

Sruchi
.net

Monthly



January 2003

Druchii.net Monthly

Issue 1

January 2003

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Good day, fellow Druchii generals! In front of you is the first issue of the druchii.net monthly.

The monthly is one of the many things that makes the Druchii community so special. Many warhammer players say that the current Druchii list is bad, many Druchii players too, but due to that, our tactics, strategies and army lists are advancing faster than that of any other known army in the warhammer world. An example; The chariot was seen as a waste of points, but later on, it was figured out that a chariot supported with vast blocks of infantry is pretty good, and now, two chariots is the way to go.

Also, the fluff part of the Druchii is far beyond any other race. The artwork and conversions in the gallery are true masterpieces, and techniques and ideas are exchanged, making it only better and better. Here's another unique thing; the Druchii RPG. No other race has its own RPG, while ours is truly flourishing with already twelve groups fighting against our enemies. The fluff-part of the Druchii is not complete without history and stories, which we also make ourselves and are far from inferior to games-workshop's fluff.

Yet it hasn't ended here, we're continuing in magazines, 3D-galleries, t-shirts, hats and @druchii.net e-mail, all thanks to true Druchii. Druchii.net has its own ambassadors, and is going to advertise on gaming spots with home-

made posters. The money that is earned with the hats, t-shirts and e-mail addresses is going directly back to druchii.net, with which the community is going to keep growing. Likely, while druchii.net remaining the central node of the world wide Druchii community, there will be more Druchii sites, and organized Druchii communities in different countries; the beginning is already there. Steja and some other people from Sydney organized a Druchii tournament. In fact the sheer commitment of Druchii fans who have willingly donated money to a website is astounding when looking at other communities who's websites collapsed due to lack of funds. This commitment may be the ultimate testament of the longevity of the Dark Elf community. We also have great moderators on the site who are fanatic druchii players themselves, enjoy the game, like reading the posts and share our fears. We're not only members, we're fans.

Druchii.net is maybe this pleasant because all Druchii players are kind of cult-people, which makes that the site is highly cultured and civilized; no name-calling or spamming, a perfect neuro-center for Druchii world wide.

After all, it's the general Druchii background which makes everything roll; it's not a mindless evil horde, like chaos, but a tortured race with a tragic history. Evil, but civilized and with a very graceful cruelty, with a way of life that's understandable and which reflects an inner-aspect of us, the Druchii players.

With this, our thanks go to Kitrik, who set up druchii.net in September of 2001, has moved it several times, improved it and has luckily reconsidered his decision to leave us.

We, (Imdat Tauble (a.k.a Steja), Sneaky, Shallow (a.k.a Death & Binky), Arcturus, Ryan-TheGreat, Dekhalan, Dungeon_god, Lord Thallack, StoneColdOneKnight, Fallen Angel, Dark Alliance and me, Z'Gahn) hope you'll all enjoy the druchii.net monthly.

Interesting Poll

Question: What is your Favorite Fantasy Army (Other than Dark Elves)

Army	%
Chaos:	16
Vampire Counts:	25
Tomb Kings:	8
Skaven:	2
Other Elves (HE or WE)	5
Dwarves/Chaos Dwarves	2
Empire/Brettoina/Dogs of War	16
Orcs and Goblins	16
Lizardmen	5
Total Votes: 36	

Joke of the Month

By sinaath

Topic: After Battle

Forum: Humour

After a battle one noble asked the other one "Why didn't you charge earlier?"

The noble replied, "I could, but I'd first have to dismount from my Cold One!"

Article Review

'Dark Elves Cavalry Tactics' by Sneaky

Review by Dungeon_God

Sneaky has done a fantastic job with this little gem. The cavalry tactics here are a must-read for anyone who is interested in improving their cavalry game.

The first thing that is spoken of is all of the different mounted units in the Dark Elf army list. Sneaky describes characters, as well as Dark Riders, Cold One Chariots, Cold One Knights, and even has a blurb about harpies as a speed support unit for cavalry-based armies.

The actual tactics discussed in the article are fantastic. They cover everything from simple Fast Cavalry retreats in the face of charges, to lining up your COKs for a frontal charge and using DR in the flanks to harass, harry, and force things your way. Sneaky has even covered different deployment options for those of us who need it!

Whether you are new to the

ways of the Druchii, or have been playing since Morathi began her cult of pleasure, Sneaky's article is sure to give you some insight into the way cavalry can be handled for the Dark Elf army. I recommend heading over to the Articles and Essays forum and taking a look.



The Scribe—A Druchii Story

By Dekhalan

He stood, the little grey haired man, his fingers aching from the letter he had just penned. Stumbling over to the small window he took in a breath of sea air and looked out into the night, past the street, the harbour and out onto the sea. A lone ship was coming into port, dock workers shouted vulgarities which mixed with the calling of prostitutes to form a thoroughly unpleasant noise. Humans disgusted him and this town, Marienburg, was a revolting slum, full of dung clad peasants and fat merchants.

He was not one of them though, oh no, while he looked a weak and frail old man he served a much greater purpose, to a much greater people. The servants of Khaine, the Druchii, they were his true people. Slender, elegant and graceful, they possessed an eerie beauty which his own race could never match. The little old man sighed deeply, his breath creating a little cloud which soon disapated. By the Witch King it was a cold night ! He



staggered over to get dressed in some warmer clothes before he left.

The scribe finished dressing and returned to his writting table to finish his letter, which was full of what the common fools would brand 'dangerous' texts. He had spent every year since he had left the army collecting more and more information on the Druchii and Khaine, his latest coup being the rescue of all tomes regarding his precious subject from the city library, before they were burned by the men of the Grand Theologist.

The man finished the letter and sealed it with ruby red wax, dripped from the candle which lit the room. He blew the candle out and walked over to the window. The ship had unloaded its human cargo now, they were mingling in the streets now and heading for taverns, all save a tall, slender figure, garbed all in a black cloak. The little man shuddered with both fear and anticipation and left the room. He hurried as quickly as his wounded leg would allow him, through the tavern and through the streets to the docks.

Tonight, Edgar Holfmann, cultist of Khaine, would meet his first Dark Elf...

Interesting Poll

Question: Should DE have an option for poison Rxb's?

Option	%
Yes, for 3 points	20
Yes, for more than 3 points	2
Yes, for less than 3 points	5
Yes, but only for shades	46
Yes, but only for 1 unit per army	7
No	17
Total Votes: 39	

Over the Last two months, we have asked for members of the Community to contribute the beginning of a story entitled "The Scribe". To the left is the best of these entries.

Interesting Poll

Question: Is there problem with the army list?

Option	%
Yes	93
No	6

Total Votes: 31

"Raw Speed is certainly an important part of being manoeuvrable, but the ability to change directions freely is also of importance."

Speed is not Maneuverability: Why Dark Elves are Maneuverable

Topic started by Sinan in Druchii Discussions

Converted and Edited by Sneaky

I just wanted to address a little pet peeve of mine: namely, the point that speed is not the same thing as manoeuvrability.

Speed, as expressed by the movement value of a unit in the game of Warhammer, is fundamentally described as "how fast can a unit get from point A to point B when moving forward". While this is a part of the quality of manoeuvrability, it is not the whole thing. An important part of manoeuvrability is also dependent on the degree of freedom that the unit has to move. A unit that can move very quickly, but only in a straight line, is not manoeuvrable.

Raw speed is certainly an important part of being manoeuvrable, but the ability to change directions freely is also of importance. A unit, like heavy cavalry, that can move quickly in a line and wheel but cannot change directions

without sacrificing a good portion of its move is not as manoeuvrable as a unit that can move freely without sacrificing movement to turning.

The ability to move freely also includes dealing with terrain. This means moving through terrain and avoiding terrain. Fast cavalry are much better than heavy cavalry at this, regardless of movement value, because fast cavalry can reform without penalty and so can move through spaces too tight for heavy cavalry and can snake through obstacles that would delay heavy cavalry for turns.

Another part of manoeuvrability is the ability to face in different directions freely. The ability to move and then face in any direction is important, as it allows a unit more options over the course of a few turns. This allows a unit which has a lesser speed to actually be more manoeuvrable than one with a greater speed, as the reorientation allows for more options and greater use of tactical advantages.

It can thus be seen that manoeuvrability is more than speed: while speed is an important factor, the ability to change directions and move in any direction is also integral. Therefore, with these characteristics in mind, we can rank the manoeuvrability of units in rough fashion like so:

1. Flying skirmishers/units
2. Flying monsters
3. Fast cavalry
4. Regular cavalry
5. Skirmishers
6. Walking large monsters
7. Infantry units.

This list obviously does not always hold true. Things like terrain will affect the rankings; for instance, tighter terrain will make skirmishers superior to other types, while water terrain will favour skinks. But the general idea is sound, and the list will hold true for the majority of cases.



The reason this relates to the Druchii is that

I'm tired of hearing that 'the Dark Elves aren't more manoeuvrable than High Elves because High Elves have the same movement and fast heavy cavalry.' Both of these High Elven attributes are correct but they miss the point. The important point is not only the movement value of a given unit or even the average movement value of all the units in the list: it is the average movement value of all possible armies for a given points value. High Elves have core heavy cavalry; we have core fast cavalry. Given any high elf army we can make an army more manoeuvrable than it because we can always take enough fast cavalry to give us the edge.

Now, if a given player chooses not to avail himself of all our fast cavalry and flyers, and chooses to take a lot of infantry, he must live with the fact that his personal Dark Elf army will not be very manoeuvrable. That, however, does not mean that the army as a whole is not manoeuvrable.

Interesting Poll

Question: Which is the best looking Druchii Model?

Option	%
Corsairs	0
Dark Riders	3
Shades	6
Executioners	31
Cold One Knights	0
Witch Elves	31
Harpies	0
Hydra	3
Black Guard	25

Total Votes: 32

Using Maneuverability

Topic started by Sinan in Druchii Discussions

Converted and Edited by Lord Thalack

After he has talked about speed and manoeuvrability, Sinan tells us about his opinions and methods about how to use it

Too often, when addressing this issue, people speak in platitudes and say things like "Use tactics" or "Use your mobility to get flank charges" etc. Often this is done in a very condescending way to people in the middle of a debate on DE ("Stop whining and use tactics"). Obviously we WANT to "use tactics" but sometimes you're not sure which to use (or the ones you use don't work). Obviously we can take the direct approach and just try to speed around the side of a given target unit, but that can be dealt with easily - your opponent can almost certainly see it coming and move to prevent it. It takes more than that to get these flank charges in and get them in in such a way that the opponent hasn't been able to prepare.

It seems to me that manoeuvrability is the most "hands on" strength an army can have. Good saves and high S/T will work on their own, but a player can use his manoeuvrability well or squander it. Sadly, it also seems to me that the best way to use manoeuvrability is NOT a constant from battle to battle - so it's not always easy. What I mean is this: our army's manoeuvrability means that we have many units that can move across the board quickly, but the way to exploit this is not constant from game to game - it is dependent on the opponents army and terrain. For instance, it's an entirely different matter to manoeuvre around a small chaos army than it is to manoeuvre around an O&G army that stretches across the board, or to manoeuvre "around" a Dwarf army that takes a corner, anchors it's flanks at the board edges and shoots at you.

Now, obviously we can't formulate an exhaustive list of the best ways to fight against every army, but we can talk about good ways and methods. I think it's also important to talk about terrain placement and good ways to place terrain based on the type of opponent you're facing. It seems to me that this is not often talked about and I'm not sure if many people think about it. However, the way you place your terrain is very important, because it controls movement on the board - and since we rely on manoeuvrability we have to have the board set up in such a way as to make our advantage in mobility help us as much as possible.

Here's an example:

For instance, how do you deal with a horde army, like O&G, that can spread out over much of the table? Well, one way (regardless of terrain) is Blitzkrieg - you form a hard hitting "fist" and then "punch" through the line at a point of your choosing. Other units can pour through

the hole and wrap around to hit the rest of his army in the flank or the rear. This isn't always possible though - especially since Cold One Knights, our best hitting unit, are not always reliable.

Another method is to use terrain to reduce his advantage of numbers. Place two pieces of difficult/impassable terrain (or hills) in the centre of the board with a corridor of open space between them (there will also be 1-2 more corridors along the board edges, depending on other terrain). This is usually possible given the terrain available for most games.

This forces your opponent to make a choice during deployment. He can push through only one corridor (middle or board-edge) in order to keep his force concentrated. If he does this, however, he loses his ability to protect his flanks. As long as he stays in between the obstacles he's fine, but he can't emerge without opening up his flank. So, don't go chasing in after him - shoot down the corridor and force him to come at you (remember, we're assuming now that he's charging everything down that one corridor, so he can't stop now even if he sees it coming).

Alternatively, he can choose to split his forces between 2-3 corridors and come at you in multiple columns. This helps him protect his flanks a bit, but not perfectly. Furthermore, it also means his forces are split up and can be dealt with separately by your main hitting force while his other columns are delayed by harassing units. This is especially good if you use a lot of our manoeuvrable units. They can quickly move from one place to another to feint or to compensate for a sub-optimal placement during deployment.

Obviously this is not always going to result in victory. If he has unit badass enough that can barrel down one corridor and break through without worrying about its flanks then it's not going to be as effective. If he can afford to wait off on HtH and shoot and force you to come to him then he doesn't have a problem. However, against large Horde armies that need to get into HtH this is a good tactic because it makes them fight against you with a fraction of their force.

One trick is to move dark riders into whatever corridor he's using (or whatever one is best) and draw him out to a vulnerable position by fleeing when he charges you. Have other fast units waiting to pounce on him when he gets in the open. Perhaps a unit of cold one knights and another unit of dark riders to double team his lead unit.

Anyways, you get the idea..

Interesting Poll

Should the Dark Elves have a +2 Strength Magic weapon for 40 points?

Option	%
Yes	51
No	48

Total Votes: 33

The Corsair

A Unit article by Z'ghan

The corsair is the backbone of the Druchii fleet. The word 'corsair' is French for pirate, which the corsair is, actually; they are a fearsome force you don't wish to encounter when you are on open sea. They will hunt you down and board the vessel you are on with remarkable speed. And once captured, you will be brutally brought back to the land of chill, a journey some prisoners don't even survive. To be a Corsair is a great honour and is a chance to gain fame and wealth, for one tenth of a corsairs loot belongs to himself. But being a captain of the corsairs will win someone even greater wealth; from every loot the captain gains four tenths. The remaining loot is possession of the Witch King.

How and when do you use the corsair in combat? There are few occasions in which the spearelf is more useful than the corsair. That is when playing defensive; the spearelf's strength is the fighting in two ranks, but this cannot be used when the spearelves are charging. So, when you charge with spearelves, you use the shield with hand weapon rule, which gives the spearelf a 4+ armour save. That is indeed better than the 5+ of the corsair, but a corsair always has two attacks, not just when being charged and not only in the front. So, when you're playing defensive, it's better to take spear elves, as they will have more attacks left after being charged. But when playing offensive, you'll have to make a decision; do you want 4+ armour saves, or twice as many attacks? Most times the corsair will prove better, but against an army with much cavalry it would be wise not to take only corsairs as core infantry, as your infantry will very likely be charged because of the greater movement value that cavalry has. There are, of course, exceptions, such as having the corsairs take the charge and then counter charge with a supporting unit of Cold One Knights.

Corsairs are usually used in units of 20. These are then the main infantry force and will be in the very front of the battle line. Because of this, they are likely to attract much of the missile fire, which isn't that bad, because they have a 4+ armour save against it.

Also, they are often supported by cavalry or cold one chariots. The option to give one unit of corsairs a magic banner is fairly often used with the warbanner or the banner of murder to gain an advantage over races which also have a movement of five.

Some less commonly used combinations are a noble, the general, an assassin, or a Battle Standard Bearer in a unit. Or even a sorceress with web of shadows for overkill. But before using these, you must carefully consider the magic items each of these characters are using, as well as the validity of their use in the corsair unit as opposed to another



On to hobbying. Since the Corsair is a metal miniature, and has the sea dragon cloak, modelling with it is quite difficult. However, being a very cool-looking miniature, modelling is seldom required. But when a Highborn or Noble on foot with a sea dragon cloak is required, the modelling tools can be picked up. Although just painting the corsair a different way works too, you might want to give him a draich or another weapon.

As regards painting, the corsair is one of the most variable models of the Druchii. Not in the last place because of it's sea dragon cloak.

Games Workshop's 'Eavy Metal team has had a large deal of influence on the painting of the sea dragon cloak. Most common is the green Sea Dragon cloak, painted using Dark Angels Green or Scaly Green with a multitude of highlights. However, different shades of grey or red are also used with great effect, adding variety and distinction to your army.

The armour of the Corsair is also variable, and although it is not to the extent of the sea Dragon cloak, an array of styles are available to all Druchii generals. Although the general army colour scheme determines the base colour of the armour, there are many possibilities for highlighting; the shoulder plates of some of them, and the helmets, for example.

Interesting Poll

Question: What is the best Dark Elf Infantry?

Option	%
Executioners	12
Corsairs	43
Witch Elves	31
Spearmen	6
Shades	2
Black Guard	4
Total Votes: 83	

Over the coming months, we will be bringing you a number of articles about each of the Druchii units. The corsair is the first of these.

Interesting Poll

Question: Which magical lore(s) do you take?

Option	%
Dark	44
Death	2
Shadow	0
Dark and Death	13
Dark and Shadow	13
Shadow and Death	0
All 3	18
I don't take magic	6
Total Votes: 43	

Druchii Tactica for Beginners (or 'How to survive the first 6 months with your Dark Elf army')

An article by Dark Alliance

So, you've been to your local store, you've parted with your hard earned cash, bought an army book and a box of Dark Elf Warriors, some glue and some paint, got home so what next? Now your friends are asking why you have decided to buy 'Dark Elves', why have you bought into a 'broken army', an army that is 'difficult to use'?

You then start to think to yourself 'Ok, what have I done here?' - 'How am I going to be able to survive this?'

I'm gonna tell you.....

The Dark Elf army is far from broken, but it can be difficult to use. However it is THE most rewarding army in the whole game of Fantasy Battles. And you get to use THE COOLEST models too! So once you have your first unit ready where do you go from there?

The tactical advice I am going to offer here is aimed at countering the initial resistance you will meet while you learn to become competent with your army list. So here we go.....

My first piece of advice is to ignore any negative comments you hear from friends, casual acquaintances and any observers of games you play. And please don't listen to any of the comments you will observe on other web sites. Mentally you must be prepared to blank all this negativity as it will have a long term effect on your generalship. Psychology is one of our most potent weapons and if your opponent sees that you are not phased by all this then you are at an advantage.

Next, terrain and deployment. Two very important areas here. When placing terrain consider the nature of your opponent. If he has a shooty army, deny him any elevated ground and try to reduce his lines of sight. If he has the upper hand here start thinking about placing terrain in such a way as to provide cover for your troops. If he has a horde army he will need a large deployment area, if you reduce this and produce bottlenecks and areas of difficult or impassable terrain then again you will have the upper hand. With deployment,

remember that our army is fast and a favourite tactic of mine is the 'false deployment' - where I place my troops on the battlefield with the full intention of completely redeploying in my first turn. This has the added bonus of throwing your opponent completely off his game plan. Your deployment will be dictated to a certain extent by your troop choices, and saying that, I generally have a battle plan already worked out before we even arrive to start the game.



Using your units. I believe it will take a good six months to learn all the best ways to use the various Druchii units and I would recommend the following tactics in the early days of your training. Infantry - I will not go into the pros and cons of the individual units here, rather talk about their generic use. When using infantry blocks position them close together in a staggered format and always have a counter charge unit on each flank. Ideally Dark Riders but Witch Elves and Executioners will work easily as well. The idea is if you are in a position where you may get charged, the enemy will think twice due to the

threat of a counter charge by a hard hitting unit. TOP TIP : DRUCHII UNITS WORK BEST ON THE CHARGE, SO TRY NOT TO GET CHARGED. Move them across the field as soon as you can if you are playing offensively and you may wish to consider shielding units with shades, harpies or rxb men while you advance towards the enemy lines.

In most cases it is advantageous for the Druchii to get into combat as quickly as possible. I try not to let
...Continued Page 8



Interesting Fact

While trying to clear up weather Word of Pain can be cast into close combat, one of the Druchii.net members asked the Rulz boys. They answered with a yes, leading many on the site to believe that it could in fact be done. However, it was later pointed out that in an official FAQ it was stated that Word of Pain could not be cast into combat—this is also stated in the warhammer rule-book.

The Rulz Boyz have been found to be wrong on many occasions, this only the latest in a string of contradictions, in which some cases the Rulz boys contradicted themselves. The moral of the story: Always check for an official FAQ for rules clarifications, or ask on the site—if there is anything official about the particular rule, you will know quite quickly

Druchii Tactica for Beginners cont.

An article by Dark Alliance

Continued from page 7

...myself be phased by anything the opponent throws at me. Magic heavy armies can be a problem as can shooty armies but if you get into combat quickly you will find that the magic options become limited, and the shooty armies are not too good in combat.

Cavalry and flying units - Use your harpies and dark riders to pick off lone mages and war machines, use them along with shades to prevent march moves and generally harass the enemy. Cold One Knights and Chariots are our hard hitting units and the ones most likely to break an enemy unit on the charge. A very demoralising result for an opponent when he is playing a newbie to the game. Especially one who is playing Dark Elves! Try to get behind him on his flanks and he will again be rethinking his battle plan.

Magic - Use your dispel scrolls and the seal of ghrond to to keep his magic in control in the early turns whilst you cross the battlefield. Against shooty armies, Druchii magic can be very effective, Chill-wind is an excellent spell here because of it's range.

Next, remember to use the awesome power of the mighty Reaper Bolt Throwers to weaken your enemy lines. 2 are recommended in starter armies up to 2000pts to give you some lethal, long range fire support. Be sure to concentrate their fire on individual units starting with the ones offering the biggest threat to your advance, usually artillery units.

Regarding Characters, we all have our own favourite type of lord or sorceress we would like to use to lead our war host into battle. My advice here would be to browse the army list forums and give careful consideration to the various types of leaders we all use. There you will find extensive reasoning for all our army commanders (this topic covers more space than I have here!).

To close, I would just like to say that the Druchii are THE COOLEST race in the Warhammer Fantasy World but they will take some practice to get right. Ignore the jibes, the negativity and any losses you may encounter in your early games. Give thought to my advice here and browse the Druchii.net forums on a regular basis. Put all this into practice and have fun, coz that what it is all about after all.

And we really do have the best looking, best fluffed up race to do this with!

Interesting Poll

Question: Where does your army come from?

Option	%				
Naggarond	23	Ghrond	7	Har Garneth	38
Hag Graef	3	Clar Karon	0	Karond Kar	19
A Black Ark	0	Turku	0	The Watchtowers in the North	7

Total Votes: 26

Army List of the Month

By Blood Templar

Needed: 2 boxes of warriors, 5 dark rider blisters, 2 blisters of shades, 1 reaper blister and 1 sorceress on foot blister.

The list:

Noble w/heavy armour, sdc, sword of might, shield of ghrond [130]

Sorceress lvl2 w/darkstar cloak, lifetaker [180]

19 warriors w/full command, shields [215]

12 warriors w/repXbows [156]

5 Dark Riders w/musician, repXbows [127]

6 Shades [84]

Reaper [100]

Total: 992

The Noble is converted from the box of warriors thus only 19 rank-and-file in the spearlves unit. Dark Riders and Shades should prove to be good at harrassing the enemy while the opponent must handle almost 50 repXbow shots and 6 reaper shots a turn. Yes, this army is quite defensive but there are also elements in it that can put up a challenge to any shooty army too."

In Next Month's Issue...

The Cauldron of Blood—Have your opinion printed in a 'letters to the editor' style as we reply to your short articles. Private Message either Z'ghan or Imdat Tauble with your letter (150 words or less please) in order to have your say!

The Executioners Block—Another place where you can state your own opinion. Here you have the chance to rant or rave about any subject you would like to, and have your rant printed. Imagine you're on the Executioner's Block about to be killed, and you have this one chance to say whatever you want. Only one rant/article will be printed each month and this will be for the best rant. Again, Private Message Imdat Tauble or Z'ghan with your entries.

The Scribe continues—this interactive story could go anywhere from here, exactly where, nobody knows. Send us your version of the next part of the story—the most imaginative and well written will be printed. Entries can be sent to Imdat Tauble or Z'ghan.

The RPG—The first RPG article will be shown next month, with the story of Group 1 to be told. Be ready for action and adventure as the Druchii.net RPG comes to print.

Unit Reviews will continue—You've read about the corsair, next month there will be an article on another unit/miniature.

A Grand Petition Update will be brought to you by Thanee—if you haven't been following the Grand Petition, this is your chance to catch up.

An Article on interaction between Druchii.net and Ulthuan.com will be created by Dark Alliance—is there really a war brewing between the two sites?

The first of the 'Know thine enemy series' - this series will include conversions of the very popular topics—know all you will ever need about each of the other races but were too evil to find out!

Ambassador's Report—ever wanted to know what's been going on behind the closed doors of the Ambassador's forum? Here's your chance to find out!

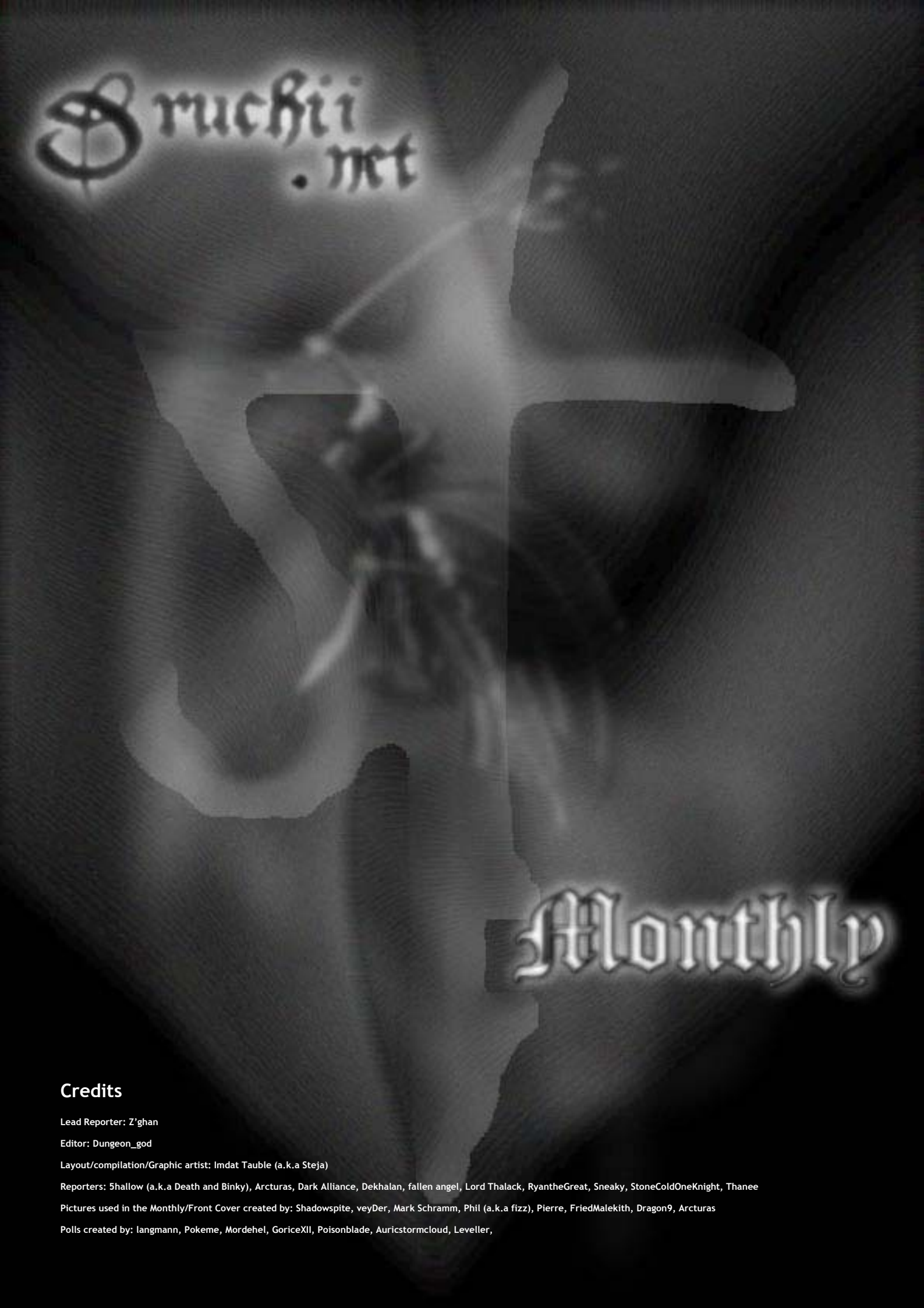
Army list of the Month/Joke of the month—another army list of the month will be seen in next month's issue, and you will see the best of the humour on our forums.

More interesting polls and facts

Interesting Poll

Question: If something unfortunate were to happen to Malekith, who would the next witch king be?

Option	%		
Malekith will never die	35	Morathi	7
Malus Darkblade	21	Malekith's Secret heir	32
Eltharion will turn to the dark side after killing Malekith	3		
Total Votes: 28			



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Monthly

Credits

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