Welcome to this GIANT issue of the 9th Scroll! It will come to no surprise that this issue is all about Giants - Well. Somewhat about Giants. With the new release of the 9th Age Giants supplement expansion, I thought it relevant to make this issue of The Scroll a Gigantic size! Probably the biggest issue of the 9th Scroll to date. So yes. Giants all round. Here is an awesome Knightly Giant from Axel Vicious to start the ball rolling.

Since the last edition of the 9th Scroll, we have also released the Orclymics – the Games of Zagjan. This set of minigames is perfect for introducing your families to the world of 9th Age and the fun that can be had with rolling dice in this quarantine period. Also, what’s not to love about flaming pigs being flung through the air by musclebound orcs!? This month I was hoping to do an “Upcoming Tournaments Schedule” but with the Covid-19 situation, that will have to wait until the next issue.

I also wanted to mention the new “Background Team Approved” logo that you will now see featured in the Scroll moving forward. When you see this, you know that the characters, themes, and background in the excerpt or article it is attached to has been approved by the Background team. This will make is easier to identify our homebrew fiction from Official 9th Age approved background.

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Welcome back to the final Infernal Dwarf Sneak peek before the LAB book is released. In this sneak peek I am going to be discussing the different Prophet upgrades and options in the new book and show you my work in progress conversions and how I plan for my models to stand out!

**Ashuruk**

This is your “baseline” mage upgrade. When you do not have a specific role for your prophet other than sitting in the back and firing off spells, this is your go-to pick. The ability to freely switch attributes around is the perfect upgrade for a mage, improving your Prophet’s utility significantly. It will not fix the weaknesses that Pyromancy or Alchemy have, but it does let you stretch them just a little bit.

The best way to use this Prophet will be in a bunker. Either a ranged one or a big close-combat infantry unit should do. Keep in mind he has no extra combat weapons or mounts, so he will not be fighting especially well or be extra manoeuvrable.

As for the model, I started with the same base model I use for my Infernal Dwarf Infantry – the Games Workshop Hammerer. I used the arms and body from the box but added bigger more elaborate shoulder pads. To give him the feel of a spellcaster, I added an open palm sprouting some flames/liquid metal, a tall hat with horns and a dagger on his waist. I also raised the model by putting a rock under his feet, which is a nice trick for dwarven characters otherwise it is hard to distinguish them from the rank and file dwarves.

Since Ashuruk is the “baseline” Prophet, this model forms the basis for all my other Prophets.

**Nezbikesh**

Another familiar upgrade to ID players, this is the official name for the Engineer-prophet. This guy will not be as good at magic as an Ashuruk Prophet, but he does bring some extra tools – quite literally!

For a start he can take a ranged weapon, so he can happily participate with Infernal Warrior Blunderbusses or Citadel Guard Flintlocks. This should be a subtle hint to keep him at the back, helping the big artillery pieces. The really big difference though is his mount choice. The Siege Tower is a massive mount that will provide your caster with a much better line of sight, increased...
defences and improved combat abilities, not to mention the plethora of other benefits the Siege Tower brings.

I bought an Assyrian Siege tower from Haron Miniatures (I am not aware if this company still exists, but there are plenty of these online for very fair prices). Additionally, I have written a longer review of this model on the forums in the “Creating the new Infernal Dwarf units” thread, so if you are interested in using one for yourself, do check it out.

My overall idea for this model was to take a historical model and alter it with Infernal Dwarf-style icons. A big leering dwarf face with a gaping mouth certainly fit that theme, and underneath I added gigantic chains to represent more mechanical internal workings.

Lugar

Ok onto something new here. If you are wondering why this looks like the Chosen of Lugar, that is because it is the Chosen of Lugar, only now he can cast spells. Don’t worry though, he can still take plenty of weapons to increase his combat ability.

The biggest change here gives the ability to field a Prophet inside a Disciple of Lugar unit. This allows you use Disciples further away from where you traditionally would have sat your Prophet. I find the Alchemy attribute can work very well with the Disciples of Lugar!

Another benefit is that he gains a 4+ Aegis Save in a trade for his armour. For those of you sick of AP10 snipe spells, this is a massive boon.

And last but certainly not least, the Prophet of Lugar has a mount, the new Chariot! With him able to stock up on combat gear, this can make for one blender of a mage.

I used the same scale-mail tunic for my Lugar Prophet as my Ashuruk Prophet, but instead added an unarmoured Dwarf body for the torso. The hat is the same, but I added flames wrapping around the Prophet’s fists to give him a more “in-tune with fire” look.
Shamut

The Prophet of Shamut is perhaps the most wildly different upgrade of the bunch, changing your Prophet into a Taurukh Prophet!

This dramatically changes how you play the model, gaining the ability to hang out with Taurukhs and get up close and dirty with your opponent. This opens the doors for all sorts of combat-boosting ideas, like Alchemy, Occultism or perhaps some of the new enchantments.

Suitably for a wizard who will likely get forced into combat, he (like the Lugar Prophet) comes equipped with a variety of weapons to lend a hand physically as well as magically.

However, turning your prophet into a Taurukh is not the only boon that Shamut grants. Instead you can skip the Taurukh upgrade altogether and opt to become more attuned to the winged bulls. While the Bull of Shamut is not going to be too different to the current mounted Prophet, the Great Bull of Shamut opens doors to a colossal flying mount. If you were looking in envy at the Elves flying around casting spells from the back of a massive dragon, then worry no more! The Great Bull will provide a very stable flying platform to blast your foes into oblivion.

Here I went for the same design I use for my Taurukhs; taking one of the fat horses from the Games Workshop Chaos Chariot and putting a knife in the hoof to split it, swapping the tail for a bull-like one and using a stormcast eternal for the torso.
To make him more clearly identifiable as a caster, I added some magical flames onto the model. Here I used a wisp of fire and a skull. Using some greenstuff, I blended the two together to create a flaming skull in the Prophet’s palm. It is quite useful to add magical fire to a mage model, it draws more attention to them when standing next to rank & file soldiers and can be the source of some fantastic lighting effects. Fire is generally the easiest but other balls of light or energy can also be used for the same effect.

For the Bull of Shamut I used one of the Stormcast Eternal giant lizards as a base and worked from there to change the feet to hooves, added a bull head in a lower position and added wings. I chose the reptiles because of their cracked scaly skin. I plan on using this as an opportunity for lava-like colours later.

As for the Great Bull of Shamut, I used a Beasts of Chaos Endless Spell from Games Workshop and added some back legs plus massive wings. I also modified the head a lot due to personal preference. I only recommend adding legs to the back for those who are quite confident in their skills, as it was quite a difficult conversion.

And that ends our sneak peek at the upcoming ID LAB. I hope you’ve enjoyed it!
A deep dive into the creative mind of Nils “Goblinmeista” Wilke and his ‘Infernal Bulls' that he is painting for the ‘Team Oldschool’ Painting Project 2020.

The Infernal Bulls

I was very happy when the 9th Scroll team asked me to present my newest Infernal Dwarves painting project. At the time I had just started to put the army together. Our “Oldschool Team Project” for 2020 had begun (more details regarding the project below) so this was a perfect opportunity to give something back to the project and at the same time, fulfil my commitment to my gaming group.

Over the last 20-plus years I have collected several rank and file fantasy armies. I love each of the three aspects of this hobby: playing, collecting and painting. Thus, I always want to play tournaments with fully painted armies even if the options I have painted are not the most powerful at the time. Moreover, I like to have a concept, narrative and theme for my armies.

I started collecting my first Infernal Dwarfs army about six years ago when a very good friend of mine, with whom I had gone to tournaments with for years, informed me that all his armies were on ebay (including his army of about 80 Games Workshop Chaos Dwarf models!). As I had played against this army many times, I didn’t like the idea that they would go to a stranger. I had no special idea what to do with the miniatures but “I just wanted them” from a nerdy nostalgic point of view.

But then it happened; Over the last years I began to get into these pyromaniacs more and more. And now there are so many awesome models and conversions out there that I was hooked and decided to improve the old Chaos Dwarf army of my friend to a huge and crazy army of Ninth Age Infernal Dwarfs!
The Oldschool Team Project

Above I mentioned the Oldschool Project. The Oldschool team is a group of players from Germany who played Warhammer for years and are now playing Ninth Age. All of us are players who always want to play with well-painted and based armies on tournaments, which I enjoy a lot. Being a part of this group is very inspiring and helps motivate me to paint and play.

Having a gaming group has such a positive effect on my hobby. Internal discussions on how to build and paint models and an open platform to show the results to the whole community is great to be a part of. I highly recommend setting up such a group or joining an existing one (even if it just a general Whatsapp chat). I never thought that it could be such a big motivation to paint.

For 2020 we decided that everyone should paint 4500 points (or more) for an 9th Age army within one year. The armies are growing, and they are going to be fantastic. Below is a link to see more pictures of my army (which will grow further) but also of the other armies of the “Oldschool” team members (you don’t have to be registered on the forum to see the pictures – but gladly register and give us positive feedback).

Link Tabletopwelt:

https://www.tabletopwelt.de/index.php/?topic/163137-oldschool-mal-gipfel-2020-omg%E2%80%8B%F0%9F%98%81-2020/
The results you can see in this article are therefore a result of only 3 months painting and I am very happy with the results in such a short space of time. One of my newer nick names in the Oldschool team is ‘Paintmachine’ as I have painted more than 7000 points (without magical equipment) of my ‘Infernal Bulls.’

The army was mostly assembled, magnetized and the bases structured so that I only had to paint the models. A few of the models were already painted, but I was never 100% satisfied with them, so they would need repainting. In this respect, I did not start completely from scratch in January 2020, but most of the army started primed black.

I invested a lot of time in the beginning to figure out how to paint lava and fire. I stared at hundreds of pictures of real and painted versions. The most important lesson was that it is not highlighted but “downlighted.” The core of the heat has to be the lightest part of the lava (white) and it is getting colder (and darker) towards the outside.

Moreover, it helps very much to have a textured structure for fire and lava. At first, I just used only wood glue for the basis of the magma on the bases but this didn’t work well so I developed the technique to include pebbles.

When it’s finished, the army will be about 18,000 points (without characters and magical equipment) – so still lots more to paint. I am still looking forward to paint the rest of my army to the last pathetic slave!

I am of course very much looking forward to playing the “Infernal Bulls” for the first time with the new Infernal Dwarves Legendary Army Book, when it arrives! In the meantime, you can see my progress in these months on the following pages. Stay safe and enjoy the hobby!

(Infernal) Greetings from Hamburg.

Nils
Ex-Ireland ETC Captain, Colin Power, takes us through the ins and outs of 3D Printing.

Q: Why did you decide to start 3D printing?
A: It’s been an interest of mine since college, but I seriously started looking into it about 5 years ago. At the time, an entry level model was running at about $1000 and that was a little much for me. I started looking again last autumn and found that prices for an entry level machine had dropped drastically. You can now get great results for both models and other objects at a good price.

Check out Black Friday offers for an even better price on a 3D printer!

A Tip: check out Black Friday offers for an even better price! I’ve always enjoyed the process of making things and putting my own stamp on something.

Q: Is there a wide range of printers that are good for miniature printing or a specific kind of printer?
A: 3D printers come in two main types; resin and filament printers. Resin printers tend to produce better detail but cost more in both initial price tag and in materials. Filament printers tend to be cheaper in both setup cost and material and have a larger build volume. I.e. they can fit bigger pieces such as terrain and some larger models. However they suffer in producing highly detailed models. Both can work well for printing miniatures suitable for 9th Age. I’d recommend that any prospective buyers do their research as both types of printer have ups and downs unrelated to how pretty the toy soldiers look at the end. E.g. Filament printers tend to be noisy and Resin printers tend to give off fumes, etc.

Q: Which type of 3D printer do you have and what would you recommend to get started?
A: I personally have an ender 3. It is a filament printer. I found it fairly easy to get assembled and up and running in about 2-3 hours from unbox to starting to print. I’ve had some excellent results with and have seen several people get much better. There is a huge community out there who will support you in getting started and several youtube channels dedicated to how to 3d print minis.

I’d say the Ender 3 is a good starter if you choose filament and Eelgoo Mars seems to be the top pick for resin. Again, I’d highly recommend doing independent research before buying as everyone will have a different requirements and budget.

Q: Where do you go to buy one and where do you get the printing material?
A: Amazon is by far the easiest but there are plenty of options online.
Q: Overall, how much do you save? Is it an investment or will you save money on your first 9th Age army?
A: Most people who've printed up an army save money on the first army. If you get one for other reasons or start doing more than one then it quickly becomes insanely cheap. The filament for my VC army got printed up at a cost of about 10 EUR. The printer itself was around 150ish EUR. I really don’t want to know how much that would cost if I went with pure Games Workshop models.

Q: How much space does a printer take up?
A: About 1.5 cubic feet.

Q: Is there any other considerations when putting one in your home? E.g. heat, particles, mess, noise, waste products etc?
A: I believe resin printers have some significant issues with fumes and possible waste products from post processing. Both types generate some noise, but you can still watch tv in the same room or hold a conversation normally. Both types generate some waste material but it's usually small bits and can go in a normal or recycling bin depending on the material.

Q: Are the files easy to acquire? Is it easy to design your own miniatures?
A: Yes, there is a huge volume of files out there on Thingiverse and companies like Lost Kingdom, Fat dragon Gaming etc. are always producing more. The real challenge is finding models that you like and that print well.

Designing your own is possible. Heroforge is a paid app that makes it easy and there is a free version called:

https://desktophero3d.com/

Otherwise it depends on how good/familiar you are with 3d design software.
Q: How long does it take to print a single model/unit?  
A: Depends on the size, something on a 20mm base can be done in 1-2 hours, Cav sized would take up to 5-6 hours and Monsters could be 12hrs to a full day.

Q: What are you printing at the moment?  
A: I am actually printing an upgrade part for the printer itself.

Q: What's your favourite model you have printed so far?  
A: Easily my new dire wolves! But I also like the Wraiths I have printed.
Herr Selig, which major city of the Empire of Sonnstahl would you say is weakest, militarily? How do you think an enemy of the noble Empire would most effectively exploit such a weakness? How might the answer to that question change if the enemy were able to attack from underground?

Get thee gone vermin! Do not think to trick me with your cunning subterfuges. Any tales that I have acted as a consultant for enemies of Sonnstahl are taken highly out of context, and I doubt you could afford my services. On the other hand, there is a certain pompous charlatan masquerading as an intellectual at the University of Narrenwald, who I happen to know has a cellar in terrible disrepair. I might give you his address for one of those nice darkstone inkwells.

Are Vollund and Ullor worshiped outside of the empire?

Oh yes, the pantheon predates Sonnstahl’s foundation, and not all followers settled within the boundaries of the Empire. Many tribes went their own ways, and those beliefs spread into other areas. I’ve seen signs of worship of both Vollund and Ullor in neighbouring lands, along with Sunna herself. We historians believe that many of these gods may have been first worshiped in Åskland and spread from those lands. They can still be found there among several tribes, though I doubt their rituals or shrines would be very familiar to those in civilised lands.

Herr Selig, the Khaganate of Bayalag once ruled large parts of Sagarikadesha. Do ogres still live in Sagarika? While no Khaganate remains there, are there still princedoms or other small states ruled by ogres there?

A learned question, always a pleasure to hear from my scholarly readers. Ogres have been among the greatest conquerors the world has ever known, save perhaps for the Saurians of ancient times. Yet they are much removed from the peak of their territory.

Still, you are correct in your suspicions that remnants of those great empires were left behind by the receding tide of history. Sagarikadesha retains strong links to their former ogre masters in many places, with ogre religion even keeping a foothold among many of the humans in the north of the country.

I haven’t heard of a true princedom still held in ogrish hands, but there are many lands in that region which are not well known to the outside world, I would be quite certain that some Khan has retained a modicum of territory.
Herr Selig, how rare is magic in the world? Has the average peasant or empire citizen seen it? Do core troops from elves and human nations get awestruck when seeing a wizard appear on the battlefield? Are there any people that don’t even believe in it?

For once I suppose I shall try to put myself in the shoes of the common person – though I pray none of my peers should witness it. Most towns of any note in human lands will have witnessed a wizard of some sort - perhaps to treat a sick noble or to avert some pressing threat. Few will have a resident mage, but such displays will be known from time to time.

In smaller villages it is possible the arrival of a wizard might be a once in a lifetime event, with grandfathers passing tales to youngsters, muddied by the passing of time until they become tales of wonder or dread. For such people, witnessing a wizard on the field of battle would be an overwhelming spectacle. I am certain there even exist places which are so remote and isolated, they believe magic to be mere rumour, though such a belief would be akin to imagining the world to be flat.

Of course, this consideration of magic has focused upon wizards of the grander varieties, those able to produce grand arcane effects. Many magic users, perhaps even the majority, are far less pronounced. Anyone can learn magic, but many develop the ability with limited understanding or even without conscious awareness. So within even the most backwards of hamlets, you may find a healer or priest with skills beyond explanation. In unfortunate circumstances, those people may find local suspicion directed their way. More than one self-taught wizard has found themselves atop a pyre - beware discussion of magic with those who are lacking in education.

Herr Selig, how many dwarves would it take to build a fortress in a year? And could I pay them with beer instead of gold? (Like, I promise them gold and give them beer, would they forget about the real payment?)

I am afraid you would require a master mason to provide you such information. Historical records show most fortresses take longer than a year to create, at least those worthy of the name. Still, great deeds are possible, and dwarves are admirable builders.

As to your second question - only a fool or a madman would choose to break their word with a dwarf. An agreement of the scale you refer to might well be carved in stone, and a dwarf would expect the honouring of every line of that accord. You have heard of the Seekers? Well, a breach of that scale might well find their attentions turned in your direction, and that is not a prospect anyone should welcome.
Herr Selig, could you answer this humble scholar’s questions on Giants? Are there traditional giant homelands? Are there different Giantish tribes? Are there or were there ever any Giant civilizations? Is there any truth to the stories that in past ages, there was an even greater race of highly advanced titans, from whom the Giants descend?

It seems Giants are a popular topic. One would think they had come into fashion all of a sudden! When it comes to traditional Giant homelands, it is surprisingly difficult to answer. We see Giants across the world; they find frequent homes among some civilisations. I have often speculated around the combinations of tradition, culture and circumstances which make giants at home in some lands, and not in others.

Of course, it’s not unheard of for Giants to find welcome among any other peoples. From the old tales of Sir Prodigious in Equitaine, to reports from the jungles of Virentia or legends of underground dwelling Giants working with dwarves, these circumstances are relatively rare, yet they occur with sufficient frequency to make it clear that giants exist in substantial numbers.

Examination of the sources - and one tortuous conversation with a Giant who had a strong love of shiny glass bottles - has confirmed to me that the Giants we frequently encounter are youths of their kind. They travel beyond their own peoples, learning and befriending all manner of creatures. Only after some years of this journey, and with no trigger I can discern, they disappear as mysteriously as they arrived, back to their remote communities.

I don’t think those enclaves could be of great scale - hidden away among inaccessible canyons and remote plateaus - though this is largely conjecture on my part. Aside from the odd anecdote about vast beings attacking travellers in mountain passes, the true nature of adult Giants is a mystery, even to me.

As for those legends of Titans? Well, Giants were around in the Dawn Age. They might have been among the last to fall to the Saurians - maybe they even held out in their mountain holdfasts. Highly advanced, perhaps not, but the origins of a myth? Perhaps...
Gyula

Building: So far, I have built two Gyula, both of which are based on the Warlords Samurai. For one, I chose a head with plumes on the helmet. This will add a splash of colour and make them more recognisable on the tabletop. For the other I used a much larger topknot, and really large spikes jutting out of the saddle to distinguish him from the regular troops.

For the Great Stag-mounted Gyula, I used the Games Workshop Gryph-Charger from the Soul Wars box set, as it matches nicely with my Turul. The Black Steed on the other hand; I used another Marauder Horsemen horse, but with horns attached to the horses’ mask, and long lamellar barding glued onto the front half. I also replaced the tail with a spare horse-tail I had, to differentiate it more from the other horses.

Equipment: There are many viable builds for this character but this is my personal favourite: Gyula, Black Steed, Makhar Lance, Vanguard, Light Troops and feigned flight, Stallions Tempest, Death Cheater, Blessed inscriptions, Potion of Swiftness.

When joined to a Lancer unit, it tears through most defences like tissue paper. He comes in with 4 Offensive Skill 5 Attacks at Strength 7, rerolling to wound. AP 3 and divine attacks. He also has battle focus and gives that to his unit which is a further bonus. He also strikes at Agility 6 on the charge which can be increased to 9 with the potion! There are other mount options as well.

War Dais: This is the same option from the Warriors of the Dark Gods. Where in that army, infantry have a predominant role, that it not reflected in the Makhar Khans. Use this in a build with Tamyir Vassals.
**Black Stallion:** This is your number one pick! High armour, high speed and fits perfectly into a Lancer unit. What more could you want?

**Shadow Chaser:** Fast, very fast. This option is your main consideration for a cowboy build, although the lower armour compared to the Black Stallion is significant.

**Great Elk:** The Elk is a question of trading off Armour and Resilience. Do you prefer the +1 armour or the +1 resilience? There is also a hidden weakness to this mount; when placed into a Lancer unit, it nudges two models out instead of one. In a unit which can generate a lot of buffs per attack, the loss can be noticeable.

**Dark Chariot:** An interesting choice, it can be used to let the Gyula join in with some Makhar Chariots. And it is also the most defensive option of all the Gyula's mounts. But it is also tied for the slowest, so keep that in mind.

**Chimera:** There is nothing the Gyula on Chimera does which makes it stand out among the 4HP mount crowd, best overlooked for the other options.

**Wasteland Behemoth:** Now this is interesting. You can have essentially two Battle Standards on "Mammoths" with this, you can also make a gigantic discipline bubble with the Mares Shelter. Neither do you need to bother buying defensive equipment, just doubling down on offense. There is frankly a lot of creativity allowed with this mount and it should not be overlooked.

**Playing:** The Gyula is the General and probably the most important model in the army. Nevertheless, he is not quite the focal point of the army.

The Gyula is not one of the "strongest" characters in the game, even with this really hitty build. They can't boast to have a world-beater like a Dwarf King, a Chosen Lord or a Vampire, but the Gyula has its own unique purpose.

The first of which is a simple question; are you a boy or a girl? Seriously, the two signature upgrades for the Gyula make you pick if your general is male or female. Both of which grant an additional attack, a higher enchantment allowance and a buff, but the form the buff takes is quite different. Stallion’s Tempest buffs the unit the Gyula joins in combat, while Mare’s Shelter buffs the Gyula’s discipline range.

We will start with the male first as he is, in my opinion, overall better and has a buff that players will find more straightforward.

Giving a unit battle focus is pretty self-explanatory, you want to put him in a big unit to try and buff them as much as possible. Generally, it is also good to give him a special save of some sort and if you like, magic resistance, to make sure that snipe spells are deterred from being aimed at him. Aka, he needs to stay alive.

The best unit to make him join is of course Lancers. Here you can opt for either the Black Steed or the Stag as a mount. Both offer different benefits, with the horse being thinner and letting more Lancers into the fight, and giving him better armour. While the stag has stronger attacks and gives the Gyula increased resilience.

There are other ideas as well, like putting the Gyula on a Dark Chariot, then putting him in a Makhar Chariot unit. I personally have not tried this, so cannot say anything about its effectiveness.

As for the Behemoth and Chimera mounts, they are a hard pass with Stallion’s Tempest. For reasons I will explain with the Mare upgrade.

While not as good in combat, the female Gyula is not to be sneezed at. Discipline is pretty much slap in the middle for this army at an average of 8. However that means that some of the time your warriors will fail discipline tests if not in the range of a character or standard bearer. Choosing the Mares Shelter will allow more units to benefit from that discipline 9.
Therefore, if you decide to not put your Gyula in a unit, you are wasting part of the effect of Stallion’s Tempest as the Battle Focus effect is more useful when rolling to attack with many Lancers. Moreover if your general is running around on their own on a large mount, there will be times where they will be further away from the rest of your army, meaning the extra range from Mare’s Shelter is probably going to be more useful.

Also keep in mind that the Mare’s Shelter combines nicely with a gigantic mount giving a 24” range on that discipline 9! This is great if you are planning on making a lot of flee moves and playing wide on the table (which you probably will with the Makhar).

Now I have covered the signature upgrades of the Gyula, time to talk about what it’s good at. Firstly, defense. Where on average does the Gyula sit? The answer, not very high. The Gyula struggles to get anything beyond a 2+ 4++ save, due to their inability to hold a Lance and a Shield together (you can opt for a Light Lance instead, but the drop in power and AP can be significant, so it depends on what you want to sacrifice).

Nevertheless, the Gyula is not frail. It certainly beats any horse-mounted elf in the defense department for sure, but you won’t be spamming 1+ save guys like Empire of Sonnstahl can. And don’t even think they can be as tanky as a Dwarf or Warriors character.

What the Gyula does excel at is high-quality attacks. Deeds of Words (Hatred) is a very powerful rule when combined with Battle Focus. Furthermore, combine this with a Lance to reach strength 7 on the charge, and the Gyula will be punching four very large holes into almost anything they make contact with. And can be made to do this efficiently for under 450 points!

Taltos

Building: For the first Taltos, I used the Female Mage model from the Games Workshop Nightvault Godsworn warband. I mounted her on a High Elf Reaver horse. From there I replaced her head with a plastic Japanese Woman’s head from Maulifaux and sculpted longer hair flowing onto her robes. To add to the look I wanted I added a hood, more robes on her legs and converted the horse to match my Warrior Knights. I also added some hanging teeth trophies to her hood.
The second mage I also used the Godsworn hunt box; this time using the woman throwing a javelin. I replaced the business end of the weapon with a Games Workshop Necromancer staff, and did the same hair and hood sculpting I did with the first mage. I then saved myself sculpting robes by using part of that same Necromancer’s cloak.

**Equipment:** This time I have a few standout builds.

1) Taltos, Black Steed, Wizard Master, Pyromancy, Vanguard, Spirit of the Herd, Obsidian Rock, Destinies Call.

This character build is perfect for joining to a Lancer unit. The Spirit of the Herd gives them Lightning Reflexes on the charge and magic resistance two. These items make the model expensive, but it removes the need for your combat character to hold all the cost of the synergy.

2) Taltos, Black Steed, Adept, Thaumaturgy, Vanguard, Book of Arcane Mastery.

This character build is joined into Horse Archer units. Tagging along and lowering targets resilience before letting the unit shoot them with essentially +1 to wound. There are also some interesting mount options to consider.

**Black Stallion:** Like the Gyula, this is the Taltos’ go-to mount. It does everything you need; keeps up with the army, provides adequate defense, and is priced pretty reasonably.

**Dark Chariot:** Slow. Very slow. Not really ideal for a mage with the combat ability of a wet blanket. Probably better to look elsewhere.

**Great Elk:** The Elk struggles to stand out verses the Stallion here. All the Elk offers compared to its rival is better suited for someone who wants to be in combat. The downside of the larger size really is problematic as well, as it just makes the mage a bigger target. Why pay more for this, when you have a horse?

**Wasteland Behemoth:** The Behemoth provides an interesting solution to the Taltos positioning problem. Rather than have her join a combat unit, she IS the combat unit. A simple Obsidian Rock is really all the defense a Taltos needs on the back of one of these, and she can zip around freely, firing out spells safe on the back of this towering beast.
**Magic:** What kind of spells work best with Makhar and how useful is their Hereditary spell?

To begin with, the Makhar can take the paths of Shamanism, Thaumaturgy and Pyromancy. Shamanism is about as useful here as it is with any other aggressive army. With a Master Wizard Awaken the Beast is very useful, Break the Spirit and Totemic Summon are great and then you can choose another based on the matchup.

Thaumaturgy is a bit interesting. Normally this path has people drooling over Wrath of God, but here it’s not that great. With all the moving you want to do, accidentally hitting yourself is a genuine concern. Plus, not many people generally sit still against you, preferring to try and jump Makhar before it jumps them, so the spell rarely hits anything at all. Instead, Smite the Unbeliever and Cleansing Fire are very useful for the Makhar. More ranged damage is always helpful and Smite the Unbeliever makes the Horse Archers into a much more dangerous threat. This is the kind of mage you want hanging out with them (Also consider adding champions to other units, letting you cast Cleansing Fire on them).

Pyromancy is a personal pick for me, but for Makhar it makes a lot of sense as well. Extra ranged damage compliments the already significant output produced by the cavalry archers, and using Flaming Swords on shooting attacks is great when you hit on 2s a lot of the time. Lastly, Enveloping Embers can really help burning through big tarpit units that Makhar otherwise struggle with.

Lastly, the Hereditary spell. Is it a good choice? The answer is: sometimes. Against horde armies like Vermin or Orcs & Goblins, it is not a good choice. The range of the tornado does not catch much, and you are not taking many victory points of damage with those few hits.

However the armies that you do want to take this against are the low model count and high armour ones. Kingdom of Equitaine, both dwarf variants, Warriors; all of them are brilliant targets (Regarding Dwarves, this spell can be used to bypass Rune of Revocation. As it does not target the Dwarf unit, but the ground beneath them).

As for how it combines with other paths, there are some nice synergies. A Pyromancy mage with this spell lets you gain some armour piercing onto your spell selection. If you took Shamanism, you would can have two spells that fulfil a similar role, when using it combination with Break the Spirit. However, there isn’t much in the way of synergy with Thaumaturgy.

**Playing:** On first glance, the Taltos is a very bog-standard mage; but again, it’s the environment around it that makes things a little different. The biggest concern with this character is “where can I put her?”. She has no ability to fight in hand-to-hand combat, has the minimum defences of any character, and is in an army that lacks defensive bunkers.

Makhar don’t really “do” infantry. So if you use the Tamyir Vassals for a bunker, you spend a lot of resources defending the bunker. You probably should then put her into a cavalry unit. This will also allow you to get good line of sight and have range for some of the shorter range spells.

So, if we are to put her in the front lines, what are the solutions? First step is to buy some defense for

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**Hereditary Spell**

<table>
<thead>
<tr>
<th>Casting Value</th>
<th>Range</th>
<th>Type</th>
<th>Duration</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>(6+)</td>
<td>(36”)</td>
<td>Ground</td>
<td>One Turn</td>
<td>Place a round Tornado Marker with a 3” diameter with its centre on the target point. The Tornado Marker must be placed more than 1” away from any unit. The marker is considered Covering Terrain for units inside and/or behind them that contributes to (Soft) (Hard) Cover. The Tornado Marker is Dangerous Terrain ((2) (3)), even for models with Strider.</td>
</tr>
<tr>
<td>(8+)</td>
<td>(18”)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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her, Destiny’s Call is good, as it can help against snipe spells as well as defend her in combat. Then you can sit her in your character bus, protected by the Gyula.

The second option however is to stick her with Horse Archers. Both units have the same advance values and both vanguard. So, she does not hold the Horse Archers back at all. From there though you need to play more cautiously and keep the unit safe. I highly recommend an Adept at most to do this with, otherwise this small Horse Archer bunker becomes a way too high value a target and will get blasted by every magic-user the opponent possesses.

In conclusion, the Taltos is not the most unique mage at first, but the nature of the army makes her a bit of a puzzle you need to solve to fully utilise her strengths.

Nomadic Giant

Building: I found it hard to find a model that fit my army theme. I opted therefore for a Victrix War Elephant. I built it as per the instructions, only straying away once it came to the riders. I exchanged the riders for converted Warlord Samurai. One part from the mounted kit and the rest using Ashigaru legs. To finish the model off I used Games Workshop Dwarf Iron breaker shields as an Asian-looking decoration for the side of the elephants howdah.

When I get round to building a Giant with a Recurve Bow, I will replace the howdah with a sitting/kneeling Makhar manning a giant bolt thrower on the elephant’s back, with a large pack of spare bolts strapped to the side of the animal. This being heavily inspired by the Khmer Ballista Elephant.

Playing: The Giant comes with a LOT of options to unpack aside from the standard Giant Club.

Recurve Bow: This upgrade might seem off to use on a monster, who should be fighting in combat, but check out that little line of text: Quick to Fire. That means you can move the Giant 7 inches and it can still fire. This gives some nice versatility to the model and is best used on the flanks, harassing other flanking units, and threatening a charge. I also recommend taking two instead of one.

A single threat has a greater chance of missing, while two bolt-throwers every turn is concerning to an opponent. This disadvantage of this option is that it comes out of your archery limit. Thankfully though
Giants are cheap, and you cap out at two. So that still leaves the majority of Raining Death untouched.

Tribal Warspear: This is probably the weakest of the three options. The Makhar do not focus on infantry which leaves you with only the Tamyir Vassals that it can join. Now this does not mean it is bad to use this weapon, just don’t go in expecting it to be as good as the Åsklanders version. However with its Giant See Giant Do rule, giving it Makhar Battle Fever, this is probably the best Giant to run outside of units with the spear. At only a hair more expensive than the club version, you might as well trade that +1 AP for multiple wounds and negating charge momentum.

My last point is onto why this giant is so good running around on its own. The Makhar Battle Fever giving the ability to re-roll 1’s to charge is extremely valuable for a unit like this. As it lacks swiftstride, normally a 1 on one of the dice is basically an automatic failed charge. But the Makhar Giant just re-rolls that otherwise death sentence and gives it another shot. This makes getting into the giants charge range much more dangerous for an opponent, and some might steer clear of it. This mostly helps the Recurve Bow version, who can now project a very dangerous zone around itself that not many units want to get close to.

Lastly, Big Brother. Does the upgrade do anything special here? Honestly, no. I would recommend Big Brother for some other armies, but not this one; if anything, it can be detrimental due to the huge size clashing with the wide cavalry units. Unless you have the spare points to add it and are really keen to use it, it’s not really worth going out of your way for.

Karkadan Herd

Building: This unit had me scratching my head for some time. How do I keep with my Mongol-inspired theme but still portray the unit for what it is – large beasts in a herd. I decided to go with Camels! The Mongols of Genghis Khan would have used Camels for trade and as beasts of burden.

I do not recommend anybody adds camels to a model army. Finding these models is a pain in the backside, and most of the ones that are out there are of questionable quality. Nor do I recommend the method I used...

Using a GW Marauder Horse, I pinned the halves wider, sculpted over the gaps with greenstuff and then added layer upon layer of to build the humps, neck, head and tail. I kept the Marauder horse head, as it had very few horsey features anyway and added it to the top of the neck. I also cut some Reaver barding off of a bunch of
horses and glued it to the sides of the animals to give them more bulk. I finished off by adding the usual Mongolian rider (with a bit of greenstuff under his legs to elevate him a little), and gave him a Light Lance to represent the Strength 5 attacks.

Playing: The Karkadans are essentially a beast unit that plays like a shock cavalry unit, in that they are heavily reliant on the charge and can absolutely slaughter units if given the opportunity. In fact even the most hardened infantry units will struggle against Karkadans. Playing them is both simple and not simple. Karkadans are big, slow and unwieldy, leaving you very little to work with during gameplay other than smash whatever is in their initial line of sight. This means you need to think very carefully about where you position them during deployment. They also have the lowest potential charge range of any “cavalry” unit, a flat 7 with swiftstride and no Makhar special rule, meaning that against units that can out charge them, they tend to struggle.

A good-sized unit also suffers from its large footprint. This means you need to leave a big gap to place them during deployment which can be a big giveaway. The best answer to this is to try and drop for the first turn, and place them in the dead centre of your deployment zone, giving you some options. They are also awkward defensively. With their armour save being nothing more than a bit of fluff, their only true defense is their 3 HP and Resilience 4. On the positive side, Karkadan Herds are fearless, so no need to worry about potential panic tests. They cause terror on the charge. And most importantly, their damage output is huge. So, while they do require a bit of care, they can pay dividends in the sheer volume of damage they can inflict. This unit is an absolute sledgehammer and should be driven into the thick of your opponent’s battline. Even heavily armoured units have plenty to fear from the thundering herd!

They can also be upgraded to be played on 50x75mm bases and discipline 7. There is not much to say here. Only that this is a modelling option for those who wish to use existing collections or larger miniatures.

Makhar Chariots

Building: To start, I used the same Marauder Cavalry horses as before, for consistency. For the chassis, I used several Victrix Celtic Chariots. They are rustic and look sewn together, perfect for a nomadic force. I built the chariots pretty much exactly as the instructions described, up until it got to the horses and riders. This is an absolutely lovely kit by the way, the detail is exquisite. But it is specifically sized for historical models, no Heroic Scale model is fitting in here without a serious fight. On that note, I had to trim a bit off of the horses feet/basing to make them shorter, so the chariot wasn’t flipping backwards when I laid it on their backs.

For the crew I again went to Warlord Japanese kits. For the Driver, I specifically picked out a
set of kneeling legs. This helps give him a sturdier centre of gravity and makes him look more realistic pulling the reigns. It also gives the second crew member more space. To differentiate the combat chariots from the ranged chariots I will use only one horse for to make it look lighter.

Playing: Chariots are a rather odd unit. You have a pair of options that you must choose from when selecting the unit. One grants them bows and a light lance. The other gives heavy armour and full Makhar Lances. This effectively give two functionally different units.

The ranged version plays like the half-way house between Horse Archers and the Heavy Cavalry Archers that I mentioned in Part 1. Despite the impact hits and Resistance 4, the ranged chariot version should be played more like Horse Archers than anything else. The impact hits are very unreliable at only Strength 4 and the riders are only strength 5 with 4 attacks, so combat should really be avoided wherever possible with this unit. Keep to the edges and fire arrows, only charging in when the opponent borderline cannot fight back and has low amounts of models. As this unit still suffers from the same weakness as ordinary chariots, in that if thrown into a tarpit unit it WILL get stuck.

The combat chariot option has more defense against ranged attacks and the crew have higher strength and AP when they charge. It might not sound like a lot but remember that this unit does not come out of the Raining Death category while the other ranged chariot does. This chariot should be used like most medium-chariots and used to pick off smaller units; larger infantry units are still a poor target. Elite infantry, cavalry and monstrous units are more viable targets and weaker monsters too. Avoid the really big ones though, as the impact hits just don’t cut it against Res6 opponents.

Tamyir Vassals

Building: Here I wanted to try something a little different. So instead of going with Mongols, I went with more of an early Chinese design, to represent a levy of soldiers brought in from a Vassal-State. Also the aesthetic of Chinese infantry with their relatively scaled-back armour is something I really liked in the Warlord Games range.
I used the Warlord Games Ashigaru, but instead used much more of the kit... specifically the legs. I built them as instructed, keeping to using the heads without the wide-brimmed hats to make them look less armoured. In fact I used un-armoured heads from the mounted Samurai kit, which has a big bandana, and fitted the look even better. The shields will be the Victrix Roman Republican shields.

Playing: This is quite possibly the single oddest unit in the book, or the least odd, depending on your point of view. For anyone that has gotten their head around how Makhar works. You will know the paradox of the Tamyir Vassals being the one infantry unit in a Cavalry horde army.

Vassals are therefore slightly problematic. They are not a unit that you can just throw into a list with little thought, and instead they are more list-defining. To start, let’s go over their options.
The bow option is pretty self-explanatory. The main issue here is that they come out of the Raining Death category, and they are not even Recurve Bows, just ordinary run-of-the-mill bows. So only use these if you have no plans on spending your raining death category on something else, because they are weak and don’t replace recurve bow-armed units.

The second option is as a mage-bunker. Makhar have a bit of a problem with protecting their mages, so this is one solution. A small unit with shields is generally enough to deter weak light cavalry, and remains pretty cheap. Do keep in mind though that keeping support around for them is difficult due to the overall speed of the army, with you wanting to rush forward with as much as possible.

Finally the third option, and the most interesting, is as an infantry horde. Here I recommend spears for more attacks (and actual AP), and a Giant with Warspear to give them some extra punch if you wish. This unit is happy to sit on its own, but you can add characters on War Dias’ if you so desire, and that will activate Deeds Not Words for a very strong offensive option. Now this is technically not as good as say, the Asklanders or Warriors version. But Asklanders lack shock cavalry, so once again, the environment is different. There is the option for a banner enchantment. I prefer either the Banner of the Relentless Company or the Rending Banner as both have a lot of utility.

**Steppe Wolfhounds**

**Building:** The majority of this army was actually quite cheap to put together, but these models were so beautiful, I couldn’t help myself spending a little extra. They were the best wolf models I had ever seen, and their tails had topknots like my Mongols to match the theme.

I bought enough boxes of Games Workshop’s Rippa’s Snarlfangs for 10 of them and got to work. I started by removing all traces of the goblin riders, then mounting the models on 25x50 bases. The second part was honestly much harder, due to the lumpy scenic bases they are supposed to come from. I then used a little greenstuff to cover the bits where the goblins feet used to be, and I was done.

To anyone with more sense than me, I instead recommend the Games Workshop Hobbit Fell Wargs. They are much cheaper, still very high quality and require no work whatsoever to prepare for 9th age gaming other than gluing to a 25x50mm base.

**Playing:** These are a very similar unit to the Warriors of the Dark Gods Warhounds, only with their “Release the Hounds” rule replaced with vanguard. But that’s not the biggest change. They can be taken as a core unit with only five models. As one of the cheapest core units available, this makes them a perfect addition if you are just a hair off of your core minimum and don’t want more models for other units. Makhar have a higher core threshold than other armies so this is a good way of filling out the core after all those horse archers.

On the table they are chaff simple as. Playing an all-cavalry army leaves Makhar very susceptible to being chaffed and failing charges which leaves a counter-charge easy. This specifically is why you bring Wolfhounds, to prevent mistakes/bad luck being exploited. They are cheap, so I don’t want to hear any excuses why you are not using these units. If you end up facing another high charge range unit, these are essential units to bring as blockers. As well as blocking counter charges to your combat units, they are also cheap enough they are also cheap enough to be used as a blocking unit for your Horse Archers, allowing them to focus fire on an enemy unit. The enemy counter charger is then forced to charge the Wolfhounds, stumble forward and the Horse Archers can then retreat to a safe position, and fire again, without the need for a rally test.
List Building

I have some final thoughts into the playstyle and specifics to the Makhar Khans.

The Golden Horde: There are roughly two ways you can play an all cavalry army; Lancer heavy or Horse Archer heavy. Both have roughly the same units, just in different volumes.

I recommend three to four units of Horse Archers, Makhar Lancers or the ‘Heavy Cavalry Archers. Generally, minimum size is recommended for the ranged units so they can be used as chaff in a pinch.

From there add the Steppe Mammoth with Rally Around the Flag, a mounted Gyula with Stallion’s Tempest, a mounted Taltos with Spirit of the Herd and then add some chaff to taste. That is generally the skeleton of a standard build.

Age of an Empire: For those that do not wish to dive into the deep end of a cavalry army, but still wish to learn the rules of the Makhar units on the battlefield, there is a stepping stone.

Instead of all the cavalry, start with some Tamyir Vassal units and equip them with a preferred combat weapon (I usually go with spears). Then add a Giant with a Tribal Warspear to each, and then fill out on characters. A Gyula with Stallion’s Tempest is essential, as it adds Battle Focus to not only the Vassals but the Giant as well. That combined with multiple wounds turns him into a really terrifying opponent.

The Tears of Tengri: This strategy is probably the hardest to successfully pull off but will drive your opponents’ mad if done correctly. It involves filling your Raining Death category with as many Horse Archers as possible, then fielding the maximum amount of Skinning Lashes, adding a Pyro Master Mage and then burying your opponent under the weight of ranged attacks.

Heavy Cavalry Archers are required as well, as otherwise you lack any scoring elements whatsoever.

Here is the list skeleton:

Characters:
Taltos, Master, Pyromancy, Vanguard, Black Stallion
Taltos, Adept, Thaumaturgy, Vanguard, Black Stallion

Core:
1x8 Makhar Lancers; Recurve Bows, Vanguard,
Lamellar Barding, Vanguard, Musician
3x20 Horse Archers

Special:
10 Makhar Flayers; Skinning Lashes, Shields
5 Makhar Flayers; Skinning Lashes, Shields

This skeleton does not cost a lot, as most of the shooting limit was spent in core, so you can spend the remaining points however you wish. Just keep in mind that you cannot buy any more ranged units, so some combat units are preferable to help clear up whatever is left. Chaff units are recommended, as the size of the horse archer units can make them far more difficult to keep out of line-of-sight than usual.

Overall this list provides 60 bow shots that hit on 2s, and with Smite the Unbeliever/Flaming Swords can wound units pretty easily as well. Keep in mind that this is very fiddly and difficult to use.

Closing Thoughts:

Makhar are a Warriors offshoot that plays like a hybrid of Kingdom of Equitaine and Sylvan Elves. Like any other cavalry army though they will require a lot of practice to use correctly; expect either big wins or big losses, as Makhar are very “all-in”.

On the modelling side they are very fun. If you are a fan of the rugged steppes of Central Asia and the many civilisations that called it home, you will be happy here.

So, if you wish to surround yourself with the sound of thundering hooves and the whistle of arrows, then give this army a try. Get out there and follow in the tracks of Chinggis Khan.
Lucky-Sixes and Hyper-G at Proxy Table Gaming play out Part 1 of their mini campaign, leading on from the teaser from issue 20.

Campaign & Scenario Introduction

The main feature of the first custom scenario we’ll be playing revolves around six terrain features that contain one meteor shard each as objectives. Both of us will be trying to claim these and each time one of us manages to move a scoring unit within 3” of a shard (placed on the centre of each terrain feature) our unit picks it up & rolls a D3-1, with the number rolled being the strength of the objective we’ve taken. At the end of the game, we both add up the strength of our claimed shards and the side holding the highest combined total wins the secondary objective for a +3/-3 swing when we decide the overall winning player, just as if we were playing a standard 4,500 point battle.

The shards can be traded between units in a combat if one side fails a break test or is wiped out, just like in the Spoils of War secondary objective, although in this scenario there’s no restriction on units marching whilst holding an objective (or more than one, irrespective of their shard strength).

As well as being where the objective meteor shards begin, each terrain piece is a spawning place for extra models to appear from, using the chart shown below. The chart is rolled on once (it doesn’t matter which player rolls) using the amount of dice shown at the designated time, i.e. starting after the deployment phase, and then next occurring before the turn of the player who goes second, and so on as per the chart. In our case this will always be before the Warriors of the Dark Gods turn, controlled by me, Hyper-G.

As you’ll see from this chart there’s four entries at the bottom which are marked as unique. These can only be rolled once and are more likely to occur as the amount of dice that are rolled increases. Any subsequent roll of this number results in the next lowest number taking its place (if they are still available or it continues to go lower until the ‘nothing appears’ result occurs instead). The unique models, instead of being randomly moving models / units on the battlefield (see below) join the army of the player who goes second, for us, that’s also Warriors of the Dark Gods, me!
To make sure this player’s army is not overpowered, the points limit of my initial army selection is reduced. Throughout the battle I know I’m going to be getting some pretty sweet additional units who will appear facing in a random direction but can charge when they do so. Overall, though, it’s still a legal 4,500-point list (if you ignore that I’ve picked a character mount in the ‘Legendary Beasts’ section that is!)

Any non-unique model placed on the battlefield after rolling on the chart faces a randomly determined direction & then moves 2d6 straight forwards during the battle directly before any new additions have been added from the chart. Any Trolls, however, must pass their stupidity first, otherwise they follow the stupidity rule instead. Any meteor shards / objectives that have not been claimed no longer spawn additional units so making sure my unique models appear before the objectives are all claimed will be a priority for me or I will be at quite the disadvantage.

You can play this scenario yourself changing it as you see fit, including replacing any of the models on the chart to match what you have in your collection. We had a lot of fun with it, as hopefully you’re about to see.

Without further ado, here are the two lists we played with in this first battle of the Seizing the Veil campaign. The arriving Highborn Elves controlled by Lucky-Sixes & the initially smaller Warriors of the Dark Gods army controlled by me, Hyper-G.

**WDG Starting Forces**
- Sorcerer, Wizard Master (Alchemy), Destiny’s Call, Sceptre of Power - 480
- 20x Warriors, Envy, Full Command, Stalker’s Standard - 645
- 5x Fallen - 150
- 8x Warhounds - 119
- 5x Warrior Knights, Envy, Champion - 310
- 10x Chosen, Envy, Musician, Champion - 695
- 3x Feldraks, Halberds - 345

**Additional Forces**
- Chimera, Wings - 230
- Marauding Giant, Giant Club - 290
- Wasteland Dragon - 400
- Exalted Herald - 820

**Total 4484pts**
I hope you enjoy reading the report. Join us on our Proxy Table Gaming (PTG) YouTube channel in the future where we’ll also be doing a battle report for this scenario so you can hear more of our thoughts on how it went right there (and don’t forget to subscribe too while you’re there!).

**HE Forces**
High Prince Nalinir General, Fleet Officer, Dragonforged Armour (Protection of Dorac), Shield (Willows Ward), Spear (Sliver of the Blazing Dawn) 505
High Prince Drakor Master of Conreig Tower Dragonforged Armour (Essence of Mithril), Great Weapon (KingSlayer), Talisman of Shielding, Talisman of the Void 695
25x Seaguard, Full Command (Navigators Banner) = 630
14x Citizen Archers, Musician = 249
14x Citizen Archers, Musician = 249
20x Flame Wardens, Full command (Banner of Becalming) = 590
18x Lion Guard, Full Command (Flaming Standard) = 534
10x Swordmasters, Champion, Musician = 270
Giant Eagle = 100
5x Grey Watchers = 135
3x Reaper Bolt Throwers (180 x3 = 540)
**Total 4497pts**

<table>
<thead>
<tr>
<th>Dice total</th>
<th>Unit / model</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-3</td>
<td>Nothing there</td>
</tr>
<tr>
<td>4</td>
<td>1 Ghoul</td>
</tr>
<tr>
<td>5-7</td>
<td>A Troll</td>
</tr>
<tr>
<td>8-9</td>
<td>5x Ghouls</td>
</tr>
<tr>
<td>10-12</td>
<td>Nothing there</td>
</tr>
<tr>
<td>13-14</td>
<td>Unique Choice 1</td>
</tr>
<tr>
<td>15-16</td>
<td>Unique Choice 2</td>
</tr>
<tr>
<td>17-18</td>
<td>Unique Choice 3</td>
</tr>
<tr>
<td>19+</td>
<td>Unique Choice 4</td>
</tr>
</tbody>
</table>

Our battlefield, with the six terrain features (top-left forest excluded) holding the meteor shards.
The Highborn Elves, controlled by Lucky-Sixes, disembark ready to meet whatever force awaits them.

**Journal of Drakor, Landfall**

The pained expression on Nalinors' face was plain for to see. His dislike of mercenaries almost overwhelmed his urge to remain professional and disciplined in front of his more trusted forces. While he must see the need for Cranreig and the Temple to get involved in the matter of his lost brother, I imagine he is unhappy at the prospect of sharing the credit of any success.

I’d stayed on the ship alongside my small contingent Sword Masters, the Guardians of Alban to ensure the disembarkation of the Sea Guard Reaper crews. I could feel the magical flux in the air and knew we would need them before long. Nalinor had disembarked with his infantry units, attempting to maintain discipline in the ranks as the Lion Guards from E Baleg jostled like lowborn to be the first to set foot upon the beach.

Some of those on board the ship had glanced my way quizzically when I emerged from my quarters. Most of the journey in meditation, seeking out the force behind the imbalance in the Veil. Warden Zaltaris in particular, had given me a particularly cool look as though he had expected the Temple of the Flame to be unrivalled in their interest of this phenomenon.

I am also at unease. As I lay down my quill to set to work on this mission, all I know is that ahead of us on this seemingly uninhabited Isle lies a number of minor disturbances in the veil that we must investigate. Nalinor’s last words also trouble me. He seems less concerned about finding his brother and the lost expedition, but rather is already at odds with our involvement. Even his own mercenaries, the Golden Company of lion Guard, he has a distaste for.
Confessions of Sorcerer Khaidu, Chapter 17, 1

Goddess Kuulima, I avert my gaze in your supreme presence.

Barely three weeks have passed since I watched Kekulcan sail from this island. While I allowed the new Chieftain to claim the larger of the meteor shards, I instantly knew that the smaller lump of starmetal possessed more power. I had wondered briefly whether the Exalted Herald Cha’ak Bloodrain would have fallen for the same trick so easily, but it matters not. Cha’ak Bloodrain is dead, banished for his failure to defeat that Elven convoy and he is now no more than ashes upon that rotting battlefield.

My former ally’s departure with his army did not leave me concerned. Many more of your followers have joined me, sensing the power in this place. And more power we have found. More meteor shards have been filling my waking thoughts and now I know where they lay. Yet you test me. A second Elven contingent has arrived on the island. I hadn’t expected to be the only one to have been drawn here by these disturbances in the veil. Surely no other sorcerer can match me?

Yet, Kullima, I thank you for this opportunity to prove to our enemy that they are the lesser.

Their blood shall drench the sand in your name.
Supported from their ship by 3 Sea Guard Reapers the Elves keep it close in deployment.

Journal of Drakor – The Scouts Return

The Grey Watchers returned to Nalinir reporting that a force of Warriors of the Dark Gods had emerged from the treeline. My fellow High Prince took the news in his stride it seemed as there were no knee-jerk orders issued, instead he coolly relayed instructions to the army. Lion Guard central, Archers covering the flanks secured by the Flame Wardens and Sea Guard while I maintained my position in the centre with the Guardians of Alban.

It pains me to see that Zaltaris has already worked his way closest to the magical anomaly that I knew to be crowning the nearest hill. In doing so the Flame Wardens have made themselves our first line of defence against these barbarians from the North, but I do not doubt their ability to perform in this role.

The twang of bowstrings causes me to put down my quill as the arrows fly overhead. Rouge Trolls & Ghouls, fleeing the advance of the warriors like deer put to flight are pin-cushioned the moment they emerge into view. Now I reach towards my sword. I must calm my mind as I go forth into battle.
A Troll takes an early volley of arrows as it (unknowingly) guards a meteor shard.
Confessions of Sorcerer Khaidu, Chapter 17, 1

Goddess Kuulima, I bow my head in your eminent aura.

Your Warriors carry me forwards to prove their worth. We sweep up a Bridge Troll that dared to stand in our way. As it fled from us we broke into a run and cut it down without mercy, closing the distance between us and the Elves.

Cries of your glory echo around me as we advance, yet none of them feel the same disappointment as I do in finding a meteor shard beneath the bridge to be no more than a worthless lump of rock, which I tossed aside moments after grasping it in my hands.

On my right flank our Feldraks have advanced to gather another shard while a unit of Warrior Knights did the same on the left. I hope that these shards will contain more power than the one I picked up. The enemy have a Wizard. He is no match for me. I feel no effects of his impact upon the veil nor any magic entering the battlefield. If this fool of an Elf cannot even cast magic, then surely this obstacle in our path will be swept aside quicker than any of us had expected. While their magical prowess is not impressive, their ranged abilities are certainly something to savour. As I finish this libation, the Feldraks are wounded by the war machines shooting from the ship offshore.
The Feldraks claim a meteor shard but quickly find themselves the target of the Sea Guard Reaper bolt throwers.

As the Elves fan out a few randomly generated enemies cavort about in between the two forces.
Journal of Drakor – Nalinir’s Intent

I scribble with haste for the possibility of my untimely demise and the hope that should an elf come upon my corpse, that he finds this journal. The magical disturbance on the island is troublesome to work with. Nalinir’s Eagle, Roc, was hit by a dreadful magical bolt mere paces from my position and only seconds after my latest attempts at harnessing the veil with my magic had failed. We must find what is causing these fluctuations and fast! The Citizen Archers were clearly unnerved by the passing of the Eagle and panicked back towards the boats.

I worry for their sister unit on the other flank. A rabid Chimera has appeared out of the forest and threatens the Archers. Without their missile support we will struggle to gain a beachhead. I can only hope that they will hold their nerve longer than the others although the strum of bolt throwers from the ship and the broken frames of Feldrak opponents fleeing the field brings me small hope.

The HE Great Eagle goes down to a Silver Spike spell and a unit of Citizen Archers flee. First telling blow goes to Hyper-G and the WDG.
The first unique unit to spawn is a flying Chimera and it immediately threatens Lucky-Sixes' last remaining unit of Citizen Archers.

The Sea Guard Reapers even the score by sharpshooting the Feldrak's, panicking them off the board and leaving their claimed meteor shard behind.
Confessions of Sorcerer Khaidu, Chapter 17, 1

Goddess Kuulima, I kneel in front of your enlightened wonder.

Even as I see the flanks of my army perish to these insolent Elves, I can barely contain my excitement to see the Chimera and Marauding Giant add to our strength. The Elven bowstrings falter in their presence as I knew they would and now it is simply a matter of crashing into the enemy lines and reaping their blood in your name, their envy fuelled reward.

Yet, the meteor shards are still not mine. In their place it seems you favor our might and while this pleases me it brings only doubt into my mind. Is there another more devout follower who has earnt your favour?
Nalinir’s Sea Guard abandons his main line and spots a Cave Troll to charge into with an above average charge roll, but it is Lucky-Sixes that has seen the opportunity it provides to slingshot them further forwards with an above average overrun into the flank of Hyper-G’s Warrior Knights, critically before they can claim a meteor shard from the terrain themselves.

Hyper-G’s Chimera does its job against the Archers but what is its next target?
Journal of Drakor – ‘Untitled’

Monsters beyond our most dreaded nightmares have emerged all around us but even as we strike them down from a distance, I know that this battle will not be won from range. But now we know the reason for the disturbances and what caused Nalinir’s brother to attempt the expedition in the first place. There are meteor shards made of starmetal that have landed on the island. I am aware now that Zaltaris has uncovered one and the reasons for Nalinir’s impetuous charge must have been the same. I must get my hands on some of this magical material for further study.

However, the Flame Wardens have also engaged the enemy. I fear for their survival in doing so. I cannot leave them to fight this battle alone, even if it means that the meteor shards fall into the hands of the Order. Yet this must wait as a lumbering Giant has appeared, likely drawn by the magical anomalies caused by these meteors from another world.
The third unique spawning for Hyper-G is not far away, however, and this time it is a terrifying Wasteland Dragon!

The battle lines close in on each other. The Highborn Elves currently holding 3 meteor shards (strength 4 combined) to the Warriors 0!
Confessions of Sorcerer Khaidu, Chapter 17, 1

Goddess Kuulima, I prostrate myself before your endless glory.

This latest test was certainly one of your biggest challenges yet. I understand that you hunger for more blood. The Elven Wardens came at us expecting to find us ill-prepared for their sudden downhill advance and yet all it has done is bring me my first true taste of this meteor’s power closer.

I pray for your forgiveness in doubting your methods earlier as it is clear now that if I cannot claim the meteor shards myself then clearly you will entice these Elves to deliver them to me. I will prise it from the hopeless fingers of the Elven champion I slew myself once the remaining elves are slain.

The Dragon that you have sent to us empowers me beyond belief and I promise to you now that I will complete this mission in your name. I feel another gift is on its way. A further unseen force emerges nearby, although I am not yet sure of what it entails.

My Goddess, this battle and the meteor shards will soon surely be ours for the taking.

It’s the Flame Wardens that make the first move though, spotting a route to escape the Dragon and the Chosen by charging into the Warriors... and Khaidu...
The Warriors stand firm against the Flame Wardens’ charge as the Dragon flames the Sword Masters and the small unit of Fallen deal with the rallied Archers.

Lucky-Sixes struggles to get Nalinir and his Sea Guard back into the action after they are randomly rear-charged by a unit of Ghouls. But a bigger concern is the WDG’s 4th unique spawning, none other than the revived Exalted Herald Cha’ak Bloodrain!
Khaidu laughs as the bodies of the Flame Wardens are left behind and he claims a meteor shard at last for Hyper-G, taking the tally to 1-3.
I do not know how I can hold this quill in my hands much longer. Yet, if I do not record what has happened then it will forever be lost.

Zaltaris fell, that was first.

I felt the loss of his life painfully and then felt the meteor shard being ripped from his cold dead fingers and transferred into the grip of the enemy. What I did in response was so unexpected in me that even my trusted lifelong companions, the Guardians of Alban could not hold me back from doing it.

I charged headlong towards the enemy as if in a frenzy. My sword flashing before me and finding what magic I could to unleash on my enemies.

Even as I swung that weapon and cut through body after body, I knew that my compatriots behind me were dying. The dragonfire consumed them and it fuelled my rage. In my haste, I failed to stop the corrosive acid conjured by the enemy sorcerer in form of vomit from the Marauding Giants mouth. It covered the Swordmasters with a lethal deluge. The giant however was cut down in vengeance by the axes of the Lion Guard.

The meteor shards were forgotten with every swing of my sword. Similarly, Nalinir’s committed mission off to the flank a mere fragment of my concern even as I knew he had succeeded in his task and now faced off against an even greater foe than I.

I would write that I do not know how I survived it, and yet I feel quite the opposite. I do not know how anything survived me! The enemy sorcerers’ heart was not one that my sword pierced; I know that now more certainly than anything even though many souls passed in his stead.

The blood drips down my sleeve still and the eyes watching me as I write this are ones of distress. Even Nalinir has not yet spoken to me in the aftermath of the battle and I do not expect he will do so for some time. His force is broken from this pyrrhic victory even though it managed to evade the enemies greatest killers and I do not expect his ownership of the meteor shards will appease this feeling of loss that will engulf him, especially as his brother is still nowhere to be found.

My loyal Guardians were lost amongst the chaos of battle. The masters of the sword reportedly sacrificing themselves for the withdrawal of the rest of the army. Their sacrifice will not be in vain. I will study the meteor fragments and find out their secrets.
Lucky-Sixes surprises everyone and charges Drakor out of the Sword Masters alone to take on Khaidu’s Warriors.

Meanwhile Nalinir is still moving in circles after dealing with the Warhounds, knowing a greater threat lurks nearby, drawn to the meteor shards he holds.
As Drakor continues to fight the Warriors, his unit of Sword Masters sacrifice themselves to give the Lion Guard an escape route past the Chosen - the Giant finally taken down in doing so as the Dragon munches on Reaper bolt throwers.
Confessions of Sorcerer Khaidu, Chapter 17, 1

Goddess Kuulima, I beg for your forgiveness as I confess my sins.

These words I bring to you are those of sorrow, but not for myself. Your worshippers have failed you and in doing so they have failed me also.

The re-appearance of your Herald Cha’ak Bloodrain shook me. Am I not your favoured champion? He is mighty but have I not brought you glory?

As the Elf had barrelled into us, I hesitated to meet him in combat and for that I know I am weak.

That foul elven wizard cut down your Warriors without hesitation and I turned my back upon him, upon you.

I am nearly submerged in this hiding place of filth and slime that housed the same Bridge Troll we slew only a few hours previous. It is a fitting place for me to give you my final prayer, for I am not worthy of anything more.

I sink beneath the surface now, dear Kuulima, I shall fail you no more.
Lucky-Sixes Final Thoughts

A truly epic clash - and one with so much bloodshed! I honestly felt in control during the first few turns, but the scenario played out and caused more than a few twists and turns to foil my original plans. The spawning of new units was especially cool to see and really flung the battle into chaos mode on several occasions. I think after my Eagle/chaff got shot down it really forced me to think about how I would engage, and the answer was not to engage at all! I just simply could not take on those Chosen until there was only one or two left and I did not have the ability to focus-fire enough with so many threats on the table.

This, I think, forced me to take some risks – with the Sea Guard needing slightly above average rolls both on the charge into the rogue Cave Troll and also the subsequent overrun to get into the Warrior Knights flank, which basically secured me the objective early doors. That paid off big time, but meant they were out of the battle for the remaining turns as Hyper-G did well to keep feeding them chaff (helped by some rabid Ghouls) and keep them pre-occupied so that they couldn’t get back into the thick of it or allow my general to provide his discipline to the other units. This made a massive difference (especially as I had no BSB) and meant I failed a panic check with Archers and a passable break test when the Archers fought the Chimera and Flame Wardens fought the Warriors.

Speaking of which, the Flame Wardens dying to the Warriors was a risk that didn’t pay off. To be fair they had to charge something to escape the Dragon and they sure as hell are not charging Chosen, so it was the only option for me I think, and it meant the Warriors were close enough for Drakor to charge in and do the rest. In this, I got lucky again in the closing turns when the Warriors fled on a re-rollable steadfast discipline 8 check and Drakor was able to run them down even

Cha’ak Bloodrain (wisely?) misses his chance to engage with Nalinir’s Sea Guard as the Chosen take what slim pickings they have been left.
though they had swiftstride and Drakor did not! Massive swing.

Overall, I had a fun battle and pleased to get the minor 12-8 victory, with the objective in hand, in what was a cool but chaotic scenario! I can’t wait to see if Nalinir’s army, spurred on by the badass Drakor, can recover enough for the next fight...

Hyper-G’s Final Thoughts...

What a game!

Firstly, I am delighted that this scenario played out well because designing any type of unusual game like this always has the potential to go horribly wrong. Hopefully, a close result means that it wasn’t unbalanced and that pleases me hugely.

As for the battle itself, Lucky-Sixes brought out all of his tricks to this one although it wasn’t all good-rolling on his part as he had his fair share of unexpected disasters to deal with, not least of which was my inability to fail an armour save when the Flame Wardens charged to their doom against the Warrior unit!

The Reaper Bolt Throwers, firing from the ship were incredible! Between them they destroyed the Feldraks, decimated the Chimera, neutered the Giant and nearly slew the Dragon as well. Had they not turned up I think the Elves would have been in a lot of trouble.

Commanding the Warriors of the Dark Gods is unfamiliar to me and perhaps that inexperience showed through as I didn’t do enough to get the Chosen involved where they could have wrecked face but at the same time that was probably more down to Lucky-Sixes knowing what he was doing to avoid them – oh how he knows what Chosen can do!

So, this ended in an 8-12 loss for the Warriors, thanks to their inability to keep hold of the objective meteor shards, meaning that the protagonist Highborn Elves survive to continue into scenario two. That is if they have enough left to field a force at all!
Journal of Drakor – Aftermath

Countless Warriors of the Dark Gods met their deaths today on the blade of my sword & yet now that the adrenaline has subsided, it is sadness I feel at the loss of my brethren. The Guardians of Alban did what they had to. I shall mourn their loss & that of every Elf that will call this accursed beach their grave. Even those elves of the temple that were in competition for the shards of the meteor. No elf should perish in the way they did.

The meteor shards Nalinir and I obtained are fascinating. However, my attention now is on the present situation instead.

The crazed Wasteland Dragon has made its home in the carcass of our ship that it set aflame and sunk with a large part of our supplies. There will be no returning to Cranreig until we can build a new ship. We are stranded, victorious but vulnerable.

Our only choice is to move on and create a beachhead for reinforcements. Something we must achieve soon, or we will be easy pickings for whatever this island next chooses to summon our way. At least this will give me time to study the starmetal.
Our new supplement, ‘Great Games of Zagjan’ is meant to be an introductory game to the world of fantasy wargaming related to the 9th Age. The games are meant to be played as standalone single games or as a campaign of several games. We take a brief look at the inspiration behind this 9th Age supplement.

One of the questions staff are often asked is why do we release secondary projects instead of more core products, like Legendary Army Books (LABs)? Our release of the Games of Zagjan faced similar questions. I would say it is mostly a matter of organisation and functions inside the staff, which makes our schedules sometimes flexible and sometimes difficult to plan. The main point is that producing and releasing a LAB require the project to plan at a much higher level in different fields like artwork, lore, layout and balanced rules, etc... LAB’s are the projects’ core product, while side-projects have easier-to-meet standards. This allows us to engage with them when staff members have spare time and the right inspiration. The teams tend to be more flexible, and they tend to require less resources to produce.

Nonetheless, it took more than one year to develop and release the Games of Zagjan, since we had several setbacks given that – being a voluntary work – we gave priority to core products and, last but not least, to real life issues of the people participating in the project.

The idea behind The Games was a simple image that came up during the discussions on the main structure of the Orcs, Goblins and related creatures, collectively known as the Warborn; an Orc literally launching a flaming pig.
We wanted the Warborn to be prone to war and strife, but we did not want them to be mindless killers. One of the main axioms behind the Ninth Age lore is that we want a world which is a coherent system with fully functional and dynamic geopolitical mechanism. The 9th Age world should be fantasy, yes, but there is always a reason to fight in a coherent ecosystem. Also, we did not want the Warborn to be stupid. Alien to human culture and reason, yes, but not unintelligent as we see in so many other fantasy settings.

We consider Orcs as a perfect incarnation of the competition concept in biology and translated it to their culture, avoiding the simplistic idea of a race that wage war for the sake of war. We applied a cultural brutal interpretation of the “survival of the fittest” to the Warborn with two different interpretations and applications. That being battle prowess for the Orcs and cunning for the Goblins.

To do this, we needed cultural adherence outside the war sphere, and this is where the Games come in. The “Orclymics” were literally inspired by the ancient Greek Olympic games and this means that they are not only some kind of sport to express orcish prowess, but also an event strongly connected with their nature, their culture, their social organisation and religion. In fact, the outcome of the games can strongly affect the inner dynamics of leadership within a single tribe as well as a confederation of tribes, as symbolised by the opposition between Zagjan, the Wild Boar Heart, and Tazrek, the Great Blade, the main god patron of chieftood.

Similarly to the Greek Olympics, the Games of Zagjan are mainly "organised" by the religious structure of the Orcs – the shamans. Such a religious role is important because the winner of the games is "officially" the hero (in the original Greek sense); a chosen herald of Zagjan. If he is not from the very same brood of the chief, this can cause some trouble in the hierarchical structure of the orc groups. That helped us to set a constant competition inside the social life of the orcs, which is by the way far from being a mere constant fight. It is a critical, refined matter of strength, leadership, and politics.

For the games themselves, the ideas came from different sources: you will find similarities with Florentine Football, the Palio di Siena, the Buzkashi/Kopkar, the Scottish Caber Toss, traditional boxing and others. Such traditional sports were incorporated into the orc social culture to make them more complex than merely brutish killers.

I hope this brief insight into the design process will make you want to try out the Games of Zagjan or delve deeper into the lore of the Warborn!
Another inspiring showcase from Mad ‘At; this time his Empire of Sonnstahl Army.

The Company of the Blazing Dawn

Sonnstahl has come to be perhaps my greatest love in the 9th Age. I’ve collected armies before, huge ones, and I’ve loved those too, but this army is the first army I’ve started as purely a 9th Age project (first, but hopefully not the last), and I wanted it to be special. The name of the army, the Company of the Blazing Dawn, is something I picked out of thin air, but it is inspired by the Light of Sunna.

Using the background material available, I’ve found a place in the world where my army fits. The official fluff also gave me inspiration for an army theme, which has allowed me to use a wide variety of amazing miniatures. For painting, I’ve been inspired by the fantastic art produced by the project, and I’ve set my goal to try and push my limits with this army.

Each model should challenge me in some way, to help me improve.

Background

The Empire of Sonnstahl is an expansionist faction. They have outposts even as far away as distant Virentia. With that in mind, I imagine that there are a lot of key individuals and their forces around the world, looking for ways to expand the influence of the Empire and to spread the worship of Sunna. The Company of the Blazing Dawn is one such army, with the defining trait that they are very open to mercenaries and often recruit from local populations. This has led to the army being very diverse, with people of all kinds of cultures and species. Humans

From the Hat Rack: Company of the Blazing Dawn
Army Showcase by Mad ‘At
from all over Vetia, to Sagarika, Tsuandan and even as far away Vanhu. Combined with Ogres, Dwarves and Halflings, a few peaceful individuals of the Warborn, the Duende of Santa Genoveva, and even mighty Giants. All find a home with the Company if they prove their devotion to the cause. No elves though, never trust an elf!

The current campaign of the Company of the Blazing Dawn I have decided will be around the north-eastern foothills of the Barren Mountains and into the Blasted Plain. It was a nice fit with the idea I had for basing, and it is close to Avras and the Steel Road, optimal recruitment places for an army like mine.

The last bit of heavily inspirational fluff for this army is from the third issue of this marvelous scroll, where Sigmund Selig explained the role of women in Sonnstahl. Being a nation founded on the worship of Sunna, the legendary Goddess of the sun, women are well respected in the Empire. They are common in all parts of society, including the military, where they often rise quickly to leading roles. I have taken this to heart and tried to make about 10-30% of humans in each unit female. So far, I have no women of other species, but I hope to remedy that in the future. Among charterers they will be even more common since there are so many excellent female character miniatures out there.

**Miniatures**

I started collecting miniatures for this army a long time ago but worked on a lot of other projects before starting this one. It was not until then end of 2017 that I stared assembling this army, and the first thing I made was the big unit of Heavy Infantry with Halberds, the Stalwart Guard. That unit, and really the bulk of the humans in the army, are made from old Empire miniatures by Games Workshop. These are mainly from the 6th edition, but some are older and now ‘out of print.’ This includes multipart plastic kits and many metal models. These have been kit-bashed with some of their more modern counterparts to create as much variety as possible.

The ogres in the unit of Heavy Infantry are both old OOP Golfgag Maneaters by Games Workshop. These were converted quite heavily to give them halberds and puffy landknecht uniforms. I plan to add more ogres to the army and have been eyeing Shieldwolf Miniatures and their mercenary ogres who have a very nice feel to them.
The second unit I did was the Light Infantry with Handguns, the Scales of Justice. For this unit I discovered the Landsknechts Pikemen by Warlord Games and added them to the mix of Games Workshop miniatures. It is a great multipart plastic kit with lots of neat bits. The scale is a little small, but mixed in with other models it looks fine, people come in all sizes after all. I have even found the smaller scale useful when converting women. Speaking of, I’ve used heroic scale female heads from Statuesque Miniatures for those conversions. I also added an orc and two goblins to the unit, all from the wonderful company Warmonger Miniatures. They have incredibly characterful orcs and goblins in full landsknecht uniforms. I plan on these being a common sight in my army. One of the Warmonger Miniature recruits already made it into the unit of Imperial Rangers, their leader Borkork. That unit also contains two halflings, who’s bodies I sculpted myself. I plan to add more halflings to the army and have found an awesome range from Assault Group.

The Assault Group also has a huge range of beautiful landsknecht dwarves, something that I will also add to the army. So far, the only dwarf I have is serving as a crewman to the Wrath of Volund, my cannon, he too is an old Games Workshop miniature. Both the cannon and my volley gun, the Lion’s Roar, are old Games Workshop miniatures, again combined with some newer bits.

For characters, the sky really is the limit for an Empire of Sonnstahl army. So far, I only have four characters painted, two Wizards, a Marshal and an Inquisitor. The wizards, Akhu-Akhi the Cosmologist and Farrokh Gani the Pyromancer are both models that I got second hand. I have no idea where the Cosmologist is from, and the Pyromancer I only recently learned is Max Schreiber, an old Games Workshop miniature. The marshal, Erwin Herzfeld, and the inquisitor Gilia Gonzaga, are both miniatures from Avatar's of War.

I have several more characters in boxes, and many more planned purchases. One company I want to highlight here is Hasslefree Miniatures. I personally find they have the best female characters on the market. Very much looking forward to getting some paint on those.
The centre piece of the army, the towering giant Trowlor Hahn, is a model known as the Otherworld Giant. It was produced by Otherworld Miniatures, but sadly they seem to have stopped production. I am very thankful I managed to get one before they ran out. I painted him up for a tournament where I was going to proxy him as a Vermin Swarm Abomination, but he ended up being used as an Arcane Engine instead. Fortunately, T9A answered my prayers recently and released the Giants Supplement, so I can use him as an Imperial Giant with Giant Club and Big Brother (just need to fix the base). I will probably add more giants to the army in the future, and there are plenty of sculpts out there to choose from. Already have some ideas to convert one with a volley gun.
Painting

My main inspiration for painting The Company of the Blazing Dawn is the fantastic art piece on the last page spread in the main rulebook. Painted by Michele Bertilorenzi, it features an Empire of Sonnstahl army in battle against the Beast Herds. I’ve straight up copied the colour scheme of the proud soldiers of the empire seen there. Uniforms of yellow, red and black, some with saturated green jackets, white shirts and details in regal purple. I loved the warm feel of it and the endless combinations possible. I find a lot of joy in designing the uniform of each soldier, figuring out how to best use the sculpt in combination with the colours.

I also took inspiration from the cover of the main rulebook, another piece by Michele Bertilorenzi. It features a banner that I again just straight up copied into my army, carried now by the Stalwart Guard. That banner was a real challenge to my abilities, but I am very pleased with the result. Challenges are something I’ve been looking for with this army. In order to improve, you have to challenge yourself, so that has been my goal. I try to paint each model to a very high standard, almost my best, and each model should have some detail or area where I do push it to the top. Most often this is the skin, where I try to work more and more colour in, especially in the faces. There seems to be no end to how much one can learn here. I also work a lot with the metal, using true metal colours but applying them as if doing NMM, at least in theory. It’s a challenging technique, but I am getting better at it. I think I need to work in some more colour variation in the steel though. That’s just about enough rambling from me. I’ll keep working on this army for a while to come, I have plans for several more units and loads more characters. Thank you for reading!
Veil of the Ages is creating a Tabletop Simulator expansion for The 9th Age.

We started with gladiator duels, then we introduced Quick Starter units. Now it’s time for our next goal:

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patreon.com/veiloftheages
Company Showcase: Titan Forge

Article by Hombre de Mundo

A company Showcase of one of our Supporting Companies who are moving in a new direction

Q: You've been selling physical miniatures for a while. Why have you decided to make a significant shift to 3D printed and printable models?

We discussed it many times before we made the decision to actually launch it. There were plenty of reasons why we should not do this and the biggest was that our physical resin sales can go down when our IP will be available in STL files (3D printer files).

"Receive a fresh package of printable STL models each month."

There were a few things that changed my mind. The first one was Anycubic Photon 3D printer that we purchased just for fun to see what $250 printer can do. We were blown away by the quality that this simple printer can offer to tabletop players. When printers will switch from 2k to 4k, the difference in quality between resin casts and resin prints will blur. We need to take a step into the future and 3D printing is the next big thing when it comes for miniatures for the tabletop. By joining our Patreon you are guaranteed to receive a fresh package of printable STL models each month.

Q: Many of your miniatures from your website can now be bought as a 3D model and printed, which is significantly cheaper than purchasing them from your website. Is this really a good idea for you?

Frankly, it is not a good idea for us. At least, in my head it wasn’t when we launched our Patreon campaign. We will know if this risk pays off in a few months!

At this point I can say that there is still a group of people that prefer to buy models from our store.

Those models are created on a professional printer and cast in high quality resin. The details are still better, edges are sharper, and quality is higher with our casts. It is way easier to place an order on our website than to get a complete 3D printing setup. But as I said previously, we are looking to the future.

Q: From a consumer point of view, what value do they get by being part of this STL subscription model?

We aim to provide our patrons with a fat pack of files every month. We will make huge monsters,
scenic bases, characters for RPGs, models for R&F units, modular terrain, war machines, bits for board games and there is even more to come!

Our goal is to keep the price at $10 per month and cover as many areas of tabletop games as we can so everyone that supports us will find something for him/her each month.

Q: What would you say is the level of entry for 3D printing? If I was interested in some of your models but I don’t have a printer, how much money and time are we looking at for getting started?

The entry level is very low. There are many budget choices for 3D printers and plenty of youtube reviews and tutorials outlining how to start. We use the Anycubic Photon and we can recommend it without any doubts. It is cheap, very easy to calibrate and there is huge owners support group on Facebook that will reply to all rookie questions instantly. The only issue is the resin odor from the printer. This can be circumvented by operating the printer in a garage or finding a ventilation solution. For less than $300 you can start your 3d printing adventure.

Q: Do you think this kind of business model is going to become more common than selling physical miniatures? And is this a viable business model for smaller companies only or do you think big, established brands will start making a shift as well?

The number of people interested in 3D printing their own miniatures will go up and up. There will also be many artists and sculptors that will take a shot at this business model. It is way easier to make 3D files for new models than to go through the whole process of designing resin casts and moulds, manufacturing them and selling them on the mass market.

For established brands it is not as straightforward. There are many risks, but I am sure that some of them will begin to use 3D printing as a part of their business model. We will continue to do so and we have a ton of ideas that we will introduce to our customers one by one.

You can join Titan Forge on their Patreon page here: https://www.patreon.com/user?u=26972397
Battlemages and Spellblades

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3D

JUST PRINT IT.
An introduction to Titan Forge Miniatures and the Dragon Empire!

In 2017 I participated in the Kickstarter campaign "Dragon Empire" of Titan Forge. After receiving my (very big) order of 280 miniatures quite some time ago and painting about a hundred of them, I thought I should write up my experience and share with the community.

The goal of this article is to introduce you to Titan Forge and their Dragon Empire model range and showcasing the qualities of their products. The main topics I will be looking at are:

**Sculpts:** How do the models look; What kind of properties do the miniatures possess; Do they look like what is advertised on the pictures? Are they detail-heavy; How many poses and dynamics do they possess; Are there enough different models available to play an army?

**Quality:** Are the details equally visible on all miniatures; Are there a lot of casting/production errors?

**Usability:** How well do the miniatures line up in regiments; Is assembling them easy or hard; Do you need to work hard to paint them?

**Supplier:** Is Titan Forge a professional company; How do they handle customer requests and their Kickstarters?

**The Ninth Age:** Which armies can you play with the "Dragon Empire;" What is available and what is missing; Is Titan Forge keeping Ninth Age players in mind?

Since most other miniatures I have are from Games Workshop I will do frequent comparisons between them and Titan Forge as this is my best frame of reference. So be prepared for a good old face-off!

**The Sculpts**

This is often, the prime reason to acquire a specific miniature. It just looks gorgeous and you need to have it. Be it the Barbarian, looking just like Arnold...
Schwarzenegger or the Kraken that looks like coming straight out of a H.P. Lovecraft novel.

Here are my personal criteria:

Reasonable: Is the army “realistic”? The army is supposed to represent "normal" humans in an East-Asia inspired setting. This means we have Samurai, Ninjas, Geishas and a lot of dudes with spears and bows. A problem of the Games Workshop miniatures that I personally have is "everything looks like end boss".

Titan Forge did not make that mistake here. While the Tanegashima all seem to be enjoying their time in the gym a little more than expected, it’s nothing too extreme. The characters are pronounced, but not comically so. Nobody is caring around double two-handed swords with a million spikes or carrying around a fortune in gemstones. The equipment of the models is utilitarian, like the powder boxes of the handgunners or the traditional combination of long and short sword on the Samurai. The Komainu riders look smallish compared to what you might have seen from GW cavalry, but it creates a nice focus on the lions they ride. The war machines have some very nice details on their ornaments, for my taste "just enough" to represent proudness of the maker in their work, while still maintaining a sense of "this is a tool, not art".

One of the main strengths especially of the infantry models is their consistency of armour and clothing. The arm and leg guards look consistent, so do the armour panels and the recurring theme of the flower on different parts of the models. This creates a very coherent picture of an army being centrally outfitted (instead of a thrown-together militia).

For me, the Dragon Empire fulfils all my desires for "Reasonable". The army is consistent and when I look at them, I see an army, not a D&D member troupe of legendary fighters. If you are looking for a lot of "flash" and particularly like the AoS style of GW, you might be disappointed.

Variance: Are the units “monopose”? I have yet to see somebody who likes monopose. Luckily, the miniatures of Dragon Empire got upgraded with additional poses during the campaign due to reaching a lot of stretch goals. The larger infantry units have five different poses and are shipped in small boxes of five. This means every pose is equally distributed. This is reflected in all the units where there are a minimum of three poses with infantry and two with the cavalry and Oni (Large infantry).
The poses are carefully chosen and provide a good mixture of dynamics and coherence. On the Tanegashima (handgunners) these poses work especially well; two poses are on their knees, one is reloading, the other one aiming. The three standing ones have a left hander as well. This means you can build unit with the first rank "down" or just mix as you like. The archers also have this to a lesser extent, with a little more variance in their pose. But even on units with lesser variance, like the monks the style is still different but fitting. Often the poses differ on their head as well, e.g. some bald, some with hair, some with helmet. Only the Komainu cavalry suffer a little bit in comparison because the two sculpts do not allow for too much variation.

The Special Stuff: Single models and characters deserve special attention. They are often centre pieces and much more carefully painted than the ranked and file. For those I value flashiness much higher than on regular troops. The biggest piece I own of the army is the Senso Dorama. A chariot drawn by an Ogre with a shrine on top of it. I very much like the "mystic" factor of it, but it is clear, that it was originally a normal chariot with a shrine tacked on top of it. Nonetheless it looks awesome and draws the eye due to its size. Nonetheless it looks awesome and draws the eye due to its size.

The characters on foot are a straight up upgrade to the normal infantry. They have more details, interesting variations and nice little touches. Raion is
obviously half-man, half-Oni. Daruma has the giant hand erupting from the ground, making him very engaging and visually attracting. Senin Hi is ideal as a Pyromancer, summoning a fire creature from his lantern. Takei Ken has a little fox-like creature at his side, making him not only an Archer, but also able to fill-in as a Ranger/Nature oriented ranged fighter as well. At last with Xianou we have a much-needed model usable as BSB.

The War Machines, as said before lean heavily on the normal war machine feel with nice little details making them stand out just a tad and nudging them into a distinctive "Dragon Empire" army, instead of being purely run-of-the-mill.

Overall, unless you do something special with your characters, like placing them on a higher base or giving them different colours, they could blend in with their rank and file too much to stand out. The upside is, that they belong perfectly in their army and are not unnaturally taller or beefier than the normal soldiers. Once again driving home the cohesive visual appearance the army will make.

**Perception by Others:** The overall reaction to my army has been overwhelmingly positive. To begin with, I mixed my army with stand-ins from Games Workshop's Dark Elves range, other people exclusively looked at and praised the Dragon Empire models. The unit receiving the most praise, were the Ashigaru Archers, who are also one of my favourites. They just hit home on their whole package.

**Quality**

As my miniatures all come from the Kickstarter, they are from the first hundreds of batches Titan Forge produced. It's reasonable to assume therefore, that they have improved since then. For the time being, I will only report back on what I received.

**Casting Failures:** Unfortunately, in the c. 300 models I received, there were a fair share of miniatures with casting failures. There was also a large degree of difference in quality overall. Sometimes multiple versions of the same model were looking quite different in quality; one being very crisp and clear (I will say that all the character models were very good quality) and another where the details were not as clear.

Overall, I'd say one out of ten models had visible problems. Every fifth model was "not perfect", in the
sense I could find something, but it is usually not visible or can be remedied with a little bit of work.

**Usability**

**Ranking Up:** A downside of Games Workshop models, especially the new ranges is the inability to properly place the models, so they actually fit onto their bases and can be placed next to one another. Having to do fillers and or label your models with specific numbers, just so they would rank up is very inconvenient.

The Dragon Empire models do not suffer this at all. One part is because the miniatures are more naturally posed and proportioned. The weapons and equipment are also not over the top. Lastly with a bit of minimal planning, even those units with "overhangs" are easy to rank up. The Tanegashima handguns for example do stand over the edge of the model's base. However, the introduction of left-handers, crouched models and placing some at very slight angels means I can put my models together how I want. The same is true for basically every other model as well, with maybe the sole exception of the Monks. Their double-handed pole weapons indeed need some minimal planning on how to best glue them. An additional upside to that is, you cavalry can actually be deployed in two ranks, and you can move your units all into contact with the actual enemy, because there are no 5cm long lances standing over the front.

**Assembling Multi-Part Models**

Most of the infantry models are one-part models. These do not need any assembly, aside from gluing to the base.

There are some instances in this range where assembly can be a bit tricky. Gluing axles to the wheels of the war machines and does not fit without some force. The cavity is not deep enough to hold the axle on its own without some glue. It is also similar with the Komainu Cavalry, where the riders torso has to fit to the legs and mount. It requires some cutting away of excess material before the two parts can fit cleanly. This is only a small downside, but my whole experience could be improved by improving the fit.
Another negative side to this range is the weapon attachments. For some of the infantry and cavalry models attaching their weapons to the body of the model is challenging. The sculptor only thought it necessary to create some very shallow sockets on the arm or wrist. On the weapon part the end of the wrist is usually covered in extra material and it is far from obvious where and how much you need to cut off to get a good fit. I found that it was necessary to carefully scrape and cut quite a bit of flash on most weapons to finally get a fitting weapon. My Monks are very fragile as a result and when lifting them from their magnetic tray by their weapon I have to be careful or the join will break. Once again comparing to GW models where parts often hold together without any glue, because the designer included defined mount points and made sure the glue area is not actually the same as the mold area, this is clearly a huge difference in usability.

Furthermore, Titan Forge saved quite a lot of design time in re-using the same banner for all standard bearers in the army. Aesthetically this is fitting and looks great as it makes the army more uniform. Unfortunately, there is not a designated mount point at all, and the banner pole is of such low diameter that it is difficult to pin. Without a good mounting point the top-heavy standard solely rest on one tiny point and consequently I have had to fix my Tanegashima standard multiple times.

**Supplier**

**Kickstarter Handling:** Pledging on a Kickstarter can be a risky thing. You are not buying anything but funding a project. The successful conclusion of a project is never guaranteed and many Kickstarter projects, especially those exceeding their funding goal and providing stretch goals, are notoriously delayed.

Titan Forge handled their Kickstarter very well. Although the initial date could not be held at all, the delay was considerably less than I anticipated. The communication was not always great but there were updates throughout the campaign. As my order was one of the larger ones, I was quite late to receive my models, but many others received their smaller orders much sooner. The models went into the online shop shortly thereafter, so backers could continue to extend their collection. The models looked in reality very close to their advertised pictures. The ordering process was quite good with very few challenges.

**Service (E-Mail):** A responsive and helpful customer service is definitely part of being a good vendor. In the past I had two situations, that I clarified via E-Mail with Titan Forge:

My order was missing 5 miniatures. I wrote to the customer service and was sent the missing models within a very short time frame, considering they had to send it across country borders.

Right after receiving my shipment I also queried, why my bases weren’t slotted. Titan Forge had actually ran out of slotted bases so sent me non-slotted instead.
The response was very quick, and although it didn’t contain the answer I was hoping for, I feel they handled the situations professionally.

**The Ninth Age Compatibility**

As a T9A player, a prime concern is of course if you will be able to use these miniatures and other miniature ranges from this vendor to play a real game of T9A?

An important aspect here is, whether the vendor actually knows about T9A and strives towards a compatible product. The Kickstarter for Dragon Empire left me with the impression, that it was heavily influenced by the T9A backers. Even during the Kickstarter Campaign, the push for obvious missing models to form an Empire of Sonnstahl army was visible. Most so in the quite late addition of the Senso Dorama to act as the Arcane Engine, which is quite central to many EoS lists. Additionally, the Komainu also received a quite late addition of being armed with a ranged weapon to play as Reiters. On that front, Titan Forge is one of the best vendors out there, as far as I can see. Their new Kickstarters on Ogres and Amazons seem to cover almost all of the options from the Ogre Khans and Saurian Ancients, with some nice adoptions on them (SA as Amazons and OK as pirates).

The Dragon Empire consists of many options that could be used in multiple armies. Ashigaru Spearmen, Ashigaru Archers, Tanegashima with handguns, Samurai-like Blademasters and a number of other infantry models. The range also has Komainu, “Fu-Dog” style cavalry, with either bows or lances and larger “Dragon Cavalry” that could represent a large cavalry unit. There are also a number of war machines, a unit of Oni which can represent large infantry and a various character models. Therefore, this range in combination could be used for many factions in the 9th Age game.
Dragon Empire as Empire of Sonnstahl

I was looking to start a new EoS army. I was hooked because the Dragon Empire range covers most entries of the EoS army book with little to no conversions necessary.

Dragon Empire offers six different models for on foot characters. For my taste they fit perfectly for the different character options as long as you accept that the unarmoured Monk could be a heavily armoured Prelate. There are two mounted models: A combat Samurai character on a Kirin and a Geiko like character on a giant fish. These could represent the Knight Commander on Young Griffon and a Character on horse respectively.

Additionally, there is the Dragon model with a rider to serve as an Imperial Prince on one of the large mounts. The easiest way to achieve the other options is probably to kitbash other riders on the available mounts. You therefore have almost all the options covered with just this range of miniatures!

<table>
<thead>
<tr>
<th>EoS Entry</th>
<th>Dragon Empire Unit</th>
<th>Conversions Necessary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Infantry</td>
<td>Ashigaru Spearmen</td>
<td>Spear-armed units are perfect. Usage of some axe/halberd heads might be required for halberd troops. Hand weapon and shield infantry could be more tricky.</td>
</tr>
<tr>
<td>Light infantry</td>
<td>Tanegashima</td>
<td>Handgun- armed units are perfect. Adding a crossbow to the top of the handgun and some clipping would be an easy conversion to crossbow armed infantry.</td>
</tr>
<tr>
<td>State Militia</td>
<td>Ashigaru Archers</td>
<td>Perfect models for these.</td>
</tr>
<tr>
<td>Electoral Cavalry</td>
<td>Komainu Cavalry</td>
<td>Some weapon options are perfect (lance, Great weapon), others might need a weapon swap (Cavalry picks).</td>
</tr>
<tr>
<td>Imperial Guard</td>
<td>Blademasters</td>
<td>Perfect. Shield troops would just need a shield for WYSIWYG.</td>
</tr>
<tr>
<td>Knights of the Sun Griffon</td>
<td>Dragon Cavalry</td>
<td>These are perfect models to represent large cavalry. A weapon swap might be needed if you wanted halberds.</td>
</tr>
<tr>
<td>Arcane Engine</td>
<td>Senso Dorama</td>
<td>This is perfect. If the Oni pulling the cart bothers you, you can ask Titan Forge to send you two lions instead of an Oni.</td>
</tr>
<tr>
<td>Imperial Rangers</td>
<td>Ninja, Geikos, Ashigaru Archers</td>
<td>All these options fit perfectly for this troop type.</td>
</tr>
<tr>
<td>Reiters</td>
<td>Komainu Cavalry Archers</td>
<td>They do fit and have a ranged weapon, but to my taste the setup is far too &quot;heavy&quot; to represent a light mobile shooting unit.</td>
</tr>
<tr>
<td>Artillery</td>
<td>Dragons Breath, Fire Bringer, Rocket Launcher</td>
<td>There are lots of options here that require no conversion work and are otherwise perfect.</td>
</tr>
<tr>
<td>Flagellants</td>
<td>Monks</td>
<td>Again, another perfect fit.</td>
</tr>
<tr>
<td>Steam Tank</td>
<td>Chariot</td>
<td>This is probably the least adaptable model, but with some conversion work it could be great. Add a Dragons Breath cannon and some armour plating and your are good to go.</td>
</tr>
</tbody>
</table>
Dragon Empire as Other Armies

There are a number of other options that you could use the Dragon Empire Range for in the 9th Age. The first one is quite obviously the Nippon Homebrew army. This is of course a thematical homerun. The homebrew does have monstrous infantry, so the Oni can even fit in there.

The next best suitable army would be the Highborn Elves. They do have immediate uses for Dragons and Young Dragons, (Lion) Chariots, Blademasters, Monks, Ninjas, Archers, Spearmen, Bolt Throwers, etc. but the Highborn book has a lot of entries, especially on mounts. I would leave it up to you to further investigate whether this is something for you.

Other possible armies would include Warriors of the Dark Gods (although the bases might look a little big on the smaller sized infantry) or even Kingdom of Equitaine (if you can get the Dragon Cavalry to work as Pegasus Knights).

Conclusion

Overall, I can say I am very happy with my army. Getting nearly a whole army in one go (and then painting for years) was a good way to start my second army. I absolutely love the models and think the design of the sculpts is definitely the strongest argument to buy the Dragon Empire miniatures.

I hope the information and my personal estimations have given you a good and comprehensive overview of the range from Titan Forge.

You can find the whole model range on Titan Forge’s website:

http://titan-forge.com/92-dragon-empire
ON THE ROAD TO AVRAS

EPISODE 4: IN THE DARK CORRIDORS

THE BEASTS SHOULD FOLLOW MY SCENT BACK TO THE CASTLE.

THEY WILL ATTACK THE ORCS IN NO TIME.

AND THE WITCH?

...PERHAPS YOU COULD HAVE A... TALK WITH HER.

I CAN'T HEAR WHAT THEY ARE SAYING...

WHAT ?!!!

WHERE DID THEY GO?

SO... YOU ARE CURIOUS?

...NO !...
I WOULD HAVE PREFERRED TO GIVE YOU... A DIFFERENT KISS...

DEIDRE!!... ARE YOU OKAY??

THE BEASTS, THEY ARE ATTACKING THE ORCS!

VIKTOR!!

KURT, DEIDRE, WE NEED YOUR ASSISTANCE.

DRECK! SHE'S HURT!

DEIDRE, WAKE UP!

THE PILGRIMS NEED YOU, YOU MUST RESPECT YOUR OATH OF KNIGHT!

SCRIPT - TEXTS: CHEVALIER ROUERGUE - HENRYPMILER
DRAWINGS: CHEVALIER ROUERGUE
We present Etsy Webshop: Minis and Printers and provide a 15% discount code for the 9th Scroll readers!

Minis and Printers are based in Spain but ship worldwide. Their prices are fantastic, so I was quite unsure about the quality. Initially I made a small order of a couple of models, but after receiving them and seeing the quality I made another order.

The quality of the prints are very good. There is a little flash that requires sanding down, but otherwise they are flawless. My only negative with the material is that it is not friendly for converting. The material is a red, translucent hard plastic that is quite brittle so be careful when cutting into them with clippers as the plastic will shatter in unexpected ways. Because of the brittle nature of the plastic, I did have a couple of breakages from the postage, but these were easily fixed with a bit of glue.

The positives far outweigh the negatives. The character of the miniatures themselves is a little cartoony which I find a positive. This also means that the exaggerated edges, recesses and features are easy to paint as there is no ambiguous detail.

There is also a big range of sculpts available for purchase. A lot of the sculpts are customisable with different options and sizes so there is definitely something for everyone and most 9th Age factions. Below you can see some of the models that I have...
painted, along with their stock photos for comparison. Lastly, I will also leave you with a brief Q and A interview with the man behind Minis and Printers...

**Q:** What inspired you to make miniatures for fantasy/sci-fi games?

Some years ago, I fell in love with painting miniatures. I started with Games Workshop 40K Tyranids and now I am working on fantasy Lizardmen and Skaven/Vermin. I have been a professional painter for a few years, however now I only paint for myself (@gris_paints on Instagram).

The miniatures on the web shop were not designed by me. I am in fact a licenced printer of different designers from Patreon and provide a place where those designers can sell their miniatures. The service I provide is the printing and distribution.

**Q:** What miniatures do you currently have in your product range(s) and which are most relevant for the 9th Age?

I think miniatures from Artisan Guild are perfect for 9th Age. The heroes are awesome, and the regular troops come with a lot of options (4 different bodies minimum, not just different poses of the same body). I have dwarfs, elves, lizardmen, goblins, demons, vampires, all of them are masterfully sculpted. I find that a lot of people use my “regular troops” as heroes since they are so unique. But almost all the miniatures from the store can be used for the 9th age, since the most of them are fantasy (We do sell some Sci-Fi and will be uploading more in the future). In particular you might like to see our Corpse Giant Model perfect for use in the new 9th Age Giants supplement.
Q: What makes your models different to other miniature companies?

Because I am working on my own as a small retailer, I am able to give all my customers a personal service for each purchase. For example, I give personal assistance and advice to my customers. I often get questions like "Can you help me find a lizard hero with an axe?" which I can then show the relevant images and links from my store. I also offer to do resizes to better fit my customers intended use (some people ask for 4-inch tall orcs), and if requested I can send with either square or round bases.

As well as this extra service compared to larger companies, I am also able to treat every item with care and try to give the best result. Since the models are individually 3D printed, there are very few mistakes compared to models made in a cast and this quality is reflected in the prints.

Q: Do you have any future release plans you can share with us with regards to models that could be used for the 9th Age?

I help designers choose what models to design next by choosing my favourites on their community polls. I always try to figure how to use them in fantasy wargames but I can only share whatever the designers share with me. You can expect some Japanese trolls/ogres (Oni Clan) soon!

Q: Will you be working closer with the 9th Age to make more specific models for the game?

Potentially! In the future once I can finally sculpt my own miniatures, I have some good ideas to make great units!
Q: What is your favourite miniature that you have made so far and what inspired you to create this?

My favourite was a unit that I have printed was of Ripperdactils/Ramphadon Riders. I made the leader ride my Quetzalcoatl, and the other two as “regular” Ramphadons. I always loved the Incan/Mayan theme of the Games Workshop Lizardmen and doing the god snake as one of the leaders of the units is really cool.

Q: Where is the best place to find and purchase your miniatures?

Right now, I only have the Etsy store, but I will be opening soon on eBay for people that are more familiar with that platform and hopefully an independent website this year! People can contact me via Etsy or Instagram for custom prints too. For a 15% discount you can use the code “9THAGE” at checkout!

Jwilliams4 picks apart the reasons why our armies take the field and why head canon is important for immersive games.

I am a fluff gamer. Don’t get me wrong, I don’t know every tome of the extensive 9th Age background to the letter nor can I recount the Hymn of the Ages. But I do play 9th Age, partly at least, for the setting and background. So how do I bridge the gap between my lack of knowledge of 9th Age lore and my love of fluff gaming? I jump deep into head canon.

For those newly initiated into the cult of nerd, head canon is lore that you create in your head to inspire how you build your army. This can be a background that you write for your general, a land that you imagine for your race or a history that you create for your army. Anything really that inspires your what and how you bring your army to the table. In this article I’ll take you through what inspires my armies, how I show that on the table and maybe give you a few ideas on creating your own head canon.

The Book Club

The Order of Libro Clava are a militaristic group of extreme monks, warrior priests and witch hunters that travel throughout the Empire of Sonnstahl and its allied states and kingdoms. They preach the word of Sunna and defend her followers. Upon hearing of a raiding party of Orcs and Goblins defiling a temple of Sunna in the south of the Empire, the Libro Clava made haste to extract vengeance on the enemies of faith. They pursued the Warborn into the lands of the Equitain, butchering a massive horde of the Warborn in the name of Sunna.
I’ve always loved the idea of a witch hunter themed army. A group of crazed religious zealots, warrior priests, witch hunters and flagellants preaching the end of the world and bringing swift justice to the enemies of the empire with fire and fury. This was the inspiration behind my EoS.

To show this on the tabletop I’ve created a large unit of warrior priests, known jokily as the Book Club, mixing as many companies’ warrior priest models as I can get my hands on. Every Book Club needs a library wagon; a warrior priest on a War Altar, bringing the winning combination of highly flammable books and open fires to the battlefield. Next, I added a unit of militia using witch hunter models, known as the Big Hat Brigade, these guys fit perfectly as they’re armed with the pistol load out for that WYSIWIG life. I also run a steam tank converted to look like a destroyed relic, carried by flagellants and complete with a warrior priest shouting inspiration, “Take me towards the enemy for I wish to hit them with my stick!” Add a couple of flagellant units and a witch hunter on horse tops off my witch hunter themed list.

Basing can be a great way to sell your armies story. For my EoS army I’ve used the Green Stuff World Temple rolling pin to make the army look like their fighting over the ruins of an ancient church. I used green, red and brown washes to add extra colour to the stonework and broke up the tiles with dirt and turfs coming through the cracks to add a sense of age.

Sunna is the Lady Incarnate

After driving back the army of Orcs and Goblins threatening a region of the Kingdom of Equitaine, the militaristic order of travelling monks known as Libro Clava established a monastery within the region to further their teaching. To sway the nobility to their teachings of the Church of Sunna they conceived the doctrine that Sunna was the Lady personified and therefore serving Sunna was the same as serving the Lady. This teaching quickly spread and established the Militaristic Church of the Lady of Sunna.
Ok, so I don’t write the fluff for the 9th Age. I doubt that Sunna and the Lady are the same person (they’re not – HPM) but that’s the idea behind my KoE army. I’ve just used my EoS units along with a bunch of Knights to complete the army. The reliquiae is a statue that becomes the focal defending point of the Book Club Unit, this adds to the crumbled temple feeling of the army and has the added advantage of being super easy to paint.

Unit fillers are a blank canvas to show your army story. I’ve used a few crumbling church ruins with broken stained-glass windows to give my knight units a really religious feel.

**Take the Seekers Oath**

I’ve created my Seeker units using every different type of Seeker/ bezerker/ naked dwarf warrior I can get my hands on. Shout out to Avatars of War, MoM Miniatures and Scibor who all do fantastic seeker miniatures. And I’ve used the spare bits from the Games Workshop giant kit to make gory, trophy head unit fillers. I’ve tied in my greybeard units by using seeker statue unit fillers from Avatars of War. Using similar unit fillers and a strong basing scheme across the army can give the army a cohesive look and feel, even if you’ve gone with slightly different paint schemes between units or different model companies’ miniatures.

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A once great bastion of mining, metallurgy and runic magic, the hold of Khanneh is now beset on all sides by Warborn and Vermin. A crumbling empire only held together by the iron first ruling of its King and the oath taken by every citizen dwarf to defend their clan and hold. But war takes its toll and oaths to live are broken by death. The Dwarves of Khanneh held the broken oaths of their forebears in such shame, that every surviving member of the family turned to the old ways of the Seekers for solace. They took new oaths to regain the family honour in glorious battle.
Pillage the Jungle, Enslave the Beast

The Dread Elf castle of Menelluin Kelvar borders the jungles of Virentia. Originally established as the first line of defence against incursions from the south it has since gained notoriety and wealth as a supplier of exotic beasts to the cities of the Dathen and beyond. If your army includes a raptor, a kraken or a hydra chances are it passed through the gates of Menelluin Kelvar. But so much time spent within the jungles, effected by the Saurian magic, has warped the elves of Menelluin Kelvar, giving their skin a blue hue resembling the beasts of their region.

A strong basing scheme is a fantastic way to sell your armies story and, in my case, a good way of distracting from an average paint job. My Dead Elves army is scouring the jungles of the Saurians in search of the next beast to enslave and bend to their will. I’ve used the Green Stuff World resin basing it accessories to create the jungle story and max out on beasts, beast masters and hunting chariots to complete the army feel.

Conclusion

If you’ve made it to this point, wading through the ramblings of my army head cannon, you’ve well and truly earned the right for me to return the favour. So next time you see me at a tournament or, better yet, flick me an email and tell me your army’s story (jackwilliams86@tpg.com.au). I’d be more than keen to hear your story and give you a shout out.
“Speed is the essence of war”, wrote Sun Tzu. It goes without saying that striking first (and striking hard) is a good way to win a battle. But in another part, he mentions: “Victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win.” This is an article about how to win a fight despite not having the agility advantage.

After playing with two different types of elves for a long time, I started playing Beast Herds earlier this year. One of the first things I noticed was how the tremendous hitting power of the units (built-in rerolls to hit, high Strength and AP) was offset by the fact that, barring magic, the Beast Herds units almost always strike last. Resilience 4 can only get you so far if the best armour save for your troops is a 5+. So winning with Beasts against any army that is not a pure gunline/shooting-avoidance seems to rely on circumventing this weakness. In this article I’ll try to brainstorm on ways to make this happen, with a focus on Beast Herds. However, one could apply the same principles to the other armies who rely on troops that strike last. Saurian Ancients, Greenskins and Ogres are all good examples.

The first thing that comes to mind is to bring more bodies. If the opponent strikes first, then you’d better bring bigger units, so that some of them will get the chance to strike back. Then it is up to these remaining troops to rack up more kills than the opponent and to grind him down in combat. This is an approach that works wonders against small units/monsters that cannot possibly kill your entire unit, or enemies with high static combat resolution but a low amount or low quality of attacks. For example, if you engage a unit of Kingdom of Equitaine Peasant Levy with a unit of Longhorns with great weapons in Line Formation, chances are that even if you suffer 3-4 wounds going in, your retaliation will be very bloody. The same goes if you’re charge/charged by a Giant. However, that would not work when fighting troops that are both fast AND bring a high number of high-quality attacks. Examples that come to mind are Vampire Spawn, Warriors of the Dark Gods Chosen and any elven elite infantry.
Another option is to rely on magic to even out the odds. This works as follows: you send your (slow) unit into a one-on-one fight against an enemy that they wouldn’t normally beat, knowing that you’ve got several spells in your arsenal that will help them overcome their opposition. For example charging a unit of 6 Minotaurs into a unit of 24 Lion Guard. Normally this is suicide. But if you’ve got a couple of Blackwing Totems, plus Stoneskin and Healing Waters, then suddenly it might not be that bad of an idea. You can safely assume that with correct use of your dice you’ll be able to either make the Minos Agility 7 and strike first, or make them a lot harder to wound, thus giving you more attacks back.

The downside to this method is that magic dice are fickle, and sometimes the combination of a Binding Scroll with bad casting rolls is enough to spell your unit’s doom. Some magic paths are better at protecting your troops than others, but generally speaking most paths offer a couple of combat hexes or augments that could help: Deceptive Glamour, Word of Iron, Break the Spirit, Awaken the Beast, Scrying, Hand of Glory or Smite the Unbeliever are all good examples.
Manoeuvring and positioning often helps mitigate agility issues. This can range from simply charging into a flank, meaning that you get full support attacks while your opponent is often limited to a handful of attacking models. I’ve found Pack Tactics to be very useful for this, since the addition of Swiftstride makes long charges more probable. To give an example, a 10+ charge on 2d6 has a 1-in-6 chance of succeeding, whereas the same charge with swiftstride is closer to 1-in-3.

Knowing your probabilities is a key to success. Opponents will be surprised by long charges into flanks or into exposed units, but knowing that a 9+ charge for swiftstride units has a 1-in-2 probability of succeeding, or that an 8+ infantry charge from atop a hill has almost a 70% chance of making it in means that you can take calculated risks that would give you an advantage.

Flanking an adversary who knows what he is doing is easier said than done, but what certainly helps is weight of numbers. The units available to a BH general are generally cheap enough to allow you to outnumber the enemy. It’s likely that your units probably won’t outnumber the enemy 2-to-1, but at least your manoeuvrability enables you to create a mismatch in force concentration in one part of the battlefield, punch through and then focus on another part. For example, in the example you can see a scenario where no matter what the elven unit does, it will end up getting charged into the flank or the rear. Pulling off such a plan is harder when we are not looking at a situation in a vacuum, but it’s still doable – especially with armies that have access to cheap elements.
But flank/rear charges are not the only tools we have got. Multi-charging is another, provided you know what you are getting into. Multiple charges can help bring more wounds into a fight, but that can sometimes backfire: charge 4 units into a unit of Swordmasters, chances are you’ll probably give the elves enough combat resolution to actually break your units even though you charged.

Unit alignment is everything in these situations. Being able to feed the bulk of the enemy troops a low wound-count expendable unit while engaging the extremities of the same enemy with fragile but hard-hitting troops has won me many an uneven fight. On the turn you charge, odds are you will end up with a tied combat. But by round 2 of the fight your expendable cannon fodder will be gone, and your hard hitters will be still left fighting on either corner of the enemy unit.
With a bit of preparation, you can either use another unit to limit enemy reforms, or just count on the fact that the enemy won’t be able to afford going wide enough to bring more models to the fight. In the example, the spearelvess will probably kill the centaurs before they get to attack. However, the combined charge allowed the Jabberwock to clip the corner of the unit, while the Gargoyle positioning at exactly 1” away from the enemy means that the Elves cannot reform to bring more bodies into the fight. So, after an initial tied combat (assuming the Jabberwock uses its breath), the following rounds will see the monster kill a handful of spearelvess per turn for little to no damage in return.

A more advanced trick involves using friendly and enemy units as a means to force a clip: based on the knowledge that only one wheel is allowed when charging, you can identify openings where overall unit placement will only allow you to bring a single enemy model into the fight. If your own unit/model is a better fighter, you can expect them to win combat. Be advised: while such an approach is widely accepted in the tournament scene, and nobody will bat an eyelash if you pull it off, in more “relaxed” gaming circles it might be considered as gamey. Be sure to check with your casual gaming buddy whether they are ok with playing that way.

On a similar note, remember that charge order is everything: most experienced generals are careful not to block any of their charges with their own units, and resolve charges in an ‘optimal’ order. But this can be used the other way around. Identify the charge moves that will create the sort of “clipping”
conditions for another charge move (against another unit) later during the ‘move chargers’ phase. Doing so means that you will end up winning fights that your opponent expected you to lose.

But sometimes it is simpler than all that: unit alignment and maximization rules can be satisfied while still giving you the edge. As an example, if a unit of 3 chariots and a unit of 6 Minotaurs charge into the same Spear Elf unit, choosing whether to align all 3 front rank Minotaurs or just 2 plus the full 3 chariots can make a whole lot of difference. In this instance, the extra impact hits will help win the first round, but unit placement will also mean that your fragile Minotaurs will only ever be facing around 12 spear attacks, as opposed to 24 if all 3 were in base to base contact. Here you’re wagering that your unit can fight better over a small frontage than the opponent: that’s often the case with Beasts, and it’s something to keep in mind.

Movement is to me the most interesting part of the game, and the one that allows you to transcend the limitations of your army book and the list you have chosen to field. The situations described above are only a small part of what you can pull off in your games, with a bit of practice. To end in the same way as I began this article: “The expert in battle seeks his victory from strategic advantage and does not demand it from his men.”

I hope this helps you make the most of your troops and win many battles!
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