



# THE 9TH SCROLL

ISSUE #012- November 2018

CONTESTS & CONTESTS

COMPANY SHOWCASES

ACROSS THE MAKHAR STEPPE

# EDITOR'S NOTE

Issue 12 is here! This issue of The Ninth Scroll is jam-packed with some great content! We are all eagerly awaiting the new Daemon Legions Army Book and this issue will be displaying the last of the sneak previews of that book, which means the release is just around the corner! Not only have you got a preview of the Daemons book, the battle report from this issue also will showcase another new auxiliary book for the Warriors of the Dark Gods; The Mahkar Khans! These warriors from the steppes are a mix of Warriors of the Dark Gods with a hint of Ogre Khans and a sprinkle of fast Mongolian-inspired horse archers. Time to bring out those historical models you have been keeping in the cupboard these past few years.

Speaking of historical figures, our company showcase this month is Fireforge Games. They have a great range of historical and fantasy models. Their Mongolian range would be perfect for anyone inspired by the new Mahkar Khans book. And Christmas is just around the corner! Feel free to give other Mahkar Khans miniature suggestions on the forums in the scroll feedback thread.

Some of you have been asking about background information and where to find it. The 9th Scroll has been publishing Background Compendiums of almost all of the races over the last year. We compiled the list below of the 9th Scroll's and which compendiums are in which issue, just to make it easier for you to find! I've also included some previously published but seldom noticed background teasers in this month's scroll.

## Races and use of magic: Scroll 5

- EoS: Scroll 5
- KoE: Scroll 5
- DE: Scroll 6
- VS: Scroll 6
- Other Human Nations: Scroll 7
- ID: Scroll 7
- OK: Scroll 8
- SE: Scroll 8
- Other human nations (complete): Scroll 8
- HE: Scroll 9
- BH: Scroll 9

Recently in the hobby, I have set myself the very-realistic-and-not-at-all-mad goal of clearing my whole painting table before Christmas time. This means I am full speed ahead with my painting projects! I have also set a goal of going to the ETC next year (be it as a team member or just for the singles). In addition to all of this, I am also travelling to the UK in December for a tournament in Bath and we have Århuscon coming up in November which is a big Danish event – there is a lot going on!

A big Thank You to Blonde Beer for holding the fort for me while I was away for the last issue release. If you would like to give feedback on the 9th scroll, or any of the articles, please find the relevant 9th Scroll thread on the forum, usually in the general discussion. It would be great to hear what you liked and what you didn't like with the magazine, so we can keep improving. Don't forget to share the scroll with your fellow gamers and on social media!

Lastly, I am going to leave you with a little 9th Age Quiz: <https://goo.gl/8EBDMV>

-HPM

## Layout and creation of the Scroll

Editor - Henry Peter Miller (henrypmler)  
Document Creation - Remy Manuel (cyprinus)

## the 9th Age

website: [www.the-ninth-age.com](http://www.the-ninth-age.com)

email: [scroll@the-ninth-age.com](mailto:scroll@the-ninth-age.com)

## Issue Date

November 2018

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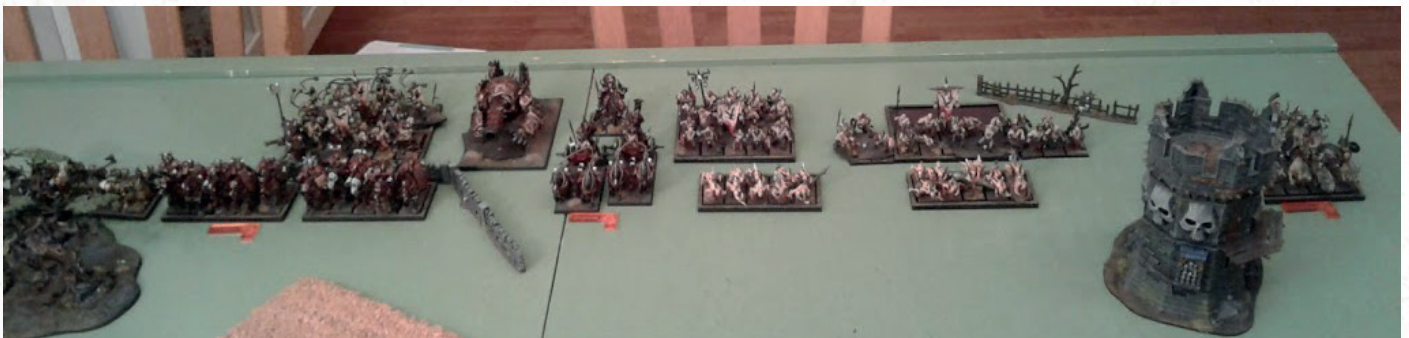
# ACROSS THE MAKHAR STEPPE

Battle Report by Lars Frencken and Nick Kuijsten

*What an opportunity, asked to do a battle report for not just one but two new books! These books of course were the soon to be released Daemon Legions book and the new Warriors of the Dark Gods Auxiliary Book: Makhar Khans.*

Not knowing exactly what to expect, I set upon building a list with the models I had available to me. The Makhar book relies heavily on special deployment and shooting, so I opted to include this as much as possible. Starting with the General, the Gulya (a Barbarian Chief), I upgraded him to a Patriarch, giving him +1 Discipline, +1 Attack and Battle Focus for his unit. He also was kitted with some nice items. One item was from the Ogre Khans army book, and another was the Cloak of Feathers which grants devastating charge (lightning reflexes). The Enaree (wizard) had the option to ride a Giant Elk from the Sylvan Elf book, so I

reminded myself “Lars, when someone offers you a chance to ride a Giant Elk, you don’t say ‘No!’” I also took the ‘Instant Tall Grass’ item (Editor’s Note: at the time of writing the names were work in progress), giving me the option to place a field on the battlefield. As I mentioned earlier the Makhar have a lot of special deployment, for example the sheep dogs seemed interesting: They are like Warhounds except they have the “Release the Hounds” rule replaced for Vanguard. The Makhar Flayers were Fallen which also with the option to Vanguard and the Makhar Horse Archers use special 3+ bows!



## Army list: Lars Frencken, 4500pts Warriors of the Dark Gods Auxiliary Book Makhar.

- Makhar Gulya, General, Patriarch, Cloak of Eagle Feathers, Mammoth Hide Cloak 335 pts
- Enaree, Wizard Master (Pyromancy), Instant Tall Grass, Great Elk 420 pts
- Enaree, Wizard Adept (Shamanism) 205 pts
- 5 Sheepdog 100 pts
- 5 Sheepdog 100 pts
- 10 Makhar Horse Archers, Full Command, Wasteland Torch 444 pts
- 20 Makhar Infantry, Full Command, Bow 295 pts
- 20 Makhar Infantry, Full Command, Bow 295 pts
- 23 Makhar Infantry, Full Command, Paired Weapons, Banner of Speed 371 pts
- 1 Makhar Steppe Mammoth, Rally Around the Flag, Stone Thrower 570 pts
- 10 Makhar Flayers, Beast Rangers 320 pts
- 5 Warrior Knight, Musician, Lance 355 pts
- 5 Warrior Knight, Musician, Lance 355 pts
- 2 Makhar Chariot, Vanguard, Heavy Armour and Cataphract Pike 335 pts

**4497 pts**

## Army list: Nick Kuijsten, 4500pts Daemon Legions.

- Kuulima’s Deceiver, General, Guiding Hand, Wizard Master (Evocation), Fly, Hammer Hand (+2 A), Iron Husk (+1 Res) 842pts
- Harbinger of Chaos, Battle Standard, Hammer Hand, Iron Husk, Palanquin 440pts
- 25 Lemures, Full Command, Minimised Leadership 750pts
- 10 Imps, ST (auto include Hand of Heaven bound spell 5/9) 380pts
- 2\*5 Furies 290pts
- 5 Hellhounds, Eater of the Dead 165pts
- 2\*4 Collectors, Gamble 924pts
- 2\*4 Mageblight Gremlins, Poison Ivy 708pts

**4499pts**

## Pre-Game Sequence

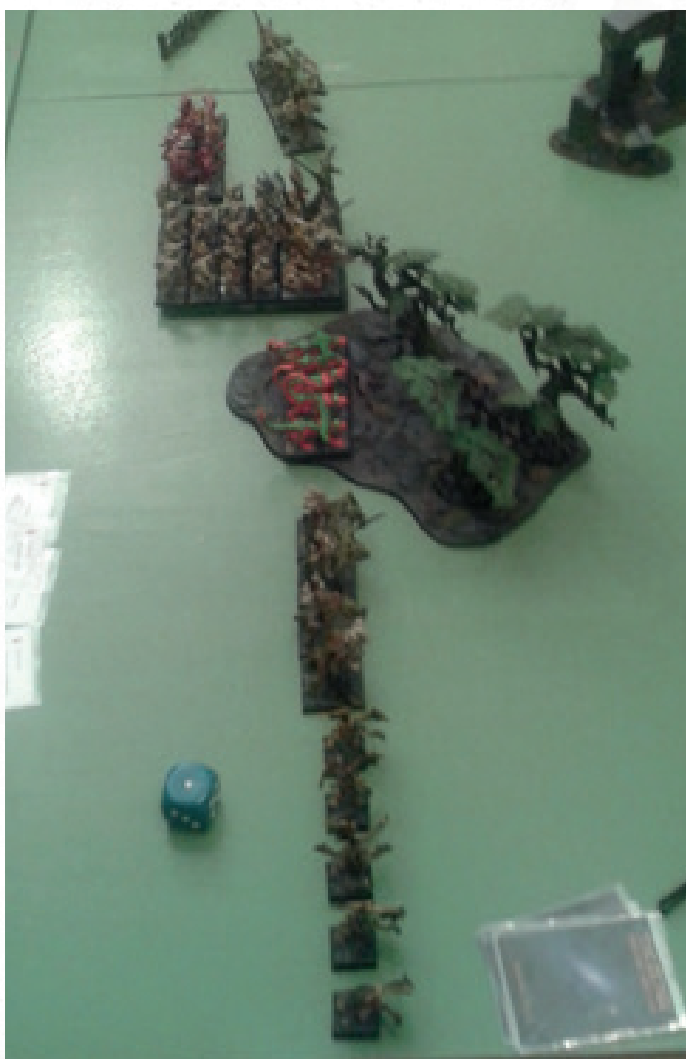
We rolled Frontline Clash and King of the Hill. The Makhar's selected the side of the table with the forest on his right flank near his deployment zone and The Daemons' ended up with a second forest on their own right flank.

**Makhar Khans:** The Makhar Enaree Wizard Adept took Tornado which is the Makhar Hereditary Spell, letting you place a 3" tornado on the board which functions as cover and dangerous terrain, with Awaken the Beast as the second spell. The Enaree Wizard Master took Fireball, Cascading Fire, Flaming Swords, Pyroclastic Flow. Deployment was pretty basic and with so many units I needed the entire board to be available, but I decided to keep the shooting to my left flank and the hard hitters on my right. The Patriarch and Wizard Adept joined the 23 Makhar Infantry unit, while the Wizard Master went solo on his Big Elk! The Wizard Master used Instant Tall Grass to give me some fields on my right Flank and the Wasteland Torch was used to turn a building into a ruin in the centre of the board.

The Makhars vanguard a grand total of 5 units and then take the first turn.



**Daemon Legions:** My Deceiver of Envy Wizard Master took the following spells: Magical Sustenance (H), Ancestral Aid, Spectral Blades, and Touch of the Reaper. Lars deployed all his units at once, so I deployed my army with the flank covered by the hill. I was trying a refused flank hoping to hold off the huge army of Makhars! The Hellhounds were placed inside the forest to gain soft cover from the incoming shooting on the other side of the table while still having the option to countercharge any chaff that could block my Collectors or Lemures. The Imps were placed behind and between the Lemures and second unit of Collectors to be able to shoot and not get charged threatened from the first turn. All units, except the furies on both flanks were within 12" of the general and the battle standard.



## Turn 1

**Makhar Khans Turn 1**

Those Daemons were castling in. Even though Nick called it tactical genius from his side, he was hiding! Most of his units were too far away to attempt charges, so I moved up a unit of Sheepdogs forward to keep him busy while the rest rumbled towards the Legion, ensuring my units were in range for magic and shooting. Flux Card VI gave 8 cast dice for the Makhars and 6 dispel dice for the Daemons. I managed to cast Awaken the Beast (+1S) on the Makhar Flyers. Nick dispelled the Flaming Swords Aura and let the Pyroclastic Flow through (the lack of dispel dice helped). The raging fire and attribute managed 5 hits and 5 wounds on the Imps, and he somehow managed to save 4! The Horse Archers shot at the Furies, managed to hit and wound 4 and this time Nick failed all his saves, success! The Steppe Mammoth's stone thrower took aim for the Imps but lucky for Nick missed its shot this turn.

**Daemon Legion Turn 1**

My Guiding Hand was used on the centre unit of Collectors (+2 offensive skill) to discourage any enemy charges. The Hellhounds charged the sheepdog's flank to ensure I had +1 strength for the rest of the battle from their Eat the Dead Aspect. The Deceiver moved into the Imps to dissuade any enemy unit daring to charge them and I pushed the Furies to the flanks for march blocking. My centre was set-up for magic and shooting as well as receiving charges. Magic flux gave me 8 casting dice while 5 dispel dice went to the Makhars. One thing I learned was the +2 to cast from the Master Wizard and for being Daemons is very powerful. I managed to get both Ancestral Aid on the Imps as well as Magical Sustenance (+1 Aegis 6" bubble) cast on the centre of not one, but three units. In the shooting phase, the Imps were just within range to shoot at the Enaree (Wizard master) on Elk. With their re-rollable to-hit, strength 5 shots, they managed to wound the Enaree once. The sheepdogs failed their "Growl from Hell" test from the Hellhounds (A Discipline test at -1. If you fail, the opposing unit receives -1 strength and the Hellhounds can re-roll to wound). As a result, they were reduced to one model in CC. Hellhounds restrained and did a combat pivot to receive the +1 strength as intended.

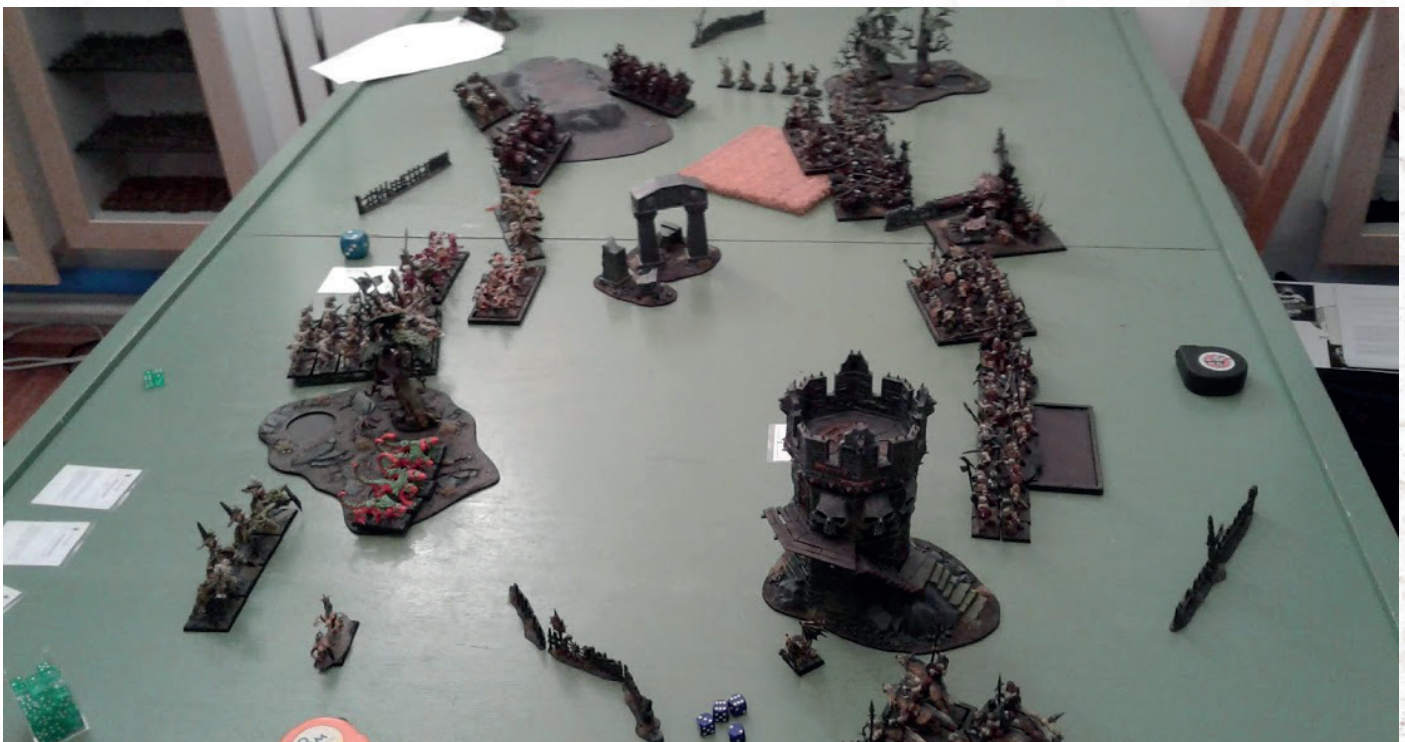
## Turn 2

**Makhar Khans Turn 2**

With all the buffs on the collectors sitting on my right flank I was not eager to engage them in combat, especially with the counter charges that would likely happen. Instead, I pushed my right flank forward to get around the Daemons while keeping out of their charge arcs. Meanwhile, on my left flank I hung back with all my shooting to try and hold the battle line. I moved my Wizard Master on Elk into the unit of Makhar Infantry just to give him some sense of security, and moved the Horse Archers back to take out the last Fury. The remaining Sheepdogs moved up the centre just to be annoying, and the fleeing Sheepdog did not rally but somehow managed to only run 3"! My Magic Phase was not that great, as I drew Card 1 but I still managed 6 casting dice. I decided to cast a big Pyroclastic Flow on the Hellhounds, but Nick dispelled this one. Next the Tornado was then dropped in front of the Collectors on my right flank and a Fireball and Attribute was cast on the Hellhounds which resulted in 5 hits, 2 wounds and no saves. Shooting saw the Horse Archers finishing the last Fury as planned. The 10 wide unit of Makhar Infantry (20 shots!) needed 6's to hit the Hellhounds and managed to hit 4 times, wounding and killing 1. The other unit of Makhar Infantry (10 shots) also targeted the Hellhounds, needing 7's to hit, and hit, wounded and killed another Hellhound. The Steppe Mammoth misfired, losing 1 wound and was not able to shoot next turn.

**Daemon Legion Turn 2**

Guiding Hand was used on the center unit of Collectors (+2 offensive skill) to discourage any enemy charges once again. One unit of Mageblight Gremlin's ambushed from the table edge behind the unit of Makhar bow infantry hiding the Enaree wizard on Elk. I charged the Sheepdogs with the Lemures and moved Hellhound (the only one left) back into the forest to protect it from enemy shooting and try to conserve its points. The Collectors on the right flank went forward and the unit is the middle angled receive charges and threaten the Warrior Knight's flank. The Deceiver general moved out of the Imps to threaten the Warrior Knights and Makhar Flyers coming around the left flank. I turned the Imps to prepare for next turn shooting on the upcoming flanking enemy units including the Makhar Horse Archers on the Daemons right flank. In the magic phase Ancestral Aid was cast on the centre Collector unit and Magical Sustenance (+1 Agis 6" bubble) on the centre units again. The Lemures killed the Sheepdogs.

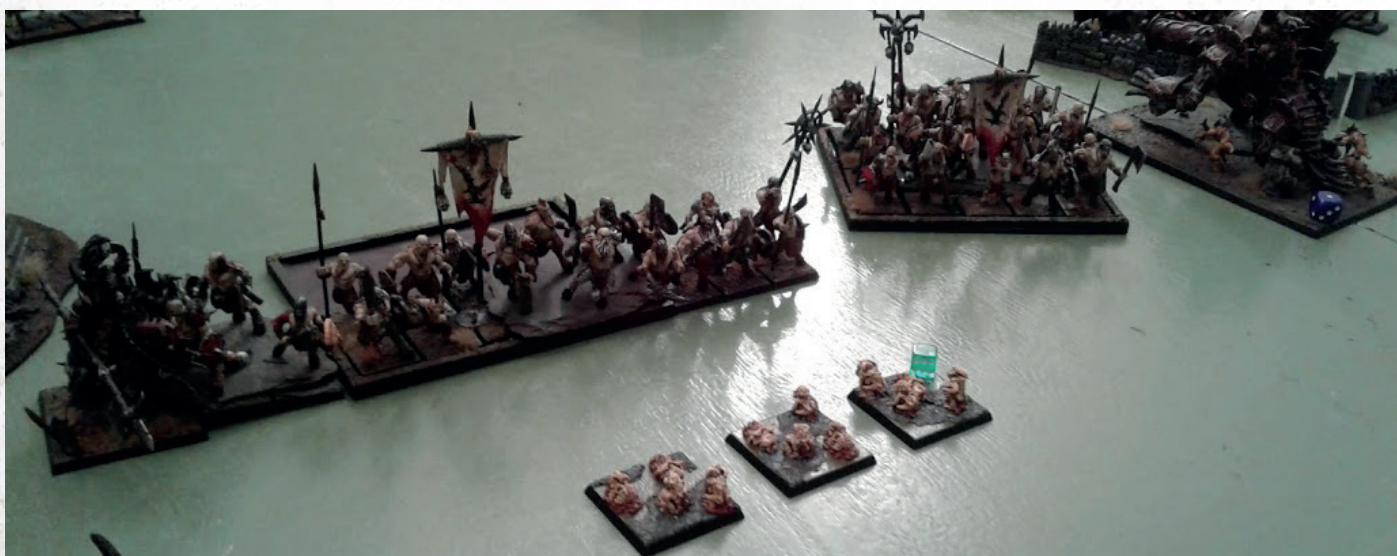


## Turn 3

**Makhar Khans Turn 3**

With the Collectors on my right flank still being buffed into the next century, I had no charges. The Makhar Infantry both did a 180 about face turn to face the Mageblight Gremlins in their rear (these guys were on their own). The Warrior Knights kept pushing forward while staying out of the Deceiver's charge arc, not wanting to face that killing machine. The Makhar Flyers pushed forward even more and reached the other side of the board. During all this, the Horse Archers decided it was time to hunt some Hellhounds and went into pursuit. The rest of the army consolidated their position. I drew Flux Card 3 which gave me enough dice to cast some serious spells. A big

Pyroclastic Flow on the Mageblight Gremlins in my rear, now front. Unfortunately, even with 3 dice, this Fizzled out. My next option was then Cascading Fire, that should take care of them. I rolled a strong 15! ... But it was dispelled. I managed to cast Flaming Swords on the Makhar Infantry (10 wide) and threw the Attribute on the Mageblight Gremlins which still failed to kill any. In the shooting phase, the Horse Archers were hunting Hellhounds and needed 5's to hit, despite those nifty Makhar bows. They managed 6 hits, but no wounds. The 5 wide Makhar Infantry unit did 3 wounds on the Mageblight Gremlins and the 10 wide unit managed to do 5 wounds on the same unit thanks to Flaming Swords.



## Turn 3

**Daemon Legions Turn 3**

Lars had moved his Makhkar Flayers and his Warrior Knights around the left flank but out of charge arc of my flying general in his previous turn. The Flayers were so far over they were now almost touching my long table edge! He also had moved the Mahkar Horse Archers further around the right flank behind my forest terrain feature (not visible on the picture). I was seriously getting surrounded. By him turning around both his Mahkar bow infantry units to face the ambushing Mageblight Gremlin's from my previous turn I decided to move the Daemons right flank forward to move around the ruins while ignoring his Mahkar Horse Archers on the right. This way, the Mahkar bow infantry units including the Enaree on Elk were threatened while moving around the central ruins to reach the rest of his army. The Imps, general, single Hellhound and centre Collector unit would hopefully hold the centre-left flank, while remaining within 12" of the battle standard in the Lemures.



The second unit of ambushing Mageblight Gremlins arrived and were placed 6" behind the Enaree next to the tower, due to the Mageblight Gremlin ambush rule. The first Mageblight Gremlin's unit charged the Enaree unit in the front. The rest of the units moved to perform the plan as above. The Imps moved forward for magic and shooting. The Deceiver of Kuulima joined the Imps. During the Magic Phase I put the Guiding Hand again on the centre Collector unit. The Magic Phase resulted in five kills on the Makhkar Flayers unit with the Hand of Heaven bound spell from the Imp standard. The Deceiver cast the improved Aegis save on the centre Collector unit. Touch of Reaper killed two Warrior Knights. Ancestral Aid was cast on the horrors who also managed to inflict a single wound on the Warrior Knights with their shooting. In close combat the Mageblight Gremlin's inflicted one more wound on the Enaree with their 5+ poison attacks aspect. They won combat due to their Wizard Hunt rule (+1 combat res for each spell known by the enemy wizard in contact. +4 in this case). However, the Mahkar bow infantry including Enaree passed their steadfast break test.

**Turn 4****Makhar Khan Turn 4**

The 5 wide Makhar Infantry unit charged the Mageblight Gremlins in the flank, giving some much-needed combat resolution to that combat. The Warrior Knights facing the Collectors decided to go for it and got that charge in. Meanwhile, the Makhar Chariots charged the Hellhound behind the ruins. While yes, this was kind of a suicide mission but unfortunately, it failed the charge! The Horse Archers kept hunting Hellhounds and the rest of my army turned to face the big unit of Lemures. I drew Flux Card 2 and my Magic Phase was quite uneventful as the Enaree only managed to cast Flaming Swords on his own unit. During the Shooting Phase, the Horse Archers took aim for the last Hellhound and missed, only for the crew on the Steppe Mammoth to finish the job and kill that final Hellhound! After this it got better as the Steppe Mammoth also threw a nice big rock on the unit of Imps containing their General and managed 6 kills! After all that, the combat between the Makhar Infantry and the Mageblight Gremlins was not an epic battle, the Makhar Infantry fluffed their dice, losing the Enaree on Elk in the process, but managed a win on that much needed combat resolution and wiped the Mageblight Gremlins. After the combat it was time to reform and face new threats! The Warrior Knights had a much harder time facing against the Collectors. They managed to do three wounds and the Collectors wounded themselves twice with some nasty special attack! This meant the Warrior Knights won the combat but stayed locked in battle.



### Daemon Legions Turn 4

The Mageblight Gremlin's finally killed the Enaree but they were completely destroyed in the process. The two units of Mahkar bow infantry units had reformed and faced the second unit of Mageblight Gremlin's and my right-most Collector unit. With the Enaree gone, the Mahkar magic was now severely reduced, which made the -1 to dispel for Daemons against enemy magic not as dangerous. Now was the time to push my right flank against the Mahkar bow infantry units and wrap the Lemures further around the center ruins to threaten the rest of the Mahkar lines. The centre Collector unit, Furies, Imp's along with the general would hold the centre.

Guiding Hand went up on the centre Collector unit again. The Furies declared a charge against the Mahkar Flayers' flank. The Collectors on right flank failed their charge on the left Mahkar bow infantry unit, but the Mageblight Gremlin's made it into the right Mahkar bow infantry unit. The Lemures moved as far forward as possible because of the blocked path due the Collector unit failing the charge. Lastly, the 2 surviving Imps with the Deceiver moved towards the Warrior Knights for magic and shooting. The Deceiver killed the 2 remaining Knights with Touch of the Reaper. The Daemon also cast a boosted Spectral Blades and +1 Aegis on the central Collectors. In the combat phase the Mageblight Gremlins won the combat with the Mahkar bow infantry, who held on thanks to their steadfast discipline. The Furies won combat, but the Mahkar Flayers held out due to their rule which makes them stubborn in the first round of combat. The central Collector unit won combat this time, but the Warrior Knights still passed their break test.



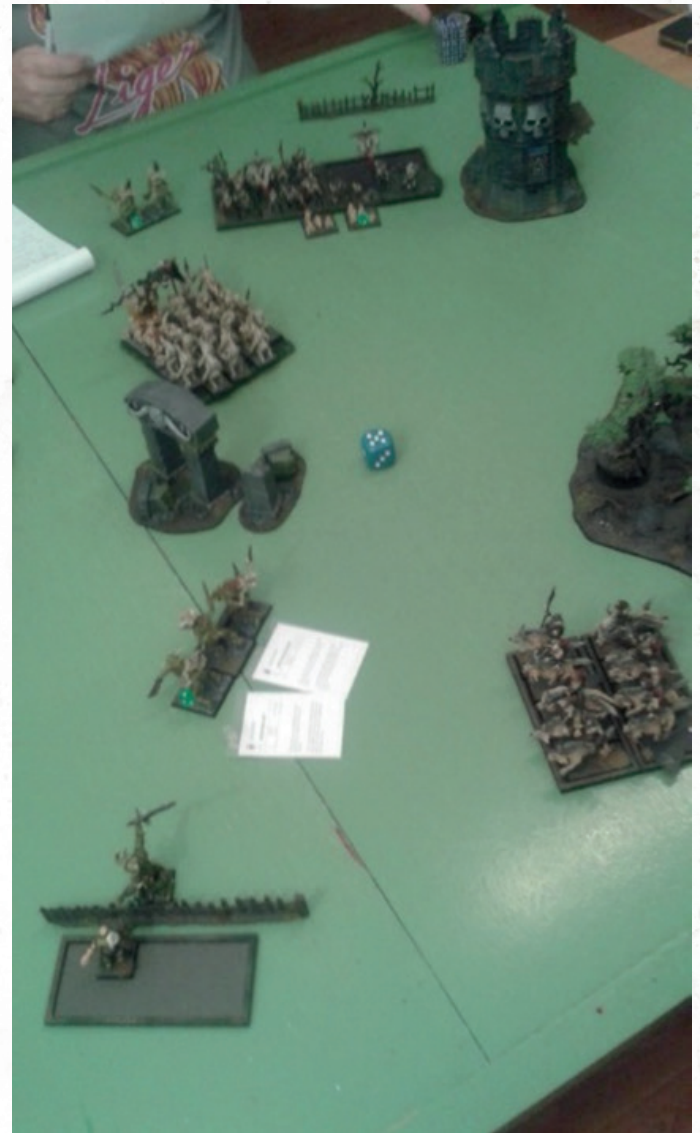
## Turn 5

**Makhar Khans Turn 5**

The Makhar Infantry were looking for some revenge and both charged the Mageblight Gremlins in front of them. The Steppe Mammoth charged the Collectors on my left flank, which were pushing forward (and I wanted to see what this beast could do in combat!). The Horse Archers went Imp hunting! The rest of the army made sure that the Daemon General could not charge them and kept the right flank locked. Magic resulted in my remaining Enaree casting a tornado in front of the Lemures, just to make a charge a bit more painful for them. The Horse Archers were smelling blood, Imp blood (Do they even have blood?) and managed to hit 9 times! 4 wounds later and the unit was gone, leaving the Deceiver General all on its own. Combat saw the Warrior Knights facing the Collectors fighting to a stand-off. The Makhar Flyers destroyed the Furies in their flank and consolidated behind their fence, staring down at the Envy Daemon. The Steppe Mammoth did three impact hits on the Collectors, managing 2 wounds, the crew also managed a wound and the Steppe Mammoth just stood there looking cool as it did Steppe Mammoth stuff, but managed no wounds. Still the Steppe Mammoth managed to win the combat.



## Turn 5



### Daemon Legion Turn 5

In the Mahkar turn the Steppe Mammoth had charged my right flank Collectors and had reduced them to two models. The remaining 2 Imps were destroyed by the Mahkar Horse Archers. The Furies were killed by the Mahkar Flayers. The Mageblight Gremlins unit was charged by the second unit of Mahkar bow infantry and the Mageblight Gremlins would slowly wither away in each round of combat. The centre Collectors were still in combat with the Warrior Knights and would probably win that grind. Guiding hand was again placed on the centre Collectors unit. The Lemures with the Harbinger Battle Standard charged the Steppe Mammoth. The Envy Demon charged the remaining two Mahkar Flayers covering behind the wall.

In the magic phase I got through an increased Aegis save on the Collector unit in combat with the Steppe Mammoth. Additionally, a boosted Spectral Blade and Ancestral Aid were both cast on the centre Collector unit. In combat the Mageblight Gremlin's were reduced to two models. The Steppe Mammoth was reduced to 1 wound, broke 12 inches and was duly run down with another lucky double-six roll! The centre Collectors destroyed the remaining Warrior Knights. The Envy Daemon general with 7 attacks killed only one Mahkar Flayer and the remaining one passed it break test.

## Turn 6

With both the armies locked in battle at choke points on the board there was not much room to move. The armies were securing the objectives from their opponents while locked in several combats. The remaining Makhar Flayer was destroyed by the Deceiver and the remaining Mageblight Gremlin was destroyed by the Makhar Infantry units in Nick's turn.

After all that, the scenario ended in a draw.

### Victory Points: 1163pts for the Makhar army

2\*5 Furies=290pts

2\*4 Mageblight Gremlin's=708pts

5 Hellhounds=165pts

### Victory points: 2368pts for the Daemonic Legion

2\*5 Sheepdog = 200pts

½ a unit of Makhar Infantry with bow = 148pts

1 Enaree on Elk = 420pts

1 Steppe Mammoth = 570pts

5 Makhar Rangers = 320pts

2\*5 Warrior Knights = 710pts

## Afterthoughts

The Makhar list is a refreshing way to play with a Warriors of the Dark Gods army. There is lots of movement, lots of shooting, lots of bodies, but not so much of a punch. It is nice to mix it up with some units from other armies such as the Elk and I got a nice cinematic feel for this army. It will be a great army for modelers, probably more than the Åsklander auxiliary book. Luckily, there are some great models out there such as the Fireforge range which are perfect for the Makhar Khans.

With regards to the game, I might have pushed forward harder with my units on the right flank, but those Collectors are some tough units to shift! With the Guiding Light and other spells cast on them they are frightening and can tie down entire armies. With the Deceiver of Envy lurking behind, I could not go full tilt into them. Otherwise I would draw him in combat and lose units I needed to deal with the rest of the army. There are some nice touches to the Daemon Legion book giving those units an even more distinguished role on the board. But with all the special rules it is not an easy army for both players to grasp quickly.



# FIREFORGE GAMES



# COMPANY SHOWCASE: FIREFORGE GAMES

Article by Henrypmiller

## Who are Fireforge Games, where are you from and what do you do?

Fireforge Games is an Italian company. We are based in Southern Italy in a small city, Avellino, near Naples. Our company was established thanks to two hobbyists, Fabio and Angelo. They were players and collectors of historical, fantasy and sci-fi miniatures. One day they thought "Why not create our company doing nice models?" After a couple of years, Fireforge has begun to release medieval, multi-part plastic models for historical and fantasy wargames.



## Why are you inspired to make models for the 9th age (and other games)?

We created medieval models first because we are great history fans. We started with the medieval period because we thought it was a shame that there were not good plastic figures for that period. There were just few ranges for dark ages.

Our collaboration with the 9th Age started some years ago. We received a lot of letters that asked for our collaboration in this project. We saw the 9th Age project as a challenge and as a way to prove our abilities and establish our brand as a major player. We started by offering resin and plastic kits for Pegasus Knights for the Kingdom of Equitaine. At this point we understood that it was time to upgrade our supply chain with the latest and newest technologies to improve the quality of our products.

## What models have you produced so far?

We have an entire plastic and resin range of historical models for medieval Europe. This includes medieval Mongols, Russians and Scandinavians. For the 9th age, we created a plastic set of knights with more fantasy-inspired helmets and shoulder pads and the aforementioned resin set for Pegasus Knights.

We have also released an amazon team for fantasy football, giving our company an entrance into this market.



## You just ran a new Kickstarter! Why did you choose Undead and Humans as then main Kickstarter factions? Where did you take inspiration from?

We think that the battle between the living and the dead is the main battle in a fantasy background. The

undead and humans are natural enemies for one and other. We took inspiration from several of our favourite sources; modern zombie movies, the old army of dead movie, the new Game of Thrones series etc... We have taken inspiration from these concepts and invented a new world where to play with the models.



**You mentioned that you will be making some other factions for your fantasy range. Could you give us any specifics about them?**

We will be adding another human faction, more armoured, more forward with technology. They will have well drilled soldiers from a republic on the south of the new world. We will also be creating an orc faction, a horde of savage warriors, a dwarf faction, heavy armoured and technologically advanced and lastly an elf faction, skilled in archery and swordsmanship with a lot of use of magic.

**Do you have any other future release plans in relation to models that could be used for the 9th Age?**

Not for now, we prefer to work step by step.

**What is your favourite model you have made and what inspired you to create this?**

The Teutonic Knights of course, our first project! Holy knights fighting pagans on snow battlefields! Is there something more epic?



**KICKSTARTER**

## BACKGROUND PASSAGE

Honoured headmaster,

I am writing to you with my latest findings into the investigation of the demise of your nephew in the battle of Tulpenfeld during the Silver Stroat incident. At a recent audience at a mansion of one of the Aldan nobles I had the dubious honour of meeting one of our elven "colleagues" and the displeasure to be quite rudely schooled for my apparent ignorance on the subject of Arandai institutions of learning. Though it is no secret to anyone who deals in elven lore that they possess universities akin to our own the level of ideological divide between them has to date, as far as I am aware, been completely unknown. Our esteemed institutions do bicker and squabble, yet our differences seem petty in comparison focusing on tithes and coin rather than the very soul of a civilisation. My 'tutor' relished the opportunity to 'educate' me on the matter.

As far as I was able to ascertain around the time of the Holy Maiden there was a schism at the fabled university of Asfada. A group of individuals that my interlocutor named as apostates accused the rest for the calamities of the preceding ages due to what they saw as the abandonment of what it truly meant to be an elf. These 'misguided' souls decided to debase their calling by reintroducing the teachings of elven feral ancestors and opening their minds to the heretical ideas from across the western sea in their foolish quest for perfection. To conceal their heresy they wrapped their path to 'enlightenment' in religious dogma claiming that through their actions they honour the gods - Amhar, Meritaur, Meladys, Amryl and Nab - and maintain the balance of the elven spirit.

Yet my 'tutor' claimed they failed completely in their quest and only managed to tarnish their elven nobility by inviting savagery into their hearts and minds, no longer being worthy to be called scholars but slaughterers and conjurers of cheap tricks. The picture I was painted of these so-called Masters of Canrac perfectly matches the reports from Tulpenfeld and the description of the flaxen haired whirlwind who carved a bloody path through the burgermeister's retinue, yet there was nothing cheap about her ability. The level of gusto with which the Asfad mage flung dirt at his rivals casts doubt on the veracity of his story. I have put a petition before the relevant offices of the Pearl Throne to be allowed to contact Canrac or gain access to one of the elven libraries of Aldan and learn the truth for myself.

I hope this letter finds you well and the perpetrator of the crime will be brought to justice soon, even if it would only be elven justice.

Yours faithfully  
Gunther Faust



W

# CONTESTS, CONTESTS AND MORE CONTESTS!!!

Article by Karak Norn Clansmen and Henrypmiller

With the recent *Warriors of the Dark Gods Artwork Competition* that ran over the last few months and was showcased on the forum, we have the pleasure to announce the next *9th Age Competition!*



## Warcolours Presents: Golden Sword I

The theme for this competition is: *Battle Standard Bearer*. This could be any sort of Standard-bearing character model for any official or unofficial army in the Ninth Age. The character can be riding a mount or on foot.

If you are unsure if your entry will fit the subject matter, then please contact Karak Norn Clansman and he will be able to confirm if it fits the bill!

Should you wish to donate a prize to this or future contests, please PM Henrypmiller.

## The Prizes

- The gold winner will get a store coupon of €50 at Warcolours shop, courtesy of:
- And the bronze winner will receive 1 unpainted *Dessicated Corpse of Ancient Times*:



- The winner will also receive one kit of 10 unpainted *Ceramics of Ancient Times*:



- While the silver winner will receive one kit of 12 unpainted *Houseware Vessels of Ancient Times*:



- Finally, one random entrant will win a kit of 3 unpainted metal *Tjubling Characters* (15mm), sculpted by Tobias Torstenson:



## Rules of the Competition

The deadline for the submission of entries is the 27th of November 2018 at 11:59pm CET.

Each forum member may only enter once.

The entry must be a single battle standard bearer model. You may put other models on the same base as the battle standard bearer, but additional models external to the base may not be included in the entry and should not be included in the photograph(s). Round, hexagonal or other shaped bases may be used. You may even glue the battle standard bearer to a piece of scenery or display plinth for visual effect.

It is preferable that you take pictures of your entry against a bland background, preferably white, grey or black. Do not include artful background images.

Submissions should include one picture file only. Your one picture file with art may contain up to four (cropped) photographs to display the entry from various angles.

You may not submit a picture of a miniature paint-job that has been entered into other online competitions or posted in a finished state before.

Don't post your entries in the forum or somewhere else before the contest is over.

By entering this contest, you are granting the 9th Age Project a worldwide irrevocable license to use the pictures of your painted miniature in connection with the T9A project (such as for announcing winning entries in the Ninth Scroll or on social media).

Pictures with text, logo or big watermarks overlaid on the picture(s) of the entry will not be accepted

See also the General Rules & Guidelines & FAQ on the competition thread.

## How to Enter?

Unlock full membership by posting twice on the forum. Submit your entry by uploading one image file to the contest gallery. Please do not send an e-mail to any of the admin or staff accounts as this is a surefire way to have your entry missed.

<https://www.the-ninth-age.com/index.php?thread/38195-t9a-contests/&postID=1075054#post1075054>

You may contact the contest organizer (Karak Norn Clansmen) to instead have your file sent via PM or E-mail, should some transfer problems occur with your upload.

## How will this be judged?

By the due date the forum software will automatically post an update in the competition thread, opening the gallery for voting. All T9A users can then rank the entries.

*Apart from being instruments of battlefield logistics, war totems, banners, icons and flags all act as a visual focus for the loyalty and resolve of warriors on the battlefield. Standards are both symbols of their home or regiment, and objects of pride to be guarded against any enemy hands. None more so than the army's battle standard. Borne unto the field by a chosen champion and dedicated guardian. By leading from the front and reminding the rank and file of their liege or homeland the battle standard bearer can breathe new heat into flagging morale and inspire the men to carry the bloody day to victory against hard odds. The loss of an army's foremost banner is a grievous blow to any host's honour. Warriors will fight all the harder to safeguard their colours, and will often follow the bearer of the battle standard into the jaws of hell. To the common soldier, this banner stands for all they fight to defend or acclaim.*

Excerpt from *Tactica: A Captains Guide to Strategy*, written by Marshall Albus Albercini.

## Quick Starter Empire of Sonnstahl Painting Competition

If you didn't already know, there is a 9th Age Quick Starter Edition! This is a simplified version of the 9th Age which is perfect for those who are just getting started in the hobby so they can play games with limited models and basic rules. All the rules and starter armies can be found on the downloads tab.

The Quick Starter Team have been running a quick starter painting competition over the last few months. The challenge was naturally to paint a quick starter army consisting of the following models:

- 1 Marshall
- 1 Wizard (Corruption of Tin, Scorching Salvo)
- 20 Heavy Infantry (with halberds)
- 10 Light Infantry (with handguns)
- 5 Knightly Orders

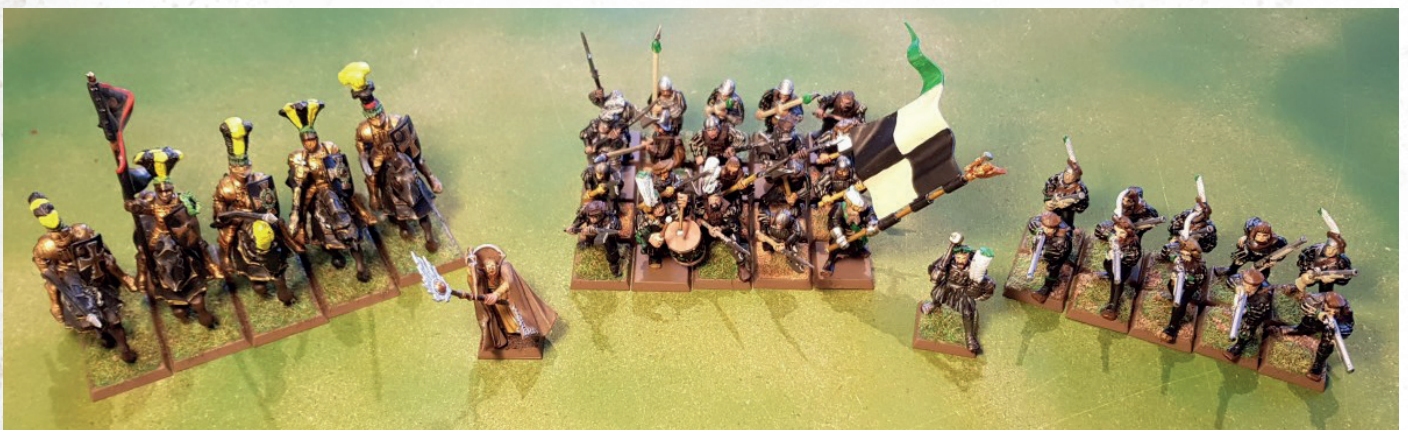
The entrants were then displayed for the public to vote on their favourite. The contest has come to a closing and in this article we will be displaying the submitted armies as well as announce the winning entry.

You can find the full thread here:

<https://www.the-ninth-age.com/index.php?thread/41334-qs-gallery-contest-empire-of-sonnstahl-poll/&pageNo=1>



Adaephon\_Delat



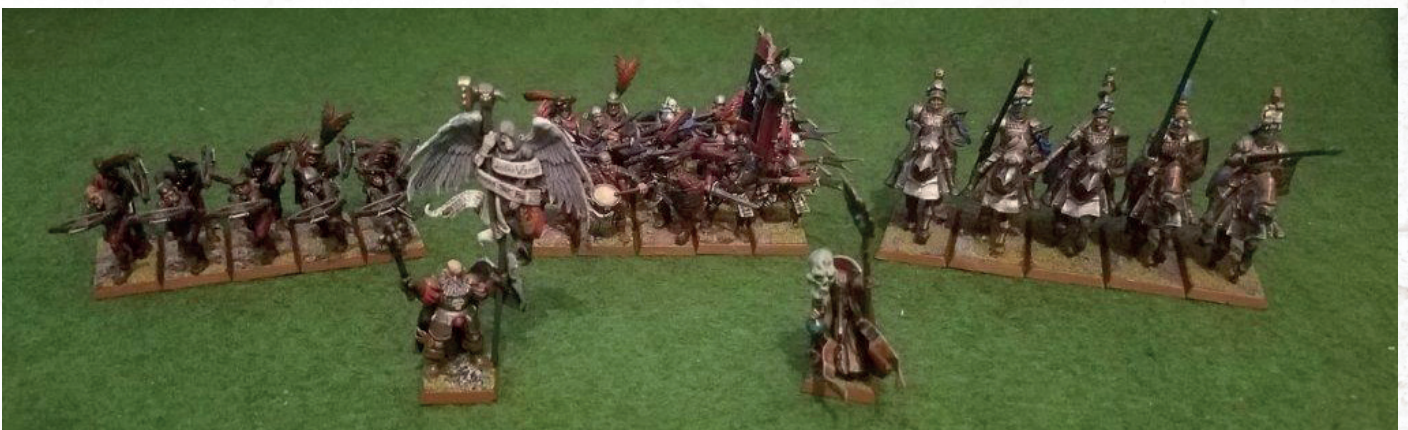
DJWoodelf (#1 - Alchemy)



DJWoodelf (#2 - Pyromancy)



Jomppexx



Idum

**2nd Place and Honourable Mention goes to: FlyingScanian**



**1st Place and Contest Winner goes to: Valknut. Congratulations!**

Below you can see his full entry and on the next page we included a few pictures of some other units in his army in addition to the QuickStarter list!





# HIGHBORN ELVES: AN INTERVIEW WITH DAN T.

Article by Henrypmiller

*Editor-in-Chief and 9th Scroll interview expert Henrypmiller sits down for a chat with the one and only DanT to discuss the Highborn Elves*

**Henrypmiller: I understand you are trying to get a better understanding of several army books by playing with a different army for a period. What is the reason behind this?**

DanT: There were a lot of reasons. One is to really push my own skills by putting myself outside of my comfort zone and playing different styles and kinds of lists. A further reason is that the best way to learn how to beat an army is to use it yourself. But the most important reason is that, when I was given my post on the Rules Team (RT), I felt I owed it to the different army communities to try to get a feel for every army. I want to understand what it means to write a list with that army and what it means to play games with that army. Then I can better interpret and understand community feedback, as well as ensure I am as informed as possible for internal discussions.

**HPM: Why did you choose the Highborn Elves?**

DT: The list of armies that I have played in casual games and tournaments is quite long, for example, WotDG, EoS, SE, VS, BH and O&G are all armies I have taken to events, while I have also played casual/practice games with ID, KoE and OK).

I was planning on taking Infernal Dwarves (ID) to the next tournament because I wanted something with a clear shooting component to contrast with the mostly shooting-light armies I had taken this year. Then I ordered an ID army to paint, so figured I would look for something else to use in the meantime. Highborn Elves (HE) had of course been on my radar for a while. It is known that at least a part of the HE community is not content with the army.

Around this time there was another "make cavalry great again" thread on the forum, and Highborn Lancers, the HE core cavalry, were specifically mentioned to me. After my exploits with Orc Boar Cavalry I felt that I could see potential in the lancers. I just started writing lists and quickly found some lists that I was excited about using. A few practice games later, I was pretty set on taking HBE to my next event!

**HPM: What was your initial thoughts and experiences about the army before playing any games?**

DT: The army felt so small! It is a seriously elite army. Nothing is cheap and it is important to have dedicated chaff because battle line units are too expensive to throw away. I also mathed out some combats/charges and got quite excited about the damage potential of some units.

**HPM: How did you go about testing the army? How many games and tournaments did you play?**

**What was the process in writing and improving your army list?**

DT: I played seven practice games before a five-game tournament. I settled on my final list after the first 3 practice games. I have grown to love the feeling of putting a new army on the table. The first time the new army is deployed is very exciting as it's hard to predict the mistakes that you learn with experience.

I do a lot of list-writing when I pick a new book up. I find I am constantly iterating and tweaking, perhaps 2-3 complete lists in between each game. I also spend a fair bit of time analysing the games. Then whenever I write a new list, I run it through in my head in each of the matches I've already played, thinking about how the match is likely to go, what is important at deployment etc. This way I can turn each practice game into 2-3 practice games.

When writing lists, it is important to keep a number of things in mind. They are as follows:

- What threats I can and cannot answer.
- How I will play against certain archetypes.
- How much scoring my list has
- How much chaff my list has.
- How many combat threats I have.
- Which units need to be inside the discipline and Battle Standard bubble.
- Which units my characters can hide in.
- How well the list plays each mission.
- How much redundancy is in the list.
- How does the list win games?
- Is it a fun list? If this last is no, I won't use it; life's too short.

**HPM: Were there any specific choices or combinations in the HbE book that you thought were good and wanted to include?**

DT: I hadn't seen anyone use a big block of Queens Guard. It looked good, so I wanted to try that. I also wanted to include the lancers because I had been told they were terrible. Also the spear prince is such an infamous thing that I wanted to include him. Other than that, I pretty much wrote lists with a mixture of units to come up with the following list for the event:

**Characters**

- 640- High Prince: General, Spear, Master of Can-reig Tower, 2 extra spells, Sliver of the Blazing Dawn, Destiny's Call
- 890- Mage: Master, Cosmology, Dragon, Magical Heirloom, Lucky Charm
- 270- Commander: Battle Standard Bearer (BSB), Spear Shield, Longbow, Queen's Companion, Moonlight Arrows

**Core**

- 300- 20 Citizen Spears: Full Command
- 642- 12 Highborn Lancers: Full Command, Rending Banner
- 190- 5 Elein Reavers: Bows

**Special**

- 394- 6 Knights of Ryma
- 110- Reaver Chariot
- Queens Bows
- 615 - 17 Queens Guard: Standard, Musician, Spears, Banner of Becalming

**Naval Ordnance**

- 180- Sea Guard Reaper
- 265- Sky Sloop

**4496 points total**

**HPM: What do you think characterises the play-styles that are available and work in a competitive setting for the Highborn Elves?**

DT: I think it is basically bi-modal in that you can 'Protect the castle' or take a proactive combined arms/toolbox. I find the latter is better but only if used very well. The castle is easier to use but can't play proactively enough to truly offset possible bad luck or exploit mistakes.

In all cases one cannot get away from the fact that HbE are a low model count, low resilience, elite army, with a good level of reliability and good movement and agility. These things are built into the DNA of the book. I think competitive HbE builds will always have a couple of dedicated chaff units, because one cannot afford to sacrifice battle line units (I play largely without chaff with most armies where possible, but would never do this with HBE). Delivering concentrated power at a single point will always be important for both builds, but it means something a little different in each.

**HPM: You mentioned that Highborn Elves have a steep learning curve and are an unforgiving army. Could you elaborate on this?**

One cannot just line up opposite the enemy and play a matched battle line. The HbE do not have the numbers to do this effectively. When mistakes are made, the lack of numbers and resilience often makes the mistakes quite costly. The combination of these things therefore means that HbE can't really be played on "autopilot." Against a competent opponent, avoiding making mistakes is not enough and instead one must be bold, decisive, and dictate the engagements. HBE must use their speed and eliteness, which naturally requires a much higher skill level. (Editors note: look up 'Battlespace' for theory on controlling real world engagements – this is a wargame afterall!)

Note that this is not about "avoidance" (which seems to have become the go-to description when I try to explain my list). It means punching part of your opponent's list in the face before they can react, catching them flat footed, and then pressing the advantage. Due to the lower numbers (of models and units), the list must make sure that it adds up to the sum of its parts more than most armies. So overall, there are more opportunities to screw up with HbE and those screwups are costlier.

**HPM: Hereditary Spell: Overpowered, underpowered or just right?**

For me, just right. A bit too risky to regularly 3 dice with an adept, but a sensible 3 dice spell with the master. That said, I never used it in a list without the banner of becalming, which I think synergises very well with it. I took the hereditary with both of my wizards in every game during the tournament.

**HPM: Could you explain briefly some of the integral choices in your list?**

This is a little difficult because the strength of the list is that it is greater than the sum of its parts, and every unit has multiple roles. The list has fast moving threats (Dragon, Ryma Knights, Highborn Lancers), backed up by chaff/support units (Reaver Chariot, Reavers, Sky Sloop), shooting (Sky Sloop, Seaguard Reaper, Queens Guard), a mini anvil/centre (Citizen Spear and Spear Prince) and a magical toolbox (Mage on Dragon and Canrieg Tower Spear Prince).

There was nothing that only one unit could do, and everything was expendable if it came with enough of a payoff. The general and BSB bubble is important and coupled with the short range of the Master of Canrieg Tower (MOCT) attribute, meant that the dragon spent many games in the bubble, particularly during the early turns. The Highborn Lancers got the most glory over the course of the tournament. Possibly because the Ryma Knights were given much more respect by my opponents. The combination of Awaken the Beast and Perception of Strength made the lancer charges very potent. When combined with the rending banner, even after the charge I was looking at 16 or more str4 ap2 attacks, the majority of which had lightning reflexes. If Healing Waters or the hereditary spell is in play, then their combats go better than most people expect. I think the magic phase in general is very key to the list and requires making sure that the Dragon and MOCT are able to get in range to buff the right units at the right time.

**HPM: Now that you have played the Highborn Elves in a number of games and won a tournament, has your opinion changed about the army since before you started the process?**

DT: The level of eliteness and small size of the army are certainly both things that I still feel are true. I think one thing that I didn't fully appreciate beforehand was just how steep of a learning curve there is to the army. I found them to be the hardest to pick up of all the armies I've used this year. The flipside to this is that once I had got used to them, they felt very powerful. The ability to exploit your opponent's mistakes is amazing. Used well the army can deliver so much, but the player needs to be very proactive and dictate the engagement. This is something else that I didn't truly appreciate at the beginning. Lastly, the movement was something I didn't fully appreciate before either. Advance 7, March 14 cavalry will feel so slow now!

**HPM: What units stand out as strong choices for competitive lists? What units are under par compared to the rest of the book? Are there any units you think need changing in power level, either up or down?**

DT: If by power you mean points efficiency, rather than just design necessarily, then there are a few. Also I will answer in terms of the current slim book, rather than speculating about directions for the FAB.

I personally looked at every unit in the book except Lion Chariots. However, I do know that others have been making use of those. The frost phoenix is a known issue in the book, and I did try to write a list with two of them but in the end I didn't like it for reasons other than the phoenixes. Overall, outside of characters, the internal balance is pretty damn good! Even Seaguard have started seeing some use in competitive lists! I personally feel a small point drop on them wouldn't do much harm though.

A few of the magic items are not used very often. I think that is partly a design problem rather than pricing. More generally, the character section has a lot going on, and a lower percentage of viable builds than most other armies. However, this is due to the sheer number of options: I think that HbE have as many viable character builds as any book, if not more. A points reduction for griffons could make them a fun glass cannon monster that are very complementary to the HE playstyle.

For competitive lists, I think there are some obvious standouts. Queens Guard are good in multiple configurations, and MOCT is just so point efficient. I love the Sliver of the Blazing Dawn and I think it gives nice power peaks and "wow" moments but must be used with a little thought and care too.

Broadly though I think the book is in a good place externally, and quite a good place internally. I will not be recommending internally that we nerf anything in the book!

**HPM: You mused on some ideas regarding changing the basic way elves work (i.e. increasing defensive and offensive skill greatly at the cost of lightning reflexes and agility). Is there scope for these kinds of changes in the full army book rewrite?**

DT: No idea. These are not discussions that have been had internally on any meaningful level yet as RT are focused on 2.05 and "Gold Edition" at the moment.

I think in principle these things are possible. One of the biggest barriers is that there are objections every time we step away from what people are used to in other games. We are always trying to do some sort of impossible balancing act between change and no change. It is a very difficult thing to do, and I'm sure we get it wrong sometimes.

**HPM: There are a number of high-level players in the UK currently picking up Highborn Elves. How do you think their opinions are different or similar to yours?**

I think our experiences will have been shaped a lot by the different lists we used. Colin Power's experi-

ence was more similar to mine. Whereas the other UK players did not have the manoeuvrability in their lists to dictate the game or play proactively. In this sense, I think a castle list is less likely to podium than the more dynamic HE lists, even if the castle list were in some ways stronger or more cost effective. The castle-like lists don't have quite as steep of a learning curve as a list like mine, but the flip side is that the skill ceiling is lower.

My understanding is that the castle lists felt like they had worse luck and couldn't exploit mistakes of their opponents. So overall, I don't think any of us felt that HbE were underpowered or easy to play.



# THE CHRONICLES OF SIR BRESLIN

Article by SirMC2015

*I am nearing the end of my days, and I feel I must document the story of my liege, Lord Breslin of Castle Black. It was he who took me in, a simple farm boy from the backwaters of Sonnstahl. He helped me reach my potential and to him I owe my life, my family, my title, my honor and my faith. I served him as his loyal Bannerman for many campaigns and if the world needs us again, I shall raise his banner once more. "Vic nor eridth, iqu darvesor aquain." Those are the words he lived by, the words I cherished and know are true in my heart. "For in Death, I Protect Life." Any man loyal to my lord that shares his faith will share his duty.*



My lord was the shield and blade of the goddess. He answered only those call to arms she truly endorsed and those he met on the field knew true fear. Only in the bleakest hour did I learn what those words truly meant, but I dare not get ahead of myself.

Before I came to the fair mountains of the Kingdom, I was born on the plains of Parraigh in Sonnstahl. My father owned a substantial amount of land. He was generous and openhanded, but a very shrewd business man. He was once a Sergeant in the Imperial Guard before sheathing his sword for his garden hoe. He had traveled the world at the will of the Emperor. He had fought in places the names of which I never could pronounce. But he never enjoyed the bloodshed.

I still remember the day we met my lord as if it was yesterday. The memory is so clear. Where I no longer remember the face of my wife, Lady have her; I remember that day.

Father had the wagon full and we went to town to trade our goods. "The finest wool and grain from the plains," he always said. And I always believed him. He was inside the Merchants Guild Exchange to sell our wares and purchase some replacement tools. The Guildhall was a wooden planked building, rather plain and stained brown to match the wood underneath. At the front of the building was a sign with a picture of a coin purse, the symbol for the guild. As normal I sat in the cart but could hear every detail through an open window. As I sat there eavesdropping, I barely

noticed a half-starved man leading a well fed horse. His clothing hung from his frame as if it fit once but was now too large. His eyes were downcast, and he could barely walk in a straight line.

Upon leaving the Guild, my father immediately noticed the malnourished man who I would later learn was only four summers older than I. My father was a large man, nearly a hand taller than most, yet this man was eye to eye with him. His hand, meaty, hard, and calloused from working the field, was laid gently on the shoulder of the stranger to steady him. I could not hear what was being said, but it was not in the common tongue of Sonnstahl. The man kept shaking his head until finally he nodded. Calling for me, my father's deep voice resonated clear across the town square, "William! Make sure this stranger has a comfortable spot in the back of the wagon."

"What of the horse father?" My voice cracked as I jumped down off the wagon. At this point I had only seen 14 harvests. My voice had not broken, and my body was still growing awkwardly. The wagon was now fairly empty, only with a few bags of grains we had decided not to sell, a stack of lumber and some new tools. I rearranged it so the stranger could sit or lie down comfortably against the grain.

"The stranger says the stallion will follow at his own pace." As they approached, I saw how sickly the stranger was. You could tell he had a strong frame, but not the energy to use it. He was gaunt as a man who had not eaten well for weeks. "Fetch him the water skin and 2 pieces of dried beef to eat." I jumped to comply with what my father commanded as he helped him into the wagon. We were so focused on helping the stranger, we missed the eight men watching us from across the square and when they rode off in the direction we planned on traveling.

After we made the stranger comfortable in the back, we unhitched the team and rode West, away from the square and the Merchants Guild Exchange. I kept looking back over my shoulder at the stranger, whose red tunic was torn in several spots and black trousers shredded around his knees and ankles. He had plain riding boots of dark leather. They looked well made, but also worn. That was all he had. The stallion, true to my father's word, followed the wagon. It was well kept and appeared to be regularly groomed. A well-oiled and almost immaculate saddle was strapped

around the horse's waist with a heavy girth and a small saddle bag hung at its side with an overly long bedroll tied across the hind quarters. I thought the horse was stolen and said so to my father. He simply shook his head and responded, "Only a fool would try to steal that horse." My father replied knowingly, "I know its type very well and it is just as dangerous as the man sleeping in the back of the wagon. Look at its knees, shoes, indentations of its coat? That is a trained warhorse! Did you see the sword hidden by the bedroll? That is a Bastard Sword if I ever saw one. And his hands are calloused harder than mine, so I have to assume he is proficient in using it. It's funny, as I spoke Kingdom to him, he cared for only the welfare of his horse. It must have been a mighty gift from a noble. I've not known Kingdom Men at Arms or even Hedge Knights to own such an animal that well trained. Usually only their nobility have the means to train them so well." We spoke more regarding the Kingdom, where it was, that they served the Lady Goddess and their king. I was always amazed on how well versed this unassuming farmer was, and I beamed with pride knowing that he was my father.

Our farmstead was half a day's travel from the town. About two hours after seeing the last dwelling on the outskirts, we saw a man standing in the middle of the road. He wore leather tunic and trousers and a sword hung at his hip. He was stood squarely in the road, and had a heavy club resting over his shoulder. My father pulled the wagon to a stop and started scanning the road ahead, sides, and behind the wagon. At this distance I could see that the stranger had light brown hair and a red scar on his left cheek. "Afternoon, farmer. How'd 'twas the guild?" Seven other men rose and stepped up out of the high brush around the wagon, surrounding us. Each armed with either sword or club. Two of the highwaymen also trained bows on us.

Nearly growling through his teeth, "What do you want?" My father's deep voice, tone, and body language scared me. I had never seen him act in such a way, but I knew the threat was from the eight men around the wagon.

"Only 'ta help ya, sir. Yer poor mule on the fron' here looks like it could hav' a bit of a rest. Mayhaps it is the gold on your hip and the wares in your trunk weighin' it down? Either way we're here to help carry that for ye." He snapped his fingers half of the men moved

closer to the wagon. The rearmost man began to open the back gate. My father then slumped, a recognition that he could not win this fight, and that he and I were at the mercy of these men. We had no weapons, not even a staff within arm's reach. The two men with bows never moved closer to the wagon, arrows nocked and ready to let loose. The next part happened so fast I barely registered what happened until it was too late.

I heard the gate thud open against the shelf of the wagon, followed by a scream of surprise. There was a solid thump to the ground that I had assumed was the stranger being thrown out of the wagon. The archers turned their bows to the rear of the wagon and loosed their arrows. I remember the sound of the arrows biting into the wooden sides. Next a hammer, one of the tools my father had purchased, sailed through the air and struck the archer on the right in the head, dropping him to the floor.

The leader at the front of the wagon, looked infuriated and snapped his fingers and pointed past my father and I. I still had not turned to see what was happening behind me because I was still focused on the danger in front of me. The final Bowman had a new shaft on his bow and the remaining men drew their swords circling to the back of the wagon. Another arrow flew high over our heads as, the rest yelled profanities and curses. I heard 3 more thumps of bodies hitting the ground. The eyes of the man in front of me who at first held mischief and then anger, now carried fear. I heard footsteps on oak behind me. My father once again felt stiff, strong, and ready, as he smiled a vicious grin at the highwayman.

My father spoke again, "I suggest you leave now, and if you are ever seen again by me, my son, or my friend you may not be walking away." The man nodded, dropped his bow and ran. My father's smile instantly faded as he jumped off the wagon. "Son. Help the stranger back into the wagon. I'm going to get the bodies." I froze at my father's words.

"Bodies?" My voice cracked from fear and youthful age. I finally looked at the rear of the wagon and saw the bloody carnage. The first man who opened the gate had a hole the size of a hammer at his temple, and the second's body was still convulsing on the ground. The warhorse's hoof prints on his back and the horse still stood with its bloodied hoof through his skull. Then next three were killed from a single sword stroke to the chest and neck. The sword itself

was from the first fallen man. One man had struck down seven. One man, weak as a lamb, barely walking straight, whose fingers seemed to lack the strength to still hold the sword he just wielded, slew seven men as if they were flies. Who was this stranger? I approached the stranger with caution. He looked down at me, uttered a single word I did not understand, and then his eyes rolled backwards and he collapsed.

The rest of the day has faded from memory, but how I met the man I called friend, Lord Breslin, is ingrained in my memory. Who had truly helped who that day? Without him I fear I would not have been here to write this tale, and it was only one of the many times he saved my life. This was the beginning of my new path, but it would be Breslin once again that sets me on that road.

To be continued...

The stranger slept as we travelled back to the farmstead. I remember being scared of the unconscious stranger and worried for him. Father had said we had nothing to worry from him. If he was what he thought he was, the stranger would never allow harm to come to an innocent. Killing comes naturally to him, a blade was thrust into his hand at birth, but he followed a strict code known as Chivalry. Either peasant, squire, or knight that code was his life. Telling William he was "Safe" before losing himself to exhaustion echoed his character.

Still, he slew seven men within a few heartbeats of time at a distance and arms reach. The mare my father had called a warhorse had killed without hesitation. What type of moral person could train an animal that way? Once I was forced into the army later in life, my opinion changed immediately and Lyria was the pinnacle that I would compare all other trained beasts to be.

When we arrived home my mother, sister, and younger brother were waiting on the porch. My older brother, eighteen fall solstices old, was still working the northern fields. That was what made my father's land so fruitful, he had different crops for different seasons, but he rotated the crops leaving at least two fields with nothing. Not even livestock was allowed to venture into the unused field. Father always said the land had to heal after we took so much from it. Every once in a while, we would hear of a fellow farmstead having little or no harvest, but never us. Father always

gave aid of some sort so our unfortunate neighbours could recover. There was not a farmer within 1 day's travel that did not owe my father favours but he never asked for anything in return.

Father jumped off the wagon before it came to a full stop and ran to my mother. He picked her up and kissed her strongly, thanking Sunna for being alive after what happened on the road. He told my mother what happened quickly as he led her to the wagon. I was still seated watching her approach. She had black hair that was starting to turn grey at the temples that was pulled back into a braid which ran down to the middle of her back. She wore a plain brown dress with buttons down the front. Her gentle face, which as far as I could remember always a loving smile, now had a pinch of worry around while her lips were a thin line. My sister, Griselle, only a step behind her and seeing here was like looking at a mirror of my mother forty years apart. Jet black hair pulled back into a braid that reached the middle of her back. Her gentle face wore the same look of concern as our mother. My brother, Johnathan, stayed on the porch gripping the banister.

I remember finding myself standing at the gate of the wagon's bed, blood splattered across the boards. There were two arrows imbedded in the post and planks of the side. Father and I lowered the gate only to see more blood splattered on the inside, and the stranger's cloths showed nothing. It was an illusion of the fabric for it had been soaked with those he had killed, but now dried and crusted it blended into his tunic and trousers. At this young age I learned he was a being of war, and over the next year he was yearning for peace. Father reached out and gently shook him,

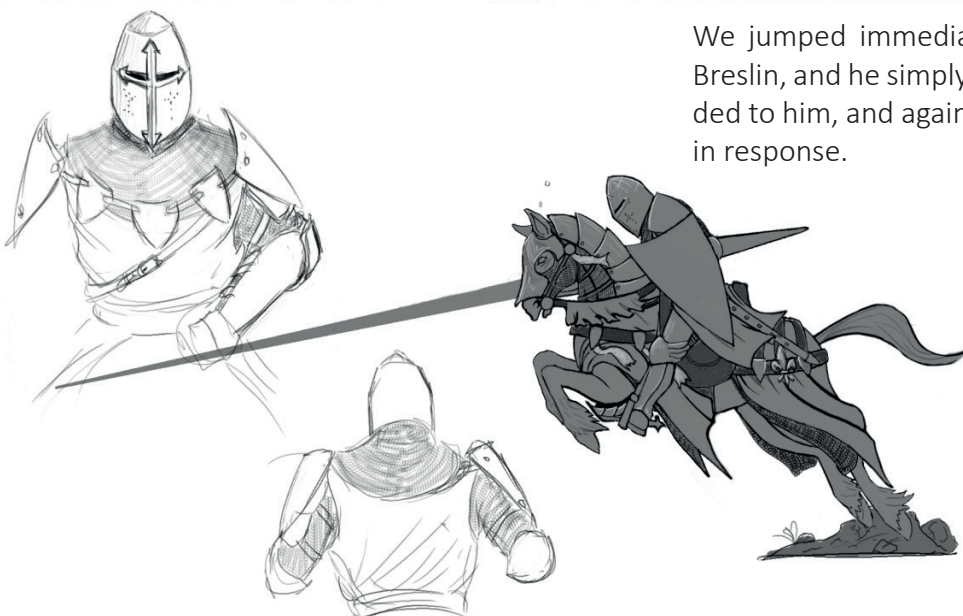
and the stranger startled awoke appearing to use the last amount of energy he could muster. He spoke in the same language I had heard before, indicating towards the house, wife, daughter, and younger son. The man nodded and spoke softly, again unable to understand what was being said. Then he placed his hand on his chest and finally said his name, "Breslin."

We helped him into the house while my mother began barking orders of what needed to be done. They laid him upon a bed in a side room. It shared the fireplace from the kitchen, but it was separated from the rest of the house except by a door that locked from the inside. Two weeks my mother and sister nursed him back to health, and each night my father would go into the room to talk to Breslin. I did not know what they discussed, and in all my years I never learned. We were having dinner one night when we heard the rattle of the handle. The door was locked and he could not open the door, but in my youthful imagination I feared he would break it down and kill us all. We all jumped at the sound of the latch, but then he knocked. Still we all sat there in silence staring at the door. Father finally moved when we heard him speak through the door in common tongue, "Could I join you for supper?"

I was shocked at the voice I heard. It was clear, strong, steady, and friendly. It could not belong to the monster I had imagined after witnessing the road. Father opened the door and said, "Of course. Please join us. Griselle, fetch another place setting, Johnathan fetch an extra chair. Please sit and break bread with us. You saved my son William and I back on the road and it is the least we can do."

We jumped immediately, Griselle always smiling at Breslin, and he simply said thank you. Johnathan nodded to him, and again a pleasant thank you was given in response.

to be continued...



## BACKGROUND PASSAGE

...Travails of my youth did not give me peace and even before I was cast upon the Great Ocean by the vagaries of fate my curiosity sampled the morsels of knowledge brought to these shores by pale faced merchants of the Highborn Empire. Through them across an unimaginable gulf of time came to me a story from the birthing days of the Golden Age. Before Sunna, before the kings and queens of the Napaat valley, before even the Elves reached the serenity of the White Isles, there were five great Elven Princes, the mightiest and noblest of their kind beyond the boughs.

It is said Dorac was so taken by their virtue that he could not bear the thought that these exemplary Elves might perish in defence of their budding nations. So he forged for them helms, shields, scale and plate like the world had never seen before. Each piece was a tapestry of engravings that proclaimed the majesty of the Elves to all who dared cast eyes upon them, lighter than the plumage of a Giant Eagle, yet of such craftsmanship it put the finest Dwarven artifice of the age to shame.

When the Princes again took to the field of battle to face the barbaric hordes they shone as bright as the giant brazier overlooking Aldan. Personifications of Elven noble heritage and the right to rule the world they blinded their savage foes with august brilliance of their donned gifts. Many were felled by their keen blades, for who would dare strike such regal splendour?

Nothing is eternal save maybe death, and in strange aeons even death may die. So too came the hour of doom for these exalted ones. From the east it came in a shape of a man, a warrior, a warlord, a conqueror. Jewels of a dozen sundered kingdoms glistened upon his troubled brow and the skulls of their kings adorned his standard. Pride goes before the fall, or so the saying goes, and the Elven Princes went to war. One by one they faced the raven-haired murderer, and one by one they were broken beneath his iron boot, their divine gifts shattered and blemished.

For their failure and shame the names of the Princes were erased from memory while that of the bronze skinned butcher still haunts the dreams of the wise. A phantom of destruction who may yet one day return to finish the Elves for good.

An age later in a time of great calamity when brother fought brother and daughter slew mother the first Prince of Ryma beseeched Dorac to reforge his gifts into a single suit, so that he may defend his people from the madness that had engulfed them. Though bravely he fought eventually pride got better of him on the blood-soaked fields of Erle and the gift of the gods passed into the hands of Queen. To this day her annual champion is granted the honour to don a special suit of armour that many claim is the one and the same as the Dorac's panoply of "Forgotten Kings"...



# PAINTING SHOWCASE: DAN'S DWARVES

Article by Dan

*For those who have followed my countless number of army projects over the years, my most recent attempt at Dwarves may prove somewhat surprising. For starters, it's an army I've never attempted before, which from its inception had no theme or conversion work planned. No Empire-themed Dwarves, no Dwarf-themed Goblins. Just regular, bearded Dwarves. Perhaps most surprising of all has been the fact that unlike all of my other projects, this is one that I have actually finished!*

Much like my other projects, this idea did not go quite as planned. Initially, I purchased a large collection of Dwarves from the forum's own Palmu, and I intended to paint each model with its own color scheme using traditional layering. The first two completed models tell that story:



This process was labor intensive and rather grueling, not in the least because I had chosen a comparatively clean painting style which I wasn't used to. Right around the time I started losing interest (around the third model), a fortuitously-timed tournament necessitated that I get the entire army painted to the usual 3-color minimum. This proved a challenge in and of itself, however with a simpler color scheme it was finished within a month or two:

When the tournament came and passed I was left with a dilemma: I had a fully playable, painted army, however it wasn't painted to a standard I was happy with. At the same time, I lacked the motivation to go back and highlight everything the way I'd been doing from the start. From this unique predicament a rather effective technique was accidentally developed, which I've outlined in my painting log and will happily explain here.

For those new to painting, a common methodology for traditional layer painting is to block out your base colors and apply a wash to the whole model. This provides a solid base from which you can build up colors with highlights, as the wash fills recesses and gives you a free layer as the original color can be reapplied

as a highlight; we will use the same technique here. Because we're ultimately going to go over the model twice with a heavy wash I recommend you pick a brighter color than you might normally choose, since this layer is as bright as the model is going to get. A few supplemental notes on color selection:

- I chose Citadel Agrax Earthshade as my wash, however just about anything should work. Nuln oil or another black can work (and indeed is the only color that works on dark browns and purples) however you'll want to water it down a bit for the first wash because of the second heavy wash we're going to apply in step 3.
- This technique is going to naturally dull whatever color you choose and make it a more pastel look, so bear that in mind in your selection.
- Decide early on if there are any details you want picked out separately with traditional highlighting (I chose gemstones, for instance) as you don't want to apply any layers there now to avoid excessive paint buildup. We'll go back and hit those at the end.



Here are my base coated Clan Warriors, with a neutral tan scheme:



From here you will drybrush your entire model in white. This is the easiest and most nerve-wracking part of the whole technique, because at the end they're going to look kind of ridiculous and you're going to think "Oh dear God I've ruined my models!". This is just like any other dry brushing, it just isn't going to look quite right once you're finished:



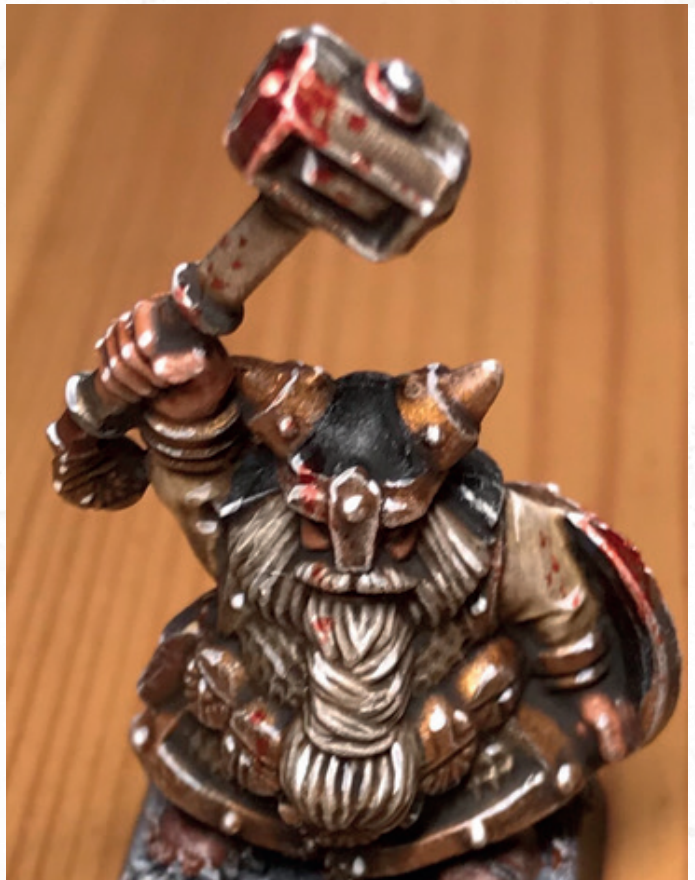
Next, you'll wash your models again, only this time as heavy as it can get without pooling occurring. Hit them hard, because this is going to wipe out most of that grainy appearance that dry brushing can leave and blend out the white highlights. I took this picture while they were still wet so you can see what I mean:



You're now going to edge highlight in white, which is technically the most difficult part, as if you're not used to bringing your layers up to an extreme it'll take some time for you to get an eye for where your high-light placement should go. Some rules of thumb:

- Upper areas.
- Where anything has a defined edge.
- Use the white left behind from your dry brushing step as a guide, because this is technically a high-light of those white areas.
- Keep your lines as thin as you can, as you can always go back and add more.
- If you have a long edge (like a sword) don't place the highlight along the whole thing, only the uppermost parts.

Here are some close up shots of the champion before and after. The only things I've done is hit upper areas in white and apply blood effects to the weapon for some color contrast (all on this page).



I really hate taking extreme closeups of my models, not in the least because this technique is best viewed from table height where the highlights look less absurd, like this (below):



Now, don't get me wrong, this is trickery with highlights. By going with such an extreme white and high contrast, you're able to distract onlookers into thinking that the model has far more layers of paint than it does. I liken it a bit to glowing bases with extremely dark models on top: it looks cool from a distance where the effect works properly, but probably won't stand up to any close scrutiny. Still, it's effective, and a great way to paint many models quickly.

This concept of illusion as a substitute for technique really took over the army. While the technique described above took up a bulk of the painting, I was sure to take a little bit of time picking out details on otherwise dull models to ensure that there was something visually interesting about every unit. I took my time on the candles for my miners, for instance, which was just a simple process of gradually building up watered-down white over the orange and yellow base (right).



Almost every unit also has blood effects applied, both to increase visual appeal and to provide pops of color where there might otherwise not be anything. In all cases this was done with straight out of the bottle Blood for the Blood God from Citadel, however I'm told Tamiya Clear Red also does the trick quite well. In a pinch some dark red with varnish or red ink on top could also work just fine, however I can't say enough good things about Citadel's product in this case. My big block of Kings Guard, which often pull double duty as Deep Watch, proved to be the unit that needed those Blood Effects the most to prevent the unit from looking like a wall of metal (left).

I also played with color throughout the army, hopping back between the aforementioned neutral tones to blues and reds and greens. For instance, My Organ Gun has just about every color featured somewhere (right)

Likewise, on just about every unit I spent time properly picking out gemstones. This is important for simpler models without many details that would otherwise create that visual interest. I went with a range of colors, though blue proved the most common, and I used a technique I learned a long time ago that involves highlighting the gem upside-down.



Choose three shades of a single color. The darker your first color the more convincing the end result will be. Start by painting the whole gem this dark color (Citadel Caledor Sky, for instance). Next, paint the lower half of the gem in the next highlight (Teclis Blue, perhaps). Finally, apply a line of a highlight on the bottom edge (Lothorn Blue, in this example). To complete the effect, place one or two small white dots on the top of the gemstone opposite your brightest highlight, and the result should look something like the gem on this axe head (right)

You can see more examples of both the thin layers of white that I mentioned with the candles and the gemstone technique I just described by looking at my Rune Smith and Engineer, respectively (below)



Aside from a thin edge highlight of white along the edge of the rune, the glowing effect was achieved by applying dozens of thin layers of white over an orangish-red base. The red Gem on the engineer's helmet was done in the exact same manner as the Seekers.

Basing proved the most important part in the recurring theme of distraction. As if bright pops of white highlights weren't enough, I decided that some bright snow bases would help draw the eye downwards. The first step in creating these snow bases was actually to base them normally with sand, paint them grey, and drybrush with a lighter grey. You can see this effect from this work in progress shot of my Organ Gun (right).

From here you could apply the snow effects if you'd like, however I think the best bases have a lot of layers to them, and therefore decided to apply some scattered grasses and shrubs first as I would with any normal basing. The snow was created by mixing almost equal parts white paint, baking soda, and PVA glue. I say almost because you're eyeballing those measurements for the most part, and because I found that for the best effect, you should add a little bit of extra baking soda into the mix. the white paint is a key ingredient. It helps brighten the mixture a bit and to prevent it from yellowing over time.



Once the snow mix had the consistency of pudding, I applied it in two layers, allowing the first to dry overnight before applying the second. I found the most effective way to do this was to place a blob of it down somewhere (I used an old drybrush for the job) and then spread it out over the textures of the painted sand layer below. Allow it to break a bit so that the layers beneath show through, particularly around rocks and grassy areas if you've included those. There's really no great way to demonstrate this with pictures, so I'll simply provide some finished results and encourage you to give it a try yourself (below).



Finally, I decided early on that I wanted this army to have a nice display board, and I was smart enough to take pictures of the board while it was a work in progress. This involved some basic model railroading techniques. I started with a rough outline of a mountainside using lightweight foam on top of which I layered some paper mâché. If you somehow escaped childhood without learning what paper mâché is, it's just strips of newspaper dipped in a thin mix of watered-down PVA glue. It's nasty stuff to clean up so don't do this on your dining room table, however once you've put down your strips they'll dry fairly stiff and you can then apply a thick layer of sand and paint.



From there you can base and paint it as you would anything else. I added some Dwarf-y decorations and some bricks out of broken pieces of foam to give the board a run-down mining camp sort of feel:

I then applied snow to the board in the same way as I did with the rest of my army. Mixing up that snow consistently is difficult so I chose to do it all in one batch.

Upon reflection, the coolest part about this technique is that it's so blindingly quick. It really motivates me when I can see results quickly! I'm able to consistently paint for about an hour every night, and I was able to paint this entire army (and display board) from its base coated state to what it is now in exactly 3 weeks (September 17th-October 8th, for those playing along). It's fast and it's effective, and best of all the finished product is something that you can be proud of!



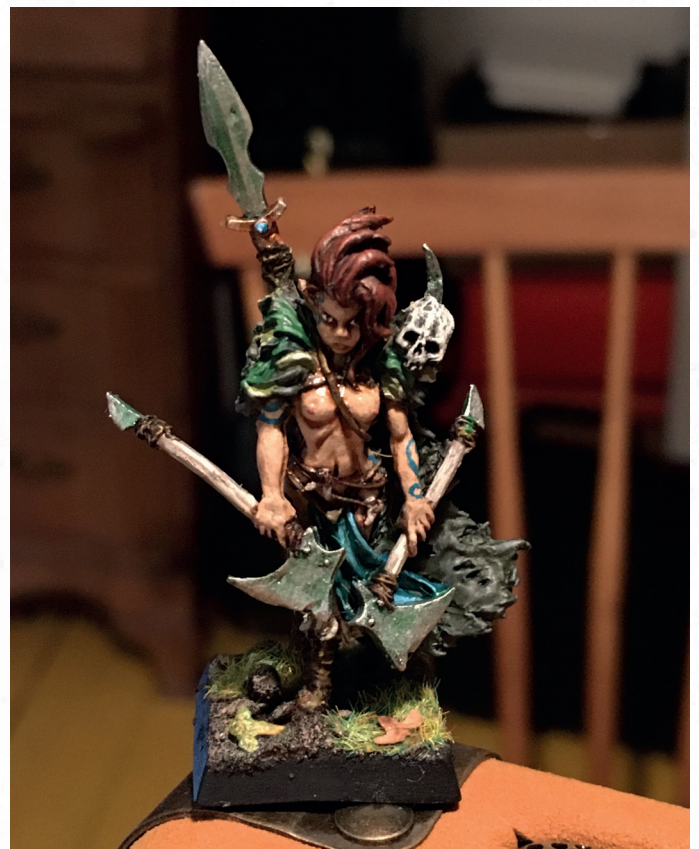
# AVATARS OF WAR: NEW RELEASES AND UNBOXING

Article by Hemrypmiller

*I have long been a customer of Avatars of War. I have found they are one of the best miniature companies when it comes to quality and value for money. I have in my collection a number of their models. In my Vampire Covenant I use both of their inquisitor models as Wraiths, and their Female Vampire model as a Banshee.*



I also use their Barbarian Manhunter model as a Bladancer Chieftain for my Sylvan elves. All three of these models are metal. I would say that the spear on this model was a little flimsy, so I switched out the spearhead with a more “elven” weapon. Nevertheless, the quality of the sculpts is exceptional. I would easily say that the quality of the sculpts is equal to that of the Games Workshops metal models. There is very little in the way of mould lines or slag and the detail is great! (right)





Many of their models are also resin and plastic models. They have sent me one of their resin character models to review. This Ogre Khan model is the first Avatars of War resin model I have seen and the detail is equal to that of the best resin model manufacturers such as Forgeworld or Mierce Miniatures. This model does have a small mould crack line along the side that you can see in the picture but is nothing a bit of green stuff can't handle. Apart from this, there are almost no mould lines, and very little cleaning to do. While I don't necessarily like the cartoony sculpt of this model with the oversized weapon, I am still impressed with the quality of the cast.

They also stock plastic regiment sets which are fairly affordable when compared to other manufacturers. In particular they have some very characterful Warriors of the Dark Gods regiments. These sets have their ups and downs. The material is not alike to Games Workshop plastic which most are familiar with. It is a little harder which makes the mould lines difficult to clean and they require some patience to position and rank up. Nevertheless, the quality is still excellent and if you are willing to put a little more effort in, these models are some of the best Warriors of the Dark Gods models out there. Below you can see Casimir the Swede's Sloth Warrior made from an Avatars of War kit and some of their Wrath Warriors with Great Weapons.



What I like most about Avatars of War is that their website is completely catering to The 9th Age. All of their models are listed as per the 9th Age names and they are heavily invested in making models for the game. This is evidenced by their newly released Sunna of Sonnstahl model, which they were good enough to send me for a review! The detail on this model is awesome and is definitely made with the hobbyist in mind. The raised areas are very pronounced which lends to washing and dry brushing, making the model easy to paint.

As well as this Sunna model, they have recently released a number of characters, just in time for your Christmas stockings. Namely, a Dwarven Thane, a mutated Wretched Beast, a Beasterd Shaman, a female Prelate, a Vermin Plague Prophet and a Vampire. Some of their models even come with different head and weapon options.



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AOW101  
All artwork and miniatures © Avatars of War SLNE - For ages 12 and up  
IX AGE  
VAMIPRE COUNT (KIT)  
SCULPTED BY FELIX PANIAGUA  
WWW.AVATARS-OF.WAR.COM

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Compatible with IX AGE The 9th Age™  
SUNNA OF SONNSTAHL  
SCULPTED BY FELIX PANIAGUA  
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# AVATARS OF WAR



## Beastman Shaman



You can find more information on Avatars of War at [www.avatars-of-war.com](http://www.avatars-of-war.com) and on the ninth age forums in their Company Showcase thread.

# AVATARS OF WAR



## Vermin Plague Prophet



# NEW SCENARIO REVIEW

Article by Patrick "The Italian Stallion" Capobianco (Playtesting Team)

*With some new scenarios coming out soon, we decided to try one of them out for a battle report. The new scenario pack basically has 3 different parts. Part one contains 18 new scenarios which are combined with special deployments. Some are completely new and some are based on what is in the current Rulebook. Having had a quick look through them, they seemed quite balanced ready for tournament play. Within this section you will get to slog through searing meteor showers, or perhaps go questing for the holy grail on you way back home from a long war, so you better be prepared!*

The second part of the scenario pack contains multiple objectives. Here each player will get 3 different mini objectives. The player who finishes the most of his/her given tasks will be the winner of the secondary objective. But beware, mutiny is a thing, so it might be tough to be the general! Some examples of the tasks include charging a unit in the rear and going through the game without declaring a flee reaction.

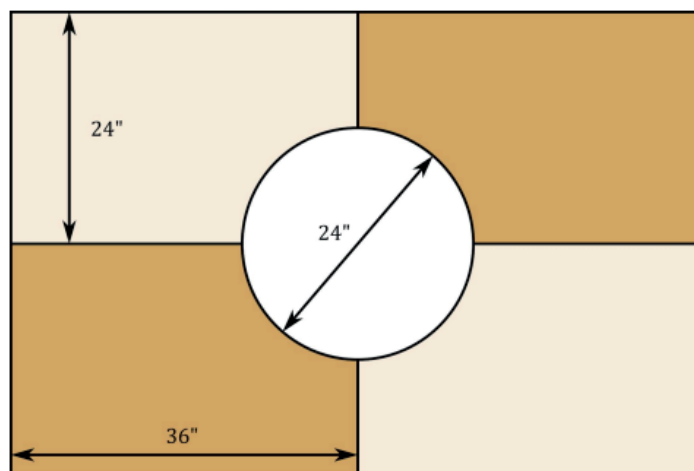
The third part of the scenario pack contains narrative scenarios, where the winner of the scenario will also be the winner of the game. Here you steal treasure from dragons and march units through portals and attack dwarven strongholds. They seem fun and could be really good for a game in a relaxed atmosphere.

To test the scenario booklet, we decided to use the included tables for random generation of secondary scenarios. We ended up with the new scenario "Dominating the field." In this scenario, the board is divided in 4 squares, where the armies will deploy in opposite corners. In the middle there is a 24" diameter circle where you cannot deploy. At the end of the game, you will score points for having scoring units in different zones of the table; 1 point for having a scoring unit within your own deployment zone 2 points for having a scoring unit within a zone that wasn't a deployment zone 3 points for having a scoring unit within your opponent's deployment zone.

## 2, 6 Dominating the Field

### Deployment

The Table is divided into quarters by the straight lines through the centre of the board, parallel to the table's long and short edges. Deployment Zones are one of the corners and more than 12" away from the centre of the table. The opponent has the opposite corner.



### Winning the Secondary Objective

At the end of the game, Victory Counters are awarded to the player for each zone they have at least one Scoring Unit in, how many depend of the zone:

- The opponent's Deployment Zone - **3 counters**
- The zones adjacent to the Deployment Zones - **2 counters**
- Your own Deployment Zone - **1 counter**
- The middle zone - **0 counters**

A unit is considered to be within the zone its centre resides in.

The player with the most Victory Counters wins the Secondary Objective.

The two armies that were facing off were Saurian Ancients against Dwarven Holds, with 5000 pts each.

### The dwarfs had roughly the following:

- Runic Smith with 3 battle runes
- Thane with Bsb and Legion Banner
- Anvil of Power 30+ Clan warriors with spears and rending banner
- 2 x 10 Clan Warriors
- 10 Marksmen with handguns
- Two units of King's Guards
- Two units of Miners
- A vengeance seeker
- A grudge buster
- 2 attack copters
- 2 cannons

### Saurians had the following:

- Quatl with divination
- 2 Skink Captains
- Skink Priest with druidism
- 33 Skinks with 3 Caimens
- 15 Skinks
- 15 Skinks with poison javelins
- 6 Raptor Riders
- 17 Temple Guards
- 2 Taurosaur
- 1 Stygiosaur



The dwarfs won the deployment and picked a corner with a central hill. This allowed a vantage point for the shooting artillery. The Saurians decided to drop everything to get the first turn. Going into the game, we felt like the dwarfs had a slight advantage, due to the two cannons against the Saurians monsters and with two Miner units to come in and hopefully claim some quarters of the board to get scenario points. In the scenario, you deploy more in a square, which mean that it is easier to concentrate force to a specific point. The saurians had an easy time to move up and set up zones, where the dwarfs couldn't go. The more diagonal deployment

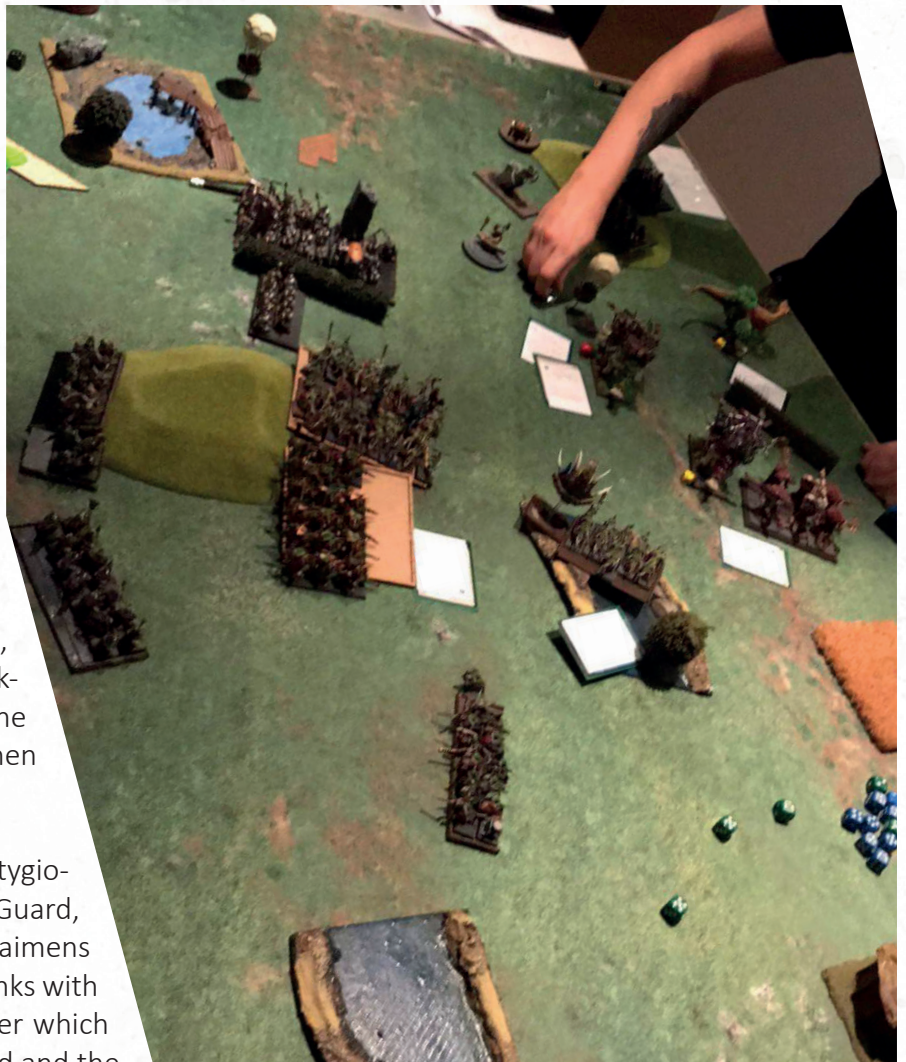
made it easy for fast units to sweep around the flanks of the dwarfs, to prevent them from coming forward. The monsters were lucky enough to find cover in the forest in the middle of the board, while also moving up to zone the dwarfs.

In response, the dwarfs unleashed its “chaff” by moving 10 Clan Warriors and a Vengeance Seeker in the way of things. But the clan warriors got a little excited and went too far. An average charge-roll later, the warriors had a unit of Raptor riders in their flank. Luckily, the warriors fought off the Raptors and held their ground, all because the Raptors only managed to kill a single dwarf! A unit of Skinks with poison javelins moved up to shoot the exposed Vengeance Seeker, but only managed to deal two wounds to him.

During the dwarfs turn two, the Raptor Riders got counter charged by 30 spear wielding dwarfs and a Grudge Buster - sentencing the Raptors to certain death. The Vengeance Seeker failed a charge on some nearby Caimens, and ended up in a bad spot, where a countercharge against the seeker could mean an easy overrun into one unit of Kings Guard behind them. Then came turn 3 for the Saurians.

Taking chances, the Taurosaurs and Stygiosaur charged forward at a unit of Kings Guard, while the other Taurosaurs and the Caimens charged the Vengeance Seeker. The Skinks with the Caimens charged the Grudge Buster which had decimated the Raptor Riders. It fled and the Skinks just moved up to block the big block of spear-wielding Clan Warriors. In the combat phase, the Taurosaurs and Caimens easily killed off the lone Vengeance Seeker but failed to overrun into the King's Guard behind him, needing only to roll 7 and 8 on the dice rolls. This meant that the other Taurosaurs and the Stygiosaur had to pull some weight themselves. Luckily, they did, and the King's Guard were reduced to 3 models, including the Runic Smith which was in the unit. In return, the monsters only took one wound each, due to magic buffs protecting them. The King's guard promptly fled which gave the monsters free roam to run them down and surround the remaining dwarfs. We decided to end the game here.

The scenario brings in a whole new deployment, which shakes up the game and provided a new challenge. The opposite corner deployment makes you re-think the deployment phase of the game. Some armies might get too bottlenecked from this type of scenario, while at the same time the scenario forces you to bring scoring units, which are either fast or resilient enough to go claim table quarters at the end of the game.



In this deployment configuration, scouts have a lot more room to be deployed and scoring ambushers will be absolute gold when it comes to claiming the opponents table quarter. Keep in mind, that you just need one unit in each table quarter to get the points, you don't need to “contest” it, meaning that your opponent can be in the same table quarter with 3 scoring units, and you will still both get the points. This also forces you to have scoring units divided all over the table, to be sure that you can (hopefully) claim all 4 quarters at the end of the last turn. Overall the scenario is fun and challenging to play and it feels balanced. A great addition to the game!

## BACKGROUND PASSAGE

Though I enjoy your compliments, flattery will do you little good in this matter. My mind is set, and I urge you to reconsider your decision. Though there are few in the sisterhood who would dare voice it we are aware of the limitations of our skill and power. Facing the slithering savants of the tropics is not an ordeal that should be sought or wished for. There is no shame in admitting there are those with greater understanding of the deeper mysteries of magic than ourselves. The ancient ones alone possess the mastery of the four pillars of creation. The ability to mould matter, weave energy, siphon souls and unravel fate is theirs to command. Relying on teachings which are older than history, they are the true masters of arcane arts even though the foppish denizens of Celeda Ablan would like you to think otherwise. I only hope if I am ever to face one them on the field of battle, the Lady will be there as my shield as well.

I know that vagabond Cyprian has been filling your head with the tales of the Saurian riches and his own sorcerous prowess but I assure you that charlatan will be like a fly caught in a web of Saurian making and while the lord of the host will pluck its wings his skittering servants will raise the beasts and plants of land to hem you in to be obliterated at their master's pleasure.

Please go consult with Guy and listen to his advice before making the final choice.

Your loving sister  
Eleonore



# FROM THE HAT RACK

Article by Mad'At

*The year is 2012 and I am preparing to go to my first ever tag-team tournament. I want to use an item that is generally considered worthless, which turns your character into a wizard with a randomised Path of Magic. I have a plan however, and with the lists submitted, I build my goblin character. I put him on an old monster I had lying around and in the goblin's head I stick a magnet. I then make him eight unique hats with magnets in them. I decided to name him Mad 'At, and with that, my mascot is born!*

To this day, I still consider that tournament the most entertaining I have ever attended. Since then I've seldom played with Orcs and Goblins without including my wonderful Mad 'At, in one shape or another. He even became my mascot and my internet persona, with each of my avatar images featuring him in one of his hats. The size of his hat rack also expanded over the years, from eight to nine and then up to twenty-four unique hats!

The coming of The 9th Age didn't change much for me. I've continued using Mad 'At in my armies, but now he is more varied than ever. In some of the early versions I could even play him as an actually powerful wizard, but still with the ability to use randomised Paths of Magic. I remember having some really great games from that period.

Then came version 1.3 of T9A, which brought two significant changes. First, we got the ten new Paths of Magic, which was very exciting. But rules for the Wizard's Hood were rewritten, so I couldn't even randomise between all those wonderful paths. I was sad, but I vowed to myself and to some higher ups in the team that if this was ever changed, I would refurbish my hat collection to better reflect the ten Paths of Magic of the 9th Age.



And it was changed! With the beta release of version 2.0 there came the Crown of the Wizard King, which randomized between all the paths and so naturally I had to make some new hats. Curiously enough, I happened to be painting them whilst listening to an episode of the 'Ammertime Podcast, where my older hats were mentioned by their guest Kapten Kluns. I suppose that this must be what being a celebrity feels like!

When I set out to update the hat collection, I had first planned to make ten brand new hats, however, I quickly realised that I could reuse some of my old ones. Among the ones I reused my favorite is probably the one I chose for Witchcraft; it is a Gandalf style wizard's hat, very generic. Not only does the hat remind me of witches, but it is also grey which is the colour that could be associated with Witchcraft.

The Paths I decided to make new hats for were Evocation, Divination, Occultism, Thaumaturgy and Cosmology. When coming up with ideas and designs, I took inspiration from the icons of those paths (found on the backside of the printable magic cards) and the background texts from the Paths of Magic book. Of those one of my favourites is the one for Divination. I have long wanted an excuse to make a top hat for Mad 'At. Finally, I had justification!

A top hat felt like a decent fit for Divination, but to really drive it home I added some tarot cards to it. If you look closely you can see that the cards resemble the Divination icon.



The most challenging Paths to create ideas for hats were Thaumaturgy and Occultism. On the latter I pondered for a while to make it in the shape of a big left hand, as a reference to many of its practitioners being left-handed. In the end I settled for something far simpler and took a candle adorned skull from the plastic Citadel Empire Battle Wizard kit. Put a magnet on it and gave it some silk detailing around the edge. The candles were painted red to give them an occult feeling.



The idea for Thaumaturgy came more sudden, but when it did it felt absolutely perfect. Thaumaturgy is said to be a path that borders on religion, so I opted for a pope's hat. On the front of the hat I modelled the icon of Thaumaturgy from the back of the magic cards.

The hat for Evocation was possibly the most straight forward idea of the lot. I took the Evocation icon and interpreted in the most literal sense possible. The icon features a ghostly skull rising from a head, so I made a ghostly skull rising from Mad 'At's head. To hide the transition between green skin and ghost stuff I added a crown sculpted in green stuff.

The most elaborate hat though is the one for Cosmology, which is intentional given that it is a path very different from the others. I wanted to focus on the duality aspect of the path, and I also wanted something large and imposing. For a while I thought about placing a pair of balancing scales on Mad 'At's head, but it felt too simplistic and literal. Instead I got inspired from ancient Greek theatre masks, only this mask was split down the middle with each half being radically different. The chaos half is snarling and frowning, while the cosmos is peaceful and tranquil. This is further emphasized with painting, where cosmos is pale white and chaos is pitch black. Last minute I also decided to do something special with the eyes.

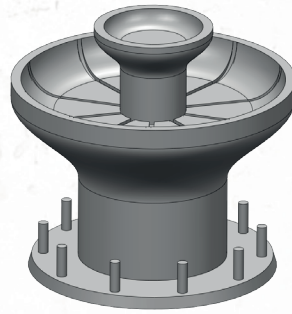


I painted them in the opposite colour of the face, and the pupil in again the opposite colour to the surrounding. This gives the cosmos half a very sinister looking eye, while the chaos one looks fairly normal. I also feel that this is reminiscent of the yin and yang symbol, which feels quite fitting.

To finish of the project, I made an actual hat rack for the hats. The whole thing was designed in 3D-CAD and made physical with a 3D-printer. It has a designated spot for each of the ten hats, indicated by the colour wheel at the top of the structure. The colour wheel I also use when randomising path, by rolling a ten-sided die and counting from Alchemy, since I so far haven't been able to memorise the order of the paths. The rack also serves as my magic dice pool and as the veil token pool. Since it comes with 75 mm round base, it can also be used as a stand-in for my Greenhide Catapults, both of which are on incorrect bases. Pretty handy all in all!



I guess that concludes the latest chapter in the saga of Mad 'At, my mascot. I doubt it will be the last though, while I now have decent representation of all ten paths, there are still some hats I'm not entirely satisfied with. Currently, I don't have any ideas on what to replace them with though, but you never know when inspiration may strike. For now I leave you with my own interpretation of the back cover of T9A:FB Path of Magic. Do you think they might use this version when the book is updated next?



# TERRAIN WORKSHOP: WALLS

Article by Little Joe

*Welcome to another session of building wargaming terrain for T9A. To complete the core set of terrain you need a building, but I think it is better to scale up projects and to get a feel for some techniques before tackling something more ambitious. A great way to do that is building walls first.*

## The rules

For terrain builders only 2 rules really matter: Cover and Dangerous Terrain. “Walls are Covering Terrain for models behind them while defending the Wall” and “Walls contribute to Hard Cover, except for models with Towering Presence.” This means walls for T9A should be made of sturdy materials to give an impression of granting hard cover. Walls cause “Dangerous Terrain (2) for Constructs”: chariots and war machines must suffer dangerous terrain tests from going over walls. So, a wall should look like something that a construct on wheels finds hard but not impossible to pass (planks), but a normal human should be easily be able to scale it fully armed.

Besides rules, according to the main rulebook: walls are 1”x 10”. We have quite exact measurements for their footprint. Walls also do not block line of sight, so they should be lower than a standard infantry models’ eye-line. Keep in mind that miniatures stand on bases, so you can add about 3mm to the height when you design your walls or add a base yourself.

## The challenges when building walls

Walls can start to look boring and like strange objects that do not belong when you just have a wall standing around in the landscape. What is its purpose? This is by far the biggest challenge, who just builds a short wall with 2 ends in the landscape?

You will mostly find 5” wall pieces instead of the full 10” that get combined to full walls. When you have such modularity you can easily combine them to use walls as ruins at the same time. This is also an easy explanation of why a single wall is left on the table.

## Inspiration

When looking for ideas to build walls, you are not limited to partial ruins, yet it is probably the easiest wall to imagine. Ruined walls can be from any race and will look very different: a fallen sleek elven column, dwarven aqueducts or a simple fallen down wall such as Hadrian's Wall. Some walls might be the foundation of huge walls under construction: a row of frosty ice blocks or building materials. Walls can be overgrown, have grass on top or line a road in pristine condition. There is a lot you can achieve with flocking your rubble.



Since we play battles on a battlefield, a clever general might have ordered his troops to build defensive structures. Walls can be part of such preparations for battle such as gabions or chevaux de frise buried in dirt. Whatever the material you use here, dirt can add thickness for the hard cover. Maybe a palisade of short sturdy trees was erected hastily by Orcs shored up with rubble or Sylvan Elves fenced the border with a carved stone between tree trunks with the lumberjack that cut them down on display as a warning. A wall provides protection for missile troops, so you can even go so far as using purpose-built shields.



An army may set up camp and make walls to have defensive options in one direction. A trader camp might do something similar when putting their wares on show. So, a wall might just be produce such as walnut shells as a wall of tortoise carcasses stacked by hunters, heaps of ore in baskets, Infernal Dwarven made armor, a Dwarven hold's ale barrels or maybe a forest has been chopped down recently and piles of thick log ready to transport away are the walls you want. It could even be as simple as a fallen tree providing a defensible position.



Some Walls might be so horrendous to look and aim at that they can provide hard cover in that way. A row of impaled friends or something rotting that you would rather not closely look at could be a characterful obstacle on a battlefield.

A wall in a fantasy world might be infused with magic to provide sufficient protection. A row of graves with a glowing mist hanging over them or dark crystals storing power. Even a wall of magical flames could provide cover. How about a mountain range shrunk by a wizard into a miniature form or glass spires reaching for the sky from a bottomless rift in the earth? Your imagination is your only limit!

A normal wall in the landscape would have been made by the same people that built the ruins in the next valley or that old house at the end of the road. Being made by the same building masters walls are an excellent way to learn a technique and scale up from there.



### A few easy walls to build

I will use this tutorial to show a few rocky materials to make buildings and ruins with. I am not sure what I want to make buildings from for this set yet, so I will test 4 materials and compare them. This is a great chance for me to try some techniques I have seen in videos. Please keep in mind that these are tests, and you should read the conclusion at the end before trying a material used.

A huge advantage of the materials used is that you can save leftovers for future basing of your miniatures. A project like this is a great reason to go shopping for basing materials.

#### Basic materials needed:

- Cork/foam/slate/small rocks
- 5mm MDF
- Sand
- Air hardening clay (DAS)
- PVA (wood or white glue)

To make sure that the walls will not break, I added 5mm MDF bases to all of them. I roughly sanded the edges with a file. The edges will get sand glued on and you can only see the edges, so rough is better. Knowing this height in advance helps to determine the height I need to stack my wall materials (about 2cm).

I started with a rock wall type that caught my attention as the most common type. It sounds so simple that I wanted to give it a try. First make a mould to cast your wall in. Fold 2 sheets of aluminum foil three times and put one layer of baking paper on top. Aluminum gets quite sturdy when folded and the baking paper hopefully prevents the wall from sticking to it.

Make two folds perpendicular to each other and about 2cm apart and then cut out flaps at the sides. My normal tape failed me here and you will need electrical tape to finish the casting bucket.

Mix small rocks with PVA glue. This wall took a few days to dry, so this is probably way too much glue. The rocks might look a bit small but I picked these because they are closer to the effect I am expecting with cork.



**Tools used:** scissors, hobby brushes, aluminum foil, baking paper, tape, pliers



The next test used cork. This material is awesome for big bases that need a fancy rock. You can buy cork as 1cm thick coasters. They are easy to break with your hands into smaller pieces but if you use a knife to make shallow cuts first, it makes it much easier to break. Glue 2 layers together with PVA glue and the material ensures it dries fast. Ignore gaps at this stage on all walls and just stick pieces together.



Another material often used to make rocks on bases is slate. You can buy slate in tiles at the dollar store around Christmas. It is also a regular building material for roofs, check for slate roof shingles. To break these, put them in a towel you no longer need and smash them with a heavy hammer on a hard floor you can't crack or cut. Once done you get many small pieces that are especially good for fancy rocks on small bases. Glue them together with PVA just like the other walls and again ignore gaps (which will be pretty big).



Finally, we can also use foam bricks. You can cut these to size from foam sheets. The making of the bricks is a little time consuming, but it ensures you get them all roughly the same size.



The wall made from small stones was still soft after 2 days and needed the base but no extra work. The baking paper stopped most of the glue from sticking but not all. Due to the insanely long drying time the glue had soaked the baking paper at the bottom. This was not really an issue due to the base.

With pliers you can break off unwanted edges from the cork and slate walls to get the shape you want. The cork pieces were pushed into the gaps after applying a drop of glue. Just pick a piece too big and use the pliers to push it in. For the slate wall I used clay to fill the gaps. The slate pieces will have sharp edges and wedging them in the gaps is too much work.



The foam wall was glued in 2 rows 3-4 layers high. This material needs at least 30 minutes to dry; an hour is better. If you have the time, build this up in 2 sessions, the higher you build without letting it dry the more you shift around bricks. Once the foam brick wall had fully dried, roll some leftover aluminum foil into a ball and then rolled that ball over the wall to texture it. If you need sturdier ball, fold the aluminum foil first. I wanted a surface closer to slate so very shallow detail.

For finishing surfaces I use a mix of PVA, water and air drying clay in a 1:1:1 ratio. I mix this in a jar with 2 marbles doing a lot of shaking. You can skip adding clay if this is too much work for you. This mix was applied to all walls and the MDF bases were sanded.

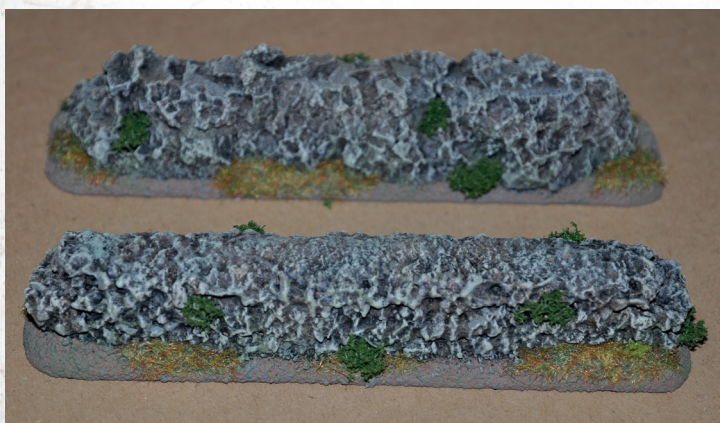
This gives a nice result and you could skip painting the wall on the rocks and slate versions. To better compare the materials I painted and finished them all in the same way. Basecoat all brown, this is the only paint that needs full coverage. To get full coverage you use watered down acrylic paint from a craft store in a 1:1 ratio. These paints are very thick and heavy on pigments, so you will still get a decent coverage. Then grey for the walls followed by drybrushing lighter greys, a few greens and finally a very light ochre.



I added flock to the base and a bigger flock for bushes all over the walls to break up surfaces and add more colors and textures. The base edges do not give much surface, but it is enough to properly blend walls to fit your table.

I like the texture on the slate and foam brick walls. The foam brick wall will be better for making buildings since it is very hard to control the texture on the side of the slate walls.

The cork and rock walls ended up with a very similar texture. The rock wall has a very flat top because the glue cured there first. That is not a problem as this would be a natural weathering effect. The only difference is that the cork has more hard edges, which makes it better for drybrushing. Sharper and slightly bigger rocks might achieve the same result. The disadvantage of cork is that you need to hide a line halfway up the wall because of the two layers.



**Final thoughts:** the rocks take way too long to dry and need too much preparation. I would not recommend this material or technique for making walls, because it is not fool proof as shown by myself. Slate and cork both look great and having a supply for basing miniatures makes these ideal materials to stock and use. I know the foam makes nice buildings and the result looks very man made. I do however like the cork better for weathered edges. The slate looks great and if I get an idea on how to use it, I might go for slate. Luckily I have more time to do some tests making ruins for the next scroll.

I hope you enjoyed it, happy terrain building!

# official „the 9th Age: Fantasy Battle“ event in 2019



We proudly announce the 2019 WTC OPEN (World Team Championships) to happen in Herford (Germany) from 26.-28.04 2019 as an official T9A event. It will take place in the Ice Skating Rink in Herford with room for up to 550 players and is envisioned to be an event for wargamers across the world.

The event will start with a 2000p singles Opening-Event on Friday evening.-The Main Event will be a 4500p 5-player team event with 5 games extending over Saturday and Sunday. The most current T9A rules will be used of course. Food and drinks will be included in the entry fee.

Most important: the events are free for everyone to register and for the Opening Event, there are no restrictions on participation as it is an open event. For the Main Event anyone can register a team that applies in accordance with to the Team composition rules. These rules simply require-your team be associated with your country to compete for the World Team Championship!

For detailed information see our [READER](#) and homepage [worldteamchampionships.com](http://worldteamchampionships.com). First phase of registration will run until 31.12.2018 via our online [REGISTRATION FORM](#).

Be part of a mindblowing nerd-experience and meet up with plenty of T9A staff and some of the best and well known players out there. Let's all meet in Herford 2019!

## Further Details

**Date:** 26.-28. April 2018  
**Location:** Eishalle Herford (Ice Skating Rink Herford)  
Im Kleinen Felde, 32051 Herford, Germany  
**Contact:** [tabletop@tgherford.de](mailto:tabletop@tgherford.de)

## Main Event

**Date:** 27.-28. April 2018  
**Style:** 5-Player Team  
**Participants:** up to 110 Teams (max. 550 Players)  
**System/Games/Draw:** [9th Age](#) / 5 Games / 4500p / Swiss Draw  
**Attendance fee:** 300€ per Team / 35€ per Guest/Coach  
(25€ entry fee + 35€ food&drink  
all-inclusive price per person)

## Opening-Event

**Date:** 26. April 2018 (17:30-0:00 o'clock)  
**Style:** Singles  
**Participants:** unlimited  
**System/Games/Draw:** [9th Age](#) / 3 Games / 2000p / Swiss Draw  
**Attendance fee:** 5€ [10€] per Player / [5€ per Guest]  
(5€ entry fee)  
[+5€ food&drink all-inclusive price per person if  
you are not registered for the Main Event as well]



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