



# Shattered Scales & Cloven Hooves



**By Rick Levin**

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Narrative 9<sup>th</sup> Age Battle Report

Inspired by The Ninth Age tabletop wargame and the armies from the Frumious Fantastical Foundry 9th Age Starter Box.

Artwork by: Caballero Miniatures

Game Support by

Club MinMax

See this Video for the game this story was based on:

[https://www.youtube.com/channel/UCwZUC67T7asPYmkqG\\_AeA9w](https://www.youtube.com/channel/UCwZUC67T7asPYmkqG_AeA9w)



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## Prelude to Fury

Brilliant spears of golden sunlight pierced the morning shadows, bursting in shades of red and orange across the fluttering jungle canopy. Far below the leafy treetops, a fern seemed to part on its own, and an almost ethereal glimmer moved along the jungle floor with soft pattering footsteps. The chameleon warrior crept slowly towards the edge of the tree line. Its translucent reptilian scales shifted color to match the forest around, making the figure almost invisible in the low light of the new dawn.

The chameleon stopped just a few feet from the edge of the green fauna. There, the jungle met a long scar of shattered earth. He looked out at the withered land before him and remembered the jungle that had once sprawled along these low hills and valleys, full of brilliant-colored birds and the sounds of life. Now there was nothing left but splintered stumps of trees and scorched bones. Smoke rose in the distance, and the camouflaged warrior strained his eyes to focus. His keen ears perked up at the faint sound of a war horn blowing in the morning air. The warrior turned and leapt up to grasp a hanging vine. He swung through the air towards the heart of the jungle, rushing to report his findings. His lord must hear this dire news.

Not far away, the thudding of heavy boots and the clatter of swords on shields filled the air. A veritable tide of blacked steel and hellish fur swelled along the shattered landscape towards the jungle's edge. Rising above the throng stood a massive giant, clad head to foot in wicked looking armor, and carrying a long curling whip that flickered like living flame. The massive creature shook the ground with each step, as if the earth itself quivered at the giant's approach. All around, broad shouldered warriors marched in step with the beat of pounding war drums. They stood shorter than the average man, but twice as brawny, and their stature was far more imposing than their height would suggest. The infernal dwarven host was assembled for battle.

Striding at the front was a beast that looked as if it had been summoned from the depths of hell itself. The creature stood on four legs, half horse, half minotaur. The Taurukh lord carried a massive double edged battle axe that was the length of a grown man. He was completely covered in infernal armor that seemed to hum with dark runic power, and not a single gap showed between the thick steel plates. Overlord Zim'Zkrat led his army forth to battle.

Deep within the jungle, the Saurian warlord Xiu'tehtali, Eater of Flames, sprawled out on the stone dais of his ancient temple. Skink attendants held a focusing crystal on place to direct a beam of sunlight down onto their lord. Xiu'tehtali sat with both eyes closed, letting the golden rays warm his blood. His muscles tensed and relaxed, and then tensed again. The veteran of countless battles focused his mind, embracing this moment of calm before the inevitable storm. He pondered about his dream the night prior, a fleeting image of flames and blood.

Just as this thought had passed, he heard the soft scampering of leathery footsteps rising the steps of his temple. He looked up to see a familiar chameleon sentry cresting the final step, panting and out of breath. Xiu'tehtali rose and placed his hand on the scout's shoulder, beckoning the attendants to fetch the exhausted lizard water. The chameleon looked into his lord's eyes, and pointed to the wisp of smoke, rising in the distance. The blast of a dwarven war horn called out faintly from beyond the trees.

The Saurian warlord's face twisted with rage. He strode forward to the edge of the temple steps, looking down at the vast host of scaled warriors encamped below. Hundreds of red eyes looked up in witness, as Xiu'tehtali let out a deafening roar. His warriors took up his battle cry, shaking the very trees with the volume of their fury. The Saurian Ancients had awoken.





## Shattered Scales and cloven Hooves

The two armies would clash at the edge of the jungle, where the lush green expanse of trees and ferns met the blackened landscape that had been ravaged by the dwarven engineers. As the forces assembled to face one another in the field, the morning sun breached the edge of the tree line. Golden rays of light illuminated the landscape, glinting off infernal plate and armored scales alike.

2998pts - Infernal Dwarves - Warhost of Overload Zim - Infernal Dwarves (v3)

Based on Beta 3 hot fix 1

1195 - Characters	
570 - Overlord	General, Shield, Death Cheater, Ring of Desiccation, Taurukh Ritual, Infernal Weapon (Onyx Core)
335 - Prophet	Prophet of Nezibkesh, Wizard Adept, Alchemy, Flintlock Axe, Magical Heirloom
290 - Vizier	Battle Standard Bearer, Destiny's Call, Flintlock Axe, Hand Weapon (Flame of the East)
753 - Core	
420 - Citadel Guard	Pistol and Spear, Standard Bearer (Rending Banner), Musician, Champion
333 - Vassal Lovies	Shield, Bow, Musician, Standard Bearer (Their Master's Banner), Vassal Chieftain
695 - Special	
240 - Infernal Artillery	Titan Mortar
235 - Taurukh Enforcers	Infernal Weapon
220 - Vassal Cavalry	Vassal Chieftain on Vassal Steed
355 - Instruments of Destruction	
355 - Citizen Giant	Infernal Lash



### Pre Battle

#### Scenario

Front Line Clash

#### Secondary Objective

Hold the Center

#### Spell Selection

Infernal Dwarves Prophet – Adept

Quick Silver Lash

Glory of Gold

Curse of Nezibkesh (Magical Heirloom)

Saurian Ancients Priest – Adept

Awaken the Beast

Chilling Howl

Spark of Creation (Magical Heirloom)



2996pts - Saurian Ancients - Warlord Xiu's Blazing Cohort (v3)

Based on Beta 2 hot fix 2

1055 - Characters	
490 - Saurian Warlord	General, Shield, Heavy Armour (Taurusaur's Vigour), Spear (Glory of the Dawn Age), Talisman of Shielding
325 - Caiman Ancient	Battle Standard Bearer, Light Armour (Destiny's Call), Replace Halberd with Great Weapon
240 - Skink Priest	Wizard Adept, Shamanism, Magical Heirloom
606 - Core	
411 - Saurian Warriors	Jaguar, Standard Bearer (Banner of the Relentless Company), Musician, Champion
195 - Skink Braves	Bow, Standard Bearer, Musician, Champion
460 - Special	
250 - Raptor Riders	Champion
210 - Caimans	Halberd
300 - Jungle Guerillas	
165 - Weapon Beasts	Salamander
135 - Chameleons	
575 - Thunder Lizards	
575 - Taurusaur	Engine of the Ancients





## The Battle Begins

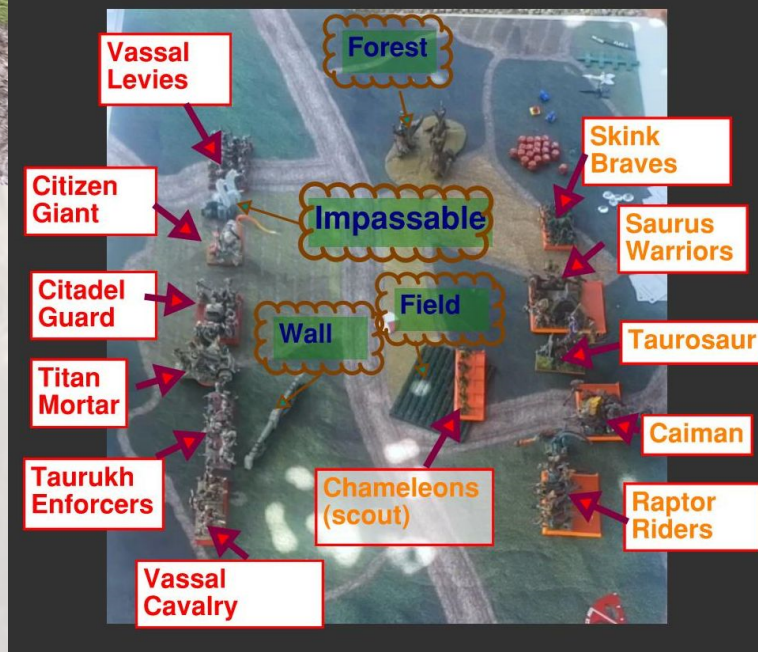
Overlord Zim surveyed the battlefield before him. He deployed his outriders first, ordering the unit of vassal horsemen to push his enemy's left flank. He barked a swift command to the dwarven wizard that had followed Zim on his expedition to this jungle. The wizard had told Zim of the power that the mysterious lizard warriors possessed, ancient artifacts that could be used to augment the potency of the infernal war machines. Zim had always hungered for greater power, and it was the allure of these artifacts that had led him to this place.



### Pregame Thoughts Infernal Dwarf (ID) General - Alex

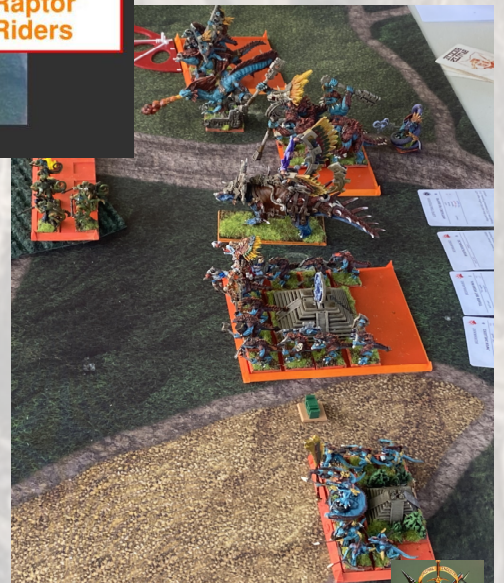
I Like to think of the taraukh enforcers as a delivery package for the overlord. With his re-roll multi-wound I was hoping to dig him into one of his multi wounds models and wreak havoc. I'm also planning on keep the citizen giant close to combat situations and alive so that I can turn flaming on in some critical combats.

## End of Deployment



### Pregame Thoughts Saurian Ancient (SA) General - Sean

I am mainly worried about the warlord since he is a monster killer. Going to figure out some way to isolate and deal with that beast of a dwarf, and hoping to get that Salamander on the flank and eat up some of those blocks





## Turn One

The dwarven wizard whispered a guttural incantation and raised his hand into the sky. He lashed his enchanted scepter forward like a whip, and a streak of molten fire poured out from the tip towards the saurian lines. Zim watched as three saurian cavalry seemed to vaporize when the quicksilver struck them. He made a note to never underestimate this wizard's command of the magical veil.



Zim heard a loud BANG behind him. The artillery crew of the titan mortar began cursing and shouting at one another. Smoke poured out of the war machine, a misfire. Zim snorted, enraged at the failure of his engineers. There would be hell to pay after this battle. Ignoring the unfortunate start, Zim barked at his bodyguards, a unit of heavily armored Taurukh enforcers. They followed behind as the overlord charged headlong towards the saurian battlelines.

Xie'techtali stood amongst a mass of his saurian warriors. His chameleons had reported on the gathering forces of the enemy and had spotted the Taurukh warlord charging towards the left side of the Saurian lines. Xie'techtali recalled a formation of ancient runic stones that had long ago been placed in this part of the jungle, near the center of the battlefield. If activated, these stones would awaken feral beasts

from the heart of the jungle to drive off invaders. He determined his objective should be to push his troops towards these ancient stones and activate the runes.

Xie'techtali ordered his first captain, a massive ancient caiman, to hold his left flank. The crocodilian war beast lumbered off to obey, three smaller caimans following behind. To the right flank, dozens of skink archers let loose a volley of arrows into the distance. He heard screaming from his left, and watched a giant salamander belch an orange plume of flame amidst a unit of light cavalry pressuring his flank. Several of the outriders fell to the ground engulfed in hissing flames, and the others fled. So far, things had gone to plan, but Xie'techtali knew that the battle was just beginning.

Overlord Zim charged forward. He watched the salamander incinerate his light cavalry and promised to punish the lieutenant who allowed the survivors to flee. Zim's blood was hot, and he thirsted for combat. He barked a quick command to his bodyguard, ordering them to hold while he rushed forward, alone. His hooves thundered across the landscape and he charged directly towards the two remaining saurian raptor riders. Zim scoffed with disdain as his enemy's elite cavalry attempted to flee from his onslaught. He caught them easily and cut them down without mercy. He turned to face the salamander that had stopped his outriders and prepared to charge again.





# Shattered Scales and cloven Hooves

## Turn 1

### Summary

Infernal dwarves advanced on Right Flank, Saurus move up to block  
 Raptors got melted in the magic phase  
 Both armies positioned for later turns

### TOP TURN - Infernal Dwarves

No Charges

### Movement

Advance Citadel towards OBJ  
 Move Taurukh plus overlord Up flank  
 Vassal Cav Way up the Flank

### Magic

Flux Card #1: 4 Magic Dice, 3 Veil  
 Channel 1 Veil  
 5 Magic Dice to 4 Dispel, 1 Veil Left Over  
 Curse of Nezibkesh Puts oil on Saurus  
 Quick Silver - devastates Raptors

### Shooting

Took some shots at the priest... scared him real good  
 Titan Mortar Misfire - no shooting 2 turns

### Combat

none

### General's Thoughts

Advance on the Right flank trying to get the overlord close  
 Worried about getting too close in the middle and want  
 to soften up those tough SA units,

Very Happy with the magic phase  
 Very Sad about titan mortar misfire

### BOTTOM OF TURN - Saurian Ancients

No Charges

### Movement

Carefully move up Saurus to middle of the board  
 towards objective

### Magic

Flux Card #1: 4 Magic Dice, 3 Veil  
 Channel 1 Veil  
 5 Magic Dice to 4 Dispel, 1 Veil Left Over  
 No Spells Go Off

### Shooting

Skink raptors bounce around  
 Salamander fails to cook down all the vassal cav,  
 remainder flee

### Combat

none

### General's Thoughts

Very sad about raptors getting cooked.  
 Moved up chaff units to contain that overlord  
 Magic did not do as hoped  
 Was hoping the salamander would fry more vassals  
 Yikes get that skink priest in the unit

## Turn 1: ID Summary



## Turn 1: SA Summary





## Turn Two

Across the battlefield, Xie'techtali urged his warriors forward towards the center of the battlefield and the formation of stones. Just then, a unit of enemy archers released a volley of arrows towards the saurian warriors. He hissed a command, and his troops raised their shields. Some of the arrows had been tipped with clay pots of oil. As the shafts landed, black liquid splashed across the reptile warriors.

Before Xie'techtali could think more on the oily liquid, he heard the clap of thunder shatter the air from his left. The temple priest who followed his army had released a massive burst of lightning from a focusing crystal. The spark of creation leaped forward and struck the Taurukh commander in a blinding flash of blue light. Xie'techtali covered his eyes, expecting to see nothing remaining of the enemy general, such was the force of the magical missile. But when he looked again, the taurukh warlord kept crashing forward unscathed by the blast. This was a truly formidable foe.



At the center of the Saurian formation strode their most potent weapon, a gigantic horned taurosaur that carried a massive ancient engine. Just as the spark of lightning struck the Taurukh commander, the engine began to spin violently and hum with energy. Xie'techtali heard a loud CRACK! A brilliant beam of orange flame lashed out from the ancient engine and struck the Taurukh general. This time, the rune forged armor that protected the enemy warlord was unable to stop the magical attack. While his armor was enchanted to withstand the heat of the great



forges, sun hot bolts of searing energy still pierced through metal and flesh. The Taurukh commander howled in agony as the flames cauterized his body, wounding him terribly.

Xie'techtali turned to see his caiman charge forward towards the group of four legged Taurukh enforcers. His warriors cleaved through the enemy, hacking the beasts to pieces with their massive halberds. Xie'techtali raised a hand and roared as the caiman smashed through the elite bodyguard, leaving none alive.





# Shattered Scales and cloven Hooves

## Turn 2

### Summary

Overlord eats some smaller units but is left hanging  
The Caiman too the opportunity to get in deep and destroy that Taurukh unit

### TOP TURN - Infernal Dwarves

#### Charges

Overlord Charges Chameleons – Flee!  
Redirect – Saurus Cav – Flee again  
Saurian Cav Caught and Destroyed

#### Movement

No Major movement  
Vassal Cavs get in deep to Harass

#### Magic

Flux Card #8: 7 Magic Dice, 7 Veil  
Channel 1 Veil + 1 from Pool  
10 Magic Dice to 7 Dispel, 0 Veil Left Over  
Curse of Nezibkesh Puts another oil on Saurus  
Other Spells Blocked..

#### Shooting

Light Bow fire doesn't do a lot

Titan Mortar turns around

#### Combat

Salamander Killed – Taurosaur passes panic (DAMN!!!)

#### General's Thoughts

Really Realizing how brutal that Arcane engine is on  
luckily the infernal armor grants a flaming ward save after as  
the engine cuts through the armor and fortitude save  
Oh man, Caimans blew through the right flanks, was hoping for  
some better saves on my enforces to stick of a turn

### BOTTOM OF TURN - Saurian Ancients

#### Charges

Caimans Charge Tauruks, hold and Contact!!

Chameleons Rally

#### Movement

Salamander blocks/Chaffs overlord from running down the flank  
Taurosaur moves up out of the overlord arc and aims the sun at him  
Saurus warriors move up to claim objective

#### Magic

Flux Card #8: 7 Magic Dice, 7 Veil  
Channel 1 Veil + 1 from Pool  
9 Magic Dice to 7 Dispel, 3 Veil Saved for Later

Chilling howl is blocked

Spark of Creation puts 4 wounds on Overlord, but all saved  
Awaken the beast cast on the Saurus warriors.

#### Shooting

Chameleons shoot up vassals who fail panic and run away  
Salamander flame up a pair of Vassal Cavalry (Panic Test Passed!)  
Arcane Engine Puts a wound on the overlord.

#### Combat

Caimans win kill a few Enforcers, win combat and run them down.  
Overrunning up the side to get out of citadel guard arc.

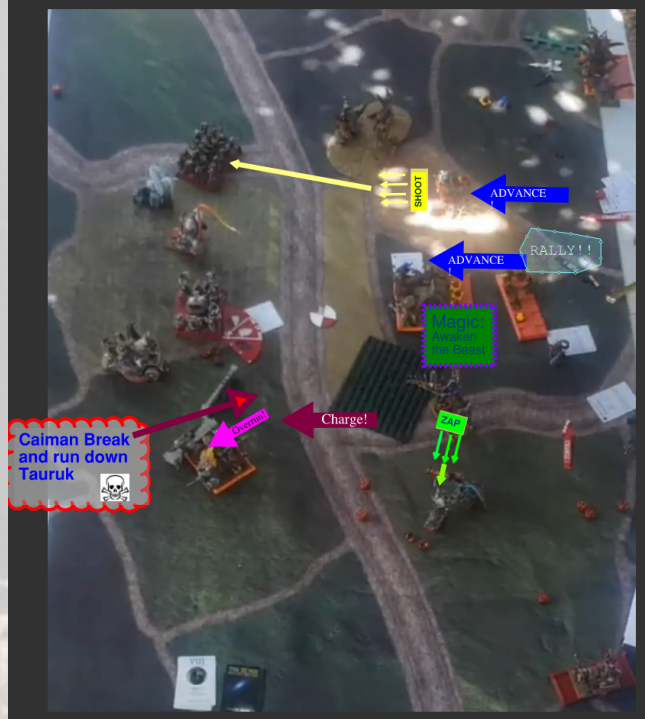
#### General's Thoughts

Flee with chaff didn't run as far as i would have liked  
Warlord charging out of his unit. big break for me.  
I had no way of answering the warlord while in the unit.

## Turn 2: ID Summary



## Turn 2: SA Summary





## Turn Three

Just as it seemed the tide battle was beginning to sway towards victory, Xie'techtali watched the wounded Taurukh commander rise from the ground and continue to charge. The four-legged beast of war cleaved the head off the salamander with one swing of his giant axe. Blood and orange goutts of flame poured from the salamander's severed neck.



From across the battlefield, Overlord Zim roared in pain and fury. The dwarven Wizard had been correct, these lizards did possess terrible power. Though gravely wounded, he carved through their flame throwing beast with ease and turned towards the gigantic taurosaur. This massive creature carried the magical device which had wounded him so terribly. He stared into the cold eyes of the beast, and stamped his hoof, preparing to charge.



Behind Zim, the dwarves unleashed a volley of gunfire towards the enemy. To his right, the vassal horsemen had rallied and were riding



back towards the battle. Just as the light cavalry began to close in to guard his flank, volleys of poisonous darts rained down on them. Zim saw the shimmering outline of a group of chameleons firing at the riders. One of the horsemen fell, and the last remaining rider turned to flee. Zim roared again with frustration at the coward and charged forward.





## Shattered Scales and cloven Hooves

### Turn 3

#### Summary

Overlord gets blasted and Infernal dwarf flank is looking grim  
 Saurus go up two on hold the center objective. One more and it's a lock  
 Having the same Magic phase is starting to get creepy!

#### TOP TURN - Infernal Dwarves

##### Charges

Overlord Charges Salamander and engages

##### Movement

Citadel Guard push up to threaten objective  
 Vassal archers move up to support a flank charge  
 Vassal Cav closing in on priest and Chameleons

##### Magic

Flux Card #7: 6 Magic Dice, 7 Veil  
 Channel 1 Veil  
 8 Magic Dice to 6 Dispel, 2 Veil Left Over  
 Fail to cash Quick Silver Lash  
 Glory of Gold Blocked

##### Shooting

Vassal Bow fire into Saurus put no wounds  
 Titan Mortar Misfire again - no shooting 2 turns AGAIN!!  
 Vassal Cavalry shoot at Skink Priest  
 No Wounds due to Scarification

##### Combat

The Salamander is smashed to a pulp,  
 leaving the overlord exposed again...

##### General's Thoughts

Really Realizing how brutal that Arcane engine is on  
 luckily the infernal armor grants a flaming ward save after as  
 the engine cuts through the armor and fortitude save  
 No panicking, he did take some models with him  
 Waited for the Saurus warriors to not be buffed up with magic  
 to get in there

#### BOTTOM OF TURN - Saurian Ancients

##### Charges

No charges

##### Movement

Caiman Leaves the unit to threaten the titan mortar  
 Caiman spin around to face the center and the Citadel guard.  
 Taurosaur flips around to stay out of charge arc

##### Magic

Flux Card #8: 7 Magic Dice, 7 Veil  
 Channel 1 Veil + from Pool  
 10 Magic Dice to 7 Dispel, 0 Veil Left Over

##### Chilling howl is blocked

Spark of Creation puts 4 wounds on Overlord, but all saved  
 Awaken the beast cast on the Saurus warriors.

##### Shooting

Skink arrows bounce around some more  
 Salamander doesn't hurt overlord  
 Arcane Engine Puts a wound on the overlord.  
 Chameleons open up on Vassal Cav, killing two more, leaving the champ to panic away

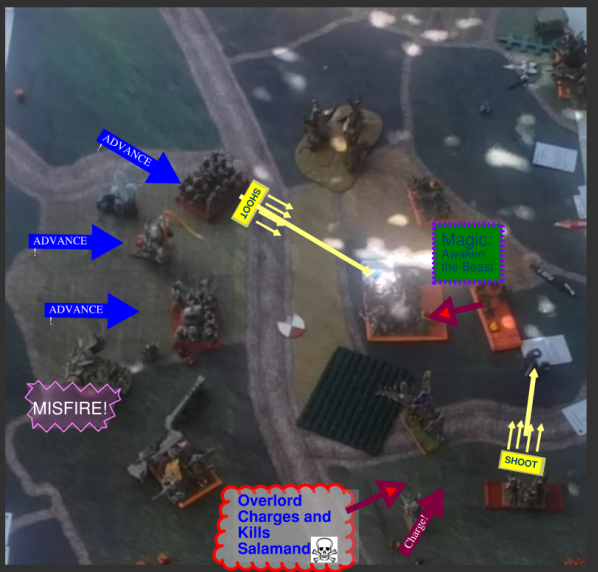
##### Combat

none

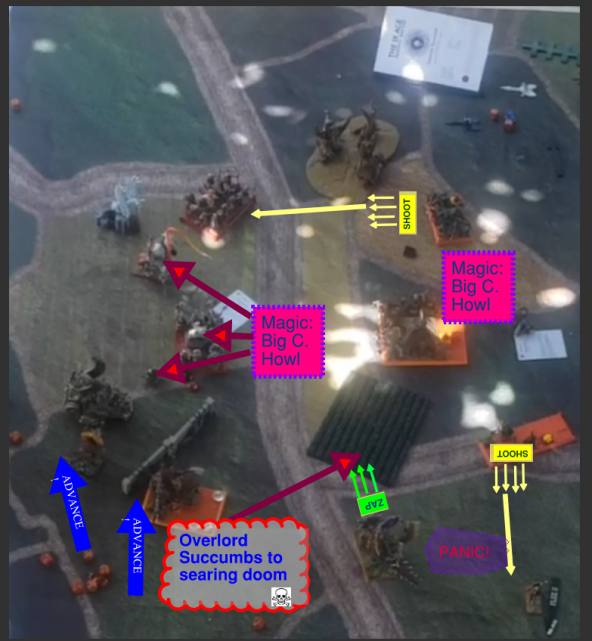
##### General's Thoughts

Patient turn. focused on surrounding dwarfs and killing warlord  
 Very good magic phase getting every spell off  
 Killing that overlord is great news. I messed up the  
 BSB charge arch. I could have positioned him so he was threatening  
 the war machine and the middle. Instead I set him up in a way that probably  
 could only threaten the war machine. huge phase to set up the killing blow.  
 Now have great positioning and removed functional pieces.

## Turn 3: ID Summary



## Turn 3: SA Summary





## Turn Four

Xie'techtali watched the wounded Taurukh warlord charging headlong towards the taurosaur. He felt a small sense of admiration at the bravery of his enemy, but then he looked around at the broken land that had once been so full of life, and his eyes hardened again. Xie'techtali barked an order, and the skink priest let loose another vicious bolt of lightning that struck the Taurukh warlord. The enemy general staggered forward, his rune forged armor holding strong against the spell. Then, the ancient engine began to spin. The Taurukh warlord



roared with fury, closing the distance to the taurosaur. Just as it seemed he would crash into the beast, the ancient engine fired. The orange beam of energy pierced through the Taurukh's chest, and the enemy general crashed into the ground. Overlord Zim was dead.

Xie'techtali watched the Taurukh fall. He raised his spear above his head and let out a feral cry. His warriors shrieked all around him. Another volley of arrows began to fall onto the Saurian warriors. Xie'techtali gave the order, and his troops raised their shields. Pots of the black oil splashed down again, soaking him and his warriors in the sticky substance. This enemy was stubborn, and he realized the battle was not yet over. A hail of dwarven gunfire cut into the ranks of his warriors, leaving several of them dying on the ground. Xie'techtali remembered the

ancient stones at the battlefield center and ordered his warriors to move up and hold the objective.

On the far side of the battlefield, the caiman smashed through the dwarven lines. The huge reptiles sprinted headlong towards the smoking titan mortar. Just as they reached the mortar, the machine exploded, sending shards of metal flying into the closest caiman. The huge warrior fell to the ground, dead. The dwarven crew sprung out from a nearby hole, having booby trapped the mortar's explosive ammunition to cause as much damage as possible. The caiman captain stomped the face of the nearest dwarf and smashed his great weapon down to kill another. He turned to the two remaining caiman and beckoned them forward.





## Shattered Scales and cloven Hooves

### Turn 4

#### Summary

Saurus fail a critical charge opening up the middle  
 Finally magic phase diverges  
 ID get a point towards the objective

#### TOP TURN - Infernal Dwarves

##### Charges

**No Charges**

##### Rally Vassal Chief

##### Movement

Reform Citadel Guard to get Caiman and Saurus warriors in the front arc also to get close to that objective!

Vassal Levies back up

##### Magic

**Flux Card #2: 5 Magic Dice, 2 Veil**  
 Channel 1 Veil + 2 From Pool  
 7 Magic Dice to 5 Dispel, 2 Veil Left Over  
**Curse of Nezibkesh puts oil on Caiman**  
 Tried to Last the Caiman, but blocked!

##### Shooting

Vassal Bow fire into Saurus couple wounds  
 Titan Mortar turns around

##### Combat

**none**

##### General's Thoughts

Ug flux card two is the worst, needed strong magic phase  
 Sean didn't expect me to hold with Vassals but I did  
 so that he could not combo charge the citadel guard  
 Massive bonus he rolled poorly and failed his charge.

#### BOTTOM OF TURN - Saurian Ancients

##### Charges

Saurus Warriors Charge Vassals Levies - Hold  
 -Fail Charge!!

Not wanting to tackle guard on their own Caiman join  
 Caiman hero in charging the titan mortar

##### Movement

Chameleons back up a bit

##### Magic

**Flux Card #3: 5 Magic Dice, 5 Veil**  
 Channel 1 Veil  
 7 Magic Dice to 5 Dispel, 0 Veil Left Over

Chilling howl is allowed to go through  
 awaken the beast is blocked

##### Shooting

Skink arrows keep on bouncing  
 Vassal Chief survives blow pipe onslaught from Chameleons

##### Combat

Caiman make splinters of the Titan Mortar  
 crew gets through one spiteful wound.

##### General's Thoughts

Happy about no dwarf charges, but 6" fail on vassals was brutal  
 was really hoping to get that combo charge on the citadel guard.  
 This hurt. Maybe I should have just combo charged the dwarf unit  
 and broke it with saurus and caimans.

## Turn 4: ID Summary



## Turn 4: SA Summary





## Turn Five

From the dwarven lines, a voice boomed out above the throng. The dwarven vizier commanding the elite citadel guard was ordering his warriors forward. He had seen the Taurukh overlord fall in combat. Just as well, he thought. The Taurukh were merciless overseers, and the vizier had a mind to take command of this host himself. The command unit of Saurian warriors was moving towards a formation of stones at the battlefield center.



The vizier did not know what cold blooded magic the Saurians could summon from the depths of their jungle, but he had witnessed the power of the ancient engine. He would not let these lizards take their objective so easily. The vizier shouted the command, and his disciplined troops ran forward on their stumpy legs.

Behind them, the citizen giant flicked his massive whip, and a brilliant flash of light snapped across the sky. As the tip cracked over the heads of the dwarves, their hardened steel spear tips burst into flames. The cackling flames drew a brief smile from the giant's lips as his head twisted towards the tallest enemies he could see.

Xie'techtali watched the dwarven unit charge towards his troops, the bright fiery snake of the sun reflecting in his eyes, and calmly signaling his warriors to hold with a raised fist. The first rank of citadel guard crashed into the Saurian warriors, thrusting into the reptilian ranks with their long spears. Suddenly, Xie'techtali realized the purpose of the sticky black liquid that the enemy archers had fired into his troops. As the flaming dwarven blades stuck the shields of his warriors, the oil ignited, spreading the blaze throughout his unit. Xie'techtali skewered a nearby dwarf with his spear, piercing the armor with its magical blade. He killed another as the short warrior tried to bulrush him to the ground.

To his right and left, his warriors tumbled to the ground, screaming in agony as they rolled around vainly trying to smother the flames. The dwarves were pushing them back, cutting through his warriors with ease as the usually stalwart saurians fought to put out the flaming oil.

Xie'techtali felt his chest tighten. A blackening madness clawed at his mind and made his mouth dry. For the first time, Xie'techtali tasted fear. His warriors began to turn to flee. Flames leaped and hissed all around him. He could smell the burning flesh from his slaughtered warriors, lying dead at his feet. Surrounded, Xie'techtali closed his eyes and sent a prayer to his ancient gods. He raised his hands to surrender. The dwarven captain slowly walked towards the Saurian general. The short warrior shouted out a war cry, and his troops cheered in reply. They rushed forward to slaughter the fleeing saurians, laughing wickedly as they cut the broken unit to pieces. The dwarven captain removed a flintlock pistol from his waist, aimed at Xie'techtali, and fired. The Saurian general was dead.



At the center of the battle, the caiman warriors strode towards the ancient stones. One of the caimans placed his giant halberd on the ground and began to position the runes that covered the stones. The caiman turned the ancient dials until an audible click was heard. The stones began to hum with power, the sound growing louder and louder.

At the farthest edge of the field, the lone survivor of the vassal cavalry gathered his courage and turned back to face the enemy.





## Shattered Scales and cloven Hooves

### Turn 5

#### Summary

Here come those angry little dudes. With a flurry they blast up the middle a huge round of combat puts the ID back in the game, but the SA position to lock up the secondary.

#### TOP TURN - Infernal Dwarves

##### Charges

**Citadel Guard Charge Saurus Warriors**  
Vassals Pile in as well. But fail their own 6" charge

##### Movement

**Vassal Chief backs up to not get shot up by chameleons**  
**Giant up in supporting roll, angled towards Caiman**

##### Magic

**Flux Card #3: 5 Magic Dice, 5 Veil**  
Channel 1 Veil + 1 From Pool  
7 Magic Dice to 5 Dispel, 2 Veil Left Over  
**Quicksilver lash puts the last couple of wound on a Caiman**

##### Shooting

None

##### Combat

**Giant ignites the Citadel guards weapons and they put a beat down on the Saurus**  
**Breaking them and destroying them**

##### General's Thoughts

This is my big chance to get back in this, Citadel Guard went into that oily mess and took care of business  
Got lucky with the reptiles swinging rubber mallets this round  
So spirits up!  
to great the levies failed their charge, need them closer to the objective to have a chance at it.

#### BOTTOM OF TURN - Saurian Ancients

##### Charges

No Charges

##### Movement

**Lone Caiman moves in range of the objective**  
**BSB goes to chase the Prophet**  
**Skinks move up to block the Citadel guard from rolling the priest**

##### Magic

**Flux Card #6: 5 Magic Dice, 5 Veil**  
Channel 1 Veil  
7 Magic Dice to 5 Dispel, 0 Veil Left Over

**Chilling howl is allowed to go through**  
**awaken the beast is blocked**

##### Shooting

Levies get pelted, take a few wounds

##### Combat

none

##### General's Thoughts

Saurus warlord whiffs really hard, characters love to roll 1s, sigh. the unit does just as poorly. The dwarfs roll out of this world and then get a 12 on the pursuit and get outside of the taurosaur charge arc, most unfortunate and unexpected

## Turn 5: ID Summary



## Turn 5: SA Summary





## Turn Six

The stones had been activated, and the saurian's objective was complete. The caiman warrior bent down to pick up his halberd. A sudden burning pain gripped his throat, crushing the breath from his body. He grabbed at his neck, trying to wrench himself free from the searing noose. An infernal lash yanked him down to the ground, and the caiman looked up to the sky just in time to see a giant foot smash down on him. The giant gleefully reduced the caimans to a smoldering pile of charred skin and flesh, but it was too late to stop the ancient machinery at work.



The vassal chieftain watched the dwarven citadel guard break through the Saurian lines. He saw the citizen giant pick up the last of the Saurian caiman and bash it with a massive plated fist. It was clear that the dwarves had taken the field. Just then, he spotted a small lone lizard running away from the collapsed Saurian center. The skink wizard carried a tablet in one hand and a short staff in the other. The horseman summoned his courage and charged at the isolated skink priest. The tip of his light lance pierced into the wizard's chest, and the skink fell to the ground dead.

The dwarven vizier surveyed the field around him. Everywhere he looked, dead and charred Saurian warriors piled on top of one another. He grunted in satisfaction, his lips curling to a wicked grin. The Saurian army was in tatters, and it seemed all but certain that the dwarves had claimed victory. He wondered what the lizards had intended by focusing so zealously on reaching the formation of ancient stones at the center of the battlefield. It was clear, the Saurians had controlled the center for most of the battle, but would that matter? Surely the Infernal Dwarven horde had caused too

much damage to the Saurian force, for such a minor secondary objective to play a factor... or so he thought.

How little did he know of the power of the jungle.

In the far distance, trees began to shake. The sound of thunderous hooves broke out over the battlefield. Every eye turned to look, as dozens of stampeding taurosaur crashed through the edge of the jungle and onto the shattered plain. The dwarves dropped their weapons and fled in disarray before the overwhelming onslaught, and the handful of surviving Saurians cheered. The ancient defenders of the jungle had been summoned.

The infernal dwarves retreated to their mountains, pledging to return and claim the ancient power of the jungle for their own. The dwarven vizier would spend years obsessing over the battle and would tell ruminations of how close they had been to victory. He swore an oath of blazing vengeance, branding the symbol of hatred into his very flesh. Next time, new war machines would be brought to bear. Next time, the dwarves would be prepared.





## *Shattered Scales and cloven Hooves*

Though shattered and broken, the Saurian Ancients had defended their jungle. A pyrrhic victory had been won, but no feast would be held in celebration, when so many of their kin had been lost. A new warlord would be named, fresh warriors would be spawned, and the jungle would remain.



Some tell whispers of the beasts that call this jungle their home. Some even claim to have seen the flash of their scales in the shadows. But all have heard the fate of those who once threatened the sacred balance of this place. Of when the fury of the land itself crashed forth from the trees to drive away the flames of the invader.

"And so, the jungle sleeps, but one eye is always open. Watching... waiting."

*-As transcribed from first person accounts,*

Lonar Killiger, Imperial Scribe





# Shattered Scales and cloven Hooves

## Turn 6

### Summary

ID clean up points, but officially lose secondary objective

### TOP TURN - Infernal Dwarves

#### Charges

Citadel Guard Charge Chameleons - Success!

Giant Charges Caiman - Success!

Vassal Chief takes long bomb charge at skink Priest - Success!

#### Movement

Prophet slides up to dodge Caiman BSB

#### Magic

Flux Card #6: 5 Magic Dice, 5 Veil

Channel 1 Veil +2 From Pool

7 Magic Dice to 6 Dispel, 2 Veil Left Over

Curse goes on to BSB

One two Punch Lash is blocked

#### Shooting

None

#### Combat

Citadel Guard Destroy Chameleons

Giant Kills Caiman

#### General's Thoughts

grr... major mistake to flee with the Vassal levies  
their half points sunk my score enough to gave Sean the edge  
Happy to let the Vassal Chieftain take revenge on the skink priest

### BOTTOM OF TURN - Saurian Ancients

#### Charges

Taurosaur makes attampts a long charge on the vassals, who flee.

Taurosaur successfullyl redirects into giant, but failed charge

#### Movement

Last turn, no reason to move

#### Magic

none - mage is dead

#### Shooting

Levies get again pelted, take a few more wounds

#### Combat

none

#### General's Thoughts

Taking a deep breath, secure secondary and conserve points.

## Turn 6: ID Summary

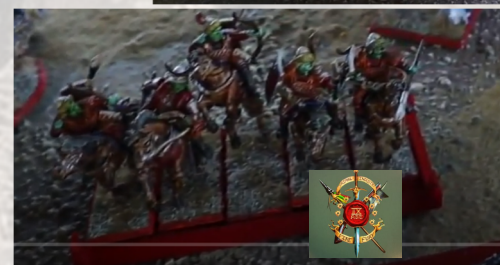
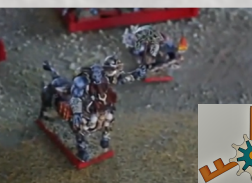
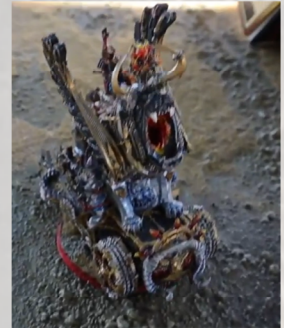
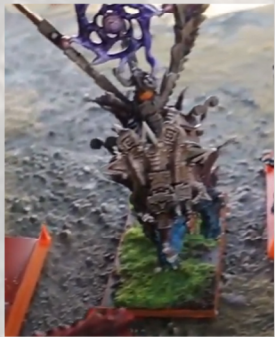
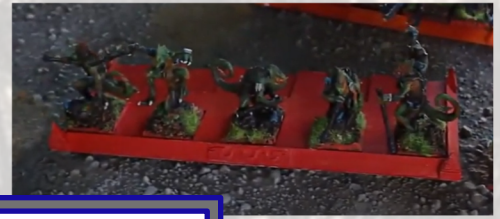


## Turn 6: SA Summary





# Shattered Scales and cloven Hooves



## End of Game - Summary

### ID Victory Points

Points Based on Beta 2 hot fix 2

490 - Saurian Warlord	→ Dead	490
	Killed General	200
325 - Caiman Ancient		
240 - Skink Priest	→ Dead	240
411 - Saurian Warriors	→ Dead	411
195 - Skink Braves		
250 - Raptor Riders	→ Dead	250
210 - Caimans	→ Dead	210
165 - Weapon Beasts	→ Dead	165
135 - Chameleons	→ Dead	135
575 - Taurosaur		
		<b>2101</b>

### SA Victory Points

Points Based on Beta 3 hot fix 1

570 - Overlord	→ Dead	570
	Killed General	200
335 - Prophet		
290 - Vizier		
420 - Citadel Guard		
333 - Vassal Levies	→ Fleeing 1/2 PT	167
240 - Infernal Artillery	→ Dead	240
235 - Taurukh Enforcers	→ Dead	235
220 - Vassal Cavalry	→ Shattered 1/2 PT	110
355 - Citizen Giant		
		<b>1522</b>

Points Difference = 579  $605/3000 = 19\%$

ID - Alex

SA - Sean

Battle Points	12	8
Secondary Objective	-3	+3
Total	9	11

## Saurian Ancients Win 11-9

### ID General - Final Thoughts

Oh Man, I fired off too fast haha and got my overlord melted. Staying calm and plodding along kept me in the game till I got the rolls I needed.

Arggg! Damn Titan mortar never got a shot off....

Oiled up Saurus get murdered by Flaming Infernal Guard....

Major mistake to flee with Vassals, those 1/2 points took me from a tie to a loss

would have been stead fast and it was a long charge. But I'll take the minor loss on a strong second half of the game

### SA General - Final Thoughts

Obviously the failed charge on turn 6 hurt and having the dice fall out from underneath the saurus didn't help either. That was very disappointing but dice happen.

Outside of one or two small charge arc position mistakes, I think I played a very solid game without any major mistakes.

For my opponent, Charging the warlord out of the of his unit was a huge relief for me. Once he was by himself I had the tools to take him out. That being said, I had that unit chaffed very well turn 2. If he charged with the warlord and the unit, I would have stood with the chameleon chaff, then had multiple charges with saurus block and taurosaur. that would have also opened up that flank for the caiman to push.

Moral of the story. Roll a 6 on two dice.

A win is a win though.

