



THE 9TH SCROLL

ISSUE #007 - JANUARY 2018

BARBARIANS OF ÅSKLAND

VERMIN SWARM BOOK REVIEW

BATTLE OF THE TAPHRIAN COAST

ROGUES & DOLLS TOURNAMENT

EDITOR'S NOTE

Where to start! The 2.0 Beta has arrived and its looking really great. We have an abundance of new army books which all seem more characterful and look like they have some interesting options. I know I am looking forward to trying the new toys in the armies that I play! We also have a new magic phase. I was skeptical when I heard "magic cards" for the first time, but after having played a few games, I really like it!



I Have been a little inspired by the new rules and built some Reaver chariots for my Highborn Elves. Units of 3 can do some serious damage!

This issue of the 9th Scroll is a special one - we have loads of great content for you! Firstly, the first Auxiliary army. I am not going to ruin it for you just now! You can read it yourselves. For me this is a great direction the 9th Age project is taking. We also have the next iteration of the background compendium which breaths some life into some of the human factions along with a compelling piece of official background from thedarkfourth!

As well as this, we have battle reports, book reviews and new 9th age products. However, what we are missing with the scroll is some community engagement. We have a feedback thread which isn't too difficult to find on the forum. It would also be really great for our readers to write in to the scroll and ask the 9th age staff team some questions. Whether you want to know about background or if your latest list is any good, it's an open forum.

You can send us mail to scroll@the-ninth-age.com

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HUMAN NATIONS

The coming of Sunna and the dawn of the Ninth Age has returned the human species to its rightful ascendancy. We may not be as strong as ogres, as disciplined as elves, as hardy as dwarves or as fearless as saurians, but we have thrived across the globe in a manner no other species has achieved since the Dawn Age. No survey of the world's great civilisations would be complete without touching, at least, on the following peoples:



Kingdom of Vanhu

Some have called me mad for my lengthy travels in southern Taphria. Others, heroic. For my part I wish only to spread Sunna's word and prevent what I feel is an inevitable disaster. Vosenlanders and Destrians are colonising these lands in ever greater numbers, heedless and ignorant of peoples who dwell here.

The greatest of these are the Vanhu, a proud and resourceful nation led by the fierce King Nyatsimba - a rare military leader in a land where most power is held by witchdoctors. The ways of his people are ancient. They comprise traditional tribes as well as spiritual totem "families". Those born under a particular totem are said to gain the power to converse with the corresponding animal upon their coming of age - I have witnessed the rituals myself.

The Vanhu live in stone fortresses, and have established powerful alliances with nearby dwarves, saurians and even traders as far away as Sagarika and Celeda Ablan. My fear is that we Vetians totally fail to comprehend both their civilisation, and the anger we are provoking with our foolhardy projects of Empire. The spectre of war is much closer than we imagine.

Letter from famed explorer and missionary Erik Tombstone





Volskaya

Between the White Mountains and the Makhar Steppe lies a land as diverse as it is vast. From the strongholds of the mountain clans in the west to the war camps of the Red Guard in the east, this is the domain of the Volskali. Often misunderstood and maligned by their western neighbours, the subjects of Tzar Oleg are proud and stalwart folk. Their legends claim their ancestors were the bears and eagles, wolves and hawks of their land and those who come to know these fierce people like I have do not dismiss these stories lightly.



Swift horsemen and resolute infantry form a vital bulwark against the madness of the Wasteland and the terrors of the great Bog; these actions bring little acclaim but have established outposts and colonies across the Steppe. The preachers of Sunna maintain that they are cursed men in need of salvation, as their forebearers stood against the Goddess at the dawn of this age and never repented for their sin. To this day, occasional bands of moustached marauders launch brazen raids into other nations, while the alliance between the Amber court of Volskograd and the kings of Equitaine threatens to upturn the balance of power in Vetiia.

Åskland

So I am to be married. I feel equal parts dread and joy - and as usual I have been burying these emotions in reading. My husband is to be Prince Olvir Hrogtharson, son of the King of Thrymland, the famous Hrogthar Alfildir. I am to share my bed with an Åsklander! I have consumed every book on the subject of that wild land - the stories have only worsened the fragile state of my imagination.

Åskland is a patchwork of tribes divided up by kings, Jarls and Hersirs. Many are barbaric and unruly - often meddling in worship of the Dark Gods. Åsklanders are famous for their raiding and trading vessels that can be found in ports as far as Avras and Aldan.

For a long time they were Sonnstahl's enemies, but in our time the comparatively civilised nation of Thrymland has been supported by the Emperor as part of a bulwark against the northern tribes. I suppose my status as a pawn in these negotiations should bring me pride. I only hope that I can conquer this awful terror and do my duty to father and nation.

Diary of Lady Annelie, daughter of the Count of Braidmark



Qassar

As you know, Qassari trading vessels are among the most numerous on the Middle Sea. They are an enormous source of wealth in our harbours; consequently, continuing friendly relations with Sultan Jaaj Abdullah in Amharaq is of vital importance. To this end, we are tasking you to lead a crusade to Qassar to support the Sultan's armies in the ongoing civil war.

You will assist him against the rebel leader, Nasir Ibn Afdal, whose charisma has won him a significant alliance among the southern sultanates and many nomadic tribes. We know the alliance objects to Abdullah's pro-Vetian policies, although I am told the conflict is also religious in nature.

The Sultan's loyalists are largely Mujtam - one of the two branches of Alihat religion universal to Qassar - while the southerners are predominantly Mahab, the other branch.

May the Lady bless you on your new commission. Do not return to our Kingdom with the Crown's interests unsecured.

Letter from Tania Feret, King Henry's
Minister of War, to the Duke of Ussel

Arcalea

Arcalea is hardly a state; fractured and without a central power. The settlements in these lands took the name of principalities, communes, city states or republics but everyone else just calls them the free cities of Arcalea - or, together with parts of Destria, the Iron Crowns. Mostly they share the same culture, the worship of Saints, and the mystification of Sunna as Themesis, the first of them.

Although the "Iron Crowns" was originally an insult referring to a lack of true power, the free cities wield in fact tremendous clout with their wealth and independence. With the great merchant families in the vanguard, Arcalea has become one of the largest cultural centres in the world. Here were the first universities born and here come to life the great works of art and inventions of our times. But the real currency of Arcalea is its mercenary legions: bands of cutthroats, trained soldiers, pirates, hungry ogres and exiled nobles arrive every day in search of fame and fortune. They know that their skills will be put to good use and that those who can fight will never go hungry.



Tsuandan

Traders who brave the eastern roads or southern seas may reach the limits of the known world - and the mythic empire of Tsuandan. A land of spectacular vistas, they say, with mountains, jungles, rivers and great soaring plains all under the thumb of the Dragon Emperor in Longjing.

The most ancient records indicate that Tsuandan is as old as Naptesh, but most scholars place the coming of the current Emperor Gonglu no more than a century hence. Some reports, and the nation's official policy, suggest that the Emperor is a literal dragon; most are more skeptical. Since the Zhong have long held that they are descended from a "chosen" people who lived side by side with saurians in the mists of time, a reptilian overlord may perhaps be a natural fit. To most Vetians who travel to this eastern realm, these legends are of little concern compared to the nation's spectacular wealth.



Destria

Yes, things are much changed there since I was a boy, and in no small way. The Crowns north and south are tied in marriage now, that's something we never thought we would see. Trade now marches ceaselessly on roads once haunted by duende, bandits, splitfoots, and...

What? Yes of course you'll find all those that far west, and you'll find worse as well. At least you would when I was a boy. Now, the knights and soldiers have finally put down the remnants of the Tortured Times, or so I heard. The dead rest quiet at long last, thank Carnivus and all the Saints.

Now comes my kinsmen's time, good Vespolio, Destria's Twin Crowns are center stage, armies united, our people vigorous, and our coffers full. Even the arrogant imperials are so desperate for our favor they arranged marriage to our blessed Sophia. And through her will we claim lands across the great sea that the knife ears have always excluded men from, and such profit! I dare say we could be as rich as the Sultans of Qassar! What do you say, old friend: will you join me to Port Roig?

Overheard in a busy tavern in Santa Marika





Sagarikadesha

Sagarikadesha is not a nation, nor an empire. It is an entire sub-continent with dozens of kingdoms. The largest is the Zuratha Empire, which led the rebellion to overthrow the ogre Khanate that once dominated the region. The Zuratha were sponsored by the Highborn, whose trading fleets succeeded the ogres as the leading economic and military power until the early part of this century. The remaining Arandai fortresses continue to find themselves under pressure from human raj's. On the other hand, as proved by our presence here, Vetian commerce is still welcome.

This fascinating, sublime land is remarkable for its many cults. The younger Zantism is expanding and some of the most powerful magicians are said to be acolytes. Nonetheless, the traditional polytheism, known as Pazu, still attracts the majority of the people. It is based on animal-headed gods and goddesses - as well as their earthly representatives called asuras, devas and nagas. From them originated some of the most violent warrior cults of this area; followers dedicate their exotic weapons, such as the Gada - a huge mace - or the Trishula - a trident used as a spear - and their mounts to these gods, hoping for boons such as animalistic transformation of their own bodies.

Sagarikhan armies are feared for these frenzied cultists, not to mention the infamous elephants and terrible flying contraptions called vimanas.

*Diary of Malatesta da Pontefreddo,
mercenary commander*

Koghi Empire

Many have asked about the secret of my wealth, dear boy, and I always invent some pithy fable that makes me look quite brilliant. But the truth is that I owe it all to a land few in this benighted realm could even name: the Empire of Koghi.

It is a mighty kingdom controlling the full bounty of Western Taphria. The Mansas there are so dizzyingly rich that they don't know what to do with themselves. After converting to the Alihat religion, the last Mansa undertook a pilgrimage to the Midan holy site in Qassar. His retinue was so large and extravagantly supplied with gold that he single-handedly crippled the local economy with inflation. Imagine it!

A merchant with the right goods can fetch ten times the price in Dogoko as he can in Avras. We don't realise it, but we all live in the shadow of the Koghinan. Their wealth in gold and salt is felt in the markets of Sonnstahl and Equitaine. When I close my eyes I can see it: the great golden desert - and the endless caravans, like a flotilla on the rolling dunes.

From a missive stored by the solicitors of Matthias Bechtholdt, "the richest man in Sonnstahl", to be delivered to his son on the event of his death.









OFFICIAL BACKGROUND

Article by John Wallis (@thedarkfourth), Background Team

Case #85720

Filed As: Murder on the Sunrise Express

Official Investigation Report

Presiding Officer: Piao Ro

Most excellent Emperor, Lords and Chancellors.

I understand this case has attracted serious attention in Longjing. As the lead investigator, it is my humble privilege to provide you the facts as I encountered them.

In the early hours of the third day of the new moon, I was awoken by a messenger from the mountain road. As you know, it is my honour to serve as Chief Magistrate in the prefecture of Nonju, westernmost of our Great Empire. Here we live in the shadow of the Sky Mountains, and we are the first stopping point for the great flow of commerce from the West. We thank the Emperor for our unwavering prosperity - but the news I received on the morning in question was most foul: murder on the Silk Road.

A corpse had been found a quarter mile from the town gates. Violence at the hands of brigands is not unknown for those who travel beyond the Empire's borders. But for a body to have been left so close to our fortifications was no mere robbery, and there was no sign of the cause of death. In addition, the victim's money pouch and sword, with its golden hilt, had been left untouched.

Immediately, I questioned the guards at the gates and ordered that all those who had entered the town during the night were to be detained. Our best trackers could find no evidence of a trail leading away from the victim's body, other than along the road into town. And it seemed logical that the killer would be more likely to stay in the city than to flee back into the wilderness, where there are no other settlements within easy reach.

There were three who had entered during the night, and I spoke to each in turn.

The first suspect was a middle-aged lady, finely attired, claiming to hail from the Nation of Volskaya.

"I am on my way to see my son, the ambassador in Longjing," she said, haughtily, when I asked what business brought her to Tsuandan. She announced her name was Countess Natalia Pavlovich, the mother of Prince Andrei, a name that I remembered from my days in the capital.

"I have had a long and most unpleasant journey," she continued. "And I do not take kindly to being detained."

"Indeed, you came on the Sunrise Express, did you not?" I asked, having inspected her papers.

"The Steel Road, yes. The accommodations are acceptable, but the decor is abominable and the food worse. And one must deal with those horrible little dwarves. Quite appalling. Still, it's the only way to guarantee one's safety that doesn't mean negotiating with disgusting ogres. Speedier and more comfortable than a mountain caravan, I suppose."

I led her into the coroner's office and showed her the body. She made great show of her revulsion.

"Do you know this man?" I inquired. There was a long silence as she pretended not to hear the question. I repeated myself.

"I met him, yes," she said at last. "He was on the Steel Road, in my carriage. Some sort of banker I believe. Name of Tomman? Horman?"

I smiled. She had avoided my trap - for I already knew that they had taken the same transport and had hoped to catch her in a false denial.

"Schaumann. Perhaps you could explain how he is dead and you - the only other passenger to disembark in our prefecture - are perfectly well."

She stammered her outrage at my accusation and I let her leave for the time being.

My next appointment was not so smooth. I was ap-

proaching the suspect's lodgings when the inkpot I wore at my hip exploded, and a blast echoed across the street. I was under fire. Ducking into a nearby tavern, I hurried through the kitchens and arrived in the back alley directly behind the inn where the shooter had been staying. As my men stormed the front door, I was just in time to greet the suspect when he leapt from the first story window. A swift jab with my poisoned hatpin was enough to incapacitate the fellow.

My subordinates in the magistrate's office were crowing that we had found our killer, but I was not yet convinced. I tied him to a chair, revived him and began my questions. He revealed he was Timon Marks, a dealer from rural Köln in the east of Sonnstahl.

"I'm innocent," he started off. "I panicked, I apologise. I feared to be arrested in a foreign land. I have been in a state of anxiety for months, travelling here on the Silk Road. I had to hire ogre bodyguards, and everyone knows the stories about them. We came through the Blasted Plain, trying to avoid the constant surveillance of the infernal dwarves and their vassals. Never knowing if we were going to be discovered and imprisoned for illegal passage."

"Is it not safer to avoid those lands? To take the southern route around the Sea of Thirst?"

"For those with the time and money to spare, perhaps," he said.

"Mm. Tell me, do you know a Sigmund Schaumann?"

"...No, I do not," he said after a pause.

"How strange," I mused. "He is quite famous in Sonnstahl, my sources inform me. A notorious follower of the Dark Gods. A daemon he unleashed in Aschau killed twelve citizens before it was brought down."

"I am a simple trader from a tiny village. We do not hear news of the big cities..."

"And what is a simple trader doing with a divinely blessed sword, eh? You thought I wouldn't notice the inscriptions on the pommel? Or this handgun you tried to kill me with. Sold exclusively by a gunnery in Aschau. No, don't answer," I continued as he opened his mouth. "I am done with you for now. I have another interrogation to get to."

The last of my suspects had already been brought to the office. My men informed me that they had found several disturbing items in her luggage.

“Your papers say you are Maria Cesar Rasgado of Puente Muerte, Destria.”

“I am,” said the young woman with short, black hair. Her dark eyes and quietly confident bearing betrayed a wisdom beyond her years.

“Not of noble birth and yet well educated. Many books in your luggage, on many subjects. Some more salubrious than others. You came by sea, did you not?”

“It is the most economically efficient way, if you are transporting large quantities. I am seeking to learn about the Camillia trade.”

“Indeed? I did not realise the leaf was popular among the Dark Gods.”

“What?!”

“Not just books in your possession, woman. The clothing in your luggage reeks of brimstone, and we found all the other necessary elements for a summoning ritual. You planned to bring daemons into Tsuandan, do you deny it? And your former co-cultist, Schaumann, was to be your sacrificial victim! Was it a success? Is there a hell beast on the loose even now?!”

Before she could answer, I dragged her into the main courtyard of the magistrate’s office. I had already instructed my men to bring Marks and Pavlovich there to witness. I tied the young Destrian to the pole and began to load a crossbow.

“This woman is to be executed as an agent of the Dark Powers,” I pronounced, taking aim.

“No!” shrieked the elderly Volskayan lady. At the same moment, the Sonnstahler, Marks, leapt forward and flung himself across the Destrian, shielding her from my bow.

I permitted myself to smile.

“So it is confirmed, then,” I said to the assembled crowd, lowering the weapon. “Forgive my ruse. I had to be sure. I do not know if you all took the separate

routes to this place that you claim, or if your papers are masterpieces of forgery. What I do know is that you came here united in purpose. You are old colleagues. I suspect that, far from being agents of darkness, you serve those who seek out and destroy them. Our Empire has similar operatives. You have been pursuing the villain Schaumann ever since he committed the atrocity in Aschau. The items found in possession of Ms Rasgado are not hers but Schaumann’s, taken from the scene of his crime, and used to positively identify the man whom Mrs Pavlovich had been tailing out of Vetia. Then he was confronted and killed by our friend Marks, with his divinely endowed blade that leaves no, aha, mark.”

The three Vetians listened to my speech with dark expressions. They seemed to tense, and I noticed that Marks had discreetly untied Rasgado from the post. They were preparing to fight. I laughed.

“You misunderstand me, friends. These are not accusations of crimes. You have dispatched an enemy of civilisation and order; as far as the Empire of Tsuandan is concerned, you are guilty of nothing but an honourable service to mankind. As such, I will pardon your aggression and deception towards me. There is certainly no need for us to come to blows. Perhaps you were not aware of the Empire’s policy towards the Dark Gods? It is even less favourable than that of Sonnstahl or Volskaya. Schaumann’s corpse will be publicly burnt. You, my friends, must join me at my dinner table.”

Your worshipfulness, it is my honour to inform you that these worthy allies in the fight against corruption accepted my invitation. They left the next day, to return to their pursuit of evil across the cities and lands of the western nations. Forgive me, I do not recall which road they decided to take on their return voyage.

WOTDG: BARBARIANS OF ÅSKLAND

Article by Henrypmiller and Fjugin

In the next few pages the Rules Team have created the first official 9th Age Auxiliary Army! This is a supplement to the recent Warriors of the Dark Gods Army book. I caught up with Head of Rules Team, Fjugin and got some insights into the new Auxiliary Army.

Q: What is the reason behind doing Auxiliary lists? Is this going to be a trend with other armies?

A: The 9th Age team want to create content for the more casual gamers. But it takes time to create and despite our best intentions, outwards we often appear as if only caring about the tournament players. The Åskland barbarian auxiliary list was an opportunity to create something small fast, to show the community that we have every intention of putting out content for more casual players.

Auxiliary lists will most likely be added to other armies as we progress, and we will probably also see more WDG variants. The format of them (i.e. size, where it is released, etc.) I would say depends a lot on the reception and feedback on this list. If this is something the community likes, we will see more of them. If things would be better if done some other way, we will adjust the format.



Q: Why did you choose this theme over other concepts related to Warriors?

A: When we developed the WDG book, we wanted the main focus to be on the warriors (it's "Warriors of the Dark Gods", not "Warriors and Barbarians of the Dark Gods"). While Feldraks and barbarians are in the book, they have taken a backseat to warriors. We do however know that many players appreciate the barbarian side of the WDG book, and that they wanted to see this side be expanded upon in the WDG book. The choice to go with something barbarian-inspired felt like an intuitive way to go.

Q: Are Auxiliary armies something that you think is competitive or for tournament play?

A: It's not intended for competitive play or tournaments. It hasn't gone through the same balancing procedures as the other book, nor is there any plans on updating points cost. The reason for this is that in the future, when more and more armies get maybe 2-3 auxiliary lists, we would have a game with upwards 50 different armies. It would be close to impossible to keep such a massive game balanced.

This of course doesn't mean that some tournament organizer cannot say that auxiliary armies will be allowed in some specific tournament, nor does it mean that the army will be worthless. We are simply saying that auxiliary lists are not intended for tournament play.

Q: We have seen some indication of the other human nations in this edition of The Scroll. Would it be correct to assume that we could see some Auxiliary lists for these sub-factions when the Empire of Sonnsthal book arrives?

A: Yes, absolutely. That is very likely.

Q: What is your favourite unit in the Barbarians Army?

A: Got to say the new Åsklander giant – WIP name is Jötunn. So many interesting modelling and painting options for this one.

Q: Could you give us a hint towards any other future Auxiliary concepts that has been discussed or is in process? When could we expect them? Will there be an Auxiliary Army for each book?

A: This is all very new to us. A lot depends on if the community like these types of auxiliary armies or not. If it is liked, I hope we will even be able to set up a dedicated team for creating Auxiliary armies.

For warriors, it's likely we will see Makhar barbarians (who were present in the 1.3 WDG book). This is a horse-based culture living on steppes (inspired by Mongolians, Huns, etc). We have also thrown around the idea of some kind of tropical jungle based barbarians.

Q: I can see that the Åsklanders have some Norse elements to the army such as frost Giants, Thors' Hammer, trolls and sea monsters (krakens). Why weren't things like Valkyries, ravens, dwarves etc. included?

A: Åskland is very inspired by classical Scandinavian Vikings-era culture and Norse mythology. But it is not intended to be a direct copy. We need Åsklanders to fit into the world of 9th Age. The rules designers are required to keep the army within the limits set up by the background. Creatures like kraken, giants and trolls are things that are well established in the 9th Age world. It is not hard to imagine you could find those creatures in Åskland or the seas surrounding it, including special northern sub-species.

Raven flocks were considered, but ultimately scrapped in order to make room for other more interesting or more important entries.

Dwarfs were left out because we did not want to dictate dwarven background in any specific direction with this. When dwarf background is fully explored we might revisit their inclusion in the Åskland barbarian army.

More mystical things such as Valkyries are not supported by any background material. What they represent in real-world Norse mythology (superhuman soldiers of gods) is not much different from the concept of the Warriors of the Dark Gods (Åsklander armies are allowed to include small bands of warriors). They are also soldiers of gods, and they are no longer mere humans. One could say therefore, that in the world of 9th Age, warriors have taken the role that Valkyries have in real world mythology. They may have a different origin and a darker agenda, but from the perspective of the Åskland barbarian these are soldiers of gods that are fighting alongside them.

THE IX AGE FANTASY BATTLES



ÅSKLAND BARBARIANS



This is an official The Ninth Age product. It is an auxiliary Armybook for Warriors of the Dark Gods. Only entries in this book may be used, but in some cases the rules for the entries are found on other Armybooks.
This product is not intended to be used in tournaments.

Sagas and runestones are the most important forms of literature among the Ásklanders, for they are the source of tradition, the whole of their myth, ethics and political art. In such poems we can find evidence of the shifting religious tradition and the progressive takeover of temples and tribes by gods coming from the Wasteland. Such “contamination” has not changed the true nature of the Ásklanders, which is still connected at its roots to the ancient culture they share with Sonnstahl. Far from being a nation, the land is a patchwork of tribes, each with its own agenda. Some are friendly to our Empire, such as the Kingdom of Thrymland, others hostile, often changing according to the relationships forged between their kings and jarls and our own nobility. The fragments we hereby present were selected to provide a complete and characterful description of the very essence of Áskland and its people, to paint a picture of the manifold cultures and creatures among our northern “cousins”.

Grünberg Brothers, introduction to the collection of the Literature of the Thrymland

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Frostbite				
{5+}	18"	{Augment} {Hex}	Lasts One Turn	The target {gains +1}{suffers -1} Armour.

Special Equipment

Weapon Enchantments

Bjargfylli 85 pts
Spear enchantment. Attacks made with this weapon gains Divine Attacks, Lightning Reflexes, Lethal Strike, and Magical Attacks.

Eyratöki 90 pts
Hand Weapon enchantment. Attacks made with this weapon gains Magical Attacks, +1 Armour Penetration, and wound automatically.

Symbol of Slaughter
See Warriors of the Dark Gods Armybook.

Banner Enchantments

Raven Banner 20 pts
Bearer’s unit gains Fear.

Armour Enchantment

Gunagr's Armour 70 pts
Cannot be taken by models with Towering Presence.
Suit of Armour enchantment. The bearer gains Fearless and can **never** be wounded on better than 4+.

Artefacts

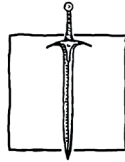
Norn's Bones 40 pts
Wizards only.
Bearer gains Pathmaster and loses Channel.

Harp of Bragi 45 pts
The range of the bearer’s Commanding Presence or Rally Around the Flag is always 18”.

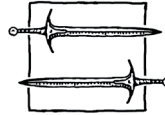
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Legendary Beasts
Max. 30%

Army List

CHARACTERS (max 45%)



Barbarian Chief

Use the Barbarian Chief entry in the Warriors of the Dark Gods Armybook, with the following additional options:

Additional Options	pts
Jarl (General only)	85
Longship Raid (0-2 choice/Army)	30
Replace Heavy Armour with Bear Pelt*	85

Optional Model Rules

Jarl: Universal Rule

The Barbarian Chief gains +1 Discipline, +2 Attack Value, and may take Special Equipment for an additional 50 pts.

*Models on foot only. See Berserkers for rules.

To lead is the destiny of the jarls and hersirs. But leading should be tested: trials must be endured and challenges won, for a chieftain should prove not only the strongest of the tribe, but the wisest also. Proud and dauntless, feared and respected, such are the demands of leadership.

Optional Model Rules

Longship Raid: Universal Rule

The model gains Ambush. During step 8 of the Pre-Game Sequence nominate a unit of Barbarians, Huskarls, or Berserkers, that is no more than 25 models. This unit gains Ambush and the model with Longship Raid must be deployed within this unit. Units using Longship Raid to Ambush gain +2 modifier to the dice roll to see if they enter the Battlefield, and all units using Longship Raid must arrive from the same Board Edge.



Seidhkennar

135 pts

Single model

Size: Standard
Type: Infantry
Base: 25x25mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Battle Fever*, Wizard Apprentice		
Defense	HP	Def	Res	AS	Spe	
	3	3	4	-	-	
Offense	Att	Off	Str	AP	Agi	
	1	3	3	0	3	
Magic Options	pts		Options		pts	
Wizard Adept	75		Special Equipment	up to 150		
Wizard Master	225		Light Armour	5		



Witchcraft



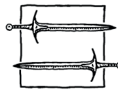
Shamanism



Thaumaturgy

*See Warriors of the Dark Gods Armybook.

Seidhkennars are the voice of the gods, advisors of the jarls, guides to the berserkers. They are tellers of sagas, masters of magic and speakers with all the creatures of the North. No force would dare to raid without their blessing, nor a king march to war: for the seers of Åskland know the spirit of the land.



Huskarls

200 pts + 20 pts/model

15-40 models



Size: Standard
Type: Infantry
Base: 20x20mm

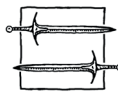
Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Battle Fever, Bodyguard (Barbarian Chief), Scoring	
Defense	HP	Def	Res	AS	Spe
	1	5	3	4+	-
Offense	Att	Off	Str	AP	Agi
	1	4	4	1	4

Options	pts
Throwing Weapons	4/model
One choice only	
Spear	3/model
Replace Shield with Great Weapon	2/model

Model Rules
As One: Defensive Trait.
 If the unit has at least 2 Full ranks and a majority of its models have Shields and As One, all models of Standard Size in the unit gains +1 Armour against Ranged Attacks and in the first Round of Combat.

Command Group Options	pts
Champion	20
Musician	20
Standard Bearer	20
- May take Banner Enchantment	up to 100

No one can become a jarl without the support of the huskarls, and new jarls are often elected from their number, for they are not only bodyguards but a warrior elite. Seasoned fighters, their wisdom and ruthlessness in matters of war and raiding is rarely matched by younger warriors and chiefs.



Berserkers

150 pts + 16 pts/model

8-15 models 0-3 Units/Army

Size: Standard
Type: Infantry
Base: 25x25mm

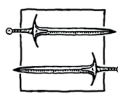
Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Battle Fever, Light Troops, Swiftstride	
Defense	HP	Def	Res	AS	Spe
	1	3	4	5+	-
Offense	Att	Off	Str	AP	Agi
	1	4	4	1	4

Options	Pts
One choice only:	
Paired Weapons	2/model
Great Weapon	4/model
Spear	2/model

Model Rules
Berserker's Bear Pelt: Armour.
 Follows the rules for Light Armour. In addition, at the start of any of your Player Turns all models with Bear Pelt in a unit may choose to lose its Shield and gain **Frenzy, Fearless, Battle Focus, Lightning Reflexes, and +1 Strength**. Effects lasts for the remainder of the game.

Command Group Options	pts
Champion	20
Musician	20

Gnashing teeth, crazed howling, deranged biting of shields - a ferocious blur of axes, bleeding steel, and bear pelts: these are the berserkers of Vigi. He asked of them to be the nightmare of the elven enemy, and they became as such. They do not fear death, nor defeat, for their only purpose is killing elves.



Trolls

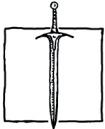
Use the Trolls entry in the Orcs and Goblins Armybook, with the following additional Troll Type to choose from:

Ice Troll (5 pts/model)

Attacks with Flaming Attacks must reroll successful to-wound rolls against the model.

Trolls are hardy creatures: so much so, that it is rumoured neither man nor nature can kill them. The beasts that inhabit the frozen lands are no exception. As grotesque, greedy and ill-tempered as their southern cousins, their tough, icy hide emits a palpable aura of cold so fierce it has even been known to extinguish fire.

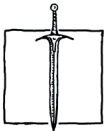
CORE (min. 25%)



Barbarians

Use the Barbarians entry in the Warriors of the Dark Gods Armybook.

The Åsklander is a fighter to be feared: strengthened by harsh living and long hunts through the forest, each man and maiden of our people is skilled with axe or bow and born to raiding.

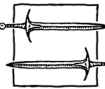


Warhounds

Use the Warhounds entry in the Warriors of the Dark Gods Armybook.

Hunting is our oldest and most indispensable tradition. The deepest bonds of man and beast are forged from the cradle with our hunting packs. Our hounds are no foppish southern pups, but proud heirs of the great wolves of the northern forest. Long generations of careful stewardship have created one of the smartest and most dangerous breed of warhounds ever seen.

SPECIAL (no limit)



Flayers

Use the Flayers entry in the Warriors of the Dark Gods Armybook.

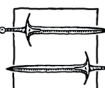
Riding huge wolves, spiders and all manner of breakneck beasts, the role of the flayer is reserved for the most courageous and aggressive members of our tribes. Often hardened survivors without families, flayers are among the most feared of those we dread to face. Their speed and brutality is like a vicious blizzard, scouring the flesh and obliterating all hope.



Barbarians Horsemen

Use the Barbarian Horsemen entry in the Warriors of the Dark Gods Armybook.

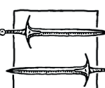
Mounts are considered a privilege among the most important Åsklander families. They are generally given to the youngest warriors, to prove themselves as scouts and vanguards of raiding forces, as there is limited space for horses on a longboat.



Warriors

Use the Warriors entry in the Warriors of the Dark Gods Armybook with the following changes: **10-12 models** **0-2 Units/Army**

Åsklanders who have sworn to the Dark Gods often return to their homes to fulfill their path, for reasons that are unclear even to seidhkennars. Nonetheless, they are always welcomed among the ranks of a raiding party, as their prowess in battle is doubted by none.



Wargs

180 pts + 100 pts/model

2-6 models **0-2 Units/Army**

Size: Large
Type: Beast
Base: 50x50mm

Global

Adv Mar Dis

Model Rules

9" 18" 6

Fear, Strider (Forest), Vanguard

Defense

HP Def Res AS Spe

4 4 4 - -

Offense

Att Off Str AP Agi

4 4 5 2 4

Wargs are not mere pet wolves, trained to attack on command. They are born of Ullr's fury, impervious to the rigours of a mountain winter, tougher and sometimes larger than a horse. A single warg can down a giant elk if it catches it unawares, and a pack is a serious danger even to well-armed travelers. You are never free of the warg's nose. It will track you for days if it deems you a worthy prize. If you are fierce enough, you can steal the pups and harness this fury yourself: but be sure to serve Ullr well, or you'll be a meal for the beast soon enough.

LEGENDARY BEASTS (max 35%)



Kraken

Use the Kraken entry in the Dread Elves Armybook.

The most experienced raiding jarls and seidhkennars develop a deep connection with the seas, and have even proved able to tame and master these legendary creatures, often luring them away from isolated forces of dread elves.



Marauding Giant

Use the Marauding Giant entry in the Warriors of the Dark Gods Armybook, with the following addition:

A Marauding Giant wielding a Tribal Warspear may join Infantry units that include at least one Huskarl.

Those few giants living near our settlements are accepted and looked after by most tribes. While they are generally solitary and unpredictable beings, they usually learn how to behave on an expedition, and often develop strong bonds with individual Ásklanders.



Jötunn

425 pts

Single model **0-1** unit/Army
 Size: Gigantic
 Type: Infantry
 Base: 75x100mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Stubborn, Freezing Mist		
Defense	HP	Def	Res	AS	Spe	
	7	3	7	4+	-	Innate Defence (3)
Offense	Att	Off	Str	AP	Agi	
	3	3	7	3	1	

Model Rules

Freezing Mist: Universal Rule.

Attacks with Flaming Attacks must reroll successful to-wound rolls against the model.

All enemy units in base contact with the Jötunn suffers:

- -3 Agility to a minimum of 1.
- -1 Armour to a minimum of 0.
- -1 Armour Penetration to a minimum of 0.

Walk upon a mountainous road, and you may find yourself in the vicinity of one of the mightiest creatures to inhabit the earth - a jötunn.

The first you will know is the drop in temperature; your skin will burn and your bones freeze, until you can barely crawl. A mist of freezing air will rise around you.

The next sign is the ground shuddering; the very mountain appears to split, until blue-grey flesh resolves from blue-grey rock.

Last, eyes open. Vast eyes, with a red hue, taking moments to focus upon the tiny creatures before it.

If you are fortunate, you will be accompanied by a seidhkennar, who can fathom the landslide rumbling that passes for language between them. If you are truly blessed, your guide can settle that mountain back to sleep, before the mighty being decides to crush those who disturb its slumber.

Returning to cold stone's embrace, it might be years before the jötunn rises again, but time seems to matter little to their kind. I simply pray I am never the cause of their ire, or have reason to defend against them - castle walls can only do so much!

My Time in the North - Lionel Bethune, Baron of Equitaine

VERMIN SWARM BOOK REVIEW

Article by SkavenInAz

Greetings Vermin! We welcome you to this august assembly to read more about all things related to the Vermin Swarm! We ask that you put your plans for world domination on hold, Slaves firmly under your boot, and weapons safely stowed (whether in a sheath or your neighbor is at your discretion!).

We've brought you here today to discuss the new Vermin Swarm book and all of the wonders it contains! Understand that these changes are still in Beta and not set in stone. So please, take them with an understanding that you may see changes to them as we progress through the playtesting process.

As George Ratnayana once said "Those who do not remember the past are condemned to repeat it." And thus, I begin with a quick review of VS from 1.3.

A History of Sorts

1.3 was a difficult time for VS. Many of the core rulebook rules had coalesced to greatly weaken our book from 1.1. And this was a necessary thing, as we were clearly on the top end of the food chain during that time. However, the loss of the old race-specific paths and attributes had taken a piece from us that was vital; the ability to boost our combat troops, and damage our enemies. Magic betrayed us in another way, with Pyromancy taking the entire T9A community by storm. Its ability lay waste to important swathes of our armies with just a spell or two put as at a clear disadvantage in the metagame.

The secondary objectives also caused issues, as we have no fast or tough units that can contest objectives, only core infantry. This caused us to rely heavily on small units to have enough units to try to contest these objectives, pushing us further down the MSU/MMU path. In short, I feel that VS lost itself trying to compete in 1.3.



The Task Team and Our Goals

Knowing the above, the Vermin Swarm Task Team came together to attempt to use the change from 1.3 to 2.0 to fix our book. We had a wide difference in opinion when it came to understanding our book as well as what we thought it should look like. In true vermin fashion, it took an inordinate amount of time until we were pointing the Meat Grinder in the right direction. Once we did, we agreed on a few things:



- **Vermin Swarm should not be MSU.**

We are a horde army, and it should look like that on the table. While our powerful units are typically individuals, the army overall is full of large units that clog the table and stall the enemy from their true objectives.

- **Scoring should be improved.**

Vermin Swarm in 1.3 had 4 units that could Score, last place in all of T9A.

- **Underperforming units needed to improve.**

there was a long list of these, we had to reduce them somewhat.

- **Spammed units needed to be addressed.**

Grenadiers and Plague Disciples – talking about you here.

Specific Units

I want to highlight two of the units that we adjusted here, to help clarify why they were done and how they fit into the above strategies. One of the first units we changed was Vermin Guard.

Vermin Guard in 1.3 were poorly internally balanced. When they were compared to Rat at Arms or Plague Brotherhood they underperformed. When compared to other army core choices that were similar (HBE Spearmen – same price, mostly same stats), they lost combats and then often ran away. When you tried to see what role they played in the army, you realized that they really didn't have a clear one – other than holding the Lightning Rod and being a cheapish scoring unit that could make a dash for an objective on Turn 5 or 6.

When we looked at how to address these issues, we started with asking what their role should be. What did we need them to do, if they were fielded on a tabletop? Ultimately, we realized that VS had no true anti-armor unit aside from shooting. If Kingdom of Equitaine Knights of the Grail or something similar made it to combat, VS had no way real way to kill them, thus we decided to make Vermin Guard fill that role. We did this by giving them an extra AP, so they are S4, AP2. We then added an instance of Fight in Extra Rank, to address the 1 attack per model issue.

The other core unit that didn't have much of a role was Slaves. Slaves were cheap and disposable but they died faster than other Core units, couldn't be used as a Bunker, and didn't score. Since the army that has issues with Scoring, and all Scoring comes from Core they got pushed out of many army lists. This contributed to the MSU look and feel of VS in 1.3 and it felt wrong.



Thus, we made Slaves more enticing. Scoring wasn't an option, but what if we could make people want to field them, to help with the strength of the army – shooting and magic. Keeping with the Life is Cheap theme, we added a rule to Disposable, that allowed all shooting targeted at Slaves in combat to gain a +2 to their Aim Score, at the cost of randomizing into who you hit with Callous a bit worse - if you're trading a 5 point Slave for even just a 10 point Zombie, you're coming out way ahead!



What Will Vermin Swarm Look Like in the 2nd Edition?

With the changes to magic, I feel like our ability to synergize the army in all three game phases of Magic, Shooting, and Combat will improve. You're not just restricted to Thaumaturgy for damage spells now. Plague Patriarchs gain Occultism while the new Hereditary Spell "The Awakened Swarm" provides an interesting option for players. Combine these changes with the new spell selection rules and you're fully able to have several Wizards worth of options for damaging the enemy. Blasting your enemy not your cup of tea? Witchcraft has greatly improved and should really be an interesting option for weakening and disrupting your opponent before they ever get to your lines.



I'll also call out the Vermin Daemon here. Now that he is a 'Supernal' he has access to Divination. With the ability to choose 5 out of 6 spells, it allows you to take a different angle on magic than VS has had since 1.1. The magic therefore offers a lot more flexibility than before.

Once we're done with the Magic phase, we get to shoot the enemy, yes yes! Naptha Throwers with an 18" range are truly scary indeed. Especially when combined with either Slaves or a properly positioned Rakachit Machinist with a Multifocal Eyepiece. And that Machinist can put out some damage of his own, with the ability to use two separate shooting attacks - One of which is a breath weapon that you can use again, and again, and again. While Grenadiers won't be fielded as often as they were in 1.3, Jezails, the revised Dreadmill and Thunder Hulks can step into that void. We will be extremely lethal in this phase of the game - and we should be!

I feel that balance is the key to the new Vermin Swarm rather than overinvesting in one phase or spamming one unit over and over. The proper application of different units and having them work together to win the day is where I see the strength of this army going forward.



Sample Army List

This is an army list I used in my Battle Report #189, with some thoughts on why I fielded each item.

Magister – Master Upgrade, Dark Shards, Crown of Autocracy, Essence of a Free Mind

Chief – BSB Upgrade

Plague Patriarch – Adept, Dark Shards, Paired Weapons

Rakachit Machinist

Lots of options for damage here, I can choose Comet and Cleansing Fire, plus whatever hexes I need from Witchcraft. The Patriarch can do the same with his Pathmaster ability while the Machinist helps boost a Naptha Thrower when able.

25 **Rat at Arms**, FC

25 **Rat at Arms**, FC

40 **Vermin Guard** – FC, Rending Banner

43 **Slaves** – Musician

There is a lot of Core, but giant units that are able to be an anvil or bunker, damage dealer, and heavy chaff respectively.

2 **Rat Swarms**

6 **Vermin Hulks**

Some more chaff, and then a dual threat in the Hulks. They have the ability to pump out some higher strength damage and still score.

Naptha Thrower

Naptha Thrower

5 **Jezzails**

5 **Jezzails**

5 **Jezzails**

Plague Catapult

Plague Catapult

These units are the real power of the army, able to take down whatever I need them to take down.

Conclusion

I hope you enjoyed this insight into the Vermin Swarm book. It was truly a labor of love as we went through and designed it. Please be part of the conversation on the forums, or social media and let us know what you think!

@SkavenInAZ

BATTLE OF THE TAPHRIAN COAST

Article by Vespacian

Yvraine hated flying in the rain. Her scouting trip had been a wet one. With a gentle mental nudge her dragon, Eingana banked over the ruined remains of the outpost and headed back for the fleet

Yvraine ruminated as the dragon's even wingbeats bore them away from the coast. Her family's world-spanning merchant empire relied on a network of key trading outposts like the one behind her. The Saurians had been plaguing their southern-most installations for months now, it had been only a matter of time before one of the outposts fell.

As she neared the fleet, Yvraine felt a surge of pride as the elven fleet cut through the waves. Packed with elite marines and cavalry who had carried the field with her in hundreds of battles; the ships had caught sight of the coast.

Yvraine circled the fleet and gathered herself. Knowing she would soon match wits with one of the bloated reptilian priests. Though the lizards were not visible she could sense a powerful magical presence in the jungle. As the prows of their landing boats hit the shore, Eingana broke the drone of the rain with an ear-splitting bellow. The Dragon's challenge was promptly echoed by her nephew's emerald drake. The saurians would pay for their transgressions...



SEA DRAGON HOST

Characters:

1 Order of the Fiery Heart Wizard Master, Alchemy, Magical Heirloom, Death Cheater, heavy Armour, Shield, Young Dragon

1 Ryma Honour Commander: BSB, Great Weapon, Shield, Starmetal Shield, Dragon

Core:

9 Lancers, Champion Standard, Ryma Standard

21 Seaguard: Standard, musician

2 x 5 Reavers

Special:

5 Ryma Knights, Standard, Flaming Standard,

24 swordmasters, Full Command, Navigators banner

Elder Service:

7 Grey Watchers



I really wanted to try out some of the updated units. Those of you who follow my battle reports know that I have tried to make dragons work in 1.3. Price changes and new items, along with our hereditary spell and grey watchers have given them a boost so I'm trying out both a Young Dragon and a regular Dragon.

I wanted to test out the new rules on the Sea Guard and Grey Watchers as well as the new "Line Formation" rules and distracting banner on the Swordmasters. Sea Guard seemed really expensive, but I want to see if it feels that way by the end of the game. Overall, with core above minimum, I felt like this was a well-rounded combined arms list that would let me get a good feel for 2.0.

RED LIZARDS HOST

Characters:

1 Quatl Lord, Wellspring of Power, Ancient Knowledge, Divine Plaque of Protection, Ancient Plaque

1 Skink Priest, Skink Palanquin, Plaque of the Snake God

1 Caiman Ancient, BSB, Great Weapon, Taurosaur Helm

Core:

40 Skink Braves, Skink Poison Banner, Champion, Standard

30 Skink Braves, 3 Caiman, Champion, Standard

Special:

7 Caiman, Great Weapon, Champion, Standard

2 Snake Swarms

Jungle Guerillas:

6 Skink Hunters, Blowpipes

1 Salamander

1 Salamander

Thunder Lizards:

Taurosaur, Engine of the Ancients

Thyroscutus, Alter of the Snake-God



When putting this list together, I wanted to try out as many of the new changes to the Saurian Ancients Armybook as I could. The main things I wanted to try out was running a Cuatl outside of a unit, using the Divine Plaque of Protection. I also wanted to try a skink block with the Skink Poison Banner with a Skink Priest with the Plaque of the Snake God. This seemed like an interesting combo!

A few other options that I wanted to fit into the army were the Caiman Ancient BSB, the new Snake Swarms, the new Salamanders, the new Thyroscutus, and the new blowpipes. My tactics for this list was simply to hold the center with the skink blocks, use the caiman as my hammer, and use the rest to chaff and redirect.

DEPLOYMENT, SPELLS AND OBJECTIVES

Deployment scenario and Secondary Objectives:

We wanted to try out one of the new deployment scenarios and chose Dawn Assault and rolled up Hold the Center for the secondary objective.

Spell Selection:

Order of the Fiery Heart Dragon Mage (Yvraine):

I wanted a mix of spells with redundant buffs and magic missiles: With the wand of the dabbler I was able to take: Favour of Meladys, Molten Copper, Quicksilver Lash, Word of Iron and Glory of Gold.



Coatl:

Since my Cuatl lord had Ancient Knowledge, I had all of the divination spells. I chose to change out Portent of Doom for the hereditary spell because the highborn elves did not have any units with more than one character.



Skink Priest:

My skink priest wizard apprentice was running druidism and chose to take Healing Waters for a little more defense.

**Sea Dragon Host Deployment:**

The dawn assault deployment gave me a few interesting decisions when it came to deployment. I was tempted to try to weight my right flank with my characters and play a delaying tactic with my Lancers on the left but when my opponent elected to drop his last few drops all at once and announced his Skink/Caiman brick would ambush. So ultimately, I went for a fairly even spread deployment with my Swordmasters positioned in the center to push towards the objective.

Saurian Ancient Deployment

Since we were using the dawn assault deployment, I wanted to hold my Skink/Caiman block and the Skink Hunters in reserves to disrupt the Highborn Elves on my weak flank. I then bunkered the rest of my army in the center of the board, surrounding my Cuatl Lord. I hoped that this would be enough to hold the center secondary objective.

RED LIZARDS HOST TURN 1

I mainly just moved my Swarms and Salamanders up while I waited for my ambushers to arrive. He stopped my hereditary spell but had to let bubble scrying and oaken throne up (this stayed up all game).



SEA DRAGON HOST TURN 1



My opponent had not moved up much, so I began the slow shuffle towards the center of the table, keeping everything out of charge ranges. I mainly focused on ensuring that both salamanders couldn't fire on one infantry unit as that sounded devastating!

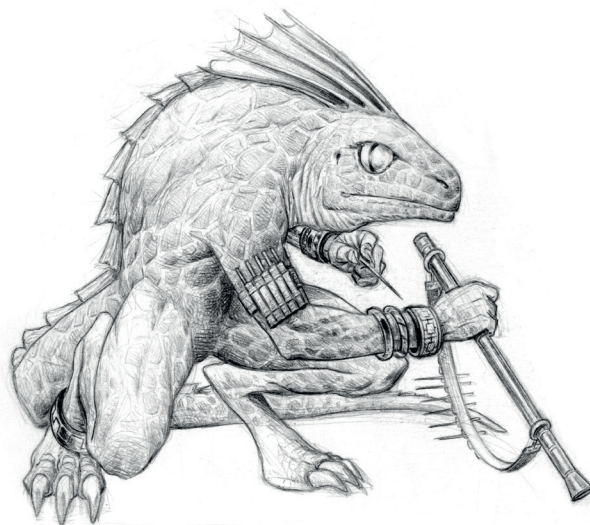
In magic I got magic flux card 2, which is fairly weak. I used it to get up the hereditary spell to help mitigate my opponents various ranged threats. With bubble scrying up on the core of his lines, shooting was uneventful.



RED LIZARDS HOST TURN 2

I moved the swarms up to chaff the knights and I was hoping to get a charge off with the taurosaur after the swarm was run over. My skink/caiman block came on the board and I moved them toward the flank of his line. The rest of the army stayed where it was. My salamanders stayed back because he had a large threat range with his Ryma knights and I was too far away to get a shot off.

In the Magic Phase I cast the hereditary spell on the Ryma knights and he used a veil token to cancel the wound through his own hereditary spell. I got up another bubble scrying.



SEA DRAGON HOST TURN 2

The first charge of the game, I took the reavers into the flank of the snake swarms, losing one to their nasty new dangerous terrain rule! I reasoned that the reavers would win that over time or he'd bring the taurosaur in, which would give me some options.

I backed the Knights of Ryma up to get out of arc of the skink/caiman unit on my right. The center characters, swordmasters and lancers all shuffled forward to stay out of charge range but close on the objective. Dragon mage ensured spell range on choice targets. The sea guard wheeled to start shooting the skink/caiman unit.

In magic I got flux card 1, and traded three tokens for an extra dice. I knew next turns ranged damage would hurt so I tried to get off the hereditary spell again. My opponent wanted none of it and stopped it with all his dice. This let me get a quicksilver lash off on the Thyro causing a wound and a big molten copper off on the nearest salamander vaporizing the troublesome creature. All panics were passed. In shooting I managed to kill a couple skinks from both units with the grey watchers and Sea Guard. In combat, the Reavers lost one and managed to do 5 wounds to the swarms after unstable.



RED LIZARDS HOST TURN 3

This turn is where I made my big move, which also was probably my biggest mistake of the game. I moved up the right side of my line. The Taurosaur would crush the reavers after the failed to destroy the swarm, the Caiman moved up the face the knights because they would survive the charge and win that fight, and the Thyroscutus moved up to chaff the Swordmasters. The Engine of the Gods Taurosaur charged the Reavers in combat with the swarms.

In magic, I buffed up the Thyroscutus as much as I could so he could survive the Swordmaster charge. I got off Healing Waters and Scrying. I had a very strong magic phase and I wanted to get as many wounds off on his dragon with his BSB and I was able to cast both Fate's Judgement and Unerring Strike but I was only able to get two wounds before the dragons came into my skink block.



SEA DRAGON HOST TURN 3

Yvraine surveys the battlefield. Lots of charges; the Lancers charge the snake swarms, losing one to the DTs (this could have been much worse). The Swordmasters charge the Thyroscutus, thinking they'd have an easy job...Both dragon characters charged the skink block with priest and both made it in!



The Knights of Ryma shot forward out of the arc of the skink/caiman unit threatening the Salamander and Coatl. The Grey Watchers turned to target the Caimans. The Reavers moved up to be closer to the action if needed in subsequent turns. The Sea Guard shuffled towards the center keeping the Skink/Caimans in their sights.

In magic I got flux card 4 and traded in tokens for two extra dice. My opponent was very afraid of Molten Copper on his Skinks so he let a small Word of Iron off on my BSB to give him a 2+ and make the Skinks flammable. I followed up with the Molten Copper and my opponent stopped it. I finished with the hereditary spell and my opponent failed to dispel.

My Grey Watchers failed to wound the Caimans but did manage to get the Fae Miasma off which would make a big difference next turn... The Sea Guard managed to kill a couple skinks and did in a Caiman, nice shooting! In combat, the Lancers blew through the snake swarms and overran into the Taurosaur. The Swordmasters did 5 wounds and my opponent made all his armor saves. I used the hereditary spell to stop the two wounds he did back and we all stuck around. In the dragon combat, his champion issued a challenge, I accepted with my Commander of Ryma BSB who squished the Skink champion. My Mage on Dragon ripped into the Skinks killing 11. The Skinks managed 6 wounds in return, but between 2+/4++ regen my mage was unharmed. My opponent held on steadfast and we stuck around.

RED LIZARDS HOST TURN 4

Luckily, my Caiman block could barely see the flank of his knight block after they had blown through my Swarms. I was very happy because I was sure the Caiman and Taurosaur could break the Lancer unit and then my Caiman could turn around and start collapsing that side of his lines. I decided to charge the Ryma knights with my last Salamander. I needed to make sure those knights did not charge the flank of my poison Skinks. I thought about just shooting with the Salamander but he would do no damage with their flaming shots due to the Ryma Knights being fireborn. The Skink/Caiman block continued to move forward.



The blowpipe Skinks unloaded on the nearby Raiders, but managed no wounds. Unfortunately, my Caiman whiffed and did not break the knights. Also, the Lancers rolled well and killed the Taurosaur. The Lancers ended up sticking and we both reformed to face each other. The Swordmasters once again bounced and were protected from damage by the hereditary spell. All stuck.

In the dragon combat, the Skink Priest challenged and the Mage on the Dragon accepted and eviscerated him. The BSB on Dragon did ok and killed 7 Skinks (forgot to stomp). The Ryma Knights managed two wounds on the Salamander for none in return and broke the beast. They chose not to pursue and it ran just 2 inches.



The Ryma Knights pushed the Salamander further out of their way and redirected into the flank of the Skink unit. The Reavers moved to block off the Skink/Caiman unit and the Sea Guard shuffled sideways to get out of the path of the overrun. The Grey Watchers turned around to silence the pesky blowpipe skinks.

I got flux card 8 with a big phase. The only spell I cared about was Glory of Gold on the Swordmasters because I needed to break through the Thyroscutus. Fortunately, my opponent focused on stopping the hereditary spell and I got what I wanted through. I failed a two-dice cast of word of iron on the BSB.

In shooting the Sea Guard continued chipping away at the Skink/Caiman unit while the Grey Watchers managed to kill four blowpipe Skinks who panicked and ran a few inches.

In combat, the Swordmasters finally managed to finish off the Thyroscutus and reformed to face the Caiman. The Caimans dished out some rage on the Lancers and splattered them across the field for no wounds in return. They reformed to face the center. The Ryma Knights and dragon characters obliterated the rest of the skinks and reformed, the dragons facing the Caiman unit and the Ryma Knights facing the Skink/Caiman unit.



RED LIZARDS HOST TURN 5

The Skink/Caiman unit charged the Reavers and the Sea Guard laid down covering fire killing a few skinks. I didn't feel the Caiman could take the Swordmasters with their buffs up so they marched up to get out of the charge arc of the large Dragon.

In the magic phase I tried to get as many buffs off as I could on the Caiman. I couldn't get off Scrying or Healing Waters but I did get off Stars Align. I also got off Unerring Strike on the Swordmasters but I only did 4 wounds. This means that the Caiman are not long for this world!



SEA DRAGON HOST TURN 5

The Swordmasters charged the Caimans, ready to finish off his last serious threat. I felt that the Skink/Caiman unit were manageable. Having cut the unit roughly in half with many rounds of shooting, I charged in the Sea Guard. The Dragons repositioned for charges in the last turn and the Grey Watchers set their sights on the Coatl.

In magic, my opponent focused on stopping Glory of Gold and let me get a small Word of Iron off on the Sea Guard. The Grey Watchers failed to wound the Coatl.

In the only combat that mattered, the Swordmasters unloaded with 29 attacks doing 16 wounds, killing all but the Caiman Champion and Caiman Ancient. Together they managed to kill 5 Swordmasters in return but it wasn't enough. They broke and were run down.

This is where we called the game with the Sea Dragon Host in control of the objective and the key saurian units broken.



FINAL THOUGHTS

The beta rules played very much like 1.3 with the exception of the magic phase (more on that later). Unfortunately, we didn't get a chance to try out some of the new rules like decimated and battle focus. It is mostly subtle changes such as measuring wheels help to streamline the game.

I LOVE the new Magic Phase! I have long hated investing in my magic phase. When you get a bad spell selection roll or a bad winds roll at the wrong time- poof...there goes a 500+ pt investment for nothing. This new phase takes out the randomness and introduces some very interesting micro-tactics. I also enjoyed how characterful our respective phases felt. The Coatl with more raw power, the elf with more consistency/flexibility. Two thumbs up on these changes.

On the Highborn Elves:

I am really enjoying some of the tweaks to the book. I feel like dragons/young dragons might actually be in a good place. The true test will be against cannon lists, but for the first time, I'm actually looking forward to trying that out. Overall, I feel like there are way more viable options to test out. With some enhancements in hitting power and defense mechanisms the book can be much more fun to play.

On the Saurian Ancients:

I liked my opponent's list. The Coatl was nasty and I lived in fear of those salamanders toasting my Swordmasters for the first three turns. I think my win was more chalked up to his aggressive move in Turn 3 not paying off and some good luck on charge rolls. The Lancers triumph over the Taurosaur put him in a really tough spot a little unexpectedly. I know he's already tweaking his list to make his nasty magic phase even nastier and to get some Temple Guard on the table. I know I'm in for some tough games ahead.

The first swipe of Eingana's clawed limb bounced off the sphere of magical force the diminutive lizard-priest had raised about itself. Even as the creature's bodyguards flung crude javelins at her, Yvraine began drawing more magical power from the Veil. As she did, she could feel Eingana's strikes grow in intensity feeding off her magic through the bond between their souls. Each hammering blow from the bronze drake smashed the priest further into the dirt. Under the intensity of a final crushing blow, the shield dissipated with a flash.

Like the breaking of a dam she unleashed the torrent of magical energy through her sword at the cowering reptile. A flood of molten green flames consumed the creature in an instant. With their priest reduced to a pile of liquid ash, the Skinks scattered. Yvraine took a moment to survey the field and could tell quickly the day was theirs. The monsters and hulking brutes had been dealt with and their flanking force was under heavy fire from her scouts and marines.

At last, her eyes locked on the Coatl. Its floating palanquin surrounded by fields of force so strong the very air shimmered with the Aegis power of the Veil. She knew while this priest lived, her forces were under threat. Yvraine had seen one of these bloated frogs demolish an entire human army with its magics. Eingana rose from the jungle floor, the titanic lizard dwarfing the bodies of the dead braves. Yvraine released a shining bronze spearhead towards the Saurian spell caster and in the same instant the albino frog vanished. As it did, the remaining saurian forces retreated to the jungle.

The outpost was in the hands of the elves once again, but with the Saurians would return. The great wealth of her family's trade empire would always draw jackals and scavengers from the dark places of the world, the cost was constant vigilance, a cost she was happy to pay.

MAGNETIC

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INFERNAL DWARVES



Behind the grim walls of their citadels the Infernal Dwarves harbour great wealth. Whether dug up by armies of slaves, levied in tribute from their many vassals across the Blasted Plain, or paid in exchange for the products of their vast industries - gold, silver and other valuables flow relentlessly into their cities.

Unfortunately, the dwarves are insular and suspicious. It is hard to persuade them to part with their money, for they have little need of the products of other civilisations. They have laboured many centuries to achieve self-sufficiency in most matters of economy. Still, a cunning merchant can turn a tidy profit if he can offer trade in items such as slaves, for which the Infernal Dwarves display an insatiable need, or jade from Tsuandan: hugely prestigious among high society in the citadels.

But what really makes a voyage to their citadels worthwhile (not to mention the horrendous bureaucracy of their border control) is the Steel Road; every day the great wagon trains roll along its tracks from the far east, carrying every type of valuable and rarity to be sold in the great markets. The Infernal Dwarves demand steep tolls on goods bartered, but some find this preferable to negotiating with ogres for passage through the mountains.

Enrico Fideli, merchant prince, in a report to Empress Sophia

The Infernal Dwarves are a people born in a very real sense out of the fires of the Inferno. Their culture began to form long before that: the Eastern Dwarves suffered terribly in the ravages of the Ages of Ruin, quickly cut off from the greater Dwarven Empire of the Golden Age. It is claimed that the horrendous Inferno catastrophe, for which the Infernals are rightly reviled, was a result of experiments designed to grant the Eastern factions the power to resist their enemies. In a sense it succeeded: despite continent-engulfing flames and the creation of the wasteland, the survivors were able to gain some respite in which to regroup. The first great leader of the new-born Infernals was Kemurab, the law-giver, whose famous Code and legacy is still honoured today.



our gods are mighty: there are none mightier.
asharak, king of heaven, judges all: there are
none who are not judged. shamat, ball of heaven,
battles all: there are none he does not battle.
negibkash, great mover of heaven, destroys all:
there are none he can not destroy. our gods
depend us from all who would usurp: there are
none we are not depended from. lucan, champion
of heaven, there are none he does not outwit

Inscription on the ancient Hearth Stone. Heretical rumours claim final sentence was added much later

Yes, my boy. Them Origniz... Infernal Dwarves... they ain't right folk. Left the mountain a long time ago. But the mountain never left them, see? Gets them building mountains where there are none. Want to show who's better. Want to be better than the mountains, I reckon.

Better than iron, too. Better than gold, gems an' truesilver. Got no respect for the mountain or its gifts no more. Slavers? Aye, can't make gold kneel before you, eh? But what honest dwarf lets another do his work for him? No lad, them Infernal Dwarves ain't right at all.

'Drunk' Gurich Siggason, dwarf miner and vagabond of the Western Holds



Five little men, met upon a pyramid
A plan laid out to win a war.
Words turned angry, blades no longer hid,
And then there were only four.

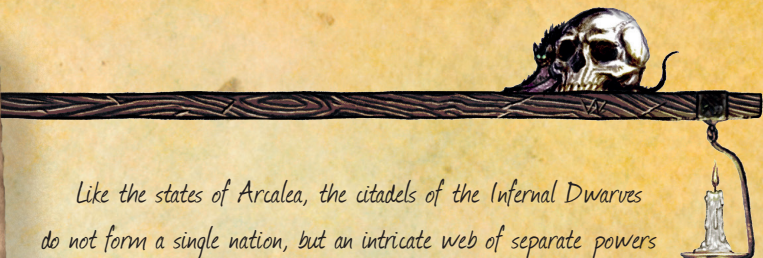
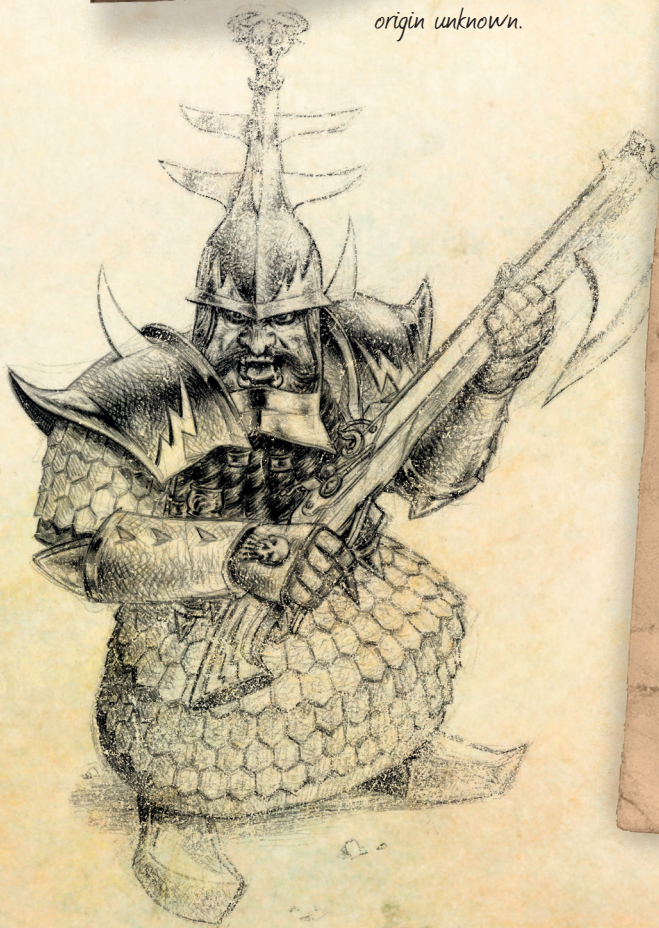
Four little men, around a great machine
Pulled a lever, set and turned a key.
Tremors shook in terror, ripped at lands unseen,
And then there were only three.

Three little men, faces pale and scared
Metal screamed and seams burned all way through.
The sky split open, goddess lightning flared,
And then there were only two.

Two little men, stepped back in fright
The cost now clear, what had been done.
City swallowed whole, pit burning bright,
And then there was only one.

One little man, worked hard to master fate
Gain control, or else it was the pyre.
A flame shot up, to heaven's gate,
And set the world on fire.

Popular children's rhyme,
origin unknown.



Like the states of Arcalea, the citadels of the Infernal Dwarves do not form a single nation, but an intricate web of separate powers united by a common culture, religion and purpose: survive and prosper. Each is ruled by an overlord, selected by the Magi Council of the Clergy of Ashuruk, nominally on the basis of merit. Multiple ranks of viziers and administrators form a secular bureaucracy which he oversees, running in parallel to the four great cults that wield substantial powers and prestige of their own.



The Citadel itself is meant to awe visitors, and to humble those slaves that dared harbour rebellious thoughts. The main gate is like a maw of some great beast. The central thoroughfare akin to a valley, surrounded by the great ziggurats like handcrafted mountains. Here the great and powerful reside, merchants, clergy and slavers all. Greatest of these was that dedicated to their uncompromising gods, which dwarfed even the fortified pyramid of the citadel's overlord. I saw how a dark red flame burned at its top, like a volcano. Dark puffs of smoke curled up to the sky, indicating a sacrifice had just been made. Or perhaps an execution. To the Infernal Dwarfs, there is little difference.

To an outsider, the citadel looks as barren as its masters' souls, imposing but hardly alluring with its great walls of blackened bricks and 'concretus', a mortar made from shattered rock, volcanic ash and, if the rumours are true, the ground bones of their enemies. But there is dizzying affluence here as well - if you can look past the squalor of the lower classes and the endless hovels of the slaves, kept studiously out of sight. The ruling classes enjoy roads paved with asphaltum, lit at night by lamps of ever-burning gas, as well as the miracle of indoor privies. Not to mention peace, security, and bountiful foods and luxuries of every description. Clean water is distilled and pumped from the Sea of Thirst - a feat of which no Vetian nation could dream. They are proud, too, of their high standards of education and the equality between the sexes.

Niccolò Solo, famed Arcalean merchant traveler



ROGUES & DOLLS TOURNAMENT

Article by Thomas Kyrsting

In the last weekend of November, I organised a 12 person, one-day tournament. Traditionally called "Rogues & Dolls," it was held at our local gaming club, Rogue Trader, in Copenhagen.

The focus for the tournament was relaxed and cosy games. I also wanted to try something different than the standard out-of-the-rulebook games. To accomplish this, the armies were reduced to 2500 pints and restrictions were used to incentivise low-power army building. The tournament also featured multiplayer battles (two out of four games) with 3-4 players all pitted against each other. The rules were inspired by Games Workshop's "Triumph & Treachery".

On top of that, instead of getting a score based on the difference in victory points between you and your opponent, you scored points only for what you killed, which made for some quite different games. Players were forced to commit more to combats and also didn't feel so bad for losing big expensive units so long as they took a good toll on the opponent's army.

After each game, the players earned their victory points in gold, silver and copper coins, and the player with the most amount of points in coins at the end of the tournament was the winner.

After game one there was an auction, where the players could use their gold (which they also had to use to win the tournament) and try to buy magic items, mercenary regiments, extra objectives etc. During the multiplayer games, they could also use the gold to bid on the order of player turns.



The event went well, and the players gave some really positive feedback. They liked the smaller army-size and restrictions for something new and also how you scored points. It didn't matter if you lost units, so more risks could be taken. People agreed, that the 3 player battles worked best, since there was a bit too much waiting time during the 4 players battles, which also lacked some dynamism.

I hope that this article has and will inspire you to try something different with your 9th Age games. Both with the format and restrictions, but I also hope that you will try the multiplayer-rules. On the following pages, you will find the rules, scenarios and restrictions we used for the tournament.

Thomas





RESTRICTIONS FOR 2500 POINTS

2500 points following the rules for Warbands
Open lists

Armies must conform to the following:

- +10%-points more minimum Core
- -10%-points less of all other categories maximum.
- Max 100 pts. in all used on magical upgrades (magical items, warp gifts, vampiric bloodpowers, totems, deemonic items, virtues, runes, etc.
- Max 500 pts. used on any single unit/character (including all upgrades)

Spend 3 Construction Points (CP):

- 1 CP: Raise one categories maxpoints with 10%-points (1 CP) (one category can only be raised once)
- 1 CP: Raise the maximum limit on magical upgrades with +100 pts (1 CP)
- 1 CP: Raise the army size with 100 pts (1 CP)

MULTIPLAYER RULES FOR THE 9TH AGE

These rules should be used for 3 or more players and smaller armies (warband size, about 2500-3000 pts), and with a secondary objective. The objective should encourage players to push their armies forward and commit their forces to the fray of the battlefield. Use them as you like, and hopefully have some fun and different games.

You should play with all the normal 9th Age rules with the following exceptions:

Pre-game sequence:

You randomise an order: 1st player, 2nd player and 3rd player (and so on if there are more than 3 players) This order is used for who gets to choose deployment zone first.

The same order is used for generating spells.

The opposite order is used for who chooses who deploys first (the last player chooses when in the order, he wants to deploy, then the next player and so forth).

You have to deploy your whole army at the same time, when it's your turn to deploy (except scouts and ambushers).

The player, who deployed first, also gets the first turn, and then the player, who deployed second, gets turn two, and so forth.

The Bidding Phase:

At the start of the game, each player is given a handfull of markers (coins, tokens or the like) worth approximately 1/3 of each army's starting cost (so if you're playing a 3000 pts game, each player should be given markers worth 1000 pts. In these rules we will assume the game is 3000 points).

At the start of each Game Turn starting from Game Turn 2, a new order of Player Turns should be decided. This is done by all players bidding an amount of markers/points/coins. This is done by all players secretly taking their markers in a closed hand, and then all players reveal how many points they want to bid at the same time. The player with the biggest bid gets the first turn, then the player with the next highest bid and so forth.

If someone bids an equal amount, then they will get the turn in the same order in relative to each other which they had in the previous Game Turn. You are allowed to bid nothing. All markers from all players used for bidding are discarded and lost after the bidding round.

Markers not used during the game for bidding are worth their points in victory points at the end of the game. This means that's you essentially start the game with app. 1000 victory points, and then you have to decide how important it is for you get the first Player Turn in a Game Turn. Beware of double turns! Markers can also be used to bribe opponents to do or not to do certain things at any time.

Magic Phase:

When choosing a flux card divide the total number of dice that are allotted to each player by two. The attacking player always rounds up. Each of the defending players get the same number of dice but always round down. Veil tokens can be used as normal.

Only one of the opponents can try to dispel a spell cast by the active player.

If a spell only targets one opponent, then this opponent gets the opportunity to dispel the spell first.

If the spell doesn't target an opponent or if it targets several opponents, then the opponent, who is next in the turn order, gets to choose, if he wants to dispel, and if he doesn't, then the next opponent and so forth.

If an opponent wishes to make a dispel attempt, then he may (after he himself has chosen how many dice, he wants to use) ask the other opponents if they want to help him by giving him some of their dispel-dice, which he then can use for this dispel attempt. Markers/coins/favours etc can also be used to trade for dispel dice should you wish.

Close combat:

Only combats which the active player has one or more units engaged in should be fought.

Break tests are taken by all sides that did not win the combat. Their individual combat score should be held to account against the winner of the combat.

Victory Points:

During the battle, you must keep track of how many of your opponent's troops you have killed. At the end of the game, you count how many points you have removed from each opponent combined.

At the end of the game, each killed model is worth its point cost. If a model was part of a unit, then that model is worth an equal percentage of the units total points cost.

You only get points for killed/destroyed models and not points for just taking wounds from models.

E.g. If you killed 5 Wasteland Warriors from a unit of 12 (with full command) worth a total pointcost of 332 pts, then you get $(332:12)*5 = 138,33$ which is rounded down to 138 victory points.

If a player is directly the reason for an opponents unit fleeing from the table, then they get points for the number of models still in the unit, when it is destroyed by reaching the table edge. If models are destroyed by taking dangerous terrain tests during fleeing, then the opponent who caused the unit to flee gets points for the destroyed models. Sylvan Elf armies get points for casualties caused from woods.

If a unit is fleeing at the end of the game, then the opponent which most recently most recently caused the unit to flee, gets half points for the models remaining in the unit.

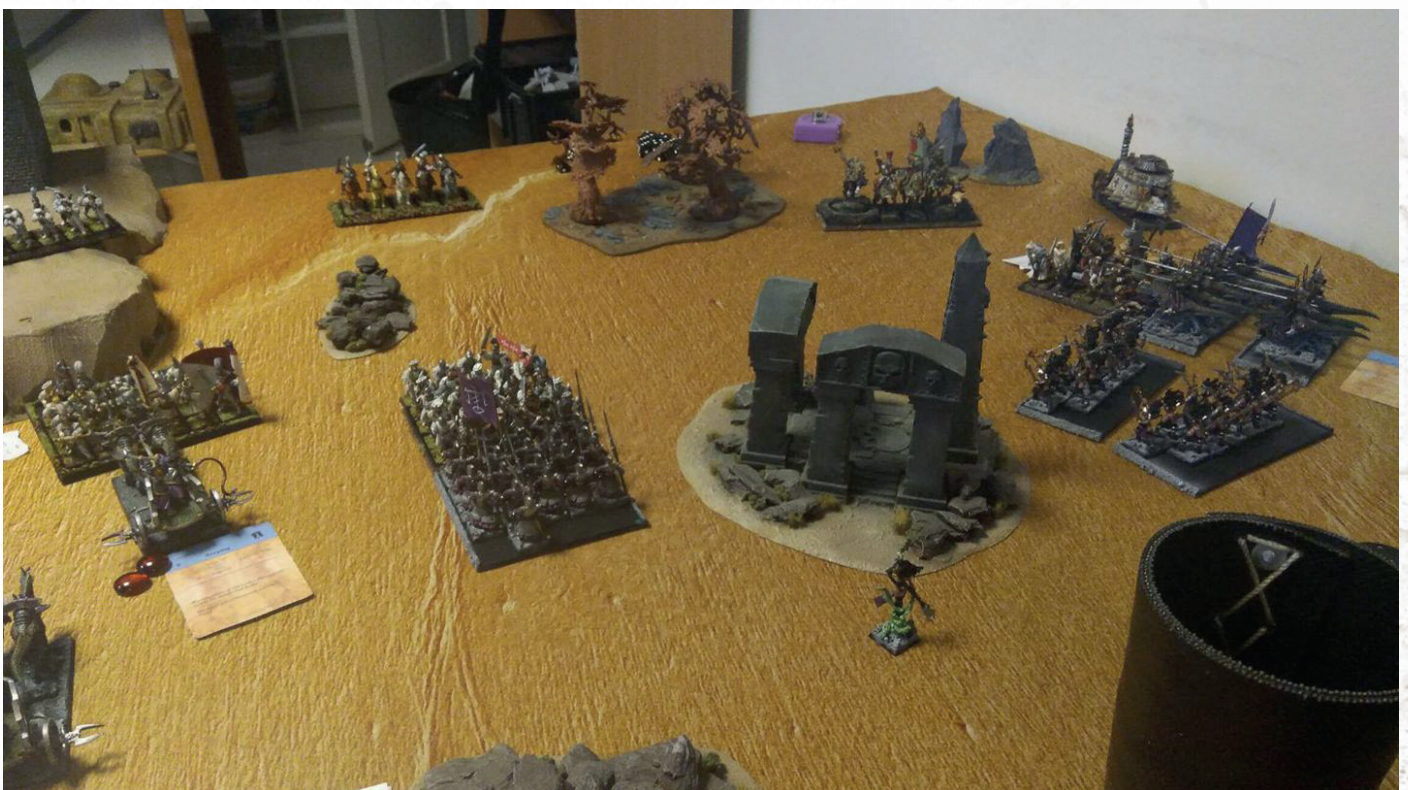
If you can't determine, which player is the reason for a model being killed or a unit fleeing, then nobody gets points for the casualties.

You can't get points for your own models.

You still get points for "Their King is Dead" and "Their Flag is Down".

Raising models:

You don't get any points for new units or models raised during the game.



SCENARIOS FROM ROGUES AND DOLLS 2017

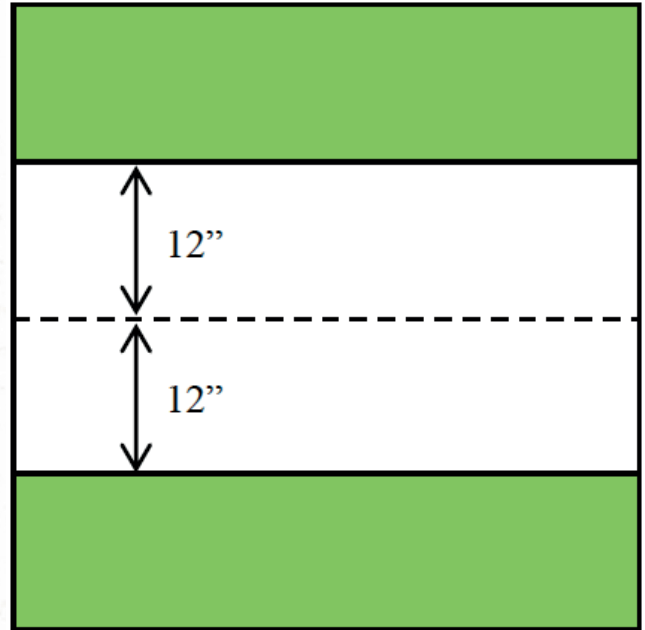
Game 1 - And so it begins...

- *Deployment: Frontline Clash*

The table (4 by 4 feet) is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.

- *Secondary Objective: Capture the Flags*

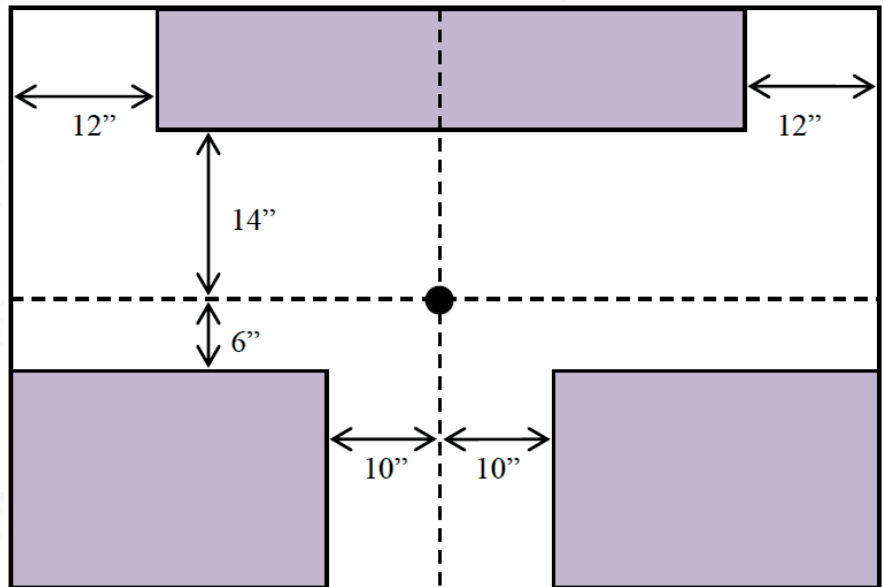
Choose 3 of your opponents' scoring units. If either player has less than 3 Scoring units in their army, their opponent may give Scoring to enough enemy units so that there are exactly 3 Scoring units in the army. This is done after moving Vanguard and before determining who has the first Player Turn. Units not currently on the table (such as Ambushing units) may still be chosen.



The player that destroys more of the chosen Scoring units by at the end of the game wins this Secondary Objective. The winner of the Secondary Objective gets 1000 coins/markers.

Game 2 - Three is a Crowd

- *Deployment:*



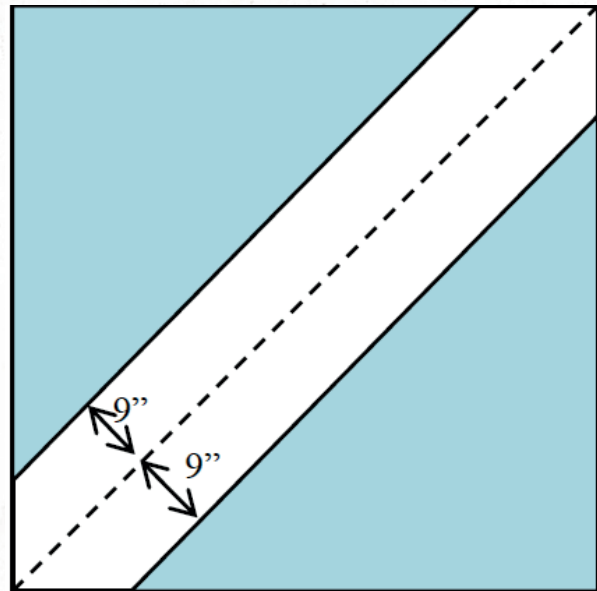
- *Secondary Objective: Hold the Ground*

Place a marker to show the centre of the Board if needed. At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre point of the Board gains 500 points/markers. These added markers can be used during the game to bid for priority.

Game 3 - Secure the Yuletide Presents

- *Deployment: Refused Flank*

The table (4 by 4 feet) is divided into halves by a diagonal line across the table. Whoever gets to choose the Deployment Zone decides which corner to deploy in. Deployment Zones are areas more than 9" away from this line.



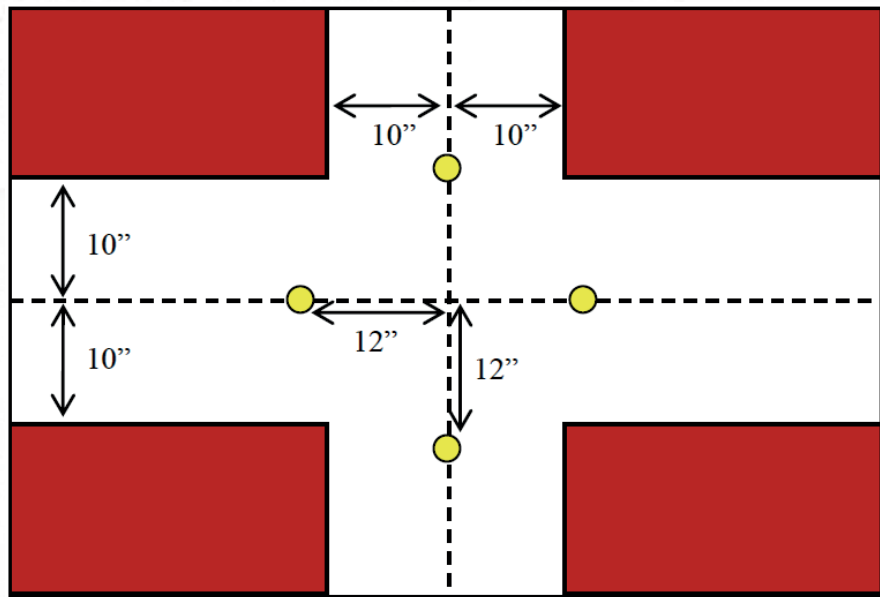
- *Secondary Objective: Secure Target*

Directly after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player must place the marker more than 12" away from their Deployment Zone and a third of the long table edge length (16") from the other marker.

The player with most scoring units within 6" of a marker at the end of the game gains 1000 markers/points (A single unit can only count as scoring one objective and only to the closest one).

Game 4 - A Yuletide-Tale of Four Gamers

- *Deployment:*



- *Secondary Objective: Gold Diggers*

Place 4 markers as close as possible to the center lines, app. 12" from the middle of the board, and more than 1" away from Impassable Terrain. At the start of each of your Player Turns, any of your Scoring units may pick up a gold coin that they are on top of. The unit is now carrying the marker(s).

Unless a unit that is carrying a marker has at least 3 Full Ranks, its March Rate is set to its Advance Rate.

When a unit that is carrying a marker is destroyed, flees or no longer contains any models with Scoring, the opponent must immediately place all markers carried by this unit within 3" of it. These cannot be placed within 1" of Impassable Terrain, but it can be placed underneath another unit.

At the end of the game each marker is worth 1000 points.

COMPANY SHOWCASE: AENOR MINIATURES

Who is Aenor Miniatures, where are you from and what do you do?

Aenor Miniatures is just me, Sylvain Quirion, a solo miniature sculptor. I'm based in Nantes, France and I have been working freelance for a long time. I created Aenor Miniatures last year, so I could choose to sculpt what I want rather than doing specific commissions. I sculpt the miniatures but the casting is done by professional mouldmakers and casters.

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

My first reason for making models is that I like to sculpt and to create characters. I think that miniatures are strongly tied to games, but armies inspire me more than lone models. To be honest, I think a game is just an excuse to have some nice models on a battlefield with nice terrain!

I entered miniature gaming with WHFB, so making armies for T9A is a logical transition! Of course, skirmish games are nice too and would be a more obvious path for a small company with a limited range. However, I like the view of rectangular regiments with their nice banners.

What models can have you produced so far?

Aenor's first models were fantasy characters and some modern zombies and survivors. I've also produced a few Aliens in different outfits through my first Kickstarter. My latest project is models for a Goblin army.



Why did you choose the Goblins/Trolls as a faction to produce?

I've always liked greenskins. They were one of my first armies (with elves) and they are one of my favourite subjects to sculpt. There is so much you can do with them; so many expressions, twisted anatomies and positions. For a sculptor, you can really be creative. Too many ranges of goblins just look like a bunch of clones, especially the plastic ranges. I wanted to reflect the diversity of goblins and trolls, derived from many influences like Tolkien, Brian Froud, and many others.



What models are available in the kickstarter? Is a late pledge option still available?

In the kickstarter we have produced 22 different Goblins. This is including some heroes and magicians, a command group and goblins with various weapons. There are also 2 Trolls and a Half Giant (I call him a Half Giant as I imagine him having some Troll blood in him, and he may be a bit smaller than what some people would expect a giant to be).

These miniatures could be a good way to start a small goblin army or a good way of adding to an existing one. You can make regiments of goblins, goblin archers, Trolls and also have a selection of heroes.

Yes you can get a late pledge, just use the contact form on Aenor Miniatures' website: aenorminatures.com/en/node/32 or Aenor's facebook page facebook.com/AenorMiniatures/



Will you be expanding to other factions in the future apart from those already offered? Do you have future release plans?

Yes, I will be expanding the Goblins at some point, but I will also look at other 9th Age factions. Probably barbarians, humans, elves, and even dwarves at some point. Although I might not start with as many sculpts as with the goblins. For some I may just do some characters. For others, I'll try to create units as well. Even if I start small I hope the ranges will be able to grow!

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

This is always a difficult question! If I have to choose, maybe the Gipsy Witch with her cat. I think I got the idea after looking at an illustration. The design evolved in my mind while I was sculpting, and I gave her a cat as it's a traditional familiar for a witch. The cat was a lot trickier to sculpt than I expected, but was a cool addition. In the end, I think it turned out quite well and I'm happy with the pose and the attitude. The end sculpt actually looks very little like the illustration where I got my inspiration.



COMPANY SHOWCASE: DREAD STREETS

What is Dread Streets?

Dread Streets is a collaboration of small Danish companies. We recently launched on Kickstarter with our Village-in-a-Box terrain set. Now the plan is to make buildings and other terrain for the new edition of the 9th Age. For that end, we're testing our terrain at gaming clubs in Denmark - possibly beyond, if you ask nicely!

When we first came up with the idea, we had grown accustomed to travelling to find other players. Tournaments, conventions, the works. So we wanted to make terrain that is simple to assemble, disassemble and transport.

What is the big deal?

We know that there's a lot of lasercut terrain in MDF out there. It's a popular choice in many clubs because it's lightweight and easy to paint. It's also unpopular in some clubs, because sets can be time-consuming to glue together, and can take up a lot of space.

For that reason we have one unifying concept: No glue needed - and the buildings must be able to come apart again.

For the Kickstarter we were able to "flat pack" a village of sixteen buildings in a box of 10x230x100mm - and that included extra stories and lots of roof tiles!



Testing with "Bordbasserne" a friendly club in Sønderborg, Denmark



What you see is what you get - the Village-in-a-box

What kind of terrain is it?

The Village-in-a-box was intended for skirmish games like Frostgrave or the classic Mordheim. It often makes a big difference in a skirmish game if you're standing on the first or the second storey, or if you're in cover or not. For that reason, the current buildings were made to be interchangeable (and it was pretty much mandatory, that miniatures should be able to stand on top of them).

That's all well and good you say - but what do we have in mind for large scale fantasy battles? Well, for the 9th Age, we are currently in a testing phase. The new terrain rules lean towards consistency, so we're trying variations of what could fit on a 125X125mm base. The hard part is the flavour. We'd really like the 9th Age players to tell us if they want generic buildings, if they want themed terrain that goes specifically with their favourite army, or if they want lots of different designs in one box!

Experimental or plain impassable?

The rules for buildings have been a point of contention. Some of our test players jokingly talk about "the buildings that eat knights", referring to the somewhat experimental terrain rules from the 7th and 8th editions of Warhammer Fantasy Battle. Whilst some considered these rules fun (but impractical), some of our testers were so incensed by these experiments, that they would rather have buildings serve as backdrop! So, why the divide in the community?



Blueprints for upcoming Dwarven buildings



Painted Dread Streets Terrain, with and without an extra storey.

We think it's because the rules tend to follow the designs, and not the other way around. Really elaborate designs "scream" for equally elaborate rules. But if you can't fit your miniatures into or onto the design, it'll end up as impassable terrain. So, our goal is to manufacture terrain pieces for the rules as they're being written. This could change players opinions of using buildings in their games.

Functional and thematic?

The new Beta rules allow units to "garrison" buildings. You need to be able to keep track of your units, so the building needs to be functional in that respect. Players don't necessarily want to cram their miniatures into the buildings, so we think that a "flat space" to place markers or miniatures will work the best. This was our rule of thumb for designing the Village-in-a-box, and it's something we're hoping to expand upon with the 9th Age.

The hard part is going to be setting themed buildings apart. Our current designs go well with Dwarves - but Sylvan Elves and Saurian Ancients? That's a challenge we're looking forward to!

You can find team Dread Streets on:

[Facebook.com/dreadstreets](https://www.facebook.com/dreadstreets).

Have an opinion on our building design? Tell the designers what you want to see at: info@betatester.dk



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