placeholder for now - if you want teeth to stand out more, sculpting them in 2 sessions is better. You can always add more material or even cut and file to get the result you want in the next session. The eyes are flattened at the sides for more gripping surface. If you do them first when the greenstuff is tackiest, they will stick on nicely and if not, you can simply glue them on with super glue.



## Session 2



Once you have a hole, take a piece of wire and bend the shape of the legs. On the side where you plan to pin the Gnasher to the holder the length for the claws should be about 2mm longer. This makes it easier to get nails to about the same size later on.

Once fixed into place you add a roll of greenstuff and finish the upper teeth. Add a roll under the eyes to solidify the grip there and turn it into the lower eye lids. I find that adding a roll of greenstuff is better than adding bits a time. As I gained experience, I learned I only needed half of what I expected at first and got better at guessing how much to use as I did more.

Now comes the hard part: adding greenstuff to the thin wire. It is impossible to get a thick layer that wraps all around a wire and shape it, so add a thin layer that is stuck to something. Here you fixate the greenstuff at the top and then work it around the wire armature. The bends actually make it easier because it stops the greenstuff from going in circles. Just like the rolls this showed me that adding connected sculpting material and then pushing it into shape is better than adding small bits and trying to blend them together.

You need the eyes and teeth to know where to drill the holes to complete the dolly. Add the wire just behind the eyes at about the height where the teeth meet. Do not drill through but rather drill from both sides to ensure the exit holes are positioned correctly. A slight bend in the hole adds just enough friction which is good. Now you need a holder to place the Gnasher on. In order to make one, get a good bottle of whiskey and a few friends. Share the contents and do not sculpt until sober again! With that said, I have to admit that of all the corks I tried I found that I do not like cork to sculpt on at all, but instead I prefer a flat piece of plasticard that is the shape of the base. Corks with a wide wooden cap are the best to mount the plasticard on, but you could use anything that gives you enough hold to prevent you from gripping the miniature.



**Session 3**

Add drop shaped blobs and turn them into the nails of the claws. Make two dents if you want 3 nails per claw and work the greenstuff at the back. The outer nails are simple because you can make the dent to get the right shape. In the middle you remove some material from the front to get the right shape for the tip of the nail. Sculpting often enough is removing excess material as well, not just adding.

Gums are easy, add a roll of greenstuff over the teeth, flatten it at the front and make dents between the teeth. Use the needle tool to clean up between the teeth and flatten the top with the sculpting tool. With the silicon tool you can make the gums less regular and push the last gaps away.

A roll of greenstuff makes “saddlebags” at the thighs; this addition is to get an idea of the final volume of the upper legs. It will give guidance to sculpting the lower legs until you finish the calves.

Adding something like the bone structure in the nose will help to sculpt the nose in the next step. Sculpting detail is much easier if you have something to push the greenstuff against that can stop you pushing it too far.

**Session 4**

Start at the feet because that is the place hardest to get to. Add a roll over the nails, making dents and bending the sides backwards makes the skin of the feet. At the front you will add extra skin where it meets the toes in a next session. For now deciding how long the nails will be is enough.

Lips are an exercise similar to adding gums; start with a slightly thicker and larger roll. Push the sides where the roll meets the dolly flat and then use the nail tool to get a good fit on the gums. From there, it is just pushing some detail into the roll.

At this stage add the nose because you can blend it into the upper lip without adding too much material. Add a roll over the nose bone and make a nice shape. This is the point I decided this Gnasher to have a ridge of horns, which also is good exercise in sculpting teeth. You pull out material, shape it and then thin it by pushing down the sides. This gets you a rim around the horn.

Finally extend the tail into a better tip with the last bit of greenstuff. This again is just preparing for adding detail in the next session.





### Session 5

Add a second layer of flesh where flesh meets nails by adding a roll and then adding another small roll onto the calves, sculpt them and the ankles at the same time. All this work is roughly in the same area and will finish the lower legs. This is a lot of work and probably the longest sculpting session. I never get it right in one go and keep pushing greenstuff until it looks right and the same on both legs. When you use metal tools, you sometimes get water between greenstuff and the sculpt. When this happens, you should remove the greenstuff and use a tissue to get rid of the excess water. Sometimes using a silicone tipped tool will still work because greenstuff does not stick to it. You may find you can keep sculpting and just push the water out, in which case move on to another spot, let it dry and come back.

Use three rolls on top, two to make eyebrows and one for the ridge. Adding them at the same time allows you to blend them together where needed. First finish the eyes and add holes for the ears. Making the ridge is the same idea as adding the horn.



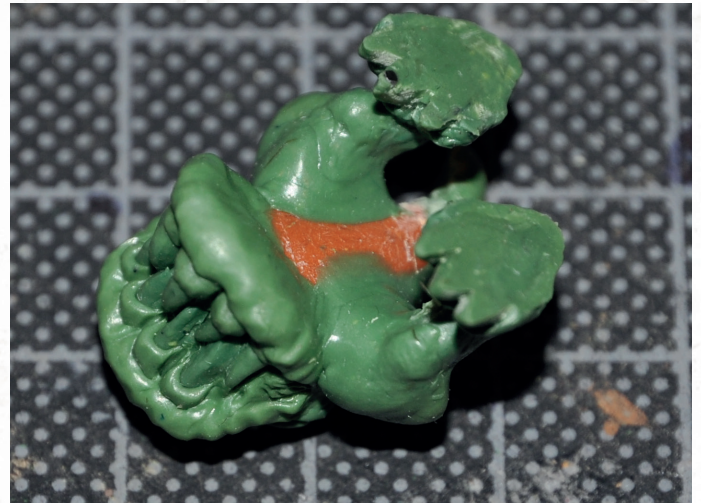
### Session 6

Start by cutting the Gnasher from the holder, cut the pin wire and file it flush. At this stage you should check the whole miniature and fix small uneven areas with sandpaper and a sharp hobby knife.

After the cleanup it is time for the final sculpting session. Fill the soles of the feet and fix any mistakes that need greenstuff. Finally split the leftover greenstuff in two balls and use them to add a blob on the inside of the thighs. I like my Gnashers to have muscular legs because you do not really see jaw muscles. At the front the thighs get a muscle covering most of the saddlebags. At the back and belly I use the muscles to blend everything together.

And that is it, not perfect but I am still happy and proud of my work! The most important lesson for sculpting is to take it slow and to build up detail in layers; I often add something to the Gnasher to prepare for adding detail there during the next session. Nothing is more annoying than getting fingerprints on something you just finished. If this happens, slow down, fix it and stop, continue when the detail has cured. Sculpting a Gnasher can be done in 6 sessions, but if you want to do more sessions its not a problem.

Have fun experimenting!



# Fantasy Battles the IX age

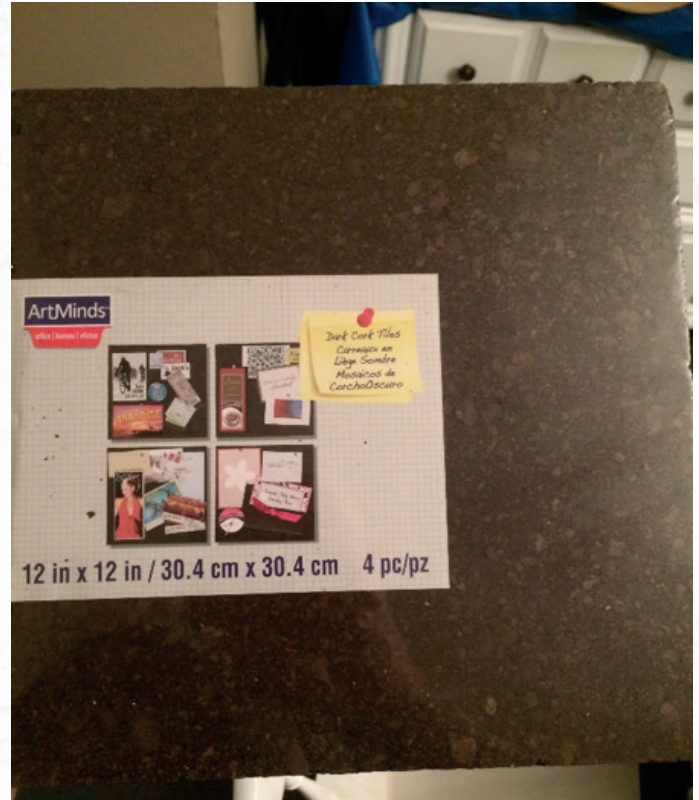


# HILLS BY “MY LITTLE PWNY”

Article by My Little PWNY

Hey Folks!

Phil here from “My Little Pwny” Game Studio, and today we’re going to look at two easy and cheap ways to make some great looking wargaming hills. Generally, I make both types in large quantities of 4-10 pieces at a time, while I’ve got all the tools and supplies out and ready. Let’s start off with a list of things I will be using, you can certainly swap out tools or methods to suit your own situation:



- I use 2 types of sand, one gritty and one fine. These can be easily grabbed from Art stores or hardware suppliers.
- Cork Board from Michaels Art stores is fantastic, with a nice ½” thickness and great rocky texture.
- For glue I use a wood glue/water mixture for basing my sand, and layers poured ovetop to harden it in place once I’m happy with the shape and depth.
- When placing foam or cork I use a product called “No more nails”, which dries quickly and is very strong. I literally can’t tear the foam pieces apart once it’s cured.
- For a solid base to the hills or terrain pieces, I use 6mm mdf from a hardware store. Home Depot near us sells very smooth and clean 2x2 tiles called “Handy Panels” which are fantastic.
- If you are going to be making foam hills, you’ll need some foam (Obviously). I use 1-2” thick wall insulating foam from the hardware store or scavenged from work.
- Knives or tools to cut your materials, I picked up a handheld foam cutter as well as a table saw styled cutter from Amazon. These have been perfect for making straight and clean cuts and sweeping natural turns in the rock.



### Step 1 – The Base

Regardless of the hill type, you need a firm footprint to place your material on. The above pictured MDF was drawn out on a 2x2 panel and cut out with my Bandsaw, then I filed the edges smooth with a coarse hand file. If your nostalgic for 2-5 edition Warhammer hills, you could easily make some low seated flock hills by stacking shapes and gluing/flocking them as is. (Pictured Above).

*DO NOT get these pieces wet or exposed to moisture, they will swell up and warp.*

### Step 2 – Prepare your Material



- Pictured on the page before is my process for large LOS blocking footprints. Starting with a large square or rectangle block of foam, I trace the shape of my MDF footprint in sharpie on the foam. Then with either a knife or my foam cutter, I follow the line but stay 1-2" in from the outside edge. This allows me to follow the shape, but also to have a lip that models or details can be placed on.



- Here I've broken the cork tiles into oval or rounded pieces, then stacked them on top of each other to create a more desert themed Hoodoo. Once dried, I paint glue over the base and the cork to pour my sand mixture over. (First placing any decorative bits, or extra shale/cork rocks). After the glue dries, I make a mixture of water and glue to pour over the sand. Multiple passes like this allows it to really harden, keeping it safe for gaming.
- Next I prime with a black spray paint, full coverage of the model. Followed by a top down with either a grey or white paint, this will help our colour layers appear faster. As a black coat will take many more passes with a drybrush or airbrush to cover.

- Once you have the foam layer cut, you can make additional layers to place on top or beside depending on the look you want to create. I like to bevel the edges of the foam to make it appear jagged and rocky, I do this by holding my hand-held foam cutter at an angle while dragging it along the foams edge.
- Make sure to test fit many times while you do this, you can always cut more off, but you can't easily add volume back.
- Glue the blocks down with your chosen adhesive and let it dry!



- Make sure that when you Prime the foam areas, DO NOT use regular spray cans as they will eat the foam and leave it scarred and pitted. You must either coat it first with a PVA/water mixture a few times, or use a craft paint safe for foam.



- Firstly I use my Airbrush to put down a layer of Red Brown, thanks to the zenithal preshade we have a really nice transition from the shadows in the rock.

- Then I pick 2-3 paints in ascending order or brightness to drybrush across the rock faces, particularly in a top down and side to side fashion. I use liquitex emulsion paints because they are very thick, followed by a splash of GW foundation paints to create stark edge highlights.

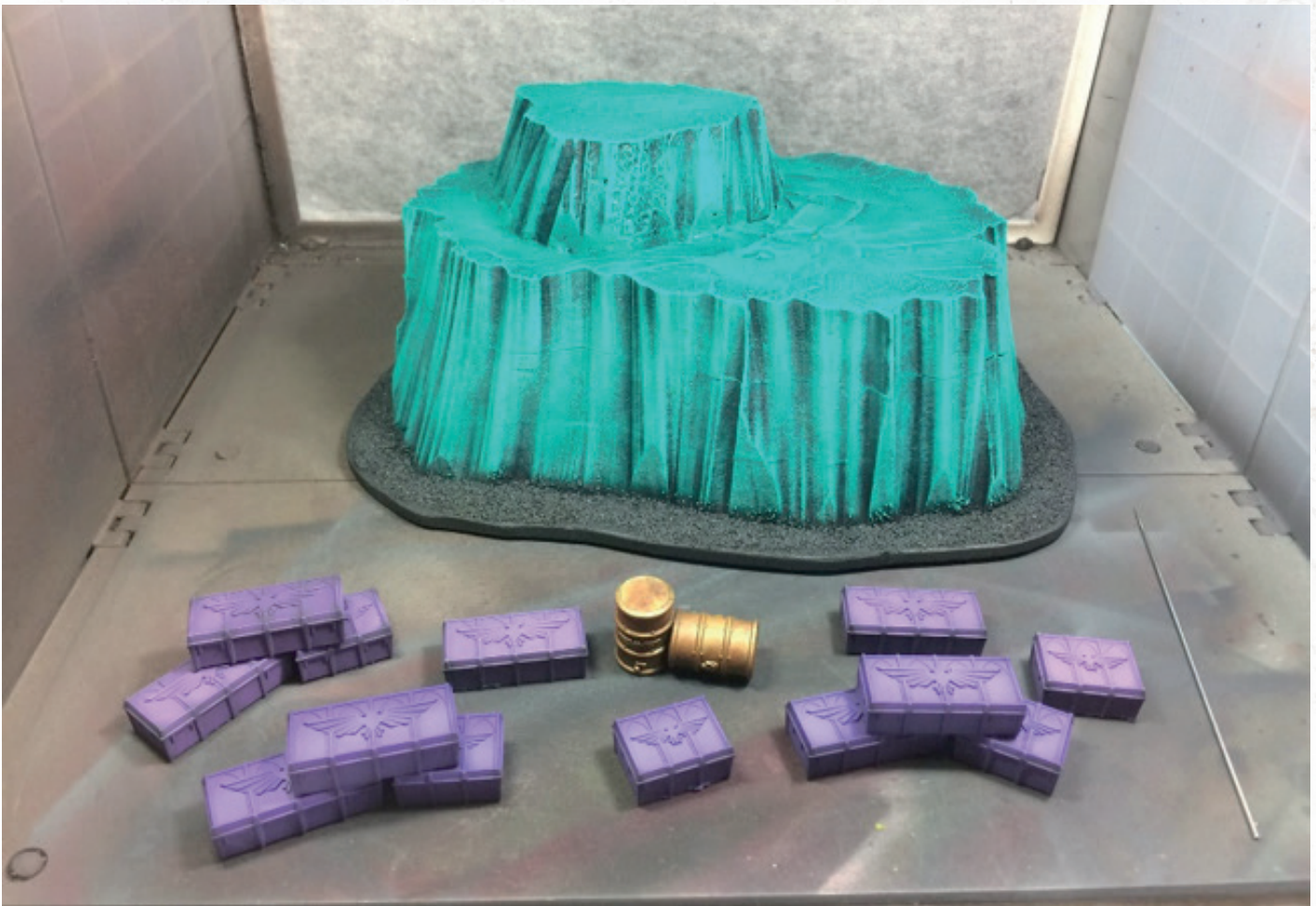


- As you can tell, the cork makes for a fantastic rocky texture.
- I start the sand by airbrushing a GW bone foundation paint, nice and low PSI so I don't overspray onto my rock. Usually I select 2-3 highlights to build up in natural looking patterns, or 1-2 and then shade the recesses and low spots with a sepia or brown wash (also through the airbrush).



- If wanted, you can pour sand on top of the lower rocky outcroppings in the beginning. It creates a nice transition from the sandy floor to the rocky face, very easy to airbrush. I finish off with an ivory drybrush, and pick out and details or bits with a regular brush.





**Next let's look at using foam by itself, probably the fastest and easiest terrain to make.**

- This time I started by sealing the foam with multiple passes of PVA glue, making sure it has cured before priming black.
- Drybrush top down and side to side heavily with a grey, then lightly with a white. This will give a great basis for any colour you want to use, above
- If using inks or thin paints through the airbrush, you will need to make many repeated passes to build up a strong colour gradient.

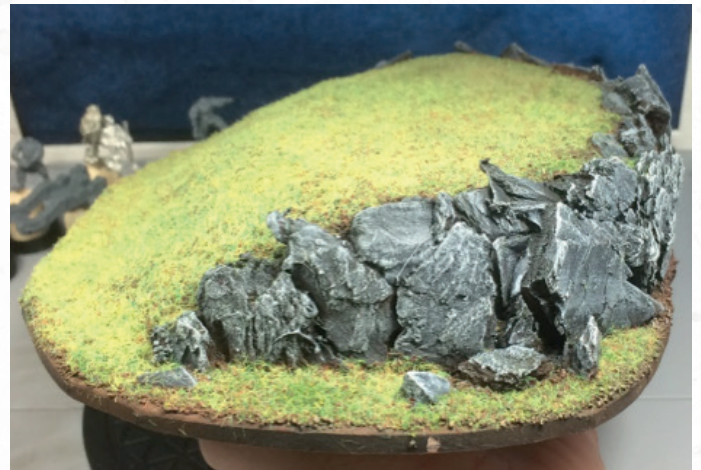
I have used a turquoise ink from Privateer Press. But you could also use browns, reds, or greys to create something from a different season.



- You Can also leave your edges smooth if you lack the means to bevel it nicely, using an airbrush you can add a fair amount of detail to the flat surfaces with paints and washes.



- This one I've flushed out with some woodland scenic snow effects + pva glue mixture, as well I have painted the sand black and drybrushed with a blue/grey.

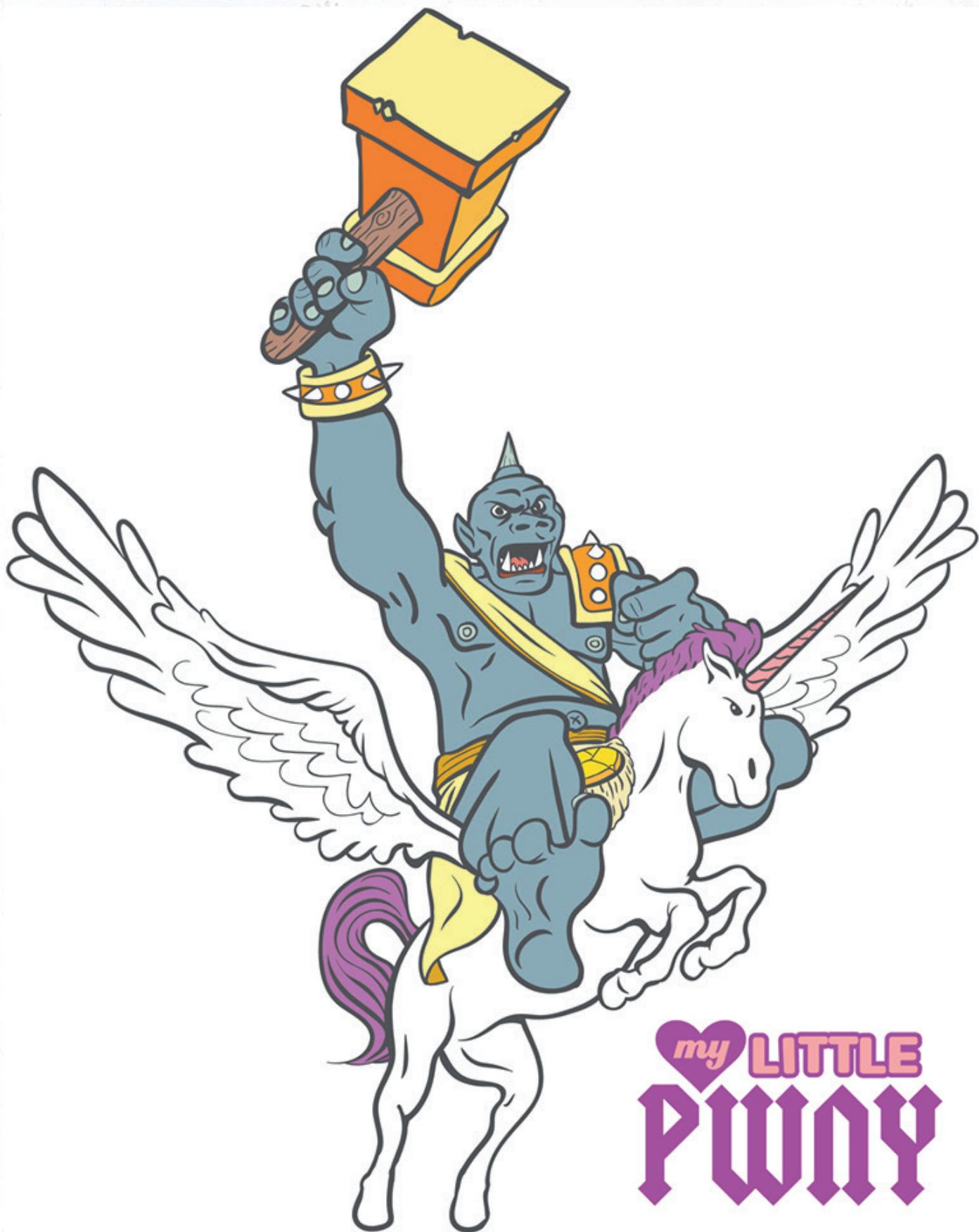


- If you want to add some grass, GW, Army Painter, and a variety of other companies offer great and easy to apply flocks. After you have painted and varnished your dirt or ground, apply PVA glue with a brush to the areas desired. Then sprinkle on your selected flocks, generally lighter areas on more visible spots and darker in the shadows.



- On the previous page are some full tables I've made for my friends gaming store, everything looks great once it's all combined! Generally, I make terrain for many systems, but my game of choice is Ninth Age Fantasy Battles which uses a lot of varied pieces which impact the models on them. So, a flat footprint is more desirable, while keeping things looking great.
- Next time we will look at using tree bark to simulate rock walls and cliff edges, this is perfect for sloped fantasy hills, or large table dominating centerpieces for games like 40k. Please feel free to check out my Hobby Page where I post projects and finished tables on [FACEBOOK](#)





<https://www.facebook.com/MLPGStudio/>.

# REACHING OUT TO OTHER GAMERS TO BUILD T9A

Article by SkavenInAZ

*I have a confession to make: I half-jokingly asked my wife to let me go to an Age of Sigmar tournament on a recent Sunday – and to my surprise she said yes! As we all know, a day of gaming is better than a good day doing most other things, so I threw an army together and ran to my FLGS and played 8 hours of games.*

Now, I can hear some of you already.. “Age of \$&!mar!!’ll never watch his channel again!” But, before you hit that unsubscribe button, I’d like to point out a few things. At this tournament were my long lost Tucson Ninth Age players. Got to talk to the leaders of that group after each game and find out why they weren’t playing (often citing the rules changes) and what we needed to do to get them to play Ninth again (keep publishing content, keep engaging). I talked to a couple of old friends from Tucson I hadn’t seen in a while, and reconnected. I Also ran into someone I’d met before, who still has models on square bases and chatted. He’s not interested in Ninth Age, but we had a good talk about other things nonetheless. I met a couple of new players, one in Tucson, one here in Phoenix, who might be interested in playing Ninth Age. I Encouraged them to come out on a Saturday and watch us play and engage with our community and see what they thought. They made no promises, but still seemed to be interested.

Now granted, I knew that some of these people would be at this tournament and I knew that I could have these conversations with them if I went, but also none of that happens if I don’t go. Sure, we can talk over Facebook or Messenger, but it doesn’t have the same impact as a face to face conversation. That opportunity was one I didn’t want to pass up, and I may have been able to get a few more people playing Ninth by doing so.

When I’m on the forums, I generally see at least one gloom and doom thread about Ninth losing players. People saying things like “We don’t have enough of a player base”, “we don’t have a company backing us”, “we don’t have any visibility”, and more. Folks, I have to tell you.. if you’re seeing those issues pop up, you may part of the problem, not the solution.



If we want this game to grow, and attract more players, so we can play the game we love – then we need to do things to make that happen. No, you don't have to live on the forums and debate RT members on rules minutia. You don't have to be a master painter and inspire the masses with your amazing armies. You don't even have to walk up to people and ask them to play T9A.

But what you could do – and the project needs you to do – is to simply play games. And play games in places that other people can see you play. Too many of us have shunned away from the clubs, social scenes, and game stores, and retreated to playing in our basements. It's easy to justify (I have beer at home!) and it's easier than driving to the club. But slowly as T9A players vanish from sight, the game vanishes from those who don't play T9A sight as well. As this happens, you miss chances to let others become interested in our game.

Is this a problem? I can't answer that for you, as that's up to each individual. Some people have huge communities and lots of players. But a lot of us are stuck playing the same 2-4 people every week and that can get old, especially if one or two are much better than the rest of the group. And what happens if 1 of those people leaves? Now who do you play?

For me, I was playing 2 people from week to week, one of whom won Buckeye Battles 2018, the other was Best General at Cornerhammer - I got my butt kicked a lot. I wanted more people to play so we had a variety of players and we could grow our games beyond knowing three armies really well, and truthfully, so did my opponents. It gets old playing the same people over and over. So, we agreed to play games at my local game store. As we've done this for the past 18 months or so, we've attracted interest from a lot of people. Many of whom we've never seen again. But a few, who had armies or who wanted to get back in joined our group. That group of 3 grew to 4, then 5, and so on, until now we've got a solid group of 9-10 that play every week at the store. And, as we continue to grow, we continue to get more people walking up and talking to us. We're working on building a sizable community here on the West Coast, and it's all being done through playing games and talking to people.

So, here's my ask. Get out of the basement. Go play games where people can see you. If no one asks you about T9A that's fine, because believe me, someone will at some point, and when they do, tell them what we play and why we like it. It's not hard, you're not pushing religion on someone – but you might make a friend, and isn't that ultimately why we all play games instead of just hording our miniatures at home? We want people to engage with – we want to see beautiful armies on the table, and we want epic moments to remember. Give yourself more chances to make that happen and help this project grow at the same time.

*SkaveninAZ is a member of the ACS team and regularly produces gaming content on Youtube under his channel of the same name.*







Art Contest I:  
1st Place by Alnitak

# MAKING TERRAIN FOR THE 9TH AGE

Article by Little Joe

*Welcome back to another session of exploration and fun with creating a beautiful backdrop for playing with your miniatures. To complete the basic set for games of the 9th Age you need a cliff or building, and this time we will look at cliffs. The tutorial makes for a very easy one day build that can even be done with children.*

## Cliffs: The Rules

Let's first start with the rules from the rulebook: "Cliffs are Opaque Terrain and Impassable Terrain. Cliffs contribute to hard cover". This means big and solid terrain to block line of sight and provide hard cover. Impassable is great news for a terrain builder as it gives almost unlimited options for design since you won't need to balance models on the terrain. The only things to keep in mind are big and believable hard cover. So, what is big? T9A has relatively sizable demands on terrain footprints with 6" x 8-10". A cliff should be high enough to hide most miniatures, which will add an element of immersion to your games. So a cliff should be at least 4" high.

## Inspiration

While hills were simple, cliffs are even simpler. And this is where the fun starts for terrain builders: anything that fills an impassible mass of space can be used. Let's start finding inspiration with the most common cliff: the monolith rock formation often called pillar rock. These rocks get created by erosion of softer material around them, lava piling up, tectonic activity, or perhaps by an angry God dropping them on a poor soul!



This is a very viable option and there are loads of examples in nature such as: City of Rocks State Park, Wallula Gateway, Penyal d'Ifac, El Peñón de Guatapé, Loreley, and many more; Chances are high there is a big lonely rock near you. To add some extra character to your table, you can also link your terrain to your army by making the cliff in the shape of a relevant venerable object such as a Herdstone (Beast Herds), an Obelisk (Highborn Elves), a Sphinx (Undying Dynasties), Obsidian Monoliths (Dread Elves), Volcanos (Infernal Dwarves) or a giant stone effigy (inactive great green idol for Orcs and Goblins) etc... It's also important to remember that none of these need to be standing upright, they could also be fallen-down or under construction



Cliffs can be more than mere rock, for example a giant tree (redwood, dragon blood tree), huge plants (rafflesia, organ pipe cactus), a metal statue (Statue of Liberty, golden Buddha or any shape you want), an active geyser, an ice and snow mountain or simply something hidden in ivy. Hiding something big in rubble and hinting at impending doom for your opponent's army is a great way to get a conversation started while gaming for victory. In real life the Vikings used to roll their ships over land and pillars for Stonehenge were probably moved that way as well - all great historical examples.

Another option is to go far into the realm of fantasy with big demonic gates, a Trojan horse, a flying rock with waterfalls to each side to hold it up, a rock in a lake with a siren on top, a dragon's nest possibly with a mother dragon, a big pulsating magical crystal, ship wrecks or a ghost ship filled with blinding light, or anything else fantastical from your imagination. These would be complex and difficult projects, so if you are looking for a challenge or a stunning centerpiece for your terrain collection, this is your chance. Cliffs have the room to hide electronics and with mirrors you can do some insane ghostly effects, historically called phantasmagoria. When a device like this is put in the centre of the table with the right mirrors and lights you can use it as a light source and play on a table you set the gloom level for.



Because a cliff is impassable, you might consider making it a useful part of your table setup. It can be used as a turn counter, dice tower, dicing tray or a carousel gumball machine - this is a game with magic after all! Terrain can be functional in many ways and not look out of place if done in the right way.

### The hurdles when building cliffs

In a game of T9A, cliffs are Impassable which often is their biggest problem. If the footprint of your terrain is too large, you make the space on the table smaller which can cause difficulties when manoeuvring models. With this in mind you can build it in as an advantage for some scenarios where you want to break up the deployment zones. In general however, these issues are more trouble than good and so anything in the middle of the table should be reasonable in size. When building your cliffs, don't go too crazy when it comes to the size; when in doubt build higher rather than wider.

Big and blocky terrain can also be hard to store, especially if you make a heavy cliff and store terrain in a box as other terrain will get damaged when heavy things start to shift around. Plan ahead and make sure you have the space needed and remember to build using lighter materials where able. Simply taking a big rock from nature and cleaning it can be good for fast gaming, but bad news for storage. Plan ahead and make sure the cliff will fit appropriately where you store terrain.

### A One-day Effigy Cliff Tutorial

This is a very easy build for a morning on a rainy day and takes about 2 hours to build. It will need some time to fully cure and harden, so I recommend painting in the evening or the next day.

### Materials needed:

- Cardboard box
- PVA glue
- Paper masking tape
- Clean garbage or filler (I used paper rolls)
- Aluminium foil
- Air drying clay
- Sand

### Tools needed:

- Scissors
- Sculpting tool or blunt knife
- Hobby brushes.



I started making a base using the same method as in the last 9th Scroll. I used 3 layers of card, placing the contours perpendicular to each other to get a more stable base.

ww



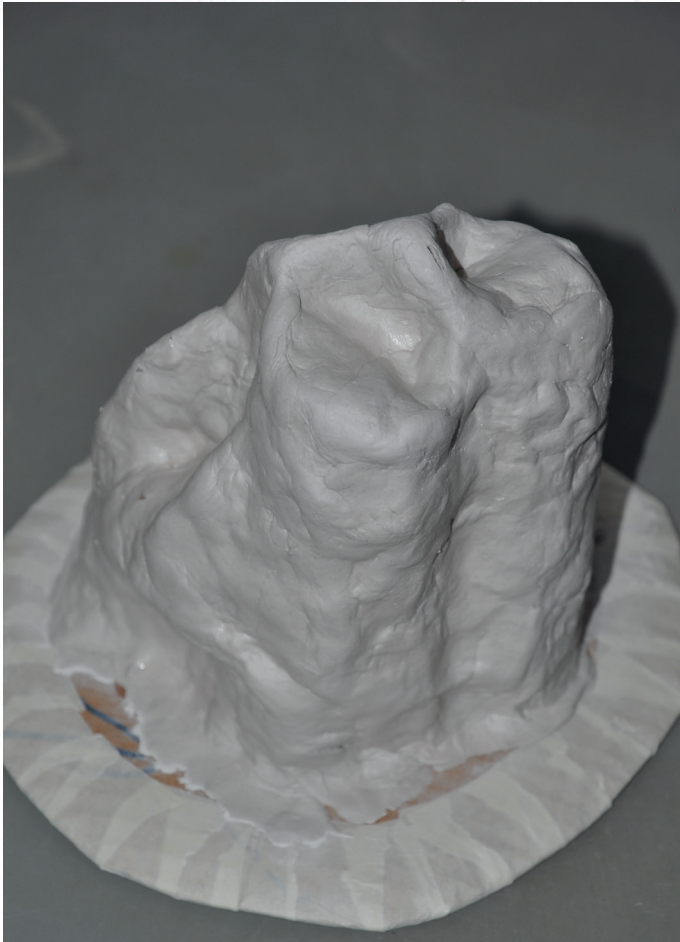
To get the rough shape I want, I cut the rolls at the top down with a scissor into strips. Next, I folded them down and used thin strips of masking tape to keep the shape. In doing this I halved the height of the rolls. The shape does not need to be pretty nor perfect.



I taped the sides starting on top by sticking a strip of tape to the cardboard, pressing down on the edge and pulling the tape to the bottom to fasten it. Then I stuck filler, (paper towel rolls in this case – but it could be anything) on top of the base to fill most of the bulk of what I wanted to create. The reason I prefer paper is that it takes glue very easily, dries fast, and is strong due to the fibres.



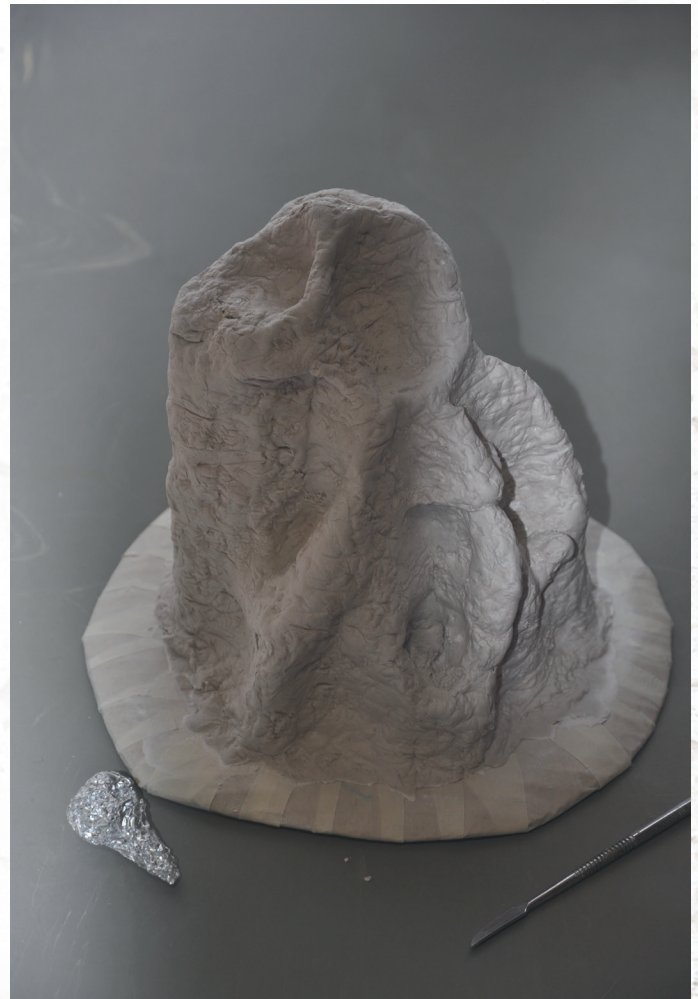
To add a bit of extra grip I used aluminium foil. Just wrap it around the piece and squeeze. Again, this does not need to look pretty or hold well. Clay will grip better to the aluminium foil surface and aluminium foil has no problems with getting wet. The whole substructure is rather soft and pliable, this is by design. When the clay gets applied you can do the final shaping and when the clay dries, you will not get cracks because there is room for the paper and card to shrink.



I then applied a thin layer of air-drying modelling clay. I made small sheets about 2mm thick and stuck them on the armature working from the top down. With water you can tack them together and spread the clay out where needed. If this product is unavailable to you, you can also check how to “make air dry clay” on YouTube - I used about 200g of clay. Having a soft substructure and soft clay makes this an ideal project to make with children. Just a word of caution: only provide a small cup of water because children will find out that wet clay is messy and fun. You only need enough water to glue clay together.

To add the face of the effigy onto the side of the cliff, I added brow ridges, a nose and 2 small teeth. Keep sculpting to a minimum (thickness) and get inspired by the basic shape you make.

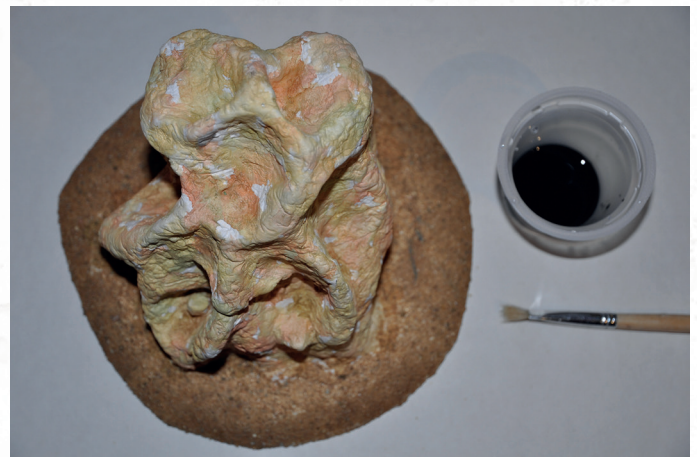
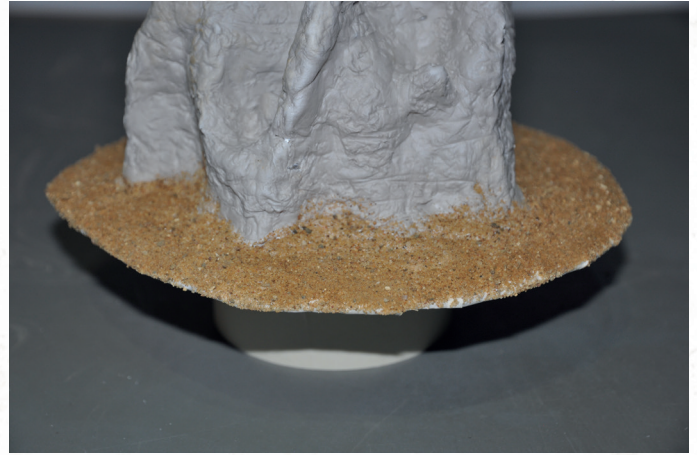
Take a small sheet of aluminium foil and fold it twice, then roll it into a ball to dab the clay before it dries, I find this is a great tool for adding texture. If the clay is sticky, add some water to wet the tool. I then used another modelling tool to scour horizontal lines into the clay; however, a blunt knife is just as good. A second dab with the texturing tool all around gives you a nice finish. The texturing is important for the painting technique I will use.



Let it dry a bit until the surface of the clay gets hard edges. Now it is time to cover the base in sand and add any extra bits and detail you want. Use the roll of the paper masking tape to keep the base from the table.

Now is the time to paint it any way you like! Because clay is porous, you can have fun painting it with wet techniques. To make washes for your terrain use your paints watered down, not the washes for miniatures. Thin a reddish brown, a yellowish brown and a greyish green paint with water in a roughly 1:10 ratio. Use

colours that are not cartoony bright. You really do not need much of it, but having extra is better, I used about 4 drops of each colour. Then just dab the 3 colours on the clay in a spotty way with a hobby brush. Start with one colour on a patch, stab at about 25% of the surface, then the next colour up to 50% and finally the green to get about 75% coverage. About 25% should stay white. The paint is supposed to flow and run downwards, but the material is also supposed to suck up the paint and divert it horizontally with the lines made previously with the knife or sculpting tool. Very little paint should get to the base. Be careful with a cardboard base, the sand will moderately protect it from water, but only so much, so use a paper towel and keep it clean.



When you have a nice mix of colours and all is dry after a few minutes, wash it with black. Make about double the amount of wash with your regular black paint. The black wash goes all over the terrain and applying it should look like washing a miniature when you can see it pool in the recesses. You won't get black lines in recesses because the material will suck up most of the colour. The black colour will further grey up the colours used (desaturation) and blend everything together. Because it is a wash, you get natural highlights.

I applied 2 coats of wash, waiting for it to dry in between; you can see how it just slightly tints the surface. This technique makes for very easy painting, but it needs the right material and base colour. Any material that sucks up paint and is white or still sucks paint after priming can be painted this way; You need

the right texture on the material. Normally in terrain building you make texture for highlighting; here you need horizontal grooves to block the paint from running down and spreading it better. Since this cliff is weathered rock, anything else is smooth edged. I like how the aluminium foil pops out in some spots and reflects the light, no need for a highlight. You can add a very light highlight at this stage if you want to.

I painted the base and stabbed at the bottom of the cliff when the brush ran out of paint to blend it together. Then I added the usual flocks and colours to make it fit the terrain I already made for this project. The core of a table filling set is done, that's a nice milestone.

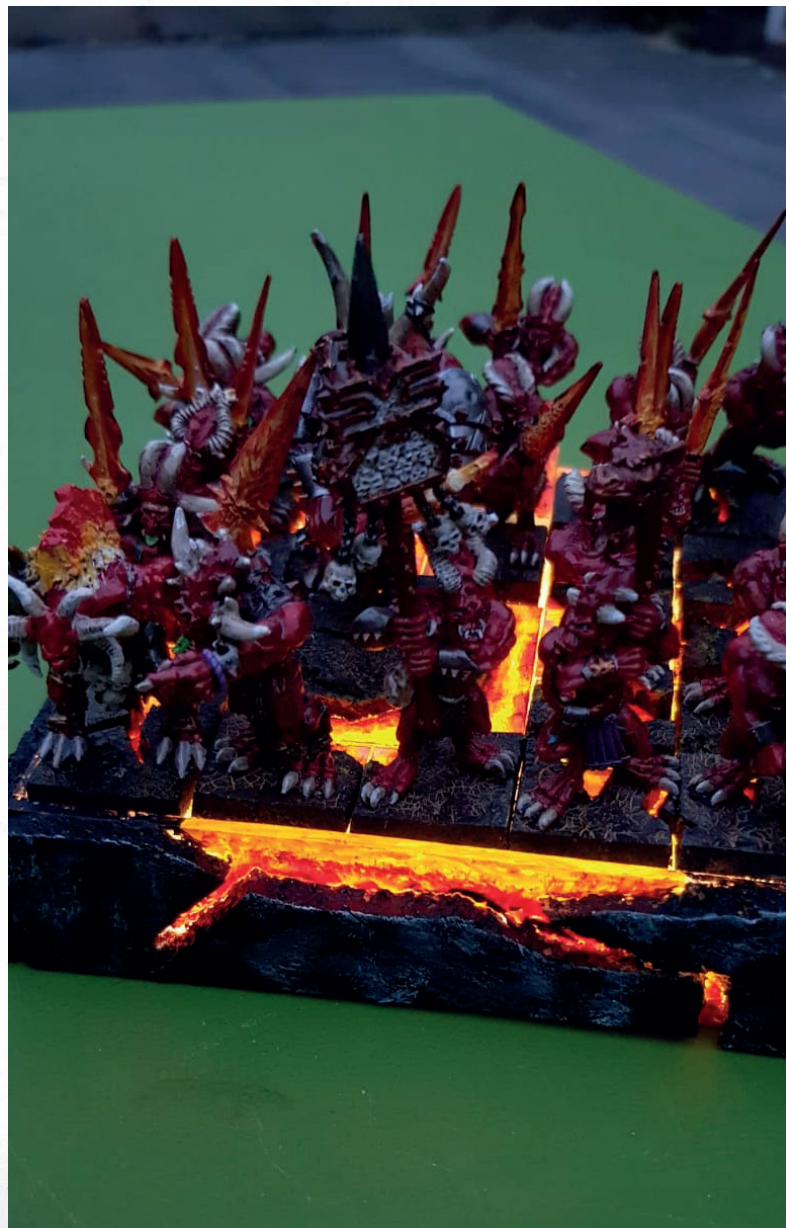
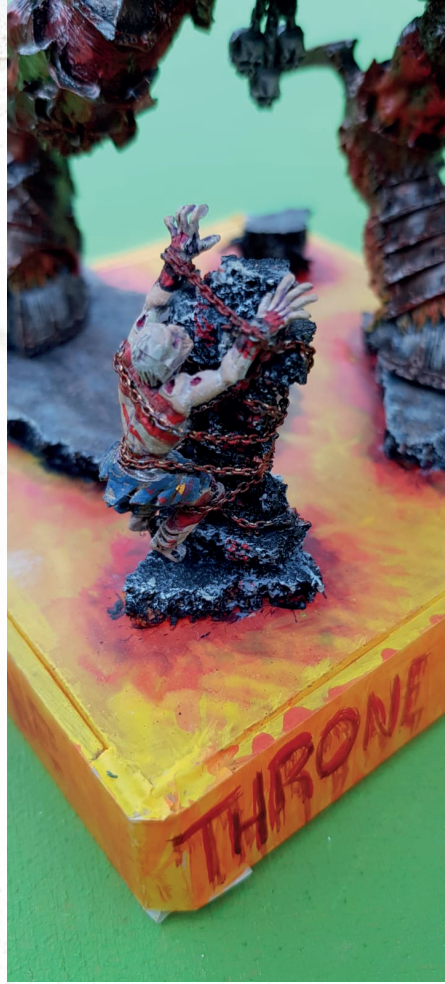
I hope you enjoyed it, happy terrain building!



Deamons of Wrath:  
Photo's and miniatures  
by Koen Smeele









# REVIEW YEAR 2017-2018

Article by T9A executive board

*This is usually the time of the year when we have a review of the last year and wish T9A a happy birthday, which was actually back on June 30th! It is actually our 3rd birthday and T9A is incredibly impressed with the progress we have made so far. We've been rather busy over the summer so we've only just got around to writing this, but here it is, our review and opinions about the state of T9A.*

*Naturally, let's start with a big THANK YOU to the team and also to YOU, our beloved community whose support is vital to make this game a popular one, who have participated significantly to the work done, and who have invested considerable resources to side projects related to T9A, and lastly to all the companies in growing numbers who trust us with their support.*

## 1. General feeling

### 1.1. Beta

The first idea which springs to mind when thinking about this past year is a single word: The Beta.

The Beta was indeed our greatest achievement, so let's detail a bit what is in there.

#### **Our game can be understood as:**

Game's base rules

- Background
- Army books
- Measured values.

Sadly, not everything is updated at the same pace!

#### **Game's Rules.**

This is the part which T9A wants to get right as fast as possible, so that it can stay unchanged for a long, long time. We have heard the call that many people do not wish to participate in a game that is ever changing and T9A gets that, we really do. Here is a little secret for you, T9A wants the mechanics of the game to be super-stable as well, and we are achingly close so please hang in there!

The beta rules have been played in many tournaments across the world, from Europe to US, down to Australia and even in China! These are consistently praised for being so clear that a referee is hardly ever needed anymore, so sorry Refs!

Thanks to a great involvement from the community last year, we implemented many ideas in phase with what plenty of gamers wished, a popular example is the ability to select freely spells for magic-users.

What remains to be done before we can declare the work completed is an effort in the wording and phrasing department: a recurring complaint tells that the wording is too cumbersome and wordy. While this helps with ensuring referees aren't called as often at formal events, it can be a little off-putting to new starters and more casual gamers. So, with the help again from many community members (which is immensely appreciated), we should end up with a set of rules which are as unambiguous as the current beta version, but easier to read for the community at large. T9A's wish is to publish the main rules of the BRB before the end of 2018, so that no modification needs to be made in the coming years.

#### **Background.**

Another oft heard criticism is the lack of background. T9A had grand plans to deliver a Background Compendium this year and although this did not happen as intended, a great amount of background has been delivered in various documents, in particular the 9th Scroll. This all has become hugely popular beyond our wildest dreams. However, the plan is still to cover all 16 armies sufficiently, so the compendium is still in the works. Ideally we still would like to complete that work before the end of 2018.

#### **Army Books.**

We had envisioned that with beta would come only minor adjustments to most Army Books. Instead, we have been pressed hard by the community to take the opportunity to update all the army books significantly, and, after much debate, we have done so! The positive has been that it proves how deeply attached the players are to the faction they play and to the game in general. We see this in the many passionate discussions that we have with the community. But with every up, comes a down and the drawback has

been that it has taken a very heavy toll on the team, putting them under severe pressure to complete the impossible task of pleasing everyone. Despite this, most AB's show a significant improvement over their 1.3 versions. In the coming years, these AB's will be fully revised, one after another, torn down to the bare nuts and bolts and rebuilt until all 16 are up to the standard established with the new Warriors of the Dark Gods army book. We will start this in earnest once we have the Main Rulebook out of the way. We hope to be able to achieve four complete reworked AB per year. There is currently a lot of planning going into this so stay tuned for more news on this!

### **Measured Values (point costs, power levels...).**

This is the most delicate part. The cost of all units, as well as common objects, and the power level of spells constitute what is referred to as the balance of the game. It affects directly which units will be played more often, and which will more likely remain on the shelf.

To determine the balance when we release the 2nd edition, we have enlisted significant help from a multitude of the most experienced players, many of them not team members but accepting nevertheless to provide their well-educated advice to get the best balance between the 16 official factions. The result is already better than what we ever had, and close to what we will ever get. This is the part which we will need to keep updating until the release of Gold, and even after. However, we are also aware of the need to be less frequent with these changes.

The plan for future years is to keep track of the balance and how it drifts, as we understand that the meta (as in what is currently being taken and how it's being used) changes from country to country.

At present, what is in discussion is to publish a yearly update, which would cover mostly small changes in point costs and spell power levels, so that underused units may see more light and overused units become less prevalent, but still interesting to use. This slight adjustment should not alter significantly most army lists, which may need to add or lose an occasional model, but should not see whole units become useless either.

In the Paths of Magic, the balance adjustment may affect the power levels, the exact wording of spells

and their effect. As elsewhere, the wish is to keep all these changes to the bare minimum, so this should not force any significant change, just subtly alter the balance.

To accommodate this approach, we are going to move the list of Special Equipment, and the associated point values, out of the base rulebook. This will allow the BRB to be printed with no risk of quick obsolescence and maintain that stable ruleset that the community longs for. Given the historical past and gauging how other systems work, we believe this is the best course of action as we move forward.

### **A popular success already!**

T9A has been pleased to see that the new rules, despite being still in the beta stage, were nearly unanimously preferred to the previous version, 1.3, which has been maintained as the official rules, now unchanged for one year and half.

The protest from many in the community against too many changes tells us that they have moved to the beta rules. We hear that, and the base rules written in plain sentences should not change anymore after the publication of the official 2.0 version, known as the Gold edition.

Of course, we did not only work on the beta. Other products are presented further down in the "achievements" section.

## **1.2. Relations with the community**

As we committed last year, we tried to engage our community more. Of course, we did not implement every suggestion made by everyone, but a substantial number of them were used for the work done this year. T9A has learned a lot in the process and first of all, we learned that it's not easy, not even by a long shot! We're still trying to wrap up all the lessons learned, so that T9A becomes more obviously associated with its community.

It has proven to be a very demanding process for several reasons:

First, and most importantly, it is impossible to please everyone. This results in lots of people accusing us of not listening to them or not paying sufficient attention to their meta. Second, the daily contact with

demanding fans who express their negative feelings takes a hard toll on our team and other community members. Additionally, the outcome is never delivered fast enough, and when we push harder to deliver, it's never of sufficient quality, which forces us to adjust again, and then we face the protests of those who dislike frequent changes. As you can tell it is almost impossible to solve while maintaining our community engagement, which is probably why normal companies pay less attention than us to what their customers have to say directly. But our spirit is still to thrive to address your concerns, despite how hard it is, if only because the whole team is made of customers as well!

Meanwhile, we are pleased to see our community appropriate the game, not only with the passionate comments, but also with a blooming of Homebrew add-ons.

## 2. T9A Team

The team did a fantastic job once more, we can never say enough about our own team purely made up of volunteers. In addition, T9A has tried to improve our internal processes to progress our work faster and in a more efficient way. In particular, we implemented seven Councils, covering all the teams, to help the Executive Board to follow all teams scattered in various responsibilities.

We have said farewell to a few friends and made quite a few more. We have seen a larger turnover this year and despite that, our staffing level now resides around 335 staff members, a net gain of 39. As we move into a different phase of the project, we will not be doing as much simultaneous work as we did, and we hope that our staff can benefit from better working conditions. As always, If you feel that you would like to assist our budding team, then please get in touch!

## 3. T9A Community

The growth on the forum, as predicted, has significantly slowed down, with 13,552 members on June 30th, a growth of 2283, to compare to 3476 the previous year. We do not track the growth on other media such as Facebook or Instagram, both of which have seen many new followers, or in independent forums dedicated to T9A, especially in languages other than English.

Still, the feeling is that we have made the most of our growth with the production released so far.

T9A hopes that the release of the background compendium, the stability of the rules, new products such as campaigns, possibly hard cover rulebooks made by various supporting companies, and greater welcome to community's initiatives will all converge to increase our community.

We noted that after the release of the new beta AB, the forums became much more positive. Obviously, it shows more and more that the team and the community are talking to each other.

Graphics about who you are show no striking evolution compared to previous years:

This nice map (on the right page) shows that there is some interest for T9A in nearly every country on Earth!

## 4. T9A Achievements

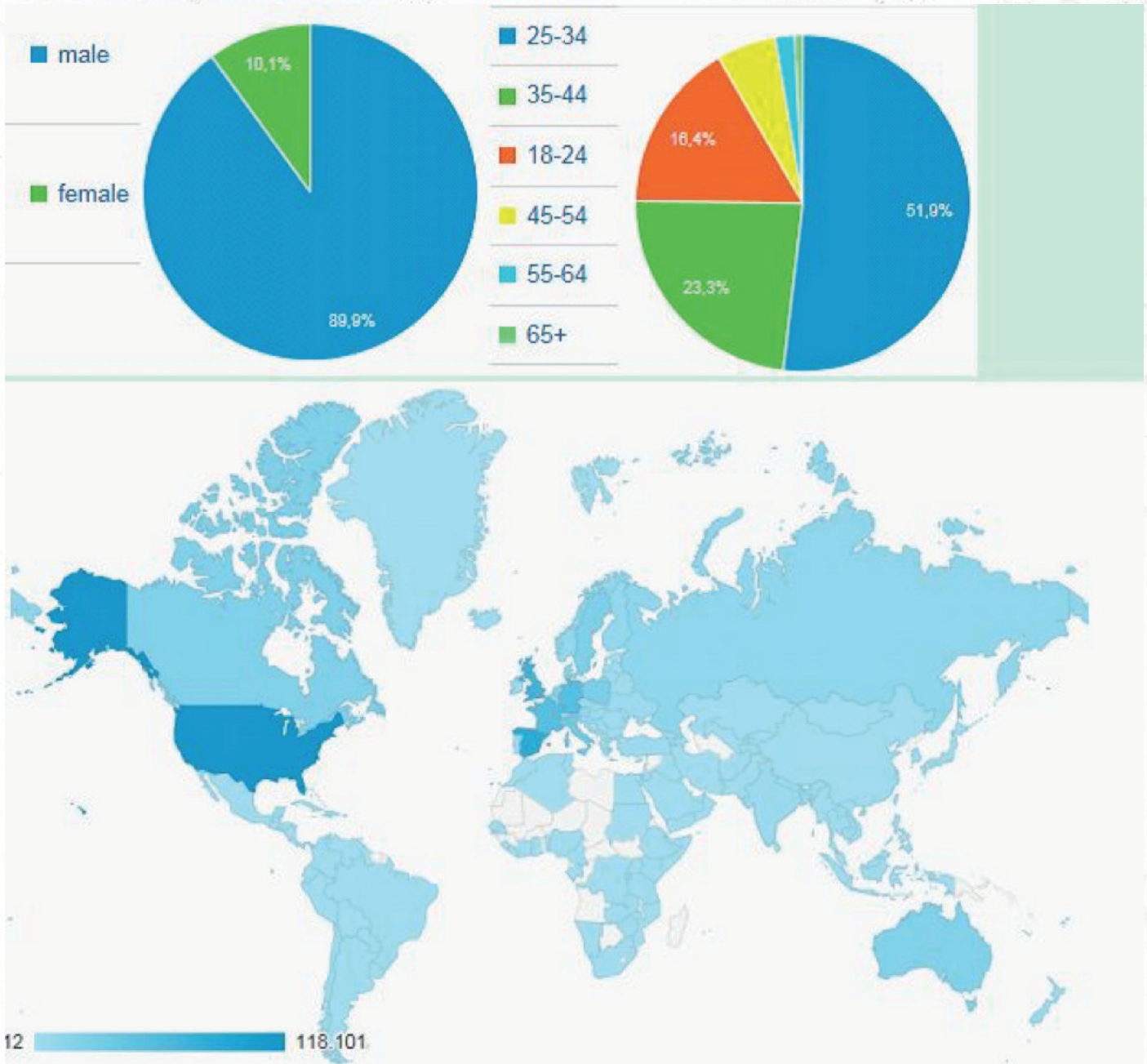
For our main game, completing the creation of a new rulebook and the associated paths of magic is already an impressive achievement. T9A entered the beta phase of our rules where we went through v2.0, v.202, & v.204.

The magic phase, in particular, is totally new and represents a considerable step for us, yet still retains that familiar feel to it. It also helps cement magic in the game, where as before, it really was down to the luck of the dice to see if your wizard was a grandmaster with powerful spells or could just warm up a pot of tea!

This is not all, for we have one very large other achievement:

### **We released our very first completely re-written Army Book - Warriors of the Dark Gods!**

Let's not be too modest here, as many have praised us for the artistic feat, starting with the cover and including awesome pieces of background and drawings. For the gameplay, we had immediate reports from players telling us what was outstanding and not so outstanding and needed some tinkering, which we did, and were praised for that as well. Not everything pleases everyone, for example increasing the number of dark Gods to seven took some of our fans off-guard. But overall, we consider that for our first second-edition army book, it is very encouraging.



If that was not sufficient, we did actually deliver a second Army Book, that one being an Auxiliary Army, which was not designed with tournaments in mind, but rather to exploit and expand many interesting ideas linked with the background. This concept is intended to be explored again in the future with other Auxiliary Army Books. Whilst, as noted before, these are not designed with tournaments in mind, we have had several reports of these being allowed in tournaments, which is a testimony not only to the different ways the community is willing to play our game, but to the stability and balance of the basic rules we build upon!

We wish to have finished this year the second Army Book, Daemon Legions, but there seems to be always more work to do. It is currently going through a few internal playtesting phases, and we hope to release more information as the book progresses through development.

The 9th Scroll keeps being delivered and downloaded in ever increasing numbers. We have now put out no less than 8 issues of The 9th Scroll in its two years of existence and it has become a regularly updated magazine. We're happy to read your enthusiastic comments after each issue.

On various Social Media, we appreciate the support provided by many fans who interact with us there. We can report that various national communities keep growing as well. As mentioned earlier, our Asian player base has been strongly growing and we are hearing more and more that people are picking the game up as the rules settle down and become more stable. T9A often hears of people complaining that there is no one in their local area who plays, but it's often the case of people just needing to connect, especially in large cities! Our community is our greatest set of ambassadors out there, so get the word out around your local area, it may be surprising who turns up!

T9A continues to be found in many large and small tournaments around the world. Currently, it is the largest game system played at ETC. I would like to say to all the tournament organizers, you all deserve a big thanks, and we need to reiterate this experience. We were enthralled by the great success of the English Championships! In the US, we have seen Corner Hammer replacing Adepticon as well as a successful 100 player tournament at Buckeye Battles. Upcoming events on the East Coast continue to be filling up. More tournaments in general were played in Australia than last year, and the Asia Pacific singles champion is coming up in November.

Final technical note, we changed our server, to allow for more growth in serene conditions.

**For the numbers nerds out there, the forum statistics are the following:**

- 11,076 threads started this year, totaling 338,482 posts; the trend last year of less threads and more posts is confirmed, which seems to indicate more focused conversations.
- 145 News articles were made, with a more focused mind set, hence the decrease from last year.
- New Lexicon articles were fewer, only 279. Wiki articles were 501, which is to be expected as the game system matures.
- Conversely, there were more images than ever to be uploaded, 5029 this year.
- Overall, T9A interprets it as our game system is continuing to mature, with a lot of the groundwork now laid out, we can become more focused.

## 5. T9A Supporting Companies.

- T9A is pleased and humbled to be supported by an ever growing number of companies:
- Miniatures Company are 36, compared to 27 last year.
- Hobby Supplies Companies are 14, the double of last year.
- Painting Companies are 8, the double as well.
- Besides a few well established companies, a majority of these companies are in the start-up phase or using kick-starters.
- We are happy to see T9A inspiring entrepreneurs, and we wish them a great success, for the benefit of our community.

## 6. Finances.

We would like to release a more detailed financial report in the near future, explaining our costs and income as a project, so our community that is gracious enough to donate their money knows what is being done with it.

In case you wondered whether we need money to sustain our server, the answer is yes, we do, which makes each of your contributions a vital one. For those who cannot find the "Donate" button, it is because we changed its name to "About Us" in order to give some information to benevolent readers.

Just to be clear, none of our staff are paid and we have no intentions of ever charging for our rules, they will always remain free to download, slim or full, it's the same!

That's about it for the past year.

## 7. Now we've got an interesting year ahead of us! Of course, you're wondering about our intentions?

When will Gold be released? When will Daemon Legion Full Army Book be published? Which Army Books will be revised first? Will there be some high quality hard copies sold in shops? Will there be some new Auxiliary Books? Will there be some derived games for fun? What will be done to make the website friendlier? When will we see Hobbits or Halflings? What happened with our Mascot? Will the Quick Starter be updated at the same time?



Woah, woah, woah! Not so fast! All questions are great, but remember, this news is about the third year, not the fourth.

Anyway, for most of these questions, T9A still needs to make some decisions, so we are going to hang tight on these answers. What we will do is to keep you informed when decisions will be made.

Thank you for your support, and remember to make this game truly yours, by participating in its creation, and spreading it to new players!  
See you on the battlefield!

- T9A Executive Board



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