Hello, hello! Another 9th Scroll has arrived! I know that we are all eagerly awaiting the release of the long-awaited Infernal Dwarves Legendary Army Book (LAB). While I would not like to put a date on the release, it is coming soon. Because I feel for all the nerd rage out there, I have managed to get a full battle report of the new Infernal Dwarves to keep you going until the final release. Not only this but here is the new icon for the Infernal Dwarves, donated by WOW-Studio! Hopefully these will keep you going until the book is ready!

If that wasn’t enough spoilers, we are also going to be showing off some of the designs for the new Dread Elves book in this issue of the 9th Scroll. While these are still in the concept phase, the LAB team feels that they are far enough along with the process that they are happy to share them with the community! Exciting! Also, as a member of the Dread Elves LAB team myself, I can share that we are working very hard to get this book out as soon as possible and we have already reached phase 3 in the process (see recent news article for a breakdown of the LAB process).

The Executive Board is also putting the final people in place to begin work on the Vermin Swarm LAB which will be the next book after the Dread Elves!

In this issue of the scroll we are also featuring two! Yes TWO, multi-part articles. The first is an army showcase and tactica for the Makhar Khans. This will really get into detail with how to build the army and how it plays on the table. The second set of articles will be a new multi-part narrative campaign by YouTube famous Proxy Table Gaming.

Recently I have been experimenting with different Highborn Elves lists in preparation for this years’ ETC in Luxembourg. If you want one thing to take away from my mistakes is that you should always take a BSB, even with a discipline 10 general! I will be travelling to Scotland for this years’ Scottish Championships in March and testing one of my experimental lists out up there. As I have said before, travelling overseas for a tournament is one of the best experiences 9th Age can offer, and I can thoroughly recommend it!

In other hobby news, I really enjoyed this entry to the painting league by Hillbilly Carl.

I hope we can continue to deliver great content for the 9th Scroll and as always, please give feedback both positive and negative on the feedback thread on the forum. This can be found in the General Discussion. Enjoy!
3 – Infernal Dwarves Initial Playtest Report
A battle report using the playtesting version of the new Infernal Dwarves (ID) Legendary Army Book.

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We asked the community to design some units that currently have models available, but do not yet have rules in the 9th Age.

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Results from the latest 9th Age Art Contest, supported by Admiralty Miniatures.

37 - Makhar Khans Tacticia: Part 1
In this two-part Series, Tyranno gives some insights into his experience with the Makhar Khans Auxiliary book.

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We introduce a new multi-part campaign.

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66 - 9th Age Inspired 3D Printing
Marcos24 gives us his insights into 3D printing his own miniatures.

69 - Fires of the Inferno: How to Paint Flames
A short tutorial about how to do a simple flame effect in only 6 steps.
A sneak peek into the playtesting version of the new Infernal Dwarves (ID) Legendary Army Book. Baron and Villon put the book through its paces and showcase some of the new units and special rules. Note that the ID book is in the final stages of internal playtesting and rules tweaking, so the finished product could be slightly different than showcased here.

**Baron (Infernal Dwarves)**

My battle plan was simple; two strong blocks of hardened Citadel Guards armed to the teeth and protected by Kadim Incarnates and a Kadim Titan. Because of the Goblin King heroes in the orc army, I decided for this game my Overlord would select the combination of an Infernal Weapon enchanted with Shield Breaker.

To flesh out the characters I chose a Prophet of Ashuruk, who was a wizard master of Alchemy, mounted in the new and powerful Minaret of Doom.

To support the Kadims I also fielded a Lammasu. As my opponent was fielding two Great Green idols, I chose Flaming Swords from Pyromancy and The Wheel Turns from Witchcraft. These spells would help me against the high resistance value of these models should they get into combat with any of my units.

Will this plan be enough to defeat and enslave those nasty orcs?

**Overlord** - General, Shield, Gauntlets of Mazhab, Lugar Dice, Death Cheater, Kadim Shieldbearer

**Prophet** - Master Alchemy, Nezibkesh, Minaret of Doom, Inferno Grimoire

**Vizier** – Battle Standard Bearer

**28 Citadel Guard** - Spear, FCG, Rending Banner

**26 Citadel Guard** – Flintlock Axes

**5 Vassal Cavalry**

**Vassal Slingshot**

Infernal Artillery, Volcano Cannon, Dazing Gas

**Gunnery Team, Volcano Cannon**

**Lammasu**

**Kadim Titan**

**5 Kadim Incarnates**
Mirmi (Orcs and Goblins)

I decided to face the Dwarf raiders with everything I had in the green horde. My strategy was to outplay the dwarfs by opening the flanks thanks to the greater mobility of my Warborn Orcs and Goblins. On the right flank I deployed two Orc Boar Chariots and a mighty Idol. On the left flank three goblin wolf chariots and a large unit of cave goblins with a Mad Git surprise.

In the centre I deployed my other infantry units with the Thaumaturgy Wizard Master and second Idol to support them. Behind the green horde I put the Git Launchers, ready to throw Goblin after Goblin onto the heads of the nasty Infernal Dwarves.

Orc Shaman - General, War Cry!, Common Orc Shaman, Wizard Master, Thaumaturgy, Crown of Autocracy, Binding Scroll

Forest Goblin King – Huntsmen Spider, Shield, Heavy Armour, Dusk Forged, Basalt Infusion, Hero’s Heart, Troll Ale Flask

Forest Goblin King – Huntsmen Spider, Shield, Heavy Armour, Light Lance, Alchemists alloy, Potion of Strength, Dragon Staff

Goblin Chief – Battle Standard Bearer

Cave Goblin Chief - Crown of the Cavern King

Common Goblin Witch Doctor – Wizard Adept, Pyromancy, Book of Arcane Mastery, Obsidian Rock

30 Cave Goblins – Shields, Musician, Standard, 2 Mad Gits

31 Cave Goblins – Shields, Musician, Standard, 2 Mad Gits, Banner of the Relentless Company

20 Common Orcs – Musician

8 Common Goblin Raiders – Shields

2x1 Orc Boar Chariots

3 Goblin Wolf Chariots

2x1 Git Launcher

2x1 Great Green Idol

We spent the best part of the day lugging the gas cannisters for the dwarven artillery. One of the other slaves, a halfling, clumsily dropped one of them with a bang. The ammunition instantly went off and a cloud of magical mist enveloped him. When it dissipated, the halfling and those caught in the cloud were all out cold. I knew the nerve agents would render them useless for some weeks. A potential loss in profitability would mean more work for the rest of us. The orcs would be on the receiving end of these terrible weapons…

Once we had finished with the cannisters, what was left of the slaves were chained in the supply train. From my elevated position behind the ranks of the dwarves, I get a good view of what unfolded.

- Diary of a Slave: The Truthful Account of Pablo de Santa Regina

Forest Goblin King – Huntsmen Spider, Shield, Heavy Armour, Light Lance, Alchemists alloy, Potion of Strength, Dragon Staff

Goblin Chief – Battle Standard Bearer

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2x1 Orc Boar Chariots

3 Goblin Wolf Chariots

2x1 Git Launcher

2x1 Great Green Idol
Deployment: Frontline clash
Secondary Objective: Hold the ground

TURN 1: Orcs and Goblins

As Baron won the roll to choose side, I decided to take the initiative and deploys the whole army to ensure the first turn.

I took advantage of a blind spot between the two Citadel Guard blocks and placed my Goblin King with the spider there. This put him out of both units line of sight and ready to charge the Volcano Cannon next turn. The other Goblin King moved to the flank ready to charge the Hobgoblin Slingshot in the next turn. If this aggressive move paid off, it would neutralise a large amount of the shooting potential of the Infernal Dwarves.
**TURN 1: Infernal Dwarves**

The spiders were a nuisance, but I had that covered thanks to the new MINARET OF DOOM! I followed my initial plan. I advanced with the general and the Citadel Guard with spears to claim the centre but away from the threat of the idol and the orcs.

The right flank advanced cautiously keeping barely outside of the charge range of the idol and the boar chariots.

During the magic phase I managed to cast Word of Iron on my Citadel Guard but the rest was a total failure, my Silver Spike against the Goblin King was dispelled and I couldn’t make a single wound with Quicksilver lash. However not everything was lost as Ashuruk had a surprise ready for me!

In the shooting phase, my Citadel Guard armed with Flintlock Axes shooting from the Minaret failed to even wound the Goblin King who was saving on a 1+ with a Duskforged-enchanted shield.

The main bulk of the orc army positioned itself to claim the centre while the left flank advanced to threaten a charge against the Kadims.

In the magic phase I cast the Wrath of God into the middle of the dwarf lines and also managed to get -1 Resilience to the Kadim Titan using Smite the Unbeliever.

The Volcano Cannon killed 4 orcs in the unit and gave me a Veil Token thanks to the Dazing Gas ammunition! However the hero of the game was the Vassal Slingshot who managed to score a hit against the goblin chariot unit killing one of the chariots! My opponent suddenly realized that the unit was outside the Inspiring Presence range of the general and he failed the discipline test causing the chariot unit to flee.

During the flee movement things turned even better when the fleeing unit crossed one of the Cave Goblin units with the Mad Gitz. They promptly fled as well and left the board. This meant that the whole left flank was gone due to a small mistake from Mirmi who has positioned his chariots too far away from his general.
The Dwarven Priest atop his dreadful minaret was conjuring down fire and molten metal atop of the advancing orcs. As the dwarves pushed the dreadful tower across the field, gunners were shooting from the parapet and gun loops. While I could not see the effect of the barrage, the whole display was one of noise and fiery light. The smell of sulfur was ever present, even from where we were chained behind the lines.

It seemed counter-productive to me that the dwarves would be reigniting death down upon those they wish to enslave. But a show of strength and power is essential. Back then I had no illusionary ideas of escape and it is a true miracle that I am reporting this tale.

The power of the Dwarves of the East is great and my scarred back still feels the crack of their whips.

- Diary of a Slave: The Truthful Account of Pablo de Santa Regina
TURN 2: Orcs and Goblins

With the left flank gone, the orcs were desperate and trying to overcome the situation and trusted the Great Green Idol to turn things around! I decided to charge it on its own into the Citadel Guard unit with the general that was claiming the centre of the board.

On the left flank, the Goblin King charged and killed the Vassal Slingshot but the damage had already been done. While on the right flank, the second idol and boar chariots tried to charge to the Kadims but they both failed the roll and stumbled forwards. Luck was not with me this turn...

I spent the magic phase trying to wound the Titan, but with a low Flux Card and some bad rolls, it proved invulnerable. However, in the shooting phase, my catapults managed to take 3 hit points from the Lammasu and another from the Minaret.

During the melee phase, the brave Orc Idol perished when the Dwarf Overlord and Citadel Guard decided they weren’t going to let him stomp all over them and killed the idol in a single round of combat! The whole unit then reformed to face the annoying Goblin King who was still trying to finish off the Volcano Cannon (which was down to 2 hit points but holding its ground).

In all my years, I never saw anything like that gigantic Troll-shaped effigy. It towered over the battlefield and the Warborn seemed to give it some kind of reverence, following it into battle like any captain of men!

It crashed into the Dwarven line with a mighty roar! However, the spears of the dwarves struck first and the hedgehog-like phalanx didn't give an inch to the Green Idol. Stepping up under the cover of the spears, the Overlord smote it a mighty blow. They took its legs out from underneath. Too many sharp objects. Its power seemed to wane as they cut at its underbelly.

Finally, it collapsed backward with a thud and was still.

-Diary of a Slave: The Truthful Account of Pablo de Santa Regina
TURN 2: Infernal Dwarves

I charged the overlord out of the Citadel Guard into the King on Spider. This would allow the Citadel Guard to claim the objective at the end of the turn.

On the right flank, the Titan declared a charge against one of the boar chariots. It failed the terror test and fled. He then redirected, and together with the Kadim Incarnates, charged the remaining Orc Idol with the Lammamu supporting from the back. However, we all know how stubborn Titans can be and he failed the charge roll which left only the Incarnates fighting against the Idol. This was going to be a tough combat.

During the remaining moves, I reformed with the Citadel Guard to look again at the orcs and the centre of the board, the Minaret and its unit advanced also to the centre ready to unleash the fury of their Flintlock Axes.

In the magic phase I tried to cast Flaming Swords on the Kadim Incarnates with Lammasu. Mirmi wisely dispelled the spell which would have changed the combat dramatically and likely the situation on the entire right flank. Now my Incarnates were facing a hard time against the powerful Orc Idol and his impressive resilience.

In the melee phase the Kadims resisted the fury of the idol and the combat ended a draw. While the Infernal Overlord challenged the Goblin King to single combat and slew him without breaking a sweat. This was not an even fight.
TURN 3: Ors and Goblins

Things weren’t looking good, I charged with the remaining boar chariot to help out with the combat between the Incarnates and my Idol while the one that fled from terror regrouped. In the centre I couldn’t challenge both units of Citadel Guards with my orcs so I went on the defensive and moved backwards to avoid the charge from the Dwarfs.

The Overlord was alone and unprotected after having killed the Goblin King so in the magic phase I risked casting Trial of Faith on him with 5 dice. Things didn’t go well for me as I rolled a triple 5 and my general died as a result of the Miscast roll. Even worse, I didn’t manage to put a single wound to the Overlord!

During the shooting phase I managed to put another wound to the Minaret with a Git Launcher but the second one missed and didn’t wound the Titan.

In combat, the Idol and the Boar Chariot won the combat but the Incarnates passed the test and were not unstable.
TURN 3: Infernal Dwarves

The combat in the right flank was not looking good for me, I couldn’t wound the Idol and I didn’t manage to kill the chariot. To make things worse, the Titan had no space to charge so I moved him towards the centre with the wounded Lammasu.

The centre was mine with the two Citadel Guard blocks. They weren’t going anywhere, and the orcs has chosen not to pressure for the objective.

During the magic phase I tried to cast Flaming Swords again to help the Incarnates but again I failed. Without this spell, the combat would be an upward hill battle, relying on 6s to wound the Idol. This round, they lost again but passed the discipline tests thanks to the Lammasu being around. The next turn the Titan could charge and lend its weight to the fight.

In the center, after the death of their Troll-shaped construction, the Orcs appeared to lose their confidence. Where before the greenskins were clamouring for battle, they were now somewhat subdued.

The dwarves went about their business in the way of practiced professionals, slowly advancing to ensure that none of the orcs escaped. At this point it seemed likely that there would be less rooms in the slave pens this night. At this point I distinctly remember wondering what an orc smelled like - let me tell you, it’s not pleasant.

On the other side of the battle, the fire daemons that the dwarves had somehow conjured to aid them were being slowly destroyed by a Giant. This wouldn’t affect the end goal of the Dwarves. Likely, a good deal in the eyes of the Overlord.

- Diary of a Slave: The Truthful Account of Pablo de Santa Regina
Some of Excelsius Painter, Baron’s Infernal Dwarves.
TURN 4 Orcs and Goblins

The remaining unit of Cave Goblins activated the Banner of the Relentless Company and moved full steam ahead to face the Lammasu and the Titan.

In the centre both the BSB and Goblin Wizard decided that things were unfavourable did the best thing a Goblin can do and run away towards impassable terrain to find a hiding spot! The remaining Goblin King charged the Minaret from the rear, avoiding it’s weapon mechanism.

In the magic phase I cast Smite the unbeliever on the Titan to reduce its resilience. This would prove decisive in the shooting phase when I released the Mad Gits towards the titan and took off 4 of its hit points! Furthermore, both Git Launchers hit the Lammasu and left a messy patch of bloody beef in its place.

In the melee combat between the Idol and Boar Chariot went badly and left only two Kadim Incarnates on the table. In true Goblin style, the Goblin King dramatically failed against the Citadel Guard and died.
**TURN 4: Infernal Dwarves**

Since the Titan had no other targets, I decided to risk the charge through a Mad Git against the chariot and Idol. If I made it, it would save the Kadims. Unfortunately, the 2D6 hits from the Mad Git was enough to finish him off!

In the magic phase I tried to cast a Silver Spike on his fleeing BSB but I failed and he survived, he was now almost out of reach.

In the melee phase the Idol finally managed to kill the remaining Incarnates and both the Green monstrosity and the chariot turned to face the centre. However, it was too late now for him to claim it and make any difference.

What you got for the big stuff, Kelppa. He says to me.

I say, just give these shrooms to the mad gits. The big stuff is as good as dead!

And what happened? The big stuff ended in a pile of mush. You want some of these shrooms as well?

Special price. Just for you.

- Kleppa’s sales pitch.
TURN 5: Orcs and Goblins

There was nothing I could do against the two big Citadel Guard blocks so I decided to opt for a tactical retreat to minimize losses. This involved pushing some orcs in front of the Citadel Guard to allow the rest to escape. We had fought well however we had been defeated! Better to try and avoid enslavement for the remaining Orcs!

TURN 5: Infernal Dwarves

Victory was mine! I charged in to kill the remaining orcs and we finished the game. Many of the Orcs had been captured and were now preparing for a life of enslavement and endless torture and the bottomless Mines of Ashuruk!

Final Result: Infernal Dwarves 16 – 4 Orcs and Goblins
The Goblins were smart. They had fled at the first sign of trouble. Orcs always need to prove themselves. They made one final charge in an attempt to escape the clutches of the Dwarves. It was futile. That band of Warborn crumpled under the weight of iron and were the first to be captured.

The rest fled. But it was too late. Surrounded, the orcs made a lot of noise as the dwarves set to chaining them together. The lashes of the masters came out and we watched as the greenskins were led off towards the mines in the mountains. As a slave you hang on to the small joys in your life. I was happy that I wouldn’t be spending the night cramped together in my pen with an Orc. Moreover, that I wasn’t going to be paired with one, carrying the volatile ammunition. I can’t imagine an Orc being less clumsy than a Halfling and those infernal cannisters of gas were a death sentence to anyone who wasn’t careful.

From my understanding of the Dwarven speech, it was clear that the overlord was pleased with the haul of slaves, but the prophet was somewhat disgruntled at the work from the daemons.

- Diary of a Slave: The Truthful Account of Pablo de Santa Regina

Playtesting Report

Q: What was it like to play with the new Infernal Dwarves?

I really enjoyed it! I think the new army book has many more possibilities to build lists around different play styles. The new artefacts and rules make this army unique and different.

Q: How did you feel the new army plays? Have its Strengths and weaknesses changed?

I wouldn’t think their ASAW have dramatically changed but the rules are more aligned with them. You can build powerful grinding blocks now and feel true eliteness in the army. This is epitomised by both the Overlord and the Immortals.

Q: Was the new book fun to play with?

This was a somewhat special list where I tried a few new things but during the last months play testing, I’ve been trying different play styles and I’ve had a lot of fun.

Q: Does the army fit the new background?

I think it does, I think the army combines the key aspects of the Infernal Dwarves; mighty shooting weapons infused with magic or fire and powerful fire daemons that are in league with the Dwarves. Every Infernal Dwarf general will know that there is nothing like the enslavement and torture of any living creature that’s more than 5 feet tall and doesn’t have a funny beard and wear a hat. This is also reflected in the rules. Lastly the flammable synergies work much better than in the previous army book where it was ultimately down to a wizard and Icon of the Inferno. Burning things down to the ground is still the way to go, but there are many ways of doing this.

Q: After your initial thoughts on the game, how did the game play out and were your expectations of the matchup/lists correct?

I was a little bit lucky with the left flank when the goblins fled but on the right flank my Kadims should have done more. Ultimately it the scenario was won by the solid blocks of dwarves and with the hold the centre objective, I was expecting this to happen, based on the lists.

I will leave you with some more pictures of Excelsius Painter, Baron’s Infernal Dwarves.
Dread Elves LAB Sneak Peek

Article by the DE LAB Team

The 9th Scroll brings you an exclusive sneak peek into the upcoming Dread Elves Legendary Army Book (LAB). Disclaimer – These rules are at the earliest stage of design and can change during the final stages of the design process.

Dearest Kyrrela,

Before this letter arrives, the news of our failure – my failure – will reach our shores. The lands of our ancestors remain beyond our reach, and the creatures who squat in our inheritance remain unbroken. In our arrogance, we have underestimated them – I have underestimated them. Treacherous elves, foul dwarves, uncivilised men and worse rose to resist us, the fury of a continent unleashed against our legions. Fifteen years we endured, but alas the task given to me by the Senate was beyond my ability to deliver. I entreat you to ensure the oracle of Sied Emba gets a succulent offering of figs. The lying hag promised the portents were auspicious, even had the gall to tell me that such glory awaited me I wouldn’t even need to return to Dathen to claim it. As I order the survivors to sail west, only my honour remains. I promise, my nightingale, I will make you proud. Please kiss Maev and Kara for me and tell them their father died for their future. Eternally yours, Calamandran

- Alleged final letter of Calamandran the Black found amidst a shipwreck on a skerry of the coast of Equitaine - now in the Imperial Repository in Aschau.

We are going to showcase two characters that are currently being developed for the LAB. These characters illustrate a theme of powerful individuals at the height of their power in their respective career paths.

In the “Manslayer” you have something of a classical Greek hero, such as Achilles, Ajax or Hector but far enough removed to give it a true Daeb feel. Well versed in combat and tutored by the best teachers in every discipline their noble status requires, yet arrogant and overly confident.

The below unit entry is where the current design is at for this character. We also have the pleasure to show off a model 3D printed by Marcos24 based upon the concept art we shared last month.
Lo and behold Calamandran the Black: tamer of peoples, thread cutter, manslayer, song writer, prince of the Dark Host!

Opening line of The Black Prince by Liam Quiverpike

Legacy of the Black Prince

If you ask in any town or village of Sonnstahl, Calamandran the Black is undoubtedly the most notorious elf in history. The Black Prince is an antagonist of legend, and a villain in more songs, stories and plays than one could count. When the common folk think of an elven prince it is his image they have before their eyes. Yet curiously, of the few dread elves interrogated by the Inquisition, none seem to know anything about him, as if he never existed, even though they are familiar with the great war of the 3rd century. Whether they speak the truth matters little, but it brings doubt to the veracity of many artefacts and accounts from the early days of the Empire which are proudly displayed by the Imperial family as symbols of Sonnstahl’s glorious past.

Strabo
We had been grinding the elven rear guard since dawn. It was clear it was only a matter of time before they broke and we could hack apart the ships on the beaches below. It was the sixth hour past noon when the line began to buckle under the keen edges of our axes. Suddenly, the elves parted like wet soil struck by a shovel and I ordered the throng to plant their feet in anticipation of some foul play from the oathbreakers.

Through the divide I saw a warrior in an elaborate panoply of black, red and gold nonchalantly dismount his chariot. The surreal calm this individual exuded was underscored by the loving care with which he unharnessed the chariot’s two snapping beasts. For three centuries now I have served the Hold and faced all manner of monsters and madmen in its service, but I had never seen such a sight. Curse be upon all elfkind and their enchanting ways!

A spray of arterial blood brought me back to my senses as the warrior hit our line, passing through our ranks like a shadow made of serrated steel. There was nothing but red ruin in his wake. Of the fourteen greybeards of clan Kengaz who accompanied me, only corpses remained moments later. A gaping hole that could fit a royal warthrone appeared in our formation. At its centre, the elf stood with his twin blades resting at his side and a smirk of utmost contempt which awakened the ire of every true dwarf who saw it. I would have rushed at the pompous butcher had my runes not started to glow.

Glancing towards the line of elven spears, I locked eyes with their witch. Her gaze burned with malice and disgust. Every ounce of my craft was put to the test as I attempted to defend our victory against this magic and trickery. The rune of revocation I struck once, twice, thrice, four times! Yet the sorceress continued chanting and weaving her slender limbs as if handling some invisible clay, furrow on her brow growing ever deeper. For a moment of hubris, I believed I had her beaten. But she released an undulating scream towards the high havens and a chill went down my spine.

I sensed something moved beyond the Veil, something ancient and terrible with a will bent on our doom. With an iridescent flash my runes exploded, overwhelmed by arcane power. The shadow of a titanic bird could be seen above the witch for a terrible moment. Where once her words and gestures were those of a simple spellcaster, now they spread death as if trying to match the savagery of the crimson whirlwind amidst our ranks. Tendrils of purple smoke lanced towards the mouths and nostrils of my comrades, rotting their bodies from within. Strange carvings appeared on their flesh, wracking them with maddening pain, and invisible hands deflected blows that should have smote the warrior determined to send us all to our ancestors. Seeing the pandemonium unfold, the elves let out a loud cheer and charged. Then the bloodshed began in earnest.

Report by venerable runic smith Gavan on the disastrous loss of life at the final battle of Avran’s Bay.
Warlock  xxx pts
single model

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**Alpha Strike, Lightning Reflexes**

**Magic Options:**
Must select spells from (choose one):

- Cosmology
- Occultism
- Witchcraft

**Options:**
- May take Light Armour x
- May take Special Items up to 100
- May take a mount (one choice only):
  - Elven Horse xx
  - Raptor xx
  - Pegasus xx
  - Dragon* xxx

*Dragons, and their riders count towards Characters. Additionally, Dragons counts towards The Menagerie

Familiar:
After selecting your spell path your familiar provides the following effects for the given path.
- **Cosmology - Sea Snake:** You may choose to double the casting cost to cast both versions of the spell. Duality modifiers are reset to 0.

- **Occultism - Possessed Cat:** Allows the Warlock to boost spells via The Sacrifice, however only the Warlock or friendly Beasts units may ever suffer wounds from The Sacrifice. The Sacrifice may be declared AFTER your opponent’s dispel roll.

- **Witchcraft - Black Raven:** when resolving Evil Eye the Warlock may choose to target two units instead of the usual one but doing so reduces the attributes range to 18”. One applied attribute must target a friendly unit.
With our "Warlock" concept we have yet another character reaching for power, yet with power comes risk. Outcast yet sought after, the Warlock’s reality is a strange dichotomy. They prefer isolation yet find it hard to resist the status of followers and minions to do their bidding.

We hope these sneak peaks offer an exciting look into the direction that the DE LAB is headed. Powerful characters full of ambition willing to attain power and spread fear for the glory of Elven rule.

As the silhouettes of the departing ships dwindled against the setting sun, Morag surveyed the smouldering remains of what was once the greatest war camp of the Daeb. What now seemed a lifetime ago the beach below had welcomed a thousand ships launched by the Republic to reclaim what was rightfully theirs. Rightfully theirs. Or was it? The stench of blood and death brought her back from her melancholic reverie. Her time was running out and there was one more thing she wanted to do before her hour came. Gritting her teeth and pushing down the pain, she limped her way towards the ruin of the palisades and a macabre mound of flesh, metal and linen. Atop the repugnant mass of avaricious midgets, the fine features of an elven prince glistened like a jewel. Though agony blurred her vision, the cawing of crows pushed her onwards. With what little strength she had left, she tenderly placed the prince’s head on her lap and used the tatters of her cloak to wipe away the blood from his face and the tears from her own. “You fought well little one,” she murmured. “Mother would have been proud.” Hugging him as fiercely as her aching body could, she opened her mind to the void beyond the Veil. A deal had been struck and now the price would be paid. Last she felt was a crow landing on her shoulder, and then she was no more.

The final page of the forbidden novel, Doom of the Nightingales - Author unknown.
Community Engagement Competition #2
Article by Henrypmiller

We asked the community to design some units that currently have models available, but do not yet have rules in the 9th Age. We show off our favourite designs.

**Panther Lancers - HE**

The first entry is from Mad ‘At and depicts the Basilean Sisterhood Panther Lancers from Mantic Games.

These could be an idea for a Highborn Elves special choice. I really like this idea as a medium cavalry which is fast and has a lot of hitting power!


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**Lioness Riders XXX pts**

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

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<tr>
<th>Global</th>
<th>Adv</th>
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<tr>
<td>Lioness</td>
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<td>5</td>
<td>5</td>
<td>2</td>
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- Champion 20
- Musician 20
- Standard Bearer 20
- may take a Banner Enchantment

Size: Standard
Type: Cavalry
Base: 25x50mm
Kangolin – OK

The next entry we chose was from forum regular, JimMorr and his Kang Amdi. The model that inspired this creation was the Yeti from Atlantis Miniatures.

https://www.atlantisminiatures.com/collections/mythology/products/yeti

This is a really interesting idea. A true elemental of the mountains that embodies the blizzard and the harsh winter environment. The Kangolin can manifest itself as a gigantic Yeti and crush interlopers on its terrain. It could be used in the Chained Beasts category for the Ogre Khans.
**Border Veterans – VS**

A community engagement couldn’t be complete without an entry from Eldan! His entry depicts the Plague Brotherhood from Lubart Miniatures.

https://lubart-miniatures.com/product/plague-brotherhood/

These so-called “Border Legion Veterans” are the rat at arms who are tasked with manning (or ratting?) the border posts of the Vermin’s Under-Empire.

Down to their lack of connection with the central authorities, these Border Veterans are somewhat dysfunctional with the regular military going so far as electing their own leaders. Being forgotten on the frontiers of the empire does have its advantages. These troops are expert fortification builders! These grumpy, long whiskered old-timers could be an interesting special option in a Vermin Swarm army!

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**Kangolin XXX pts**

*Single model 0-1 per army*

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<th>Global</th>
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<th>Model Rules</th>
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<tr>
<td></td>
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<td>8</td>
<td>Supernal, Fearless, Hard Target (1), <strong>Blizzard Form</strong></td>
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<td>Sons of the Avalanche</td>
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**Blizzard Form:** The Kangolin gains **Touch of Frost** – see Yetis Special rules.

In addition, during the remaining moves phase, the Kangolin may perform a flying march move of up to 18”. During this move, declare one enemy unit that the Kangolin passes over. This unit suffers -1 Agility, Advance, Offensive and Defensive skill. The effects last until the end of the end of the next players turn.
**Border Veterans XXX pts**
20 models, may add up to 20 models for X pts / model

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<td>10”</td>
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<td>Safety in Numbers, Scoring, Strider, Arse End of Nowhere</td>
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<td>Paired Weapons, Scout, Fight in Extra Rank</td>
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**Arse End of Nowhere:** Border Veterans may not benefit from inspiring presence or rally around the flag. When the unit fails a discipline test, you can choose to remove a champion or character model as a casualty. If the model is removed, the discipline test is passed.

In addition, when the unit is deployed, you may place a wall terrain feature (1”x6”) on the unit’s front facing.

**Options:**

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<tr>
<th>Option</th>
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<td>Musician</td>
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<tr>
<td>Standard Bearer</td>
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- may take a Banner Enchantment.
Karkadon Silverback Minotaur Mount - BH

This entry by Marcema is probably the most striking of entries! Inspired by Zealot miniatures Minotaur Raider on Tusk Beast, this would be a truly frightening sight on the tabletop! This could be used as a mount for a Minotaur character in a Best Herds army and also count towards the Terrors of the Wild.

https://zealotminiatures.com/zealot-shop/#/Minotaur-Raider-on-Tusk-Beast/p/126618233/category=8326659

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**Karkadon Silverback XXX pts**

0-1 mounts per army

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<th>Global</th>
<th>Adv</th>
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- Harnessing, Devastating Charge (+1 S, +1 AP), Impact Hits (D3+1)

Size: Large
Type: Cavalry
Base: 50x100mm
Last issue we shared with you the latest 9th Age Art Contest, supported by Admiralty Miniatures. Below are the results.

The first prize has been made by ‘a20t43c’ with his artwork featuring Orcs and Goblins being vanquished by Makhar riders outside one of their burial mounds on the grassy steppe. Colourful and rich in detail!

The first prize for this competition won a set of slaves from Admiralty Miniatures, ready to be whisked off to the Steppe by their Makhar overlords.
Thanks to everyone who participated and to those that voted. Below we have some other entries that are due an honourable mention. Stay tuned for a very special contest! We can reveal that it will involve photographing two armies facing off against each other in an as beautiful display as possible. To be announced within the coming weeks: Make ready, for your chance at eternal glory!

Article by Karak Norn Clansman
In this two-part Series, Tyranno gives some insights into his experience with the Makhar Khans Auxiliary book. Not only tactical advice, Tyranno also suggests some ways you can convert and build your army. This article is also useful for those unfamiliar with the Makhar Khans and their army book.

For years I have loved the Mongol Empire of Chinggis Khan (Genghis Khan is the more Westernised version of the name - HPM); a vast horde on the move trampling so called “cultured” people under hoof as it went. While the Makhar Khans are inspired more by the Magyar of Hungary and the steppe nomads of Europe, I was so inspired by Chinggis Khan’s Mongols that I wanted to stay true to the Mongolian theme.

The meat of this article will be covering each unit from the army, how I built it, how I prefer to equip it (if relevant), and how I use it. Finally, I will give a broader overview of the army and how I constructed lists and what overall strategies you can use with this army. My hope is to give some inspiration and advice to prospective Makhar Khans players who wish to master the cavalry horde! As it is quite an in-depth subject, we will split this into two parts.

Makhar Lancers

Building: The backbone of a Makhar army are its’ Makhar Lancers. To begin with I needed horses. I opted for Games Workshop’s Marauder Horsemens as they were easily available and gave me some bulky mounts. This ended up working in my favour later on, as they looked even bigger when combined with historical-sized riders.

It turns out that Mongolian heavy & plate armour, and Samurai armour look very similar at a glance. Despite being made from different materials, and some small details being different, these could easily be dealt with via a different paint-scheme for the former and some slight converting for the latter. Do keep in mind that my painting won’t be finished on all the models, as I have had a lot of models to work with in a relatively short space of time.

For riders I chose the plastic Mounted Samurai kit from Warlord Games. I also needed arms to hold lances, so I picked up an Ashigaru Spearmen kit from the same company. The detail as you can see is exquisite. I highly recommend them from a price standpoint as well, averaging about 50 British Pence per model. You can be assured a very cheap base to build almost any Central-European-to-East-Asian nomad army with them!

Plenty of cutting and hacking is required to get the different companies’ models to fit, but eventually they sat fast. Two flaps at the back of the Warlord Games Samurai saddle were cut off and glued onto the front of the horse to form fasteners for the barding later. I skipped adding the symbol at the front of the Samurai helmet and pinned a topknot on the back of the head. Arms as I said were taken from the Ashigaru, not the Samurai box.

For the barding I used Games Workshop Chaos Warrior cloaks (I just had them to hand, but any slightly rough cloth will suffice). These were glued to the front, followed by lots of green-stuff to blend it to the armour. I then finished them off with some spikes jutting from the back of the saddle for a slight fantasy aesthetic, and to make the models look more aggressive. Putty was applied at various stages to make the parts blend seamlessly.
Equipment: This is my favourite build: 16 Makhar Lancers, Lamellar Barding, Makhar Lance, Full Command, Vanguard, Banner of Speed.

It hits very hard and is very fast. It is also the most expensive combination, so think about that if you want to go all-in or not. Moreover, the speed banner is the only banner I find necessary on these guys. With cavalry, getting the charge is essential and you need all the help you can get with ensuring this.

Playing: As I said before, these are the backbone of the army. Lancers are an odd cavalry unit that focuses on weight of numbers over pure quality. This is very different from most cavalry units which are normally fielded in numbers of five to ten. Lancers can happily go up to fifteen plus. Their abilities they are quite cheap, which helps make this playstyle viable. With only one point of armour less than an Equitaine Knight, and no aegis, they are not exactly defenceless. And strength six on the charge, backed up by fight in extra rank gives them plenty of punch.

They are very customisable as well, with a wide variety of weapons and upgrades available. This versatility is part of the reason that I say that this is the best unit in the book. Vanguard can also be purchased, and I feel this changes how they play, even from a unit with otherwise identical equipment.

While I would place a Lancer unit with the above equipment generally in a more central position, to give them a wider range of targets to choose from, I would place a vanguard unit far away on a flank. This gives them the ability to swing around the battlefield very quickly, encircling an opposing army that has potentially deployed in a slightly more “enclosed” style rather than a wide one.

This unit does come with its fair share of problems though, namely in the physical size of it. It can get a bit unwieldy at times, and to its detriment works best on a battlefield that mimics the rolling open steppes of Central Asia. The sheer volume of models causes lots of them to clip terrain left and right, so you might end up losing more models to a low hanging branch than an enemies’ blade. In fact,
during one battle I deliberately chose the table side with the most terrain, in order to deprive my opponent of hiding spots. Sure it made my own deployment uncomfortable, but there was nowhere for my opponent to run.

**Horse Archers**

**Building:** Another iconic unit. Most of this construction was done in the same way as the Lancers. Where this model differs is how I didn’t attach any spikes onto the saddle (to give a more swift appearance) and the riders position and equipment.

I used the Warlord Games Ashigaru Bowmen arms, and then trimmed the iconic Japanese Yumi longbow off, replacing it with the Games Workshop Ungor bow (and by replace, I mean pin). The more brutal style, compact shape and grisly trinkets fitted the Mongol look much better. The quivers were also sourced from the Ungor box.

The torso was twisted around to fit the firing pose better, and the head twisted to look down the arm holding the weapon. Various Horse Archers have different poses simply by twisting the torso in slightly different directions.

Another difference is where I tried to reference the Horse Archers lower armour, compared to the Lancer’s more defensive gear. I didn’t give the Horse Archers any shoulder pads, and the torso I used was a specific one with no lamellar armour plates visible, just a single flat piece. I also used the unarmoured horse heads from the marauder cavalry box and didn’t add any barding to make the unit feel more like light cavalry.

**Equipment:** Horse Archers don’t actually have any normal options, but they can take command and banner enchantments. Here is a list of the more suitable ones: Banner of Speed, Aether Icon, Wasteland Torch.

**Playing:** This is a unit is a bit of an odd one. Firstly, the positives. Horse Archers are fast and can put down ranged pressure very quickly. On the downside, they are VERY frail. I cannot overstate how frail this unit is. Res3 with only a 5+ armour save is not going to protect them from anything.

Secondly, Horse Archers need to get close to do proper damage. This frailty and need to get close are a bit mis-matched, and force the Horse Archers to take risks by getting into a dangerous unit’s face.

Thankfully the Horse Archers speed and manoeuvrability can help here. Their vanguard and 16” march rate ensures that they can get into position on a units flank to shoot it safely. But only against units that cannot shoot back, otherwise the Horse Archers will start haemorrhaging models.
Even with their “opponents are always at long range” rule. Granted though, this rule is very good, and I do encourage players to keep the Horse Archers in short range at any opportunity you get.

Basically, the Horse Archers are best suited to counter Medium/Heavy Infantry, lone models and Cavalry. High model count units are not a great target, as the Horse Archers lack enough shots to do significant damage to the unit’s performance. The Horse Archer’s bows may be only strength three, but they will hit on twos if you use them correctly, and plentiful successful shots means you can throw more dice to wound and slip more damage through.

**Makhar Lancer “Heavy Cavalry Archers”**

This isn’t actually a unit. But rather a collection of upgrades that totally change how this unit functions and what role it serves in the army, so it is best to have its own section.

**Building:** This was pretty much a hybrid of the Makhar Lancers and Horse Archers. I built the horse the same way as I did the Makhar Lancer horse, and then the rider I used the same plated torso as the Makhar Lancers, but posed it with the same bow as the Horse Archers. A slight difference is that I changed the way the bow was held. But that was an artistic choice to help make the two units more visually distinct from one another on the battlefield. I also added the shoulder pads this time.

**Equipment:** The following equipment combination on the Makhar Lancers leads to what I call the “Heavy Cavalry Archer”.

**Recurve Bow, Lamellar Barding, Vanguard, Paired Weapons/Great Weapons (These are free).**

I also recommend the same banners as the Horse Archers, but only if you really want to. These sorts of units are best kept as cheap as possible.

**Playing:** Heavy Cavalry Archers play a lot like the Horse Archers; you ride them into people’s faces and start shooting. The general plan is to put
them on a flank and use vanguard to get them around the flanks of your opponent’s units. Your opponent is then forced to either turn to face them or ignore them. The difference here is that Heavy Cavalry Archers are much tougher than their Horse Archer counterparts. In fact, these “Heavy Cavalry Archers have the highest armour save of any ranged cavalry unit in the game! This, combined with their superior numbers and recurve bows, allows them to win one on one against any other ranged cavalry units. Sure the Heavy Cavalry Archers cost a little more, so by and large they should win. But they win so convincingly that they will still have the numbers to carry on like the tussle with their contemporaries never happened.

Not to mention, they are quite scrappy. Should a unit like Dark Raiders decide that they have had enough of being humiliated by Steppe bow-fire and try to fight in close quarters, they will be in for a shock. A unit of eight Heavy Cavalry Archers puts out twelve offensive skill five strength four attacks, followed up by four more strength four attacks. Not bad for an archer unit, and they are still well protected to boot.

This combat prowess does not just work against other light cavalry, but it can be used to flush out foot archers as well. Devastating Charge (Hard Target) and a 3+ armour save lets them charge down archer bunkers without the fear of a Stand and Shoot reaction and then their combat prowess can start cutting them apart. My suggestion is to get the Heavy Cavalry Archers to shoot a few of the opponent’s models off first, and then charge; softening the stand & shoot by reducing the numbers first, and making the archer unit more likely to break.

For a bit of a “too long didn’t read” summery, the entire idea of why you should consider these instead of just going with Horse Archers is that they are a cavalry archer unit that can stomach damage. They are chaff that is fast, durable and can deal damage at range. And did I also mention that they are scoring?

They do come with their drawbacks. As Makhar Lancer units, they are subject to the 0-4 restriction, which they are forced to share with a unit that frankly is so good it’s a minimum one unit. Meaning at best you can only bring three of these to battle.

Their other issue is that they lack the flexibility of their lighter counterparts. Unlike Horse Archers, they lack Parting Shot, Feigned Flight and Light Troops; two staples of a ranged cavalry unit and one being an important part of the Makhar identity. Don’t let that deter you from using them though, for everything they lack in comparison to the Horse Archers, they make up somewhere else. It is up to you to decide which is more important.
**Turul**

**Building:** By the description given in the Makhar Khans book, the Turul is physically an animal that resembles a Griffon. This means we are rather spoilt for choice. I chose the Games Workshop Empire General on Griffon as I love the sheer overwhelming size of this model.

The only complex part of this conversion was removing the barding from the front of the Griffon. I then sculpted a leather cloth over the hole where the barding was and covered up the hole where the saddle went. Simple.

**Playing:** To anyone familiar with the Warriors of the Dark Gods Chimera, this is an almost identical unit. The only difference is the permanent flight and the unique ambush rule.

Instead of going over the obvious I will skip to the big question; do these two differences make playing the Turul any different from the Chimera? The answer is a hesitant yes.

If you can find some small unit or a unit you want to hold up, the Turul can lend a hand here. Units fleeing behind other units can easily be seen and charged, making the Turul great as a predator able to pick off wounded prey. It also can use its superior movement to threaten a flank, granting all sorts of opportunities, getting a flank charge and receiving less damage than it should and possibly killing a unit way above its weight class or making it stand still for several turns, forcing an opponent to reconsider a units facing and tricking them into making a mistake, or combo charging into a flank while another unit attacks the front.

Now, will all these opportunities come up often? Not really, generally you bring the Turul because it is an excellent chaff monster. But the ability to switch things around with it might make his extra cost worth it. As for his strange Ambush ability, I have never made use of it. If you have the points spare to pick it up, you might as well, but the most it will do is make your opponent deploy a little funny near impassable terrain. Generally you want the Turul to be ready to do its job at a moment’s notice, and a failed Ambush roll can leave you down one chaff piece when you really need it.
Makhar Flayers

Building: I experimented with a few different designs for these, but eventually landed on the concept of “Elite Horse Archers” as an idea. Most of this is what you have seen before. Marauder Horse, Samurai legs and torso, but here I went down a different route.

Firstly, to make the horse look a little more streamlined, I used horse-tails in topknots. These I happily had to hand, as they were all spares from my Reaver horses I used for the Warrior Knights. Secondly I trimmed the spikes off of the metal plates on the horse, to again make it look lighter and faster.

For the Flayers signature Skinning Lashes, I did something quite different. I wasn’t happy with whips, as they are very frail and would break when being transported, no matter what company made them. Not to mention I find whips in a multiple-model unit look a bit weird. So instead I went back to history for ideas. Taking inspiration from the Hunnic tactic of horsemen that burned everything, I went for flaming torches *(I also played Age of Empires – HPM)*. Since Pyromancy is strength 4 AP0, and so are the Skinning Lashes, this shouldn’t be too much of a stretch to imagine them chucking the torches to burn the ground under a unit they pass by.

From the background, I took inspiration from the idea that these are more elite warriors compared to the regular Horse Archers. I took the opportunity to go for a more elaborate rider than usual. I sculpted flowing tunics with fur edging them and used the Ashigaru heads instead of more armoured ones.

Equipment: I have two recommended builds for the Flayers.

5 Flayers, Recurve Bows, Shields.
These guys are very simple and rather cheap. They are more durable than Horse Archers, faster and can potentially insta-kill heavy-cavalry. I take these if I want to pay out for improved horse archers.

10 Flayers, Skinning Lash, Shields.

This unit are very reasonably priced and is built to slash at less-armoured targets. I found 5 skinning lashes on their own rarely do much damage, but 10 is a big step up and people will either severely under or overestimate what this unit can do. Either way, it’s in your favour.

Playing: If you thought the Horse Archers were fast, you haven’t seen anything yet. This unit can move an eye-watering thirty-two inches by the end of its first turn! To add even more insanity, this gives their bows a working short range of forty-four inches on the first turn, and for long range that goes up to fifty-six!

The elephant in the room is, “why should I use Horse Archers when this unit is better?” The units are very similar, with the Flayers seemingly looking more efficient as a cavalry archer unit due to no light lances or strength four mounts artificially inflating their cost. But there is one big difference. The Beast Taker rule makes Flayers much more extreme counter to heavy cavalry, mounted characters and the nastier monsters in the game. But you pay for it, Flayers cost more, which comes out of Raining Death. So, you are paying for a more elite unit that overall cuts into the number of mounted archers you can use in your army.

Also you don’t have to use Flayers with Recurve bows at all. The really interesting option is the Skinning Lashes. Now this makes the unit seemingly identical to the Warriors of the Dark Gods Flayers, but there are some crucial differences. Firstly the Makhar versions have a longer vanguard distance, which means they can zoom deep into the enemy deployment zone turn one and begin doing damage with the lashes. Secondly their environment is different. With Warriors, the army lacks ranged pressure overall, but Makhar have it in spades. A full Raining Death category, a Pyro master mage plus units of Flayers with Skinning Lashes is a considerable amount of ranged damage (Keep that in mind, Lashes do not count towards Raining Death).
Their last option that could be of note is throwing weapons. But the problem here is that the offensive profile of a throwing weapon is identical to that of the Skinning Lashes, and those grant an automatic hit each, while the throwing weapons are two shots that hit on 5+. The only benefit the throwing weapons has is seven inches more range; but quite frankly at that distance if you can make it that close to an enemy with Flayers, you can get close enough for the lashes to find their mark as well. A hard pass here.

**Steppe Mammoth**

**Building:** When I saw this unit there was only one model that could represent this. The colossal Mumakil from the Games Workshop Lord of the Rings range. I had long desired one but lacked anything suitable to use it for. Until now!

The lack of hair on the model didn’t bother me, as there have been types of hairless Mammoth discovered before. So I set about building the majority of the model as the instructions dictated. In fact, it was only once I had finished the animal and howdah, did I start making any changes.

As you would expect, I desired to keep my humans all looking cohesive, so I swapped the original crew for Mongolians. Some with bows, some with lances, that should keep a nice visual balance. I also wanted to represent its Rally Around the Flag ability. Adding more banners to this already enormous creature is asking for transportation troubles; so I stuck with something smaller and more reasonable; a pair of drums from the Lord of the Rings Troll kit.

**Playing:** I know this thing has a 0-1 restriction, but it really should be just 1. This thing is *that* good, that I would suggest every list contain it.

It has stats very similar to a Gortach; sixes almost across the board. What is interesting though is the crew, 6 Makhar with Lances means it has 10 strength 6 attacks on the charge, plus D3 strength 6 impact hits. This Monster has the mathematical equivalent of a unit with around fourteen strength six attacks, not taking into account potential stomps against infantry. That situation just makes the damage output absurd! It also has the Makhar Battle Fury special rule, giving it a very good charge range that might take people by surprise.

A mammoth with no upgrades is already a pretty solid combat unit. It can also can be upgraded with either a banner or a catapult. The latter is not something I am overly keen on, as it must replace some of the crew. Then the mammoth is a combat unit trying to shoot which is a poor investment. Thankfully the weapon does have quick to fire, so the mammoth can not only pivot, but walk around with no penalties to the catapult. But the really interesting upgrade is the banner.

This purchase gives the Mammoth “Rally Around the Flag”, meaning it gains the re-rolling discipline and break tests effect of a Battle Standard Bearer, without the extra combat resolution bonus. However, the mammoth never counts as the armies battle standard, meaning you can buy a second on a character and your opponent gains no additional victory points for killing the mammoth.
Taking into account that the Mammoth is the largest height possible, this gives it an eighteen inch range for rally around the flag. Combine this with the sheer size of the Mammoth’s base and you have a bubble that stretches forty inches left-to-right and forty-two inches front to back from the mammoth’s centre.

With these two pieces of information, the question is, do you need a battle standard bearer? And to that I would say, probably not. The Steppe Mammoth has the largest rally around the flag range in the game, is very tough, has a lot of HP, is very fast, is no slouch in combat, and removes one of the battle standards weaker effects in exchange for no drawback to its death.

In general I like to play a bit passively with the Mammoth, keeping it held back and waiting for a good opportunity to send it in with another unit. Charging the Mammoth into a corner of an ongoing combat is very satisfying and effective. Moreover, keeping it alive as long as possible means that it keeps discipline problems in check for longer. This is not an overall high discipline army, so you will encounter problems. Not to mention it is very good in the late game as by then, the opponents’ units should be more worn down and more susceptible to breaking under the sheer weight of the mammoth’s combat power.

Warrior Knights

Building: Here is where I abandoned my usual horse models in exchange for something with more armour. I always liked the Games Workshop High Elf Ellyrian Reaver horses, but never found a use for them. Their barding is quite elaborate for light cavalry, so I chose them for this conversion. The front-heavy design of the armour looks very much like something inspired by steppe nomads. I was aiming for something like the Byzantine Cataphract style with these models, as true knights were not to be found anywhere near Central Asia.

Once I cleaned off as much of the High Elf iconography as possible and replaced the horse-tails with rougher ones from some chaos horses, I built the same body as I did for my Makhar Lancers, with the only difference being the larger topknots.

I wanted to equip them with great weapons. I used a paperclip, slipped it between the Samurai open hands and then pinned a Games Workshop Black Guard Halberd on top. From there I used putty to put linen around the handle of the axe. It was a bit fiddly, but not impossible. For shields, I used those from the Games Workshop Dwarf Ironbreaker set.

Equipment: The only advice I can give is not to really bother with magical banners, unless there are
points spare. The selling point of Knights is them being cheap small units, not big expensive targets.

**Playing:** While the Makhar Warrior Knights are very similar to the Warriors of the Dark Gods version, there are some key differences. Namely they lack favours and their unit size maximum is capped at seven. In other words, don’t try to build big units of them, because you can’t. Nevertheless, they are quite happy being used in small units. The army already has an abundance of large units, so a small one helps ease deployment, and the biggest difference is the number of scoring units in Makhar verses Warriors.

While Warriors have plentiful scoring units to choose from, Makhar have only got Lancers and Knights. This makes Knights role as a scoring dart much more valuable than it might be in a Warriors army.

Extremely high armour is also in short supply. They can also function as a combat unit in a pinch, lances or great weapons are not bad choices to help them out if you have a desire to use them in a fight (I do recommend going straight for the lances instead of the great weapons, as that extra point of armour is really valuable).

This is the final unit I will be reviewing this month. In the next edition of the 9th Scroll, I will share my experiences and conversions for the characters in the Makhar Khans book as well as the magic items options. I will also discuss the remaining units such as the Makhar Chariots and Tamyir Vassals.
I'm going to hunt these curs!

Flee! Run! Get away from the monster!

What are you hiding?

I feel an obscure magic...

Who are you?

It may be that we still have some obstacles.

Script - Texts: Chevalier Rouergue - Henry Pmiler
Drawings: Chevalier Rouergue
Víktor wasn't at dinner?  
No he's resting.
I wanted to thank you for your information.
You're welcome, my lady.

...so if the beasts attack the warborn orcs...  
The orcs will move on and the road will be clear?
Yes, at least the dwarves say so! Here is your room.
Good night, Lady Mirilla.
Good evening, sire.

Yes!
No one saw me go out.

I found them, the beasts have a strong scent!
Trust in your power, you are a vampire!
The 9th Scroll team were lucky enough to get some of Aenor Miniatures new range of Orcs, Goblins and fantasy characters to review.

Aenor Miniatures are a company which I had not, until this point, had any experience with. However, I have backed their most recent Ogres and Orcs Kickstarter for a pig-wielding ogre (yes you did read correctly). If you missed out on the Kickstarter, these models will be available on their web shop once the Kickstarter has finished. Basically, I had never seen any of their miniatures up close. We received a mixture of miniatures. Some of their fantasy heroes, mostly in resin, a number of orc/goblin models also in resin and two goblins with spears in metal. My first impressions when unpacking the models was the crisp detail and clean resin that the models are cast with. There was very little flash to trim off and no mould lines.

The character of the Aenor Miniatures goblin models is very different to that of other manufacturers. At one end of the spectrum, Games Workshop or Shieldwolf greenskins are characterised with comedic exaggerated features: Goblins with big ears and noses, orcs with wide mouths, large teeth and tiny eyes. The other end of the spectrum are orcs, goblins and Uruks from Lord of the Rings who are more human-like in proportions. The models from Aenor are somewhere between. They exhibit more natural and realistic proportions compared to the Lord of the Rings, while maintaining an element of the comedic fantasy trope that is classic in a Games Workshop greenskin.

This character is certainly a best of both worlds. The models are fantasy without being too over the top. Their weapons and equipment are similarly somewhere in the middle of the spectrum. They have elements of something that could be crafted by a weaponsmith or armourer while also looking a little unfinished or cobbled together.

(Palinux - These were cool minis to paint. I did them both in around 1 hour with contrast paints. There are lots of funny details with the special clothing and the balls hanging free. The details were easy to paint, and the cast is a great quality.)
Above you can see some of their other Orc and Goblin sculpts and compare their size.

Aenor is a French Company and you can get these goblin models via their web shop.

https://www.aenorminiatures.com/en

The price is 9 EUR for two so a large unit will cost upwards of 100 EUR without unit fillers. This is likely be a little towards the expensive side for a large unit of goblins. Nevertheless, I feel that these goblins are some of the best out there, and worth the price tag. If you are a D+D player these goblins would make perfect miniatures for any campaign.

Something else worth checking out on their web shop is their plethora of highly detailed character models in both resin and metal. These models are probably aimed primarily towards a D+D market, rather than a 9th Age one. Nevertheless, they could be used in several factions as unique and distinctive characters. My personal favourite was the witch you can see hiding at the back in the image below. This miniature is not particularly elaborate but has a simplistic elegance and a subtle character that you don’t always find with those from major companies.

From the image below, you can also appreciate the scale of their miniatures. All of them that I got to look at were true 28mm scale. The barbarians a little larger than a “regular human,” and stand a little taller than a Chaos Warrior. On the other hand, their female wizards are a little shorter than the male ones. This element of realism is also a nice change from the heroic scale we are accustomed to and gives the sculpts an individual charm.
One of these characters in particular perked my interest as I have a Warriors of the Dark Gods army and I am always on the lookout for new barbarian models. This axe-wielding fighter was described as “stacked” by an acquaintance of mine and can be customized with additional head options.

My initial idea was to use the horned helmet and make a Barbarian Chieftain, but after a little thought I decided to use it as an upgrade to my sorcerer. The cloak would really add to the image along with the pouches and bags around his waist. Using the non-helmeted head and a few parts from the bits box, you can see the end result.
Journal of Drakor, Morning Before Landfall

Yesterday we watched the Trolls disperse from the beach some hours after we first spotted them; leaving what little remained of the washed-up bodies they had feasted upon as aimlessly as they had devoured them.

The faces that had been alongside mine had watched in grim silence; all of them disciplined Elves. They knew as well as I what it meant for the beasts to have departed. We could make landfall.

The remains of Thelinir’s ship are partially submerged beneath the shallow waters not far from where we have dropped anchor. Not one of us has any hope of finding him or his crew alive. The scorched wood & blood-splattered cargo that floats around our vessel leaves I can only hope that this envious sibling is not about to fall into the same pitfalls as the brother he follows and that my fate will also not parallel that seemingly dealt to my mentor Suthlaedus as a result. Little hope that anything had been spared a fate other than a swift death by the blade or a slow drowning demise beneath the water. Or worse.

High Prince Nalinir has shared few words on the journey to this accursed place. When I informed him that we were clear to disembark, his manner remained icy and his words remain with me, chilling my mind as I write this now.

‘My brother is no more. I will better him.’

Journal of Drakor, Morning After Landfall

It has taken some hours for us to cautiously approach the shore since it was vacated. I have made use of that time and it has not proven encouraging. It seemed difficult to concentrate within my usual trances. I have been plagued by unseen disturbances that felt almost as though they were pushing against me. The veil here is thin, perilously thin. I cannot write in words the feeling that courses through my veins and I almost didn’t believe my comrades when they told me they could not sense anything themselves - yet I feel empowered by it.

There is something here, of that I am certain. Nalinir won’t be disappointed to learn that his brother was right in his endeavour but still I have my doubts whether any of us, even as blessed a race as ours, are strong-willed enough to harness it. I feel changed in some way. I still dread what we will find once we explore this land – and yet if all those around me decided better of it and wished to sail home, I would not... I could not... allow them to do so.
Infanmouse gives the 9th Scroll some insights into his recent Gnashrooms project. This tutorial will explain how he manufactured his “Gnashrooms” as an alternative to Gnashers in his Orcs and Goblins army.

**Step 1:** Cut a length of wire as and twist it until you have the height that you want your Gnashroom stalk to be into a shape something like this:

The legs should be much longer than you want them to be. The longer the leg pins, the more you can stick in the cork and keep the figure stable while sculpting.
**Step 2:** Bulk out the figure using fimo polymer clay (it takes a bit of conditioning, but once it’s ready it’s an awesome sculpting medium) or other sculpting resin (*HPM – I recommend white miliput for this*). Do each layer of clay or resin in steps to allow the material to dry to avoid making mistakes. ▶

Continue to add bulk to the torso until you reach the desired size and a rough cylinder shape is achieved. While the resin is dry, score lines with a tool to get fungal texture. ▼

**Step 3:** Add bulk to legs and feet. Use a sculpting tool to add vertical, horizontal and diagonal lines to create wrinkles on the legs. ▶

**Step 4:** Attach a roll of putty to top of the stalk and use a tool to blend and smooth the edges into the trunk of the Gnashroom. ▼

Continue to blend the material until you have a brow shape. Add texture as on the legs. ▼
Step 5: Add the teeth to the general area that you want the mouth to be. Teeth are just a cone of putty rolled out in the fingers.

Add a triangle of material to make up the bottom underbite jaw area. Again, use sculpting tool to blend the edges of the jaw into the torso of the model. Make a lip and chin by adding pressure to the material in the middle of the triangle so that the lip sticks out, curves in underneath and the chin is prominent. Finally, add texture to the triangle so it fits the rest of the model.

Step 6: Roll a small almond shaped piece of putty that fits in the recess underneath the brow. Attach this almond shaped piece in place under the brow and blend in the edges until the eye and wrinkle under it are shaped. Repeat this for both eyes.
Step 7: Roll a ball of putty into a rough mushroom cap shape with your fingers and place it on the head of the Gnashroom.

The final stage is to base your Gnashroom. Drill holes in your base and use the wire in the feet to pin the model in place.
You can be very creative with the shapes and sizes of your Gnashrooms. Below you can see a number of different variations on the original design.
These are some thoughts on 'chaffing.' A topic that gets talked about a lot on the forum and in 9th Age discussions, but possibly without being fully explained. This will be far from a complete investigation of the topic, but it will cover a few different aspects including some basics and some more advanced topics. Hopefully those players of different skill levels will learn something from reading.

Note: my focus here will be on "chaffing" in the sense of putting your units in front of enemy units. I will talk a little about what are good units for chaffing and how important they are. However I won't discuss the many other possible battlefield roles of chaff units: that is a (much bigger) topic for another day.

BASICS

What is chaffing? Putting a unit in front of an enemy unit (typically expecting that it is sacrificing itself) to block and occupy the enemy unit for a turn.

Why do it? Fundamentally, 9th Age is mostly a game about picking fights. Chaffing is one tool for getting the fights you want and stopping your opponent from getting the ones that they want. Simply put, chaffing stops the enemy unit from charging (and therefore killing) whatever it wants.

It also allows the rest of your army to do something else, such as charge into the rest of the opposing army, shoot the blocked (or another) unit, or set up a charge (or many charges) into the blocked unit.

How does it work? Most units cannot charge through a unit that is in front of them (the main exception is flyers). If you put a unit in front of another, they can’t choose to charge a different unit. They must either charge the chaffing unit or not charge.

What units can chaff? Stereotypically, chaff units are fast cheap units. Often they have little combat or shooting damage potential and are typically not scoring. Ideally they are light troops or flyers. These are units that players put into their lists specifically because they are good at chaffing, and cheap enough that their glorious sacrifice is not a big loss. However, *any* unit can chaff the enemy if it is in the right place at the right time.

IMPLEMENTATION

Simple right? Just put your sacrificial unit in front of the enemy unit. No problem.

However, there are of course subtleties to chaffing. The key thing to check when chaffing is that your opponent's unit cannot charge past your chaff (e.g. by wheeling at the start of its charge move). The distance from each front corner of the enemy unit to the chaff unit needs to be less than the width of the enemy unit (this is actually a slight simplification, but hopefully the reader can see the point here).
Another key point is overrun and pursuit. Units that charge and wipe out their opponent, or break them, get to make an overrun move after combat (typically straight forward) either trying to cut down the fleeing enemy, or just heedlessly ploughing onwards after an easy victory.

Since charging units typically align to the thing they are charging, this means that the angle that the front of the chaffing unit is at determines what the overrun/pursuit path of the charging unit will be, and therefore where it can finish at the end of the enemy turn.

The maximum pursuit/overrun distance is usually 12", so this makes a sort of 'corridor' on the table, running from the front of the chaffing unit, to 12" directly behind them. This is usually not a good place to put your other units when chaffing, as it allows the enemy to kill the chaff and then potentially get into a fight with another unit as well.

Bear in mind that the width of the enemy unit (taking into account the different ways that the enemy unit could maximise to your unit) defines the potential width of the corridor.

Be aware of terror tests. If your unit fails its panic test and runs, then your opponent's unit will be able to charge whatever unit you were trying to protect. Try to get your general and Battle Standard Bearer in range if chaffing a terror causing enemy, or use chaff that is immune to terror tests (such as fearless units).

If the enemy unit has characters in, and you want to stop them from charging out of their unit, then you need to pay attention to where they are in their unit and check for whether you have stopped them charging your other units separately to the unit they are in.

Finally, when positioning chaff, pay attention to which *other* enemy units can see them. It is no good to chaff one enemy unit carefully, if a different enemy unit from another angle can charge your chaff and possibly get a favourable overrun path.
**SIMPLE EXAMPLE**

You and your opponent both have a unit of knights armed with lances and a similar charge range. They stand looking at each other on the battlefield in a stalemate, because long range charges are unlikely, and whoever fails a charge first probably then gets charged.

But, you have a chaff unit, so you push this unit up to block ("chaff") the enemy knights, and use this as cover to push your knight block forwards.

Now, whether or not the enemy knights charge the chaff, it is likely that they will themselves get charged by your knights on the next turn. Ultimately, a small unit has been sacrificed to allow a bigger enemy unit to be trapped and beaten.

![Image of units](image)

**WHAT MAKES GOOD CHAFF**

As I said earlier, any unit can chaff if it is in the right place at the right time, but traditional chaff are units light cavalry (cavalry with light troops and often vanguard), small flying units (Eagles, Harpies etc) and cheap fast moving models like Warhounds or Wolves. All of these are relatively cheap units that are quite good at getting where the player needs them to be.

To some extent, any cheap unit or single model can behave as chaff, particularly if it has reasonable movement or lateral mobility.

Many shooting units with light troops work well, because they can shoot enemy units, then dive in and chaff something if needed, and potentially even get an extra shot from a stand and shoot charge reaction in the process.

Personally, I mostly lean towards units that have other uses, and one of my favourites are chariots. Chariots threaten long range and multiple charges, but when an enemy gets up close and personal, they are quite good at diving into the way. With the tougher chariots, they sometimes even survive to later rally and thus conserve their points. Of course, the trouble with chariots is their low march rates, so they can't chaff the enemy from a long distance away.

Some characters also make good chaff, especially cheap ones that can take fast moving mounts.

**SOME MORE DETAILED USES, SITUATIONS AND NUANCES**

It is about to be your opponent’s last turn. They have trapped your unit with all your characters in and are about to deliver the killing blow. You have no other units left. What do you do? One option is to run out the cheapest character and use it to chaff the enemy unit. Now you give away 150pts rather than 1000.

Your big unit beats your opponent's big unit, but not in one round, and the enemy has a counter charge ready. What do you do? You could charge your big block into theirs, and chaff the counter charge to buy the time you need to win the important fight.

You are playing an aggressive combat army against an enemy with several strong zoning units but no chaff. What do you do? A strategy could be to use chaff to block their whole line and use this to put your whole army over the halfway line on turn one. Then turn two you put your army into the enemy main units or support units (depending on the matchups).
You are playing with many small units and want to multi charge a key enemy unit, but said unit has a good charge range and none of your units can survive the charge. What do you do? You can chaff it and advance with all your other units being sure to be outside of the overrun path.

Particularly for wide enemy units, even if your chaff can't get close to them, you can push your chaff towards them such that they need to wheel quite sharply to charge around the chaff. This creates "shadows" that you can safely advance units into (as usual you will need to be aware of the overrun corridor if the chaffing unit itself is charged).

Chaffing can also be used to set up favourable shooting situations, particularly at short range. Chaff the enemy unit and put your firepower in short range. You get a turn of shooting, then if the opponent charges and kills the chaff they won't be moving far, so you should get a second turn with all your firepower at short range.

Your opponent may try to target your chaffing units before they sacrifice themselves. This can be mitigated by keeping your chaff units behind your other units. However, beware: you may need to leave gaps for the chaff to fit through, and the chaff units need to move far enough that they can get to a useful chaffing position from behind your other units.

When chaffing a unit that you want to charge in your next turn, also consider your options if your opponent doesn't charge or kill the chaffing unit. Ideally you want to have the chaffing unit facing in a direction such that they can declare a charge against another enemy unit, and thus get out of the way of the unit(s) you had setup to charge the enemy unit that you chaffed.
Finally, you can also do increasingly more advanced things by carefully putting your units in front of the enemy. Furion did an advanced tactic or two after the ETC this year, including one where he used reavers to prevent an enemy multi charge, and simultaneously prevent one of the units from being able to maximise if it charged (it is worth looking at his thread on the forum if you get chance).

DO I NEED TO TAKE CHAFF?

For beginners and improving players, (particularly if one is playing against better players), taking 1-2 chaff units and trying to use them correctly is a good way to stop a game being a walkover. It also gives the player a chance to develop and learn more skills, and using chaff is one of the best ways to learn what the weaknesses of chaff are and how they can be counter played and circumvented.

Some lists/playstyles play in a particular way that requires dedicated chaff, or an abundance of cheap units that can be used as chaff. There are downsides though. Most obviously, chaff costs points. Not only does it normally need to die to achieve its role, thus giving up its points, but by the time you have included 2-3 chaff units, the list could have included an extra medium combat unit, mage, shooting unit or something else.

Dedicated chaff units with no other roles can be a little intrinsically boring, as they typically can contribute little to the game other than with their sacrifice. Some of them don’t even reliably beat many war machines in combat. Moreover, in a tight game where one or both players are trying to avoid engaging, chaff can be easy VPs for your opponent to score.

ALTERNATIVES TO CHAFFING

Many of the problems/situations where chaff can be useful can be solved in other ways, and improved play can even prevent the need to use chaff units. After all, it is impossible to chaff flyers (at least in the conventional way, one could still for example use a unit to block their line of sight). It is possible to play against flyers with a battleline in such a way that they never get any good openings, and many of the same ideas can be used against any unit. I will mention a few of these now.
When a particular enemy (deathstar) unit is a problem, consider trying to bait it into a long charge early on and fleeing, particularly if as a result of the failed charge you will be able to advance your other units outside of the problematic unit's arc. Remember there are only six turns, so every turn that the enemy unit doesn't kill anything is a big chunk out of its capabilities. Equally, at mid and shorter ranges, clever double fleece and/or bouncing units through each other can also be used to force a failed charge. The extra advantage of this is that if you are close enough, the options available to the enemy unit if they don’t charge will be quite reduced.

I also think that coherent use of a battle line, ensuring that the units are mutually supporting, and not just lined up opposite enemy units, can often make it hard for the opponent to commit into fights (unless the fights are totally one-sided). As long as there are reasonable odds of the charge holding, then it can often be made too risky for the opponent to engage. Typically, this probably requires an above average number of medium+ combat units in the list.

A player can even combine these last two ideas by giving the enemy a charge that you will flee to safety, such that their failed charge move will leave them in a position to be flanked. In this situation, often the opponent cannot afford to declare the charge, so you don’t even need to flee ultimately.

If you are one of the stronger players in your local group, you might find it valuable to play some games without chaff, in order to develop these other skills, which are still useful skills even when you put the chaff back into your lists.

In my own lists I rarely include dedicated chaff. Instead, I subscribe to a "nothing is chaff, everything is chaff" philosophy. I have even chaffed with ~900pt models in the past. As players improve, they will see that not every list needs dedicated chaff, and chaff doesn’t suit every player equally. I urge players to experiment with using more or fewer chaff units, and try to find what suits them and the kinds of lists that they like.

**FINAL WORDS**

An understanding of the principles behind chaffing, what it can achieve, the options available to each player, and the pitfalls, are all an important part of any player’s skills. So, what are you waiting for? Go forth and put things in front of other things!
Marcos24 gives us his insights into 3D printing his own miniatures.

HPM: Why you chose to do the 3D printing?

For one, I'm very picky as to how I want my miniatures. I want realistic proportions. That was the minimum requirement. Secondly, I wanted them all to match in terms of style, size, and proportions. So it was almost impossible, to find a company that offered all of that for every unit in my army. Thirdly, I love the idea of custom models, unique to one person and no one else. That just adds so much more depth to an army and sometimes it says a lot about the owner. It’s also nice to see something different and unfamiliar on the table. Finally, I'm not very good at manipulating and using greenstuff or similar products. I've tried, and have gotten better at it, but my lack of patience made it difficult and unmotivating. Since my greenstuff skills are horrible, I gave 3D design a shot.

HPM: How easy is it to do?

As an experienced artist it’s easy for me to visualise how I want my design to look. Whether I'm creating something from my own imagination, copying a picture, or looking at an existing model, I know what changes would suit it to my taste and in my opinion, make it just perfect.

The design part was difficult at first because I had no experience with such programs as zbrush. After following some tutorials and learning how to use different tools, I got the hang of it and it became pretty easy. The more I do, the more detailed I get with each model. I’ve been doing it for about 4 months. The only difficult part is fine tuning size and proportions from how they look on the screen to how they print.

Right now, I’m just learning how to split models into different parts. It sounds easy, but the more different parts you can mix and match, the more awkward it gets. For example, the neck is slightly longer because one head is meant to be glued onto a torso with a furry hood folded back on a breast place or a simple shirt, so the gap it leaves in one or the other just doesn't look natural. Or maybe some parts end up looking really big compared to one part but look fine with other ones. An arm with a weapon was designed with a certain body position in mind, so when mixed with a torso and head that fit a very different position, it leaves a very weird, awkward, unnatural pose. Things like that really bother me. I want everything to make sense and look aesthetically correct.
How the 9th age background effects What you print?

I’m mixing a historical setting and the 9th Age fantasy world to create my own take. I’ve actually printed my entire KoE list. Every horse has a very specific chamfron which, from all the research I’ve done, is unique to Medieval Spain. I’m also designing "what you see is what you get" units to fit the Kingdom of Equitaine army book profiles. For example, my light cavalry will have throwing weapons (because I’ve always liked javelins on cavalry), influenced by the medieval Spanish Jinete of certain time periods.

Are you going to put your 3D prints up for sale?

Eventually, and I’m sorry to say I’m in no hurry. Could there be a market for them when I’m done? Well maybe not as big as one that exists right now, but this didn’t start as a way to make money, just simply as a way for me to get the exact models I wanted. If someone gets a hold of one of my models from buying it or as a gift, I want it to be the best thing I’m capable of creating, So I need time to make some really great designs with cool options.

As a member of the art team, my artistic skills have improved tremendously since I’ve starting volunteering for the 9th Age. So for the models, I’d like to start with much higher standards in mind and not release anything until I meet those.

Anything exciting we should know about?

YES! One of the prizes for a grand tournament, SoCal Joust in Orange County, CA, will be a custom model designed by me. I will be working with the winner to give him or her the model they’d like to own, down to every detail that I’m capable of creating, and printing. I will also be making unique game markers and accessories with the SoCal Joust theme that will be given to each player in goodie bag!
A short tutorial about how to do a simple flame effect in only 6 steps.

With the new infernal dwarves book coming soon, it seems a good time to do a “How to Paint Fire” tutorial for the Scroll. This was coincidentally at the same time as I was painting this Dragon Phoenix for my Highborn Elves Army. Here is how I did the fire effect.

**Step 1:** Paint the area you wish to be “fire” in an orange colour. I am using MSP Master Series Fireball Orange.

**Step 2:** Cover the area where you want the brightest part of the fire to be in a bright white. This should be about half of the area of the fire, towards the edge. I am using Citadel White Scar.

**Step 3:** Use a mid tone yellow and paint about a third to a quarter of the middle of the flame. Admittedly here I did not leave enough white on the outside and I think this was a mistake in the overall effect. I used MSP Master Series, Golden Yellow.
Step 5: Drybrush the white area with a bright yellow. I used Flash Gitz Yellow from GW. Try and keep the white showing through just a little.

Step 4: Mix the orange and yellow you used in step 1 and 3 in a 1:1 ratio and make a layer between the two. This should create a reasonably nice blend from the darker orange to the lighter yellow and then the starker white on the edge. You can really see here that I have not left enough white on the cheek.

Step 6: The final step is to drybrush, or pick out the edges of the flame with a darker orange colour. I used Burning Red from MSP Master Series. In general this tone should be a little darker than the initial orange colour, but not much.

And here we have the finished product. As I said, I think I should have left a little more white below the yellow, but I think the effect works well for a simple but effective flame effect! Below you can see a few more pictures of the “Phoenix” and the fire effect.
DOWNLOAD THE 9TH AGE RULE SET FOR FREE AT THE-NINTH-AGE.COM AND BRING YOUR ARMIES TO THE TABLE