Lots has been going on since the last Scroll dropped! We finally had the Infernal Dwarves book released, albeit in its slim format. This was mainly down to a lack of resources in Art and Layout. Alongside this we had the Epic of Kibotesh. This epic poem telling the story of Kibotesh and Lugar gave us an interesting insight into the Infernal Dwarves history, philosophy, and culture. I am sure after reading this, the full background is now eagerly anticipated!

You might have also seen the “Advanced Magics: A Most Excellent Grimoire of the Greater Mysteries” supplement that was released, giving some new spells and interesting magic mechanics to bring an extra level of depth to your games.

I have also been working on a small side project which will be compiling all the written background into an easily accessible space on the website. You can see here on the faction page for the Dwarven Holds, that all the excerpts have been transcribed and uploaded to their faction pages. Not all the factions have had this treatment yet, but it is something to look forward to in the near future. We hope that this project will make the 9th Age background, more accessible and available to those who have an interest in delving into the lore, and also for new players who want an understanding of how the world of the 9th Age functions. Let us know what you think about these updated faction pages with the background texts added.

Lastly, I have been meaning to add a Global Tournament Calendar into the 9th Scroll for some time but with the outbreak of Covid-19, there was not a whole lot of tournaments going on. However, now that the restrictions are beginning to lift and we are getting back to normal, I have the first shortlist of tournaments coming up in the coming months! If you would like to have your tournament advertised in the 9th Scroll, simply send me a mail to ammertimedk@gmail.com and I will add your tournament to the list!

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<tr>
<th>DATE</th>
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A quick overview of the design process of one of the new units in the DE book.

Blonde Beer: When working on a new full army book for T9A, we always have the ambition to not just update the old book to the new additional background material, but also add new and exciting stuff, not just for making new crazy lists, but also giving everyone’s internal hobbyist a new challenge.

For the upcoming Dread Elf book, we have 2 of these kinds of units in the design phase, and I would like to take a bit of time to talk about one of the potential additions to the book, since it’s the one that’s kind of a personal dream for me to add.

If we look at all the types of miniatures, we could add to the Dread Elf army, there is always something that feels missing for me; that is the big centre piece. Now I know that the army already has Dragons, Krakens, Hydra’s and a spiffy Altar to catch the eye, but I’ve been itching to add something even bigger, and something that helps the army without adding just another beat stick; a larger version of something already familiar.

To that end, we are working on a monster with the working title of the Mist Leviathan. Now, before I talk about it, keep in mind that this unit is still in design, and needs to be accepted and play tested before it ends up in the book. The only certainty about this potential unit is that I can tell you that we are working on it. It might never see the tabletop after all. It’s a big monster, with the biggest base in the army, and there are many cool potential miniatures you could use for it.

The design we have worked on has 3 primary design goals. The first is adding something that can help out the Dread Elves in the shooting turns of the opponent, by having a big line of sight blocker that can protect your troops in an alternative way (design guidelines specifically limited the amount of hard target the army could have).

The second design goal is having it be sturdy enough to take a few hits, but not something you can just throw in any combat, although with the right matchups it can still do some damage with his own attacks and handlers if you can find the right target for it to fight.

And the third design goal is the most exciting one for me. It can be used as a troop “transport!” This will help out the more close combat focused and light armoured Dread Elf troops to get to where they need to go without being peppered by all those annoying ranged weapons.

HPM: As part of the DE team I had a hand in the inspiration behind this unit. We had some vague things we wanted to achieve 1) a focus on the Beastmaster “faction” of the army with some new units to flesh out their role in the Daeb society, 2) A way in which the DE could make it to combat without losing their important (scoring) units which have little in the way of armour, and 3) something iconic, cool and individual to the 9th Age.

As an avid fan of Morrowind (a 90s RPG game, predecessor of Skyrim etc), I really liked the aesthetic of the game and the feel you got when walking through the world with the creatures that inhabit it. The coastline of Silexia I imagine as something similar to Morrowind. A Ragged coastline of changing ecosystems. Swamps and jungles in the south and more barren tundra in the north. A place where mushroom trees thrive, and the fauna is distinct.

With this in mind, I suggested the idea of the “Silt Strider” and “Bull Netch” to the LAB team. For those who don’t know, the Silt Strider is the primary means of transportation in the swamps of Morrowind (essentially a fast travel mechanic if you didn’t want to super levitate your way across the map and risk falling from 1000ft). The beast itself looks something
like a big grub, larger than an elephant, with long legs and folded wings that has a convenient place for travellers to sit and some way of being controlled from its back. It hovers about 20ft off the floor and is the perfect transportation solution. Similarly, the Netch is basically a tortoise shell about the size of a small house with long poisonous tendrils hanging below as it levitates around.

Essentially what we were thinking about was something akin to a giant floating jellyfish. We have Krakens (squids) already. So this fit quite nicely with our nautical theme as well as fitting the needs mechanically for the army.

We wanted the “Mist Leviathan” or “Littoral Mist Drifter” as it was previously known, to provide some kind of missile cover to the Dread Elves so we discussed that the background could represent a beast that secretes mist as a camouflage while it is closer to land. Obviously, something of its size would be prey to Dragons, Krakens etc, and if it floats around in a sea of mist then this would protect it in some way. The Dread Elves therefore, understanding that mist cover for their raids, will allow them to get close to the shore before they are spotted, capture the Mist Leviathan and drive them ahead of their ships.

You can see the included profile and its rules beneath. Let us know on the forum how you feel about this potential new asset to the Dread Elf army!

---

### Mist Leviathan 340 pts

- **Type:** Beast  
- **Height:** Gigantic  
- **Base:** 100x100 mm  
- **Units per Army:** 0-2

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**Carried by Mist:** Universal Rule.

For Each model with Carried by Mist, a single friendly unit gains Ambush, with the following conditions and restrictions:

- The unit must consist of 20 or less R&F models with Type Infantry.
- A single Infantry Character that is allowed to join the unit may Ambush within the Ambushing unit (declare this when declaring which units are Ambushing). Roll only one dice for the Combined unit.
- The owner may choose to not roll for Ambush for the unit.
- When the unit enters the Battlefield, place it with its Rear Facing in contact and aligned with the Mist Leviathan’s Unit Boundary instead of the Board Edge. If the unit cannot be placed, it cannot enter the Battlefield this turn.

If the Mist Leviathan would be removed as a casualty before the Ambushing unit is deployed, apply the following rules:

1. Mark the Mist Leviathans Unit Boundary.  
2. Deploy the Ambushing unit fully inside the marked Unit Boundary.  
3. Each model in the unit must take a Dangerous Terrain (2) Test.

If the Mist Leviathan is engaged in Combat at that point, the Ambushing unit must be deployed in base contact with all enemy units that were engaged with the Mist Leviathan.
My Dear Professor,

I hope this note finds you in good health and good fortune. I have some information of interest to your studies into the Daeb and their republic. I trust you will have heard by now of the late campaign against the Dethenii incursion into Vetia and my small part in it.

I know the strange story of our guest and his defection has reached the Capital, however what you may not have realised is that I was the officer who accepted his parole. I do not regret it, the Dathenii are renowned for their cruelty and disregard for those they deem the inferior races, however I was presented with a defeated officer who gave up his sword and presented no threat, I could not and would not kill him out of hand.

Before I handed him over to our Sergeant Major Keller, I had a memorable conversation with this Dathenii. I believe he was trying to ingratiate himself in order to lull me into a false sense of security, but he could not hide his contempt. His ever-present smirk gave it away, although Brevet-Marshall Schloss wiped that off his face in their interview! I don’t mind admitting I nearly laughed aloud which would have been an unconscionable liberty for a young officer!

However, his story, which was more of a boast, gave me an interesting understanding of their bleeding eye banner. According to the prisoner it is not a religious icon as we took it to be. It is not an uncommon device amongst the great houses of the republic and is seen in many different styles. The bleeding eye itself is not a representation of any Elven god or even as you once thought meant to represent a Gorgon of Yema. No, it is a commemoration of an early victory for the Dathen republic.

Early in their history after the war of secession from Caleda Ablan, the Dathen fleet was still in its infancy but were taking much plunder raiding remote Arandai colonies. They had started to build larger more robust cruisers and one such ship, the Caderon’s Frenzy sunk an Arandai warship, The Emerald in a single ship action. This was not a catastrophic loss for the Pearl Throne, which was still at the height of it power but it was the first time a ship of the republic had engaged and destroyed a Royal Fleet ship which was a huge propaganda victory. It was said in Silexia that the Pearl Queen was so enraged she wept blood.

So, the symbol, far from being a religious exhortation is simply a badge of pride and a taunt to their cousins. The household Guard of the High Praetor of Rathean, who’s late son Aranhir Avaan commissioned and led the recent incursion into our realm, are named the Shattered Emerald Legion in honour of this story. Their colours now hang in the Officers Mess of the 48th Regiment and will shortly be conveyed to the Grand Cathedral of Narrenwald to hang in the chapel of Our Lady Enflamed there.

Well, I hope this has been an interesting missive for you and I will call on you next time I come to the capital, which will not be long as the Chiefs of the Imperial Staff wish to interrogate me in person on the circumstances of the capture of the Daeb defector!

My warmest regards

Your worst student,

Dietrich.

****letter from Ensign Deiter Deitrich, a junior officer of the 48th Infantry Regiment to the Dean of the Imperial College at Aschau ****
The Shattered Emerald legion

My Dread Elves were my first army in 9th Age. I started my collection during in 2014 and have gradually streamlined it into its current state. I’ve collected it piecemeal so it doesn’t have a fully settled aesthetic in the same way as my EoS but I have stuck to a few main colours; moody dark greens and blues shot through with bright red. Even from the start I did not want to use purple! I have also chosen one icon for my banners and stuck to it through out. I liked the eye of Ghond idea from Warhammer and have kept that idea but with dramatically different background. Most of my models are from Games Workshop (GW).

As our young gentleman Mr Dietrich so vividly explains in his letter, the bleeding eye is a mockery of the Pearl Queen and a badge of Daethenii pride. The idea is that the rumour of the queens inconsolable rage is gleefully spread by the Daeb amongst the halls of the other civilised races, however it almost certainly didn’t happen its more of an apocryphal tale for the triumph of the young republic.
**Battle Standards**

Through various kitbashes I have a good variety of BSB models. I prefer mounted ones so they can be where they need to be rapidly. The pegasus lord and my manticore/deepmare lord are magnetised to be able to take a banner or not.
My Dark Raider Champion is comprised of a Warhammer 40k Dark Eldar Top Knot and Pauldrons and a trimmed down GW Corsair cutlass. The horse prince is a GW mounted High Elf Noble model combined with a corsair cloak and dread knight arms.

Foot characters/champions: These could be appropriate for both champions of their relevant units or even Cult Priests. I am particularly pleased with these three as they are composed of multiple different models.

Dancer of Yema champion: AoS Deepkin body with Khinerai Head and Witch Elf arms.
Dread Knights of the Order of the Iron Heart

I had this idea while at the East Midlands Congenital Heart Centre with my eldest son who was born with severe congenital heart defects and has had 4 open heart surgeries to date! The kids there go through a lot and are phenomenal fighters and I wanted to pay tribute to that. I am yet to write any fluff for the Order but it’s on the cards!
Gertrude

I wanted to make her look like she’s lost a couple of heads and grown pseudo-heads back. The freshest new head I put 4 or 5 layers of varnish on to try and make it look fresh with the severed head on the ground.

I made these from the GW Warlock kit. I mixed in the alternative heads from the Dark Riders sprue with the warlock arms. The Champion has a GW White Lion champion head. My horse mounted oracle can also be used as an acolyte champion if I fancy a unit of 6.
The Corsair Champions have been converted so they can be used as Characters. My personal favourite is the model with a Great Weapon!
Each one of my Oracles is a conversion apart from the classic metal GW raptor model. My Oracle mounted on Pegasus was a labour of love. I used an old GW Glade Rider horse and was lucky the Bretonnian Pegasus knight wings fit perfectly! I wanted a more chaste look for the oracle, so I had some old Glade Rider legs and grafted a Sisters of the Thorn body on for a lightly armoured look. I took the staff from the GW Black Dragon kit and a spare Witch Elf head and dagger arm.

For the oracles on foot we have an old 5th edition Bretonnian Damsel with a Corsair cutlass blade and some plastic odd ends I managed to cut into a hilt. The headdress and staff head are also from the same GW Black Dragon kit. The blue oracle is made from a plastic GW Sorcerer but with a Witch Elf dagger and the staff head is from one of the Dread Knight banner poles. All the conversion bits I managed to pin using a 0.65mm drill and 0.6mm brass wire, fiddly but resilient.
The GW Cauldron of Blood Medusa model is actually a commission painting. Its really good but the rest of the model was appallingly finished. Always do your research on commission painters because some of them are not very good. The Medusa on the left is mine though and I was so pleased with her look I've got another one on the paint table! #justsaying but the big medusa would look great in the middle of a unit of three ***cough, cough LAB Team, cough*** (be careful what you wish for – HPM)
DWARVEN HOLDS

What many know as the ‘Dwarven Holds’ is united by little more than a shared species, culture and insistence on living in underground fortress-mines. Perhaps the best-known trait of these prickly people is their obsession with honour. To a dwarf, honour is an all-consuming, ritualised affair that governs almost all aspects of daily living, including an extensive system of debt-bondage.

The holds go to great lengths to guard the codes of honour and remove the possibility of their changing. Before they can be considered full adults, dwarves undergo many years of intense formal education. Matters of honour and law (one and the same to a dwarf) are learned by rote at great length. This education is overseen by the so-called Guild of Lorekeepers, a body also entrusted with maintaining the vast archives and mediating at moots.

Sir,
You are not the first young captain seeking to know why our mages cannot employ the same powerful runecraft used by the mountain dwarves.

I will tell you what I told the others. Runes are not like spells, manipulating ambient magic to create change in the world. On the contrary, runes are physical objects, forged by dwarven secrets into sigils. They accumulate tiny quantities of magic from their surroundings over long periods, finally releasing it to create a specific, instantaneous effect on the user’s command. As you say, their use in battle is exceptionally impressive, and I’m certain they prove equally practical in the mines.

The exact principles that make this such an effective technology for an underground people – exploiting and preserving the low-magic environment found under stone – are what makes it impossible for us to mimic. Fundamentally, the problem is this: runes suck away magic, making wizards significantly less powerful, not more. I am sorry to say that even if we could discover the secret methods of runecraft, they would prove nothing but a disaster for our magical capabilities on the field.

Oh we all love a good old moot!
Come to divvy up the loot!
With a nice long quarrel and a brewer’s barrel
Don’t forget your shiniest suit!

Oh we love when the doors shut tight!
Love to argue through the night!
No one leaves til we all agree
Or the forekeep stops the fight – oh!

We love to swear our grandest oath!
Drink to foe and friend-fist both!
Write it on the wall til we’re good and tall
Cost any bugger be mis-seth!

Dwarven drinking song (end.)

Letter from the Deacon of Battle Magic, Imperial Society of Eichtal.
My agents have been tracking the dwarven traders as requested. I continue to believe that the non-contiguous nature of the holds is their greatest liability, necessitating risky caravans over great distances. No wonder their artificers have pioneered flying machines to aid in transport, despite the powerful dwarven aversion to the sky and open spaces.

Confusingly, however, we have been unable to determine how goods are moved between certain sections of the holds’ network. A shipment of guns seen leaving Nevaz Kankez disappeared shortly after, only to be sold the following month at Nevaz Derom. My only conclusion is that there must be some merit to the reports we have heard of “the Deeps” – supposedly a series of natural caverns and tunnels found even deeper than the dwarves’ mines, far too dangerous to navigate for all but the most experienced hold dwarf. If they are able to move through such an underground network, that would explain how they have evaded our tolls.

Why do hold dwarves live underground? They didn’t always. The citadels of the Golden Age Dwarf Empire were largely built on the surface. Yet great mines were excavated even in the earliest times. Over the course of the ranges of the Ages of Rain, the western dwarves increasingly viewed these mines as a source of refuge and protection. This trend accelerated rapidly after the creation of the Wasteland brought hordes of demons to the Mortal Realm. The low-magic environment below ground proved the perfect defense against beings that require magic to exist.

The dwarf populations who survived into the Ninth Age became the founders of the ‘Dwarven Holds’, a loose association of underground dwarves established at a great mete at the start of this age. It has proved to be an enduring shared culture and identity that has lasted to the modern day.

It is interesting to note that dwarvenish religion has followed much the same trend. Aside from the cult known as ‘Seekers’, hold dwarves no longer worship the old gods of the Golden Age. Instead, they have turned to a non-theistic form of spiritualist cosmology, involving ritualised meditation focused on material permanence and the holy depths.
Ask the Sage - June 2020
Article by Scottish Knight

What word do Western dwarves use to refer to their settlements?

While I lack the artistic comprehension of our world’s languages of a Samuel le Pepin, I have developed a more than workable familiarity with many of the so-called Elder scripts. Dwarven in particular is quite direct, and the meanings tend to be less obscure than many other ancient tongues.

As you may imagine from the vernacular Dwarven Holds, the term “hold” or “holdfast” is the overarching term used by dwarves to describe their fortified communities. It seems this term originated sometime early in the Ninth Age, in reference to the maintenance of traditional traditions in the face of a hostile world. Although usually depicted in dwarven runes, it can be transliterated as “Nevaz”.

Do all Dwarf clans speak the same language, with hardly any variations, no matter how far apart they are?

An interesting query, one which goes far beyond simple linguistics, and really goes to the heart of dwarven history in this Age. Rumours of the First Moot; a great gathering of representatives of those dwarves who survived the trials of the Ages of Ruin, have long held a fascination for me. The precise details of what was agreed in that vast conference are beyond even my skills to piece together, yet the study has unearthed much of interest.

During those weeks, or perhaps even months, of negotiation and politicking, it seems the key finding was reached. A single dwarven empire was a thing of the past. Each Hold was now required to stand or fall upon its own merits. A break from that ancient history was a remarkable step into an uncertain future.

Yet, dwarves being dwarves, there is more that binds them than mere memory. Oaths were sworn, promises given and ties were built - many of which have endured all the centuries since. Guilds recognise members from their sister-guilds in other Holds. Marriage within a Hold is surprisingly rare, and connections between Holds provide a vital circulation of fresh blood and preserve their fraternity.

Culture and language are rooted in shared experiences dating back millennia. There has been an influx of modern words from Avrasi, or Sonnsprache which vary from place to place, yet a dwarf from Nevaz Kinaz in the Copper Mountains would expect to be perfectly well understood by brethren in Nevaz Vanez in the White Mountains, despite the many leagues between.
Do you think there are as-yet unknown large landmasses on our world, perhaps West of Silexia, or East of Tsuanadan?

If only I were an explorer, what wonders I might have seen. Sadly, a delicate constitution has prevented me from exploring the true wildernesses of our world. The prospect of months on a ship, eating the poorest of rations, fills me with dread. Yet I have voraciously gathered reports from those who do venture into those murky places lingering at the edges of our maps.

The truth is I cannot offer much beyond speculation, despite the accumulated knowledge of explorers, sailors and settlers from the furthest lands. Western Silexia itself remains a mystery, never mind what might lie beyond those far reaches. The lands of the Dread Elves are not easily crossed, while the plains and mountains beyond are the realm of many dangerous and uncharted cultures - beasts, orcs, humans and more." Meanwhile, the Shattered Sea is impassible to any with good sense.

To the east, the Sunrise Sea represents the limit of Augean knowledge, at least that which the Tsuananese have been willing to impart to those outside their borders. To the south, the isle of Aotarakoa plays host to humans who speak of the “Taniwha”, mystical lizards who guard against the incursion of the dragon people. And that is supposedly the least preposterous of stories as one ventures further into those islands at the edges of the Southern Ocean.

I have heard some speak that the way currents flow and clouds form at the edges of known geography show that there are places in the great waters beyond. However, I am no better placed to know such things than to read the future in the leaves of a cup of camilla. Still, if even the greatest mariners of our world have not reported such things, I must think that it is no easy matter to find the truth.
All my life I have heard stories of vampires. Everything from shape-shifting into wolves and bats to drinking the blood of virgin girls. But I was always told that vampires could not be abroad during the light of day. However, my cousin, who has served in the Emperor’s army claims to have seen one out at midday leading an army of the undead. How is this possible? Should he not be dust under the harsh light of the sun?

To delve into the truth of vampiric nature is a difficult and dangerous path. Those hunters who survive to gain true experience tell tales of the tangled webs of lies, fables, myths and fragments of facts to be found between.

What is understood, and widely shared in those communities of would-be slayers is that vampires are incredibly difficult to kill. Perhaps even impossible. Eventually, in centuries, or even millennia, they always seem to return. Those vampires of most note have returned after being dispatched a dozen times.

Still, tales of defeating vampires spread quickly, and I can perhaps do a little to shed light, so to speak. Wooden stakes in the heart is the most common refrain and does seem to have a ring of authenticity. Often it is accompanied with decapitation, another trusted technique, and with documented success. Religious symbols are an oft speculated protection, and while I have been told many vampires show distaste, even alarm at such things, the idea that they would burst into flame when confronted by a pendant of Ullor, or a token of the Grail seems rather overdone.

Things which destroy the physical form are a danger as with most creatures: fire, acid, these things may cause wounds which cannot swiftly be healed. Finally, sunlight - perhaps the most fascinating of interactions. It is widely known that vampires do not easily abide the light of the sun. Their powers are at their height in the middle of the night, and with the approaching dawn, they ordinarily retreat into their havens to while away the hours of day.
Of course I might never have been elevated to the rank of Captain of Reiters. I’ve had more than my share of luck over the years, and none more so than my first battle. We were campaigning on the Blasted Plains, a punitive raid on the Eastern Dwarfs. Why? I can’t remember, back then I didn’t get told much and cared even less. What I do remember was the way I left the field. The army was in a bit of a mess, to put it mildly, and I don’t mind telling you that I was seriously regretting signing up for a life in the service of the Emperor. I wasn’t looking good but then Captain Friedling turned to me fixed me with that steely gaze of his and, well..., saved my life.

‘Take this message down Reiter and bear it to the Marshall. You must not fail. We will hold them as long as we can but that won’t be long, Sunna knows...

Ready?

My Lord,

There is a new abomination you must know of. The giants in the Dwarf army are armoured in a new way. I have never seen the like. They have gigantic shields. Monstrosities of iron strips over a wooden frame built as thick as the hulls of the Emperor’s Steam Tanks. So huge they are that even the giants can stand their weight only for short periods, mechanised carts of some new design transport them to the battle where they are wielded by these bellowing brutes. The Overlord is sending them forward in advance of his battle line to draw our fire, the rest then push forward as we concentrate fire on these walls of flesh and iron. Such is the bulk of these shields, they are the size of towers, nothing of the giant bearing them can be seen from directly in front. Only from the side can a meaningful attack be launched on these gargants. We poured volley after volley into them and did nothing, our repeaters were useless, even the volley gun barely dented the shield or slowed the hulking brute. Sgt Holzberg galloped his troop in alongside a monstrous one-eyed horror and brought it down with enfilade as they did so. I fear he is lost too. The dwarfs chant as each giant strides forward, I suspect they name them. Evidently, they feel akin to such horrors that I do not share. You must find a way to penetrate these iron barriers borne by the giants or they will wreck our infantry ranks. I know not how to do so, but I trust you will. We are withdrawing with heavy losses and will make another stand at the bridge, but I cannot give you more than a few hours. You must find a way. I have failed.

You get all that? Good. Now ride and give thanks for your skills with a pen, they have saved your life this day.’

I’ve still got the original message in my notebook, see? Sometimes I read it and think of Old Friedling. He was a good Captain. I hope I’ve lived up to his standards. Holzberg didn’t die there of course, the old fox. But his story is a different tale and for another day.

Notes taken during interview by Gunther Von Liblen of Captain William Durzburg for his renowned book ‘The Emperor’s Horsemen - A Life in the Saddle
Another battle report from 9th Age-famous Axel Vicious! This time His KoE vs Dr. DanT’s DL.

The Lay of Sir Symon

Symon de Marteau, Lord of Chinon, Defender of the Faith. The Hammer. Was a man of many titles and comparatively few deeds. While he defended his Castle and lands from all manner of foul beasts, brigands and monsters, he found it hard to leave his lands in search of a quest as his forebears before him. It was expected of him, as a Knight of Equitaine, but he was constantly gripped by sudden fatigue whenever such an expedition was about to materialise. Some call it a curse, others call it laziness.

This was the norm, until one day when a beautiful Damsel passed by his keep. Sir Symons heart was struck like a thunderbolt upon first sight. He truly believed that this woman was an earthly vision of the Lady, his Goddess. It came to pass that the Damsel stayed but one night at his keep. This was the most joyous night of Sir Symons life and he was filled with a great energy while in the presence of this Damsel. In the morning he begged her to stay, but she was resolute on her path and left with her retinue. Yet not seven days later, a message came to Sir Symon from one of her attendants. The Damsel had been captured and her attendant came to him for aid.

This was enough for Symon de Marteau, the Hammer. He finally departed from Chinon and embarked upon a quest to free the Damsel. Throughout the journey, Symons mind would wonder back to all the comforts of the court he had left behind, the comfort of his bed, food on demand, unlimited wine, servants to entertain his every whim. He was ravenously hungry, tired from life in the saddle and no entertainment except for the bawdy joking of his men.

Seven Days later, Sir Symon led his men over a barren heath from atop his hippocriff, in the direction indicated by the Damsels attendant. Perched atop a rocky outcrop was a great white owl, that appeared to be asleep. Approaching the owl, Sir Symon called out to the beast, yet as soon as he opened his mouth he was hit with a wave of energy and thought.

“I am Camazotz, Sentinel of Nukuja. Here to claim your soul for our master.” A voice thundered in Sir Symons mind. Terror struck him. Now he realised. The pact he had made.

“Your soul is claimed by Nukuja. It is inevitable.” Rang the voice.

At this moment, the Demon raised an eyelid and the world erupted into chaos. Demons materialised from out of nowhere and the Equitanian column was beset. Sir Symon suddenly felt alive, as if for a brief moment he was free of the wariness of the world. Digging his heels into the flanks of his hippocriff, he took to the sky...

The Kingdom of Equitaine

Sir Symon de Marteau - Duke, General, Hippogriff, Shield (Fortress of Faith), Lance (Divine Judgement), Basalt Infusion, Humility, Grail Oath – 635

Guillette - Damsel, Wizard Master, Shamanism, Talisman of the Void, Crystal Ball - 430

Casin de la Vallee - Paladin, Battle Standard Bearer (Aether Icon, Aether Icon), Bastard Sword, Essence of Mithril, Piety, Questing Oath and Bastard Sword - 340

Robert - Castellan, Heavy Armour, Spear, Bannerman (Legion Standard) - 95

David - Castellan, Heavy Armour, Spear, Bannerman (Legion Standard) - 95

Chinon’s Finest - 48 Peasant Levy, Standard Bearer, Musician, Champion - 356

Lads on Tour - 8 Knights Aspirant, Champion - 344

Bastards of Bastille - 15 Peasant Bowmen, Replace Longbow and Braziers with Crossbow - 215

Armand’s Arbalists - 15 Peasant Bowmen, Replace Longbow and Braziers with Crossbow - 215

Symon’s Shield - 29 Knights Forlorn, Standard Bearer (Banner of Speed), Musician, Champion - 741

The Hammers – 2x Trebuchet - 520

Le Suicidaire - 5 Yeoman Outriders, Shield, Light Armour, Throwing Weapons - 135

Sky Brothers - 3 Pegasus Knights, Loose Formation, Vanguard, Champion - 375

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The Daemon Legions

Camazotz – Sentinel of Nukuja, General, Wizard Master, Evocation, Strixian Spirit, Segmented Shell – 745

Tablax – Omen of Savar, Wizard Master, Thaumaturgy, Hammer Hand, Bronze Backbone – 785

The Rotten Ones – 10 Lemures, Unnatural Roots, Musician, Standard – 270

The Gladiators – 20 Myrmidons, Standard Bearer, Musician, Champion, Bronze Backbone – 605

The Temptresses – 21 Succubi, Standard Bearer, Musician, Champion, Bronze Backbone – 590

The Pack – 2 x 12 Hellhounds, Champion, Centipede Legs – 708

Mini Misers – 5 Hoarders, Musician, Champion, Mirrored Scales – 615

Shriekers – 6 Furies – 175
Initial thoughts

My army list is certainly not your typical Kingdom of Equitaine army, there’s not an Equitainian Warhorse in sight! I have 2 big blocks of infantry, the Peasant Levy and the Knights Forlorn. The Peasants start with the 2 Castellans inside which gives them a static combat res of 8 (3 Banners and 5 ranks because of the 2 Legion Standards) which makes them a fantastic anvil; against Daemons they can really help pop them early if they can’t kill the Peasants fast enough. The Knights Forlorn are my main combat threat and most people rightly fear them. Casin, my BSB begins in this unit to give them a permanent 5++ Aegis save due to the Virtue of Peity.

Symon de Marteau is not the most combat orientated of Equitanian Dukes, but he can still present a threat to any of the big characters in the Daemon Legions army thanks to the Divine Judgment. With so many peasants on the field the Virtue of Humility will be very useful to stop them from running away and the 18” range of his Commanding Presence will mean he doesn’t have to babysit quite so close to the units. He also has an Armour Value of 5 and gets to re roll 1s due to the Fortress of Faith. The Grail Oath gives him a permanent 5++ Aegis save so he should be quite survivable as well as deadly.

I have 2 units of Peasant Crossbows which combined with the Trebuchets will really help to whittle down those units of Daemons and may even help put some wounds on the Characters. The Pegasus Knights and the Knights Aspirants are my hard-hitting shock troops and will do some zoning and hopefully keep the Daemons at bay for a while to let my shooting do the damage to the army.
Pregame

For this battle the scenario was Marching Columns and the Secondary Objective was Hold the Ground. With that in mind we picked our spells. My Damsel, Guillette, on Shamanism went for Awaken the Beast, Swarm of Insects, Totemic Summon and Break the Spirit. Camazotz, the Sentinel of Nukuja, went for Spectral Blades, Hasten the Hour, Ancestral Aid and Touch of the Reaper. Tablax, the Omen of Savar, chose Hand of Heaven, Cleansing Fire, Wrath of God and the Hereditary spell, Spear of Infinity.

We had to take turns deploying due to the scenario. My short Board Edge was on the right, so I had to deploy right to left. My main aim was to deploy the Crossbows on either flank and the bulk of my force in the centre so that I could compete for the objective. On my right flank I have the Bastards of Bastille along with the Sky Brothers. The Centre has Chinon’s Finest placed on the right, with Symon’s Shield in the centre (as they have Forest Strider I don’t care about the wood in the centre of the table for them) and The Lad’s on Tour on their left. Guillette is in with the Knight’s Forlorn along with Casin. Symon is behind the Knights Forlorn, ready to pounce when necessary and the Trebuchets are on the back line. The left flank has Arnand’s Arbalsists
lurking in the wood and Le Suicidaire on their left, ready to give their life for their Lord at a moment’s notice.

The bulk of the Daemon army is in the centre, with The Gladiators and Tablax on the right of the hill. The Mini Misers on the hill with the Rotten Ones behind them. One unit of the Pack is next to them and Camazotz is hiding behind the hill (typical cowardly Sloth daemon). The Temptresses are to the left of the hill. The left flank contains the other unit of the Pack and the Furies behind them.

I think I have been out deployed as one unit of Crossbows is going to be wasted out on that right flank with little to shoot at. The left flank consists of some Yeoman Outriders and a unit of Crossbows and I do not think they can stand up to the Hellhounds without a lot of luck! I would pull the Knights Aspirants over to that flank, but I may need them to push on the Centre Objective early on judging by the amount of scoring units my opponent has placed in the centre. It may fall to Symon himself to fight those Hellhounds on the left. I’m happy with how the units are lined up though, Peasant v Myrmidons is a good fight for the Peasants, I just need to avoid the Hoarders with them as their grind attacks could get silly if they both stick in the fight for a long time. I like the Knights Aspirant into the Succubi only because I think the Succubi are better against my other units. I want to get the Knights Forlorn into the Hoarders; I think that is a good fight for them to have too.

After deployment was finished, I declared that I would be praying to grant me the Blessing, then my Opponent won the roll off for first turn and I moved my vanguards. I moved the Yeomen to the hill on the left-hand side as it meant that they were out of sight and they could not be seen. I moved the Pegasus knights in front of the ruins. Once that was done, we began.
Daemon Legions 1

The Daemons began their advance towards the centre of the board with the Hoarders moving off the hill and forward. The Succubi push forward to the left of the Hoarders. The Hellhounds in the centre stay on the hill, ready to counter charge anything that might be foolish enough to come within charge range. The Myrmidons with the Omen pivoted to the left to stop the Pegasus Knights from flying behind them and threatening the Sentinel. The Lemurs hung back and Camazotz moved ponderously to the right-hand side of the hill but remained safely out of sight of the Trebuchets. On the left flank the Hellhounds crested the hill and were now threatening the Crossbows in the woods. The Furies moved behind the Hellhounds.

In the Magic Phase it’s the big flux card, an 8. Making it 11 Power Dice to the Daemons and 7 dispel dice to me. Tablax started things off by casting Hand of Heaven onto the Pegasus Knights, I had to let the
spell through as I was more worried about other spells being cast. Hand of Heaven did 4 Strength 3 hits to the Pegasus Knights and only caused 1 wound. Next Tablax casts Cleansing Fire on to the Hoarders unit Champion. I let this one go as I have no intention of charging the Hoarders this turn. Camazotz then casts Ancestral Aid onto the Hoarders and, again, I let that through as I am now definitely not fighting them next turn. Tablax successfully casts Spear of Infinity onto the Pegasus Knights but I manage to dispel it. Finally, in what was a shock to no one, Tablax casts Wrath of God. I had intentionally saved enough to dice to easily dispel it so that was it. Quite a disappointing magic phase for the Daemons. Unfortunately, the “number 8” Flux card came at the wrong time for them. Camazotz’s Evocation spells are limited by the fact he’s cowering behind a hill.

Kingdom of Equitaine 1

The main threat to my army at the moment is the left flank. There’s 12 angry Hellhounds breathing down my neck and I have to take care of them. I have 2 options, sacrifice the Yeomen this turn by standing them in front of the Hellhounds to give my Crossbows more time to whittle them down or get the Yeomen out of the way and let the Hellhounds charge the Crossbows and hope they fail. I decide to do the latter. It is too early in the game to lose my only unit of chaff and the Hellhounds need a 10 on the dice to get into the Crossbows. They do get a reroll from the hill, but I am confident that they should still fail! I move the Yeomen round to the flank of the Hellhounds to shoot their throwing weapons into them and I am hoping that combined with the Crossbows that this should be enough.

I move Symon over to the left to counter charge the Hellhounds if they charge the Crossbows. If the Crossbows break, the Hellhounds will hit the Trebuchet and I can just charge them with the Duke. Alternatively, if the Crossbows hold then Symon can charge the flank of the Hellhounds. I fan out my units in the centre but I don’t move particularly aggressive with them as it is too soon to pounce on the Daemons. The Pegasus Knights aren’t left with a lot of options so I just shuffle them to the left.

I get the number 4 Flux Card in the magic phase and thanks to the Daemons extra veil tokens it I have 8 v 5 on the dice. I start off, as I always do, by casting Totemic Summon on 3 dice. My reasoning is I only need a 9 on the dice and I should get that most of the time, if I do then my opponent will generally have to use all their dice to dispel it, leaving me with all my dice left for spells, or they let it through. I fail to get 9 on 3 dice and fail to cast the spell. I then try to cast Break the Spirit on the Hellhounds on the hill, but my opponent dispels it. Lastly Guillette casts Swarm of Insects on the Hellhounds which goes through. With the 5D6 hits I only get 10 hits and do no wounds. A pretty shambolic magic phase.

The Yeomen Outriders shoot at the Hellhounds with their throwing weapons and kill 3 of them! The Crossbows on the left manage to kill 5 more! What?! Suddenly the Hellhounds aren’t so scary. The Trebuchets aren’t needed to shoot at the Hellhounds now so I shoot both at the Succubi. That left flank is now looking weak so if I can weaken it up a little more I can surround the Daemons. The Trebs flatten 6 of the Succubi. The Crossbows on the right fail to kill any Myrmidons.
Despite taking some significant losses to small arms fire, the Hellhounds charge the Crossbows in the woods. Arnand’s Arbalists were expecting this and stand and shoot against the Daemonic Hounds, killing 2 more. The 2 remaining Hellhounds make their charge into the Crossbows but I think even the lowly Peasant Bowmen can handle that.

The Hoarders also declare a charge against the Pegasus Knights but they need a 12 on the dice. They fail but move forward 6”.

In a surprise move Camazotz flies out from behind the hill to bring his magical arsenal to bear on the forces of the Kingdom of Equitaine. The Succubi move forward just enough so that they are within 6” of the centre so that they can score the objective this turn unless I can stop them. The Lemurs reform to be 2 wide and face the left of the board, to counter charge anything that charges the Succubi. The Myrmidons move forward but only enough so that the Pegasus Knights can’t sneak past them. The Furies move up behind the Hellhounds so they can charge the Trebuchet or the Crossbows next turn.

My opponent draws the number 5 Flux Card, giving them 9 power dice and I get 5 dispel dice. Camazotz, now able to target my units, casts Hasten the Hour on the Knights Aspirants, I let it go and he kills the unit champion. The Omen casts Hand of Heaven but fails to reach the casting value with 2 dice. Camazotz casts Spectral Blades on the Succubi and I dispel it as I want to charge the Succubi next turn so don’t want them to have any buffs. Tablax casts Spear of Infinity and I dispel it. Tablax then unleashes the Wrath of God and I have to let it go. I wasn’t too worried about
it this turn as I intend on charging most of my units out from where they currently are so when it hits, I am hoping nothing is in range of the token. The Wrath of God is placed between the Knights Forlorn and the Aspirants.

In combat the Hellhounds kill 3 Crossbows but the Peasants that attack back are able to wipe out the Hellhounds. Good work boys! That is a textbook method of how to deal with Hellhounds and Armand and his Arbalists will surely go down in the Chronicles of Equitaine for such a heroic feat! Obviously, luck had a lot to do with it but we should not take it away from them. If I did not stop the Hellhounds, they could have opened up the left flank and run through my army. Next up, the Furies!
Kingdom of Equitaine 2

As the Hoarders failed charge moved them 6”, the Knights Forlorn are now able to charge their flank. I take that charge and the Knights Forlorn make it. I charge the Knights Aspirants at the Succubi and they make the charge too.

As the Hellhounds on the left are all dead the only threat left is 6 Furies and I think the Crossbows and Yeomen can take care of them. I fly Sir Symon over to the centre, about 10” from the Wrath of God but I didn’t want to throw him down the left flank as I didn’t feel he would be useful over there. The Pegasus Knights swoop into the centre too to support the Knights Aspirants. The Peasants move up the right side. The Yeomen move behind the Furies to throw some more weapons at them.

In the Magic Phase I draw the number 3 Flux Card giving me 8 Power dice and my opponent 5 dispel dice. Guillette starts off by casting Break Spirit on the Myrmidons with 3 dice and rolls 17. My opponent has to let that through as even with 5 dice it’s not that likely to stop it. Next Guillette attempts to cast Totemic Summon on three dice but again fails to roll 9 or more. Lastly, I cast Awaken the Beast on the Knights Forlorn to increase their Resilience by 1. I use 3 dice (I got back one form the fizzle previously) and roll very high! Because of this, my opponent fails to dispel it with all 5 dice.

In the shooting phase the Crossbows and the Mounted Yeomen shoot at the Furies and between them only cause 1 wound – they must have used up all their luck last turn. The Bastards of Bastille shoot at the Myrmidons and kill 1. The left-hand Trebuchet fires at the Sentinel but misses. I could have shot the right-hand Trebuchet at the Sentinel but I am worried about the size of that unit of Myrmidons so I decide to shoot at them instead. I get a direct hit and kill 6 of them, typical!

In Combat Phase I start with the Knights Aspirants. Despite the Knights charging the Succubi still strike first as they are Agility 5. The Succubi kill 2 of the Knights Aspirants but in retaliation the Knights kill 4 Succubi. The Succubi lose combat and fail their break test so 3 more die.

In the other combat the Knights Forlorn are striking last as I choose to use the Bastard Swords as Great Weapons. The Hoarders are only able to kill 1 of the Knights Forlorn but when I strike back, I only do 3 wounds to the Hoarders. However, I win combat by 10 (2x Standards, 3 Ranks, Charge, Flank, Big Flank, +2 wounds) and This Hoarders lose 10 more wounds. Sadly, there is still some of the unit left.

At the end of turn 2 the Daemons score the objective as I only have 2 units within 6” and but the Daemons have 3, the Lemures, Hoarders and Succubi.
Daemon Legions 3

Things are getting serious now and it’s time for combat! The Hellhounds on the hill charge into the flank of the Knights Forlorn. The Lemures charge into the flank of the Knights Aspirant, relying on the combat res rather than their killing ability.

The Furies declare a charge into the Trebuchet behind the crossbows, they only need a 4 with swiftstride but they roll two 1s and a 2 and actually fail the charge!

Camazotz defies convention again and flies his full movement behind the Knights Aspirant, not so slovenly now is he?! The Myrmidons turn to face the Peasants and move forward towards them.

The Daemons get the number 4 Flux Card making it 9 v 5 on the dice. Camazotz begins his nefarious plan of taking down my brave Lord, Sir Symon and casts
Hasten the Hour on Symon. I have to let it through as it is a ridiculously good roll on 2 dice, (11+). It also can’t kill Sir Symon in one shot, so at this stage I have to allow it. It causes 1 wound onto the Duke. Next Camazotz casts Touch of the Reaper onto Symon and this is something I must dispel and with some luck, I do! Next Camazotz casts Ancestral Aid onto the Hellhounds and I decide to let that through. Camazotz casts a boosted Spectral Blades onto the Succubi which I try to dispel but fail. Lastly, Tablax attempts to cast Spear of Infinity with one dice at Sir Symon but he fails to cast it.

We start with the Knights Aspirants again and the Succubi go first, and due to the effect of Spectral Blades they score 6 Lethal Strikes! This instantly kills the last 5 knights from the Aspirants. Ouch, I did not expect that to happen. The Lemures reform to face the centre of the table and they are now 5 wide.

In the other combat the Hellhounds are only able to kill 3 Knights Forlorn (I rolled exceptionally well for my Aegis saves). The Hoarders strike back at the Knights Forlorn but do 0 wounds. I then get to attack, and the Damsel starts off by inflicting a wound onto the Hoarders; Go Giullette! Casin strikes next and does 2 more wounds to the Hoarders. The Knights Forlorn do 3 wounds onto the Hoarders but do no wounds on the Hellhounds. Despite the Hellhounds flank charge I have still won combat but both units of Daemons pass their break test and stay put but thankfully there is only one Hoarder left now.
It was finally time for Sir Symon to show off his prowess in combat, he rears his Hippogriff and let fly at the Hellhounds, who were so close that it was not a particularly difficult charge. The Pegasus Knights charge into the Lemures and easily complete their charge as well. I was tempted to charge them into the Succubi but after seeing what they did to the Knights Aspirant I thought better of it. I also charge the Yeomen into the rear of the Furies as shooting at them had not proven to be effective. I was also considering to charge the Crossbows into the front but I thought shooting them at Camazotz was probably more productive.

The only other movement I do is to shove the Peasants in front of the Myrmidons to chaff them up. I would have charged them, but I was worried about the damage the Omen might do. Challenges from the Omen cannot be refused which means Bob and Dave will be executed pretty fast, and without their combat score from the banners the unit is pretty useless.

In the Magic Phase, I draw the number 5 Flux Card giving me 9 power dice against 5 dispel dice. Guillette starts off by attempting to cast the basic Totemic Summon with 3 dice, and for the third time in a row she fails. She then casts Break the Spirit on the Myrmidons and gets a good roll, so my opponent lets it through. Lastly, I try to cast Awaken the Beast on the Knights Forlorn again to increase their Resilience, but my opponent easily Dispels it.

In the shooting phase both Trebuchets shoot at Camazotz, both score direct hits but one fails to wound, and the other wound is passed on his Aegis save. Arnad’s Arbalists shoot at Camazotz but do no wounds. The Bastards of Bastille on the right shoot at the Myrmidons and kill 2 of the Daemons.

In combat we start with the Yeomen, where everyone is Agility 4 this round, so we all strike at the same time. I attack with the Yeomen first and they live up to their deserved reputation of being awful by not being able to kill a single Fury! The Furies strike back and kill a Yeoman, it’s not looking good. I only have the horses left to attack and as with all my previous experience with cavalry it is the horses that always do the damage. True to form, the horses promptly kill 3 Furies and they fail their Discipline check and pop, despite the Sentinel being within 12”!

The Pegasus Knight combat is next and between the Knights and Pegasi, they kill 3 Lemures. The Lemures attack back and do a single wound to the Pegasus Knights, killing one of them. The Lemures pass their break test as they are steadfast.
Lastly, we do the big Knights Forlorn combat. Sir Symon gets to strike first and combined with his Hippogriff he kills 5 Hellhounds! The Hellhounds retaliate and fail to do any wounds to Symon, but they do kill 3 Knights Forlorn and lone Hoarder kills another. The Knights Forlorn strike back and kill off the last remaining Hoarder and 3 Hellhounds. That is a lot of combat res to me from this combat and it’s too much for the Hellhounds to take, they fail their Discipline check and pop. I overrun with Sir Symon as I want to get away from Camazotz but in hindsight I should have just stuck around and turned to face the Myrmidons. I turn the Knights Forlorn to face up the board, but in a position where they can still see the flank of the Lemures.

At the end of turn 3 the Daemon Legions score the objective again as the Lemures and the Succubi are both scoring the objective and I only have the Knights Forlorn contesting.
Daemon Legions 4

No charges from the Daemon Legions this turn. Tablax has had enough of wondering about with the Myrmidons and walks out of the unit and turns to face Sir Symon. We all know the real reason he left was because he was terrified of Peasants! The Succubi turn to face Sir Symon too and Camazotz moves closer to Sir Symon.

Camazotz draws the 7 Flux Card, making it 10 v 6. Tablax starts things off by casting Hand of Heaven on Sir Symon but fails to reach the casting value, despite rerolling his 1s. Next Camazotz casts Hasten the Hour onto Sir Symon and I decide to let this through again so I can dispel Touch of the Reaper when it’s cast. Symon takes a single wound and has 2 left. Next Camazotz surprises me by casting a boosted Spectral Blades onto the Lemures, I’m still scarred by the destruction of the Knights Aspirants, so I decide to dispel that one and it is now 2 v 3 on the dice. I was expecting Touch of the Reaper but instead Tablax casts Spear of Infinity and I try to dispel it with my 3 dice but fail. The Spear of Infinity is Strength 6 but I still have a 4+ Armour Save and a 5++ Aegis Save so I should be ok. Sadly, it manages to score a wound, I fail my Armour Save and I fail my Aegis Save so Sir Symon perishes! It will upset Camazotz no end though that it was Tablax who stole his prey!

There’s only one combat going on this turn and the Pegasus Knights kill 2 more Lemures but they pass their break test so we stick in combat.
Kingdom of Equitaine 4

Well it looks like command of the army has fallen to Casin de la Vallee, he valiantly leads a charge of the Knights Forlorn into flank of the Lemures. The Peasants Levy now decide that it is the correct time to charge the Myrmidons. The Yeomen Outriders move up behind Camazotz to harry him with shooting.

In the Magic Phase I draw the 1 Flux Card but thanks to the extra vail tokens I get from the Daemon Legions makes it is 7 v 4 phase. I start off with the usual Totemic Summon on three dice and fail to cast it again! I get a dice back at least from fizzle and then attempt to cast Awaken the Beast on the Knights Forlorn to increase their Resilience, my opponent lets it through. I then try to cast Break the Spirit on the Myrmidons but my opponent dispels it.

In the shooting phase I shoot both Trebuchets at Camazotz but he must have cast some curse on them as they both misfire and can’t shoot this turn or next! The Yeomen and the Arbalists shoot at Camazotz and manage to score a wound! The Bastards of Bastille are able to shoot at Tablax and manage to score a wound on him too!

In combat the Peasant Levy kill a single Myrmidon (I imagine it was an accident rather than through any martial prowess!). The Myrmidons are only able to kill 2 Peasants thanks to parry from them having hand weapon and shields. The Myrmidons have lost combat by 8 because of all my static combat res and they automatically fail their break test so 8 of them return to the other side of the Veil. I don’t know why I waited so long to charge this unit, I should have charged them ages ago.

The Knights Forlorn and the Pegasus Knights kill the Lemures easily and the Lemures fail to do any damage to me at all. I turn to face the Succubi with the Knights Forlorn and the Pegasus Knights.

At the end of this turn the objective is drawn as we both have a unit within 6” of the centre.
Daemon Legions 5

The Succubi have been left with little option for what to do next, they can’t get out of line of sight of the Pegasus Knights and the Knights Forlorn so it’s charge or be charged at this point. The Succubi charge into Knights Forlorn and are hoping to inflict enough damage that they might break! Stranger things have happened.

The only other movement is from Camazotz and Tablax. Camazotz moves out of line of sight of the Pegasus Knights by moving towards my deployment zone. Tablax moves towards the back of the hill and safely out of range of the Crossbows.

In the magic phase the number 3 Flux Card is drawn, this would normally be a bad card for most armies, but not the Daemon Legions, who get 9 Power dice to my 5 dispel. Camazotz starts off by casting Touch of the Reaper on the Pegasus Knights and I let it go as keeping them alive is the least of my worries right now. Luckily it only causes a single wound. Next Camazotz tries to cast Ancestral Aid onto the Succubi, I can’t afford to let the Succubi get any buffs so I dispel this spell. Next Tablax tries to cast Cleansing Fire onto the Succubi champion but fails to roll a 7 on 3 dice and so the magic phase ends.

In combat we start with the Peasants who manage to kill the last two Myrmidons but not before the Myrmidons kill 1 more Peasant. I turn to Peasants to face Tablax, meaning that he is going to have to run behind the hill or face the might of the Peasants!

The Succubi kill 5 Knights Forlorn which is not as bad as it could have been. The Knights Forlorn and Casin strike back and only kill 4 Succubi. The Succubi lose combat due to my static score, but they pass their break test and stick around for another fight.
Kingdom of Equitaine 5

I charge the Pegasus Knights into the flank of the Succubi. I was sorely tempted to try and charge the Peasants into Tablax but it was a long charge, needing an 11 on the dice. Instead of doing the charge I decided to turn them to face the centre and walk towards the objective. I should kill the Succubi but if not, I would lose the objective. At this point in the game I can’t win it, but I can at least draw it. I move the Yeomen to the side of Camazotz and turn Crossbows to face him too.

In the magic phase I get the 8 Card making it 10 v 7 on the dice but this is not a great time to get it as there isn’t a whole lot I can do. Guillette casts Awaken the Beast on the Knights Forlorn to increase their Resilience. I then cast Totemic Summon on 5 dice to bring the Summon on behind Camazotz to try and kill him with a Breath Weapon but Camazotz obviously saw that one coming and dispels it. I then cast Break the Spirit on Camazotz for what it’s worth but it will just stop him from marching.

In shooting I shoot the Crossbows and the Yeomen at Camazotz and inflict another wound. The Trebs both can’t fire this turn as their crews are hurriedly making repairs.

In combat the Succubi fail to cause any wounds on the Knights Forlorn and I easily wipe out the unit with all my attacks. I turn the Pegasus Knights and Knights Forlorn to face Camazotz.

I have 2 scoring units in the centre and my opponent has 0, so I finally score one point for the objective.
Daemon Legions 6

Not much left to do for this last turn. Tablax hides behind a hill so that he can’t be hit by the Trebuchet. Camazotz moves towards the Trebuchet so that nothing can charge him (Pegasus Knights are too far away) and then only one trebuchet can target him as he is within 12” of the other.

We do the final Magic phase briefly and the only spell that Camazotz can cast that will have any bearing upon the game is Touch of the Reaper, which I promptly dispel. Tablax tries to cast Wrath of God but fails.

Kingdom of Equitaine 6

For my final turn there is only a couple of things I can do, I have to try and kill Camazotz this turn, that’s the only target left to me. I turn the Crossbows again to shoot at Camazotz and move the Yeomen too.

In magic I try to cast Totemic Summon but it is dispelled by Camazotz. I then cast Swarm of Insects onto Camazotz and this could be the spell that finishes him off, I’ve seen Swarm of Insects take out some big monsters in my time but killing a Sentinel of Nukuja would be the best kill I’ve ever got with the spell. Sadly, I only get 12 hits on the dice and I only roll one 6 to wound but Camazotz passes his Aegis save.

Looks like I’ll have to take him down with shooting, the Crossbows and the Yeomen manage to cause another wound between them again. Now it’s time to see if the Trebuchet can finish him off, I roll the dice to hit and……. I roll a 1, so I misfire again, it takes a wound for its effort too.

I do manage to score the objective in this last turn though meaning that we both draw the objective.
Conclusion

We added the points scored and I scored 2963 points and my opponent scored 1179. So that is a difference of 1764 points, making it a 14 – 6 victory to the forces of the Kingdom of Equitaine.

I think I had some good luck early on which meant that I was able to push hard on the Daemons and get the edge over them. The best bit of fortune I had was with my turn one shooting into the Hellhounds, I had no right to kill 8 of them with shooting from Crossbows and Yeomen. Doing that much damage to the Hellhounds meant that I did not have to worry about the left flank at all. If I had not killed them so easily with shooting, I think they would easily have taken out the Crossbows and a Trebuchet and probably have tied Sir Symon up for a while too.

The other bit of good luck was the Hoarders failing their charge into the Pegasus Knights but still going 6” and giving the Knights Forlorn a flank charge on them. That meant I could deal with them so much faster than if I charged them head on.

I deployed the Crossbows on the right completely incorrectly. They would have been more use in the centre, switching them for the Knights Aspirants.

I think I made mistake not charging my Peasants into the Myrmidons earlier when Tablax was in the unit, I could have tied him down with them and eventually have ground him out. Once Sir Symon was lost, I could not risk the Peasants having to take any sort of Discipline check as they would have fled very easily! I also should have perhaps pushed the Peasants forwards earlier in the game so that I could have contested the objective sooner. Having 5 scoring units like I do is good, but the Crossbows don’t really do much in the way of movement.

I was saddened by the loss of Sir Symon, especially dying to magic the way he did. I thought my opponent was being foolish bringing the Sentinel out to play so early on whilst the Trebuchets were still alive but with the Path of Evocation you have to get somewhat close otherwise the spells are not in range. It totally paid off for Camazotz in the end though as he got the prize he came for.
...The victorious Knights of Chinon stood over the warped body of their former Lord. His Armour was still shining as if new, but his breastplate was torn asunder with a hole in it the size of a fist. There was no blood. His face was twisted in agony, yet his eyes were closed.

The Loyal Knights raised their lords’ body on a litter and began to prepare for the long march home. Four Knights raised him up. But as they did so, they were beset by a weariness that caused them to stoop, stop, and lay the corpse back on the ground. As more knights came to help, more knights came under the spell and the others stared in confusion. A hollow laughter could be heard on the wind.

After several attempts at lifting the body, nothing could be done. The honourable knights however, stood vigil through the night.

At dawn, as the mist on the moor retreated and the sun shone through the haze, the Damsel who had love-struck Sir Symon appeared. Laying a hand on Sir Symons cold cheek, she beseeched the knights to raise him up on last time. In her presence the body was returned to Chinon and laid to rest.
ON THE ROAD TO AVRAS  
EPISODE 5: GATHERING YOUR STRENGTHS

THE NOBLE KURT AND LORD DRECK HAVE DRIVEN THE ORCS FROM THE BARRICADE IN FRONT OF THE CASTLE DOORS...

LADY DEÍRE, I AM ONE OF YOUR PILGRIMS. RELAX, I WILL WATCH OVER YOU.

Toc Toc Toc

DAME MIRELLA! I AM HONORED.

I'M HERE TO TAKE OVER FROM YOU.

I WILL TAKE CARE OF HER, GO BACK AND HELP THE OTHER PILGRIMS.

WHAT IS THAT LIGHT?

... THIS MAGIC...

... DOESN'T SEEM TO COME FROM THE NECKLACE THOUGH!
D reck! We will not go any further!

We must hold our position then!

Look! The beasts finally found the smell of the orcs. They are going to attack... send the signal to Lord Dreck.

Hopefully your patrol will arrive soon!

A signal from the mountains! My dwarves are back!

Now the orcs are ready to fight.

I trust my lads, have faith, Kurt.

WOOF!

Deidre!!!
You’ve seen the pictures on social media, the video tutorials on YouTube and you’re intrigued. This article will explain where to start.

Which Airbrush do I buy?

Welcome to Starting Airbrushing 101 with me – Dr Jordan.

The Airbrush and compressor will be the most expensive piece of hobby kit you will ever buy. There is a good reason for this so don’t shy away from it. It’s an investment that if done well will pay for itself year on year – painting session after painting session. It will open up a whole world of possibilities with your painting including blending, OSL (object source lighting) effects and simply base coating models quickly with a smooth finish time after time.

The Airbrush and compressor will be the most expensive piece of hobby kit you will ever buy.

So Jordan, that sounds great but where do I start? The first thing is research, there are a lot of airbrushes and compressors out there with different people telling you which is best. The simple answer is there isn’t a ‘best’ airbrush or compressor. Don’t get discouraged – the basic airbrush you’ll need is one called a gravity fed, dual action airbrush. In layman’s terms this is an airbrush with a cup on top where the paint via gravity will drop through, hence the gravity part. The dual action is the trigger mechanism where you push down for air flow and pull back for paint you want to run through the tip.

You can pick up a starter airbrush for between 10 and 15 euros on amazon, this is how I started and it’s a great workhorse airbrush, it’ll allow you to practice trigger control and is less delicate than the more expensive models out there. Once again, it’s all about practice, grab a piece of card and try signing your name playing around with the trigger and from different distances – this will save time and heartbreak than instead of going straight to the nearest model.

However, if you feel confident and have the cash to splash there are several mid to top end airbrushes you can buy. The following list of Air Brushes are all air brushes that I have tried and would recommend. They all have different trigger actions and handle paint slightly differently.

Mid Range:
- Neo Iwata
- Harder and Steenbeck Ultra

Top Range:
- Iwata HP
- Iwata Eclipse
- Harder and Steenbeck CR Plus
- Harder and Steenbeck Infinity

The brushes range from 60 Euros to upwards of 400. As I mentioned previously it is an investment but I look at it like buying a brilliant brush – you’ll use it more than the others, it can do more, handles better and its longer lasting than grabbing a bargain bin set for 50 cents.
Looking at compressors we have a slightly easier time in this and my one and sole piece of advice is this. Spend the extra 15 euros and get one with a tank. Why Jordan? I hear you cry. This one is easy – the tank will store more air without having to refill. More air store means a longer more consistent airflow with helps with smooth controlled painting and longer bursts without dropping the pressure built up and wear and tear on the parts inside the compressor.

The air flow control has a massive impact on painting with the airbrush as sometimes a gentler effect with the trigger barely pulled back can add a precise stunning OSL effect.

The compressor comes with a moisture trap which will stop any moisture travelling up through the hose into the airbrush and creating ‘splatters’ with the paint as the moisture mixes with the air. It also has something to control the PSI for the airbrush. This is one of the most important features on the compressor, letting you control the ‘strength’ of the air pressure coming from the airbrush. The air flow control has a massive impact on painting with the airbrush as sometimes a gentler effect with the trigger barely pulled back can add a precise stunning OSL effect. Whereas a higher psi and the trigger pulled all the way back can make those 50 Rats-at-Arms a doddle to basecoat and highlight (I’ve painted an entire vampire covenant army in a day with the airbrush.).

Additional Airbrush Requirements

I’ll chat about what I like to call the ‘hidden costs’ of airbrushing such as paint thinner, flow improver, airbrush cleaner etc. All these are extras that whilst not necessarily needed, are 100% recommended to give the best result possible.

Airbrush Cleaner

Really nice, really simple – this is a liquid that strips the paint from inside the airbrush and keep the inside nice and clean and stops paint particles drying and closing the tip. It also helps to lubricate the mechanisms within the airbrush, so win/win.

Airbrush Thinner

Airbrush thinner is the future with airbrushing. It’s what we use to thin the paint that runs through the airbrush just like we’d water down a paint on a pallet. I always like to mix the thinner and paint to a consistency of semi skimmed milk.

Flow Improver

Flow improver is a more of a ‘nice to have’ than a need. It acts like thinner but also a retarder at the same time. This allows the paint to not get stuck in the nozzle and create more painting time without having to clean the nozzle and brush.

Paints

Paints can be a mix of any range – you’ll soon learn how they react with the different pigment levels and paint viscosity mixed with the thinner and flow improver and how they’ll react to these mediums.

Till Next time - Jordan **Im not really a Dr
Lucky-Sixes & I at Proxy Table Gaming are thrilled to return to the Scroll for the second part in our Seizing the Veil campaign. If you haven’t yet checked out the first part of the campaign in the previous Scroll (or the teaser in the one before that) then I suggest you get on it right away before returning here and seeing what awaits our surviving Elven heroes, Drakor & Nalinir, in this next installment.

After a somewhat scenario rules intensive opening battle to the campaign we decided to go a whole lot simpler in this effort. The meteor shards from the previous battlefield had been claimed for studying, the remains of the Highborn forces were decimated but not defeated and so what better way to continue this campaign than to just have a good old-fashioned battle in the pass.

Two large mountain terrain pieces were set up covering a large section of the battlefield and stuck in between there would be found a Kingdom of Equitaine army, only 3,000 points strong. We combined the Dawn Assault & Refused Flank deployment types to allow the knights to be pressed into this mountainous corner & then just unleashed a 4,500-point Vampire Covenant army against them, as you do.

It really was that simple – we even did away with objectives in favour of straight up carnage. That is except that we gave the knights a 1,500-point allied Highborn Elf army that would be available to come onto the board using the rules for Ambushing units! We’re not that cruel to the ‘good’ team after all!
9th Scroll

July 2020

Journal of Drakor, Shards of Power

Victory is ours. Truly these meteor shards hold an energy that is of unmatched potential. Within the last few hours, I have learnt more about the veil in studying these than the last year of my work at Canreig. If we can transport these back to Aldan, we will surely have the power to triumph against our greatest foes. Still, there is misery in the air. The cost of obtaining these was great. Our convoy has been depleted and surely others will seek the power that I now possess. It is a dangerous time for us here, but I must learn more about the shards.

Nalinir is growing restless with my studies and has regularly sent his scouts to assess the local area. It seems we are caught between two unforgiving landscapes. A restless shore, where at any moment another could come to claim the shards and inland only monsters, unforgiving terrain and terrors unknown. My peers want to keep moving in search of an escape away from the proximity of the meteor site and to possible safety, but I am compelled to stay. While we have achieved our initial objective, the potential of locating more shards and knowledge of the veil is too great for me to ignore. I can feel myself grow more powerful and am both excited and wary. I shall not allow myself to be overcome by this power but rather harness it.

The scouts have returned with some troubling news. An mass of shambling corpses marches for a small contingent of Equitainian adventurers over the next ridge. The undead horde lay in our path and whoever has mastered these souls must hold a great power themselves. Perhaps they have harnessed the power of the shards. If so, this is a conflict worth our time and perhaps we could give the hopeless men some aid for that reason alone.

Nalinir will not need much convincing and is already mustering the Elven troops, believing that the battlefield is also our best route to safety. Through the hills is a shoreline, where, if we can get word back to our brethren ships in deeper waters, we will have our best chance of rendezvous with any reinforcements that they are able to send and more importantly a vessel to sail back on. The conflict will take some time and I will use this opportunity to study and learn as much about the shards without distraction.
Journal of Drakor, The Covenant Marches

I am alone now; but the conflict it seems is a lot closer than was first thought – merely a few hours away from my position. Messengers have already returned bearing news of the dire situation that befalls the Equitainian forces. It seems the knights are trapped between two large mountains and are being pressed through the chokehold by countless Undead. While the mountain pass may be beneficial to the ‘holy’ men to focus their forces, and provide some chance to defend themselves, there is also no escape should events take a turn. I have sent word to restrain from immediate involvement until we are sure we are under no threat ourselves. While this may provide an opportunity for us to gain some well needed allies in our current situation, it would be unwise for us to get tangled up in any long-winded engagement for the sake of men.
Journal of Drakor, Equitainian Sacrifices

Word has come of the engagement, and as predicted the Undead have seized the advantage – aggressively marching on the knights. It seems also there is a clearing behind one of the mountains, only guarded by a small unit of errantry knights which is being targeted by the Undead’s ethereal troops and a monster of hideous proportion – a Varkolak no less. Everything else seems to be focused purely on the Duke – whom, I am told is sending commands to his men quite dominantly and successfully despite the horde approaching. The messengers say he is carrying himself well and appears to be an experienced general, seemingly protecting his standard bearer and Damsel from harm. While the horde approaches, he has bought time by commanding his peasantry to gallop into the path of the foe. While some may see this as noble, I am quite sure Nalinir shares my view of the stupidity and short-sightedness of this approach so early in the conflict. I cannot imagine this will grant them any success, but unfortunately, I must await my next set of messages to hear the outcome.

The messages speak of the enemy general – a Vampire, accompanied by a Necromancer carrying huge piles of bodies on a hideous cart. They bring with them units of recently deceased walking corpses, from which they cast their foul magics. I am considering joining the battle myself, but my presence has not yet been requested and I am making progress with the meteor shards. Nevertheless, I am concerned about the amount of bodies they have. Perhaps this army has been on the march for a while now and may be too strong for us to engage with. I will send word to continue to watch the conflict as we simply cannot afford the attrition that may be needed to succeed against this foe.
Ethereal units and the Varkolak surround the Knights Errant who are guarding the left.

The Knights Errant charge in hope that they can overcome the magical protection of their aggressors.
The General orders the Knights Errant to charge whilst chaffing the other enemies with a unit of Yeomen.

A unit of Questing Knights guard the back passage from anyone who dares enter the KoE backline.
Journal of Drakor, The Valour of Equitaine

It appears I have underestimated the Duke and his forces. The latest message has detailed the advantage the initial distraction gave the humans. It indeed delayed the enemy long enough to allow the men to position their main forces for much more promising charges. The Duke is showing no signs of hesitation in his tactics and has now himself charged and banished some restless spirits. The path of the charging knights led them into the largest in number of the enemy units – the zombie horde. This all at the same time as giving his fellow Questers an order to hold the northern passage. This, Nalinir predicts, should keep the opposing general in place for the time being. It also appears the Errantry Knights in the pass are still going strong and have disposed of some Dire Wolves and followed up into the remaining unit of skeletons, diminishing their vast numbers. Should the humans survive, they may prove to be more useful in our escape of this place than I initially assessed. Still, it seems the ethereal units have eliminated the Equitaine units outside of the pass and are now, along with the constructs making their way to join the fight. While I am pleased to hear that the Duke and his men are showing prowess against the lowlife of the horde, I fear they will be no match for the more deadly aspects of the Vampire’s army – let alone the Vampire himself when he chooses to join the fight.

I am also saddened to hear my council has gone unheard. Whether my message to hold back did not get there in time, or was ignored, Nalinir and our forces seem to have joined the fight, although admittedly at some distance. Allegedly, Nalinir has maneuvered behind the enemy general taking the undead by suprise. Firion and his depelted Seaguard retinue stand behind the knights ready to support Nalinir when the time is right, but far enough away to escape should we need to give that order. While I am happy to hear they are not in any real danger, I am worried for what consequence this may lead to should the Vampire prevail and spot that we have gotten involved. Perhaps more importantly than getting these shards home is to prevent them from getting into the wrong hands, and I could certainly do without a Vampire hunting me down as we try to escape!
The Errant’s charge fails to break the Spectral Hunters and some Wraiths countercharge, while the Varkolak moves to threaten the back passage.

The Knights of the Realm go on the offensive and charge the Undead, killing some Phantom Hosts to overrun into the Zombies while the Errant Knights kill the Dire Wolves and (along with the Questing Knights) are making short work of the Skeletons.
The Highborn enter the fray but hang back to get a good battlefield advantage. Nalinir and the Lion Guard choose to go towards the backfield for some late game shenanigans.

Journal of Drakor, the horde fights back

The battle is now well underway, and gaps are starting to appear on both sides. Such is the desperation of war, that each side also appears to be taking risks to gain the upper hand. The scrolls I have received are filled with information on the battle and I sense this is make or break for the Equitaine adventurers. The Duke, along with his commanders and knights of the realm have indeed taken a firm grip on the center of the pass and dealt with almost all of the Undead horde that has come at them single handedly; the Duke at the heart of the covenants destruction. However, they are now surrounded by spirits and constructs of a truly evil nature and have been assailed on all sides.

Even the promising initiative taken by the Errantry Knights seems to have been ground down by the numerous yet dwindling skeletons, whom have even had the chance to engage with the yeomen in the Equitaine rearguard. Perhaps, a saving grace is, however, in the back ranks, where it seems a unit of questing knights have successfully held their ground. They will, I am sure, come to their Duke’s aid. That is, if the Duke lasts through all the evils that the covenant can throw at him. To make matters worse, I am told a Wraith has singled out our own Seaguard forces as they observe, and while they attempt to fend him off there is only so much that even our superior Elven bows can manage against the spirits of the underworld. I have heard tales of even the finest archers unable to penetrate the magics that protect these evil spirits so I am wary that I may not see Firion and his seafarers again.

What makes this worse is that now we have been identified as a threat by the enemy and while they send spirits to take on our Guardsmen, they send bats to hold up Nalinir and the lion guard. While I am sure they will have no problem dealing with this feeble winged effort, I wonder if the enemy is confident that they will destroy the Duke first and simply turn to face the Nalinir’s Elves afterwards. So much now rests with the might of the Equitaine Duke and that is something I am not comfortable to rely upon.

Meanwhile, I grow ever fascinated with the meteor shards. I am however, starting to become wary of their power. Too many times in the last hours I have felt the surge of Daemons attempting to use them as a conduit to cross the veil. Many unimaginable powers have tempted me and I am having to all too regularly break my own mediations to compose myself once again. I wonder, if I allow myself to be tempted, will I succumb to evil, or will I be able to withstand the pressure and control the powers that lie within.
The constructs go in and the Altar kills off 3 knights before combat has even begun with its Aura of Undeath.

The Duke’s Knights have destroyed the Zombies and turn to face the constructs preparing for the charge (while having to leave the spectral hunters in the flank. Meanwhile, the Errant Knights get surprised by the Skeleton’s prowess and lose combat, run and get caught – exposing the Yeomen’s flank. One unit of Questing knights is getting bogged down while the other turns to face the fight and the incoming constructs.
Journal of Drakor, Victory comes at a price

I am delighted to hear from my messengers that the Duke has proven his prowess and vanquished the spirits from this realm. I have been astonished to hear the feats he has accomplished today and what enemies he has conquered. Including the phantom hosts and zombie horde, he and his flagbearer have also prevailed against a dark altar, spectral hunters and a dark coach that once surrounded them. Truly a remarkable feat.

Indeed, it seems this has breathed a second wind of confidence in his troops as the yeoman and questing knights in the center of the pass have finished off the remaining skeletons and made it back in time to charge and vanquish the Varkolak that was threatening the Duke’s flank. He must hold some power I am not yet privy to. Alas, their forces have suffered – not more so than losing their beloved Damsel and many of their men. This will surely come as a blow to the Duke, as most of my research and knowledge of man leads me to believe that the Damsels are a huge inspiration to their men and an important connection to their Lady-God. How this will affect them in the long term I am unsure. However, it seems the main threat has now subsided, and it should now be only a matter of time before the Vampire and his Undead are vanquished from this realm to an endless sleep.

Our forces too, have had success. Nalinir and his lion guard entourage have smitten all the bat swarms getting in their way and are now left with a clear sight on the enemies’ rear. Firion too will be proud of his teams’ effort. They managed to damage the wraith binding to this world enough for the soul to return to the afterlife. So far, we have suffered no casualties in our support, but the battle is not over yet.
The remaining unit of Questing Knights charges the Varkolak who was staring at the Duke’s flank.

The Duke’s unit kills off all 3 threats but lose the Damsel in the second round of combat before the final blow is struck.
After the KoE’s turn, the Vampire Lord is left surrounded and with many options to consider... most of which look bleak.

Journal of Drakor, The Highborn’s influence

I am overcome with a sense of relief and joy. I received word from Nalinir to join him in the Equitaine camp with the remnants of their army to feast and rejoice with a new ally. This is surely an inspiring day for both Highborn and man, and, should we manage to escape the island, this will be a day of historical importance. The Vampiric threat has been subdued and as I pack my belongings (and of course my precious meteor shards – with which I have made considerable progress), I recall the last messages I received about the victory. While successful in their slaying of the covenant’s forces, the Duke – whom I now know is named Duke Roland III – appeared to issue the retreat order as the Vampire’s last skeleton unit charged towards him. This seemed to be the finishing touch to a good tactical display from the general, but indeed needed Nalinir’s battle prowess in order to succeed. I take pride in knowing that Nalinir and the Highborn were able to make use of the Duke’s wonderful withdrawal command to step in and vanquish the Vampire as his charge faltered. The magic that infused them was soon eliminated and their carcasses returned to the ground from whence they came. Indeed, it was the aid and patience of the Highborn that will be noted in the history books. This will surely go a long way to begin to build a relationship between the two races.

With the threat now eliminated and the passage now cleared, this is surely a good omen in our return to home, and the safety of the meteor shards.
The Vampire Lord’s unit charge the General and Questing unit who both flee and get away, leaving the Vampire exposed to a deadly charge from Nalinir’s unit.

The Highborn charge and make a mess of the Skeletons and after 2 turns are able to wipe out the last of the Vampire army. The Duke, however, is not able to rally and continues to run when the battle is done.
Hyper-G’s final thoughts

Well how out of my comfort zone do I feel!? I really need to start writing these campaign scenarios using armies I’m used to playing! Lucky-Sixes controlled this battle right from the start with a very tactical effort to clog up the pass and once I’d engaged my core forces into a (not so) epic grind I struggled to get my better units into the action.

That said, when I did get the triple charge off with my Altar, Dark Coach & Spectral Hunters into the Equitaine general’s unit they utterly bounced, not least thanks to the Altar killing most of the knights with its Aura of Undeath ability before that combat began. This took crucial combat resolution away from me when I needed it at the end of the combat and the subsequent crumble was devastating. What a disaster!

In hindsight I should have only moved up the Altar and done that Aura attack before engaging the Dark Coach. which would also have given my Varkolak time to join in the fun – as opposed to being charged and killed where he stood without any impact on the battle.

Speaking of the Varkolak I should have continued his mission around the top side of the battlefield to keep that second unit of Questing Knights busy. As it was, I left that mission to the unit of Wraiths and my inexperience with Vampire Covenants showed even more so here as I forgot that they couldn’t
march without an Autonomous presence and ended up mostly wasting them.

Despite all those tactical blunders – don’t be using my actions as a Vampire Covenants guide any time soon folks! – it was an enjoyable battle throughout which could have easily gone in the Vampires’ favour if a few things had given way at different points.

Well played to Lucky-Sixes on this one, no contest!

**Lucky Sixes final thoughts**

Well that Duke is amazing! Haha. Got to admit at the start of the battle I was not confident that the KoE could hold up the VC before getting completely swamped and leaving an uphill battle for the Highborn, but they proved me wrong. I felt pretty good with the way I was able to dictate the charges but after that I had no idea how I was going to grind against those numbers – and in some cases it nearly went sour for me. But the Duke came good when it mattered, and after the Altar shot off his combat res and I was able to clear my flank in the middle combat, it always seemed promising from there.

This was a really fun and simple scenario and I enjoyed the importance of the terrain in here as it was massive in helping me to prevent the Vampires from surrounding me, which in the end was the telling factor I think. I’m really excited to see how the next one plays out and whether the Knights that are remaining will play a big factor in helping the HBE to succeed in getting off the island with their lives... and the shards!

As Hyper-G said, I think I had the advantage knowing what everything could do for both armies. Knowing that the Questing knights make short work of the Varkolak and the Duke (having magical attacks and rerolling to wound with potential D3 wounds) would be the key to going against his big stuff. Still, there were a few dicey moments where if I get a case of the dreaded rubber lance syndrome the game turns on its head!

We didn’t make much of it in the commentary, but Divination magic really helped with this and I enjoyed the utility it gave to the knights. Not that this will matter much for our final battle with the Damsel dying – so I imagine I will have to rely on Drakor’s magic again in the final episode, but it was good while it lasted!

The story will continue...

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**A breath of life. I do not deserve my Goddess.**

**Could it be that my time is not yet over?**

**What purpose could you have for a failure such as myself is beyond me and yet I am here only to serve you.**

**The meteor shards cannot be allowed to remain in the hands of that unenlightened race.**

**With this new power I feel coursing through my tired limbs I promise you I shall not fail you**
An interesting approach to making Woodland Bases.

One of the most important things is selecting your materials and “parts” for your bases! You need a wide range of materials and thankfully nature can provide basically anything you want. Go out into the woods and have a few small adventures. Look out for great looking rocks, tree bark and odd-looking seed capsules. Basically, anything that is dry and you like the look of. An alternative is small tree trunks from the Aquarium are also fantastic if you don’t have a woodland nearby or dried flowers from the flower shop.
Step 1: The Vision

Before you make any base you will need an idea, a vision. Think about where the character would be found or live “in world.” Once you have an idea see if it will suit the miniature, meaning if you have a small miniature you will have to tone down your ideas. but if you have a large miniature like in this case then you can go all out and make the base really pop.

It’s important to see if the model you are basing will fit with the materials you are going to use, you should always go back and test this otherwise you will be disappointed when the materials are too big or too small for the base.

In this example, my vision is a very large model form the woods. Not just any woodland - a very deep and heavily wooded area with strange growing trees and broken branches, lots of big mushrooms and Ivy.

Step 2: Placing the Parts

Some of the more impressive parts that you find on your woodland walk should be placed so that you can see them directly, in this case this awesome looking branch from an Aquarium supplier.

Tip: make a rock out of wood
One of the best materials you can use for rocks are actually old weathered pieces of wood. With the right paint job they will look amazing.
The model that I will be fitting to the base has a slanted foot so this means that I will build up the back of the base and do a quick check that it fits with the miniature. This is important so that at the end of the process, I know that it will attach in a way that looks correct.

Do not worry if there are gaps between the model and the base parts. You can fill these afterwards with flock and other bits and pieces.

In addition, I like to give my bases some height. Meaning in this case, pieces of trees and trunks that grow up and give the base a dense feeling. By adding a few very special parts you can give your base an amazing fantasy feel to it. This is essentially how I want it to look and you can see the parts I used to achieve this below.
Step 3: The Earthworks

Having different types of earth at your disposal is very important; fine, coarse and mixed. I like to use a very clay heavy type of earth as it looks great when it gets to miniature scale. The mix of stones and gravel add a lot of texture. I also like to mix in coco fibres. Which when you grind them down have little root like looking parts in them.

To add the earth to the open spaces, I use a mixture of PVA glue and/or super glue if I want it to dry faster.
After I have knocked off the surplus earth it looked like this. If you want more and glue and repeat.

Again, do not worry about open spaces or gaps where you can see the base itself. You can cover them or fill the gaps with flock and grass later on.

After adding a few more small branches the base should be ready for painting.
Step 4: Adding Some Colour

I only gave the "rocks" a base coat as I do like to use the natural colours of the wood. Now just start dry brushing Grey's on the stone and brown tones on to the wood.

Next, I gave different parts of the tree trunks and stones green and brown washes with ink until you have achieved the effect you desire. Give the hole base a dry brush with bleached bone or light highlight to let the high tones come through and give some “pop”.

Step 5: Foliage

As with the assortment of different bark and tree trunks it is mandatory to also have a good selection of grass and foliage at your disposal.

Simply place a wide selection of tufts and grass where you please and position a few special ferns here or there where they will enhance the overall effect. On the next page you can see the finished product and how adding a lot of different grasses, tufts, leaves etc really brings the whole composition together.

Happy basing!
The finished product.
Collecting ID: Models for Infernal Dwarves

Article by James Mac Domhnaill

An intro into the many model ranges you can use for your Infernal Dwarves Army.

I started collecting Infernal Dwarves about two years ago with one of the main reasons I wanted to take on this project being the wide range of compatible miniatures and the various small retailers who sell suitable products makes for a really interesting hobby project.

In my collection I have miniatures from numerous companies, including Games Workshop, Norba Miniatures, Lost Kingdom Miniatures, Forge World and Mom Miniatures. Even with such a wide mix of companies and styles they all (in my opinion at least) blend really well to make a nice cohesive army and the scale and proportions of the models are fairly uniform across the ranges. Below I am going to show case my collection, just please ignore my awful painting skills! They are still a work in progress...

For my Infernal Warriors I chose to use MOM Miniatures ‘Dark Dwarves’ which are really lovely models and fantastic value coming in at around €1 a model. I really like the aesthetic of these guys, particularly the big shields and I am tempted to attach spears to some to use as Citadel Guard with Spears in my next lists.

For my Disciples of Lugar and my Prophet of Lugar I went with miniatures from Games Workshop, namely from their Fyreslayer range. While some of the miniatures created for Age of Sigmar are a bit larger than the old fantasy ranges these dwarves match in scale nicely with traditional sized dwarves. I think they look quite nice and fit what I imagine a Disciple of Lugar to look like.

Another Games Workshop miniature I used was their Galvantic Servohauler from their Warhammer 40K terrain sets. I use this model for my Infernal Engine (with some added bits and pieces to make it look a little more in line with the rest of my army.)
Forgeworld also stocks a range called ‘Legion of Azgorh’ which are suitable for use as Infernal Dwarves, I have used their Bull Centaurs for my Taurukh Annointed. For my Taurukh Enforcers I converted the Games Workshop Chaos Knight kit into sort of centaurs which turned out pretty well.

For a lot of the characters I used miniatures from Lost Kingdom Miniatures (below). They used to produce and sell miniatures however now they sell 3D printing files for people to print the miniatures themselves at home. I believe there are also some stores on Etsy and such that will print the miniatures for a fee if you do not have access to a 3D printer. These are worth looking into. The quality of the miniatures is fantastic, and they are characterful. These are a little more expensive than the other ranges out there, but the detail and quality is definitely of a higher standard.

My Gunnery Team naphta launchers are from Admiralty Miniatures which can also be found on etsy.com. These guys have a small range but some real nice, good value pieces that can be added to your collections.
For my Kadim Incarnates I have used the games workshop spirit host models from their undead range. They were relatively inexpensive, and I think when painted up with a fiery effect they look the part. These were a really simple way of depicting the Incarnates, however now that they no longer have the “fly” special rule in the new edition, I might need to rethink these models. There is a wide range of suitable miniatures so I could shop around some more if I was to do it again.

I have chosen to stick with the hobgoblin theme for the Vassals, despite there being lots of options here. In the future I may upgrade them to something more interesting. I am currently using Night Goblin models from Games Workshop as they are easy to get your hands on (most people have some knocking about from a starter kit). They also come with plenty of weapon options and they don’t look too tall standing beside my dwarves!
Last but not least, the vast bulk of my Infernal Dwarf collection is made up of models from Norba Miniatures. My Immortals (both Great Weapon and Infernal/Hand Weapon variants), Citadel Guard with Flintlock axes and my Overlord are all from Norba Miniatures. I got the majority of my models from their resin range; however they have recently upgraded their model ranges to plastic and are constantly adding to their store. Their range of Infernal Dwarf compatible miniatures is probably the most expansive and inclusive so here may be a good place to start. They also offer pretty good value for money so you can get a nice-looking collection together relatively cheaply.

Thanks for taking the time to read through my ramblings on how I assembled my collection of Infernal Dwarves, I hope it can maybe help or inspire some of you who are looking to jump into starting an army of these guys with the new book having been released recently.
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