



# THE 9TH SCROLL

ISSUE #009 - MAY 2018

SUNDERING OF THE GIANT ISLES PT.2

HOME BREW: NEW UNITS

OLDHAMMER VERMIN SWARM

PAINTING LEAGUE 2018

# EDITOR'S NOTE

Welcome back to the 9th Scroll!

Our last issue actually marked a full year of 9th scrolls for myself and the team. Issue 9 will be the 7th issue of bi monthly editions we have done together and it has been a lot of fun and we have had some great articles. The process leading up to the release date is always very hectic for me as most of my spare time goes into editing articles and chasing people down who have pledged an article. I must say the process is getting easier, but whether our semi-regular writers are getting better or I am more organized, I am not too sure.

Nevertheless, I want to take this opportunity to thank everyone who has been a part of the scroll so far. I feel in the rush of publishing; my appreciation can somewhat fall by the wayside. We really couldn't do it without all the dedicated staff and community members who are writing articles and volunteering their time. So, a big thank you to everyone!

The last few months have been busy for me with regards to the hobby. I took a trip to Sunny Stockport in the UK for The English Championships (TEC) and I had played a few practice games leading up to that to decide upon a list. TEC was a great experience as I finally got to meet many of my internet acquaintances including fellow podcasters Tony and Paul from the Fantasy Wargames Podcast, Andrew from Mad Git Radio, "Bugman" Head of PR (Sorry I smashed you so badly) and Marko "Giladis" the Executive Board Chairman (exclusive interview will be upcoming on Ammertime Podcast soon!) plus many others. As well as these 9th Age celebrities, I had a chance to mingle with the regular Joes' and play some games.

Everyone was great and the venue (Element Games) was fantastic. I ended up in 24th place out of 78 and won best in race with the Highborn Elves. My list was pretty janky with an Order of the Fiery Heart Mage on a Dragon and a load of Spear-Elves. My best in race prize came in the form of a cupcake – probably one of the best cupcakes I have ever had (I'm glad my mother doesn't read this column!).

Bragging rights aside, my hobby moving forwards will consist of getting ready for Aroscon on the second weekend of May. This is a pretty big Tournament in Denmark (50 players) so the pressure is on. I think I will be taking a break from the elves and finally playing a tournament with my Vampire Covenant army. I have a bit more to paint before I have the list that I want to run, specifically a second Varkolak to run alongside Polly (the Varkolak). I have made a start already with the base but I am planning on scratch-building it in the same way as I did with Polly. I also need some more Zombies and at the point of writing I have about 3 weeks until the tournament – wish me luck!

With the arrival of May, we also have the second tweak and rebalancing session of the 2.0 Beta with the 2.04 update! It will be interesting to see how these changes affect the balance of the armies. In addition to this update, We should also see the Demon Legion book at some point during the year. I was really impressed with the Warriors of the Dark Gods book, so the bar has been set very high!

- HPM

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# DEMON LEGION SNEAK PEAK

Article by Henrypmiller

*I was lucky enough to get an interview with Alfika and Nightwun from the Daemon Legions Army Design Team. As well as this, we have some more artwork from the new book to follow on from the Scourge of Wrath from last issues cover.*

**Henrypmiller: What are your roles with regards to the up-coming Demon Legion Army Book?**

**Nightwun:** Working together with the team to support the design process. So, designer might fit.

**Alfika:** Designer fits well, I am also the team lead for the Army Design Team working on the book.

**HPM: At what stage in the project is the book and is there a date/month that you are hoping to have the book finished?**

**N:** We are in the review stage currently. Then final internal playtesting will be done. After that we can hopefully release the book. I do not have any estimates on a release date yet. We are trying to do things as fast as possible, but this is not a small undertaking.

**A:** We are now in the second review phase (first phase is concepts for the new book, second phase is how they are implemented). I would like to give a release date but currently I am not sure.

**HPM: How would you compare the Demon Legion book to the Warriors of the Dark Gods complete Army Book?**

**A:** The Demon Legion book is very different both in approach on how the book is made and what elements you should consider when making a functional list. Warriors of the Dark Gods has changed in how the book plays but looks very similar in form. DL has changed its form but will hopefully retain its play styles.

**N:** The Warriors book is more about building your army round a strong character. Whereas Demons is about choosing your character. There are options but the choice of Grater Demon is what shapes the army. At least that is our aim. Harbingers can also be the general.

**HPM: What are the ASAW of the new book?**

**N:** Specialization, Special saves and Speed. These are not strictly ASAW but we designed the book around them. Oh and no armour (or very little).

**A:** I would say that the army strengths are Special Saves, Casting spells and Speed. Weaknesses are dispelling spells, armour and strength in numbers.

**HPM: What difficulties did you have when designing and balancing a book around 7 different favours?**

**N:** What difficulties did we not have would be shorter list! Immersion was the biggest I think. What is a greedy daemon? How to translate lust to the battlefield? How to make rules that feel envious? These are just some of the questions we had to ask ourselves.

**A:** The hardest thing was the cooperation topics with the Warriors of the Dark Gods. The books have similar goals in the gaming objectives but most things differ between them in how to reach these goals. Elements that are shared between the two books became very hard to find good common grounds on as they often favoured neither books special needs but ended up as middle ground compromises. Lots of time has been used to clear those issues away one by one.

**HPM: Will the favours be the same for Demons and for the Warriors of the Dark Gods?**

**A:** No, in DL the favours are attached to the unit entries themselves and not a common additional layer.

**N:** Daemons have all things built into their rules apart from Aspect customization. Aspect customization allows the same kind of options as favours, in fact it is better because you can tailor them to fit the unit better than the favours.



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2017



**HPM: What is your favourite unit from the new book? Why? Can you give us a hint as to its rules or abilities?**

**A:** I think the new Hellhounds are a very interesting unit. We have tried to incorporate the mythical part about “Hounds from Hell” into their rules and how it effects opponents.

**N:** There are so many of them! I’ll give two! With the current designs, I like team Pride. I must note that we are still revising the designs, so this can change.

The Greater Demon is not a big guy, but has the biggest ego. He has some problem getting serious, is much faster when marching but will not charge (come to me if you dare). He can be a bit unpredictable in combat as will always underestimate his opponents. However, he is extremely powerful when reaching his full potential; there could be some funny situations ahead. Naturally he gets nice boosts in duels.

Second the namesake unit (so we have a special unit for each sin that is very customized). We had a nice unit of 3+ Large Beasts for Pride. But that just did not sound right. We redesigned it to be a single model! Pride is all about ego, so the model has a weakness. If you wound his pride, or actually this time wound him, he gets a bit weaker. But don’t worry, he is very scary to start with!

So, there was something about Pride. Supreme skill but with possible weakness. Do not get overconfident with Pride, as they might not deliver as much as you think. That being said, I hope we can deliver some “Sinning” feel for players.

**HPM: Will the Demon Legions have access to BRB items and will the characters and units be customisable? Will their characters have access to the same kind of protection as other races?**

**A:** There will be no access at all to rule book items. However, characters and units will have customisations. I will say that characters will have similar but not the same sort of protections as the “normal” armies.

**N:** The Demons have a weakness in armour, so the protections aren’t quite at the same level of armies like Kingdom of Equitane. The Demon’s defence relies on Speed, Resilience and Aegis for both range and in Close Combat. So, it is volatile but DL players know that, living with their Aegis saves all this time.

**HPM: Will there be more benefits for taking a complete mono-list?**

**A:** Sometimes. It’s harder with seven alignments, but it is more in how synergies work then a straight up bonus you can apply as in the current book.

**N:** If you mean additional bonus, no. Mono lists will not exist in that way as there are no Favours. But building themed lists is possible and there are some synergies when using certain themed Aspects and units together, but that can also be done while mixing stuff too.

**HPM: What completely new units will there be?**

**N:** All of them? Apart from only 4 or 5, all units have gone through a heavy redesign that changes their roles and functions. Chariots are about same, but with twist. All Greater Demons work differently than their apparent precursors. Core is rebuilt. Sin specific units are just that - specific.

**A:** It's a matter of definition on how you will recognize something, but most of the book is totally redesigned but with a sharp eye on what players already have in their collections. The most obvious addition is that there will be a very large character option. With the current design this will create its own mini game within the game when it's on the table.

**HPM: Have all "old models" been accounted for when designing the new book or did you start from scratch with a complete new design in mind?**

**N:** Somewhat, We decided based on what units we wanted to have, what units the current book has, base sizes, and so on.

**A:** All old entries have their spots in the new book, but some with changed roles and organisation.

**HPM: What Magic Path choices will the Demon Legion have access to?**

**N:** Same four as in current book. Namely Witchcraft, Thaumaturgy, Divination, and Evocation.

**A:** These choices are a foundation put down by Background Team and Rules Team together.

I hope that this has given some insight into the progress of the Demon Legion book. It all sounds very exciting. Rumour has it, the book is looking very strong with some interesting new options (purely rumour). At least in my area, Demon Legions are an army that is not so popular. I am looking forward to seeing the army played more and some new models and conversions on the table.



# SUNDERING OF THE GIANT ISLES PT.2

Article by Paul Godbold & Tony Hayle

*This is the second of a three-part feature created by Tony and Paul from the Fantasy Wargaming Podcast. They have been looking at alternative ways of playing 9th Age through a mini narrative campaign which can serve as an expansion to the current scenarios or just a way to give more meaning and character to your games.*

*In this article, we will be introducing a new scenario which fits with our narrative. Whilst the current scenarios are balanced and effective during a tournament, it is nice to have a number of alternatives to choose from when playing a relaxed game with your friend, chum, buddy, pal or whipping boy!*

## Treasure Hunt

### Scenario Special Rules

There are four objectives. An objective is secured by having a scoring unit (see section 16B in the rulebook for details of 'scoring units') within 6" at the end of the game. (Note, a unit can score multiple objectives in this scenario).

- The primary objective scores 6 Battle Points
- The two secondary objectives score 3 Battle Points each
- The inferior objective scores 1 Battle Point

An additional 4 Battle Points are available for every 500 victory points more scored than your opponent. For example, if you have at least 500 victory points or more than your opponent at the end of the game, you would gain an additional 1 Battle Point. If you have at least 1000 victory points or more, it would be 2 Battle Points, at least 1500 Victory Points or more would be 3 Battle Points and 2000 victory points or more would score 4 Battle points.



An additional 3 Battle Points are available for completing the Break Through objective (7.e.2 in the main Rule Book).

### Setting Up Your Game

The deployment type is Refused Flank (Section 7.d.5 in the Main Rule Book)

After choosing deployment sides but before deploying armies, players take turns to deploy 4 objectives starting with the player who picked deployment zones. Objectives should be more than 15" from the controlling player's long board edge, the short table edge or from any other objective.

Once deployment is complete but before deploying scouts or moving vanguards, randomly determine which objective is the primary and which is the inferior.

From turn 3 onward, should an objective not be within 6" of a scoring unit at the end of each movement phase, move the objective 4" towards the nearest scoring unit.

### Game Length

At the end of game turn 5, roll a dice. The game ends on a roll of 5+. Should the game continue, roll a dice at the end of game turn 6. The game ends on a 4+. Should the game continue, it will end at the end of game turn 7. Should one army be completely removed from the table, the game continues for the remaining player to score additional objective points.

As was tradition, Duke Gunter Von Burg threw a single silver coin into the shallow grave of his dead servant as a final payment. The gravedigger then piled sodden lumps of onto the body with a rusty shovel. Gunter was annoyed. His retainer had the insolence to die from an infected wound even though there was still precious work to be done. Varg, The Beast, had been destroyed, his undead horde had slumped back to inanimate corpses and the supernatural abominations following the horde had routed. With the war finished, Von Burg could focus on acquiring the fabled wealth of the Giant Isles. To date, this wealth had remained elusive.



It was time to impress what passed for gentry in this inbred backwater, or it would have been time if his squire hadn't dropped dead halfway through the job. Gunter looked across at the grave digger who was struggling to pack down the man shaped mound in the ground. Gunter called out to the man "You there! Stop wasting your time on the dead. They're no good to anyone". With a final narrowing of the eyes, Gunter stormed off angrily towards the camp, fully intending to enjoy his breakfast. He would send out scouts to look for the most senior of the locals in addition to hunting down the missing head of The Beast. After all, there was a perfectly good stake outside his tent for such a trophy.

Later that night under the light of the full moon, Varg stood over the barely covered grave. Chanting, Varg could feel the retainer stir like a puppet on a string. Slowly, the body sat stiff upright, a lifeless piece of meat under full control of its new master. "Tell me your master's secrets" Varg commanded. It was time to discover what the upstart usurpers were up to.



**Paul** – Tony and I agreed to increase our armies from 4000pts to 4500pts for this next clash. I was fairly happy with how my army performed last game. The previous scenario highlighted my poor discipline throughout much of the army but, with this scenario not being as demanding (due to no forced frenzy tests!), I decided to keep the Battle Standard Bearer in my box, preferring to use my additional 500pts to upgrade the necromancer to a Master with some tricks. I was also keen to try out an Alter of Undeath. Since the update from version 1.3, this piece has changed in its role in the army, giving me some much-needed ranged damage to support the shrieking horror. With only a handful of points left to spend, I gave my lord paired weapons and added a few Zombies to the existing unit taking their number to 27.



**(Varg) - Vampire Count;** Strigoi Bloodline, Magical Heirloom, Wizard Adept, Shamansim, Bestial Bulk; The Dead Arise; Paired Weapons – 650

**Necromancer;** Wizard Master, Evocation, Crystal Ball; Binding Scroll – 455

**40 Ghouls;** Champion - 660

**10 Dire Wolves;** Champion - 155

**27 Zombies;** Musician; Standard Bearer - 190

**7 Ghasts;** Champion - 560

**Cadaver Wagon** - 250

**2x2 Great Bats** - 90

**Alter of Undeath** - 350

**Shrieking Horror** - 500

**Varkolak** - 330

**3 Vampire Spawn** - 220

**Tony** – As part of these, scenarios we both agreed to have access to giants (from the orcs and goblins book). Given the scenario and an extra 500 points, the giant (with his trusty club) was the first thing I added to the army. Paul's ghouls and ghouls outclass all of my units in a fair fight so, with this in mind, I added some rangers to help try to control the match ups. My core points were below the minimum allowance and, rather than adding extra troops to the current units, I instead added a minimum size unit of free company as an extra scoring or to be chaff as required.



**(Gunter Von Burg) Marshall (general)**; great tactician  
great weapon imperial seal - 315

**(Handell Hoff) Marshall**; Battle Standard Bearer;  
shield; lucky charm; death warrant; potion of swift-  
ness; willows ward - 255

**(Swartz) Prelate**; plate; shield; black steel; great  
weapon - 250

**Wizard**; cosmology; master; light armour; destiny's  
call magical heirloom - 455

**37 Heavy Infantry**; champion; standard musician;  
spears; household standard - 467

**18 Light Infantry**; handguns; standard bearer; marks-  
man's pennant - 269

**18 Light Infantry**; crossbows - 239,  
**10 state militia** - 80

**3 Knights of the Sun Griffon**; musician; lance and  
shield - 330

**2x 5 Rangers** - 180

**2x6 Reiters**; musician; brace of pistols - 472

**Mortar** - 200,

**Volley gun** - 200

**28 Flagellants** - 464,

**Giant with club** - 320

**Deployment**

Here we made our first mistake. We are only human and these things happen! The scenario calls for a Refused Flank deployment however, you can see that we instead went for a Frontline Clash. just goes to show that, even when writing a scenario, you can still get it wrong.

*The Duke's army appeared over the summit of the hill towards, what passed for, a settlement on this cursed isle. Banners were in full display and units formed into a neat procession to impress the locals with their bright finery. The Duke led the column himself, resplendent in his ceremonial armour complete with his best peacock feathered felt hat. The Marshall looked down on the collection of hovels and squinted his eyes to better focus on the alarming sight before him. The sky was darkened under jet black clouds and unholy shapes could be made out, darting through the shadows and chasing down the unfortunate villagers who were not quick enough to escape. Ghouls could be seen feasting on the dead and foul wolves and bats were rounding on those who had made a run for it.*

*A guttural roar could be heard from the far side of the village and Gunter's stomach dropped at the realisation that The Beast had not been vanquished. The Duke had been sure of that when no corpse had been found, but to have amassed an army so large in such a small space of time was alarming. With a voice full of arrogance and regal entitlement, the Duke issued commands to his subordinates. "Form the line. Protect the peasants and drive the undead from the field! Let no quarter be given! No prisoners! No mercy! To glory men!"*

**Turns 1 and 2**

Seeing his hated foe on the crest of the hill ahead, Varg commanded his forces forward, eager to run down the remainder of the fleeing villagers before getting his revenge on the brightly decorated upstart before him. The Duke's reconnaissance elements engaged with the front lines of the dead and, with some help from the Wizard, shot dead and burnt the wolves. The undead, unperturbed by the loss of the hounds, pressed onwards. Magic flared from the Necromancers' hands and several of the brave Reiters fell from their steeds, their bodies wturning to dust in front of their alarmed comrades.

Gunter felt the cold touch of the Necromancers' foul magic but it dissipated before it could take hold. Emboldened by his men around him, the Duke ordered his ordinance and missile troops to inflict wrath upon the foe as they surged towards his lines.

It was a sickening sight as the dead absorbed the fire unleashed from the Empire lines. No screams of pain, no hesitation as their neighbours were brought down under the hail of fire. The undead pushed on dauntlessly into the hail of missiles. Foul necromancy reanimating those corpses that had fallen.

A mortar shell smashed into the cart situated in the centre of the Zombies. Kindling and limbs were thrown up into the air as the shell detonated slaying many of the dead yet, still they came on.

To buy his forces time, the Duke ordered his huntsman to hold the enemy at bay. Instilled by the trust bestowed upon them by their lord, the bowmen stood their ground, obstructing the large Ghosts before them. One of their arrows found its mark but the brute that had been hit yanked the missile from his body without feeling or hesitation.



The gigantic bat took flight and let out a chilling shriek at the inspired huntsman. A number died where they stood, the shock of the ear-piercing scream too much for their shattered ears. A lone valiant huntsman defiantly stood his ground, drawing his bow and aiming for the charging horde ahead.

The Duke looked to his right flank and ordered the flagellants forward. The giant bellowed a challenge to the Varkolak before it and thundered into combat, the ground shaking with his loping strides. The Varkolak, seeing the behemoth before it, sprung forward and met the giant's charge. Dodging the massive club, the undead beast tore into the giant with a ferocity that sent the startled creature reeling. Imbued by the rage within, the giant lashed out at the Varkolak again and sent it sprawling to the floor. Blood spurted forth from a multitude of wounds as the giant brought his club down with such conviction that burst the skull of the incapacitated creature. Bellowing in triumph and feeling the rage within, the giant moved back to the empire lines.

Varg's momentum would not be slowed as his warriors followed him into the lone archer, ripping him apart in a violent mess of blood. The Necromancer, focusing on the griffons ahead, muttered some words from a dark tongue yet again felt his power dissipate. Around him, the vampire's minions jostled for position, eager to strike out in the coming turns.





### Turns 3 and 4

Seeing an opportunity to end the foul necromancer, the brave griffon knights ploughed forward into the hordes of the dead. Aiming their lances at the craven foe, the griffons took their masters lead and tore the evil wizard to shreds. On the Duke's right, driven by his hatred for the dead, Swartz whipped his flagellants into a frenzy and surged into the ghouls. Poisoned claws lashed out and dragged down several of the berserkers but, crying a prayer to Sunna, the righteous prevailed and the dead were smitten to the ground.

Sensing his lines faltering, The Beast saw his opportunity to end his quarrel and urged his ghouls into the spearman in front of him. Frustrated at the loss of his own spell caster, Varg aimed his fury at the master cosmologist in front of him. Lashing out with his wicked claws, he first eviscerated his foe before dragging him closer to close his jaws over the head of the magic user. Spearman were slaughtered where they stood yet Handle Hoff shouted his encouragement and the men held fast. The Griffon Knights urged their mounts over the bodies of the culled zombies around

them and charged into the rear of the Ghouls, eager to protect their Lord. The hand gunners swept into the flank and, although many of their number were dragged down by the brutes, the human numbers took their toll and the black magic surrounding the vampire's minions began to dissipate.

The Duke took a moment from the carnage around him to survey his forces. Around him, spearmen were falling, however, now help had arrived, it was only a matter of time. To his left flank, the mortar and cross-bowmen targeted the gigantic bat before them. The arrows and shell found their mark and, although not ending the creature's miserable existence, caused it severe damage.

To his right, the Duke witnessed the volley gun open fire at the spawn rushing towards it. Just as the machine began to open fire it jammed. The engineer with a look of terror and realisation of his end covered as the spawn swiftly tore into the scrambling crew giving no quarter.

A gnarled fist scratched the Duke's breastplate leaving four long lines on the polished metal. The screeching sound brought him back to the fight at hand. Many of the brutes already lay inanimate on the ground but Varg refused to go down without a fight. Roaring in frustration, the Vampire tore into the humans in front of him. Many fell but the instilled training and discipline saw the final Ghast dispatched with a spear through its chest. Howling in rage, Varg burst into a flock of bats and flew away from the field.

A great cheer erupted from the Duke's army as the dead around them began to falter and collapse. The giant, angered by the wounds caused earlier, covered the ground between itself and the spawn and aided the hand gunners and spearmen in dispatching the evil creatures and with this, the battle was over.



### Conclusion

**Tony** – I'm worried now - that's two wins in a row against Paul's Vampires which is unheard of!

The game started slowly for the EOS apart from taking out the cadaver wagon. I kept the line together and tried to break up Paul's line with chaff where possible. The Varkolak got cornered by the giant who eventually killed it off (although he took 5 wounds and almost broke) and Paul kept the vampire spawn back due to the volley gun. In the end, the volley gun managed to control the centre of the table until Paul tried to rush it with the spawn and bats. This is when the volley

gun proved itself completely ineffective at shooting although it had succeeded in controlling much more board space than maybe it should.

Paul was happy to have his Alter of Undeath spend most of the game chasing and killing the Reiters on a flank which was fine by me as I wanted to keep it out of the centre where the game would be decided.

A long (long!) charge of the Knights of the Sun Griffon neutralised the necromancer and his unit with ease and reform in Paul's Turn. Also, the priest's hatred in

the flagellants, combined with battle focus and some good rolls, resulted in the ghouls not even lasting a round!

My crossbowmen and state militia also seized objectives away from Paul's line and Paul knew the game was slipping away from him.

Under pressure, the Vampire and his unit of Ghosts tried to bring the battle back round by crushing my heavy infantry with spears which contained the general, BSB and mage. The mage went down after I demonstrated how many dice I can roll without passing a 4+ aegis save but, overall, the combat was a stale mate plus Paul's magic was underwhelming to say the least! This allowed me to engage the Ghosts in the side with the hand gunners and rear with the Knights of the Sun Griffon. A few lucky saves on the knights and the volume of attacks and combat resolution resulted in his unit and general crumbling.

Obviously winning isn't everything and it's about enjoying the experience although, this said, I did enjoy the experience of crushing Paul! My thoughts are now on trying to win the final game giving me three out of three! Our final game will be interesting.

**Paul** – Well, that did not go well. I always take away a lot more from a game when I lose and this was no exception. My turn 2 was when I made several mistakes, particularly with my placement of the bats. This was then compounded when I had a poor magic phase. Tony was then able to capitalise with a little luck with (yet another!!!) very long charge into my necromancer and his unit turn 3. My ghouls disappeared far quicker than I thought would happen from past experience and this left me with little option but to try and push for a bit of luck in beating his generals block with all his characters. I could force a discipline 8 test with a re-roll. Although, I did forget he had minimum dice roll in his favour here so my chances went from slim to minute! In hindsight, I would like to have taken out the hand gunners beside the spear block first, however I did not roll high enough on the charge dice to have made it in so at least I got to kill his annoying wizard before being utterly destroyed.

I liked how the alter worked, giving me an answer to the Rieters and I was lucky that the volley gun was performing under par which gave me the chance to neutralise it however, it was all a little in vein. Still, I may have lost yet another battle but it is all about the next game and my thirst for vengeance!



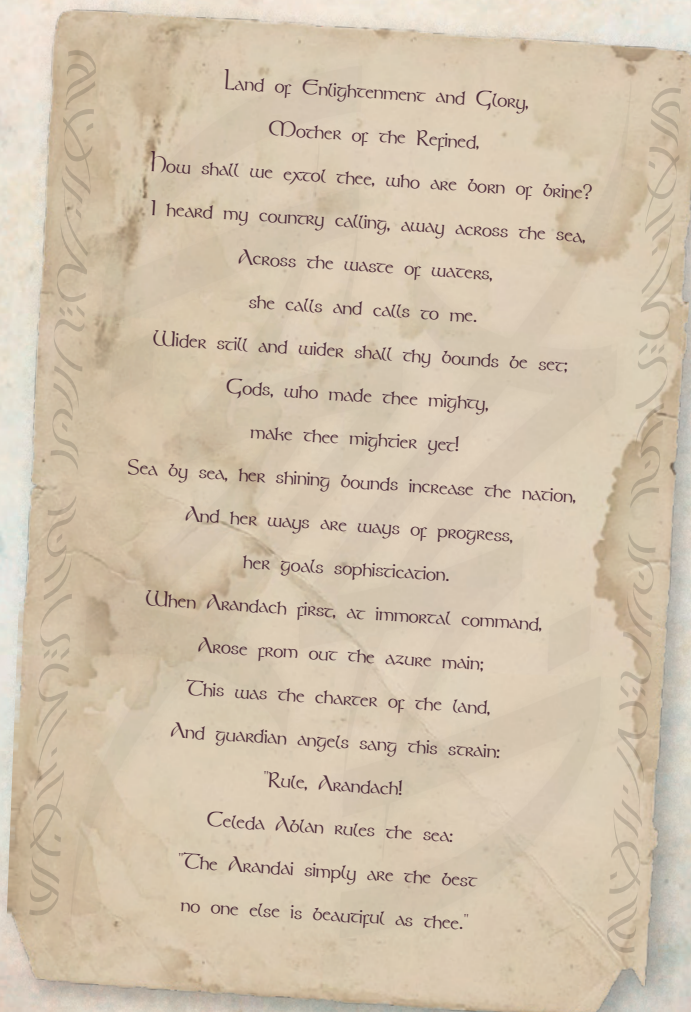


# HIGHBORN ELVES



*The white cliffs of Celeda Ablan! Few human eyes have witnessed their majesty, and fewer still have set foot upon them, for this is the sacred land of the Pearl Queen, and it is reserved only for those she deems truly civilised.*

*Even merchants must wait on their ships for business to come to them, usually outside the dual harbours of Aldan, the capital city of a global empire. Beyond the cliffs ranges a green and often sodden isle, commonly wreathed in mists or rain clouds, weather that only adds to its mystery and defensive position. Somewhere among the rivers and marshes lie the libraries of Asfada and the towers of Canrac, wherein labour the greatest scholars and mages of their people. The realm extends across the mountains of Ryma, the highlands of E Belag, and the fields of Erle, and out along the smaller islands known as the String. Here the world's most powerful fleet makes its base, a nexus for control with influence across all the oceans.*



Land of Enlightenment and Glory,  
Mother of the Repined,  
How shall we extol thee, who are born of brine?  
I heard my country calling, away across the sea,  
Across the waste of waters,  
she calls and calls to me.  
Wider still and wider shall thy bounds be set;  
Gods, who made thee mighty,  
make thee mightier yet!  
Sea by sea, her shining bounds increase the nation,  
And her ways are ways of progress,  
her goals sophistication.  
When Arandach first, at immortal command,  
Arose from out the azure main;  
This was the charter of the land,  
And guardian angels sang this strain:  
"Rule, Arandach!  
Celeda Ablan rules the sea;  
"The Arandai simply are the best  
no one else is beautiful as thee."

*From "Land of Enlightenment and Glory",  
a Highborn patriotic song*





Aloof, conceited, self-righteous...should I keep going? Of course, they got that way by living in those sky-poking towers, I've always said so. Living in towers is an old Arandai tradition - done it ever since they tiptoed out of the big forest and started lording it over the rest of us. Didn't stop with the hills and valleys - next it was the rivers and the oceans. Discovered their precious white-cliffed islands and built towers there too. Imaginatively called them "Celeda Ablan" - White Islands. As if the towers weren't exclusive enough - talk about a superiority complex.

But the islands weren't enough, oh no. Soon they were back! Tried to rule the forests again - Sylvans didn't take too kindly to that, let me tell you. Gave "logging rights" to the dwarves, ha! Them beardies had a few things to say when the vicious ones in the woods started killing them as soon as they came near. To a dwarf, anything with pointy ears looks the same. There was some bad blood in them times...oh gods, so much blood. Didn't end there, neither. When things turned south in times of Ruin, Highborn even turned on themselves. The toffs in Celeda Ablan thought them who stayed in Veta were worth rescuing, left them to the mercy of the beasts and orcsies. The ones who made it back weren't even allowed on the Islands, had to settle the Western lands. Had a big war about it - now we've got bloody dread elves!

Tales from the mad hermit Rodomonte

As a lifelong merchant, I have known the fleets of all nations, at sea and port. Believe me: there are none more functional than the Royal Navy of the White Queen. It's not just the vessels, nor their sailing capacity. It's the perfect coordination, among their many ports and regiments of naval infantry, the Sea Guard, whose training would put Sonnastahl's Imperial Guard to shame. It's the feared espionage and oversight of the Grey Watchers, regarded as the eyes and ears of the Queen herself, known from Tsuandan to the Virentian colonies. For very special missions commissioned directly by the Pearl Throne, small Queen's Guard detachments lead the naval troops against the worst enemies of the crown. Such a vision of martial prowess is both terrifying and fascinating, even for a career man like me.

From the diary of Cesare Federici, Arcalean Merchant

The Arandai Empire is not what it once was, but it remains exceptionally potent, with awe-inspiring naval power. Its territories on every continent are growing, along with control of maritime trade. Colonies garrisoned by the Pearl Throne include the icy northern citadel of Nedarac, where precious Phoenix eggs are found; the strategic stronghold of Gan Dareb, in the Middle Sea; and Celed Ryman, a fortress monastery scarred by pursuit of magical knowledge in the southern part of the Great Ocean. Additionally, there are outposts in Sagarika, Taphria and around the Sea of Thirst that remain loyal to the Arandai, among other locations.

My young friend,

Serving as the liaison between our beloved Empire and the heirs of the White Queen is a burdensome assignment. Elves are a spiteful people beneath the cordial airs enacted for official events. Their grace in words, voice and movement can turn swiftly lethal. Pay attention to your behaviour; they love formality, and you should respect their ceremonies. You always refer to an Admiral as Herald of the Pearl Throne, Eyes of the Most Precious Jewel of the Elven Race, the White Queen.

Do not underestimate the importance of the political affiliation among the officers you talk to. They will subscribe to one of the three primary factions within the Imperial Council: the Isolationists, who care only for the internal affairs of the White Islands; the Imperialists, seeking expansion and international prestige (especially difficult to deal with for Veltians); and the Mercantile faction, our greatest ally in elven politics.

Don't be daunted by their towering pride at the outset of your mission. If you'll act respectfully, they will likely find a use for you, for all their talk of human primitives. But do not expect genuine friendship under any circumstances.

Letter of Count Heinrich Deitor II, imperial emissary to the Northern Protection Fleet of the Arandai Empire, to his successor





# BEAST HERDS



It is said that wherever a human explorer goes in this world, a beast has been already. Even in this great ninth age of humanity, the herds can be found around the world in all their dizzying diversity and savagery. Even in Vetic, they have not been entirely stamped out, with small bands still encountered in the wild parts of the great nations. Because they are cheap and deniable, many are still employed by statesmen as mercenaries - despite the risk to reputation, and knowing full well that the horned ones' untamed nature makes them a double edged sword once unleashed. Tales of much larger forces gathering in the eastern bogs are known to all. Claims of titanic herds of untold numbers roaming the uncharted regions of Taphria or Silexia are less easily verified.

Yes my Lord, I learned much and more about the Warherds while I was with the fae of Wyscan. The two peoples are ancient enemies since long ages past. If the elves are to be believed, the soothsayers of this benighted people mark the babe in the belly as it grows. With these spells are the differing horrors of the Beasts crafted, accounting for their great variety. Marked in the womb, slowly, generation by generation, they change, growing stronger and fiercer. This is how some can speak the words of men. Or exhibit impossible wings or added limbs.

On this account also they come by their great monsters and ground-bugging abominations, created by rituals both dangerous and difficult, producing their greatest successes and worst failures, but always terrible to behold.

The Lady knows this is a Boon to us as well, for as they pervert the natural order and create greater terrors than our noble minds can imagine, do not our Knights grow stronger in being tested against them? A challenge to our clan and steel, one that only grows with time - it is quite a whetstone with which to hone our prowess.

Thomas the Bard speaking before  
Duke Regnaut of Aven

Count Verislak,

We decline. We will not share in the ruin you seek to call on yourself, scion of Sunna. You demand our aid in your war against the herds of Mount Zugturm, yet you cannot even name the tribes with which you would go to war. Worse yet, you risk attacking one of their Hidden Herds, which all the tribes hold sacred. Should you find it, with its many herd mothers and young, its fell wizards and giant beasts, you will be beset by every warherd within nine leagues. When word spreads, further tribes will answer this slight, marching without rest to join the fight. Strike at the Hidden Herd and you strike at the mother and priest of every beast in sight of the sun.

Strengthen your walls, drill your men, and increase your patrols in force, but do not attack the mountain's top. The herds rule there as surely as we rule below.

If we cannot dissuade you of this folly, we invite you to purchase the finest of our arms and armors. You will have need of them.

Thane Parigrimm

Letter discovered in the ruins of the Palace of Verislak



Cousin,

We are in agreement: give the primitives what they ask for. It is little enough ransom for so esteemed a scholar. His own weight in silk and the chieftain's own in elven steel will amount to the equivalent of a rounding error to our trade ledgers, and the return of Master Yoaf will win us much favour in the Courts.

Your missive has me confused, however. You say they also wish to return Aldani statues to us, some of which look to be from your grandfather's time. But where did they procure these? They are even more short lived than the humans - surely they haven't kept them for all this time.

And the price they ask, a statue of the same quality to be made of their chieftain? How are we going to convince an artist to accept such a task? For the love of your mother, you must find another price they're willing to accept.

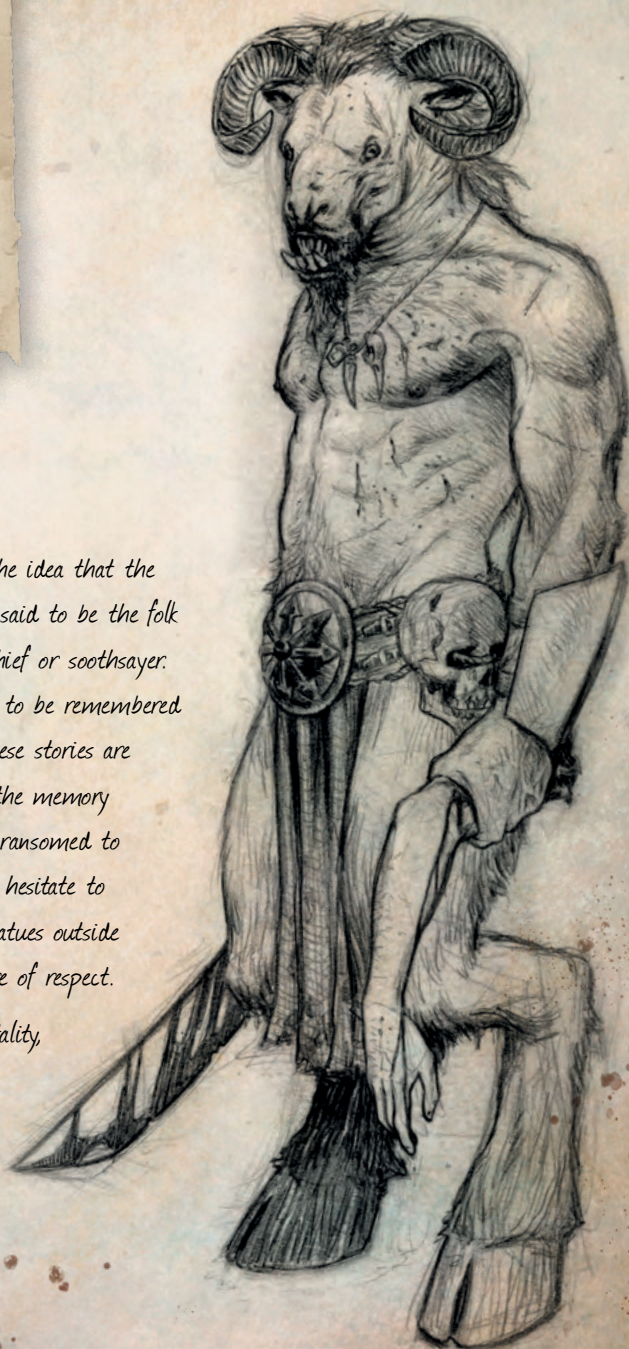
Translation of elven documents found in the ambassador's quarters in Auras

I find this document most enlightening. It gives credence to the idea that the horned ones do not worship gods. Instead, their greatest ideal is said to be the folk tale. Storytellers command as much respect within a herd as a chief or soothsayer. Most of the deeds of the beasts can be explained by their desire to be remembered in song and story, believing that their spirits live on as long as these stories are told. They have the greatest reverence for anything that preserves the memory of great figures of the past - as in the case of the statues being ransomed to the Arandai. It has often been noted that raiding herds will not hesitate to demolish a statehouse or desecrate a temple, but will leave the statues outside untouched, sometimes even leaving wreaths or flowers as a gesture of respect.

Curiously, despite their swiftness to war and unflinching brutality, the great tales told among the splitfoots appear to be not solely focused on martial exploits, though this is common enough. Many of their popular heroes and folk legends are remembered for their artistic skills, wisdom or simple merriment. Merely knowing the name of any such hero has proven to be enough to earn mercy for captives.

Listen Helmut, there's been a ban on selling weapons and raw metals to the beastherds since my grandfather's time, yet these blades are new-forged. As mad as it sounds, they must be getting the iron out of the swamps and forging it cold - there's no other explanation. Unless you believe they went all the way south to Arcalea and bought them from some accommodating Myran merchant. We need to find the source one way or another, otherwise they'll be hunting us, not the other way 'round.

Overheard from an Imperial Ranger



# THE BATTLE OF THE BLOOD GLADE

Article by Arrahed

*The goal of this battle report was to continue the narrative started with my Army Showcase in the last issue of the Ninth Scroll. An essential part in reaching that goal was to build an army that is believable in the context of the story. This made army building very fun, but also quite different from what I am used to.*

*HPM: I would suggest reading the army showcase from issue 8 before reading the report!*

## The Wandering Host

480 - **Forest Prince**, Army General, Elven Horse with Light Troops, Light Armour, Shield, Sylvan Lance, Curse of the Black Stag, Glyph of Amryl, Talisman of Shielding, Touch of Greatness.

460 - **Chieftain**, Eagle King, Elven Cloak, Light Armour, Shield, Battle Standard Bearer, Sylvan Blades, Crystal Ball, Hero's Heart

795 - **Treefather Ancient**, Druidism, Entangling Vines, Wizard Master

275 - **20x Forest Guard**, Musician

205 - **5x Heath Hunters**

380 - **10x Heath Hunters**

360 - **9 x Heath Riders** Musician, Standard Bearer

662 - **24x Forest Rangers**, Musician, Standard Bearer, Vanguard, Banner of Deception

440 - **10x Pathfinder**

440 - **10x Pathfinder**



My army is themed around a group of elves who follow the Venerable Lady; a Druid whose essence was merged with a Courtesan of Lust in the body of a Tree-mother. The Druid now wanders the world, constantly struggling for control over the wooden body.

The Sylvan Elves book contains several entries that felt like a perfect fit for a role like that. Pathfinders and Heath Hunters are obvious choices because of the nomadic nature of the background. The army would also need something to handle a physically vastly superior being once it is tracked down. I felt that Forest Rangers would be very fitting in that role. I also thought about the role Forest Spirits might have in the army. In the end I decided that I would leave them out. In my view, Forest Spirits were always tied closer to the Forest itself. Tracking down a magical being did not seem to be a great fit.



Once the scouts track down the Venerable Lady, his role is to get to her quickly and use his Crystal Ball to contain her magical abilities, trying to rally the rest of the host around him at the same time. The third character obviously is the Venerable Lady in the form of a Treefather Ancient.

I definitely wanted a Prince to lead the army. Tracking down the Venerable Lady is too 'high profile' to be left to a Chieftain. The role of leading the Wandering Host surely requires a lot of mobility, making a mounted Prince the obvious choice. That left the Wild Hunter as the only legal Kindred, which I felt was not appropriate from a background perspective.

Therefore, my Prince would be without Kindred. I decided to put him on a regular horse. That is not only fitting, but also a build unsuitable for most competitive lists. Trying something new is always a bonus.

For the Battle Standard Bearer, I went with a Chieftain on an Eagle King. His special equipment probably seems weird from a gaming perspective, but it is rooted in the background of the army.



## The Blood Herd

550 - **Beast Lord**, Army General, Heavy Armour, Paired Weapons, Razortusk Chariot, Crown of Horns, Death Cheater, Titanic Might

365 - **Beast Chieftain**, Battle Standard Bearer, Great Weapon, Greater Totem Bearer, Banner of the Relentless Company, Essence of Mithril

565 - **Soothsayer**, Druidism, Light Armour, Wizard Master, Dark Rain, Destiny's Call, Dragon Staff

188 - **21x Mongrel Herd**, Ambush, Musician

477 - **32x Wildhorn Herd**, Full Command, Banner of the Wild Herd, Blooded Horn Totem

235 - **15x Wildhorn Herd**, Ambush, Musician, Shields, Throwing Weapons

105 - **Briar Beast**

135 - **5x Gargoyles**

630 - **6x Minotaurs**, Musician, Paired Weapons, Standard Bearer, Banner of Speed

100 - **Razortusk**

310 - **Beast Giant**, Uprooted Tree

470 - **Gortach**

370 - **Jabberwock**

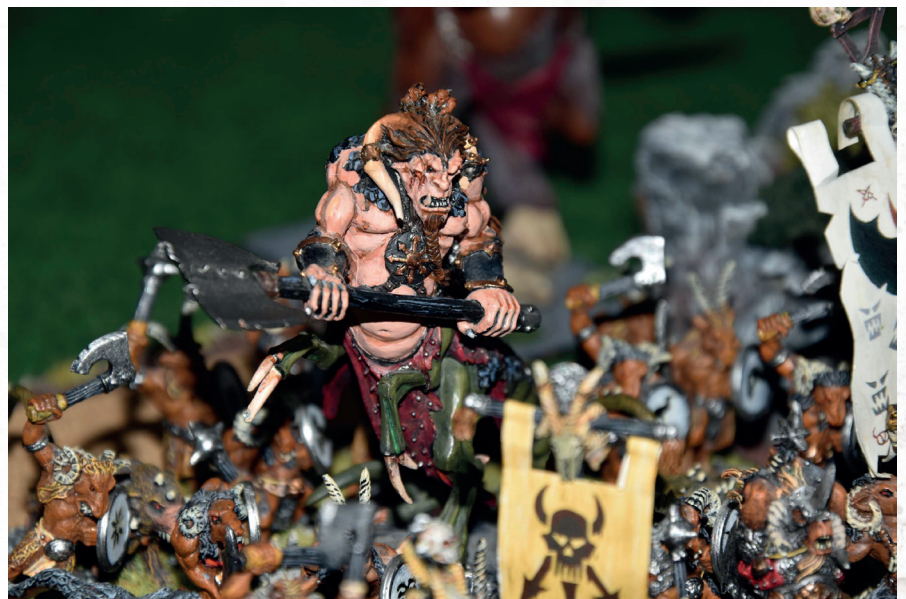


As the Beast Herds player, I did not want to take any advantage of my opponents need to build his army around the background narrative. Thus, I went for a rather uncompetitive list myself, using a lot of different units to give them all the chance to show their value in the 2.0 beta. Besides, I tried to meet WYSIWYG the best I could with my models.



The first choice was the general. I wanted to field a heavy fighting character to have the opportunity of an epic duel between him and the Venerable Lady. I chose a Beast Lord on Razortusk Chariot because a Mino-taur Warlord would have reduced my budget for monsters. My wizard master Soothsayer got the Dragon Staff to give some fluffy explanation for the burning village in the narrative (Although I actually forgot to use it in the game).

I chose a big block of Wildhorns to hold the middle of the line with two smaller ambushing units to make up my core. A Briar Beast, a unit of Gargoyles, and a Razortusk along with heavy hitters in the form of the Mino-taurs were my special choices. To round out the army with monsters, I chose a Giant with Uprooted Tree (fluffy), a Gortach and a Jabberwock.



## The Scenario -- Protect the Lady

I was always a big fan of asymmetric objectives where both players have different goals and score victory points differently. The Ninth Age does not support that natively, but if we are introducing our own special rules anyways, why not try something new with the objectives, too.

In the narrative, the Wandering Host just tracked down the Lady after she murdered everyone left behind at a Beast Herd camp. At the same time the beast raiding party returns, trying to avenge their loss. The beasts surely want to kill as many elves as possible. We felt that was well represented by the Capture the Flag scenario. The elves on the other hand are trying to get out alive. This would be represented by playing the Breakthrough scenario with the small addition



that the Venerable Lady would count as two scoring units, both for the Breakthrough part and the Capture the Flags part. We chose the deployment type Encircle with the Sylvan Elves as the defending party, which we felt was appropriate.

To make the Treefather Ancient Stand out as something a little bit more special, we decided to grant her an additional special rule - Affinity.

### Affinity

The Ancient gains Pathmaster (Druidism, Witchcraft) to represent her affinity to light and darkness.

If an even Flux Card is drawn, the model can only cast spells from the lore of Druidism. If an uneven Flux Card is drawn, the model can only cast spells from the lore of Witchcraft.

During the game, the Lady's model would be switched according to her current affinity.

### Deployment

**Sylvan Elves:** My plan was to find the weaker flank and break through early. Preferably on the right flank where I could use the hill with the impassable terrain on top to force a split of the Beast Herd army. My own army composition is quite flexible when it comes to deployment shenanigans. The mounted archers and

my Rangers could vanguard, my Pathfinders were scouts, and the Banner of Deception made my Rangers effectively scouts as well.

Trying to gain an advantage, we shared unit drops for a while until I had three drops left. So far, I had deployed most of my units centrally, in order to not give away my plan. With only three drops left, the “who-goes-first” dice roll becomes risky. If I wanted to make use of aggressive vanguards, I needed to drop the rest, which I did, intending to take the first turn. In the end, I went with a less aggressive vanguard and scouting move, because I really didn’t want to give away the game with some bad dice rolls in the first turn. I stayed just outside the Jabberwock’s Breath Attack range, knowing that I would get into close range first turn anyway. Since

I decided that I wanted to attempt to break through the right flank. I tried to redeploy my Heath Riders on the left flank. I did put them there as the very first drop to hopefully provoke the beast army to put a less mobile unit on that flank. It didn’t really work. The giant was put down in response. I slowed him down a little bit, but giants are quite mobile and can move great distances quickly.

Overall, I was quite happy with the situation. The right flank was guarded by two beast monsters, both of which would be very vulnerable to my shooting units. Furthermore, my Rangers were in a pretty good position to deter the monsters from making risky long-range charges. The space between the central ruins

and the impassable/hill terrain would also slow down the advance of the beasts’ main combat units.

While I had few pieces that would be able to deal with the beast units directly, I was hoping that threatened flank/rear charges would force them to be very careful. There was a significant risk of getting thrown off course by ambushing units. But I assumed that my shooting units and characters were mobile enough to deal with them. Luckily, I won the first turn roll with a +3 modifier.

**Beast Herds:** When I saw the Elven army, I was a bit shocked. That was a bulk of shooting which would hit my monsters and Minotaur’s very hard. Hence, my plan was to deploy slowly and get at least some idea where the fast Elves would start the game because I wanted to have my units close by to avoid too many rounds of shooting. Additionally, I focused on blocking the Pathfinders to scout too close to my lines. That is why the poor Jabberwock was placed on top of a hill instead of behind it. With the help of the Dark Rain I was hoping to survive the arrows.

I thought the Sylvan Elves would hold back at the beginning and try to shoot me. But we both knew that my army was very fast and there was almost nothing in the Elven army that scared me melee-wise. I was expecting the pathfinders to attempt to find ways into my flank and back. I thus tried to block the flanks with my monsters. Due to the Encircle as deployment type, I was forced to deploy my units in the center a bit defensively. It was important that the rest of my troops could quickly support wherever needed.



## Sylvan Elves Turn 1

I had one goal for this turn: take out the Jabberwock. I had several units very vulnerable to his breath weapon. That had to be stopped. All my shooting combined would give me a very decent chance of completing that goal, but it was not a sure thing.

My Pathfinders and Heath Hunters moved into position. My Forest Guard moved forward carefully, keeping an eye on the forest on the rightmost edge, ready to jump at any Briar Beast that might appear. My Heath Hunters on the left flank moved up behind the Giant in order to pick off a wound or two, and also getting into position to get behind enemy lines.

The BSB on Eagle King took a central position to provide his leadership bonus should things go south unexpectedly. My General in his unit of Heath Riders held back to make sure no beast unit would move forward too aggressively, exposing a flank in the process. The Venerable Lady moved into position to provide buffs and get off magic missiles on the Jabberwock.

The first flaw in my plan revealed itself in the magic phase. What sounded like a fun and flavorful special rule, turned out to be a general's nightmare: randomized spells each turn meant that I had no idea what to do with the Venerable Lady. Would I be able to provide combat buffs? Would I need line of sight for a magic missile? Where were there any movement spells? Who knows.

This turn, I drew Flux Card V, making the Demon of Lust take control, ruining my plan of creating pressure with a missile, and protecting my Archers with a defensive buff, or two. Instead I got a whole lot of Witchcraft spells that I had never used before. Turns out: Witchcraft is neat. :) No shooting for one turn would be a nice insurance, should my shooting fail. Raven's Wing would help me take the flank more quickly. The Wheel Turns could turn even my most fragile units into monster killers.

I started with Twisted Effigy on the Jabberwock. The beast army failed to dispel. This gave me a lot of security for the opponent's turn and also was a nice boost for the rest of my magic phase. My next spell, Raven's Wing was a mistake. I thought I could move my Forest Rangers in front of my Pathfinders, protecting them from a potentially charging Jabberwock. Unfortunately, I didn't think this through, and gave up valuable line of sight on the Gortach, which would have been much more beneficial. I used the Attribute to boost my forward Pathfinders' and my Forest Rangers' movement, and failed to cast Will-o'-the-Wisp. Shooting did not go well.

All my shooting combined took only three wounds off the Jabberwock. Luckily for me, I was safe from his bad breath, and with two wounds left, even a unit of Pathfinders would be a very significant risk to charge. My small unit of Heath Hunter managed to chip a wound off the giant.



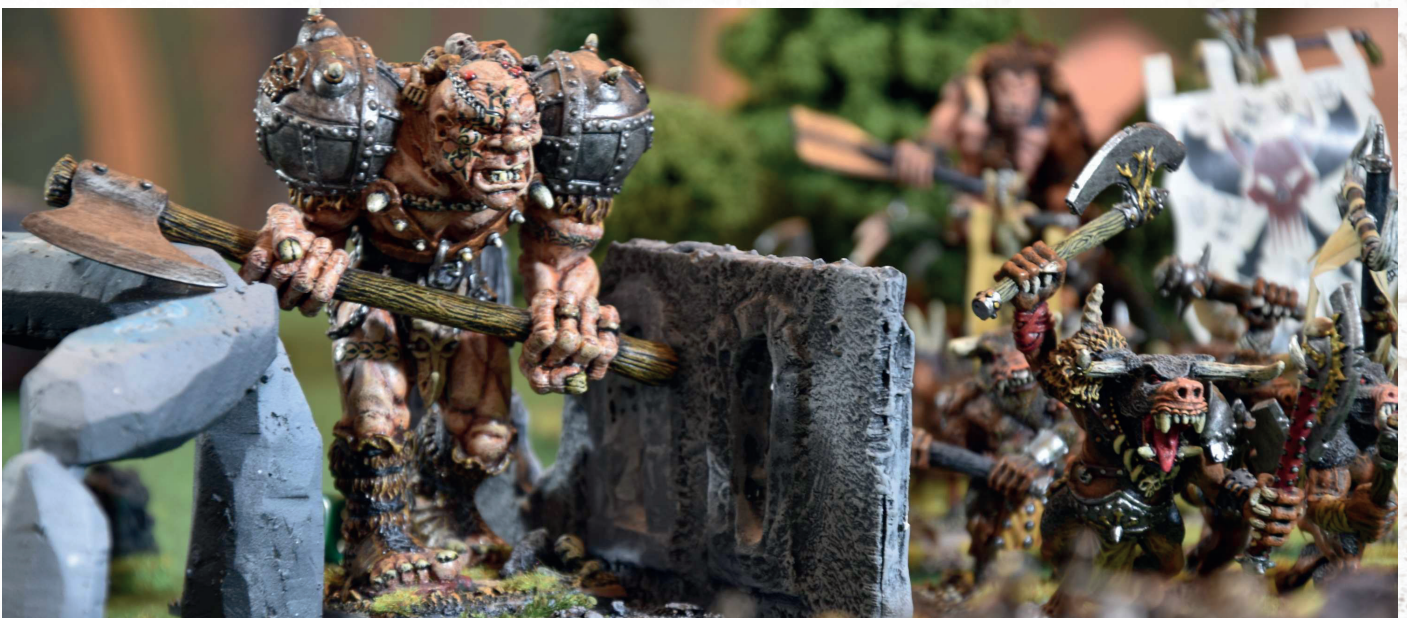
## Beast Herds Turn 1



What a start! the Jabberwock survived but was forced to retreat behind the hill. Movement went pretty much as expected. Me failing to kill the Jabberwock meant that I would need to split my shooting next turn, creating an opportunity for the Minotaurs to push forward into the center, backed up by the Beast Lord on his Chariot and the big unit of Wild Horns. The giant confidently marched right into the central ruins, pressuring my flank. This was much quicker than I had anticipated. I should have angled my general's unit and my BSB differently to avoid this.

The beast army drew Flux card 2: a weak magic phase. I managed to dispel Master of Earth on my Pathfinder unit as well as Healing Waters on the Jabberwock. The third spell, Oaken Throne, was failed. That was pretty much all I could hope for; no healing for the Jabberwock in an entire magic phase! The Soothsayer was clearly exhausted from the previous raid!

There was no shooting due to the Jabberwock hiding and my Twisted Effigy. At the end of turn one, I felt like The Venerable Lady and her followers were in control.



## Sylvan Elves Turn 2

I had maneuvered my general's unit into a very bad situation. Charging head first into a unit of Minotaurs would be suicide and getting out of charge range would be difficult, too. I went with a risky strategy. I would let my left flank collapse, and attempt to keep the Minotaurs at bay with shooting. I felt pretty safe on the right flank, expecting to push through easily and then being able to reform in order to face the stalled units.

There were several things to look out for. I was expecting three ambushing units. I used the Venerable Lady and the BSB to cover my back. The Forest Guard's job was to cover the Forest in case the Briar Beast would appear.



My general's unit was still in trouble. I couldn't get out of the Minotaurs charge range and I wasn't able to hold the charge in the back of the unit. That would force me to flee, should the Minotaurs survive the shooting. I put the unit slightly more than 11" away from the board edge, hoping for a re-rollable rally next turn. If I'd rally close to the edge, I would still be in a very decent position, but losing the general was a real possibility.

In my magic phase, the two sidedness of my wizards' special rules came through again. I drew Flux Card II - an even one - forcing my wizard to cast Druidism spells this turn. Not really what I had hoped for. I tried to buff my combat units, but failed miserably.



Shooting went quite well. My Pathfinders killed the Jabberwock, triggering a failed panic check on the Razortusk. The rest of my units shot off three Minotaurs, making them much more manageable for my units.



## Beast Herds Turn 2

As expected, the Minotaurs charged the back of my general's unit. I had to flee and luckily did not run off the table. The Minotaurs redirected into my Heath Hunters, which also fled, stopping right next to my BSB.



On the left flank, my small unit of Heath Hunters got charged by some Gargoyles. I had nothing to gain from this combat and the stand and shoot was risky so I elected to flee once more. The Gortach charged my Forest Rangers and the Briar Beast showed up in the Forest in front of my Guard unit.

The beast general turned around to support the Gortach and the Wildhorn unit pulls up behind the Minotaurs. An ambushing unit of Mongrels showed up to make sure my Rangers are no longer steadfast in the next Beast Herd turn.



In the magic phase Oaken Throne was cast successfully, restoring a wound on the giant. I knew my opponent would want to cast both Healing Waters and Stone Skin on the Gortach. I had the resources to dispel one of them. After some contemplation I decided that it wouldn't matter, since both would half the number of wounds I would cause with my rangers. I dispelled Stone Skin. In hindsight, this was a bad idea.

Close combat was next. Impact hits killed two of my Rangers. I struck back and caused only a single wound onto the Gortach due to the 4+ regeneration save from the Oaken throne + Healing Waters. In return, the Gortach killed another five Rangers. Healing a wound in the process. I lost, but did not break on a steadfast leadership roll. Suddenly, I had a very bad feeling about this fight.

### Sylvan Elves Turn 3

My plan to quickly break through the right flank was in ruins. I charged my Forest Guard into the Briar Beast and luckily rallied all my fleeing units. There wasn't much I could do to help the Rangers right now, but I had to stop the advance of the beast hordes on my left flank. None of the troops I had available were able to withstand their wrath in close combat. My only option was to weaken them enough with shooting until they were more manageable in size, or I could free enough resources to deal with them in another way.

I moved my Heath Hunters and one unit of Pathfinders into position. I was confident that the Venerable Lady could defend herself against a giant. Therefore, I placed her in front of the tree-wielding hulk in order to protect my archers. The Pathfinders on the far-right side were placed to provoke a very long charge by the giant. I was hoping that between the Stand and Shoot and a flurry of Sylvan Blades, the Giant would fall before he could maul the elves. Killing a unit in the opponent's turn is the pinnacle of tabletop-warfare efficiency!



The unit of Forest Rangers I had to give up at this point. The unit was threatened from all angles. All I could hope for is to at least cause some damage before they would go down. The more units the beast horde would commit to taking them out, the better for me, buying me a little bit of time.

This magic turn I drew Flux Card I, giving me access to Witchcraft this turn. In a desperate attempt to salvage the Forest Ranger situation, I forced through the boosted version of The Wheel Turns on to the Ranger unit. This would put the Beast Lord at risk to lose one or two wounds should he decide to support the Gortach to end the fight quickly.

With my combined shooting I took out two more of the Minotaurs, making them pretty much toothless. Even my squishiest units were now able to withstand the charge of a mad Minotaur.

My second unit of Pathfinders shot at the Mongrel unit on the right flank, killing a handful of them.

Close combat did not go well. I was able to cause quite a few wounds against the Gortach, however all but one were saved by the Healing Waters spell! In return I lost four more Rangers. I had just enough left to remain steadfast.

Adding insult to injury, my Forest Guard failed to put a single wound onto the Briar beast. Things were not going great.

**Beast Herds Turn 3**

The beasts did what they do best: charging head first into combat. The Beast Lord crashed right into my Ranger unit. Supported by the Mongrel unit in the flank. The remaining Minotaur tried a very long charge into the flank of my Forest Guard but failed. The giant started running towards my Pathfinders but quickly stumbled, finding five arrows stuck in his chest. Good job, Pathfinders!



The beasts got support from an ambushing unit of Wildhorns, threatening the flank of my Pathfinder unit and the Razortusk started sneaking around the left flank unnoticed.

The Soothsayer drew Flux Card 1. I dispelled the Oak-en Thrown, which promptly got recast, healing the Gortach up to full health again. That Gortach is one tough beast. The Magic phase resulted in me failing to dispel Healing Waters being renewed for the Gortach.

In the shooting phase the Wildhorns threw some sticks at my Pathfinders, killing one of them. I could live with that.

The nightmare that was this game's close combat phase continued. My Forest Guard again failed to wound the Briar Beast. The Rangers threw all their attacks at the Beast Lord causing five wounds. All were saved! In response the Rangers got smashed into pieces.

Due to the terrain and the close contact between the beast units, reforming into favorable formation was next to impossible. This bought me a turn where the beast army would need to do some messy shuffling around.



**Sylvan Elves Turn 4**

My situation wasn't great. I needed to get my remaining scoring units into the opponent's deployment zone. But not only were my Forest Guard stuck fighting the briar beats in the forest, the right flank was now crowded with hordes of beasts. At the same time, a huge block of Wildhorns continued creeping up my left flank, threatening to encircle me.

I needed to buy time and get rid of some of the more vulnerable targets in order to get some breathing room. I charged my BSB into the Briar Beast to pry loose the Forest Guard stuck in the forest. The Giant was wounded badly, but I could not risk him charging my scoring Heath Rider unit. At the same time I could not sacrifice the Heath Riders to take out the Giant. I decided to only charge my general into the giant, reforming my Heath Riders outside the Beast Lords line of sight and a generous eleven Inch charge roll away from the Wildhorn unit in the top left corner.

I was expecting the Forest Prince to quickly smash the Giant. He was supposed to charge forward afterwards. If I would hit the big Wildhorn block, so be it. Should he stop short, I'd have five Heath Hunters in place to buy time for setting up a counter charge. The bottom Pathfinder unit got into position to soften up the Wildhorn block, or shoot off the remaining Minotaur, depending on how well the Heath Hunters would do, who had the same job.

The Venerable Lady used the Mongrels as cover from the Gortach to get close to the beasts' deployment zone. The top Pathfinder unit snuck around the hill to safety, trying to find a victim to shoot in the back.



This turn I drew Flux Card IV. The essence of the Druid regained control, giving me access to Druidism this turn. There wasn't much I could do, so I cast Oaken Throne, followed by Stone Skin on the Forest Prince. The attribute reclaimed the lost Pathfinders from the realm of the dead.



Once I entered the shooting phase, I noticed a huge mistake: there was a Razortusk on the left flank that I had not seen. The raging pig was now in the perfect situation to charge the Pathfinders flank! What the hell, Pathfinders? You had one job! While panic started to creep up in the ranks of my elves, the small unit of Heath Hunters aspired to greatness, taking aim, letting loose, and striking down the beast against all odds. Someone will get a promotion.

The Pathfinders, probably a little bit embarrassed, killed a few Wildhorns. The big unit of Heath Hunters took out the last remaining Minotaur. On the other side of the hill, the other Pathfinder unit took out the Gargoyles.

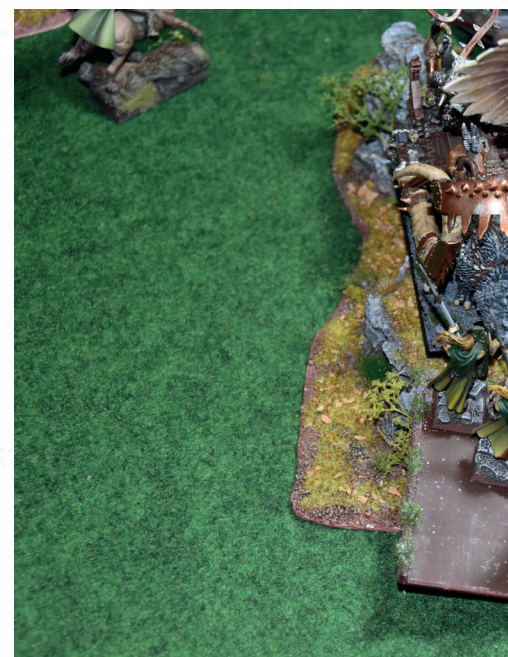


The close combat phase went reasonably well. The BSB demonstrated that the Forest Guard still had much to learn, taking out the Briar Beast with one big swing. The Forest Prince did do his job, too. He struck down the Giant and charged forward, but failed to hit the big Wildhorn unit. Well, that's why I put the Heath Hunters there, isn't it?



In the magic phase, the beasts drew Flux Card VI and successfully cast Gnarled Hide Totem on the small Wildhorn unit. My Heath Riders were in serious trouble. Fortunately, I was able to dispel all other spells.

The close combat phase was a mixed bag. My Forest Prince failed miserably, getting put to rout. On the bright side: He did not get trampled down due to the Mongrel unit being in the way. The Forest Guard took a serious beating, but stuck. Even better: The Wildhorns attacking my Heath Riders completely fumbled their attacks, giving me a chance to retaliate.



**Beast Herds Turn 4**

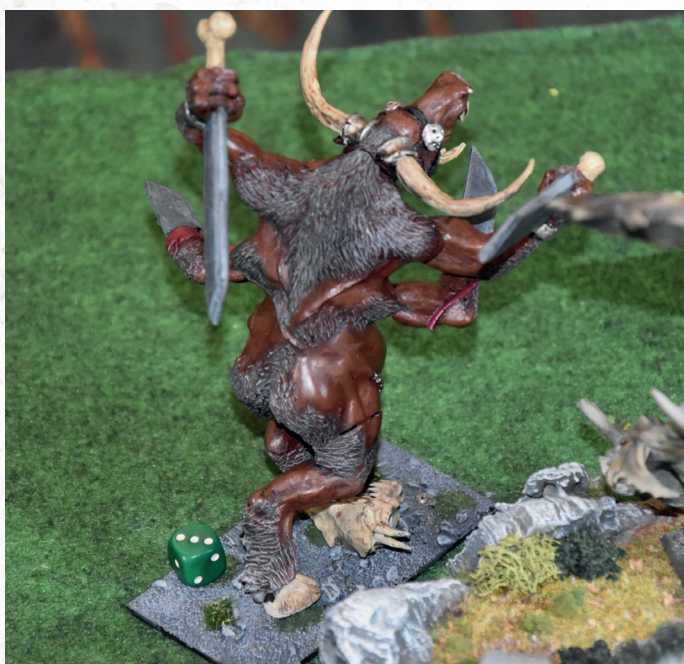
The Wildhorns started by charging my Heath Hunter in an attempt to avenge the death of the Razortusk. In response I made what is probably the dumbest move of this game. Completely forgetting why I put the unit there in the first place, I declared a flee reaction. Not only did I completely expose my general with that move, I also triggered panic in the big Heath Hunter unit, which promptly fled the table. What was I thinking? The promotion is off the table.

Also, utilizing a tiny gap that I overlooked, the Beast Lord charged straight into my clumsy unit of Forest Guard. I did not see that coming. To make things worse, the top right unit of Wildhorns also made their long charge into my Heath Rider unit. Things would get bloody, soon. The rest of the army shuffled around a little bit.



## Sylvan Elves Turn 5

For a moment I thought about charging my BSB into the Beast Lord's flank. Maybe I could buy me enough time to rally my Prince, who could then reinforce my Heath Riders in their fight against the Wild Horns. However, if the Beast Lord again managed to ward safe several wounds and was still at full health, losing a BSB in a hopeless fight would not help me win the game. Moreover, it would not be certain that the Forest Guard would stick around again even with the support of the BSB. I decided that keeping the BSB alive and have him provide re-rolls would be the better option. In the end, I declared no charges. My Prince rallied as well as my small Heath Rider unit.



I moved my BSB out of harm's way. The Pathfinder units moved into position to finally take out the blight that was the Gortach. The Venerable Lady found a cosy place on the hill outside the Gortach's line of sight, but close enough to put some scratches on him with her shooting attack. Her position would also allow her to move straight into the deployment zone next turn to score objective points.

This turn I drew Flux Card III: The demon took control. I absolutely needed the Forest Guard to stick for another round. That way I would be able to use my Prince to rout out the Wild Horns fighting my Heath Riders. If they would flee, I could potentially pursue far enough to get them into scoring position. Having access to Witchcraft this turn, I needed to push through The Wheel Turns onto the Forest Guard. Unfortunately, there weren't really any other spells that would draw out dispel dice. In the end, I got very lucky. I managed to cast a boosted Twisted Effigy onto the Beast Shaman unopposed, and also got through The Wheel Turns due to a very, very bad dispel roll! Maybe I'd still have a chance to win the objective after all?

In the shooting phase I focused everything I got onto the Gortach only causing three wounds. That wasn't particularly great, but there was also little to be afraid of next turn, so I looked at it as glass-half-full-Gortach-half-dead.



The close combat phase went as well as I could hope. The Wildhorns again failed to seriously harm my Heath Riders, who managed to tie the combat this round. The Forest Guard performed even more admirably. They caused another few wounds, which got warded in return (We reached something between ten to fifteen successful ward saves in succession by now). But I didn't really care. There was very little chance that I would be able to take out the Beast Lord. Much more important was the fact that The Wheel Turns unfolded its full effect and saved all but one Forest Guardian. The rest of them stuck. Well done guys. I'd promote you, but I really don't see you leave the battlefield alive. Sorry! Hope returned to me.

## Beast Herds Turn 5

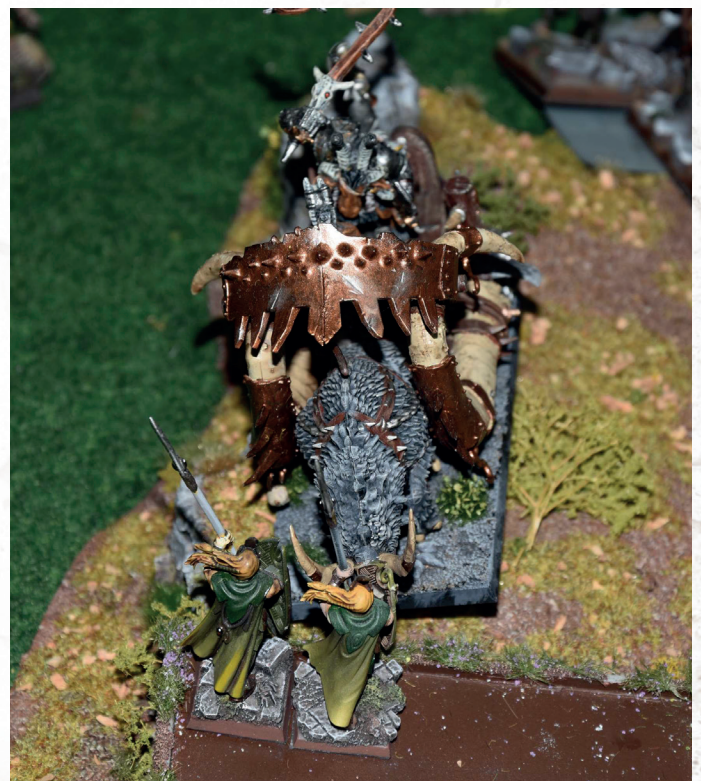
Not much is happening. There are no valid charges and there is little chance to force my much more mobile units into combats they don't want. As a result, there is a lot of shuffling around going on. The Gortach tries to cover as much as possible from the scoring zone. The Wildhorn block positions itself to charge into whoever is still alive in the fight between Heathriders and Wildhorns.



In the magic phase (Flux Card 7), I manage to dispel all attempts to buff the Wildhorns' performance with totems. Only an unboosted Healing Waters spells gets through. That is not ideal, but there is little I can do about it.

In close combat, the Wildhorns still cannot break the Heath Riders. I will have a chance to win the game next turn.

The Forest Guard valiantly holds the line. Against all odds, two Guardians survive and refuse to give up ground. True elven heroes.



## Sylvan Elves Turn 6

The final turn and nothing is decided. I rarely have played games this exciting and I do have a plan how to claim victory.



Of course, the Prince charged into the flank of the Wildhorns, facilitating the Heath Riders' overrun. The other, bigger Wildhorn unit was in place to stop them by charging and wiping them out in the following Beast Herd turn. Therefore, I charged my BSB into their rear to pin them in place. The Venerable Lady moved into scoring position and the Pathfinders got ready to finally finish the job of slaying the Gortach. The remaining Heath Hunter unit was too far away to have meaningful impact.



My last magic phase: Flux Card VIII. In this hour of need, the Druid fights herself back to consciousness, trying to salvage the situation she got her brothers and sisters into. My opponent first dispelled the Oaken Throne. If I would be able to cast Summer Growth on my Forest Guard unit, there was a chance that the Beast Lord would fail to wipe them out, which in return would stop the Beast Herds achieving their objective. Naturally, I wasn't the only one aware of that, and while the Veil was merciful last turn, I failed to force through the spell. Instead I was able to shave off another wound off the Gortach with a Master of Earth spell.



The shooting phase went smoothly. The Pathfinders finished the job and ended the Gortach's reign of terror.

I was confident when we entered my last close combat phase. But I suppose exhaustion took its toll. My Forest Guard finally fell victim to the onslaught of the mad Beast Lord, granting him a free reform towards my Heath Riders. My BSB performed adequately, maintaining the status quo.

My Forest Prince on the other hand was a huge disappointment. I did manage to win combat and even kill enough beasts to remove steadfast. But the combined efforts of Heath Riders and Prince only killed two Wildhorns. The Wildhorns stuck!

## Beast Herds Turn 6

Seconds ago, victory was at my grasp. Now I was struggling to mitigate the damage. The Venerable Lady was worth two scenario points and there was nothing the savage beasts could do to kill her. In return, the beasts had slaughtered two of my scoring units, putting us at a tie. However, the Beast Lord, frothing at his snout, had a clear charge into the rear of my scoring Heath Rider unit. And there was nothing I could do about it. The Beast Shaman, conjuring all his remaining strength, ripped open the Veil (Drew Flux Card VIII). The Venerable Lady desperately tried to push back, dispelling the Oaken Throne and several other attempts at performing twisted beast-witchery. Only a single spell of Healing Waters snuck through, protecting the small Wildhorn unit on the right side of the table.



In close combat, the Beast Lord annihilated the Heath Riders, securing the secondary objective for the Beast Herd. My BSB, tired from fighting, failed to cause any wounds. He remained unscathed himself, but he still had to overcome significant static combat resolution. At the same time, my general, shaken by the massacre he just witnessed, felt the urge to run away, too.

The battle was over. But even if the secondary objective was lost to the beasts, the two elven heroes were worth a very significant amount of points. Fully aware of the consequences of failure, both heroes beat down their instincts and stuck, allowing the rest of the Sylvan Elves and the Venerable Lady to escape to safety.

## Final Thoughts

*The game ended 2120 (Sylvan Elves) to 1677 (Beast Herds), which got turned into a 8:12 in favor of Beast Herds after taking the objective into account.*

**Sylvan Elves:** That was one hell of a game. Between meeting up and finishing the game, about eight hours passed. During the later turns, exhaustion took its toll and more and more mistakes were made. Nevertheless, the game was insanely fun and one of the most exciting games I ever played. I guess it is good fortune that this was the one we decided to document for this battle report.

The performance of my army was very uneven. While I am not the most competitive person, I usually try to build optimized army lists even for more casual games. This game was quite different in that regard. Several elements of my army were severely underperforming, expectedly so. Trying to make an army work that had this many weak elements was both challenging and fun. Of course, the army I faced was also far from being optimized.

The most effective units on my side of the table clearly were the Pathfinders. They were the only units who did significant damage. Almost all of my 2120 kill points were scored by my Pathfinders. The least impactful piece on my side of the table was my general. He lacks the punch to zone out threats, and lacks defense to survive in prolonged fights. Honorable mentions go to my Heath Riders who saved me from the sneaky Razortusk, and the handful of Forest Guardians, who stuck against all odds. You will be remembered!

The scenario we played had some issues, but was great fun overall. The asymmetry created a very different dynamic from other games, and it didn't feel unbalanced in general. I would recommend trying something similar to anyone who is starting to get bored by default objectives. The main issue in this particular case was of course the Venerable Lady herself. Due to her rather weak close combat skills, there was little reason for her to engage, and at the same time, the Beasts had no tools to catch her. This advantage for my elves was partially offset by the huge liability that were her magic abilities. Having no idea what spells would be available in the magic phase made a lot of the positioning for her a coin toss. It was lot of fun, but not nearly as powerful as I anticipated.

**Beast Herds:** that was an awesome game! My Beast Herds had absolutely no means to catch the Pathfinders and the Venerable Lady while dealing with other threats. At the same time, the Elves had scarcely any close combat threats to my heavy hitters. But while this often (and against Beast Herds I am inclined to say: too often) leads to a simple defensive shoot and hide strategy, the heavy fight for control over one flank was refreshingly different and intense until the very last player turn.

In my army, there was no particular unit that I was especially happy with. My Soothsayer saved many combats (also because of my luck with the regeneration saves), but did fail to cast (and to dispel if you think about dispelling as something that your mage does) in a few rather crucial situations.



My Beast Lord was very killy, but it took him too long to destroy the Forest Guard. The Minotaurs did not do so well, but of course that was to be expected against shooty Sylvan Elves. These archers earned my respect and the Herd will find them for a bloody revenge.

I sometimes get a little bored by the play style of my army and the rather similar games I have. To customize the scenario, to take fluff lists, and to play with a narrative made a great difference to me. I recommend everybody to give it a try.



Lyvian was tired. It had been a bloody fight. The beast herd was intent on vengeance and had fought hard. The elven host had suffered terrible losses, but the cherished tree-mother had not been harmed during the engagement.

The clearing in the forest was covered in blood. Even the trunks of the trees were stained red. Corpses of elves and beasts were strewn across the forest floor. Behind a low rise of rock, the pathfinders could hear the battle continuing. Despite his fatigue Lyvian strode to the top of the hill to survey the situation.

The red carpet of carnage looked no different from his vantage point. A large group of horned beasts were rushing to aid their beastly leader in his fight with the remaining heath riders and their noble lord. He could feel the pathfinders at his shoulder, loyally ready to throw themselves into the fray.

From behind him came a crunching sound as the Venerable Lady madly crashed away from the battle through a thicket of small trees. Her duality had been apparent throughout the engagement. Her aspect changing constantly. Clearly, she was still struggling with the demon.

The remaining elves were disengaging to follow the lumbering ancient's path through the woods. The pathfinders took positions amongst the rocks and began to provide covering fire to the cavalry at the base of the slope. Lyvian fitted another arrow to his bow and let it loose with deadly precision. He was rewarded with a dying scream of shock as a beast fell with the arrow embedded in its eye. Reaching for another arrow, Lyvian found his quiver empty. It had indeed been a busy day but it had not been his last.

*Thomas Karlsson16*

# HOME BREW: WHAT NEW UNIT DO YOU MOST WANT TO SEE?

Article by Henrypmiller

*Two months ago, I asked the community "What new unit would you like to see for your army?" My intention was to have some fun discussion in regards to the units that the community feels are currently missing (Dwarven Holds Bear Cavalry aside). I thought it would be interesting to see if there were any completely fresh ideas and you didn't disappoint! There were many ideas and it was difficult to choose the best ones, so I decided to choose those that I thought were cool and those that I could imagine on the table. I also wanted to present some ideas for the armies who are lacking in some areas and you can find the full thread in the General Discussion forum.*

*Thank you to everyone who posted on the thread. In the next issue we will be asking the community "What Legendary Characters would you like to see in the 9th Age?" So those of you with a flair for design and narrative, find the thread in the General Discussion and present your ideas!*



### Saurian Anceints - Jaguar Warriors

The first idea for a unit that came to my attention was inspired by Aenarion43. "A Paired Weapon Wielding Saurus Warrior elite focused on flanking, hunting down characters, and overall commando type stuff. Should be small to low medium units (15 models at most)."

While Aenarion43 asked for a character hunter, I thought a Jaguar Charm on a Saurus character already has this role in the army. However, flanking commando units are something that really fits the jungle-theme of the army and would be appreciated in a core section that lacks some options.

I used Fallen from the Warriors of the Dark Gods core as a base template for this unit to be modeled after as they have a similar role and base stats. While I wanted a fast unit that could hit fairly hard, I also didn't want to add to the "skink-cloud", so I gave them the fearless special rule so they cannot flee charges. I feel it also adds to the character of the unit as fearless warriors with the spirit of the Jaguar!

The unit has its totem animal built into the profile. Extra advance rate and march rate seems fitting along with the light troops special rule.

*Day 5 - We knew the Saurians' were abound in the jungle, yet they hadn't shown themselves. The only sign of their presence was the unnatural quiet. A tension that was present amongst the rainforest like a trap waiting to be sprung.*

*Expectedly, there came a great commotion crashing towards us through the undergrowth, accompanied with a flurry of projectiles. I had fought the Saurians before. Once to the far south of Taphria. But these beasts were something completely different. They were garbed in the pelts of jungle cats over their arms and heads. Wielding deadly sharp obsidian blades in each hand, they rushed at us fearlessly. Through a barrage of our long rifles they came on, relentlessly covering the ground as fast as the feline predators their image resembled.*

*We took flight without a second glance. Albert went down in front of me as I fled, a feathered dart appearing in the side of his neck. I pulled out my pistol and shot wildly over my head. Whether I scored a hit or not I did not wait to find out.*

*Excerpt from 'The Diary of Pierre Lambrecht.*

## CORE (at least 20%)



### Jaguar Warriors 180 pts

5 models, may add up to 10 additional models for 25 pts/model



Size: Standard  
Type: Infantry  
Base: 25x25mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	3	4	2		
Offensive	Att	Off	Str	AP	Agi	
Jaguar Warrior	2	3	4	1	3	Paired Weapons, Born Predator, Light Troops, Fearless

Options: pts  
May upgrade one model to each of the following:  
Champion 20

Day 16 - We finally reached Fredericksberg on the northern coast of Virentia. The Saurians had harried us through the dense jungle for days. We had lost over half our number and many more were wounded or sick. The engineer had spoken of rich temples with golden roofs yet our expedition only met death at the hands of the natives.

On reaching the portside warehouse of our patron, the great wooden doors were wide open revealing Old Betty. The Steam Tank was Gustav Macher's pride and joy. Yet, where the cannon had once protruded out of the inner cradle, now the opening was sealed in the thick steel plating that covered the rest of the tanks exterior.

Excerpt from The Diary of Pierre Lambrecht.

### Empire of Sonnstahl - War Wagon

This one was by far the most requested unit in the thread. I thought for simplicities sake, it would be better to take the current Steam Tank and modify its rules rather than creating a new entry. It is then only possible to have one of either in the army which keeps things balanced. I wanted the War Wagon to be a similar power level to the tank but also fill a different role in the army. While the cannon has a single high strength shot, the long rifles have more shots at a lower strength (Strength 5, for those unfamiliar with the Empire of Sonnstahl book. Both options also provide multi wound shooting.) I wanted the tank to feel like it was crammed with gunners shooting from all angles and from an optimal vantage point, yet I didn't want it to be too strong an artillery piece. The (4+) to hit roll was also a concession compared to the usual (3+) of the cannon.

I didn't want to get bogged down in extra attacks from the crewmen or being able to use their shooting weapons in close quarters. I feel that the grind attacks adequately represent these concepts.



**Steam Tank** 440 pts  
single model

0-1 Units per Army

Size: Large  
Type: Construct  
Base: 50x100 mm

*This unit counts both towards Sunna's Fury and Imperial Armoury.*

Global	Adv	Mar	Dis	Model Rules		
	<b>4D3</b>	-	<b>7</b>	<b>Unbreakable, Towering Presence, Fear, Random Movement (4D3), Steam Powered</b>		
Defensive	HP	Def	Res	Arm		
	<b>7</b>	<b>3</b>	<b>6</b>	<b>6</b>		
Offensive	Att	Off	Str	AP	Agi	
Chassis			<b>5</b>	<b>2</b>	<b>3</b>	Grind Attacks (3D3)
Steel Ram			<b>7</b>	<b>4</b>		Inanimate, Impact Hits (2D3)

Must take one of the following upgrades:

**Steam Cannon: Cannon Artillery Weapon.**

Breath Attack (Str 2, AP 3), **Steam Cannon (3+)**  
Range: 36". Shots 1. Str 2|7|. AP 0|6|. [Multiple Wounds (D3, Clipped Wings)].

**War Wagon: Shooting Weapon.**

Long Rifle (4+), Shots (6). See p4 of Empire of Sonnstahl Army Book.

**Firing Platform:** The unwieldy special rule from the Long Rifle profile is ignored and all 6 shots can be fired with a 360 degrees line of sight. All shots must be directed at the same target and there are no negative modifiers for multiple shots.

## Kingdom of Equitaine - Black Knights

Kingdom of Equitaine are another of those armies that could do with some differentiation in units. While I think that Angels or some other fantasy species could fit, I wanted to keep within the realms of "reality." Black Knights were suggested by Squirelloid and a few others. I toyed with a few ideas, unbreakable, un-killable Monty Python-style single models to antithesis of the Green Knight. In the end I went for something a bit different.

Background-wise, I needed them to be outcasts. The Black knights needed a reason to have no heraldry and fight in a completely different way to the usual knights (i.e. on foot, not using any of the usual KoE special rules, oaths or blessings).

The special rule I think synergizes with the Equitaine army in general. Reducing leadership and defensive skill in a bubble is perfect for when your own units need to make a charge and break your opponent. They also cause fear themselves which gives a tasty -2 Discipline to tests with units in base contact.

I imagined that when a son of a knight was found with traces of spellcasting ability he was immediately made an outcast. Without any formal training the boys would not be able to cast spells and properly access the Veil, yet the strongest would be able to survive. Any basic magic that they could master might be used to improve their martial prowess, size and strength. The aura of fear was an attempt to describe what effect untamed magical energy could have to those in the vicinity.

*Day 18 - Just two days after our return to Fredericksberg, a band of men strode into the palisade. They wore outlandish armor similar that of Equitaine, yet bore no heraldry. Rumour had it they were the dreaded Black Knights. In Equitaine it is said that young girls who show promise in the use of magic are taken into the service of the grail. Yet regarding the young boys who are touched by the Cosmos, there is little known.*

*Regardless, the Black Knights use these rumors and hearsay to embellish their legend. These men are some of the largest specimens I have ever seen, towering over even the tallest man of Sonnstahl. Whether this is evidence of their magics or some unnatural breeding, I doubt I shall ever find out. Nevertheless their presence is imposing and I feel unnerved when they sulk in silence in the corner of the Inn after dark.*

*When I first saw them come through the gate, it was clear that their expedition had been more fruitful than ours. While their black armor bore the telltale signs of wear and battle, they used treasures from ancient temples as barter in the market. Although they style themselves as knights, it is clear that they have discarded the traditional virtues of the Equitanian nobility. They do not ride into combat and shun the use of the lance. These warriors were armed with a panoply of weapons that they were clearly proficient in. Yet I saw nothing of their rumored proficiency in magic save for the aura of dread that surrounded them.*

*Excerpt from The Diary of Pierre Lambrecht.*



### Black Knights 250 pts

3 models, may add up to 7 additional models for 75 pts/model



0-5 Units per Army

Size: Standard  
Type: Infantry  
Base: 40x40mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Tall, Cannot be Stomped, Curse of the Black Knight, Fear		
Defensive	HP	Def	Res	Arm		
	2	4	4	0	Plate Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Black Knights	3	4	4	1	3	Weapon Master, Bastard Sword, Halberd, Paired Weapons

**Curse of the Black Knight:**  
Enemy models without the channel special rule within 6" of one or more units of Black Knights suffer -1 modifier to their Discipline and Defensive Skill.

Options:	pts
May upgrade one model to each of the following:	
Champion	20
Musician	20
Standard Bearer	20
- may take a Banner Enchantment	



### Zombie Giant 290 pts

single model

0-2 Units per Army

Size: Gigantic  
Type: Infantry  
Base: 50x75mm

Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	5	D3	Giant See, Giant Do: Undead, Ashes to Ashes	
Defensive	HP	Def	Res	Arm		
	7	3	5	0	Distracting, Regeneration (6+)	
Offensive	Att	Off	Str	AP	Agi	
Giant	1	3	5	2	1	Crush Attack

## Vampire Covenant - Zombie Giant

This was another unit that was requested by many of the community. I wanted the Zombie Giant to reflect the 9th Age Giant rules. Of course this lent itself to combining the "Giant See, Giant Do" to the Undead rules. I also took the special rules from the Zombie Dragon (regeneration and distracting) to tie it into the theme of the other "Zombified" monster in the book.

I thought the Rage special rule which the other giants have was not well suited to the Zombie version. Firstly, I feel that rage is something that a giant zombie under the thrall of a necromancer or vampire would not experience. It has no emotion or care if it is being wounded. Secondly, it is counter intuitive to the Vampire play style. The army is more inclined to heal the wounds inflicted rather than attempt to boost its attacks by allowing the wounds through. To compensate this loss, I made the raise value D3, rather than 1 as it is for most monsters and characters.

With regards to the attacks, simply having 5 attacks with S5 or 6 depending on the weapon seemed a bit vanilla. I imagine a giant zombie not being very proficient as a fighter but could imagine it swinging and swatting away with its fists in true zombie style. This was the thinking behind the crush attack. It also gives the Zombie Giant a role as a monster hunter. The combination of distracting and the ability to heal and prevent wounds (especially if synergized with the Cadaver wagon) makes the Zombie giant very durable. It should be able to take some punishment if at full wounds from almost any monster, and have a good chance at doing some damage in return!

I was considering giving the Zombie Giant 3 special weapon options in the same way as the other giants have. However, the crush attack seemed much more flavourful.

*Day 21 - The Great Patron clearly wasted no time in bringing the Black Knights into his employ. They were billeted in our mess to the displeasure of all of us. The complaining was cut short however as the next day we were dispatched by ship to an island to the North.*

*Day 38 - Curse this dammed continent. The shattered sea is no place for man. We had built an enclave on a sandy beach expecting some trouble from the native Ogre tribesmen. We had driven stakes deep into the sand to form a semicircle around our beached ship.*

*In the darkest hour however, it was to the sea that we should have looked. It was my watch on the walls when I heard it. A rushing of water as if a herd of horses were running through the calm shallows. To my horror, a great monstrosity was striding out of the ocean. It had the form of a gigantic man, yet its rotten flesh was covered in barnacles and sea creatures had clearly made their home in its corpse.*

*I already had the first shot in the chamber of my handgun as I sounded the alarm. Like a white thunderclap in the darkness, the lead ball hit the humongous corpse in the chest. It registered no pain and barely seemed to notice the noise of the rifle. With a groan it picked up one of our supply wagons in a giant hand, and proceeded to smash it into splinters squarely on top of a nearby tent. It was rewarded by screams from inside and a red stain of blood slowly growing on the canvas.*

*Excerpt from The Diary of Pierre Lambrecht.*

*Day unknown - It seems this will be my last entry. We could not take down the sea giant. Our guns were impervious to its flesh and the cloud of flies that were drawn to its stench made it impossible to assail. I watched a Black knight beaten to a pulp in the sand; after this gory display, those of us on top of the palisade leapt over the wall in an attempt to escape.*

*I am ashamed that this act of cowardice has proven to be my undoing. Under the weight of the fall, I heard a snap and felt a wave of pain crash over me. Looking down revealed the white bone protruding out of the side of my lower leg. I passed out from the pain and woke to find myself a prisoner. I can only describe my cell as a poorly constructed bamboo cone. There are many similar structures in the clearing. Each contains one or more of the other mercenaries. It appears that those of us who fled, ran unwittingly into the greedy arms of the Ogre Natives. In the center of the native camp is an ogre-sized cooking fire with a blood-encrusted cooking cauldron simmering with steam.*

*Since waking I have witnessed my fate. In the conical cage next to mine was a man who I believe was from Tsundan. He was roughly grabbed by the foot and dragged out of his prison by a grotesque, oversized ogre.*

*The morbidly obese ogre hauled the struggling Tsundanese man over to a chopping block and unceremoniously dismembered both his legs and arms in four deft chops of his cleaver. The screams were brief and the man's struggling subsided within seconds of the first blow. I am not ashamed to admit that I spilled my bowels at the sight of this bloody act.*

*What I saw next chilled my soul. Into the cauldron went the still breathing corpse of the unconscious man, along with his arms and legs. From where I now sit, all that I can see is the top of his head and the toes of a foot above the rim of the pot. The rest of the tribe is coming into the clearing now. There are many of them. I know nothing of the dietary requirements of an ogre the size of a house, but I am sure one man from Tsundan is not enough to appease them all. If I am to meet Sunna soon, I would have the reader of my diary know that I met my end without fear, despite my previous cowardice. May Sunna forgive me.*

*Excerpt from The Diary of Pierre Lambrecht - The diary was found in an abandoned Ogre camp close to the Shattered Sea.*

### **Ogre Khans – Carnivore Cauldron “mount”**

This really thematic idea was Suggested by Morgan\_Treeman. I think the 40x80mm base “mount” option for the shaman makes it a bit more interesting rather than a separate entry. It also makes it more viable to play ogre units (busses) more than 3 models wide to take advantage of the extra special rules.

From my experience with the ogres is that their core units do not fight too well and are reliant on characters to fight through crack troops. This is mostly down to striking last or striking and missing due to lower OS. The regen effect will allow the ogres to be able to absorb damage and the other two choices will give more hits.

I am not sure about the points value of this option. 120 points for an extra wound and some decent fighting effects seems about right to me. When I was writing this entry, I had tribesman in mind. However, I think it might be too strong for use with mercenaries. Its homebrew so let's see what the community think! It could always be limited to tribesman.



## Carnivore Cauldron 120 pts (Shaman Only)

0-1 Mounts Per Army

Size: Large

Type: Infantry

Base: 40x80mm

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>6"</b>	<b>12"</b>	<b>C</b>	<b>Blood Stew</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>5</b>	<b>C</b>	<b>C</b>	<b>C</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>
Carnivore Cauldron	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
Scrapling Chef	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>

### Blood Stew:

A Shaman Mounted on the Carnivore Cauldron may choose 1 of the following Blood Stews at phase 7 of the pre-game sequence. The stews effects last until the shaman is removed as a casualty.

**Boiled Humanoid:** All models within 6" gain Battle Focus.

**Poached Medusa Eggs:** All models within 6" gain Lightning Reflexes.

**Troll Casserole:** All models within 6" gain Regeneration 5+.

### Feedback

I hope that this was a fun and interesting read. I also like to think that this could inspire the community to make some of their own homebrew units. There were a great many that I would have liked to include, but with the format I have chosen, would take up too much space. Honourable mentions go to the Highborn Elves Drake Riders, which I am a true advocate for. Also, the Feral Orc "Green as Grass" Scouts. A very cool idea which was on my shortlist (it was a decision between that unit and the ogre cauldron). Werewolves is another unit I would really like to see but as with some other suggestions, I didn't want to include multiple entries for the same army book. There were also some really cool Infernal Dwarf suggestions but lack of space and also knowledge about the army prevented me from choosing them.

Lastly, please give me feedback on if you like some of these ideas, the format or anything else regarding this section in the 9th Scroll. I am hoping to do this section every issue moving forwards so it is important that the community likes the format and the direction. Next month I will be asking for ideas for some Legendary Characters. Be sure to look out for the thread on the General Discussion Forum!

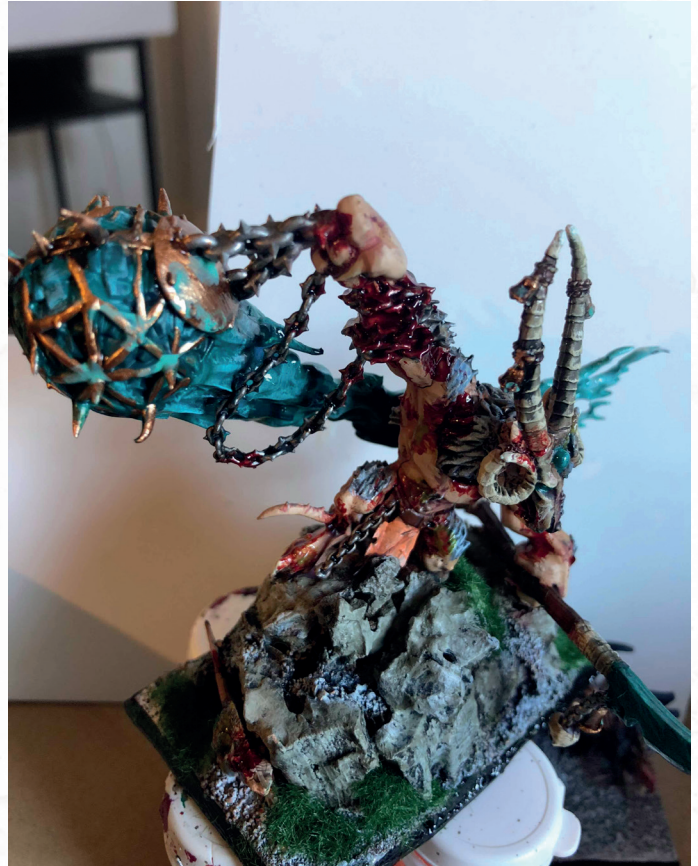
# ARMY SHOWCASE: OLDHAMMER VERMIN SWARM

Article by Morten Juel Søndergaard

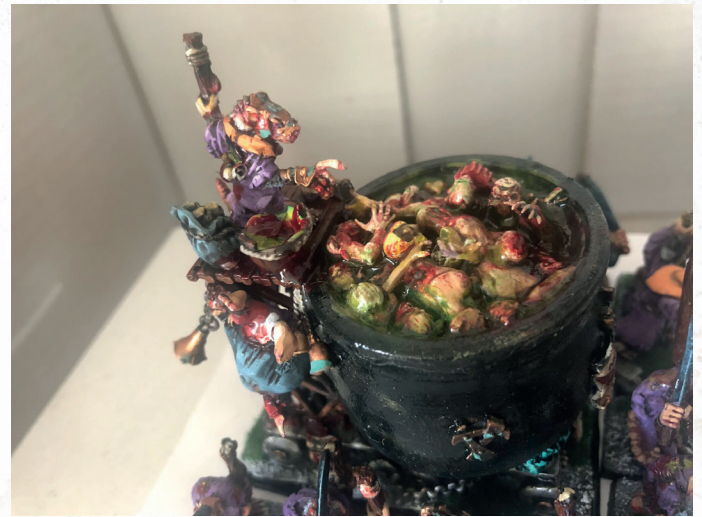
*It all started last year in 2017, when I bought a box full of really old Games Workshop Skaven models. They were from the 5th edition Warhammer Fantasy era and were a good price from a market. It had long been my dream to play some Warhammer 6th edition and I saw this as my chance to do it. I have always been very inspired by the retro aspect so to make a "retro rats" army felt very natural.*

I have now chosen to play The 9th Age because of a summer campaign at my gaming club. This has given me the opportunity and inspiration to develop my army of retro-rats further. The models that stood out to me were the new war machines and I also wanted to try out a Vermin Demon. I knew when I began that the army would grow on me and that I had to paint it as quickly as possible, so it didn't get out of control. I also wanted it to be as cost effective as possible, so I bought the whole army second hand and used most of my bits box on the project.

The idea for the color scheme came from one of my first Skaven armies about 15 years ago. It was in bright colors with red armour and blue clothes and white fur. When I started the new Vermin Swarm project I wanted something similar but somewhat fresh. I chose the Games Workshop paints Hormogaunt Purple and Hobgoblin Orange as the main colours. For the metal I like to use Vallejo Bronze and Army Painter metal. I also wanted to try out the new effect paints from Games Workshop. Hopefully you can see where I have used Blood for the Blood God, Verdigris and Nurgle's Rot. Finally, I worked with different kinds of light grey for the fur and washed it all black and worked my highlights up from there.



One of the key ingredients was that I wanted to make the army as old school as possible! I focused on acquiring metal models from the 80's to 2000's and wanted to include all my favorite models, like Grey Seer Gnawdoom from 1985, to join the ranks of the Army.



I did not want to pay too much for any of the figures so I was patient and waited for the right models at the right price to appear on the second-hand markets. The whole army cost me about 3000 DKK (400 EUR) and only the Plague Pendulum was a model that I bought from a store. I feel like that is very good value for over 400 rats!

What I think is great about the Vermin Swarm is the diversity in the troop choices. I don't really get bored while painting them and I just love to work on Slave units and Vermin Hulks. What I feel, really is special about my army is the larger centerpiece models like the Plague Pendulum, Lightning Cannon and Monstrous Rat.



I see my army as artwork and it inspires me to work outside of the box and beyond the basic form of the model. Being creative with them individually really puts me in touch with the models. That is what I hope makes my army different from other Vermin Swarm collections. I find it incredibly rewarding to go away from the standard models and make a unique army that people enjoy to play against and will remember.



When I started converting my Rat men, I always had a story in mind that I wanted to tell. I like to keep my conversions based around a single simple concept. An example is my 'Cauldron of One Thousand Poxes' that I use as a Plague Pendulum which has a clear story that the model is telling. In this case the Plague Priest is enthroned upon the front platform and behind him his helpers are brewing a foul concoction from dead bodies. Around the back more are being piled and hauled up on ropes to add to the mixture. I envision the Cauldron to be poured over the enemies when in combat which simulates the grinding attacks of the model.



**HPM:** Just to jump in here, another great example is the Plague Catapult. Morten has piled up a load of bodies used for ammunition and the engineer is standing upon the pile scanning for targets with a spyglass – It's a really cool conversion and the detail on the eyepiece of the spyglass really makes the model stand out!



Similarly, my Monstrous Rat is made from a Disney Infinity Venom toy combined with a Teenage Mutant Ninja Turtle Splinter toy. My goal was to keep the Tyrant as majestic as possible. I wanted it to look like it was enjoying sitting on his throne of ease. The model itself is very tall. I wanted it to be interesting but not have too many details from adding bits and custom sculpting. In general, I try to avoid as much sculpting as possible, because I don't feel that my results are good enough. I try to get around this issue by only sculpting small stuff like fur, pouches and fleshy parts.

Kit-bashing is a lot of fun. I wanted to empty my bits box for this army project. Everything I own, that can be used in a Vermin Swarm army in any way has been salvaged and used somewhere. I don't want too many small details but scrolls and small rats are used to decorate the models to make them more in tune with the army. I even used a couple of Humanoid-models. In classic vermin fashion, I turned them into rats by adding tails, rat-heads and some furry feet! It's all about the illusion that they are rat-models to begin with.



The Characters are the most enjoyable models to create. I don't have to make more than one and it's easy to make any kind of standard Rat model special. I like to use some cork for the base as it raises the model up and gives it emphasis as a character model. Additionally, you can add some extra bits and spend time on a detailed paintjob to really make them stand out. Any mistakes that I made or details that I am not completely satisfied with when sculpting are covered up with a good paintjob. I also spend a little extra time to make sure that I use effect paints to get all the details just right. Because there are so many models in Vermin Swarm armies, I normally try to get my minis done as fast as possible without compromising the quality of the characters. It's sometimes difficult, but years of practice helps me a lot.



Count As	Models used	Conversions	Notes
Plague Pendulum	<ul style="list-style-type: none"> <li>● Nurgle Lord on Palanquin.</li> <li>● Plague Furnace</li> <li>● All kind of Tree bits</li> <li>● Mini Cauldron in wood from a Market.</li> <li>● Corpse Cart</li> </ul>	Mixed together the Furnace and the Corpse Cart to create a large carrier for the Cauldron and make it seem like it could spread all of its vile contagions.	<ul style="list-style-type: none"> <li>● Inspired by William Kings Skaven Slayer book.</li> <li>● The operator on top wears a gas mask to avoid the poxes</li> </ul>
Tyrant on Monstrous Rat	<ul style="list-style-type: none"> <li>● Inquisitor Karapashinkov Throne in Finecast.</li> <li>● Venom Infinity Model</li> <li>● TMNT Splinter Action Figure</li> <li>● Clan Rat</li> <li>● Plague Drone front plate</li> <li>● Chains</li> </ul>	Made it look like a backpack for the Monstrous Rat and made him look as menacing as possible	All the muscles and fur are sculpted, it's the model that I spend the most time doing.

<p>Vermin Hulk Bodyguard Mounted Tyrant</p>	<ul style="list-style-type: none"> <li>● 6th Ed Warlord</li> <li>● 6th Ed Engineer Arm</li> <li>● Jezzail Pavise</li> <li>● Warpwolf</li> <li>● Slayer 'Jack Arm</li> </ul>	<p>Went for a Buddy/ BodyGuard pose, so the models were perfect for the purpose. Made the teeth and snout in Greenstuff</p>	<ul style="list-style-type: none"> <li>● Got the idea 12 years ago</li> <li>● He needs a bodyguard after losing his eye and hand</li> </ul>
<p>Lightning Cannon</p>	<ul style="list-style-type: none"> <li>● Warplighting Cannon plastic set</li> <li>● Doom wheel Plastic set</li> <li>● Plastic Card</li> </ul>	<p>I wanted it Big and menacing so i got a friend to help me with the Plastic Card ro beef it out.</p>	<ul style="list-style-type: none"> <li>● Wanted it to resemble the classic one from 6th Ed</li> <li>● His pointing finger is my favourite part of the model</li> </ul>



<p>Plague Patriarchs</p>	<ul style="list-style-type: none"> <li>● Plague Furnace Crew</li> <li>● Abomination Head</li> <li>● Various Weapons</li> </ul>	<p>Added some new weapons and sculpted some clothes to make them look special.</p>	<ul style="list-style-type: none"> <li>● Wanted them to be handicapped</li> <li>● One is blind, another one misses an arm but got an extra tail</li> </ul>
<p>Meat Grinder</p>	<ul style="list-style-type: none"> <li>● Ratling Guns</li> <li>● Ork Choppas</li> <li>● Gas Masks from Plague Claw Catapult</li> </ul>	<p>Removed the head and muzzle and added the Gasmask and Choppa to make it look like a Chainsaw</p>	<ul style="list-style-type: none"> <li>● Got the inspiration from Doom 2</li> </ul>
<p>Slaves</p>	<ul style="list-style-type: none"> <li>● Mantic Zombies</li> <li>● Zombies</li> <li>● Various Ogre Sized Cyborgs</li> <li>● Poxwalkers</li> <li>● Anything i could find in the bit box</li> </ul>	<p>Assemble and paint them, don't Think too much about them</p>	<ul style="list-style-type: none"> <li>● Slaves are from all other races, except one of them, he is a reference to my first Skaven Army 15 Years ago</li> </ul>

# COMPANY SHOWCASE: LAST SWORD MINIATURES

Article by Last Sword Miniatures

*Hello and welcome from Last Sword Miniatures! If you remember in a previous issue, we discussed a Kickstarter for our Elven Lords campaign. Initially we produced Citizen Spears, Archers and a couple of character models. This was a highly successful Kickstarter and now we are sculpting a new range of elven miniatures which will be available on our next Kickstarter!*



Our miniatures are heavily inspired by the Weta Workshop style for the Lord of the Rings films. What we do differently to many other companies, is that all our models are interchangeable with both heads and arms, allowing you to customize your collection how you like and in multiple poses.

We have titled this new Kickstarter campaign “The Dragon’s Roar” and we are in the process of designing two iconic elven infantry regiments. These are currently a work-in-progress and any feedback is much appreciated.

The first of these regiments is the Dragons Guard: Elven warriors with a heavy armour, great axes and scaled capes. These could represent any of the elven infantry equipped with great weapons.





You can compare the Dragoon Guard and our Citizen spears from the last Kickstarter, in the picture above.

The second unit will be the Albus Custodes: Elven warriors with heavy armour and great swords. These we feel would be a great model to represent Swordmasters in a Highborn Elves army.



In addition to these two regiments, we will also produce some new characters. In the last Kickstarter we launched an Elven Prince and an Elven Mage.

Stay tuned for updates and give us some feedback on our new sculpts on our forum thread on the [9th Age FORUM](#)

You can also find us on our [WEBSITE](#)

# HOW IS ARMY PERFORMANCE DATA COLLECTED?

Article by Just\_Flo

*With recent discussions on certain armies over or underperforming, I thought it would be a good time to reproduce this article that was posted on the tournament support blog. I hope it offers some useful insight and motivates the community to report the results of their tournaments and casual games. The more the community reports, the better the balance will be with the final product.*

Many people speculate on how good or bad their army performs. Generally, what is expressed often is that one's own army is underperforming and all others overperform. Even if people try to be as objective as they can, different countries and locations have different metas' and so what is almost unbeatable in Germany may be weak in the USA or Spain and vice versa.

That means if we want to know which army is performing the best, we can't just make a poll asking players which army they think is the strongest. To properly understand this question, we must collect and compare tournament and game results from all over the world. At the moment we collect data mostly using the following platforms as sources:

- [tabletopturniere.de](http://tabletopturniere.de)
- [ranking.wfb-pol.org](http://ranking.wfb-pol.org)
- [the9thagerankings.com](http://the9thagerankings.com)
- [warscore.net](http://warscore.net)
- [tournamentkeeper.net](http://tournamentkeeper.net)
- [ecksen.ddns.net/eto/#/](http://ecksen.ddns.net/eto/#/)
- [the-ninth-age.com](http://the-ninth-age.com)

You may wonder why we don't use other platforms to record data. The answer is simply that these are those that we are aware of. If you know other ranking and reporting sites, systems or platforms, please contact me through pm on the 9th Age forum (Just\_Flo). We are always trying to improve our data collection resources.

Round:	Player 1	Army 1	Victory-points	Player 2	Army 2	Points	Scenario (official names please)	Scenario winning Army
1	A	KoE	14	D	SA	6	Breakthrough	SA
1	B	HE	2	E	DE	18	Breakthrough	DE
1	C	OG	10	F	ID	10	Breakthrough	OG

## What data do we collect?

Below you can see the reporting table we like to use for Tournament Organizers to report results directly. This can be done on the forum at the Tournament results and list repository page ([LINK](#))

With the Beta currently in progress we want to have a much closer look at specific army matchups. As most of the ranking sites don't record the exact results of the rounds we need your help. If you have access to the pairings and scenarios played in each round as well as the results, please share it in the above thread.

We also collect army lists used at tournaments. You can post them in the thread above or send them to our tournament support [DROPBOX](#) file (please use the tournament name as file name).

How can you contribute if you don't play tournaments?

Please report your private games and lists in the same way through this [LINK](#).

You can also send data, files or links per email to both addresses below:

- [tournament@the-ninth-age.com](mailto:tournament@the-ninth-age.com)
- [Kara\\_te@yahoo.de](mailto:Kara_te@yahoo.de)

### What do we do with that data?

- We consider how armies perform in different countries.
- We consider how armies perform in bigger tournaments compared to smaller tournaments.
- Larger tournaments may have more influence than smaller ones because of a due to more inputs.
- We look at how armies perform in single tournaments compared to team tournaments.
- We look at the distribution of results where possible. I.e. how the armies' performance ranges from 20-0 to 0-20.
- We look at how popular individual armies are in tournaments.
- We analyse the results and report what the data tells us.
- We also take confidence intervals, error bars, mean, standard deviation and so on into consideration.

### Why is this important?

Henrypmiller: As Just\_flo pointed out to begin with, we have a habit of thinking that our army is not as powerful as the others. Collecting data is important because it shows relationships between armies mathematically. For example, if the Rules Team think that one army is too strong, they can then consult tournament data to see if this is reflected mathematically in the results. This can then affect game balance decisions during periods where the rules are being updated.

In an ideal world, the 9th age would be a perfectly balanced game. This is next to impossible to achieve with the endless configurations of armies and points values. However, we can only achieve the best possible balance if the balancing teams have data to work with. I encourage everyone who is playing games of 9th Age to submit results of their games, both tournament games and basement games improve the data sets.

### How do we use this data: Rankings

One of the most debated topics from tournament data is the discussion on which armies are under or over performing. I.e. What is the power level of each Army Book. To rank these mathematically, the formula we work with is as follows:

$$\frac{[(\text{Number of participants}) - (\text{Ranking reached})]}{[(\text{Number of participants}) - 1]}$$

To give an example of how this works at a small Tournament (6 participants) we will award the armies the following points:

$$\text{Place 1 SA gets (6-1) : (6-1) = 1}$$

$$\text{Place 2 VC gets (6-2) : (6-1) = 0,8}$$

$$\text{Place 3 SE gets (6-3) : (6-1) = 0,6}$$

$$\text{Place 4 ID gets (6-4) : (6-1) = 0,4}$$

$$\text{Place 5 KoE gets (6-5) : (6-1) = 0,2}$$

$$\text{Place 6 SA gets (6-6) : (6-1) = 0}$$

(So as SA has both 1 and 0 points the mean would be 0,5 points.)

What does what number mean? Which average number shows an army to be over performing and which number shows that the army is underperforming? Well, between 0,45 and 0,55 we consider armies to be balanced. Under 0,45 they underperform and over 0,55 they overperform.

So does in my example ID underperform? Well, I am sure we agree that one single army placement is too few. We can use a certainty interval to find out how far this data is from the average. With the certainty interval we can see if the corridor of the assumed true value is inside the corridor of 0,45 – 0,55. It also explains why we don't go for example for 0,475 - 0,525. How does the certainty Interval explain that? Well we need quite a real lot of tournament ranking results per army to get a certainty Interval which is under 0,05. Everything above would be broader than the corridor between 0,475 -0,525 and so allow us no interpretation.

The way we calculate the performance based on Ranking reached and the number of participants naturally produces bigger differences between place 1 and place 2 depending on the number of participants. That is different if we look at the actual games played. Those games always have a 20-0 matrix and naturally a 20-0 always brings 100 % or "1" and a 19-1 always brings 95% or "0,95." A totally balanced army would get an average of 10 points from its games; between 9.5 and 10.5 points average is the balance corridor. That kind of analysis can in theory produce more precise results than the ranking based results. However, we mostly get data for that analysis from big team tournaments and rather than singles tournaments.

Later in this article I will go into more details how the difference between single and team tournaments influences our analysis.

From these two ranking analysis where army books on average score between 0,45 and 0,55 or between 9.5 and 10.5 points achieved, we consider them to be balanced.

### **Matchups**

The upside of having the individual results of games is that we can also try to analyze which army performs better versus another particular army. We can identify "Rock-Paper-Scissors" matchups in this way which will help us explain the data better. This does require many results of games of those armies vs. each other in our database.

### **Skill Level**

We can assume that with a Swiss Pairing system, the more rounds that are played the more likely that players of equal skill will play each other. This is important because if a player who is highly skilled plays against someone who is new to the game in the first round, it is more likely that they will win a large victory, no matter how strong the army book is. So naturally we have an additional calculation which takes the size and the length of a tournament into account.

This form of analysis works better at singles tournaments compared to team tournaments. For this reason we analyze the different kinds of Tournaments separately. Singles tournament data is put together with singles tournament data and not mixed with team tournament data and later we compare our results. You may ask if that isn't comparing apples with oranges, but to stay in the metaphor, we can still find out if fruits share some resemblances this way. That means if both show the same result (i.e. an army overperforming), then it is much more likely to be reality than if only one of the tournament formats or none show it.

### **Are team tournament results relevant for single tournaments?**

When teams do pairings at team tournaments, they can try to influence which opponent and often which scenario is played, while some teams take armies for specific roles. One or more armies can be taken and designed as a counter for certain enemy builds. Some Armies are designed to play between 7-13 and 10-10 and if paired correctly to block the opponents high

scoring armies. The team that gets the best pairings puts themselves in the best position to score well. All that can suggest, that the role of an army and the quality of the pairing has more influence than the actual army strength.

But why do we still collect and analyze team tournament data? Diversity, sample size and comparison are the key words.

### **Diversity**

The community has a wide range of players, and different gamers like to play different kinds of tournaments. I believe we should do our best to make each kind of tournament as balanced and as fun as we can. That doesn't necessary mean we only take steps to improve the balance for team tournaments or that we only focus on balancing for singles events as that could easily be done through the Tournament rules and be specified for team or singles events. Nevertheless, because we have players of both persuasions we should consider balance for team tournaments as well.

### **Sample Size**

Unfortunately, most of the time sample size for singles tournaments is far smaller compared to team tournaments as team tournaments tend to have hundreds of players which provides us with a better quality of data averages. As stated above, we cannot throw this together with the singles data without thought. Although, even with potential skew due to the pairings process we cannot simply ignore massive data sets and trends.

### **Comparison**

The way armies perform in different kinds of tournaments also can tell us something. If for example an army had a high average score in singles tournaments but low average score in team tournaments, it would help to identify where the balance problems with that army are (e.g. meta, too expensive, specific counters and "rock-paper-scissors" matchups in the pairing system).

### **The WTC**

On first glance, we can see that the Demon Legion, Dread Elves, Vermin Swarm and Undying Dynasties overperformed at the WTC. Whereas Empire of Sonnstahl and Highborn Elves were underperforming. Our analysis shows that the corridors of DE and VS are to be mostly above the balanced corridor while the

corridor DL is in would mostly stay within the balanced corridor. The UD corridor would be mostly below the balanced corridor but being between 0,28 and 0,51 be it would still be possible that the real value is within our balanced corridor of 0,45 and 0,55.

180 participants divided by 16 armies would make an average of 11,25 participants per army if every army would be taken as much as the others. Of course, one can't take an army 0,25 times so that would in reality come down to 11-12 players per army.

There is one problem with those numbers, participation only tells us how popular or how available certain armies are for team tournaments and says nothing about their relative strength.

**Is WTC alone relevant for balancing?**

It is implied from the above relationships that most armies are likely to be balanced rather than under or over powered. That said, we still need much more data to be within 95% or 99% statistical accuracy. Even though this one tournament, as big as it was, can provide a massive amount of data we cannot be certain that the results are accurate.

If we look at these results, we can make the following statement: If the tournament would be repeated with exact the same characteristics, DE on average would end up somewhere in between 8.9 and 13.5 points per game, whereas HE would be between 6.4 and 10.6 (both with 99.7% certainty).

This means that there is a higher probability that DE>HE rather than HE>DE. But both are possible. In fact, there have been far too few games to give a clear statement. As long as the error bars are larger than the differences between the armies, a clear statement about balancing cannot be given. At least from the statistical point of view.

While we can and do use team tournament data for looking at the relationships between army books, it is clear that this data on its own is not enough to make informed decisions. We need to compare it with other data to make sense of general trends and averages across all the army books.

Tournament	BH	DL	DE	DH	EoS	HE	ID	KoE	OK	O&G	SA	SE	VS	UD	VC	WDG	All	All (Pts)
BH	50%	33%	38%	42%	50%	51%	62%	54%	66%	48%	77%	13%	35%	40%	69%	57%	50%	10
DL	68%	50%	60%	43%	64%	86%	73%	50%	77%	33%	59%	36%	47%	83%	49%	5%	55%	11
DE	63%	40%	50%	53%	63%	80%	55%	72%	70%	37%	39%	67%	73%	50%	60%	67%	56%	11
DH	58%	57%	48%	50%	93%	52%	59%	48%	58%	55%	54%	40%	44%	75%	40%	41%	51%	10
EoS	50%	36%	37%	8%	50%	67%	66%	70%	29%	61%	46%	50%	47%	45%	35%	56%	46%	9
HE	49%	14%	20%	48%	33%	50%	24%	25%	52%	50%	40%	38%	24%	35%	66%	77%	43%	9
ID	38%	27%	45%	41%	34%	76%	50%	38%	50%	53%	56%	60%	52%	50%	54%	45%	49%	10
KoE	46%	50%	28%	52%	30%	75%	62%	50%	48%	48%	43%	27%	68%	5%	46%	63%	48%	10
OK	34%	23%	30%	42%	71%	48%	50%	53%	50%	15%	38%	65%	60%	52%	71%	60%	49%	10
O&G	52%	67%	63%	45%	39%	50%	48%	52%	85%	50%	37%	70%	45%	35%	35%	67%	50%	10
SA	23%	41%	61%	46%	54%	60%	44%	57%	62%	64%	50%	48%	39%	43%	33%	31%	49%	10
SE	87%	64%	33%	60%	50%	62%	40%	73%	35%	31%	52%	50%	48%	47%	47%	50%	51%	10
VS	65%	53%	28%	56%	53%	76%	48%	32%	40%	55%	61%	52%	50%	45%	62%	38%	54%	11
UD	60%	18%	50%	25%	55%	65%	50%	95%	48%	65%	57%	53%	55%	50%	76%		55%	11
VC	31%	51%	40%	60%	66%	34%	46%	54%	29%	65%	67%	53%	38%	24%	50%	30%	48%	10
WDG	43%	95%	33%	59%	44%	23%	55%	38%	40%	33%	69%	50%	62%		70%	50%	50%	10

# MAKING TERRAIN FOR THE 9TH AGE

Article by Little Joe

*Welcome! In this series I will explore building wargaming terrain for the 9th Age. We will tackle the different types of terrain one by one. I will explore what we need to fit the rules, look for inspiration in the natural world and present a simple tutorial and this month's article will cover Forests!*

## Forests - The rules

I know this might sound boring, but first we need to find out what we actually need. Let's start with a look at the rules for forests that matter for terrain building:

“Forests are covering terrain for units inside and/or behind them, and dangerous terrain (1) for cavalry, constructs and units making a flying movement. Forests contribute to soft cover. Soft cover partially blocks line of sight from outside the terrain feature.”

For a terrain builder this means that at ground level, line of sight is partially blocked and whatever you do from 30 to 40mm upwards, is just blocking the player's line of sight or not. The “dangerous terrain” rule is guidance to the space between elements that block line of sight. Aim for about 50mm between any elements on ground level or make the tree trunks very thin to make movement through the terrain believable. Modular terrain that you can remove to allow models to move freely is also great!

## Inspiration

Let's have fun and visit places in our world for some inspiration; we are looking for anything that looks like a bunch of tree trunks. The most obvious idea for terrain in my opinion is not a forest but columns of pillars. You will be amazed at what is out there. Examples include the Hanging Pillars in the Lepakshi Temple, pillars at Chichen Itza, Japanese Torii (Chinese Pailou or Paifang), circles of pillars like Stonehenge, totem poles or a Corinthian Column temple in its full glory (minus the raised base and inner building).

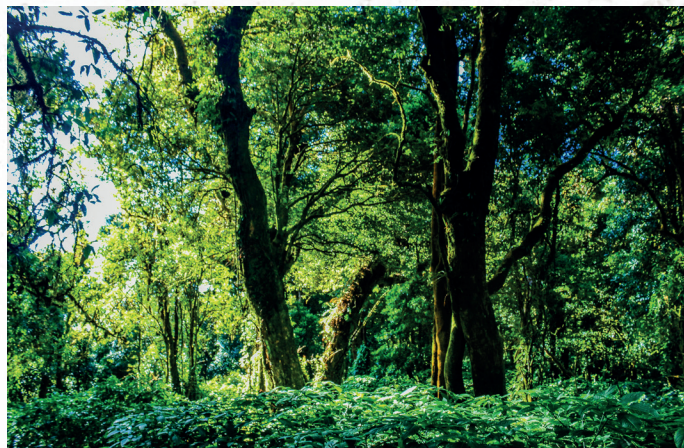
Just remember to keep the terrain base clear of rubble or you might end up with ruins. The image on the right illustrates very well how a few manmade rocks can do exactly what we want of a forest terrain piece.

Of course, a forest made up of trees is what comes to mind first due to the traditional terminology. Trees come in all shapes and forms, nature is very diverse. Many forests near populated areas are manmade. This starts with easy access, so a mostly cleared floor and sometimes even roads into the forest.



Over time the forest is groomed to serve human needs; trimming trees for twigs, pine grown in straight rows and room to hunt. In general, the result is less biodiversity because we only keep what we need. This means that the usual tabletop forests you see are often quite accurate.





Variation for a fantasy game can come with haunted forests, geography (types of trees used) and the seasons. A maintained forest has cleared floors and very little diversity. Whereas the rain forest by comparison is a wild variation of flora and is hard to traverse.

We don't necessarily need terrain with trees to count as a forest. Before the days of men, we had the Prototaxites, these were forests of huge fungi. Natural rock formations such as stalagmites or rock pinnacles with or without balancing rocks can achieve the same immersion. Within the animal kingdom you have termite hills, old coral reefs now above sea level, spider-built web towers and a lot more, the options are endless!



### The problems when building forests

The main problem is that units can move into a forest and this must somehow be represented within the game. If you can remove parts of your forest, then such terrain must be very sturdy because it will get handled a lot. If you make up your forest of trees then most products used to build terrain can come from railroad modeling. Besides being designed for a different scale, many of these are fragile or drop foliage all the time.

### The solutions

You can ignore those problems if you make all elements of the forest the same height. If you have enough of elements on your terrain feature, then you can balance a unit on top. This still leaves edges for units just touching the forest.

In principle the current popular solutions are along the same line of thought; you remove a part of the forest as soon as a unit moves into that terrain feature. The solutions range from a base with removable trees (often on a disc inlay) to completely removing your forests with 2D terrain under it to mark the footprint. Making a forest as modular pieces is the best way to start for terrain builders. It allows you to focus on a small piece and try things out. It also gives you a very versatile collection to start with. To make a new forest with a different shape, you just need a new base once you have enough modular pieces of terrain.

### A two-day forest build with rock pinnacles and trees

Following my own advice and to show off more ideas, here is a tutorial you can build in 2 days. Before we start, these tutorials are child friendly. You can make this with kids; they will just need normal tools and a bit of patience, which is often the hard part!

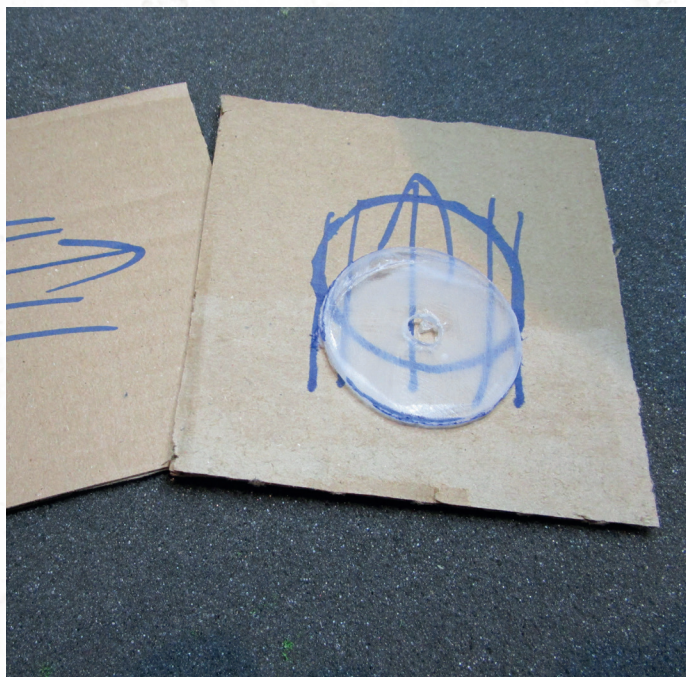
**Basic materials needed:**

- A corrugated cardboard box, get a box large enough to make the base
- Masking tape
- Sand
- Toilet paper
- PVA (wood or white glue)

**Tools used:** scissors, hobby brushes and sandpaper.

First, I will show you how to make good terrain bases from simple cardboard boxes. I will demonstrate it with a base for a single inlay. First draw a base in any shape you like on the cardboard. Cut out the base and use it as a template to get a second base in the same shape. A good tip is to make sure that the corrugated wave within the cardboard is perpendicular between the two pieces. When glued together, this will ensure that the base will not bend.

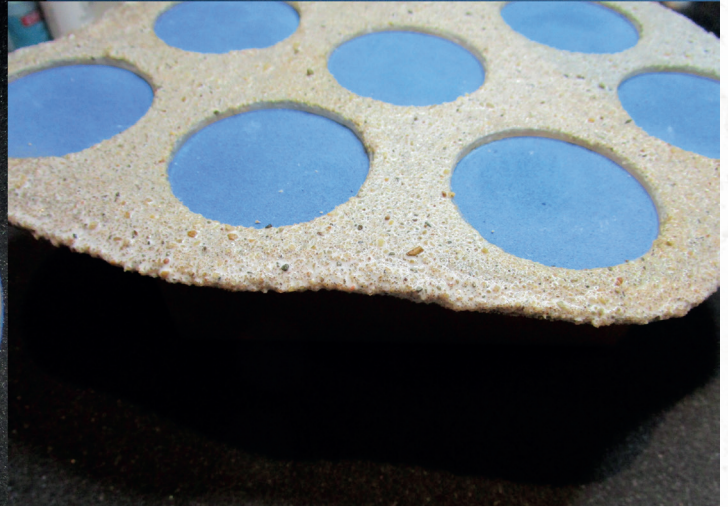
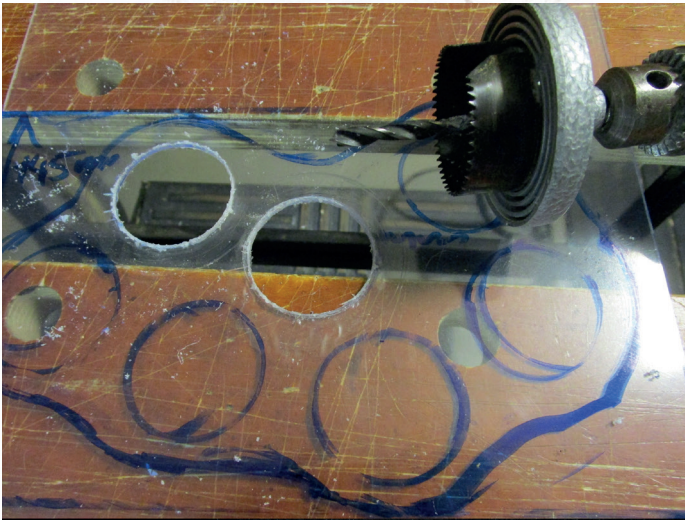
Draw where you want to make inlays on one of the two pieces of cardboard and cut them out. Mark the inlays on both sides with a number and mark the hole on the other piece of cardboard for the base. This will ensure that the inlays will fit later on. Then glue the two pieces of the base together and let the glue dry. When dried, press the edges together and tape the edge with masking tape.



Once finished, coat the upper surface (minus the holes) in glue and pour sand over the base. Make sure the edges are sanded. When the glue has dried, dab diluted PVA (1 part PVA, 3 parts water) over the sand. This will make the sand as hard as a rock. Just dab the diluted glue on and do not touch the wet areas, that will shift the sand. If you had some sand under the base, use sandpaper to make the underside flush at the edges when all is dried.

The only disadvantage of cardboard bases is that they are not water proof. For this forest I wanted to try 2mm rubber under the base to test the material. It gives more friction and prevents the base from moving. However, the same results can be achieved with cardboard.

The next images will show how to make a base of other materials. Cut out the inlays with a jigsaw or a drill. Bevel the edges and use clay to smooth the gap between the two layers at the edge. Before gluing the two parts of the base together, rough up both sides of the Perspex base and the upside of the inlays with sandpaper.



It is important that the bases stay as flat as possible for gaming. Any detail will be added with the inlays. These inlays can be trees rocks, etc. To make rocky columns, I cut discs that are just a bit smaller than the inlays from the first step. I used about 130 washers in total.



Cut out all washers you need, and then glue about 4 on an inlay and then work on the next inlay. Keep rotating working on the inlays like this to prevent moving the washers around while the glue sets.

To fill the gaps and make the pinnacles extremely durable, I used papier-mâché. For the papier-mâché I used toilet paper and diluted PVA (again the 1:3 mix with water). Cut the toilet paper in strips and put them on the pinnacles dry. There are two main techniques to apply the diluted glue. To start, first load up a hobby brush with glue and lightly press it onto the toilet paper for about 3 seconds. The glue will soak in and the edges of the paper will blur. This is also the technique to fix any edges you can still see later on. Load the brush up again and soak the rest of the paper with 2-3 dabs on dry spots. It will soak in a bit, you don't need to dab all over. Get an even coverage but do not worry about gaps. Add just one layer for now on all pinnacles. When done fill the gaps by applying small pieces of toilet paper where needed. This now needs to dry which can take a while.

To make the forest more interesting and easier to recognize, I added two big pine trees. These are easily available but come with very small trunks and stands due to them being scaled for railroad dioramas. To fix this, I used two twigs I had prepared for some testing (that is why they are grey). Cut them off where the side branches start, this looks like nice roots, and then cut them to the length you want. There is no way you can blend in the trunk with the tree, but you can hide the strong edge of the cut with a bit of greenstuff or clay. This does not need to be neat as the joint is so low that you should never see it when gaming.



With the last inlay I wanted to add a splash of color to this terrain piece. I went for a totem pole made from Styrofoam. I also added some rocks and sand to the inlays and then set it all aside to dry properly overnight.



The next day is to paint and flock the forest. I want to just give a brief walkthrough on how I painted this, I will explain it in more detail next time. I basecoated everything in a light brown and then I stabbed dots of dark green paint on everything. This was followed by dark brown stripes on the trees and dark red spots on the rock pinnacles. I waited for it all to dry and mixed some grey in the base color and drybrushed everything. Lastly, I did another layer of drybrushing with ochre and then a bone color on the dirt with a light grey on the stone. The tree trunks had brown lines painted in 2 brown tones and the foliage was edge highlighted. I painted the totem last in bright colors with an edge highlight and then drybrushed it grey for a faded effect. Flocks should be flat on forest bases; I used a static grass and wood shavings to add an extra bit of color and texture.

I hope you enjoyed the tutorial. Until next time, happy terrain building!

# PAINTING LEAGUE 2018

Article by Jack Austin

*The Ninth Age painting league is back for its second year after being launched by forum user Scoub with great success in 2017. The aim is simple: start a low-key blog where you post updates on your hobby projects periodically. In the first year the goal was to complete around 500 points of a given army every month. This year the consensus appears to be more relaxed; simply post updates as often as you can and everyone else involved will drop in and offer feedback, encouragement and most importantly the nudge to keep plugging away. All levels of ability are welcome obviously as this is meant to get everyone onto the hobby hype train!*

All kinds of projects are being embarked upon this year. Some are more focused than others! The variety of projects on the go is staggering and some really stand out. Some examples are shown here.



**Dahnasj** is scratch-building lances for his Warriors of the Dark Gods Wasteland Knights.



**Ninepaces** has painted some beautifully crisp and clean Highborn Elves.



**MatRat** is building Flame Wardens for his Highborn Elves with literally flaming halberds.

The amount of on going projects is great for me as I love trawling through the threads of people who are far more skilful than me as it definitely keeps me inspired. I myself am simply going to be finishing off my Vampire Covenant army so it is tournament-ready. I do tend to suffer from hobby burnout, and one of the methods to combat this is to have a few different projects on the go at the same time. This is why I particularly was drawn to forum user Kollibri painting log. It's filled with a bunch of different goings on including Orcs, Vermin Swarm and even some terrain to go with it! I caught up with him to ask why he started his blog this year:



**Kolibri:** I joined the Painting League due to the fact that I knew in 2018 my time would be more scarce than ever. Last year I managed a user blog and finished a whopping 6000 points of Orcs and Goblins. I added a small little rascal to my family at the end of last year. I then realised that my previous would not be replicated in 2018. The painting league gave me an opportunity to contribute in some other manner.

I am first and foremost a painter and modeller. For this year I concluded that I'll just paint whatever, no specific goal in mind other than that I want to try out some new techniques and start converting again. To my mind the army which gives me endless possibilities is the Vermin Swarm.

Some might have a different feeling when it comes to the Vermin but when I grew up this was the army I played against most! They were my main opposing force for many years in the late 90's. As my opponent and I pushed ourselves in the hobby, he left no vermin untouched. This surely affected my perception of

what is doable in the hobby and will act as a tribute to him. I dug up some old vermin at the beginning of the year to create a vermin warband and a couple of weeks later I couldn't stop painting them.

Next up are some of the bigger rats that come with everything from lizard heads to demon wings - everything is out of print and old school of course!



Ultimately, I'm aiming to add to my painting blog going forward and with more regularity. I reckon the best approach is to sprinkle in a bit of everything in order to keep the creative juices flowing freely. This would be the approach I would encourage anyone who really wants to get their hobby done consistently to take. Additionally, last year the painting league community really drew together to keep pushing everyone forward. As a final note, I actually found putting my own work on the internet for all to see was a big step. Not only does positive feedback help motivate you to keep painting, but constructive criticism can help improve your work. Opening yourself up to criticism from the whole wide world can be a bit daunting for sure, but honestly most people out there are genuinely great people who only want to see your cool stuff! So keep your criticism constructive and I hope to see a few more blogs going up in the near future.



WTC  
2018

*Well, welcome to this new column for the 9th Scroll! A very short introduction before we kick off with my own ramblings. I'm Blonde Beer, one of the idiots who spend their free time slaving away as the staff of the 9th Age. Henry asked me to write something up for this issue of the scroll and I decided to do something different than the somewhat boring news posts I usually write.*

One of the biggest T9A events has just passed us by, in the form of the World Team Championships in Herford, Germany. 180 Players from all over Europe formed 36 teams of 5 players, to battle each other for the honor of losing to Poland - And loose we all did. Poland sent 4 teams to the WTC, and they stomped their way through the other countries, this resulted in all 4 Polish teams ending up in the top 4!

I made a bad joke about it at the start of the event, telling the other players there was a massive difference between a battery and the winning team of the WTC (A battery only has 2 poles... yes, my sense of humor is terrible!). However, I never expected my prediction to be right! We all send our congratulations to them, and let's all hope next year they will only send a single team; I mean it's only sporting that they give the rest of us a chance, right?

I was at the event as a non-playing Captain, which means I didn't have to worry about facing any Polish players on the table. This gave me plenty of time to have a good look around the venue and talk with a lot of different people who were there. From the bottom table misfits to the top players, but it seemed like pretty much everyone was having a blast.

About the event itself, I can't give Frederick and his fellow TO's enough praise. The events in Herford are pretty much the Golden Standard for any wargaming tournament as far as I'm concerned. Unlimited Food and Beer makes everything pretty awesome, pretty fast, at least for a fat guy like me! It's really the small things that make it so special. A good example of their attention to the small details is having a spot in the gaming hall for people to charge their smartphones and devices. This may seem like a small thing, but for a 3-day event it's extremely helpful and thoughtful.

Also, the ability to harass my fellow The 9th Age staff members in real life, instead of just sending them pictures of my cat dressed up as a highborn elf via PM is also something very special.

Since I walked the Hall most of the time, I got a ton of rules questions from players. Fortunately, I have zero problems lying to people asking me questions I don't know the answer to! I mean I do work in PR so I could give everyone a quick reply so they could keep on playing their games. Both players happy, and I could move on to get another beer from the fridge making me happy as well!

There was an unfortunate side effect of using the new kind of setup for the games, resulting in a couple of countries playing the same match twice, (or in the case of England VS Poland 2, they played each other often enough that they might as well just get married!) and that's pretty much the only thing that could be improved for next year. On the other hand, somebody has to play the Poland 2, and as long as it's not my team, I'm a pretty happy guy.

If you want to see some actual video of the event, just search for "The Orange Road" on YouTube and pick the one that doesn't look like Anime! (Unless you want to watch Anime!)

**HPM:** Blonde Beer, it sounds like you went to WTC purely to take advantage of the free beer. It also appears that you took enough home with you so you could have a drink or two when you wrote this article. I think you should make an appearance on the Amertime podcast soon!

### GROUP A

	Team 1	Team 2	Team 3	Team 4
	#1	#1	#2	#2
Round 1	LOSE	WIN	LOSE	WIN
Round 2	WIN	LOSE	LOSE	WIN
Round 3	WIN	LOSE	LOSE	WIN
Winner A	Denmark #2	Sweden #1	Poland #1	Switzerland #2

CROSS LANCES

GREEN STUFF WORLD

### GROUP D

	Team 1	Team 2	Team 3
	#3	#1	#2
Round 1	WIN	LOSE	WIN
Round 2	LOSE	WIN	WIN
Round 3	LOSE	WIN	LOSE
Winner D	Czech Republic #2	Croatia #1	Denmark #2

### GROUP B

	Team 1	Team 2	Team 3	Team 4
	#1	#1	#1	#4
Round 1	WIN	LOSE	LOSE	WIN
Round 2	LOSE	WIN	LOSE	WIN
Round 3	WIN	LOSE	WIN	LOSE
Winner B	Switzerland #1	Poland #1	Germany #1	Austria #1

### GROUP E

	Team 1	Team 2	Team 3
	#1	#2	#3
Round 1	LOSE	WIN	WIN
Round 2	LOSE	WIN	WIN
Round 3	WIN	LOSE	WIN
Winner E	Russia #2	Germany #4	Belgium #1

### GROUP C

	Team 1	Team 2	Team 3	Team 4
	#1	#2	#1	#3
Round 1	WIN	LOSE	WIN	LOSE
Round 2	WIN	LOSE	WIN	LOSE
Round 3	WIN	LOSE	WIN	LOSE
Winner C	Spain #1	Denmark #2	Denmark #1	Czech Republic #3

ROTTEN FACTORY

NORBA MINIATURES

### GROUP F

	Team 1	Team 2	Team 3
	#1	#3	#2
Round 1	WIN	LOSE	LOSE
Round 2	WIN	LOSE	LOSE
Round 3	WIN	LOSE	WIN
Winner F	Russia #1	Sweden #2	Denmark #3



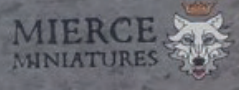
Team 3	Team 4
#2	#3
Table 8	LOSE
#2	#3
Table 8	LOSE
#1	#3
Table 8	WIN
#3	#3
Third D	Fourth D
Denmark #3	Belgium #3



### GROUP G

	Team 1	Team 2	Team 3	Team 4
	#1	#1	#1	#1
Round 1	WIN	Table 13	LOSE	WIN
	#1	Czech Republic #1	Belgium #1	Table 14
				LOSE
Round 2	WIN	Table 13	LOSE	WIN
	#1	Belgium #1	Czech Republic #1	Table 14
				LOSE
Round 3	LOSE	Table 13	WIN	WIN
	Belgium #1	Czech Republic #1	Poland #1	Table 14
				LOSE
	Winner G	Second G	Third G	Fourth G
	Poland #1	Czech Republic #1	Belgium #1	Slovakia #1

Team 3	Team 4
#4	#2
Table 10	LOSE
#4	#2
Table 10	LOSE
#2	#2
Table 10	LOSE
#1	#2
Third E	Fourth E
Moldova #1	Poland #2



### GROUP H

	Team 1	Team 2	Team 3	Team 4
	#1	#2	#2	#3
Round 1	WIN	Table 15	LOSE	WIN
	#1	Spain #2	Poland #2	Table 16
				LOSE
Round 2	LOSE	Table 15	WIN	LOSE
	#1	Poland #2	Spain #2	Table 16
				WIN
Round 3	LOSE	Table 15	WIN	WIN
	Spain #2	Poland #2	United Kingdom #1	Table 16
				LOSE
	Winner H	Second H	Third H	Fourth H
	Poland #2	United Kingdom #1	Germany #3	Spain #2

Team 3	Team 4
#2	#2
Table 12	WIN
#2	#2
Table 12	WIN
#3	#2
Table 12	LOSE
#1	#2
Third F	Fourth F
Poland #3	Belgium #2



### GROUP I

	Team 1	Team 2	Team 3	Team 4
	#2	#2	#1	#1
Round 1	WIN	Table 17	LOSE	WIN
	#2	Poland #2	Norway #1	Table 18
				LOSE
Round 2	WIN	Table 17	LOSE	LOSE
	#2	Norway #1	Poland #2	Table 18
				WIN
Round 3	LOSE	Table 17	WIN	WIN
	Poland #2	Norway #1	Germany #2	Table 18
				LOSE
	Winner I	Second I	Third I	Fourth I
	Germany #2	Norway #1	Ukraine #1	Austria #2











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