What’s better than one newly painted Warriors of the Dark Gods army?

two new armies!
Editorial

Hey everyone, I know this issue of the 9th Scroll is a bit late, mostly because the regular editor Henry is on vacation meaning you are all stuck with me running the show.

Although this is the 4th Scroll I’ve produced, I’m fortunately backed up by our new help, Nicolas. As you can see with his amazing work on this issue to prevent me from using paper and hotglue to finish this issue.

So, what do we have in this issue of the Scroll? We have 2 cool armies from the community, both are Warriors of the Dark Gods. So get some plate armor, crush a skull or two, and look at the pretty pictures. Besides that we have a sneak peek from the Vermin LAB, some updates on the Campaign from PTG, and the latest update from A Tale of Four Armies.

I want to wrap up today’s editorial with a callout for help for those that want to help with the 9th Scroll. Not only with adding content like army shots, or tactic discussions, but also we could really use some new blood to help out with creating the 9th Scroll itself. Editors, designers, bloggers, all are welcome to join up, and help make our magazine better and better! Just pm me (@Blonde_Beer) on our forum if you want to know more!

Blonde Beer

Artwork by DracarysDrekkar7.
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The Ninth Scroll

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Game and Community
While the work on the Infernal Dwarves took a bit of a hit thanks to the Covid19 outbreak, we have adapted, and work on the DE and VS books are in full swing.

We received this update about the VS book from one of our sources down in the basements beneath the 9th Age headquarters. It might be even trustworthy information, but you can never be too certain when dealing with the Vermin Swarm!

Army wide coordination and leadership

"The power of the legions of Avras was not in the individual, but the command structure. Every man knew it’s place, every legionnaire had a role and a purpose. Victory was not won by cunning heroics, but implacable strategy. The chain of command was a weapon greater than the sword or javelin. As long as the eagles flew, Avras prevailed."


"I have watched the rats in the walls. They form up to battle the snails. The eagle flies in shadow. Plan to conquer, conquer to the plan. The apple does not fall far from the tree, and the rot nourishes the roots."


Like the ancient legions of Avras, the Vermin legions of today come with a well-defined command structure. Within this structure, supporting units profit from this command structure and turn individually weak soldiers into a strong combined force. With multiple large units on the battlefield we hope this will allow for you, the general, to maintain a decent level of control across a large battle line. Should this control come under threat of failure, then the local unit champions can force the heaving masses back into formation using death as a motivator to hold the line.

We wanted to make sure that we got across the feeling that life is cheap (we will come on to this more later), that the Vermin Swarm army wants to be organised where it can while simultaneously granting the Vermin Swarm the ability to play wider than expected given the number of models involved.
The design team are talking about a lot of ideas right now to turn these concepts into mechanics. Some current popular ideas are:

- Trickle down mechanics, where command group models play an integral role of allowing the army to play wide and for units to support each other in fun ways (no, not like the current EoS rules!)
- The ability for leaders within the army to kill their own troops in order to keep them in line and stop them running away
- Keeping the ability for units to fire into combat, but in a more organised (but still very deadly) way
- Allowing you to strike with more models in combat than is ordinarily allowed. However, such disciplined organisation may come at a cost.

The unending swarm and life is cheap

There are few things more visually evocative than the idea of a swarm of vermin running all over and around each other to get to their goal. The design team had this in mind, along with the understanding that there is difficulty in moving a “horde” army in an agile and reactive way, when they came up with the concept that these big rats should move in mysterious ways.

Our current concept is to allow standard sized models to move through each other, as if the units were open terrain. This will (hopefully) allow more agility when using both wide and deep units. Who cares if a few soldiers get trampled in the rush.

In a similar way, we thought that with such vast numbers at their disposal, would a rat necessarily care that much about other rats dying? Surely that is one less mouth to feed and one rat out of the way in an individual soldier’s pursuit of greatness! Don’t be surprised, all things staying as they are now, if you see this lack of care for their fellow rat pop up in the rules somewhere.

Technology and living underground

“The folk saying ‘All tunnels lead to Avras’ has a certain grain of truth to it. Avrasian architecture had extensive aqueducts and even sewer systems, many of which are now subterranean. Further, in the early post-Aavras era, the Vermin hordes retreated into cave complexes. If any remnants of that wretched race yet persist, it is undoubtedly by hiding in such tunnels, eking out a miserable existence of no concern to the surface.

Claims of vast subterranean cityscapes, linked by

These are not the vermin you are looking for. If however you want to find these vermin as drawn by the street artist Banksy then you might want to travel to many locations all around the world, these can be found in natural variation in many places. They are everywhere.
miles upon miles of concealed tunnels and illuminated by lamps fueled by captive lightning and peopled by Vermin are either pure fairytales or slander against the noble Hold Dwarves and their majestic cities. Lightning cannot be captured in a bottle, let alone harnessed and tamed!"

- Prof. A. Mauß

The design team really wants to leverage these tunnels as a way to reinforce important units within the army organisational system and possibly even as a means to deploy in weird and wonderful ways. As well as potentially bringing in new ways to reinforce units and move, it also opens up a world of possibilities for new units based around tunnelling and bringing the ancient art of “sapping” to a Ninth Age table near you!

We also wanted to leverage that lightning Professor Maus was talking about in game, but give it a more “real” feel. “Fire” has its set value and way of working within our game, now it is time for lightning! The design team is currently thinking it should have three possible effects; stunning, shocking (to death!) or absolutely nothing except a tingling jolt. There might also be some machines powered by electricity.
Supplementing Your Fun With the Scenario Supplement

Last year I gathered around a few of our most active members in the hobbybrew section, and asked them to gather forces to create an auxiliary supplement.

The Scenario booklet contains 42 pages of additional rules, not only focused on adding a ton of unique scenarios but also they also add some unique magic rules to really spice up your games. The Scenario booklet is one of the most unique experiments in The Ninth Age project, since it’s one of the first examples of gathering up the work from some of our active community members and not only compile it with their permission, but also have them work on expanding and improving on each other’s work. This is one of the best examples in my mind of how we as a community can support and enhance our game and I am really happy with the final result.

I’ve added 2 of my own favorite scenarios to this issue, and I invite everyone to take a second look at the Scenario booklet, which you can find in our download section!

Blonde Beer

3 – 3. Carnage

Sometimes there are no tactics, or plans. Just rage and blood.

Deployment

Standard Deployment Type: Dawn Assault.

Winning the Secondary Objective

Each time an enemy unit is removed as a casualty while Engaged in Combat, when Breaking from Combat, or during the Flee Move directly after Breaking from Combat, you gain a Victory Counter. At the end of the game, the player with the most Victory Counters wins this Secondary Objective.
3 - 1. Barrel of Stout

What is sweeter than the taste of victory? A nice barrel of stout might do the trick!

Deployment

Standard Deployment Type: Dawn Assault.

Pre-Game Set-up

Place the Stout Marker at the centre of the board.

Scenario Special Rules

At the start of each of your Player Turns, except for the first, any of your Scoring Units may pick up the Stout Marker if they are in contact with its centre. Remove the marker from the Battlefield: the unit is now carrying the marker. Units carrying the marker with less than 3 Full Ranks cannot perform March Moves.

If a unit that is carrying the Stout Marker is destroyed or Flees, the opponent must immediately place the marker with its centre on a point within 3” of the unit. This point cannot be within 1” of Impassable Terrain, but can be inside a unit.

The unit carrying the Stout Marker gains Fearless.

Winning the Secondary Objective

At the end of the game, if a unit is carrying the Stout Marker, its owner wins the Secondary Objective.
Tame the dragon

Send us pictures of your TMS minis. The winner of the contest will receive a Zombie Dragon!
Post your submissions into the forum thread titled **the 2nd Tabletop Miniatures Solutions painting award**. You can use the short link provided below to quickly locate it. You can submit any number of pictures, but only until **December 24th 2020, 23:59** (Anywhere on Earth).

Your pictures should have a **solid background** and be taken from a **fully frontal angle**, just like Little Joe’s Dread Sphinx, winner of the first TMS painting contest.

Your photos will also get a chance to be used in the T9A videogame adaptation that Veil of the Ages is developing for **Tabletop Simulator**.

Your name will be credited in the model description, and players from all over the world will use your miniatures for their online tournaments!

visit the T9A forum to participate and vote: **bit.ly/paintingaward**
ON THE ROAD TO AVRAS  

EPISODE 6 IN THE HEART OF THE BATTLE

THE BATTLE IS TURNING INTO A SCRAP...

LET'S BE CAREFUL NOT TO NEGLECT THE PROTECTION OF THE FORT.

OTHERWISE ALL IS LOST!

DRECK! IT'S VIKTOR, HE'S TRYING TO ESCAPE!

YOU ARE RIGHT! HE IS KILLING MY CLANSMEN AS WELL AS OUR ENEMIES!

...AND THE OTHER WILL SOON BE VANNISHED!

THERE IS NOW ONE LESS VAMPIRE...
HO, HO ... WHO DO WE HAVE HERE...

SHE SURVIVED!

WILL NOT LEAVE ANY DOUBT THIS TIME !!!

IT'S DEIDRE!
DEIDRE, LOOK OUT! VIKTOR IS COMING !!!

YOUR SPELLS ... CAN'T DO ANYTHING AGAINST ME!

YOU ARE GOING TO DIE !!!

NOOO!!!
What is the relation of warriors to sorcerers? Do the sorcerers command WDG warbands or do the warriors favoured by the Dark Gods disdain the sorcerers?

The sorcerers of the Dark Gods are an interesting group. They have potent magic talents, with many of them supposedly raised by daemons, and others trading for secrets from beyond the Veil. It’s hard to be certain of the truth, given the propensity of wizards to embrace any tale which heightens their mystique, yet they do demonstrate the ability to extract power from souls - something normally associated with Supernal beings.

What is well known is that sorcerers act as prophets of the Dark Gods. They seek out receptive ears for the whispered promises of power and freedom and often act as intermediaries for those who wish to swear the pact and devote their soul to one of the Seven. This role carries considerable respect; sorcerers move between bands and spread the stories of those who ascend to immortality - and warnings for those of the consequences of failure.

Still, Warriors follow their own path, and they show little enough deference even for those who share that route. It takes an exceptional sorcerer to lead such a group, but it does happen at times. Such warbands tend to attract the broadest range of followers, including those teetering on the brink of damnation - or even creatures which have long since fallen. Such a broad church is fractious, but has great potential for destruction.
Estemed sage,
Throughout the realms of man, it is said that the
knightes of Equitaine are the greatest warriors and
truest knightes in the world. Surely this rustles the
feathers of the proud men from the ranks of the
empire’s knightly orders. Do they furiously dis-
pute this claim or are they under no illusions as to
their standing? And what do the Equitaine
knightes make of their empire counterparts? Pret-
tenders? A disgrace to the name “knight”? Worthy
opponents?
Dear sir, first, I must enquire - how is the
weather in Equitaine? Your question is as
pointed as a lance, I do hope it comes from a
place of intellectual curiosity and not a hope that
I will strike a blow on your behalf!
True, Equitaine does possess a grand reputation,
primarily focused upon its cavalry. They train
from childhood among the nobility, and it forms
much of their national identity, so little surprise
that they possess considerable prowess in that
regard. Jousting and horse racing are prevalent
in the culture, emphasising the eponymous
equine excellence, if you will allow a little alliter-
ation.
The knightes of Sonnstahl come from a very dif-
ferent society. While they do not lack for skill,
their place is in a much broader military tradi-
tion. Those knightes are committed to their Or-
ders, formed around a unifying principle or
belief, which requires a great deal of devotion to
the cause. No slouches in the saddle, but they
must work alongside others to achieve their
ends.
So there is your primary distinction - in
Sonnstahl, knightes are a part of the wider pic-
ture. In Equitaine, they are the picture, crafting
their own individual stories. I cannot say for cer-
tain how each views the other; yet for those with
wisdom, this distinction goes more to the heart
of their nature than who is the better horseman.

O’ Estemed Sage, Sigmund Selig, I dare pose a
question to your mighty knowledge. With my very
limited observation skills, it appears that the very
strength of magic wanes when directed at some
individuals. I cannot be certain, as I am no sage,
but those individuals seem to lack the magical
knowledge and skill that would logically be re-
quired to diminish such spellcraft.
Truly, mine are the most eloquent of correspon-
dents. I thank you for this question - while as I
must always caution, I am no master of mystic
arts, I do make it my business to comprehend
the principles of our world. That particular qual-
ity, often described as magic resistance, which
disrupts and dissipates magic is well known
among wizards, though it is quite rare and usu-
ally needs to be cultivated.
Harnessing magic is unpredictable. Drawing in
the natural energy in the surroundings, siphon-
ing more through the Veil, shaping that power to
to change the world in a particular fashion. Yet
some beings resist that change more than oth-
ers. Usually those which are of a magical nature
themselves - trolls, cyclops, unicorns and the
like. Spells which would otherwise succeed can
fade and die when confronted by these crea-
tures.
The other way in which this phenomenon can be
observed, the more common form, is in the
properties of obsidian. That volcanic rock ap-
ppears to defy magic’s powers of manipulation,
and it forms the basis of most protective charms.
I have even heard of some groups who tattoo
their flesh with pigments augmented with ob-
sidian to benefit from this shielding.
In the end, it is no conscious effort that allows
them to prevent the touch of enemy magic, but
anchoring themselves against the changes
that magic would wreak. This is a precaution all
wise people take before engaging with mages,
particularly if they lack the ability to counter
such magics directly.
The Seizing the Veil campaign has been great fun since we launched it 3 issues ago and what follows is our (hopefully) epic conclusion.

Hello all. Hyper-G and Lucky-Sixes here from Proxy Table Gaming YouTube channel. We hope you’ve been enjoying our latest content and are all keeping safe in these difficult times.

We last left Nalinir & Drakor, our Elven heroes, recovering from two tough engagements during parts 1 & 2 of the campaign. As reinforcements arrive from the sea and their force is replenished Nalinir looks to decide on their next move but Drakor begins to think otherwise...

As Drakor studies the meteor fragments we’ve accumulated, Nalinir grows impatient with the lack of activity, more so now that the reinforcements have arrived, and a feeling of shock descends upon the Highborn camp as we witness an unexpected turn from our valued Spellcaster...

“These fragments are not safe to be taken... not here to be seized and harnessed at all...”

The words are shouted, loud enough for more than just the nearest of listeners.

“It is us that are being seized by the veil instead!”

In horror, Drakor runs out of his tent in a fury, Fireballs igniting it as he runs out, onlookers swiftly moving aside, desperation evident as Drakor unloads magic upon the fragments of the meteor we had gathered.

Nalinir approaches, alerted by his concerned forces watching on; those viewing Drakor’s rampage...

“What is this Drakor? How can you destroy what you sought us to obtain?”

A fiery glow can be seen burning in Drakor’s eyes as he registers the questions, snapping him from his destruction.

“We must eliminate the source... it is the only way!”
Confessions of Sorcerer Khaidu, Chapter 18, 1

This feeling is so intense it scolds me to exist, yet it is what I deserve, is it not?
The dread sets so deep inside me I wonder if each step is my last, yet it is what I brought upon myself, is it not?
The knowledge that I am still doomed despite my brief return to this existence... it is only what should be...
My forces renewed, my army replenished, my enemy finally awakes to the realisation that they are not the ones here to take from the island...
The island WILL take them... and I will ensure it!
Goddess Kuulima despair, for I am more powerful now than you ever allowed me to be. Vanadra shows me so!

The forces line up for battle in this final confrontation!

Drakor commands that the last pieces of the meteor must be destroyed before the Elves escape the island.

Scenario description

The Highborn Elves, with what remained of their new Equitaine allies, have reached the conclusion that they cannot stay upon this island any longer or it will consume them. The last of the known meteor shards must be destroyed before they get out of there, but a large force of Warriors of the Dark Gods has re-risen to block their way, under the leadership of the utterly insane Sorcerer Khaidu, who now gains his power from Vanadra, having been dismissed by Kuulima! (The audacity!)

For deployment rules we went with an adapted Dawn Assault scenario (without the empty corners) as we were playing a 10,000-point battle on a standard size 6ft by 4ft table. We agreed to double up the flux cards and associated rules and both randomly roll to have 4 units start off the board in ambush as per the Dawn Assault rules & entering via a short table edge from turn 2 onwards.

Lucky-Sixes managed to synchronise his ambush units by getting his two Phoenix’s, alongside some Eleven Spears & an Archer unit. I found myself without a big unit of Warrior Knights (I chose to keep their Chosen Lord character with them), a Feldrak Elder, a Chimera and my Warhounds.

For the objectives we slightly adapted one of the cool options in the Scenarios Supplement on the Ninth Age website, setting out three Spoil of War locations that could be destroyed as per the Strategic Objections rules. The Highborn force would be aiming to eliminate these markers before finding a way off the island in a Breakthrough-like manner. The Warriors of the Dark Gods would be there to stop them escaping at all.

As we tend to do on Proxy Table Gaming, every 50 battles since beginning our channel has been a special one and our 150th is no different, handily timed to be the conclusion of the Seizing the Veil campaign. We do a full battle report in our normal style for what is to come so if you haven’t had enough after reading the below please do head over to our channel (Like, Share & Subscribe!) and see both an overview of the story so far and a full report of the events about to unfold.

We hope you enjoy, and we’ll return later for our final thoughts.
The Equitaine Knight allies get right to work in charging the first meteor shard site.

Knights of Ryma do the same on the other flank as Nalinir & Drakor, with their renewed Sea Guard unit, hold the high ground alongside their other Ryma Knight reinforcements.

The Warrior forces await, unphased by their opponent’s range, re-joined by the Exalted Herald, Cha’ak Bloodrain, once more.

They advance to meet the Elves, and charge those on their left flank that dare to get too close!

As the Knights hack away at the meteor, Khaidu stretches the wings of his new Wasteland Dragon mount and asks for the Dragon to face off with him.

The challenge is denied, but instead the Equitaine allies surge forwards to quell the wrath of the Warrior infantry, joined in battle by their beloved Green Knight & Phoenix latecomers protecting the cavalry flank.
But the Elven back up continues to arrive, some archers sneaking up on a Giant and Feldraks on the far side of the battlefield.

It is unsurprisingly a massacre! But the Knights prove their worth and run down the infantry survivors before pushing on towards their next foe, an intimidating wall of Wretched Ones & Fallen.

Is it all just a distraction? The Dragon unleashes its fury at being ignored & somehow downs the Warrior general, Khaidu, with an unlikely 3-wound Molten Copper! Oh...Lucky-Sixes!

The Chosen warriors sense an opportunity to destroy the Equitaine allies & turn their backs on the standing-off Elves to go for the kill. Meanwhile, Cha’ak Bloodrain and Khaidu waste no more time on the Dragon and divide to conquer!

A reinforcing Chimera thinks better of its chances, taking flight to force the smaller Ryma contingent into an angry Feldrak Elder instead, but one Equitaine Knight still remains & with his green armour hesitates not to rear charge the Exalted Herald with a Frost Phoenix to chill its anger.

Little remains of the Flame Phoenix that gave its life for the Equitaine Knights & Damsel who now also lie dead, their support eliminated much to the Warrior’s delight.

But the Elven back up continues to arrive, some archers sneaking up on a Giant and Feldraks on the far side of the battlefield.
Finally, the last of the Warrior reinforcements arrive and the returning Kekulkan sees his forces leaderless as he rides in upon his Black Steed, knowing what must be done. Cha’ak’s last gift to this field of battle, leaving the infamous Suicidey Giant Eagle looking nervous and he’s not the only one.

Deathwish the Giant Eagle, however, gets less chance to feel anything as he’s run over by three Barbarian Chariots and Kekulkan watches on in delight.

In the wake of everything, the centre looms with the last of the meteor shards being all that separates the two forces. Cha’ak’s last gift to this field of battle, leaving the infamous Suicidey Giant Eagle looking nervous and he’s not the only one.

The Green Knight, whilst heavily wounded, looks for his next target, a rampaging unit of Chosen Knights that are bullying some Elven Spears who cannot pass a break test against them, despite being very steadfast.
Kekulkan finds he won’t get it his own way whilst the Barbarian Chariots also think the centre is a far better place to be as Nalinir’s Sea Guard and Drakor’s magic base turn their attention to the last remaining Warrior Lord.

What remains of the Equitaine non-character force is put to good use and Suicidey finds a different place to land to escape the wrath of God... for a similar purpose.

Kekulcan’s arrival is stuttered by the return of more alchemy magic and the Feldrak Elder comes to realise his opponents in combat wanted to fight him, for a good reason.

It’s getting serious in the middle as everything closes in on each other, the destroying of the meteor shards well and truly a previous thought now.

The Elven Archers that didn’t manage to finish off the Giant realise they’ve attracted a different enemy’s attention.

Kekulkan finds he won’t get it his own way whilst the Barbarian Chariots also think the centre is a far better place to be as Nalinir’s Sea Guard and Drakor’s magic base turn their attention to the last remaining Warrior Lord.

But just as Nalinir is called into action his momentum fails him & the Elves must wait as they fail their downhill charge on Kekulkan whilst the closer Barbarian Chariots barely notice.
The Elven Spears look on in horror at that false hope whilst the Ryma Knights sweep aside Chosen, yes CHOSEN, but also find that the wall of Wretched Ones still stands. WRATH OF GOD! A double six range, with +4 for being slow, hits everything in the middle of the board as Elves go flying, Chariots lose bits, but Knights show their rear-facing armour is strong as ever!

The Elven Spears pray that no-one ever asks what happened to them! Wretched walls are firm, but the Frost Phoenix might not have done its last blocking job just yet.

The Green Knight soldiers on as the Elven Spears are given hope whilst Drakor brings out his calmer magic to keep Kekulkan busy. Another Phoenix is fed to the enemy as the Ryma Knights finally pin down their target, eager to get away from a very patient wrath of God behind them.

The Green Knight soldiers on as the Elven Spears are given hope whilst Drakor brings out his calmer magic to keep Kekulkan busy.
Hyper-G’s Final Thoughts

I’ve said it before and I’ll say it again, what a battle! This was enjoyable and surprisingly there was plenty of room for 10,000 points on a standard-size battlefield. Playing an unfamiliar force again in the Warriors of the Dark Gods was a challenge but as I’d had part 1 to get better with them and plenty of times having been beaten by Lucky-Sixes using a lot of these units I felt much more at home for this one.

The ‘spoils’ were difficult for me to try and defend especially when LS’s charged two of them on turn 1 before I’d even moved. As we’d made the spoils themselves pretty big there wasn’t much to gain by counter-charging whilst they remained undestroyed but by biding my time and clearing the many units of my opponent’s that couldn’t win him the battle I was able to then overpower the more threatening foes.

Losing my general and Exalted Herald (the two most important characters in the Warrior story no less!) was not part of the plan but, in regards to the Dragon Sorcerer I’d stopped Silver Spike & Quicksilver Lash knowing I wouldn’t be able to stop the less-threatening Molten Copper as well. Of course, when Lucky-Sixes needs to, out come the 6’s and the Dragon went down prematurely. As for the Exalted Herald I simply didn’t see the Green Knight rear charge and had that not happened I think I could have wrapped things up a lot earlier.

The 16” Wrath of God was pretty cool I have to say, and it brought out the best and worst of both of us emotionally! Both in my bemoaning of poor luck as I saw all the targeted Elven units moving to ‘safety’ while the spell took it’s 4th time of asking to come down and then in
the rage of Lucky-Sixes at seeing someone else roll as well as he normally does. That was then followed by 8 out of 9 4+ armours saved to grant immunity to most of his Knight of Ryma unit! It’s what we love (and hate) about this game! The final points revealed it to be a narrow Warrior victory in terms of points, mainly thanks to the final overwhelming of the large Knight of Ryma unit in the middle during my last turn. However, there was a caveat for the Elves to aim for and that was to escape the island having destroyed the last meteor shards. They succeeded in the destruction of the shards easily enough, but did they escape the island? Was there an open path to pass through my deployment zone and sail away into the distance? Over to Lucky-Sixes!

**Lucky-Sixes Final Thoughts**

Ah man, I love me a MEGA battle!!! Yeah great fun to play and I really liked the immersion that having the previous stories, characters and adapted scenarios gave us. Also, the game had it all. Dumb luck, failed charges, amazing magic and some unexpected bounces. Shows you how in a pretty balanced game like T9A, the dice can really make an impact on the wildness of events that play out. Love it! In terms of the battle itself, I knew I had to take the initiative and drop for first (although that is my go-to as anyone that is familiar with the channel will realise anyway hahaha), as I couldn’t afford any counter charges when I did so. The Ryma Knights did well but in hindsight I think I wasn’t aggressive enough with them in the early game. With the characters in them, they can blow through most units in a single combat turn – and most of the time before the enemy even swings, but it just didn’t happen for them. Otherwise it was a bloodbath really, with the Warriors doing what they do best and edging the combat for the points win.

Luckily (and quite fitting story-wise), Nalinir & Drakor – in the Sea Guard unit – had managed to find themselves with a free passage home at the end of turn 6, leaving the Lion Guard to hold up (or maybe even finish off – (Dream on, adds Hyper-G)) the Chosen Lord so that they could escape. Also, the Warriors had no way to prevent the Dragon Mage (who was my man of the match) from escorting them home, meaning at least some Elves made it off the island to tell their tale...

I thoroughly enjoyed playing all 3 scenarios and coming up with the story to go with it. I would highly recommend anyone else doing something similar, as it really gets me thinking about the models I have and wanting to create more adventures for them to participate in (and the chance to use some of my other models that I may not use regularly due to their “perceived” strength on the competitive scene).

Please check out our #150 video on the Proxy Table Gaming YouTube channel, as I can assure you that it will be a special one for sure. We’ve really tried to create something special with it and we hope you enjoy, as we hope you’ve enjoyed hearing about us playing with our toy soldiers!

See ya later...

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**Drakor’s Journal – Seizing the Veil**

It is with sadness that I write this chapter in my journal as the island disappears behind us; our meagre crew remains in muted silence at the sight of the few of us that have returned, bedraggled from such a swift departure, harassed by those Dark God abominations the entire way.

Had it not been for Bellerophon riding upon his Dragon, Vritra, I do think our escape would not have been possible at all, and they fly behind the ship now, as sombre as the rest of us, in spite of their critical role in getting us away at all.

The island’s ability to throw enemy upon enemy at us in wave after wave is surely an enigma to be pondered, as is the power that these meteor shards clearly possess, and yet I feel had we not departed when we did it would be the end of me as well as Nalinir also.

Speaking of our Prince, I have been impressed with his resolve. Journeying here to find his brother may not have concluded well but without his personal skill and leadership our quest would have been doomed much earlier.

I retire now to my quarters, to rest. For privacy as much as anything - it demands as much.

This tiny piece, all that I have kept, harmless I am sure, or at least, I hope.

A meteor shard of such insignificance that will unlock many paths to me, I feel its energy pulsing even now, its power.

It calls to me.

It asks me to take it home.

I shall.
Workshop
I've spent many an hour looking at Rust effects in the wild and just how different the colour and the texture of rust can be. It's incredibly variable and there is certainly no definitive look to rust. Trying to paint convincing looking rust can be difficult but it can definitely be done easily with some simple tricks. The basic elements of painting rust for me are that it must:

• Use orange/brown, preferably a mixture of different oranges and browns.
• It must have a matt finish (super matt, so matt that there is no reflection what so ever)
• It must not be uniform! Rust is very rarely ever the same over a surface, whether that is texture or colour.

I've begun playing Beast Herds recently and I'm slowly getting round to painting the army. If you check out the Tale of Slow Painters thread you can see what I've been up to. At the moment I've painted about 80 points worth so there's still a long way to go, luckily it is a Tale of Slow Painters so I'm living up to the title. There are two main colours for my Beasts, Blue and Yellow, two classic colours that are almost the bedrock for all mod-

RUST HAS BECOME AN OBSESSION OF MINE OVER THE LAST FEW YEARS SINCE I BEGAN PAINTING IT FOR MY 40K ORK ARMY.
ern cinema (just look at posters for most new big budget film releases and it will be in Blue and Yellow). Anyway, apart from the Blue and Yellow theme I have decided to give all my Beasts rusty weapons, they are far too busy planning their revenge upon the humans that enslaved them to bother with maintaining their weaponry. So the orange of the rust is like my third colour for the army and always contrasts well against blue.

Recently I’ve been painting up Minotaurs and due to their much larger size compared to their Wildhorn cousins I’ve been able to add a lot more detail to the painting of these models. In particular I’ve gone to town with the rust effects for these models and have got two main types of rust on the models; super corroded rusty metal and rust under painted metal. I’d thought i’d write a quick guide about how these effects are achieved, they are much easier than you would think.

**Painting rust**

First of all paint your silvers, ideally over a black undercoat. I use Vallejo Gun Metal for my silver basecoat as it goes on very smoothly and doesn’t come out patchy at all. Once dry hit it with a nice thick coat of brown wash, i use GWs Agrax Earthshade.

Once that is dry it should have already begun to Matte the previously shiny metallic paint, making it look like it has lost it’s sheen already. Now we need to build up some orangey colours. I start off with GWs Mournfang Brown. Get an old brush and a some Mournfang Brown on it, then wipe of a lot of the paint onto some newspaper or whatever (Like if you were drybrushing). You’re basically aiming to have enough paint on the brush so that you can spodge it onto the model with out being uniform, so it doesn’t want to be laden with paint, spodge it on the newspaper until it gives you a an irregular pattern on the paper (I hope that makes sense, it’s hard to describe). Once you’ve got your paintbrush right begin to spodge it on your metals.

Even when it looks like you haven’t applied any paint you still begin to matt the metal. Repeat the process again with a lighter, more orange brown, i use Scrag Brown by Games Workshop.

Do this one final time with Ryza Rust by Games Workshop. This is a super bright orange colour so don’t go overboard or it will all look orange!

After that I would recommend sponging on some metal onto the edges of the armour and weapon. For people who haven’t even used a sponge for painting before you are missing out, it is so much fun and gives great results. basically tear off a bit of sponge from some packing material (I have a lot of old GW metal packs that used to come with little sponge sheets so i use that). Get your torn-off bit of sponge, doesn’t have to be big,
and dip it into your metal (Gunmetal for me), then splooge the sponge onto the newspaper until most of the paint has come off, then with the sponge go over the edges of the armour and the weapons to make the edges still look sharp and used. You can splooge some on top of the rust you’ve previously painted on because rust isn’t uniform so it helps to break it up. I didn’t take pictures sadly but you’ll see in some more coming.

Now, you can leave it there if you want to, and i that is as far as i have gone with my Wildhorn because they’re too small for the rest. However if you want to make it look even rustier still then you cannot go far wrong than using actual rusting metal. I have an item called Scenic Rust (by Deluxe Materials), which is on eBay. This stuff is basically Iron Filings and glue. You mix up the Iron Fillings into some glue on a palette and with a old brush apply the iron filings onto the metals that you want to look rusty. Use it sparingly, less is more when it comes to this stuff. You want to use it on creases in metal and joins of metal, basically where the wear and tear happens. If you slap it all over it will look weird, trust me. Also you end up with a clear divide where you have used and where you haven’t because it is actually textured and the parts where you have put it are raised. Once you’ve applied it, leave it for an hour or two and then apply the the Rust Developer that comes with the kit (this stuff could just be water for all i know, i think water would do the same job). Just whack some rust developer on a brush and put it over your iron filings. Leave it to dry over night and you will see the rust the next day. The best thing about this stuff is that it will continue to rust for weeks to come and will only get better with age. Here’s my axe head.

**Chipping effect**

Another rust technique i talked about was rusting paint on metal work. This is where some painted armour has begun to rust and the paint has chipped to reveal the rust underneath. To do this you first do your painting rust as i mentioned, up to the layer of Ryza Rust. You then apply a layer of Matt Varnish over the metal armour you want to paint. You then use chipping medium, this is made by Vallejo and is excellent stuff. It’s the cost of paint and comes in a normal Vallejo squeezy paint bottle. You cover the metal armour or whatever you’re painting with the chipping fluid and leave it for a while to dry (at least 30 minutes). You then paint on your base colour, so for me it’s blue (Pro Tip - Don’t water down the paint too much, this will activate the chipping medium, if you need to thin your paints use painting medium).

Next highlight up the colour as normal (unless you’re a one layer person then your job is done).

Now comes the fun part, get a really stiff brush, (I have
some terrible stippling brush from GW, it’s absolutely garbage for stippling but it’s great for this) or failing that just a hobby knife, metal stick or wooden stick, basically anything that will scratch. Now put water on top of the painted armour, this will activate the Chipping Medium and allow the the Chipping Fluid to lift off. Now start to scratch the hell out of the armour and marvel as the colour you’ve applied lifts off and reveals the rust underneath! Only go as crazy with the chipping as you require, it’s up to you. Make sure you wipe off any water left on the armour, you don’t want it to continue chipping after you’re happy, even then don’t wipe too vigorously or you will take off more paint. Lastly you now what to sponge on some metal colour as mentioned before, just to show some more wearing on the metal. So there you have it!

It may seem complicated but once you’ve done it a couple of times it’s really easy and quick. Once you get good at it you can apply some freehand to your area that’s going to be chipped and then weep as you have to remove your carefully painted freehand design. Until next time guys!
The Ninth Age is the best fantasy wargame of our century

It is challenging, balanced, and varied. It provides countless possibilities for hobbyists. It has a vibrant community. It is developed by gamers, for gamers. It has rules for beginners and experienced players. And it is free. So...

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Dear fellow gamers, I am happy to introduce you to my Warriors of the Dark Gods Army. An army that I started in 2019 and design with a specific vision in mind. I want every single model to have a unique pose and to be somewhat non-standard. That means I try to stay away from the usual line of warriors that comes out of GW. Luckily for me, there are loads of models to find for the WDG. I scour the net for second hand Kickstarter deals and buy interesting models from smaller manufacturers. I also try to make the larger models even more original by converting and kit-bashing them into new creations. I also use my Ender 3 printer to create parts for the larger miniatures.

By now my army is complete model wise but I still have a lot of painting to do. The reason I want an army filled with more obscure models is probably that I want to be a special snowflake (nevertheless I will let you all know where I got my models). The following photo’s will showcase some of my work that is semi-finished. I say semi because I tend to paint models to an end result of 85-90 percent finished. In that case I can at least play with them without being annoyed by gray plastic. But over time I will improve on them. Something that I am working on lately is improving the bases. For a long time my focus was mainly to get better at painting. Just recently I have come to the realization that a good looking base works wonders for the model on top.

Martijn “TTINUS” Koch

A warriors of the dark Gods Army composed of real individuals. Every model pose is unique!
The Serpents heads

Atop of his dais the leader of the clan oversees the battle. I chose this Lord on War Dais instead of a more fighy character so he can be fielded as both a chosen Lord and a Sorcerer. The Lord model is from Avatars of war. The pentagram disk he is standing on was printed with my Ender 3. The Wretched one carrying the disk is a sawed in half monster I bought second hand. I added some GW daemon tentacles bits for it to grip the disk. The trophy rack was made from UD and WDG bits. This Barbarian Hero on Chimera on chimera forms a good mobile threat to gun lines and he delivers a powerful flank charge. The upper body of the hero is the standard bearer from a recent line of GW barbarians. The lower body comes from an old Arbaal the undefeated body that I cut in half. Green stuff was used to fill the Gaps. The trophy rack is from an old Beast Lord. The Chimera itself is from Cthulhu Wars and the skulls on the base are from Mierce. A solid bastion to receive the charge. My Doom Lord from Hate with Forsworn bodyguard from Scibor have won me many battles just by staying alive. In the future I want to upgrade this unit by free handing the banner and by adding more highlights.

The Serpents seed

These twelve warriors of Lust with paired weapons have the banner of the eternal Company to get back to the fighting after a flee reaction. They come from the manufacturers Mierce, Rotten Factory and Hate. No conversions done here as they are already unique enough. The movement tray and base have been made into an old temple ground using a green stuff roller. I like how the tray and bases look like they belong together.

My six fallen will give their lives for the Gods as chaff just to give their petty souls a chance for some redemption. They have a more warped flesh and insane look then the regular warriors. They also come from Rotten Factory and Hate.

The Serpents fangs

The Battle Shrine is a strong thematic choice and can really give some punch to a barbarian unit. The cart and chalice were printed with my Ender 3. The Flame Daemon is from Cthulhu Wars. I used green stuff to fit the base of the flames into the chalice. The Priest is from Hate and the wretched ones are GW’s. It took quit a bit of effort to fit both these wretched ones next to each other. Especially since they were already assembled (I
bought them second hand). The trophy rack is made from bits.

The offering of a villager surely will please the Hell Maw daemon and coerce him into opening a portal for my warriors. The portal is a logo of Final Fantasy that I printed, mirrored, printed again and glued together. The hole in between I filled with a sheet of plastic. I am still unhappy with the glue job I did. I used a hot glue gun but it looks a bit messy. In the future I will probably redo the work with proper green stuff. The arms reaching from the portal are from the same monster that carries the War Dais of my Lord. The altar and cart were also printed with the Ender 3. The priest is from Hate and the Daemon from GW. The pulling chains are from GW large Squigs.

The Serpents body

A warrior sought to prove himself to the Gods by slaying a Chimera but was not up to the task. Savar will punish him for his lack of will. The Chimera is a model from Arena Rex.

These Love Craftian Forsaken Ones from Cthullhu Wars have humbled many opponent with their flaying arms and gaping maws. The base of the tentacle monster on the left was my first experiment with resin to make the blood on the ground look like liquid. I am quit pleased with the result.

The GW Giant already had a nice Daemonic body with the cloven hooves but some extra horns from the VC zombie dragon and a real tribal war spear do make him more of a follower of the Dark Gods. The spear comes from the GW savage Orcs. The Shield I added to fit him in a Asklander List and comes from a Mierce miscast bag. I magnetized him on his base so he can be both a small or a big brother.

I will be improving and adding to my army over time. I still have a lot to paint! I would be happy to hear your comments, remarks or questions so feel free to contact me at the forum. My username is TTINUS.

Cheers!
WHAT IS BETTER THAN STARTING A NEW ARMY, PAINTING IT UP, THEN CRUSHING YOUR ENEMIES, SEE THEM DRIVEN BEFORE YOU, AND TO HEAR THE LAMENTATION OF YOUR OPPONENT? GENGHIS KHAN – IF HE PLAYED 9TH AGE.

A tale of 4 armies

This is the first of a series of article tracking how four keen 9th Agers plan, build, collect and paint a new army. Each member has taken their own army journey, focusing on their favourite part of the hobby. Hopefully this can give you some inspiration to start a new army. Check out A Tale of Slow Painters on the forum for more inspiration and get painting.

by Sassy Al (WDG), Casimir the Swede (DH), Clemred (ES), and JWilliams4 (OK)
Warriors of the Dark Gods

I got into The Ninth Age over the past year. It’s my first time playing a proper wargame and the sheer vastness of it was a bit intimidating at the start. But I was lucky to be introduced by rules and hobby wonder kid, Mr. Henry P. Miller. He’s been something of a mentor for me as I’ve worked my way into both the hobby and gaming sides of T9A.

So my first issue was choosing an army. It made sense to me to pick something that Henry had (as I’ve done most of my gaming at his place) but not elves, which he runs in tournaments since I figured he’d want to get reps in with his go-to armies.

I settled in on the Warriors of the Dark Gods. Game wise, they have some interesting units and I thought painting a lot of armor would be convenient. I also knew trying to dot the pupils on the eyes of tiny headed minis would drive me crazy. On top of that, Henry had a lot of units for me to experiment with so I could take a run at different lists while I made up my mind what to buy and paint.

For core units I’ve made some Warriors with Spiked Shields and a set that carry Halberds/Great Weapons that I can also use as Chosen. I’ve come to really enjoy playing with a Battleshrine, Feldrak Elders, Wretched Ones, and Forsaken ones. For characters the Exalted Herald is one I really dig while Warrior Knights have done a lot of good work for me, especially with the Icon of the Infinite.

I realized early on that the hobby side of the game may be my undoing. I’m trying to transition into printing all my models and picked up a resin printer for about the same price as a few orders of models on Etsy. I’m pretty pleased with the results so far so stay tuned for pics, I don’t have any finished just yet.

Color scheme wise, the army is dominated by green and yellow-orange with some units and characters with highlights of violet and others with red. I didn’t want to go with the classic red, or super dark. And I’ve been working mostly with citadel contrast paints so far after spending a very long time painting up the 28 shield warriors with a bunch of layers. But it’s my fault, I spent a lot of time layering metallic paints and washes on the armor and attaching the shields with magnets. Which I hope will give me the chance to make them convertible into paired weapons warriors if the need arises.

Ultimately I’m working on a 4500pt list for general tabletop play, but I’m still fresh to the game and things change for me the more I play and learn. I’ve not faced that many armies yet—mostly Elves, with some Beast Herds, Vampire Counts, and Dwarves spackled in for flavor so I’m still coming to grips with what enemy units do, how to counter them, and building a decent list.
Dwarven Holds

Many years ago I acquired a big sho box filled with old metal dwarf models. There was a big mix from mauler era sculpts up to 6th edition metal models. Over the years I added more dwarfs to the collection when I could find them for a reasonable price, but I never actually painted the army. In past editions of the game I felt like I never had the right models to make a decently competitive list. However, when corona hit this spring I was stranded away from all my other hobby projects, so I went to the basement and dusted off my box of dwarfs and finally got to work!

Dwarfs have always been one of my favorite fantasy races because they are juxtaposition of cool traits (stubbornness, skill, anger) and comedic relief (stubbornness, drunkenness, pudgy). I prefer my dwarfs to be slightly silly, something the old sculpts have in spades. They also appeal to me because it is one of the few 9th Age armies that really field a lot of ranked infantry, which is what the game is all about! The added bonus is that it’s the perfect army for international events, since it all fits in a shoe box!

Normally I am a very slow painter, so for this project I am challenging myself to get an army done as quick as I can manage. So my plan is to aim for a 4500 tournament army and cut as many painting corners as I can. I will be using contrast paints, and trying to limit the number of layers I use. A good way to achieve this is, for example, avoiding having to reestablish colors after washing by using targeted washes or stark line highlights.

I love the concept of the dwarf seeker, so my list will include lots of them. I also want to stay away from a gunline type list as much as possible, to make it more interesting for my opponent. The list in its current iteration is:

- Dragon Seeker [385pts]: Monster Seeker, Rune of Fire, Rune of Quickening, Rune of Smashing
- Dragon Seeker [415pts]: Grim Resolve, Rune of Destruction, Rune of Fire, Rune of Quickening
- Thane [165pts]: Ancestral Memory, Army General, Crossbow, Shield
- 11x Clan Marksmen [230pts]: Crossbow, Shield
- 10x Clan Marksmen x2 [240pts] + [240pts]: Guild-Crafted Handgun, Shield
- 10x Clan Marksmen [210pts]: Crossbow, Shield
- 10x Greybeards [215pts]: Musician, Shield
- Steam Copters x2 [180pts] + [180pts]
- Steam Copters [180pts]
- 10x Miners [195pts]: Shields
- 9x Rangers [222pts]: Crag Warden, Crossbow, Shields
- 25x Seekers x2 [640pts] + [640pts]: Champion, Musician, Vanguard
- 12x Seekers [332pts]: Brothers of Vengeance, Champion, Vanguard
- Total: [4,489pts]
Empire of Sonnstahl

Hello friends! After playing Orc and Goblins, I was searching for a new army to play. Since my beginning in the world of fantasy minis, I was not a fan of the “human” races. But now that I grew up, I’m more and more attracted by the “simple humans against extraordinary things” and the fact that the 9th Age gave Empire great synergies with infantry and support characters finally convinced me to take the plunge. So I bought some models and fell in love with the plastic imperial guards. I plan to play an infantry list, so I made a 2000pts list to start:

- 430 - Great Tactician, General, Shield, Death Warrant, Imperial Seal, Witchfire Guard
- 255 - Prelate, Great Weapon, Plate Armour, Blacksteel, Lucky Charm
- 295 - 24 Heavy Infantry, Halberd, Champion, Musician, Standard Bearer, Banner of Discipline
- 215 - 5 Electoral Cavalry, Shield, Lance, Musician
- 422 - 19 Imperial Guard, Great Weapon, Champion, Musician, Standard Bearer, Household Standard
- 190 - Volley Gun
- 190 - 5 Reiters, Heavy Armour, Brace of Pistols (4+)

A mix of some cavalry and infantry with the mighty Volley gun! I will be able to put orders on both infantry units which means they won’t be easy to kill.

The painting scheme will mostly be red and blue because I really like strong contrast and I work easily with red/orange tones. This will be a slow process, I’m not a real fast painter and I like to take my time. I see this as an opportunity to increase my painting skills and show my work. I’ve painted two models for now:

Roland Friedrich, an old and retired Marshal was sleeping in his Alphaven’s house. It’s been days since he’s slept well. In fact, he’s woke up every night since his daughter, Edda left to join her future husband, a young politician in Aschau who never has held a sword.

How can his beloved daughter fall in love for such a weak man? Roland believes in strength, honor, and courage. Ralf Engelmann, his future son-in-law is none of that. He is known for his political betrayal and not for his fighting skills.

The old Marshal is preoccupied and his old friend Herbert, who fought with Roland in many battles, noticed it. He tried to speak with Roland about his daughter but every time he received no reply. When Edda left Alphaven, in the late spring, Roland wanted to escort Edda but she refused. Edda was a young independent lady and this was important to her. The old man took it wrong but he accepted it anyway. She refused every soldier that her father offered to protect her.

It’s been a long time since travelers disappeared on the way to Aschau and Roland knew it. But his gut told him to be careful. But Edda was a naïve young girl, and she told the coach driver to pass near the Wyscan Forest. Her mother told her stories about elves living in the trees, and she wanted the chance to see it.

On a beautiful summer day, Roland was walking by the ocean side when a young messenger arrived.

“Sir Friedrich, Sir Friedrich, i have a message for you from Sir Engelmann!”

“What? I don’t want to be part of his plot!” answered the embittered old man.

“He said that it’s about your daughter’s life!”

The young messenger became uneasy when he saw Roland’s face.

“Tell me everything you know! Right now or I will ensure that you will never see daylight again, boy!” screamed the Marshal.

“Edda wanted to see the Wyscan Forest but her convoy was attacked”

“By who?!” interrupted Roland

“We don’t know but Sir Engelmann said he will rescue her! An old farmer last saw the convoy near the north side of the Forest”

Roland calmly answered:

“Young boy, I will tell you this once, and you’re going to listen as if your life depends on it. You’re going to travel to Aschau as fast as the wind with a message for Ralf. Don’t do anything. I will go with some good men I trust and you will stay in your wretched city. I don’t need you to help my daughter, this is your fault and I swear that if she gets hurt, you will too”

When his friend Herbert heard, he offered his services to his old friend and with Roland’s help, they gathered some of their old companions.

They headed to the Wyscan Forest without any clue of who they’re going to fight but Roland was determined and Sunna’s will see what he’s capable of.
Ogre Khans

Hi 9th Age fans. Starting a new army, I really wanted a hobby project that allowed me to paint the stuff I love – big stompy models. After playing DH, EoS, and DE I was wanted to step away from painting a lot of infantry models. I also love a blunt force trauma combat list; not too many tricks, just push it forward and cross your fingers. OK felt like the perfect fit. The list was easy to write – I wanted to have a couple of good size units and some big monsters. I like the Games Workshop Thundertusk models and figured I’d get two of those for double Roc-Aurock. I picked up a couple of the start collecting sets so I have the thunder tusk models, a unit of 4 with the Banner of Gyengget adds some punch to the list. Keeping the big things rolling I always wanted to paint a giant so that’s on the list. The kin-eaters units also really appealed to me and having a couple of ambushers could push my opponent to deploy differently. Add in a big caster and some chaff and that’s the list.

• 585 - Shaman, General, Gut Roarer, Iron Fist, Light Armour, Wizard Master, Magical Heirloom, Talisman of the Void, Thaumaturgy
• 260 - Khan, Iron Fist, Heavy Armour, Battle Standard Bearer
• 655 - 8 Bruisers, Champion, Musician, Standard Bearer, Banner of Discipline
• 321 - 5 Tribesmen, Musician, Standard Bearer, Banner of Discipline
• 175 – 3 Tribesmen, Musician
• 675 - 4 Tusker Cavalry, Great Weapon, Musician, Standard Bearer, Banner of the Gyengget
• 80 - Sabretooth Tigers
• 80 - Sabretooth Tigers
• 175 - Kin-Eater
• 175 - Kin-Eater
• 500 - Rock Auroch, Lance
• 500 - Rock Auroch, Lance
• 305 - Slave Giant, Iron Fist, Big Brother

I had the list and the models picked out, now I just had to work out the paint scheme. I wanted to push myself and use this as a hobby project with conversions and an interesting base scheme. I saw a Vince Venturella Hobby Cheating Video on creating ice lake bases, this seemed like a perfect fit for my OK army. To get some contrast on the tableto, and add some pop to the blue bases I decided to go for an orange fur colour scheme for the beasts and green stuff some orange fur cloaks for the tribesmen and bruisers.

The plan is set and so far I’ve just tested out my colour scheme and conversions. I’m happy with how it’s coming along, look forward to showing some more progress in the next scroll.
“Fa Fe Fi Fo Fum!” It muttered
“Behold Food, good enough to eat.
Enough for my hunger!”
T was the translation as told by the
traveling Scholar.

As the Village shops were shuttered
The Castle Guards moved as one, to
shore up stores of the Monger
Priests prepare the Souls for endless
slaughter.
- Story told by Missionary Monks

INFERNAL VIZIER

LICENSED BY
LOST KINGDOM
- miniatures -
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The tribe of the Red Raven

Johannes “Hawkins” Nachtigall

Concept

The inspiration for my Warriors of the Dark Gods army came from playing a PC game called Hellblade: Senua’s Sacrifice. I was really fascinated by the concept design of this game and wanted to create an army that gives a similar feeling.

The design of Hellblade is very scary and brutal. It is inspired by Picts and Vikings and is full of rites and rituals. The enemies wear animal skulls and warpaint and are covered with dirt and blood.

So I tried to incorporate this design into the guidelines the WDG army book provides, and came up with the concept of a northern tribe who is fairly new to the lore of the Dark Gods. An example for this concept is limiting mutations in the army. Surely there are mutated Warriors, especially the forswn, wretched ones and forsaken ones, as they have fallen from grace. Also the Sorcerers are mutated as I intended them to be the individuals, bringing the words of the gods to the tribe.

For the rest however, I intended the hell-forged armor to be the first sign of blessing from the gods to a tribe calling the harsh and hostile wastelands their home, the tribes’ everyday life was a fight for survival. And as the word of the dark gods was brought upon its members, the fight for survival, became a fight for ascension.
membe. Furthermore, these warriors would come up with their own rites and rituals to worship their new gods, like filling their helmets with blood before putting them on, or wear several skulls, bones, or feathers to incorporate the spirits of dead animals. The Exalted Herald is a prime example for this part of the concept. He did very well in the eyes of the gods and they changed him to be a tall and strong warrior, but did not mutate him with claws or wings. He should be a role model for the other tribe members to follow their lore and not scare them of like the heavily mutated forsaken one.

For some units I went a bit further with little stories to have them incorporated in the tribe. The giant for example was part of the tribe for a long time. One day, the sorcerers made a mistake during a ritual and a demon slipped through a rift in the Veil and possessed it. The giant’s mind however is so strong and bulky, that the demon could not fully take over his body and so they are in a constant battle for control. The Hellmaw on the other hand is an old sorceress who gazed for too long into the other world, so that she lost a part of herself to it. Her body changed and she became a transcendent being that would open portals to the other world. Therefore I had her take the matter out of the mirror to throw portals on the battlefield.

Basing

As my main colours for the miniatures would be red armour and skintones, I was aiming for cold colours on the bases. So I created desert bases in a cold desaturated blue, devoid of plantlife. It should be hard and unforgiving terrain where this tribe lives.

I also tried to vary the height of the bases within units to create dynamic. The most challenging base was surely the dragon. As the model is really big I created a heavy, rock textured pillar with the 50x100mm specifications and a height that would cover the most standard to large models. On top of this I added terrain that fits the scale of the model. With this style of base, enemy units will still be able to get into base contact. The large model has a heavy base, so he should not tip over that easily.
Painting and converting

I tried to connect the models in the army with the red armor. Apart from that, for a barbaric tribe there would certainly be many skin tones and brown fur and leather tones. So having the majority of model parts in red and brown colors I thought it would be a good way to draw focus to the faces by using blue warpaint. This also matches the warpaint of the protagonist of Hellblade. I think this concept gave the whole army an overall harmonic color balance.

I mainly converted by adding twigs, dirt, skulls, and chains to the models to enhance a brutal and aggressive appearance. On some models however I went a bit further to include their stories into their appearance. I covered half of the giant for example in texture paste and crackling medium to give his possessed half an appearance. Or for the Hellmaw, I converted a demon called lady of Arcca by creature caster, to have her rip matter out of a mirror which is part of a Slaanesh demon kit by Games Workshop.

I am calling this army done for the moment as I have pretty much everything covered that I want to play and I am currently also working on 6 other armies. However maybe I’ll add some units from time to time, when inspiration strikes.

Thank you for reading and I hope you enjoyed this article! Until next time.
Barbarians.

Dalbrog, the possessed Giant.

Sorcerers are the ones who bring the lore of the Dark Gods to the Tribe.

Sorcerer on a scythed Sky-wheel.

The Lady of Mirrors - a Hellmaw interpretation.

The Forsaken One.

The Exalted Herald.
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