THE 9TH SCROLL

Issue #019 – Jan 2020
Happy New Year! Another year goes past. This time last year we were all excited about the new DL army book. Since then a lot has happened in the world of the 9th Age.

In March we saw the second Auxiliary army book, Makhar Khans. These steppe nomads raced onto the scene and have since been updated along with the rest of the armies in December to version 2.2. This was a big undertaking and the points and rules are now set for another year.

In September we also saw the first Daemon Legions Auxiliary book release – Cultists. The new kid on the block hasn’t yet established itself but looks to be a fun and characterful army to play, not to mention a perfect hobby project. It also expanded our understanding of the Daemon worshipers within the towns and cities of the 9th Age.

As well as completing these two auxiliary books, the LAB teams have also gotten started on two full scale army books. The Infernal Dwarves are in their final stages and should hit the shelves in the first months of next year. Spoilers are already coming out thick and fast! The DE are in their initial stages. Unfortunately,

I haven’t got much to share with the readers this edition, but I do have a little bit of WIP concept artwork of a DE General to show you.

In summer we had another successful ETC in Serbia (which was a lot of fun) and we also named our goblin mascot, Kelpa.

The last thing I can think to mention is the number of successful kickstarters, model releases and the expansion of our supporting companies. 9th Age is certainly a great platform for companies to get on board with and we have seen lots of new models come onto the market, I suspect partly to do with the success of the 9th Age project.

Congrats to them, and congrats to the community for another great year! – HPM

Final Editor’s Note:

Please give feedback on the update Scroll/layout on the 9th Scroll Feedback Thread (General Discussion). I am now a one man show and want to know if people like the new format.
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This article will show off some of the new units and options in the upcoming Infernal Dwarf Legendary Army Book!

I have been building these models for my own army in preparation of the Infernal Dwarf book release. Hopefully, it will also provide inspiration into how they can be built and converted from existing models. A small disclaimer: I am still working on these as of writing, so there will be a follow-up article with the finished models at a later date.

First up, for anyone that has seen my blog (shameless plug, I know), you may recognise the style of one of my Immortals. But this one has a big difference: a new weapon; specifically, a spear.

I started off with Games Workshop Blood Bowl Dwarves. These come with some very Mesopotamian face-plates, which work perfectly for Infernal Dwarves. I built one of them as normal, and trimmed the dwarf symbol off his chest, replacing it with a skull and cut his beard off completely.

Next, I cut the very top off his helmet, and glued on the top of a Games Workshop Dwarf Hammerer head. You get plenty of spares in that kit, so ask a friend if they have any, or order the parts directly online. From that same box, you will also need one of the right arms; that will come up later.

While the weapon was still un-attached, I sculpted a beard where the old one had been. I have a full tutorial on the forums on how to do this, but I will put a short sculpting guide here. Follow the red lines as instructed below.

Now I took some more putty and sculpted a tunic between his legs. This covers the front and back. Don’t worry about fingerprints this time; this is just a layer to hold the next layer of putty solid.

Back to that spare right arm I talked about. Here the guide can differ according to your preferences. The first option: take one arm and cut the weapon off, then (using a hand-drill) bore through the area where the weapon was. Take a spear with no hand moulded on and slot it into the hole.

The alternative is to drill a small hole into the hand (once again, cut the weapon off) and put a pin in the hand. Then take a spear (with a hand moulded on) and cut the hand out. Drill holes into both halves of the spear you have left and pin them into the hammerer hand.

Finally, cut the right arm off of the blood bowl dwarf from earlier and pin this spear-holding arm in instead. This should get you to where I am now.
This is going to be less of a guide from now on, as there is much less subtlety in the models.

As we’ve hinted, one of the new units for the Infernal Dwarves will be a chariot pulled by a Kadim. Here I have simply used a Games workshop Juggernaut. Rather then have the “Metal Rhino Face” I chose not to use that and will sculpt something more fitting. I used an old Tomb Kings chariot, but filled the gaps in the sides with dwarf shields. (HPM - There are many options for ancient-style chariots in historical ranges, so if the Tomb Kings Chariots are hard to come by, I suggest taking a look around the internet for historical miniatures).

I used plasticard inside the chariot to raise the floor. This is very important, as Dwarves are generally so short that they won’t be able to look over the sides of the chariot.

Now for one of the new character entries in the army book, a Taurukh Prophet!

Here I used one of the horses from the Chaos Chariot model for the body. They are very bulky and look more like bulls once the horse head is removed. The upper body is a Stormcast Eternal. They are just the right size to fit to the horse.

You are probably wondering: Why pick a book instead of the usual staff for a mage? Well, the answer is that most Taurukh models are quite big on their bases, so space has to be considered. A book is smaller than a long staff that can be cumbersome and get in the way of other models when he joins a unit. The book also equally distinguishes the model as a wizard.

Finally, to round things up we have the siege tower. Here I had to get really creative, and I don’t recommend my conversion to anyone as it was quite difficult. Instead I will recommend one part of this model, the giant dwarf face.

There are many companies that make complete siege towers, but the Magmic Battleforge from GW is characterful for the front end of a dwarven siege tower. It’s big, imposing and looks like it was fashioned in the forges if Zalaman Tekash. If you can obtain a lower part of the tower for it to sit on it can easily be attached on top. The model has a 60x100mm base and could be made from a number of existing models.

That rounds it up for this first taster into how I made my new Infernal Dwarf models. Stay tuned for next time!
The Dwarves of Vetia shun the nether powers, unlike their eastern brethren. But if a hold-dwarf were to learn magic somehow, what would happen to him? Would he be shunned, exiled, imprisoned, executed? If executed, could he find refuge with his eastern kin?

I can’t say I have spoken with any dwarves at length on this topic, they seem to be rather closemouthed whenever matters of the arcane are raised. From my own studies, I have found the dwarven relationship with magic to be one of necessity rather than choice or culture.

The wolfram which dwarves craft into all manner of potent enchantments appears to draw magic from the surrounding area, once one schooled in the arts has worked rune into it. I have speculated that this is the source of its capacity for power, yet the very quality which gives it this potential makes it very hard to study with magic.

Wizards on the battlefield report that being in proximity of so many runes can make it difficult to cast spells effectively. Now imagine living within a hold, surrounded by items crafted with wolfram, of which every hold dwarf appears to possess and carry at least one, and it is soon apparent why most dwarves in that situation do not display or develop a magical aptitude.

I have heard stories, albeit rare and not something I have substantiated personally, that dwarves with a talent and a desire to learn have made that unlikely transition from the holds of the mountains to the ziggurats of the plains. Certainly those who can cast spells are well respected by the Infernal Dwarves, making it a more natural home.

Are dwarves patriarchal, or are there dwarven queens?

An interesting point, which strikes at dwarven society on a wider level. Dwarves appear to have little regard for gender. Male and female dwarves can be clearly distinguished, but aside from the duties of childrearing, they both participate at all levels of dwarven society.

The word “King” is our best translation for their title, yet there are no gender specific titles, and no special honours afforded to the partners of a King. I have observed female Kings as regularly as males in the records.

This focus on merit runs very strongly through their society. Inheritance has no direct translation in Dwarven. Parents and children work toward a common cause but handed down wealth and power is all but unknown.

To some, this represents an equality and industrious attitude through dwarven society. Yet for others, their every effort is turned to work, whereas privilege in our society affords elites to turn their mind to more elevated and intellectual concerns.
Elves and humans look similar from the outside, but what makes them biologically different? Internally speaking, do they have different organs? Are there "half-elves" (i.e. can humans and elves mate to produce an offspring)?

It is a well-known truth that elves, with slim and lithe bodies, fine features and delicate skin, have always held a fascination for humans. We see in them many of the qualities we aspire to: grace and wisdom, beauty and culture. Yet for all these parallels, it is often overlooked that elves are as different to us humans as dwarves, orcs, ogres or even saurians.

Elven fragility, their adeptness with magics unfathomable to humans, and their incredible longevity – these are all indications that there is as much separating us as there is uniting. Most marked of all though is their worldview and intellect. I have engaged with their scholars, and while a trade of information was beneficial, their philosophies were utterly alien. How can one hope to comprehend the thinking of a being which can expect to live for centuries, and for whom the lives of their brethren represent a millennium of potential?

As for the tawdry physical aspects – physical relationships are not unheard of between elves and humans. Each no doubt makes gains from the pairing, but offspring is not one of them. The species of this world are much too different to breed – like a horse and a cow, we may all walk on the same number of legs, and have roughly equivalent vital organs, but cannot mate. It is a blessing in truth – those liaisons are complex enough without the addition of half-elves!

**What do ogres eat? Are they somewhat reasonable or complete savages? Could you trade or ally with ogres?**

Perhaps the most misunderstood of civilisations, ogres have a somewhat negative reputation, only parts of which are earned. The Khans control huge swathes of Augea, perhaps the largest territory held by any one race. One does not achieve such dominion without the ability to make alliances, or to coordinate trade. Indeed, I have found ogres to be among the canniest of merchants and traders, while also offering great hospitality to travellers, exhibiting an openness and generosity which would surprise many.

Food, however, is both their most valuable resource and their greatest weakness. Appetites such as theirs are not easily sated. Those who can feed a warband are considered wealthy, those few who can sustain an army and put on repasts for their favoured are the true power in the region. After all, ogres rely on the great strength of their bodies and the might of their trained creatures, and require huge amounts of food to sustain that power.

All that said, ogres are far from predictable or safe to cross. They have little patience for those who disrespect them or their traditions, and it is wise to make an offering at the outset of dealings. Rumours have always abounded that ogres consume the flesh of the dead, and while I am sure the stories of enemies being eaten alive are exaggerated, I cannot entirely rule them out – after all, it is said ogres consider almost anything to be food.
Avras – it’s probably among the oldest human cities in the world that is still populated by humans. And throughout all the ages, it was never less important than old. Great individuals grew out of it and passed away, powerful rulers ruled and lost it. Numerous legends still ring the ears of visitors to the city, who tell of glorious times, hideous monstrosities, bloody battles, countless treasures and mystical artifacts. One could confidently say that Avras is the center of the world and only very few people would refuse this rating to the Eternal City.

Tandemar 3rd, 962 AS.

Dear Diary,

It is most exciting! I have arrived in Avras itself! It has been a right whirlwind and no mistake. All of Monday I was on the great Bridge of Destiny, an enormous stone highway that leads into the city: it’s the only way to get there! Sadly, this means that the bridge is very crowded at all times of day – an incredibly diverse throng if ever there was one – so it took me many hours to finally reach the gates! Meanwhile there was nothing to do but gaze at the fantastical battlements ahead, and dream of the glory of a lost empire. I also tried to wave at some of the “archies” that live under the bridge (under its arches, hence the name) in terrible conditions. They gave me a very rude gesture in return, so I had to look away.

Today is only Wednesday, and already I have seen more sights than I thought the entire world could contain! I have seen the great Senate House, and the mighty Sepulchre behind it. You can only enter this most holy site on the wide road from the East, and for three hours each morning, starting at the moment of sunrise, they close the great doors of the Flame Gate for pilgrims and pennants to watch the glory of the dawn through the fiery colours of its stained glass. Now that was a sight to behold, let me tell you!
The Fight for Avras

Which place in the setting should serve better as a basis for a global campaign? I thought to myself in the summer of this year and started working on a set of rules for managing such a campaign. The aim was to offer the community more. More than the reputation that is so often attached to our beloved system: it is only a competitive tournament system. But far from it!

This fantasy setting is richer than most people think. There are numerous real-world references that have been mysteriously woven into the background in all corners. The free narrative style is refreshing and encourages the reader to make assumptions on the reliability of the sources. Which part of the narrative is credible? Which part of the narrative could have been consciously or unconsciously “adjusted” by the corresponding source?

Nothing seems 100% dictated. The reader is always able to subject the overall appearance of the world to her own interpretation and to make her own adjustments here and there.

This was also the perfect template to offer a story-based campaign for the players of the T9A forum, since it is always possible for the player, due to the degree of freedom of our setting, to implement their own story in the existing system without fundamentally contradicting the background of the T9A world. And so gradually a rule system for a campaign called The Fight for Avras was developed. This should cast the T9A in a different light to what it is usually; a tabletop wargame with all facets instead of a purely competitive tournament system.

The Campaign needed to provide a setting from which the campaign players could influence the progress of the storyline by collecting so-called Influence Points. To get the campaign of the ground we started with only three starting factions (and leaders of unions), namely the Empire of Sonnstahl, the Vermin Swarms and the Vampire Covenant. But from the start it was intended to get as many players as possible interested in the campaign. For this reason, so-called “stretch goals” were formulated. These determined which additional faction was activated by how many Influence Points were reached by the players of the same union. Initially, the factions should not act independently of one another, but in more or less stable alliances.

After worship, I saw other remarkable monuments such as the ancient Forum, Amphitheatre (where I am told that Sunna’s victory over the Rat King is yearly re-enacted) and Sunna’s Lantern, the famous lighthouse of antiquity, which still guides ships through the mists that wreath the Omiphorous river. Here I saw citizens from each of the city’s 27 “contradas” (districts) compete in a very dangerous race to swim to the western shore and back, cheered by an enormous crowd, to win glory for their contrada. What a thing to stumble upon! I visited shops of every description in the great bazaar (once an Avrasi bathhouse) and visited the dead in the legendary Necropolis! I even saw the Ruined Quarter where city mages keep watch over a magically contaminated patch where they say the Veil was torn many centuries ago.

All in all it has been a very enjoyable and interesting trip. I am also glad to report that so far I have not fallen victim to any of the criminal activities that everyone told me were such a problem here. I think their concern may have been a little overblown.

Farewell for now!

— Diary of Claude le Petit, Equitan traveller. It was found on his body, in a gutter in the Volskayan district, on Tandemar 4th.
Background Introduction for the Empire of Sonnstahl by Adaephon_Delat

Emperor Matthias left the sparsely furnished room. Jürgen von Kleppersbusch was leaning over a huge table that was crowded with hundreds of wooden miniatures which obviously represented imperial troops. The miniatures seemed to be put into position to lay siege on a huge city with a great bridge as it's single entrance.

Von Kleppersbusch squinted at Adjutant Brunner. "What is wrong with you? Didn't you hear our Emperor? Start writing that damned letter!" The Adjutant twinkled nervously, dipped a quill in the ink bottle and started writing while speaking out loud what he was writing.

"Your holiness, we have read your letter with great interest and we agree. Avras should indeed be under the control of the Emperor again. The Church of Sunna must re-establish Avras as the centre of our faith in the Goddess and her Pantheon."

"That's good, continue." von Kleppersbusch interjected. "The Emperor has not been idle and we are happy to tell you, that negotiations with the Kingdom of Equitaine have been successful. The Kingdom accepts the Empire of Sonnstahl as the new ruler of Avras in exchange for landholdings in.."

"Stop this!" von Kleppersbusch interjected again. "The church must not know what we conceded territory to these horseborn basterds. Start again." The Adjutant frowned, took a new piece of paper and began scribbling again. He continued.

"We are pleased to tell you, that we have proven our strength to the Kingdom of Equitaine. Our envoys have convinced them to give up their territorial claim on Avras to the Emperor, the natural overlord of Avras."

"Much better, continue." von Kleppersbusch said as he gestured with a wave of his hand.

"We are building an army that will ride to Avras to enforce our rights and make the city part of our Empire again. A Vampire covenant wrested control of the city from the Equitanians last winter. We humbly ask that you send your prelates and inquisitors join this army to eradicate this evil brood in the name of our Goddess."

"Good, seal this letter and take care that the Supreme Prelate gets it as soon as possible." von Kleppersbusch ordered and followed the Emperor out of the room.
Background introduction for the Vermin Swarms by Eldan:

“The Senate recognizes Tullius Fabricius.”

Before Tullius could even gather his toga around him, the mob behind the stands of the populist party started their shrill shrieking. The populists, as always, had no respect for the dignity of the senate and their paid lackeys smelled of sewage and blind anger. Nevertheless, he stood and marched to the podium, emboldened by the proud chant and the smell of righteous anger at this indignity coming from the noble tenant who had voluntarily come to support him.

“Proud citizens of the Avaris Republic. Brethren. Today, I return the city of your ancestors to you.”

Immediately, the shrieking started again. He could make out the shouts of “Liar!” and “Traitor!” though his valiant supporters quickly silenced them. Heroically dodging the rocks thrown by the vile populists in clear violation of the weapons ban in the forum, he continued.

“As you know, the Eternal City has been denied ever since the so-called rulers fell to dark powers and revealed their true nature. Vampires! Openly feasting on the blood of our honoured, oppressed ancestors.”

An angry hiss went through the crowd and he could hear the supporters of the mercantile faction begin the classic “Stake the rich and eat their ashes” chant, like the thoughtless sheep they were. Lashing his tail for silence, he threw a bundle of letters down on podium in front of him.

“These are letters between the humans who call themselves the rulers of the temporarily occupied Avrasi provinces of Solaria Magna and Equitania. Our shrewd Sicarians have slain their messengers and intercepted these messages. In short, they are planning a second crusade for Avaris, in the name of their false, pagan avatar Sol Invicta. Brethren, countrymen, Avaris, this is an opportunity. We let the barbarians and the bloodsuckers fight. Weaken each other. Then we heroically reconquer the city by strategically striking at the right time. What’s more, by intercepting these messages, we have ensured that the Equitanians will not be forewarned of this attack by Sonnstahl and will see it an attack on them, leading to more divisions between the barbarians!

The depraved followers of the academic faction were starting to chant “Equitanes eunt domus!” They probably thought it was funny.

“What remains to be decided, fellow citizens, is who shall be the one tasked with leading an army to Avaris and gain the eternal glory of liberating the Eternal City of our honoured ancestors. May anyone who feels competent please speak up.”

As he sat down, the first fights were already breaking out in the plebes, even as the senatorial representatives of the various tyrants were trying to shove each other off the podium. A short rat with dark fur struggled to the podium for a moment.

“If Maximus Gloriosus is given this command, he promises that in his triumph, he will give a talent of silver to every household and—” He was cut off as another ambassador punched at his kidney and shoved him off stage. “Julia Invicta will personally bite the throat of the vampire queen and bring her head to the senate floor if she—” That was all this speaker could proclaim before he was tackled to the floor by a much larger representative who was kicking at the black-furred runt who was hanging on his tail.

“Give the command to Lucius Armiger! He will conquer Avaris for you and give slaves to every true-blooded Avaris!”

Tullius smiled. He loved democracy.
Background introduction for the Vampire Covenants by Lich King:

"My Queen!" a resolute scream echoed through the wide hallway, hung with expensive carpets which led to the bedchamber of Nereida. The pale beauty lounged on a typical Avrasian couch made of the finest ebony. With a sneer, the Vampire threw her long black hair over her graceful shoulders and straightened her wafer-thin white tunic. The shift was perfectly shaped to her lithe body and adorned with numerous gold decorations.

Breathing heavily, Pachymeres reached the apartment of his older sister. Sweat glistened in the candlelight on his naked upper body. Nereida rose gracefully from her couch and approached Pachymeres with an unnatural flowing motion. As she approached, she glided the tip of her index finger along his broad shoulders and chest. With a seductive expression on her face, biting on her lower lip, she whispered in his ear: "Brother! I haven't experienced you so out of breath for a long time! I should care for your heart ... if it were not already dead."

With these words she turned away from Pachymeres again and returned to her couch like a cat, her hips swinging as she strode.

Shaking off the seductive glamour that Nereida had woven in the room, Pachymeres managed to speak. "My queen." He started again "My Queen. Your spies have been able to intercept the following exchange of correspondences." He hurriedly pulled a scroll from one of his pockets, which hung from his heavy belt, and handed it to his sister. She leant slowly over, her eyes wide and unblinking and wrapped her fingers erotically around the scroll before returning to her comfortable perch. Immediately she noticed the seal of Emperor Matthias. Her glamour dissipated as she frantically unrolled the scroll and began to read. Her face darkened visibly. Where only a few moments ago the delicate face of a young beauty was visible, the facial features hardened, causing them to wrinkle. Under the pale skin, dark veins suddenly appeared all over her face, forming pulsating black rivers. Involuntarily, she smashed her fist into the small side table made of the same dark ebony and clove the wooden surface into splinters. "No, it's enough ... IT'S ENOUGH! Tell me, brother: how many times have I been lenient with the people of the Empire? How many unforgivable mistakes have I forgiven? How many times have I wilfully turned a blind eye to the fact that they treated us like lepers, sometimes even hunting us down with their priests and their inquisitors? For how long I contented myself with pulling the strings in the background of human society, in THEIR INTEREST?!

"But sister ...", Pachymeres interjected. "WHAT, brother?! Do you want to appease me again? Do you want to tell me that an open war against the Empire would not be wise right now again? Not this time ... NOT AGAIN, I tell you! My patience is exhausted! For far too long, we have had to live in the shadow of humanity. Each of us is the equal to hundreds... thousands of these humans in the heat of the battle. They should worship us like gods! Falling on their knees and asking for forgiveness, is what they should do! I will teach them respect! I will remind them of their mortality! We are the race that should reign over all of Vetia, strong as the warriors of the north, swift as the elves, tough as the dwarfs, fierce as the swarm and as magical as the ancient Sauirans. I am Avras ... and I am Death to those who dare to oppose me!"
Overview of the Alliances

Unpredictable Threats

- Vermin Swarms
- Warriors of the Dark Gods
- Daemon Legions
- Undying Dynasties
- Sylvan Elves
- Saurian Ancients

Pro Status Quo

- Vampire Covenants
- Infernal Dwarves
- Kingdom of Equitaine
- Highborn Elves
- Beast Herds

Contra Status Quo

- Empire of Sonnstahl
- Dwarven Holds
- Dread Elves
- Ogre Khans
- Orcs & Goblins

Each unlocked faction has been introduced using a brief background story. Initially only worked out by myself and my hardworking campaign helpers, and later also by passionate campaign participants.

Influence Points

Back to the Influence Points. These offer the players the opportunity to actively influence the storyline. The Campaign Team compare the points of the individual alliances collected so far at randomly determined times and develop the progress of the plot from the most excellent contributions of our participants. For example, a character elaborated by a player could appear in our main plot or a scenario elaborated by a player could lead to a separate side quest in which as many players as possible have to test this scenario on the battlefield.

Influence Points can be obtained during the campaign for the following aspects of our hobby:

- Painting
- Writing Background
- Designing additional rules, scenarios etc.
- Playing Games
- Building Terrain

This means that anyone can individually adapt their focus to their own abilities and priorities as well as getting motivation by the contributions of the other players.

For reasons of fairness, it is not a question of who paints the most beautiful model (which from personal experience can be very demotivating on less talented painters), but how many models are painted for the campaign and it should be quickly apparent that a powerful general riding his majestic dragon takes much more time to paint than a simple foot soldier. This fact is considered in the table below.

The rules for gaining Influence Points for the other aspects can be found using the following link.


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In this article are just a few of the many outstanding contributions that have so far been submitted for the campaign. In order not to go beyond the scope of this magazine, I have mainly selected contributions from the painting aspect, but you will find many other contributions worth seeing in the corresponding Campaign Contributions Threads, in which all contributions of the participants are collected sorted by faction.

Brazen Beasts by ZardukZorakhil

Bolt Throwers by goodbyekiss

Oracle by da_griech

Wretched Ones by Kdownunder
Rules for this special terrain piece:

**Ruins.** If a Vampire or Necromancer is within 6" of this terrain piece when casting the "Arise" Hereditary spell from Vampire Covenant Army book, add 2 to the raise score rolled (or 1 if the target is not standard infantry). In addition, any enemy (Non VC) army unit that ends its movement phase inside a Necromancers graveyard (even partially) takes d6 str2 ap0 hits from the flailing undead limbs bursting up from the ground.
Blazing Glory by ZardukZarakhil

Doom Bell by Joel127

Hold Guardians by goodbyeKiss
EoS Artillery by Adaephon_Delat

Slaves by Joel127
Every hobby content is honoured and this led to the most unusual results that we never expected. For example, the two guys from ProxyTableGaming supported us with great video content.

https://www.youtube.com/watch?v=VasEBjU0100&t=142s

Furthermore, Piteglio supported the campaign with his own side game which resulted in a Tabletop Simulator Mod called The Arena. With the support of our T9A multi-talent Little Joe, who dealt with both 3D sculpting and the manual construction of The Arena. It’s definitely worth taking a look at this fantastic project (bit.ly/VotA_001).
The Arena built and painted by Little Joe – if you’re curious to see the progress of how this beauty was build have a look at Little Joe’s stunning Exploring the world of T9A in Terrain thread (https://www.the-ninth-age.com/community/index.php?thread/37140-exploring-the-world-of-t9a-in-terrain)

Character on Karkadan by WastelandWarrior
Intermediate Results

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The above table shows the current status of the Fight for Avras. The ‘Unpredictable Threats’ may have built up a relatively large lead, but in the next phase of the campaign, the individual factions are now more in the foreground than before. The Fight for Avras is entering the hot phase. Depending on the Influence Points collected so far, the individual factions are now assigned a certain number of districts in Avras. Then, after internal voting by each faction, players can fight battles against other factions that are located in neighbouring districts. Whoever ultimately holds most or maybe even all of Avras’ districts decides the fate of the city.

Below is a brief summary of what has happened so far in the Fight for Avras, sorted by factions and deals:

**Contra Status Quo**

**EoS**
The main forces of the EoS are still at the gates of Avras’ and have set up a large camp there. After the arrival of the Warriors of the Dark Gods, the onslaught on the city has been slowed down, but still takes place. As a result, EoS battles take place almost exclusively outside the city, which is why most battles happen with the Faction Pro Status Quo (VC, ID, KoE, HbE) defending the city. In addition, there are always skirmishes and battles with the WDG incoming from the north and with the SE, whose forces are west of the city in the woods around the God Trees. As smaller squads of the EoS have also infiltrated the city, skirmishes with other factions could also be offered. These could ideally be played with the great rules of Veil of Ages or the QS rules.

**DH**
Part of the forces of the Dwarven Holds are located within the city in the Dwarven Quarter. At the moment they are fighting predominantly against the VC and the ID. The dwarves have no trouble defending their district and are pushing into neighbouring districts step by step. Since the strange occurrences happened in the city, they are also increasingly fighting with the DL, especially the Cultists.

In addition, the reinforcements from the dwarf towns in the mountains have arrived, led by the rangers of the Clan Treacwood. On the way to Avras they had to deal with the Sylvan Elves, as a part of the dwarfen troops have moved through the woods around the God Trees. The Dwarven reinforcements have camped next to the EoS armies, reinforcing the attacks on the city and helping the EoS against the WDG.

**DE**
The fleets of the Dread Elves have sailed from the south to Avras via the Middle Sea and have attacked the fleets of the HbE and KoE. After causing serious damage to them initially, they have been pushed back and are now engaged in serious battles with the city’s defenders. Some DE have infiltrated the city. These troops are in particular involved in fights with the defenders of the city, the VS and the invading troops of the WDG.

**OK**
The tribes who have rallied around the ogre Khan Wuqran are in control of a city district and fight mainly against the VC defenders of the city. Occasionally the ogres fight with the VS, which occupy a neighbouring District, the cultists and the WDG, which now seem to be everywhere in the city. Other ogres have come to Avras from the east. Their first advance, however, was stopped by troops of the Infernal Dwarves and the DL.
Pro Status Quo

VC
As defenders of the city, the troops around the VC are fighting on all fronts. Recent events have meant that they are regularly engaging the DL and the Cultists. Reinforcing troops of the VC see themselves faced against the SE and the EoS, which has brought the cities supply lines from the west under their control. The VC as ‘co-rulers’ of the city also have to grapple with the logistical problems in order to secure the supply of the citizens of the city. The citizens are an important source of food for the vampires that lead the Covenant.

ID
After the Infernal Dwarves pledged their support to the city’s defenders, the EoS’s first onslaught on the city was slowed. The IDs have mainly occupied the outer walls, but sometimes also fight within the city (especially against the DH). Reinforcements of the ID from the southeast have also stopped Ogres from the East arriving to aid their allies within the city.

HE
The HE have a trading base in Avras and have a large amount of warships moored in the harbour. Due to the surprising attack of the fleets of the DE many ships of the HE were sunk. With the aid of vessels of the KoE and reinforcing fleets from Gan Dareb and Caraten the HE have been able to push back the attacking fleets of the DE.

In the city, the HE fight in the district around their warehouses and wharves, especially against VS, DH, DL and OK, and of course against the marauding WDG.

KoE
The KoE forces in Avras fight with the VC. In addition, reinforcements from the Kingdom have recently arrived from the West and are trying to tame the siege forces of EoS and DH. They face attacks by the SE from the forests and their attacks on EoS and DH have stalled.

Unpredictable Threats

VS
It seemed as if the VS had only waited for this moment to conquer Avras. Initial successes within the first few weeks were impressive. However, conquered districts were largely lost again since then. Nonetheless, vermin troops are constantly involved in skirmishes with the city’s defenders and assailants.

WDG
With the support of the Asklanders, the Warriors of the Dark God hit Avras like a tidal wave and managed to penetrate the walls of Avras from the north. Since then, they have caused fear and terror in the northern districts of Avras and are engaged in battles with other factions throughout the city.

In addition, they have attacked the siege forces of the EoS and thus have contributed to the faltering of the humans’ attack on Avras.

DL
The DLs seem to be standing in the center of the weird incidents in the middle of Avras and are appearing all over the city, engaging in battles with almost all factions. In addition, DL forces have had some battles with OK troops outside the city in the east.

SE
The SE in the woods around the God Trees were heading to Avras, fearing that the clash of forces in Avras would unleash a chaotic magic that will destroy the life in the region. The SE are mainly engaged into battles around their forests, but smaller forces have also been seen in and around Avras, fighting both, attackers and defenders of the city.
Roundup

As you can see, the campaign has been an huge success so far. We have even extended the deadline, which was initially set at the end of October, indefinitely due to the many wonderful contributions from our participants. It will be interesting to see how and when the Fight for Avras will come to an end and who will ultimately be able to gain the upper hand in the fight for the throne of Avras.

I hope I was able to present a good overview of what 9th Age has to offer to us players beyond the competitive tournament game. If you want to follow the campaign or even join in you can get started and start your own Placeholder in the respective Placeholder Threads, depending on the faction(s) you want to take part with.


You can also find us in our own subforum: The 9th Age -> General Discussion -> The Fight for Avras - a fun campaign!


Acknowledgement

On this occasion I would like to say a few words of thanks! First of all, thanks to all of our participants, without whom the campaign would never have been possible! You are great, keep up the good work! Then to my campaign-leading supporters, Marcel (Adaephon_Delat) and Hugo (HKYUGOK). Thank you for continuing to believe in the project despite my long absence and still supporting it with your creativity and drive! And of course, many thanks to the 9th Age Background Team for the amazing world that you’ve created so far, so that fluff bunnies like us can’t get around to wanting to participate in it. Thanks to Ghiznuk, who diligently translates our numerous background stories into French and thus attracted even more attention to the campaign, and not at least also thanks to Calisson and Blonde Beer as advisors in various positions and as a supporter in the field of PR.

That’s it for now, I’m quite confident there will be more wonderful hobby content in the next few months just like the stuff we’ve collected in the last few months, which I can then introduce to you here in the Ninth Scroll again.

Happy wargaming!

Tom (Lich King)
Lords and Ladies of Equitaine, after the presentation of shields, King Henry has chosen two loyal Knights to join the royal court! Congratulations are in order!

(HPM - A great resource for describing heraldry – which I used to edit this document – can be found at https://apl385.com/gilling/herldref.htm)

1st Place

Goes to Chevalier Rouergue for his lovely hand painted shield in a traditional Equitainian style.

The Predennbel family has been established over four generations. They built their fortunes on the fur trade and their power base is located in the centre of Equitaine. The Predennbels have ascended to the highest echelons of the nobility, establishing their power thanks to great fortresses built from the profits of their endeavours.

The Predennbel heraldry consists of a blazon vairy, or and gules, bend sinister azure, charged by three Towers argent and sable.

(HPM – layman’s terms: gold and red fur, inverted blue diagonal stripe with three silver and black towers)

2nd Place

Goes to Sabious for his unique heraldry presented on both banner and shields for his Knights of the Black Tower. A Majority of the ACS team were also very inspired by the background of your army and that played a large part in their voting.

The Knights of the Black Tower heraldry consists of a blazon of murrey with a sable per bend sinister, charged by a sable tower.

(HPM – layman’s terms: Crimson field with an inverted black diagonal division with a black tower - Find out more about Sabious Knights of the Black Tower in the following article.)
Special Mention

Finally, although there is no prize, it is important to give credit to HKYUGOK for his excellent piece of Avrasian heraldry. Once again, I would like to thank everyone who participated, and keep your eyes peeled for even more contests, giveaways and fun as we head towards the new year!
Inspiration

I was in a mood for a darker theme. My other armies are rather bright and colourful and I wanted to try something new. One thing I always shied away from was black, so I wanted to make this colour a part of the heraldry. I decided to pair it with a burgundy red to give it a vibrant secondary colour, yet not so striking to be your typical “red and black.” I also decided to try painting without metal colours (not that I lose any sleep over trying to make fancy light effects on the armour). I just wanted these guys dark and gritty. A disgraced order. An army of “Black Knights.” The tower struck me as iconic in a classic sense for heraldry, but with the added gloom of being solely black, as if it looms over you, appearing only as silhouette.

Knights! More knights!

My first unit of Knights. Every shield portraying the Black Tower and every man wearing the burgundy and black; they are the tried and true of the Knights of the Order. Leading them is the champion known to most only as the Ebon Phoenix. He’ll fit right in with the other named champions in my army; the Black Swan and the Night Stallion.

Not a lot of change was done to these Fireforge miniatures apart from green-stuffing the musicians left hand arm into a right-hand arm, and then the homemade standard of which more later. I am quite happy with how the banner turned out, showing a bit of wear and tear.

The History of the Knights of the Black Tower

Marceau de Cas was eager to rise in power and quickly pledged himself and his knights to Henry the Young when he inherited the throne. Marceau tried to gain leverage in the courts and spent fortunes on bribing people or buying information about the different lords and ladies. However, he found himself outmatched and quickly running out of gold, selling off lands and market rights.
Marceau’s rhetoric became more aggressive in his attempts to sway the courts in his own favour, which only led to several humiliations. His standing amongst the nobility and the King fell drastically. Eventually others made moves against him and managed through subterfuge to lay claim to what little land the de Cas family still had not sold. Embittered, Marceau demanded of the King to be given a chance to prove himself. Any chance.

So it came to be that Marceau de Cas and his knights were tasked with refurbishing and defending the abandoned keep of La Etreille sur Mer, all in the King’s name. This was a strategic outpost for the King but the land surrounding the keep was a mix of dark bogs and windblown stretches of passable land. It was currently a vacant seat; a harsh land with little value. Its previous occupant having died with no heir or family.

Travelling with Marceau was the King’s appointed emissary, Garand d’Orbert, who was there to oversee the deed and keep an eye on Marceau – a pestering scholar, in Marceau’s opinion. Upon arrival, they learned the worn-down keep was not as deserted as previously thought. Left to itself in the desolate landscape between the mountains and the sea, ratsmen had made a decent nest of the keep’s hollow interior. When asking the King’s emissary to send for aid, Marceau was met with dull indifference on Garand’s face. This was Marceau’s task. There were no reinforcements.

Stuck between the key to regain his family honour or to waste away, Marceau prepared his knights for battle. After a short siege, Marceau made an assault to capture the keep. He found the resistance was minimal. What happened next surprised every man on the battlefield. As the knights cheered in victory, the walls and towers suddenly collapsed. Bricks and stone came crumbling down on the meager army, crushing knights, squires and serfs with abandon. Although the unimpressed emissary lifted an eyebrow, though he stayed virtually unmoved by the dramatic outcome, watching the dramatic event unfold from the camp.

The enemy had spent their time undermining the keep, likely seeing little value in the position and fleeing away into their tunnels. Outmaneuvered again, Marceau flew into a fit. Only a single weather-beaten tower remained, built upon the bedrock leading down to the sea. This was all that was left of Marceau’s future.

Furious, shouting and frothing at his mouth, Marceau turned around calling for the emissary - the weasel knew. He must have known about the occupation. The King must have known! – Marceau stomped angrily towards Garand d’Orbert; a disaster in the making. He would surely doom himself if he laid a hand the King’s man and all that had followed de Cas would likely suffer whatever judgement he would face.

Then a maiden from the retinue, unknown to Marceau, stepped lightly forward through bog and blood on her bare feet. As he raged past her, she grasped Marceau’s arm and when he turned his anger toward her, he froze. Her eyes were different from the rest. They were calm yet determined. In that moment he saw strength where all others showed fear. She spoke low. Softly. Only he could hear her words. Breathing heavily, Marceau listened. His surviving men waited anxiously. This young nobody had managed to halt Marceau. Would it be enough?
She dared to turn his chin with her hand, making him gaze at the lonesome tower again. There it stood, grim and dark. A black tower silhouetted on a red sunset. When Marceau hesitated the maiden leaned in, whispering in his ear. His face twisted in wrathful fury subsided to a grim resolve. Releasing the knight as if from a spell, Marceau calmly turned to face Garand d'Orbert, and spoke “You may inform the King his task is done, emissary. Ride now and begone.” When he turned back to the maiden, she was nowhere to be seen.
Banner Making

I make all my banners in the same way. You can see my questing foot knights and unit fillers on my painting blog on the from.

**Step 1:** Draw out the banner on standard linen cloth with a pen. There needs to be a mirror copy of the banner with a vertical line representing the flagpole dividing the two halves.

**Step 2:** Cut out and paint the banner in its basic colours. You can paint the banner before cutting if that makes it easier. Order depends on the banner. At this stage you can make the banner look torn or worn to your tastes.

**Step 3:** After painting the banner completely, I soak and brush the entire banner with watered down white glue (PVA) and the halves folded atop of one another. The glue will eventually harden and make the banner stiff, but one has plenty of time to work with it before it dries. This is where we can make the banner wavy to appear is though it is snapping in the wind. It can be left to dry while bent around pens, or other objects to give the wavy appearance. Super glue can also be used for the sharper bends as the white glue might not be strong enough to hold the shape. Remember to leave a space for the flagpole to slide in between.

**Step 4:** Slide the banner pole in between the folds and attach with super glue.

**Step 5:** Paint a final layer of the banner and touch up any mistakes.
ON THE ROAD TO AVRAS.

EPISODE 1: THE MOUNTAIN ROAD

SIR KURT! SLOW DOWN AND JOIN THE PILGRIMS TO AVRAS.

I AM ESCORTING LADY MIRELLA, NOT THE RABBLE! THE ROAD IS SAFE FOR PILGRIMS.

SURELY IT MATTERS NOT WHO PAYS YOU. YOUR KNIGHTLY VOWS ENTREAT YOU TO PROTECT THOSE IN NEED!

AS LADY MIRELLA HAS PAID THE DWARVES FOR PASSAGE, IT IS SHE WHO SHOULD DECIDE...

LADY MIRELLA, TO THE BACK!

DEÍDRE! GET YOUR PEOPLE IN LINE. FORM UP CLOSE!

EVERYONE READY!

DEÍDRE, CAST SOME SPELLS DO SOMETHING!
Kurt, there’s too many of them, we can’t hold them off!

Have you noticed the orc emblems?

They are not emblems, but trophies...

We can not hold the position!

Should we retreat!? This road was not meant to be dangerous, there is a dwarf outpost over the ridge... we will be safe there.

 Retreat to safety!
ON THE ROAD TO AVRAS  

EPISODE 2: THE BESIEGERS.

I AM COMMANDER DRECK. YOU ARE SAFE AND WELCOME HERE UNTIL YOU HAVE RECOVERED.

YOU AND THE PILGRIMS ARE OUR GUESTS. WE HONOR THE CONTRACT AND OATH MADE BY NEYZ BARIM.

THANK YOU FOR YOUR HOSPITALITY.

I WOULD LIKE TO POINT OUT THAT VIKTOR AND I ARE FINANCING THIS EXPEDITION AND THAT WE CANNOT BE DELAYED!

I SENT A PATROL TO SECURE THE ROAD. UPON THEIR RETURN YOU CAN LEAVE, BUT NOT BEFORE. THERE IS A HOARD OF BEASTS OUT THERE!

THANK YOU, MY NAME IS DEIDRE, I GUIDE THESE PILGRIMS TO AVRAS.

WHAT?!

BOOOOOOOO

IS THAT AN ORC HORN?
BY MY BEARD YOU ARE RIGHT!
THE ORCS ARE MASSING AND GETTING READY TO FIGHT.
AND YOUR PATROL IS OUTSIDE.

THE BEASTS WHO ATTACKED US, THEY HAD ORC TROPHIES. THEY MUST BE AT ODDS...

THE ROAD IS CLEARLY UNSAFE FOR THE PILGRIMS. LADY MIREILLA, I THINK DESTINY IS AGAINST YOU.

THIS IS UNACCEPTABLE!

LATER...

THOSE PILGRIMS WERE USEFUL COVER, NOW THEY ARE CAUSING DELAYS!

YES, BUT WE WILL NEED THEM IN AVRAS... SHOULD WE INTERVENE?

4E5... I LEAVE IT TO YOU.

TEXTS: HENRYFMIILLER
DRAWINGS AND SCRIPT: CHEVALIER ROUERGUE
An EoS Army Showcase from master painter, Nemeroth.

Originally, I started playing WFB at the age of 15. Back in 4th edition I collected Empire, Bretonnians and High Elves. The excitement of the game and hobby left a lifelong impression even after I drifted away from the hobby after a few years when I realised girls and alcohol existed.

I came back to the hobby in 2014 after attending a club games day with a friend of mine who was into the hobby. It was a big 4 player game of Warhammer and I got bitten by the bug again, 17 years after my youthful enthusiasm. I picked Dark Elves and got really into the fluff and devoured the Sundering trilogy and Malus Darkblade novels.

However, I always had a soft spot for the angry Germans and around 12 months ago began my Empire of Sonnstahl Army.
**Inspiration behind the 48th Foot**

It was important for me to have a coherent plan and aesthetic from the start. I wanted to base my army on the uniforms and symbology of a British regiment of foot from the Napoleonic era, but of course with an abundance of Games Workshop models it would have to look like it had stepped out of the 16th century!

I also find the period covered in CJ Sansom’s Mathew Shardlake novels particularly interesting. The books tell the story of a sleuthing lawyer set at the height of the reformation. Two of the novels are set in a military storyline, one detailing the organisation of an infantry company and their dress and equipment at the time of the sinking of the Mary Rose and a later novel deals with Robert Kett’s rebellion in East Anglia during the reign of Edward VI. I would recommend the series to anyone interested in the 16th century. I have also taken inspiration from these novels for my army.

I wanted to evoke the heritage of my hometown into my EoS project. Therefore, I based my project on the old regimental number of the Northamptonshire Regiment. The “48th” Heavy Infantry Regiment. The regiment was raised in 1741 and amalgamated into the Royal Anglian Regt in the 1960’s. It saw service in the 7 years war, The Siege of Gibraltar, French Revolutionary Wars, the Peninsula War, the Crimean War and both world wars and boasts 6 VC winners. The Northamptonshire Regiment badge was a castle with a wreath and crown.

Their heritage lives on in some of the symbology and customs of the 2nd Bn, Royal Anglian Regiment which is my local infantry Regiment today.
The 48th Heavy Infantry Regiment

The fictional 48th are a heavy infantry battalion and therefore infantry focussed. They have various attached arms and a detachment of Guards.

I’ve envisaged the EoS faction as fielding both professional soldiers and aristocratic knights. All core infantry and imperial auxiliary section belong to the line, that is the infantry and cavalry of the line. These are the professional volunteers and draftees in times of crisis.

The overall colour scheme for my army is based on the red doublets and black/brown hose I’ve chosen for the heavy infantry; roles being defined by the colour of feathers. So heavy infantry are Black with a white tip, light infantry are white, rietars are white with black tips and the Imperial Guard and Knightly Orders wear black.

We have the halberdiers, support company, light company of the 48th and a troop of Reiters attached from the 12th Reiter Regiment. This is to evoke the 9/12th lancers which is an armoured Recce unit who recruit from Northamptonshire. The militia are reservists who are raised by local government and attached wherever they are needed in their local garrison.
I’ve created a rank structure for the line, from Corporal’s with white shoulder puffs or ribbons, Sergeants with yellow, Colour Sergeants who carry the banners and the Officers who wear purple sashes.

Sergeants and Officers represent the unit champions and artificers. Marshals are senior officers who command armies and bear the Battle Standards. These men are empowered by Imperial writ to also command units of knightly orders under their direct command.

For the special section, the Imperial Guard represent the elite foot troops divided into two distinct corps. I’ve envisaged the ‘Sword n’ Board’ troops as foot knights in a similar vein to their mounted brethren; members of the gentry serving as volunteers with their own chain of command.

The electoral cavalry and knightly orders are drawn from the gentry and landowning aristocracy who can afford the equipment and are taught the martial arts from a young age. They also are not enlisted like soldiers and serve in their own orders and attached where needed.

Games Workshop have the most readily accessible source of models for Imperial Guard, but I wanted to try the Last Sword miniatures Reichsguard models. They are a fantastic revamp of the old iconic Reiksguard foot knights from 3/4th edition. The banner translates as “Loyalty Unto Death.”
They are under the operational command of a Marshal. The Great Sword-equipped Guardsmen are drawn from the Line; all experienced troops who have volunteered for increased danger but better pay. This means that all strata of society can serve in the 48th Imperial Guard.

The Knights of the Sun Griffon represent the elite of Sonnstahl aristocracy and are removed from the chain of command entirely, following only the direction of the Marshal General.

**The Leaders of the 48th Foot**

General: I’m a big fan of Death Warrant, so I’ve set my foot characters up with hand weapons (because why wouldn’t you take Death Warrant?!) This model is based on the GW foot general body with knightly order arms and a Last Sword Miniatures Reichsguard head with a Demigryph Knight shield.
Wizards: I have two wizard colour schemes which depend on what magic path they choose. Alchemy/Pyromancy or Divination /Cosmology.

With the mounted wizard, I wanted to represent his Light Armour and barding to make him look like he’s got a 4+ AS. To achieve this, I did an extensive kit-bash using a GW Knight of the White Wolves head, an outrider cape, huntsman arms and a leftover staff from the GW Hurricanum kit.

Prelate: My Prelate conversion has just had his extra HW replaced with a Demigryph Knight shield, and the mounted prelate is a standard GW resin model.
Battle Standard Bearers: I have a foot BSB and a mounted BSB. They bear the regimental colours of the 48th (real world) regiment as they are the unit that the battle group is centred on. The Regimental Motto translates as “Faith is Our Rampart” as the regiment are a meat and potatoes garrison unit, charged with defence of the realm rather than expeditionary warfare.

Artificer: The Artificer is another kitbash. He has been predominantly based on the Volleygun kit crewman but with a Demigryph champion head and a repeater pistol. His musket is from the handgunner kit. Also, he has the purple sash and silver skull badge denoting a Captain.
Altar/Engine: I wanted to be able to distinguish between the two options available for the Altar and Engine. I magnetised the globe and statue separately on a 20x20mm base which fits the top of the chariot perfectly.

For the Altar version I bought an Avatars of War Sunna of Sonnstahl model and painted her up as a bronze statue. Her sword burns with enchanted flame, the embodiment of her glory and a warning to those who would dare threaten Imperial soil. Similarly, I use my foot Prelate and Wizard on the pulpit to denote what kind of model is being used. I kept the chassis relatively streamlined so it wouldn’t look out of place for either version.

Works in Progress

I have a few more models to assemble and paint. Huntsmen, Militia, Knights and Great Weapon Imperial Guardsmen amongst others.

Knight Commander: This Character is currently a work in progress. Cavalry Pick with Titanic Might cowboy is so hot right now so I’ve kit-bashed one for myself. The Lion cloak is from the Games Workshop White Lion kit.
Flagellants: I have chosen to use Frostgrave cultists models. I really dislike the cartoony GW sculpts so I went looking for an alternative. The Frostgrave cultists look like they belong to some sort of grouping with their hoods and robes but also have a wild sinister look.

They’re not totally insane like the GW aesthetic but you can tell they will smash you up and die in the process. I haven’t decided on a colour scheme yet, but I want them to look like they have a semblance of a uniform to tie them into the regimental theme. Another option could be grey and black, like the fanatical Dominican monks of the middle ages.

That’s it from me and the 48th Foot.

In Solidarity, Scott (Nemeroth).
NORBA MINIATURES

NOW IN PLASTIC!

NORBA MINIATURES
2ND EDITION

THE BATTLE OF THE RING
I have been slowly building up a Beast Herds army over the last year. My objective was to see if I could build an army, that does not have the widest product range, from only non-Games Workshop models. It’s not that I have an agenda against the company, I think Games Workshop models are great (especially the new Beast Herd character models!) but if I am successful in my challenge, it will prove that we really are in a golden age of miniature companies.

For my gargoyles, I chose to use Raging Heroes. The reason behind this choice is firstly because they make some of the best, most detailed models on the market. Second was because I don’t personally have any of their models and the gargoyles offered me an opportunity to get some!

First impression of these models is that they could be used in many 9th Age armies. Harpies for Dread Elves is probably their most obvious use. Furies for Daemon Legions is another option. Most of their “Lust Elves” range could be used for both of these armies!

Upon unboxing, you appreciate the detail, quality and intricacy of the models. The level of the sculpt is phenomenal and I am a little sad that these ladies will be used in my games to stand in front of my enemy to slow them down! The time it is going to take me to paint the details and the points value of the unit is certainly not proportional.
The material is some kind of light resin. I would say that the resin has a good combination of flexibility and rigidity which means that it does not break easily and still has some solidity.

That is not to say that these models are perfect in any way. They have the same challenges as every other company on the market. Mould lines are present, but the material makes them relatively easy to scrape away. However, where games workshop are experts in hiding their lines in places where you don’t see them, or on flat surfaces, Raging Heroes doesn’t always have the same considerations. Here the mould line goes over the hair which was a little tricky and time consuming to remove.

As said above, the details present on these models is outstanding. Although this comes at a price. It can be a little tricky to put them together and if you are clumsy like me, if you lose a tiny elf hand on the floor, it might take an hour to find it again – some of these parts are small!

Overall, my experience with Raging heroes has been a positive one. From great customer service, fantastic, highly detailed models and a great finished product. I would highly recommend these models for a more experienced hobbie or a gamer who wants some really good looking and unique models to add to their collection. The next challenge for me is painting them! Perhaps I will show my results in the next issue?
I will keep these very simple as I think list building advice is easier to get, and mostly comes from understanding game mechanics and how units interact on the battlefield. It can also be very army book and player dependent.

- First ask yourself why you are using that unit and what you want it to do. Then add the necessary upgrades or additional models for the unit to do this task, but no more
- Of course, if the unit’s job is to be multi-purpose, then maybe it does need everything!
- Musicians are often the most important upgrade (unless the unit skirmishes or is light troops, in which case you don’t need musicians). For bigger units this is more important.
- Standards and champions are more of a luxury. Take champions to either duel your opponent’s characters, or to prevent yours from being duelled. Standards are often taken because the unit wants a particular magic banner, but that aside they do provide a nice bit of extra combat resolution for fighting units.
- If a unit’s role is about not being important (because you plan to throw it under the bus, or just use it as a distraction, extra deployment drop etc), then think carefully about upgrades but particularly about extra models. This typically includes things like light cavalry, eagles etc.
- Shooting units can become quite unwieldy (or waste shots) if they have too many models, because only the front two ranks can shoot (an important exception is volley fire units that don’t move and are 8 models wide).
- Credible combat threats typically begin at around 300 points. Many units need to be 400-500 points to be credible combat threats. I would classify a unit in this range as a medium combat unit. This includes things like 18-20 elite infantry, 3-4 large cavalry, 30-40 basic infantry. If you want a unit that will really start to dictate what your opponent does, you are looking at spending over 600 points.

- Tarpits need to have enough bodies to do their job.
- One could think about panic (i.e. how many kills to cause a panic check), although this is not something I regularly take into account. The exception might be medium discipline light units expected to operate outside of the bubble, where 9 can be quick a common number. Using this as an example, losing two models does not cause a panic test, but if the unit was 8 strong, loosing two models would cause a panic test.
- There is always a trade-off between making units bigger/upgrading them more and having more units. It is often worth asking oneself whether shaving a couple of upgrades or models somewhere might allow a whole unit to fit in the list. Equally, sometimes one goes too far, and realises that some units are now too small to do their job.
• Combat unit formations/sizes should take into account the equipment, stats and role of the unit. Standard sized units with more than 1 attack per model (or large sized units with more than 3 attacks per model) probably want to be wider to maximise their output due to the restrictions on number of supporting attacks. Anvils probably want to be deep to minimise enemy attacks and ensure extra ranks for rank bonus and steadfast. Think carefully about the pros and cons before using line formation. I use it quite a lot because I think rolling more dice is more fun, but it can drop you in a hole if not used carefully. Spears get FIER anyway, so are often pretty good 7-wide to tread a middle ground between attacks and rank bonus.

• Have an idea in mind for what formation you want to use a unit in, this might inform the number of models you take. BUT, remember that the enemy might shoot the unit before it can do its job. Also, don’t get too hung up on "this unit goes 6x5 etc; avoid using such "default" thinking and make active decisions and choices based on the battlefield situation.

• Just because a unit needs to be 5 or 3 wide to get a "full rank", doesn’t mean it needs to be 5 or 3 wide to do its job: light troops gain little from such formations for example, so maybe your light cavalry could be 3 wide with 2 in the back rather than 5 wide.

(HPM – For more detailed advice on formations, see: Differences in Shape – 9th Scroll, Issue 17)
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What are Flying Bases? Unfortunately these are not bases which can sprout feathers and flap around the tabletop. However they are quite useful tools for flying models. The idea is that you build up a base which can be used for flying models, so they appear that they are flying over the battlefield, without having to use a clear-plastic flying stand. This makes the models both more robust and more realistic (in that they do not have a giant plastic rod sticking from somewhere uncomfortable. This “tutorial” can also be used to make trees for either terrain and unit fillers!

The finished product you can see below. These are on 40mm bases and could therefore be used for unit fillers for 40mm or 20mm based units. What is great about using unit fillers like these is that you can use them as generic unit fillers in any of your units.

Not only could you use these trees as unit fillers, they could also be used as trees on a forest base, to make a terrain piece. I could also be a great way of using those extra round bases that are lying around.

These particular trees however, I will be using for flying bases for my Kestrel Knights. I have four perfectly good Kestrel Knights however they were made from Great Eagles from the Hobbit range from GW. While these look great, they were a little unwieldy and prone to falling or being knocked over. They are also a nightmare to rank up due to their size and no longer using them in skirmish formation. I really wanted some models that were more robust and smaller so that the unit was easier to transport.

This tutorial will show you how to make the trees and show the end result of the Flying bases.
To begin with, use some left over sprues and glue them to the base in a basic tree shape. The tree can be as elaborate as required but think about how you want your flyer to sit on the tree and what points of contact to the tree will be used. Typically there needs to be at least two points of contact with the tree and this is pretty easy to achieve for any model and any tree. You can also do it with one point of contact and a really good pin, or if you don’t want to use pins, you should probably try and build the tree so that it will fit to the model with three points of contact. This will take a little more careful planning. I went for two points of contact.

You can see in the picture below roughly how I intended the kestrel to sit on the tree. The already finished tree in the picture below was made from something I had lying around but the same principle applies. Lastly, make sure (if it a unit) that the trees rank up together, allowing a little space for the branches and trunks to get bigger.

I use predominantly white Miliput in general because of the texture and stiffness. It is a good mid point between green stuff that is a little harder and the yellow miliput which is a little softer. Because it is a bit softer, it can spread quite easily and does not crumble much when a little water is added to the sculpting tool.

The next stage is to begin to add miliput to the the tree trunks to give them some shape and add texture. The spues themselves can remain unclipped or rough. They will add ot the texture and give you appendages to make stumpy branches from.
Start with the roots of tree. Cover them in sausages of miliput, the wrap the trunks in miliput. I dipped my finger and thumb in a little water to smooth down the trunks, roots and cover the gaps where the bits of miliput meet.

While the miliput is still wet use a tool to texture the tree. For an even, bark-like texture, I did two layers of vertical lines. One layer of wider lines and one layer of thinner lines. Apply a lot of water for the thinner lines so that the miliput doesn’t crumble. The miliput dries quite quickly so I did the whole trees in stages, but it depends how fast you work.

When the miliput is dry I added some branches and bits to give some character to the trees, otherwise they look a little “dead.” You can also do this with wire and miliput, but it takes a little time and patience.
When the trees are finished and the miliput dry, we need to decide where the models will be positioned. Once I decided where the kestrels would go, I wanted to pin them in at least one place to make sure that they would be secure and the glue them in another point.

I put a pin into the tree where I planned to position the model. I made sure to try and put the pin through a plastic part to the tree (where the sprue was sticking out as a branch). Its probably fine to put the pin in the miliput, but the plastic is more secure.

The most secure point to pin the kestrels is through the wing, rather than on the flimsy feet. I drilled a hole straight through the wing and slotted the model onto it, gluing the feet in place on the branch. Lastly, I just snipped the protruding pin off once the glue had dried.

This is pretty much it. The same technique can be used for any flyer. There are some model companies that make these flying bases. However, I think you can achieve as good results yourself at little or no costs. Milliput is a versatile and cheap material to use and leftover sprues are free. With this technique you can create exactly what you want in the shape you need.

I am happy with the result. I think the trees could be a bit less straight and a bit more gnarled and bendy to have a more fantasy feel. This could have been achieved by taking more time at the sprue phase to make a more elaborate skeleton to the tree.
I want to share my biggest painting success to date.

To give some backstory, my friend suggested to me that I should go to Hussar miniature painting competition as it is wonderful event. He was nagging me for quite some time and in the end, I decided to go, even if to just attend to the workshops and to see some amazingly painted miniatures. Then after some time I figured out that I could paint something for the competition as I never painted a competition piece before and that was a good opportunity to try.

Since I love terrain making and I lack good miniature painting skills I figured out I would make a diorama. It took me some time to imagine a scene that I would be content with. I settled for something that tells a funny story. I imagined I would make a running fisherman (using the classic running man from the GW giant kit) who caught a zombie out of a pond while fishing. I would title it "Be careful what you fish for."

It took me countless hours to build, reposition trees and parts, paint the scene and pour water. I failed multiple times and had to redo large pieces of it. My resin pouring experiments failed multiple times until I found a good method to do it. Still despite all that it was amazing experience to make a piece at the best of my ability.

I managed to complete the thing two days before the competition. I still saw some flaws in painting and execution but decided to go anyway without much hopes of getting anything. A couple of days before I learned that this year for the first time there will be two categories - masters (for magical robots from space) and standard (for normal humans, like me). That sparked a bit of hope that maybe I could bring home "Good Job" pin that they were handling for decent miniatures.

We went to Warsaw for the competition and my son and I were amazed by works presented there. We also managed to attend some workshops and to talk to some amazing artists. We couldn’t stay till the awards ceremony, but I wasn’t expecting much success anyway. Still I arranged a friend to pick up my diorama after the ceremony and we went home.

When I got a call from him after the ceremony, he told me that I won my category! My jaw dropped to the floor and I was speechless for a long time. It seems that next year I will have to defend my title with a new piece.

Adam
RGD Gaming is getting ready to release their first hard plastic models - 28mm fauns (from their Kickstarter). The Kickstarter not only funded the production of the faun sprue (you can see it here), but also a female sprue, and they hit the stretch goal that allowed them to make a centaur sprue as well.

They were kind enough to share a sprue with me (and thus with you). Having not been very happy with the metal centaurs I have made in the past, I was really looking forward to hard plastic centaurs.

If this looks similar to the sprue I reviewed the other day (halflings) it is because they are produced in conjunction with Wargames Atlantic.

I’m not sure if the centaurs will be packaged separately, but it looks like the sprue will be included in the faun warband box currently available for pre-order.
The box looks like it will contain 4 of the male faun sprues (each makes 3), 4 of the female sprue (again each making 3) plus the bonus centaur sprue.

This hard-plastic set includes enough to build 24 multi-piece fauns. Altogether there are 12 female and 12 male bodies (and an optional 2 centaurs) with the following options:

- x8 bows
- x8 quivers
- x16 cross compatible shields
- x16 Paired weapons
- x32 spears in various bracing, overhand and at rest positions
- x24 hand weapons
- x8 Musical Horns
- x8 javelin racks
- x24 shoulder pads
- x48 heads

+ bonus sprue
Centaurs x2
Non horned heads
Heavy Armor
Dual wielding axes and hook swords
Pole weapon

These are the same high-quality hard plastic that we have seen before from Wargames Atlantic and go together easily. A sharp hobby knife is required to trim off the sprue connections, but there is not a lot of flash on these.
The horse bodies come in two halves, and are interchangeable, so you can get 4 different horse bodies. After the horse bodies, the upper torsos, heads and arms are all compatible with the male and female faun sprues - this gives you a tremendous amount of flexibility by mixing bodies and weapons between all the sprues.

There are six varieties of polearms on the sprue as well. They chose a very interesting way to do these. There is a left arm that had the bottom of the polearm on it and a bump on the top, then there is a right hand with a flat top and a slight divot that fits against the left hand. These actually fit together very well.

The top of the right hand is flat - and this is what I didn't care for. Because now you have to glue the shaft of whatever pole-arm head you want to it, trying to make sure that it is perfectly perpendicular to the flat spot on the hand, as well as in line with the bottom half of the pole. You will need to rotate this to make sure it lines up, as you can line up in one direction and be completely off in another.

It would have been nice to actually have another divot in the top of the right hand to form a socket for putting the weapon into - this could have made it much easier to assure that it is lined up the way it should be. I am expecting I will have to be drilling a hole in the right hand to fit these in and make them more stable.

In discussions in the Kickstarter, they talked about a piece of leather/bark armour you could put in place to cover the join between the bodies. Nice to add a bit of armour, but the bodies seem to fit well enough that it isn't needed. Just make sure you clean off the flat spaces on the bottom of the body and top of the horse to allow these to connect flat (I saw some pictures on-line that were all gaps, but did not have any gaps on the two I put together).
Since these are designed to be compatible with the faun sprues, I figured it made sense to compare them, and they fit very well. The bodies are all proportionally the same - however this makes the horse bodies a little small - they are more centaur ponies.

I really noticed this when I put them against some Mantic metal centaurs (again I don’t care much for these) - but the Mantic ones are significantly larger. However, I don’t think the fault is in the new plastic ones, I think that the metal miniatures are too large. Comparing a centaur to a Mantic druid mini, you can see how much larger the human parts of the model are than the druid - she seems to be almost ogre sized.

Comparing the plastic centaur to the same druid (and a faun), they are all nicely proportional. The horse body still seems a little small, but if you were to scale it up much then you have the ogre sized version. It is a catch-22 - and ultimately why these are mythical creatures that cannot truly exist :-) 

I am really looking forward to getting my models from the Kickstarter so I can start to assemble my Herd demo army for Kings of War. You can find more articles and reviews at

https://blog.untilsomebodylosesaneye.net/

Because it is all fun and games . . .

You can also find these faun and centaur models at https://rgdgaming.com/
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