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M O N T H L Y

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Z'Gahn's Monologue

Well hello there again. You might have noticed that the title of this webzine has once more changed. We are indeed returning to a monthly format. Isn't that great? The reason for that is a fairly simple one. From the feedback we got from all of you – thanks for that – we concluded that 150 pages per magazine are just way too many. But because it would be a waste to just discard a portion of the articles, we decided to make it a monthly again. Now, don't be afraid that this will lead to more postponing of releases. This time, we do things a bit differently; we write like its tri-monthly, but we will split it up into three parts – much like it is done with the previous issue – releasing one part each month. So you can from now on look forward to monthly editions of your favourite Druchii magazine.

However, this does have some consequences for all our series. Because we still write as though this is a tri-monthly magazine, you will likely only see one part of a series every three months, though there may be some exceptions if you are really lucky!

In a previous issue, you were introduced to the Library of Blood. In this issue, you will finally be able to see the result of this. Over the past few months, many members of the Druchii.net community have posted their battle results in one of the threads in the Druchii discussion posted for that single purpose. We want to thank all who have entered their results, for we could not have created this article without you (which will become a monthly series). At a certain point, we inventoried all results posted to give us insight in the actual strengths of the Druchii.

Please keep posting your results, and do not be scared to post losses; without the knowledge of losses, we would have no way of accurately putting the finger on the Druchii's strengths or weaknesses.

There is not much more to say right now, except that we have many exciting articles in this issue – as usual. One of the major highlights being the Know Thine Enemy about our hated kin, the Asur. It might just be an interesting read among the other high-quality articles...

Watch this space

Until next month,
Z'Gahn



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In and Around the Site



Well, another quarter has passed, and so it is time for another update on the site's activities. The major change has, of course, been the upgrade, with special thanks needed to go to Shadowspite for the graphics, and, of course, Kitrik for everything else.

Other changes generally involve the initiatives. It seems that its the name-changing season, because two of our initiatives have changed their names to make them more fluffy. The Development Team is now the 7th Convent, named after the convents of the sorceresses that exist in Naggaroth, and the Druchii-3D team is now the Black Forge, a revitalised group dedicated to creating useful programs of all types.

Now, as you may recall, the initiative sites were supposed to be up sometime in January. It didn't happen. However, I have recently received a template for the sites from Leithel and Odd in the form of the Black Forge site, and as such it will not be long (I estimate three weeks at the most) before all the sites are up. Look out for them in the next few weeks!

Something that you might all have missed is the awards, as originally they were supposed to occur every three months. However, the Admins have made an executive decision to increase this period to six months to increase the importance of the awards, so look out for these and be ready to vote.

Finally, the RPG is undergoing a major upgrade. Due to concerns about certain modifications to the website, the RPG site did not undergo an upgrade with the rest of the site. We are taking steps to bring you a new site for this, as well as bringing new rules which will allow the RPG to support more characters - no longer will you have to wait for a group to take your character in order to play! This revision of the rules will be done in the next few months - look out for an update in the next monthly.

Imdat Tauble

The Aspects of Khaine

Leithel and Odd, Vorchild, Shadowspite—The Cult of Pleasure

Khaela Mensha Khaine, the Bloody-Handed God of the Elves, embodies all the hatred, malice and bloodlust inherent in the brilliant yet deeply-flawed Elven psyche. The Dark Elves, far more so than their kin of Ulthuan and Athel Loren, devote themselves to such a myriad of inventive cruelties and dark desires that their warp-borne manifestations can hardly be contained within a single deity. Thus, Khaine is split into a thousand aspects, each a unique personification of murder. This quarter, we will take a look at another three of the Bloody-Handed God's most infamous faces.

The Winged Predator

"The beauty of the harpy is the beauty of death. Her siren song lures the unwary with visions of restful bliss. She swoops down upon her chosen prey, carried by swift and silent pinions. Her delicate caress brings exquisite pain and sweet oblivion. Fear the harpy and adore her, for she is the servant of our God."

- The Black Tome, chapter XIX, verse 7

Death can come slowly as a gradual decline into sickness and decay, or it can come swiftly and without warning like the stoop of a bird of prey. To the elves, especially those of Naggaroth, Khaine in His many aspects represents all forms of death imaginable. In His aspect as the Winged Predator, He is the death that comes unheralded, snatching away the victim's soul in an eye blink no matter where he might try to hide. The Winged Predator is often portrayed as a hawk or a great black bat, but its true form is said to be the harpy.



Harpies have been known to the elves from ancient times. Aenarion is said to have slain Arheibadb (lit. 'Queen of the Shadows'), the mother of all harpies, upon the Blighted Isle, as he fought his way to the Sword of Khaine. After the weapon was drawn, however, Arheibadb's daughters turned against their daemonic kin and served Aenarion loyally until his death. Harpies can still be found amid the mountain peaks of the Anulii in Ulthuan and a few isolated colonies also exist in the Old World, but the creatures are most common today in the skies above the Druchii slavers' port of Karond Kar. Nesting in the towers and belfries of the temples of Khaine, they emerge at dusk to prey upon any who wander the city streets after dark. The only Druchii safe from their attentions are witch elves and assassins, whom the harpies will never attack, perhaps recognising them as fellow servants of Khaine. Despite the dangers they pose to the citizens of Karond Kar, the harpies are considered a sign of Khaine's blessing, vital to the city's very survival. To kill a harpy anywhere within sight of Karond Kar, even in self-defense, is a crime punishable by death.

The Winged Predator is considered by the elves of

My Dearest Friend,

I was most gratified to receive your latest missive and to read that you are in good health and spirits. I trust that Blessed Sigmar and Shallya shall continue to look kindly upon you and that Sister Iphenia shall not work you too hard!

Your conversation with the poor war-veteran named Pieter was of particular interest to me. Of course, you know me well, old friend. It was no idle lack of aught else to write that led you to describe his words in your letter to me. Of course, the unfortunate man is insane. What he said to you cannot be true in any real sense. Much of it seemed nothing more than random babble, yet other parts appeared to be quite lucid (save, of course, for the fantastical nature of what he described). His lurid descriptions of those daemon-women he called 'witch-elves' is clearly indicative of a very deep-seated fear of the female gender, perhaps even dating from childhood (could you inquire of him, I wonder, if he was perhaps mistreated as a child by his mother?). This particular madness I have only before come across among the more pious of lunatics, so it is strange to me that this Pieter also claimed that Blessed Sigmar could not save his soul.



Karond Kar to be the pre-eminent aspect of Khaine. Hundreds of columns and statues representing the aspect are scattered among the city streets and many of the gargoyles that adorn the houses and palaces of the nobility are carved in the likeness of harpies. Slaves sacrificed to Khaine are often fed to the savage creatures rather than being slain with envenomed knives as is usual elsewhere in Naggaroth.

Every thirteen years, upon the night of the first full moon of the year, the witch elves of Karond Kar celebrate the festival of the Foreshadowing. They choose one of their numbers who is sent alone into the highest tower of the temple as an offering to the harpies. To be chosen for this sacrifice is considered a great honour, for the dead witch's soul will be reincarnated as a new harpy to join those who feasted upon her mortal flesh. As the witch's blood drips through a grating into the chamber below, the hags of the temple interpret the pattern it makes on the stone floor in order to predict what will befall the city over the next thirteen years.

The rune of the Winged Predator is often inscribed onto the harness of Druchii steeds in order to bestow greater swiftness, or upon the bolts of reapers to increase their accuracy and killing power. Beastmasters that specialise in the training of winged creatures such as Dark Pegasi often wear the rune as a talisman.

The Winged Predator is viewed as a female aspect and therefore it is not considered fitting for an assassin to devote himself to it. To bring death swiftly and without warning is the aim of all assassins, however, and it is not unknown for an assassin to bless one of his weapons in the name of the Winged Predator, in the hope that it will strike with even greater speed and deadly accuracy.

The Kinslayer

Danasha felt the rage grow as she watched the Asur march closer. In their grey robes and armour that shimmered like fish scales, they were a cruel mockery of true Elven warriors. She could not yet make out the faces within their tall helms, but she knew they would resemble her own pale face, yet still be tainted by weakness and fear. She could almost smell their fear on the air and it made her grimace in disgust. The hatred burned like a red furnace in her heart.

The front rank of the Druchii regiment lowered their Drannachs in unison, bracing the spiked butt ends against the frozen earth. The warriors behind them poked their own weapons through gaps in the front rank so that the approaching Asur were confronted with a seemingly impenetrable wall of razor-sharp steel. Pure hatred and malice shone in the eyes of every warrior. The Asur paused, as if their foes' loathing were a physical barrier. Then they lowered their own spears and charged.

Now Danasha could see the faces of the Asur, pale and narrow within their helms. How she longed to gouge out those bright eyes; to wrench screams of agony from those thin-lipped mouths! She remembered how her brother, little more than a child, had screamed when the Asur murdered him. Now she would have her revenge on the Fallen Kin. As the Asur reached the point where their spear-

That the man once fought in the armies of the Count of Nordland, while impossible to confirm, seems to me not unlikely. As you wrote in your letter, he still wears a Nordland infantryman's blue and yellow doublet. That he once fought against a force of evil elves (perhaps followers of the Dark Gods?) is less credible, yet I have heard that such wicked creatures exist. Certainly, the ways of elves are alien to even the most learned among us. In truth, it is easier for me to believe in evil elves that follow the Dark Gods than it is for me to trust those elves of Ulthuan who claim to be our allies.

That the leader of these 'dark' elves rode upon a colossal flying lion (I am laughing at the absurd image even as I write this!) you were right to disbelieve. I have spoken to several other learned gentlemen of my acquaintance and we are all agreed that such a beast would never be able to fly. I have included with this letter some brief sketches and calculations that illustrate the problems involved. Honestly, one might just as well believe in those so-called 'rat-men' that are supposed to dwell under all our cities. Nonsense!



points passed the tips of the Drannachs raised before them, Danasha felt the flames within her heart billow outwards. For a moment, she screamed as she felt her flesh burning. But then the heat passed over her, to be replaced by an icy calm.

She saw a black-cloaked figure leap past her, pulling the Drannach from her unresisting hands. Its cloak seemed to be ablaze with flames the colour of blood, yet it did not char. The blade of the Drannach carved through an Asur shield as if it were made of paper and bright gore sprayed into the air as the High Elf's head and shield-arm were severed from his body. Before the corpse had slumped, limp and twitching, to the ground, another three Asur fell before the burning warrior's blade.

Danasha looked on, exultant. Blood splashed her face and she licked it from her cheek without knowing if it came from the Asur or from one of her comrades. The carnage was astounding. Apart from those Asur slain by the burning warrior, dozens more corpses from both sides littered the ground.

Yet, the story is interesting nevertheless. Such a beast as the lunatic described may never have existed in reality, yet the mythology of the elves (who can be as superstitious as the most low-born of men, despite their pretence to wisdom and learning!) does include references to a similar creature. In Eltharin, it is called 'khaekuron'. This signifies, so far as I can tell, 'murderous beast' or 'beast of slaughter'. 'Khane' is a very old element in Eltharin and is perhaps related to the elves' hellish war-deity, Khaine. There is some suggestion in the translations I have read that this mythic beast is seen by the elves as a personification of Khaine, not in the same way that the noble griffin is associated with Sigmar (through its use as the signifier of Emperor Magnus the Pious), but in a completely literal sense. Perhaps, then, 'khaekuron' can be translated as 'beast of Khaine', or even 'the beast that is Khaine'?

The fighting was even more savage around the burning warrior as Asur and Druchii hacked each other apart with knives and short swords. Some had even thrown away their weapons and tore at their enemy's flesh with their bare hands and teeth. Cruel laughter welled up in Danasha's throat as she watched one of her comrades tear the Asur commander's head from his shoulders.

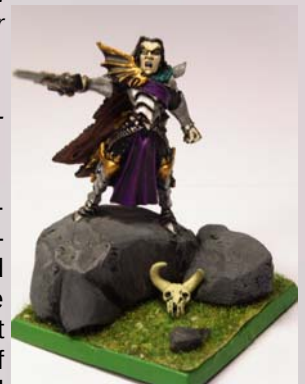
The last of the Asur slumped to the blood-soaked ground and, without pausing; the burning warrior swung around and began to slaughter the Druchii too. Even as it stalked towards her, its Drannach slicing limbs and heads from her comrades, Danasha felt no fear, only a sense of rightness. 'They all must die. All of them.' The words came unbidden to her mind. 'Yes. Life is a plague. Life is a curse. Life is worthy only of hatred. Death is the flame that purifies. All must fall. All must burn.'

The burning warrior raised its Drannach and pointed the blade at Danasha's heart. Crimson flames blazed out from its robes, causing them to flutter like the wings of a great carrion crow. Danasha looked into its face and laughed hysterically. 'All must fall!' she shrieked. 'All must burn!' Then the blade sliced through her armour, through her sternum and into her heart. Fire blazed along its length and Danasha's final scream was stolen

from her as the flames engulfed her heart and lungs and gushed out through her mouth.

The last thing she saw before her eyes burned away was her own face staring pitilessly down at her.

The Kinslayer appears as a Druchii warrior, draped in black robes that burn with searing red fire. It wields a Drannach – the traditional weapon of a warrior of ancient Nagarythe - whose blade drips with the blood of its kin. In its eyes burn the hatred and animosity that flares between Elf and Elf, in particular between the Druchii and the Asur. It is invoked by and feeds upon the pure hatred of the Druchii and, though it doesn't manifest a physical form to those it slays, it takes possession of the Dark Elf who invoked it, leaving them with an image of the Kinslayer standing before them and slaying their enemies. The afflicted warrior loses control of their body to Khaine, falling into a trance as raw hatred guides their body with such precision and speed that only the greatest swordsman could survive its onslaught.



Ibn Khaldun, the Arabian scholar who is here in Nuln at present on business of his own (something to do with Nehekharan mummies, I believe) stayed in the Four Goats for a few nights last month and I took the opportunity to raise the subject with him (since we share a mutual friend). He found the subject quite amusing (indeed, he tried to assure me that mad Pieter was telling the truth – what a strange sense of humour these Arabians have!). He did provide me with an alternative name for the beast. In Araby, it was once believed that giant black lions dwelt in the mountains and ate men. The name given to these creatures was the ancient Arabian (from Nehekharan roots, I believe) word for 'man-eater': 'mantikhore'.

Atas, I have no more time to write. I hope to hear again from you soon. I remain,

Your Most Devoted Friend,

Rikhardt

The Kinslayer is indiscriminate amongst Elves as if it desires to bring a bloody end to the entire race. Once a warrior's hatred has given control of their body to the Kinslayer, anything in view becomes a target: Druchii, Asur or their wayward tree-dwelling cousins. It is because of this that some Druchii believe Malus Darkblade's daemon-soul is indeed the Kinslayer and that the new Lord of Hag Graef has found a way to unleash its power with a potion. No doubt, Lord Darkblade himself is happy to foster such rumours, for it is considered a great honour among the Druchii to be chosen by Khaine as a mortal vessel of His dark power.

A Dark Elf's loathing of their High Elf brethren is well known to heighten their ferocity and strength of will in battle. It is this ever-growing hatred, cultivated over the years in Druchii society and demonstrated again and again on the battlefields of Naggaroth and Ulthuan, which has caught the attention of Khaela Mensha Khaine and caused an aspect to manifest itself to feed from such a heightened display of emotion. Before a battle

with the Asur - or even with other Druchii, for such internecine conflicts are far from uncommon in Naggaroth - Dark Elf warriors will often make offerings to the Kinslayer and meditate in aspiration of rising to a level of hatred that could invoke the aspect's power to aid them in slaying their despised foes. The Kinslayer is a powerful ally, but a treacherous one. When the aspect comes to the aid of the Dark Elves against their misguided kin, it is always at the cost of many Druchii lives.

The Ravening Beast

There are few who would dare to look into the face of a Manticore to better observe Khaine's aspect as the Ravening Beast. There are fewer still that live to appreciate the insight. It is this chance to look their god in the face that causes the Beastmasters of the Druchii to esteem the Manticore above all other beasts, and to seek to dominate its divine power and bend it to their own will. A Beastmaster must take great care to keep the Beast alive inside the beast – a power to be unleashed at the command of its master – for it is a great insult to Khaine to destroy the bestial instincts of one of His creatures. Beastmasters, who, in training Manticores, destroy the fierce spirit of the creatures, will often take their own life rather than face the shame of such a blasphemous failure.

It is common for Druchii families, especially the noble houses of Karond Kar, to brand their most ferocious



beasts with
the rune that
signifies this
one of
Khaine's
many as-
pects. Rarely
is anything
else marked
in such a
fashion, for
the Ravening
Beast is rep-
resentative
of that natu-
ral brutality
of which only

PS.: I was about to deliver this letter into the hands of the Imperial courier when Albrecht, my gardener, happened to mention yet another instance of the appearance of the 'mantikhore', this time in the folklore of our own Empire. Albrecht, in keeping with his low birth and station, is a most superstitious and credulous man (I employ him solely for his horticultural expertise, which is considerable). He is an Ulrican from the Middenland and he recalled an old folk tale about an evil wizard known as 'The Doomlord' (it seems to me that this tale may have been inspired by the real activities of the historical necromancer, Dieter Helsnicht, who was driven out of Middenheim several centuries ago). This 'Doomlord', it was said, rode upon the back of a great winged lion with the tail of a scorpion.

Clearly, this repetition of a familiar archetype is evidence of a deep psychological trait (just waiting to be investigated by learned men such as ourselves!). That belief in such a beast (while foolish and misguided) is shared by both men and elves only serves to increase the potential significance of the matter.

The courier grows impatient. I must end here.

the most savage of living creatures are capable. Khaine is praised in this form only at the time when His beasts are branded and never again afterwards, for it is dangerous to risk waking the viciousness that slumbers within. A Druchii who bears the Mark of the Beast is shunned by his kin as it is the mark of the uncivilized and the uncouth, yet also of the infinite capacity for violence that lies within his soul. Such individuals are unpredictable in their savagery and all Druchii know that it is wise to give them a wide berth.

There are few among the Brotherhood of Death that will willingly follow such an untameable aspect of their God. Those who feel they must follow it are reckless in their acts of terror, but are also some of the most effective and deadly of the adepts of Khaine. In order to survive, they must repress the Beast that lies within them and push it deep within their souls until it is time to release the murderous rage in an orgy of slaughter. However, keeping the Beast chained inside the mind will slowly drive all but the most determined insane and every time it is unleashed, it becomes harder to stifle again.



The Library of Blood

Alone and Burned

Over the course of the last three months, avid Druchii.net members have been posting their game results. As the small group that compiles these results, we are glad to present you the Library of Blood.

The results will be shown below for your viewing pleasure, and we shall also provide you with predictions for the match-ups you will face. Here are the results that were supplied to us, now in a small table format.

Massacre (victory)	73
Solid Victory	51
Minor Victory	26
Draw	33
Minor Loss	15
Solid Loss	24
Massacre (loss)	21



According to the reports from the last three months, more people end up winning than losing. In fact, there are only twice as many losses than draws. However, these results may be skewed by the fact that some people might not necessarily post their losses here as well. The Druchii tend to win 5 times for every two times they lose. However, even when we disregard that, it is seen that when the dark elf forces win, they tend to win by a huge majority, wiping out the other forces with little to no losses. 83% of the wins by the dark elf forces were either solid victories or massacres. The corollary to that is when we lose, we also tend to lose heavily, with 75% of the losses either being solid losses or massacres. With the Druchii only losing 24.69% percent of their games, it seems that the revision has really come in handy for us. Only 13.5% of the games were draws, which tells us that most of the time, you will defeat your opponent soundly, or he will pound you into the ground.

By Points Value

<u>Points Value</u>	<u>Wins</u>	<u>Draws</u>	<u>Losses</u>
1-500	12	0	10
501-1000	27	2	11
1001-2000	71	20	29
2001-3000	12	5	11
3001+	11	3	2

According to this table, Druchii armies tend to suffer at the 1-500 points and 2001-3000 point levels. The reasons for this could be that at the smaller point levels, our armies tend to be a lot smaller than others are, and cannot bring any sort of magical firepower to the table. As for the 2001-3000 point range, many armies quickly outnumber the Druchii. Where they would have to squeeze out some characters to fit into 2000, at 3000 points they have a lot more free reign with what to bring, and may bring monsters capable of handling our own, whereas at that point our armies receive no significant

advantage.

However, between 501 points and 2000 points, the dark elf armies dominate. You are probably going to win a game at those point sizes, as it was the one where most of our victories came through. Feel confident... very confident.

In the games bigger than 3000, only 16 games were played, 11 of which were won by us. However, we are hesitant to say that you are guaranteed to win, as these are too few to be conclusive results.

Once again, you have to keep in mind the fact that people are more likely to post wins than losses, so many of these results should be taken with a grain of salt.

By Individual Races

<u>Army</u>	<u>Wins</u>	<u>Draws</u>	<u>Losses</u>
Bretonnians	8	0	4
Chaos	14	8	8
Dogs of War	0	0	1
Dwarves	14	1	3
Empire	13	2	4
High Elves	28	5	10
Lizardmen	11	3	9
Orcs and Goblins	29	3	5
Skaven	7	2	8
Tomb Kings	8	3	5
Vampire Counts	12	5	12
Wood Elves	4	0	3



As for individual armies, the closest results came from the Lizards, Skaven, Vampire Counts, and Wood Elves. These four armies pose the biggest threat to us in all sorts of games. This is even more important, now that we have to play versus the Lizards as much as we can for the upcoming Storm of Chaos in this summer. If we are to go to Lustria, we are going to need to brush up on our lizard hunting skills. The Undead hordes of Sylvania tend to match us fair and square, as do the Wood Elves. Those armies are to be treated carefully, as they can tend to take advantage of any mistakes we make. Our major nemesis, however, tends to be the Skaven army. They are the only army that has beaten us more times than it has been beaten. Many people could attribute this to cheesy armies, but that is not the case. The Skaven army has good leadership as well as numbers, and several war machine-type weapons that would make a dwarf drool. It is a solid army, and it should be handled with care.

Certain armies seemed to pose no threat to the might of the Druchii. The Orcs and Goblins, the Empire, and the Dwarves just seem to roll over at the sight of the Dark Elves. These are the easiest match ups for our army. Take advantage of that.

Other armies were a slight hassle, but were still hammered in the end. The Tomb Kings of Khemri came close, and the Bretonnians and Chaos armies caused the Druchii to falter in several battles. The Dogs of War were played only once, and so no conclusive report can be drawn from them. A separate note should be made about our rivals, the High Elves. The High Elves only managed to defeat the High Elves a quarter of the time, and draw with us only an eighth of the time. Meaning, 5 out of 8 times, we completely destroyed our cousins on the battlefield. No longer do they just wipe us clean... they have been taken down a peg.

So, keep reporting your results to our thread in the Discussion forum, and may the Druchii army be victorious!



The Battle Messenger (part 1)

Alone and Burned

Zhorin Asular waited quietly in the dark. He was in the appointed place already, and all he had to do was to wait for the riders. The Druchii leaned against the wall, his thin frame wrapped in a black cloak. All but his face was covered, making him practically impossible to see. This was the first time he was doing this... his predecessor had been killed by Lord Malekith in a fit of rage. Zhorin felt his daggers by his side for consolation... his father had given him those before he left to serve in the army.

That was the second reason Zhorin took this job. He was always hoping to hear some word of his father. Zhorin suddenly snapped out of his reverie by the sound of hooves clacking against the rocks on the road. Looking towards the sound, he saw two Dark Riders galloping towards him. They slowed down as they reached the messenger, and leaped off their steeds.

"What news do you bring?" said Zhorin, remembering the code phrases. "Death, death, eternal death" replied the riders in unison. Zhorin's grip tightens on his dagger as he waits for the thrust that he was told about. As expected, the dark rider on the left stabbed at Zhorin with his long sword, which he parried quickly with his dagger.



"Good" said the rider, as he sheathed his blade. Zhorin too hid his dagger, and asked, "Let us make haste. I need to be at Huysa Peak shortly to receive more reports." The nameless riders nodded as they each handed a scroll to Zhorin, before jumping back onto their horses, and riding away.

Zhorin looked at the scrolls briefly before pocketing them. He then sprinted towards Huysa Peak, pouring all his energy into the pumping of his legs. Since it was his first day, he would not receive a steed... and if he were late, he would be killed... The rules were explained to him in much detail.

Up on Huysa Peak, a similar clacking sound was heard before two Dark Riders appeared, riding furiously. They dismounted and waited impatiently... if the messenger was not there, they would have to leave. They were being followed, and had barely outrun their foe. The one on the left, Sailen, drew her sword, and kept looking around, watching for their pursuers. The other one, Jullen, drew his repeater crossbow, ready to shoot at anything that looked threatening.

Zhorin raced up the peak, huffing and puffing from his run through the woods. His body was sweating, even though the air was quite chilly. Climbing over the edge of the peak, he was immediately horrified by what he saw. Four Daemonettes were harassing the two Dark Riders. Jullen kept firing at them from behind Sailen, but there some sort of ward that was causing the bolts to stop dead in their tracks. Sailen was doing no better, barely parrying the rapid blades of the Daemonettes. Without hesitation, Zhorin leaped into the fray.

The daggers he pulled out glistened in the moonlight, giving off a red flash. At once, all the Daemonettes turned to face him, registering him as the biggest threat. That was the only opportunity that Sailen and Jullen needed. Sailen plunged her sword into the back of the closest Daemonette to her, using all of her force to penetrate the invisible ward around the creature of Chaos. The enchantingly beautiful being fell flat on her face, no longer moving. Jullen used his free hand to pull out a sword, and do the same to the next one, while he shot a third in the back of the head at point blank range with his crossbow. They both died in an explosion of blood. However, the last one charged at Zhorin with magical speed, and immediately started stabbing and slashing at him with her weapons. He parried them as best he could, but one got through, and sliced his left arm. Gritting his teeth to bite back the pain, Zhorin fought back, going on the offensive. The Daemonette easily parried him, taunting and goading him at the same time, driving him to insanity... combined with the pain, Zhorin would not be able to resist her voice. As he lunged for her face with his right hand, she pushed it aside and

kicked him in the chest, knocking him down. Then she laughed... peals of laughter coming from a voice so enchanting... Zhorin lost all his will to fight. Right then, two swords flashed, and the Daemonette looked down at her chest, where two swords were protruding through. With one last giggle, she became limp and fell. All four of the Daemonic bodies then disappeared in a flash of pink light.

Sailen and Jullen helped Zhorin up, and asked, "Are you all right?" Zhorin nodded, unable to speak, realizing how close he had come to death. "Here are the last scrolls you need," said Jullen, as he handed them to the silent elf. Zhorin took them, and started walking away, when Sailen whispered something to Jullen.

"Wait!" ordered Jullen. Turning to look at him, Zhorin saw that Jullen was holding the reigns of the Steed that Sailen had been riding. "Here, you will need this to get back to the city as soon as you can. You are better than the last fool that did this job... we would like to have you live past the night. If our Lord were to kill you for being late, we might be dead the next time. So, here, take Arafel. He will ride hard through the night, and you will be able to compile your report in good time." Zhorin looked gratefully at the Dark Rider couple, and said his thanks, before leaping onto Arafel. Without a word, as if he had understood every word his masters had said, Arafel immediately started down the peak towards Naggaroath.



On his way, back to Naggaroath, Zhorin was lost in thought as to why all the Daemonettes turned to him. What did he do that attracted them? Upon reaching his house, Zhorin tied Arafel to a post and dismissed all thoughts of the melee he was in. He rushed indoors to compile his report, before realizing that he was wounded in the arm. Immediately patching up his arm, Zhorin began to write on a new scroll. This report had to be good if he savoured his life and job.

The next morning, Zhorin rode to the palace. He could feel the Witch-King's eye on him, even though he was not even in his Lord's presence. The immense power he felt washing over him also worried him, and made him slightly nervous. However, he pushed the bile that was rising in his throat back down... he could throw up after the report.

He was immediately granted entry. The Black Guard knew who he was, and parted to let him in. Another led him to the Throne room, where Malekith sat, his dragon Seraphon asleep behind him. It awoke as soon as Malekith spoke, "What news do you bring me, Messenger?"

Zhorin gulped for a moment, trying to regain his composure after seeing the awe-inspiring sight of his Lord, before saying, "I bring reports from the armies, my Lord. I have the reports from across the realm, of all the campaigns and battles that took place in the last few months, my Lord."

Malekith replied, "Good. Tell me of the Dwarven front." "My Lord, we have beaten back most of the Dwarven armies back to their forts and strongholds. A few still stands against the Druchii, and one thane has actually managed to defeat Noble Tyr's forces, routing them completely. Some remnants that survived have relocated into other nearby Druchii armies."

Malekith smiled evilly, and motioned for Zhorin to read the entire report from the start. Clearing his throat for a second, Zhorin began. "Out of 243 battles, our forces have won 150 of them, and fought to a standstill 33 times. The rest were losses, most of them being huge losses. 21 of our armies were wiped out in those. However, our armies destroyed 73 enemy armies to the man, and sacrificed thousands in the names of Khaine. Of course, we have to consider the few armies that had been de-

stroyed before they could give out the message....," says Zhorin, looking at the Witch-King's smile drop into an evil look of anger. Continuing hurriedly, Zhorin says, "But of the victories, 124 out of the 150 victories left the opponents either all dead or with their supplies cut off. It is only a matter of time for those to fall to our armies as well." The Witch-King's displeasure disappeared at the mention of the last point, and he spoke, "Tell me of our reports for each of our enemies separately... there are certain agendas I need to make sure are complete".

Zhorin looked over his notes, before speaking again. "We have pushed away the Orcs and Goblins completely from our mission route. They stood no chance against us, and they are running back towards their lands. A few of our armies also went after them to ensure that the greenskins do not return. The Brettonian army has recently started making advances, but the Druchii near Loren have managed to annihilate their initial wave. Those armies have also made lots of progress into the forests as well, razing them to advance towards our misguided kin, the Wood Elves."

"Some of our borders have been assaulted, namely the Chaos and Lizardmen fronts. The Chaos troops had managed to gain a small foothold in the North, but Lord Drannack took care of them. He and his reactionary force single-handedly defeated all the Chaos forces, and slaughtered many mutants in the name of Khaine. In the South, several Lizardmen armies and ambushes were sprung and we took heavy losses, but the reinforcements beat them back into the Lustrian jungles."

"The Sylvanian tombs and crypts were looted to great extent, with a few Vampire Lords being destroyed in the process. However, the surviving ones have been holding out very successfully against the Druchii army, grabbing reinforcements from the armies of their fallen kin. The undead armies from Nehekhara were also on the march [Author's Note: HAHAAHAHAH] [Editors Note: What a loon... that was nothing funny], however, their magic were no match for our sorceresses, who undid the magical bonds of undeath on most of their armies. A couple of Tomb Kings and Queens, namely Settra and Khalida, wreaked havoc amongst some of the smaller armies, and managed to cripple them. Those units relocated to other friendly armies nearby as reinforcements."

"The Skaven and Empire armies, though roughly in the same area and with the same numbers, did quite differently. Our triumphant forces routed several Imperial armies, and many a city razed on the path towards Middenheim. A huge band of mercenaries managed to slow our pace, but not for long. On route, though, our armies met up with the Skaven forces rising up from the sewers and tunnels. Those proved to be a more formidable foe, as both sides were nearly evenly matched. The vastly outnumbered yet skilled Dark Elf armies managed to keep the rats at bay, and are awaiting reinforcements, so as to break through the wall of rats."



"Finally, versus our hated cousins, our armies were very successful. Lord Darkblade has been leading our forces admirably; he has slaughtered many towns and villages, and has captured a few forts. There are also several landing zones that have been created for our troops to come in from. City Garrisons have been consolidated at the captured forts, to keep the Asur at bay. A few attempts to take back the forts were successful at first, but with our reinforcements, and some crucial battles with Lord Darkblade, our armies were able to triumph. Now our armies await your orders, my Lord, as they hold the forts and train everyday within them."

"Very well, my servant. You have pleased me today, more than any in your position has before." The Witchking looked over at the door, where a Beastmaster walked in. "Present our new Battle Messenger with his mount. He will be flying to Ulthuan to take orders to our armies. As for you, Zhorin Asu-

lar, you are now my official messenger. Do not displease me, or you will suffer a similar fate as that of your predecessors. Now leave me, I have much to think about. Return tomorrow for your orders.” “Yes, my Lord”, said Zhorin. He bowed low and elegant, before turning to leave. He kept himself composed, resisting the urge to run away as fast as he could. As soon as he stepped outside, he found a Dark Pegasus standing there, with its eyes covered by a blind. The Beastmaster followed him out. “His name is Remilal. He has been trained to immediately obey the next person he sees. Take off his blind, and he is yours to command. Mind you, do not fly him around too much in these parts; some jealous Nobles might come and hunt you for it. He runs just as fast as a Dark Steed, so when needed, he can gallop as well. Take good care of him.”

Zhorin took off the blind to look at huge silver eyes staring back at him. “Re-Re-Remilal?” whispered Zhorin. The Dark Pegasus snorted, and tossed its head. Zhorin got onto its back, took the reigns, and started on his way home. His first day at work was a success, and now he had a mission to fly to Ulthuan to give orders to Lord Darkblade! In addition, he had a strong and powerful Dark Pegasus! This was the best day of his life. As he rode home, he thanked Khaine repeatedly... hopefully this would be the start of a good career.

The End... For Now.



Know Thine Enemy: High Elves

Alith Anar

Alith Anar brings us the meat of this month's issue. Finally, we look at the most hated of all our foes, the Asur!

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0. Know Thine Enemy - High Elves

0.1. Intro

The High Elves are the archetypical fantasy elves. They are arrogant, graceful and ancient, while at the same time having a darker side in being capable of maintaining a hatred of us Dark Elves for millennia. They can be unimaginable hateful, brutally ruthless and can generally do everything that humans are capable of, times ten! This is reflected in game terms by the considerable skill of their troops, the quality of their equipment and their racial animosity towards us, their darker cousins, the Druchii.

In this article, you will be presented with many of the aspects of the Asur, from the army list to how the High Elves work on a battlefield. You will also be presented with ideas and thoughts concerning nearly every aspect of fighting our hated cousins, and whether you are still waiting to fight your first battle against our light kin or are a veteran of many a battle on High Elven ground, I truly hope that you will find this article helpful and inspiring.

* * *

1. The Might of Ulthuan

1.1. Asur for Dummies

The first thing a Dark Elven general facing his light brethren should remind himself of is that they are, quite obviously, elves. This means a number of things. Most importantly, you will be robbed of many of your usual advantages: they are just as fast as we are, and they are just as skilled as we are in close combat. The mages of Ulthuan are a lot more powerful than your average party trickster, and their long ranged firepower is almost as awesome as ours is.

However, the fact that they are elves also has its advantages for us. Even a Druchii general who has never fought the Weak Kin before will know a lot about their forces from the way we Dark Elves fight. They are as frail as we are with no soldier in the army having a toughness of more than three. They are also very expensive (more than we are, actually, due to our cheaper Warriors) so you will not have to kill many of them to make an impact.

To put it simply: our weaknesses are their weaknesses and our strengths are their strengths.

Before I move on, I would like to address some common misunderstandings concerning High Elves. First, they are not slower than we are. They can have more fliers than we can and their light cavalry is as fast as ours is, although thankfully not as numerous due to taking up a Special slot compared to the Core slot filled by our Dark Riders. Their heavy cavalry and chariots are faster than ours are due to their elven steeds and Ithilmar barding, and the infantry is the same speed as ours. While speed is important, do not rely entirely on movement to save the day.

Second, they are not necessarily defensive. This is a common assumption, but in fact, the "all cavalry" approach is becoming ever more popular in the High Elven ranks, and even offensive infantry armies of High Elves are seen from time to time. Keep this in mind, because if you create a force to deal with large formations of infantry backed up by shooting batteries, chances are that your troops will be ill equipped to handle an army composed of chariots, a few light disruption units and several units of heavy knights.



1.2. Asur Aces

It must be mentioned that while Dark Elves and the High Elves share many traits; there are also several decisive differences. I will address the specifics later, but for now, let us just have a look at the army list in general.

The first main difference between our own glorious armies and those of Ulthuan is the list of Honours, closely followed by the list of awesome magic items. I will not go into detail with the items, as there are countless excellent combinations, but be aware that any unit in the Asur army may contain some unforeseen trick, and therefore you should not rely on a single unit/move to save the day. Units of Witch Elves are well able to slaughter a formation of Swordmasters of Hoeth, but if the High Elves

are carrying the Standard of Balance (nullifies the hatred and frenzy of your Witches), things are suddenly looking a lot different. Also, the heroes are a lot more versatile than our own because of their breathtaking arcane armoury, and popular combinations include heroes with strength 7, 4 mages capable of selecting their spells instead of rolling for them, and a prince who is essentially a scouting bolt thrower with BS6. These are just the tip of the iceberg, so be prepared to deal with this kind of funny stuff by including entries meant to be trouble-shooters in your list.

Another issue is the Core heavy cavalry. I will deal with the classic cavalry army later, but for now I will speak of a much less common, though no less deadly variant of it -cavalry MSU. The concept of cavalry MSU is already growing popular in Bretonnian ranks, and is often used to a varying degree in High Elven armies as well. Small units of heavily armoured knights to support the infantry units or perform flanking manoeuvres are a popular addition to most Asur forces, and I cannot stress enough how dangerous these units can be to your carefully laid plan. They are heavily armoured, which means that they are a pain to get rid of in close combat for our low strength troops. On the charge, they strike with a strength of five, enough to plough messily through most Druchii units unless faced with steady ranks. However, most dangerous of all, they are as cheap as your average infantry MSU unit is, and can certainly kick the backside of said in most situations. Thankfully, they are just WS4, so only half their attacks will hit on average which will somewhat limit the damage. These units should be shot on sight and reduced to 2 or less knights to render them unable to rob a unit of its rank bonus. Do not send a real unit to deal with these 5-man knight units, as they are simply so dirt cheap that you will probably be working to the Asur player's advantage.

1.3. Race Specifics

The High Elven spearmen are feared by many generals and their reputation is doubtlessly justified. The Citizen Levy rule means that the first 3 ranks will be attacking when the unit is stationary, and two ranks will be allowed to strike when the unit is charging – a fearsome unit to face, especially if there is a character in the front rank to add his higher strength to the mix. There are several ways to deal with these units. Heavy armour works well against them because of their strength of three, as do units capable of cutting up many of their numbers before they can retaliate. You can also choose to kill them with shooting and/or magic. However, by far the best way to deal with them is by attacking them in the flank or rear. If you do this, they can no longer attack in ranks, and will probably be without a rank bonus as well. A clever general will probably decide to use hand weapons and shields, so watch out for possible 4+ armour saves.

**A random joke from
Kithian Bloodblade!**
(Yes, we know he stole
them.)

I hated going to weddings. All the grandmas would poke me saying "You're next". They stopped that when I started doing it to them at funerals.

Intrigue at Court means that unless one or more of a few special characters are in the army, the general will be decided randomly. This may not seem like a big deal at first, but with a little luck, it can turn the battle in your favour by denying the High Elves the great leadership of a

Prince or Commander and leave them at the measly leadership of 8 instead, which makes them little better in terms of courage than Orcs led by a Big Boss! Apart from panic, which they are immune to when fighting us, you can easily use psychology to your advantage. With a little luck they will be Ld8 or Ld9, and as such a hero with the Deathmask or a Manticore rider (or any other terror causer for that matter) has a reasonable chance to send a High Elven unit running. Thus, breaking up the enemy line and denying him control of the unit in question for at least two turns. Even if you just terrorize a single unit, that unit will still be likely to represent a good amount of points due to the high cost of Asur troops. Ordinary fear tests from say, a chariot, can give you an edge a well – hitting on 6's only is not funny if you are trying to fend off a unit of Corsairs!

High Elves are immune to panic when fighting Dark Elves, and as such, your shooting will probably

not have nearly as great an impact as it usually has. This sometimes causes people to dismiss it, but do not do this! Shooting is a great asset against expensive, lightly armoured troops with toughness 3, panic or not! If one of your crossbowmen can put a bolt in the head of a Swordmaster, he has earned his points! Besides, against troops that are just as skilled as yours are, knocking off a rank or two might just be the edge you need to win a combat.

Tooled units. While this is not a rule as such, it is a consequence of the many 0-1 restrictions on elite units, and as such is found in almost every Asur army out there. Whenever you are fighting our weak cousins, always keep in mind that if you see a unit of 0-1 elites, odds are that they have been armed and armoured to the teeth with every upgrade and magical gadget in the armoury of Ulthuan.

* * *

2. Legions of the Phoenix King

2.1. Lords and Heroes of Ulthuan

The Asur can choose two Lords: a Prince and an Archmage. The heroes available to them are cheaper and not quite as capable versions of the Lords: the Commander and the Mage.

Prince of Ulthuan

A High Elven Prince is, with respect on his statistics, a carbon copy of the Druchii Highborn, and as with the common troops this again means that, you will be denied many of your usual advantages. You are not guaranteed to strike first, nor will you hit on anything better than a basic 4+ (although hatred somewhat push the odds in your favour. More of that later). Another problem is that the High Elven items are, as mentioned, much better than our own, and as such, a Druchii Highborn fighting an Asur Prince will probably find himself outclassed on most occasions. For this reason, you should always try to defeat a High Elven Prince through combat resolution rather than going toe to toe with him in close combat. If you can turn combat resolution against him and break him, you have a chance to bypass the god-like armour save he is sure to have, ignore the compulsory ward save and stay clear of his shining blade of unsurpassed deadliness by attempting to run him down with one of your units. In addition, if he is in a unit himself, you may even be able to achieve this with a flank charge without even getting your troops in close combat with him!



The roles of a Prince are many and diverse. He can be found within a solid unit of Spearmen, adding his close combat skills and leadership to create a dangerous all-round-unit, or perhaps riding one of the fearsome monsters available to him. He can even be equipped to scout behind your lines by wearing the Shadow Armour, and if this is the case, he is doubtlessly carrying a dangerous missile weapon and possibly a bound Magic Missile as well. Truly, his greatest strength is his flexibility. Because of the diversity of this character, you should not aim specifically to take him out when creating a list, as the odds of guessing the combination of items and as such his role are impossible. Instead, you should think of him like an upgrade to a unit, or if on a monster, as a unit by himself, and deal with him accordingly. Look at his strengths when you face him on the battlefield, and ask yourself what you would do to disable a unit with the same characteristics (heavy armour, high tough-

ness, and numbers). If he is on a monster, he is tough and very nasty in close combat. He is fast and guaranteed to be wearing some serious armour. Overall, he acts quite a lot like a unit of Chosen Knights of Chaos! In this case, ranged attacks followed by diversions and then, if possible, a crushing blow, would be suitable. Generally avoiding getting in close combat with him is not a bad idea, either.

Commander

The Commander is the equal of our own Nobles, and is everything the Prince is, although of course more limited in equipment and choices. Once again, the combinations are endless and Commanders should therefore be treated in the same way as a Prince – as an upgrade for a unit. Be aware that these heroes can be surprisingly nasty despite their apparent weakness, so be sure that you do not engage one unless you are fairly sure that you have the right tool for the job. Weapons that ignore armour are very useful against Commanders as they rarely have a Ward Save, but probably very good and likely re-rollable armour save.



Dark Elf Maces?

Are Maces a Dark Elvish weapon? Controversy rages over this seemingly simple question. Iauraurion thinks they can, so he drew this picture to demonstrate. Are you convinced?

of our High Sorceresses, which means that he will drop dead in a strong breeze. If you encounter an Archmage, always aim to kill him and any supporting mages as quickly as possible – they are very dangerous with the right equipment and a competent general playing them.

Mage

The best hero level mages in the entire game in my opinion! They have the same stats as our own Sorceresses, and like an Archmage they get +1 to their dispel rolls. However, with all the good stuff in their armoury, they can more or less negate all the disadvantages that come with being a low-level

Archmage

The Archmage is the complete opposite of the Prince. He is weak in close combat, and can only ride an elven steed or a Great Eagle. However, to balance this, he has awesome magical powers and, as benefits all High Elven mage, a +1 to his dispel rolls. He has an awesome selection of Honours and magic items to go with it, as well as a choice between no less than nine different Lores of magic, and as such, he should not be taken lightly! On a related note, he gets the Drain Magic spell free if he chooses High Magic. You should not fear this much, though – it Remains in Play, so your opponent is not likely to use it much with his Archmage.

His strengths are obvious – he can wield magic like few other mages in the game, and like the Prince, the selection of items and skills available to him allows the High Elven player to customize him as he sees fit. The Seer Honour is especially nasty as it allows any mage with it to choose his spells instead of rolling for them. On a single mage, this is not too dangerous, but when given to three or more mages the overall spell selection can be horribly effective -just imagine three Uranon's Thunderbolts per turn against your Cold One Knights! Needless to say, this particular Honour is a very popular choice.

However, regardless of equipment his one and only task will always be magic, and as such, he is relatively easily countered. Seer Honour and extra power dice or not, a good old fashioned Dispel Scroll will still stop any spell not cast with Irresistible Force dead in its tracks. Another weakness that the Archmage has is his statistics – they are the same as one

mage! The Channeler Honour allows them to use one more dice than usual when casting spells. The Seer Honour, as previously mentioned, lets them choose their spells instead of rolling for them – suddenly two spells is not bad! They have good bound spells, good Arcane items and on top of it all they get the Drain Magic spell if they use High Magic.

Hunt them down and kill them as soon as possible! They have far too many aces up their sleeves to be left alone, and should be very high on your 'to kill' list. Luckily, they are next to worthless in close combat, and even a few harpies will be able to dispatch them most of the time. For some reason they also tend to be given the Pure of Heart honour in favour of the front line characters in the army, so with a little luck you might just save yourself an extra 100 Victory Points!

2.2. High Elven Core Choices

The Core section of the High Elven book contains 4 units: Archers, Spearmen, Lothorn Seaguard and the mounted Silver Helms.

Archers

The High Elven equivalent of our own repeater crossbowmen. They cost 12 points a piece just with longbows, so when you compare them to our own repeater crossbowmen it should be pretty obvious that they are a bit too expensive for what they do. Some people seem to think that they are good for surgical strikes, but in truth, the low strength of their longbows lessens the threat they pose considerably.

However, despite their downfalls they are still quite dangerous to your lightly armoured elves, especially Dark Riders as they are quite fragile as well as being expensive, which makes them an excellent target for enemy shooters. The fact that they can move and shoot, as well as their impressive range of 30" also means that avoiding their arrows may be a problem. Last but certainly not least, the successful casting of the Curse of Arrow Attraction spell on one of your units will make them capable of hitting every soldier in that unit in the right eyeball in the middle of the night while balancing on their tongues... well, it will improve their ability to hit a good deal anyway. If the enemy has many Archers, you should always try to dispel the Curse of Arrow Attraction, as that will make them much more dangerous. Strength 3 hits will hurt you as long as there are enough of them.

Chillwind is an excellent spell against these troops as they must be at least 10 in a unit, which equals 120 pts worth of shooting nullified in the following shooting phase. Another good way to deal with them is armour – without any armour penetration whatsoever, they will struggle to wound anything well protected. Close combat is always preferable – they are not armoured, and have basic elven stats, which makes them very weak in close quarters.

Spearmen

Units of Spearmen are a common sight in most Asur armies, and it is important to know how to deal with them. They have the Citizen Levy rule which means that they can use their spears in three ranks against any unit that they engage from the front, and for this very reason you should never engage them head on unless your unit is extremely well armoured (like our knights). You have no other choice or if you want to lose the combat and exploit that. They may be strength three, but with the amount of attacks they can dish out, they will hurt you severely!



As with all other spear-armed troops, they cannot fight in multiple ranks against enemies attacking

their flank and rear, so obviously this is what you should try to do. If you manage to throw a unit of, say, Dark Riders into the flank of such a unit, odds are that you will win the combat and probably break them, which in turn means that you will probably catch them with your extra pursuit dice. Moreover, keep in mind that at 11 points apiece, they are rather expensive, so there are quite a few VPs in a good-sized unit of this citizen militia.

While the spears are their greatest strength, it is at the same time also their greatest weakness. When their numbers start to dwindle, so does their efficiency.

0-1 Lothorn Seaguard

They are spearmen with regular bows, and they are horribly expensive for what they do, which is the reason why nobody ever bring them. They do have the advantage of being able to both attack with the force of spearmen, as well as responding to charge reactions with a stand & shoot. Still, as they will need a deep formation to make proper use of their spears and as such, their frontage will probably not be very big which makes the stand & shoot a lot less threatening. Some players use them on high ground in two rows as a unit of Archers with a punch, and if you encounter these, the best way to get rid of them is to confront them with something armoured.



Generally speaking though, deal with them as you would deal with regular Spearmen if you happen to encounter them, but odds are that you won't.

Silver Helms

Most Asur players feel that these knights are by far the best choice available in the Core section of the High Elven army, and rightly so. They are as heavily armoured as our own Cold One knights, they are fast with movement 8 and they have decent stats to boot, the same as our own Spearmen. But what makes them truly awesome is that they are core, which means that you can include an infinite number of units as long as you have the point to do so. Always count on facing at least one of unit of these knights, and probably 2 or even 3.

Their weaknesses are few, but by far the easiest to exploit is their WS4. They will only hit you every other time, which combined with their large bases means that they will often not land many blows on you. Some players like to use big units (8+) to compensate for this. Should you encounter such a unit, softening it up with magic and shooting before you engage it in close combat is in order. The smaller units are a bit trickier. Of course you can shoot them, but that often equals wasting firepower better spent elsewhere. You cannot afford to ignore them either, as they make excellent flankers – even a unit of 5 can rather easily send one of your main units running from the battle with a flank charge. I have personally found that the easiest way to get rid of them is to play a game of smoke and mirrors with them. Pit a unit of them against two units of your own Dark Riders and outmanoeuvre them. If he charges one unit, you flee and let the other unit charge him. If he does not charge, run past him with one of your units and leave the other in a threatening position, forcing him to both pursue your breakthrough unit and receive a charge in the rear, or continue forwards and consequently allowing your breakthrough unit to wreck havoc behind his lines. Some may argue that Dark Riders will have a hard time against Silver Helms, and while I agree that the Helms have the advantage of armour, I am sure that you will be surprised to see just how dangerous your Dark Riders can be with the benefit of hatred. Not saying that you should base your entire battle plan on breaking the flanking units of Silver Helms – they are heavy cavalry after all. If you are feeling insecure, you can always throw a character in the mix.

Last, remember that cavalry units are horribly vulnerable when charged in the flank because of their large bases. If you get the chance to charge a unit of Silver Helms in the flank with something, make sure that you do not waste the opportunity.

2.3. High Elven Special Choices

The High Elves have a very varied selection of Special units. They have Ellyrion Reavers, the equal of our own Dark Riders, Dragon Princes of Caledor, some of the fastest knights in the game and the infamous Swordmasters of Hoeth, elite infantry exceptionally skilled with a two handed blade. The Special section also contains the Shadow Warriors of Nagarythe who are the scouts of the Asur, and the Tiranoc Chariots. All of these units have very different roles, and it is crucial that you learn by heart the details of all of them if you wish to best our treacherous kin.

Ellyrion Reavers

Except for their bows and the fact that they are a special choice, the Reavers of Ellyrion are the same as our Dark Riders. They have the same armour, the same stats; they are fast cavalry and so forth. They are very fast, rather expensive and make very good targets for shooting, as they will drop like flies. Their bows make them less useful for character hunting than our Dark Riders, but you should still be aware of the fact that fast cavalry with a move of 18" can get more or less anywhere they want very quickly. The main difference between Ellyrion Reavers and Dark Riders is that the Reavers will not be as numerous due to taking up a much-needed Special slot, so you will probably not have to deal with more than a single unit if any.

Generally, everything you know about your Dark Riders applies to these Reavers as well, and as such, you should know their strengths and weaknesses by heart.

0-1 Dragon Princes of Caledor

Everyone who has spent a month here on Druchii.net have doubtlessly seen at least one post expressing someone's desire to have horse mounted heavy knights. Well, these people are it. They are very heavily armoured with a 2+ save, they are immune to fire based attacks due to their Dragon Armour and they have Movement 9 because of their Ithilmar barding which does not slow down their horses. They have elite stats just as our own Cold One knights, carry lances and are quite expensive at 26 points. They are able to carry a magical banner, and even the Champion can carry a magic item worth up to 25 points. Moreover, just like our own Cold One Knights after the revision, they have a leadership value of nine.



These guys have no distinct weaknesses as such, but that is of course to be expected as they are essentially the cream of fighting High Elven nobility. However, apart from extraordinary speed, they do not have any monumental strengths either. They have one attack each, and strike with just S5 when charging due to their lances, which means that they will rarely be able to break through a ranked unit with a frontal charge unless assisted by a character. They are T3, and as such our Reaper bolt throwers and even our repeater crossbows can, in a pinch, kill them relatively easily.

A character often accompanies these knights as their Ithilmar barding allows the character to make the most of his own. They will quite possibly be found waving a shiny banner around as well to in-

crease their already considerable power. Generally, you should think of them as Silver Helms with a bit more of the good stuff and deal with them as you would deal with Silver Helms, depending on the size of the unit.

0-1 Swordmasters of Hoeth

Quite likely the single most hated unit in the High Elven army! These chaps can lay the smack down on even Chaos Warriors and Ironbreakers, so make sure that you treat them with respect. For the uninitiated, what makes Swordmasters so hard is the combination of WS6 and striking in initiative order with their great weapons, which makes them S5! The Champion is also allowed to carry a single magic item worth no more than 25 pts. However, they have a very weak defence, as they are just T3 troops equipped with heavy armour balances their rock hard offence.

One thing that is often overlooked by Druchii generals facing these masters of the blade is that while they strike in initiative order with their great weapons, their initiative value is a quite meagre (for elves anyway) 5 – one less than all our elites, and the same as our basic troops. This means that even in a prolonged combat, all elven troop types available to us, save Executioners, have a chance to strike first against them, and as Swordmasters need to make every one of their attacks count, this can mean the difference between victory and defeat against them. Keep this in mind, and you may not even have to soften them up with shooting and magic before engaging them in close combat, which is good as these are often better targets available.

They are used as either a main block or a support-flanking unit. The big unit will probably not go down without a serious fight, as it will likely be equipped to the teeth with magic gadgets and possibly have a character in the front line, but the small unit can often be routed with a unit of Dark Riders. On a related note, an army led by Eltharion can contain as many units of Swordmasters as there are Special slots, so if he is there, make sure that you are prepared for several units of high strength infantry.

Shadow Warriors of Nagarythe

These are the scouts of the High Elves. They are like our Shades, except that they have longbows instead of repeater crossbows and they always have light armour. They are the only troop type in the army which hate Dark Elves, the Shadow Warriors can actually pack a surprisingly hard punch in close combat against Reaper crews, for example.

Tiranoc Chariots

Much different to our own Cold One chariots, these machines of war are both cheaper, faster and lighter than their Druchii counterparts, and they are of course not stupid either. Firepower is often wasted on them, not because they will not go down, but because they will do so very slowly and as such act as relatively cheap missile magnets. They will often be found lurking slightly behind the main battle line, waiting to make use of their very impressive 18" charge move to add extra punch to a charge, or to swing a combat in the favour of the High Elves. They also make very efficient flank guards, as they are as fast as our own fast cavalry is while packing a much more serious punch when charging, with a little luck of course. Thankfully, their lack of scythes makes them somewhat less dangerous than your average chariot, but you should not rely on luck to save you from these machines.

To me, there are three efficient ways to counter the Chariots of Tiranoc. The first is to charge it with something, which, although somewhat hard to do because of their impressive move, can be relatively easily achieved with flyers (preferably a hero, as Harpies will often struggle to wound) or even Dark Riders with a bit of clever manoeuvring. The second way to counter it is by using solid formations of troops and using numbers to make your troops able to withstand the initial slaughter. While I am not a fan of this method, I have seen it work on many occasions. The third, and, to me, the far most effi-

cient and cunning way to counter them is by baiting it. Look in the section about Ellyrion Reavers for more details about baiting.

You can also place a unit close to the chariot and if he charges flee with the unit with the intention of getting caught, thus forcing him to move his full 18" – into a wood. Chariots take D6 S5 hits every turn they are in difficult terrain, and it is quite easy to use this against them. I would not recommend using this against Tiranoc Chariots though, simply because their cost of 85 points apiece does not justify the loss of a unit.

High Elven chariots are often found in pairs due to having a '2 for 1 slot' rule, and if you can separate the enemy chariots, that is a big bonus. Chariots are always a lot more dangerous when they gang up due to their small frontage and scary amount of (impact) hits that they can inflict on the charge.

2.4. High Elven Rare Choices

The Rare choices available to a High Elven player are quite similar to our own -a unit of elite infantry with halberds, the repeater bolt throwers and a monster entry. However, they also get the White Lions of Chrace, exceptionally strong and skilled bodyguards of the Phoenix King, and, of course, Dogs of War.

0-1 Phoenix Guard

These chaps are nothing to write home about, and most High Elven as well as other players agree that the term 'elite' is hardly justified. They have the stats of our Black Guard, are equipped with halberds and heavy armour, and they cause fear... and they are a whopping 16 points per model, which is why no-one ever brings them. If you do encounter them, just grind their numbers down to a manageable level with ranged attacks and rout them in combat. Their main weapon is fear and as such auto breaking, and if you rob them of superior unit strength, the effects of this weapon are very limited. Another option is to simply run over them with Cold One Knights or Witch Elves, as they are immune to fear themselves.



As with the Swordmasters and the Dragon Princes, the champion can carry a magic item costing up to 25 points.

Eagle's Claw repeater bolt throwers

Exactly the same as our own Reaper bolt throwers right down to the light armour on the crew, which was fixed in a recent errata. Everything you know about your own bolt throwers apply to these machines as well, and as such, the way to deal with them is close combat. Everything you can get in close combat with them will do the job most of the time, so if you have the chance to throw anything at them, you might as well grab it.

0-1 White Lions of Chrace

With the right configuration of items and a supporting character in the front, these chaps can grind their way through even the hardest armour. Their basic S4 combined with their great weapons give them S6 – the equal of an Ogre with a great weapon! Their Lion Cloaks give them the same protection against missile fire as that of our own Corsairs, and of course they have the stats suitable for elite elven troops. In addition, they are stubborn if accompanied by the general of the force, but due to the Intrigue at Court rule, that will thankfully not be every time. They can also move through woods at normal speed.

As said, these elites can be a tough nut to crack if a properly equipped character in the front rank accompanies them. The character will kill a few of your soldiers before they can attack the slower Lions, which in turn lets more Lions strike back at you – and with S6, not much that is at the receiving end of their great axes will be left standing. They will be relatively hard to kill with ranged attacks due to their rather good protection against such things, and when stubborn they will rarely give ground. Likely unit configurations are much like those of the Swordmasters detailed in that section, and should be dealt with in the same way. Just remember that stubborn ability which means that they will often not break when with the general. Psychology will not always work either – if they have been granted the Lion Banner they will be immune to fear and terror, which combined with their immunity to panic when fighting Dark Elves makes them almost immune to psychology.



Great Eagles

These flying monsters can be a real menace if used correctly by the High Elven general. They fly, they are cheap, they are rather tough, they can hold their own in combat, and you get two of them for one rare choice. They are monsters, which mean that charging units align to their frontage and not the other way around, and on top of all that they are Ld8, and may use the general's

There is really not much to say about these birds other than shoot them on sight. They can seriously mess up your plans by ripping your crewmembers to shreds, march blocking your units and generally being a nuisance. You may be shooting at a cheap target, but believe me when I say that they will earn their points back many times unless taken down quickly. Their biggest downfall is their two attacks, which means that they will have trouble dealing with anything that outnumbers them – Dark Riders and characters are good, and Harpies will work as well.

Dogs of War

Well, I mostly included this entry because it is in the book. There is no point in me commenting each Dogs of War and Regiment of Renown unit available to the High Elves as that would be a Monthly by its own right. I will just comment the two most unique things – Asarnil the Dragon lord, and the Truthsayer. The first can mean two Dragon lords in a 2,000 points army, which is bad news for anyone. The second grants the Asur player even more power dice than he could normally get. As for the rest of the selection, you know the drill – Ogres, Crossbowmen and so forth.

* * *

3. Kin-strife

3.1. "You Shall Not Pass" – speed and manoeuvring

Against High Elves, you will find yourself well matched in both the close combat and the shooting department, and maybe even outmatched in the magic aspect of the game. Therefore, it is crucial that you do everything you can to gain an edge in the movement phase, as you will need to outmanoeuvre the stalwart formations of Asur to defeat them. Your best bet is Dark Riders. They are as fast as the Dragon Princes and Ellyrion Reavers of the High Elves, but much more importantly, they are Core, which means that you will have access to as many units of them as you can fit into your force. Your flying heroes are also superior to those of the Asur – you have a Beastmaster able to ride either a Dark Pegasus for cheap, fast punch, or the Manticore for a backbreaking, flying, and terror-causing creature.

A hero on a Dark Pegasus is also a very viable option if you want something a bit more hard hitting than the Beastmaster (or perhaps want your flying hero to carry a magic item better suited for the Noble). Keep in mind that the Dark Pegasus will then have to take a monster reaction test if he is killed, though. The Highborn is the equal of the Prince – he may ride a Dragon just as the Prince, and his Manticore is the equal of the Griffon. Last and probably least, you have Harpies. They are cheap, and as such should not be neglected.

Always aim to eliminate any units capable of threatening your position of power in the movement phase. Keep in mind that not only speed, but also deployment is important here – a unit of 10 Silver Helms placed in the middle of a battle line is probably not meant to outmanoeuvre you as much as to blow a hole in your line, but the same unit placed on a flank probably is.

3.2. Hatred, a double-edged blade

As you will all know, Dark Elves are subject to hatred when fighting High Elves. The advantages are obvious – re-rolling failed rolls to hit in the first round of any combat is a significant advantage over an enemy who will probably be as skilled and well equipped as you will be.



However, the weakness is a big one as well. You must always pursue a unit that you have defeated in combat, and this can cause your units to be lured into very bad positions. Always make sure that you consider this before you charge a unit... there is really not much more to say about this rule as the proper reaction depends on the situation. Just keep it in mind.

Also, on a related note, remember that Dark Elves do not hate Great Eagles, so you will not have to pursue them, even though they are in the army.

* * *

4. The Aspects of War

Now that we have looked at the different High Elven units in detail, I will offer my thoughts on some of the most common High Elven army variants.

4.1. All Infantry

This one is quite rare, but can be very powerful. Its strength lies mainly in numbers; avoiding cavalry means that he will be using cheaper troops on average than usual, which in turn means that he can have more of them. This army type will often be centred on a solid core of Spearmen backed up by some rather serious shooting and perhaps a council of Mages as well. Smaller units of hard-hitting elites will support the main blocks and perhaps if the player is not completely against horses, some chariots as well. There is likely a Battle Standard Bearer in the mix as well to keep the troops from breaking.

This army can be tough to deal with, as you may find your attempts to outmanoeuvre the opposition thwarted by the large number of enemy soldiers and units. The key to defeating this type of army is to break up the enemy battle line and deny them the chance to mutually support each other. A breakthrough is most easily done with brute force – knights, chariots, monsters or a combination of the three is a very good place to start, and as usual, you should grab every chance that you have to

charge an enemy unit in the flank or rear.



Once the breakthrough has been performed and the High Elven battle line separated in two (or possibly more), you should do everything you can to maintain this separation. You will probably have the advantage of speed, so using cheap troops to stall one fraction of the enemy should give you enough time to jump on another fraction with several of your own units for every one of theirs and break them. Once the stalled part of the army has dealt with your distraction troops, you should have obliterated a good portion of their force and be able to continue from unit to unit, using your speed and superior hitting power to hit them hard, one at a time.

All infantry armies, High Elven and otherwise, will often use one-half of the board to cover one of their extreme flanks, so be aware that flanking might not always be a reliable option. For this reason, you should always bring at least one reliable hammer unit capable of creating the gap you will need.

4.2. Ranged

There are two types of armies that rely on ranged attacks to wear you down. The first type is purely shooting and magic, and it is meant to kill every one of your troops before they can make it to the line of bowmen, using both arrows and magic. The second type consists of a solid shooting (and probably magic) base with the addition of some hammer units designated to charge your troops once you get close to the missile troops and force your weakened units back. These hammer units will often be flyers, cavalry or chariots as they can use their speed to reach quickly as opposed to the slower infantry. In both cases, you should expect some kind of disruption units trying to block your march moves and such.

Fighting the pure shooting army is quite straightforward – you need to get to their line, and beat them up. You can use either speed or numbers here, and I personally prefer a mix of the two. Take some tough, fast units (knights are especially good) and rush them forward. Back them up with a solid core of cheap infantry – Corsairs are especially good for this because of their sea dragon cloaks, which grant them added protection against missile fire. The tougher troops will take the brunt of the enemy attack, you should expect them to die, – and every one of them who makes it to the other side is to be considered a bonus. Do not equip them with more than they need, as that will merely make every loss more expensive for you. In the middle of the game, the infantry base should arrive and, using their superior close combat skills and numbers, they should be able to hack their way through our weaker kin with brutal efficiency.

As for support of your own, a few dispel scrolls against the magic and a light-medium shooting base will not go amiss. Think of these as distractions. They will annoy the enemy and kill some, and perhaps attract some attention, but they will not win you the game. I would not recommend going shooting heavy against the a High Elven army using the same strategy – their magic is much more effective than our own, and the added range of their longbows will often mean that they will have a turn or even two more turns of shooting than you will with the shooting infantry.

As for the counter-charging units, they will likely not be very numerous, nor very well equipped, so by either facing them with solid ranks or by baiting them; you should be able to counter them quite effectively.

4.3. All Cavalry

The all cavalry approach is growing very popular in the ranks of our lighter cousins. The point of this

type of army is to hit you hard and break you, and as such, you obviously need to deny them the chance to make any decisive charges to win. This type of force will consist of a core of heavy cavalry supported by fighter characters either running alongside the units or in them, aided by fast disruption troops such as Eagles and Reavers, and perhaps even some chariots as well. Against this type of army, there is no point in trying to fight it with sturdy formations of ranked troops – if that was possible to do with Dark Elves, the High Elven all cavalry variant would doubtlessly not be as popular as it is. There are two main ways to approach this: going for a very fast army yourself, or by not presenting the enemy with any worthy targets. Both can work really well, but they also both take a skilled general to handle.

The fast army is based on many very fast and relatively cheap units like Dark Riders, Harpies and cheap mounted characters to eliminate enemy disruption units, block lines of sight, and generally be a nuisance. This is backed up by a few units of hard-hitting Cold One Knights, possibly supported by Cold One Chariots or even a Highborn mounted on a Manticore or a Black Dragon. This strategy evolves around charging instead of getting charged.

The second strategy that of not presenting the relatively expensive cavalry units with any worthy targets is commonly known as MSU. Check the topics about MSU in the Druchii Tactics Forum.

4.4. Balanced

The balanced force is exactly that -balanced. It contains a varied mix of troop types with different tasks and skills, and for this reason it is impossible to give any real advice about it, as the mix will vary greatly from army to army. Generally speaking, you should look the individual units up in the "Legions of the Phoenix King" section for details.

* * *

5. Outro

Well that is all folks. I hope that this article has shed some light on our kin from Ulthuan, and that my advice and thoughts will prove useful to you in the future. Best of luck, and death to the High Elves!

Alith Anar



Converting a Mounted Noble

Ixombie—To Make Like A Slave

ixombie walks us through how he converted his mounted Noble, Anast Khaearha.

Hello, and welcome to my conversion painting guide. This guide is designed to help you build your very own female mounted Dark Elf Noble or Highborn. It requires some skill working with both pewter and modelling putty, so I would recommend you steer clear of this project if it's your first custom model job. The end result is a character mounted on a Dark Steed, and equipped with a lance, a shield, armour (heavy or light), and a Sea Dragon cloak (SDC).

Tools you will need:

First you have the obvious—glue and a sharp hobby knife. Green Stuff is also necessary to have for this conversion. With just these three tools, you could do the entire conversion, but it would be messy. I am adding a pair of clippers into the mix, it makes getting the pieces a lot easier. A saw might make it easier still, but is not a very necessary piece of equipment. Files are also a good idea, but I personally do not use them very often- what you get out of filing is very minor compared to the amount of effort it takes- you can easily clean up with a hobby knife and fill in rough spots with putty.

Pieces you will need:

For this conversion we will be using: A plastic dark steed, the pewter female charioteer's head, a Cold One Knight's legs, lance and shield, a plastic female warrior torso, and a plastic warrior shield arm.



Step 1: Getting the Pieces (The Disembowelling Phase)

First you have the Cold One Knight legs. Those are very easy – clip them off at the torso. It is a good idea to leave a little bit of lower torso on there, otherwise your noble will be short, and squat looking since the warrior torso is slightly too short for the Knight's legs.

Then you have the female charioteer's head- this stage is fairly tough, so you have to be really careful! It is really easy to maul the lower half of the charioteer's face (which I did, d'oh!) since her head isn't just placed neatly on the end of her neck like with the female Beastmaster model. Her head is cocked to the side with no clear neck, part of it is touching her shoulder plate, and her hair is not separate from the shoulder plate on the model. You have to clip across her torso at an angle, starting below the armpit on the side with the hair and going up towards her other shoulder. Once you have the head, you need to trim some more – you need to take away all the excess material around the face and under the hair so that it fits on the torso.

If you mutilated the face as I did (I chopped off her lower jaw with my clippers) do not worry! This is what Green Stuff is made for... we are just going to give her a nice chain mail mask, and nobody will be any the wiser.

Step 2: The Assembly (The Embowelling Phase)

The first thing to see to is the steed – I think everyone knows what to do here. Take the pieces out of the spruces, clean them up, put them together, and put them on a base. You may want to name the steed at this point. My steed is named Elu.

The next few steps can be done out of order, but here is how I would suggest doing it as follows.



First, stick the charioteer's head to the plastic warrior torso. You really have to destroy the neck in order to get the head from the charioteer body, so you are going to need some Green Stuff here too. One thing that will help fit the head on is to cut off the little raised rim on the back of the plastic warrior torso's neck-hole. Then you need a new neck – that can be accomplished with a small dot of Green Stuff. I would put glue on both the warrior torso and the bottom of the head before applying the putty, so your neck is held primarily by glue rather than the temperamental Green Stuff. The Green Stuff however will make it stick right off, so you can make adjustments freely. The best way to work the Green Stuff is to take a round piece and stick it on the neck area, then squish the head onto it. This will cause the Green Stuff to smooch outwards around the neck, but this can be easily fixed by shaping it with a sculpting tool or (what I use) the end of a hobby knife.

Next, stick on the plastic warrior shield arm. This step is easy. Just glue it on and it will stick nicely. Do we not just love polystyrene-on-polystyrene bonds? Of course we do!



Now we will stick the torso to the legs. The legs attached directly to the torso will probably be too short and squat, so some Green Stuff is necessary. Actually, you need quite a bit of Green Stuff, since the riding posture you want on the steed is different from the standing posture for which the warrior torso is designed. What you need to do is basically make a wedge shaped piece of Green Stuff, wide towards the model's back and thinner towards her front, which will prop her torso forwards and upwards. This will make her sit higher in the saddle and look more realistic. The way I suggest doing this is put glue on both surfaces, then stick your Green Stuff blob in between and squash it down so it sticks, like with the head. Start with a smaller piece of Green Stuff to take care of the bond and to prop up her front side, then fill in the rest of the wedge shape from the back. You can more or less just cram it in there without caring too much about how it looks, unless you are insane and you decide not to give your noble a Sea Dragon cloak. If you plan to model the noble without a Sea Dragon cloak, I at least suggest some kind of cape or cloak, because making the junction between legs and torso look acceptable on its own is more trouble than it's worth.



Now all that we have left is the lance. The Cold One Knight's lance is difficult to stick onto the warrior torso since it is a pewter-on-plastic bond and the lance is not only heavy, it is front-heavy. It was made to fall off! Therefore, we are going to use more Green Stuff. Put glue on both surfaces just like before, except now add just a tiny ball of putty – the only purpose here is to help it stick until the glue dries.

So, except for the shield, we are pretty much all assembled. What you should do now is to try putting the noble on the horse. I used a tiny drop of glue to stick her on and then position her on the steed so her pose is satisfactory – the primary things that need adjustment are the torso and head orientation, which should be easy to play with since the putty will not be hardened yet. I suggest just a tiny glue drop because we do not want to leave her on. We need to take her off before we paint her or the steed.

The last step of the assembly phase is the drying/hardening phase – you need to let the putty harden (it takes at least a few hours, but a full day is advised) to let the Green Stuff get solid enough for you



to continue working on.

Step 3: Adding More Stuff

The first thing to do once we have the model assembled is to add on our further customizations. The mask is necessary if you damaged your charioteer head when removing it, but looks nice even if you did not. I created the mask pretty simply, covering the lower half of the model's face with Green Stuff and then making holes in it to look like chain mail. I was going for a more wide-ringed ring mail-type look for the mask, so I used the end of a paperclip to make holes spaced close together.



In order to make my steed look more unique, I gave it a mask as well. This was fairly easy – I just moulded putty around its head, leaving space for the eyes, and cutting off above the mouth. Then I used a knife to trim the edges and make the mask symmetrical. I decided to get a more traditional chain mail look with it, so I used the end of a pushpin (which was a lot more work) to poke holes for the chain rings.

Step 4: Painting

The next step in this conversion is the painting since you can not add the shield until you have painted the model, you should not glue the model to the steed before you have painted both her and the steed, and I would rather have the model painted before I add the Sea Dragon cloak.

There are many ways to paint models, some more complicated than others, some better looking than others. Since this is a character model, you want it to look good. To me, a paint job that looks good must utilize appropriate undercoating, layering/blending, and highlighting. Of course, since everyone has a different paint scheme, the directions I give here may or may not be relevant.

My paint scheme is red and gold. On the noble herself, I painted her boots, armguards, and breastplate gold. There is not much red – just the parts of cloth you can see on her arms between the breastplate and armguards, the edges of her robe that can be seen under the mail on the Cold One Knight legs, the cloth on her legs themselves, and the cloth wrapping around the Cold One Knight lance. The chain mail on the mask, the armour, and the blade of the lance are silver, while the lance shaft and handle are black.

One should paint the flesh first (at least when using my method). I undercoat with scorched brown, then dry brush pallid flesh over that, leaving the deepest creases brown. Then once that is dry, I add flesh wash, and dry brush a little lighter, thus leaving the deepest creases darkest, and the less deep lines a bit lighter, and the overall flesh colour very pale and Elven. Using this method, the eyes are outlined pretty naturally, so painting them is easy – just paint the eyeballs white and paint in black pupils/irises. Make sure that they reach from the top of the eye to the bottom.

The reds were done with a basecoat of dark flesh, and then red gore painted flat over that. The next layer was done with a 1:1:1 water to red gore to blood red mix, painted leaving the shadowy areas with just the red gore over dark flesh. Finally, highlights were accomplished with 1:1 blood red to water. The gields were done by undercoating with black, then a light coat of shining gold, and highlights of burnished gold. Silver was done much the same way, with black undercoat and Boltgun metal over brushed (to leave the holes in the mail black), with Mithril silver highlights. Overall not too complicated, but detailed enough to look like a fairly professional final product.



Now we have the flesh, the armour and clothing... The lance I painted just flat black, with Boltgun metal and shining gold trim around the guard, like the picture in the army book. Last of all is the hair – I always do the hair last since you often hold the model by the head, and paint is rubbed off quickly if handled too much. The hair is black with codex grey over brushing. I would recommend adding a small amount of blue to the grey, and maybe even a little black. If the highlights appear too bright making the hair look grey instead of black, add a watered down black ink wash. The last finishing touch is the circlet, which I painted with Mithril silver.

Now there are two more things to paint before we are done, the horse and the shield. The shield was done with dark flesh undercoating for the main part of it, then red gore over that. Blood red was applied to the front part of the shield, but red gore was left in the indentations along the side. The edge of the shield is black with shining gold over it. The underside of the shield is a simple scorched brown; nobody cares how the back of the shield looks since it is barely visible.

I did the horse with chaos black all over, then a dry brushed 1:1 chaos black to codex grey all over the body to give it some depth and dimension and whatnot, with codex grey over brushed on the mane and tail. The eyes are done with black, with skull white in the upper corners- everyone knows that horses have huge pupils and irises, and when they're looking forward, you only see white in the corners of their eyes-- everyone but the 'Eavy Metal team that is, whose dark steeds have silly reptilian eyes. The horse's chain mail mask was done just like the other chain mail on my noble, undercoated black with over brushed Boltgun metal and highlights in Mithril silver. The saddle was painted scorched brown, with dark flesh along its border and on the harness across the horse's front. Blood red was painted over the dark flesh, with shining gold trim on the front harness. This is a lot more detail than I normally give my dark steed's harnesses for dark riders, so that combined with the chain mail mask makes the steed stand out in my army.



Now of course we finish putting the model together. This is easy – glue the Noble to the steed and the shield to the Noble's shield arm.

Step 5: The Sea Dragon Cloak and The Last Touches

Making a Sea Dragon cloak is a matter of getting your Green Stuff thin enough so that it can drape like fabric, but without making it so thin that it tears. This is more or less a process of trial and error. The way I accomplished it was to create an appropriately sized ball when I then squashed into an oval, then shape into a rectangle with the edge of my hobby knife. Make sure your hands, knife, and work surface are all wet; otherwise, the stickiness of the putty will make this difficult. Once you have a good-sized flat rectangle, stick it generally, where it should be on the model. My SDC is attached to my noble's armour on her shoulder plates, so I basically just stretched the two upper corners of the rectangle up around her hair and stuck them to her shoulders. I made some clips on the shoulders by cutting a series of lines into the Green Stuff – again make sure your knife is wet before you do this. The rest of the cloak should be able to drape across the model fairly naturally, though some pushing and pulling will be necessary to make it look how you want it. It is also important to pay attention to the cloak's lower edge so it looks proportional to the rest of the cloak – if it does not line up right, you will have an odd shaped garment that will look visually confusing.

Now that you have your cloak on the model, it needs to harden, and this means about 24 hours of waiting. This is an easy, but boring, step. You might want to eat, go outside, maybe go to work and/or



school while you do this step, but of course, none of them are necessary, or even desirable.

To complete your SDC, you will need to add the scales. This is a consuming process. The basic scale is created by making really tiny ball of Green Stuff and pressing it onto the cloak so that it ends up being a flat round shape. Do this across the entire cloak, with small spaces between each scale, and you have a first class SDC. It is important to make the sizes slightly irregular, and not uniformly placed. I have seen people make SDC with uniform scales placed in orderly rows, and they look like crap. In order for the cloak to look organic and dragon-like, it has to be a little bit random. This will make problems simply because the small scales will have to be made with excessively tiny Green Stuff balls, which often are stuck under your fingernails, but with enough perseverance, a good end result is not difficult to achieve.

Once you have your SDC, and you have let the scales harden, the next step is to paint it, then varnish the model. SDC can be done with many colours, but you can get good results with a simple layer technique. Use your darkest colour as a base, then a mid colour for the scales, leaving the dark colour in between, then a highlight colour dry brushed lightly on towards the upper parts of the scales. I have had good success using 1:1 jade green to black for the lowest level, jade green for the scales, and 1:1 jade green to white for the highlight, but SDC can be done with a variety of greens, blues, green-blues, perhaps red or even a metallic shade. Just make sure to avoid using a really primary green if you have a red colour scheme to prevent your model from being a Christmas elf. In order to avoid Santa-Claus jokes, I decided to use a blue scheme for my cloak. I mixed regal blue, jade green, and chaos black 1:1:1 for the base, then did 1:1 blue to green for the mid layer, then added in white for a 1:1:1 mix for the highlights. I think it turned out a little undifferentiated and flat looking, so if you use this style of scheme, try to add more black/white to your mixes to increase the contrast.

Varnishing should be done in the following fashion once all the painting is done: spray the entire model with matte varnish. This will take the shine out of the horse and any cloth on your model, as well as protecting your paint job. Then you restore the shine to the shiny parts, namely armour and weapons, using painted on gloss varnish.





Mercenaries of the Druchii Horde



Vorchild, Baron de Sade—The Temple of Khaine

Vorchild and Baron de Sade discuss the Dogs of War list and its role in the Dark Elf Army.

The Dogs of War army list and unit listings can be found in the Warhammer Annual 2002 (with other listings in the Chronicles 2003).

The inclusion of a Dogs of War (DoW) unit in a Dark Elf (DE) army has a couple purposes. It can be used to address either a thematic purpose or a unit/problem-specific purpose. A thematic problem could be really wishing to play the Druchii a certain way but lacking heavy infantry for example. After the addition of one regiment of Ogres, you are on your way to success. A unit-specific problem might be your opponent's rattling guns. One crafty "sniper-cannon" more and you have a better chance to deal with those annoying weapons teams, though you will never ever be able to call your empire friend "cheesy" for doing the same thing.

When considering the inclusion of a DoW unit, the following questions must be answered:

Slot: Is this unit worth sacrificing a rare or special slot over? For example, a unit of DoW crossbowmen would be good, but you would likely get more gains from a pair of RBT. Many of the Regiments of Renown (RoR) units only take up a special slot, so this is not so much of an issue, but still the question should be raised.

Quality vs. Cost: Many DoW units are cheaper per model than similar DE units are, but they are usually of a lesser quality in consequence. Unless the unit has an unusual special ability, like unbreakable, or is armed with a special weapon such as a pike, it might be better to stick with the DE equivalent.

Speed: For defensive armies, this criterion will not matter so much, but offensive Dark Elf armies need to decide whether movement 4 humans will slow them down too much and ruin the battle line and plan of attack.

Synergy: Is there a Dark Elf unit or model that the DoW unit would work or play exceptionally well with? For example, one can use Volland and his Venators along with a Dark Elf Battle Standard Bearer with the Hydra Banner to great effect or some fenbeasts along side some executioners and hold the enemy long enough to get the critical flank charge with those deadly draichs.

Let us begin with our study, then!

The Dark Emissary is an evil wizard one might use when wanting to go extra magic-heavy in order to devastate the enemy from afar. The Dark Emissary is very fitting to add to a Dark Elf army, in that it fits the dread Druchii theme quite well, and has a very useful selection of spells. He is very much like our High Sorceress in many regards, and has most of the same benefits, including the +1 to cast. He has the advantages of an inherent 5+ ward save, long-range spells, the ability to take Fenbeasts, and does not take up a Lord slot. However, he cannot take any mount or item upgrades, as he must be used exactly as presented in the Chronicles 2003, he takes up a hero and a rare slot, and he is generally penalized harshly in composition scoring for tournament, especially when used in an all magic army.



**A random joke from
Kithian Bloodblade!
(Yes, we know he stole
them.)**

Hey, you know what sucks?

-Vaccuums

Hey, you know what sucks in a
metaphorical sense?

-Black holes

HEY!, you know what just isn't
cool?!

-Lava?

His specific tactics will be largely determined by the spells that are rolled for him to use. Due to this slight problem, it is hard to plan for a specific use of the Dark Emissary to a great level or precision, but being able to take four of six spells is not to say that planning cannot take place. Therefore is he best used as a substitute for the high sorceress or as an augmentation for the army in general for greater magic power. Uses for his spells are listed below.

Bolt of Dark Light: This magic missile is a slightly harder to cast version of the dark magic spell, Doombolt. It is best used for hitting high toughness/armour units, small units of skirmishers or fast cavalry and any other of those types "annoying small units".

Betrayal in Death: It lets models slain in close combat attack back once using their basic strength and no weapons. This is a generally poor spell for Dark Elves to have, given that our average troops are only S3 and will not be able to make many more kills anyways, so it is best to trade it in where possible for another spell.

Nightmare: Forces a unit to take a panic test. This spell would be used ideally on large units with poor leadership, so that if the enemy unit does panic, it will hopefully cause panic to other enemy units in the subsequent turn. This spell is very fluffy for Dark Elves and works well with the DE abilities in general which tend to be able to force a large number of various psychology tests on enemy units.

Curse of the Dark Master: A spell that penalizes enemy shooting or Close Combat abilities. Similar to Word of Pain, it has the advantage of unlimited range. This spell can be very useful to the DE army since normally elves are very vulnerable to shooting and can use all the help they can get by lowering enemy WS and making the best use of their own. Making "standard" WS 3 troops WS 2 causes those units to hit the DE elite units of WS 5 on 5+, which is quite an advantage and saves models from being slain – a particularly important point for executioners. Moreover, when using DE vs. some of the more elite units like chaos warriors with WS 5, bringing that stat down a notch is a very powerful tool.

Fog of Death: A spell that seems to have had Skaven in mind. It hits every enemy unit and on average half of your own. Although your own army is likely to take some casualties from casting this spell, the ability to hit units that otherwise could not be hit, including weapons teams and characters standing outside of units, should not be underestimated. Against tougher opponents such as chaos, it may not be worth it to cast this spell. However, with the usually numerically inferior Druchii, in many cases, the spell can be quite useful.

Coils of the Serpent: Quite simply an awesome spell and what would you expect for something that is 12+ to cast. It forces a single model to pass a toughness test, or die, with no armour save or even a ward save. This spell would be excellent against any elf opponent in order to kill mages, mage lords, and even those annoying princes with 4+ ward saves, and moderately useful against others. There is also possibly no better way to rid the world of Tyrion and Teclis. Even a 1/6 chance of instantly killing a Shaggoth is sometimes worth taking.

Fenbeasts are the loathsome servants of the Dark Emissaries and in many respects are like the Dark Elf War Hydra. However, they are about 1/3 cost of a Hydra (each), are unbreakable, are able to regeneration in bogs, can be healed by the Dark Emissary, can move through swamps, and are three for one rare slot. Even though they are so nice, they have the consequence of dying when the Dark Emissary dies, have no breath weapon, have fewer attacks, only cause fear, are always independent



models, and each model is only Unit Strength 4, which is not enough to get a flank or rear charge bonus or remove ranks.

Fenbeasts are powerful fear-causing speed bumps. As such, they fill an important gap in the DE army – that of an unbreakable unit. If your army strategy is to slow the enemy down, while you pound them with spells and/or missiles, you may find the Fenbeasts useful. A second possibility is to draw the enemy into combat with the Fenbeasts so that they are vulnerable to flank attacks on the next round, say by a chariot with a noble mounted in it in order to strip the enemy unit of its rank bonus, or even a unit of fast cavalry. In the offensive army, they can provide the same general uses that a unit of black guard might – to hold the centre or a flank. One of the primary tactical advantages over the war hydra, however, is their ability to be single models. With three of them for the same rough cost as a war hydra, they can cover a lot more ground and thus perform more simultaneous actions to further your tactical goals. In general, fenbeasts can be useful in either an offensive or a defensive DE army, as they give Druchii generals more tactical options.



Pikemen are quite simply men with long spears. They have the stats you would expect from mere pathetic humans, but the pike can be a powerful defensive weapon that makes them rather unique compared to the Dark Elven spearmen. Pikemen have the distinct advantages of being able to strike first, having more attacks due to being able to fight in multiple ranks, and have a bonus strength versus cavalry units. Just the thing you might want to look at for facing off against the nastier High Elf all cavalry armies. However, especially after the errata, they are more expensive, and even more so when given the option of heavy armour. Combine with their average stats and vulnerability to shooting equal to a unit of spearmen; they can be a tough choice to make.

In a defensive army, pikemen are certainly at their best as a formidable regiment few opponents will want to charge into. On the other hand, if you have only one or two regiments of pikemen, your opponent may find it easy to avoid them as they do move slower than your normal elven units do, and they are on foot as well, making it difficult for them to nail down the foe they were designed to defeat – cavalry. In general, they are not really worth a rare slot, especially considering the effects of the revision and how warriors are almost half the cost of a fully equipped unit of pikemen. Still, if you need to hold that centre of your battle line, pikemen may be what you are looking for, especially when combined with a battle standard bearer with the Hydra Banner. How do over 40 attacks sound to you?

Crossbowmen, as the name suggests, are simply men with heavy crossbows. They are very much like our repeater crossbowmen, and have the advantages of being about 2/3 the cost as well as having longer range and higher strength missile attacks. However, before anyone jumps up for joy, it should be noted that these people also have poor armour, average Ballistic Skill, as well as average human stats in general.

The crossbowmen are very much a specialized unit. Where our warriors can also fight in Close Combat if the need arises, the pitiful armour, and average stats prevents the crossbowmen from doing the same things. Even high elf archers may be better in close combat. The crossbowmen are probably best used on a piece of high ground with Druchii warriors on the ground below or with some other



form of protection in the defensive army. As the enemy approached, he could be targeted by the missile weapons of both units and engaged in Close Combat by the warriors when he came close enough, while the crossbowmen engaged another target. Overall, use of the crossbowmen is a tricky issue, but, in the end, they are to be deemed not really worth the slot that could be used for an RBT. Especially considering the drop in the cost for units of Druchii Repeater Crossbowmen as well as the general monetary cost of plastics vs. metals and the fact that they are much less versatile a unit due to not being able to move and fire.

An interesting unit, duellists are skirmishing men that possess a variety of weapons. They have the advantages over shades of being about 1/3 the cost for a unit with no upgrades, can be configured for greater Hand-to-Hand ability, or can carry pistols for additional threat against armoured opponents, making them really quite versatile in certain respects, though their inability to take a variety of weapons in a single unit restricts them. Everything, however, has a cost, and theirs are the human stats, the rare slot, the short range for missile weapons, and most importantly, no scouting ability.

To get the most out of duellists, it would be best to configure them for a specific role in your army: otherwise, their cost becomes too high. They would be a good, if slightly slow, meat shield for your infantry troops when used with no upgrades, as they would be a very cheap skirmishing unit used to screen your more elite troops. They could alternatively be employed as Close Combat skirmishers to attack light enemy units such as other skirmishers or fast cavalry, or they could be sent into difficult terrain where they could harass the enemy with pistol fire or thrown knives. If necessary, they could always also make the rather suicidal charge into the front of a unit in order to kill the mage within, and with six WS 4 attacks, they have a better job of it than Harpies would. Duellists can really be worth it in an army that could take advantage of their skills, but it is difficult to say that they are worth a rare choice when Shades are very similar and are only a Special choice. In addition, the fact that they only have Movement 4 and no scouting ability is a rather serious hindrance to the playability of the unit. Duellists would also make an excellent unit to use to draw out fanatics since they are so cheap and expendable.

The 7even?

As some of the older members know, there was once a group of fun-loving misfits on the site known as the 5ive. Their leader was Dark Alliance, and their antics gave every member of the site something to talk about, what with their bards and Banana Juice.

Now it looks like this group may be re-born. High Lord Axus and other have recently been making noises about reviving this group of groups and christening it "the 7even" (after the number of people it will constitute).

Will it be successful? Will it be funny? Or will someone have to ban them for spam?

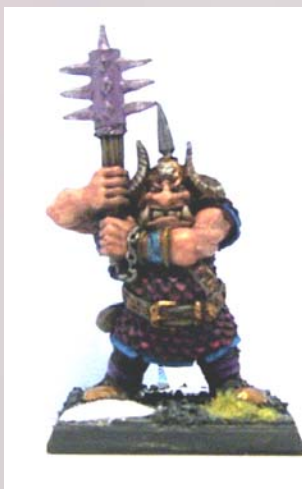
Only time will tell!

Heavy Cavalry is also available from the DoW unit choices. These heavily armoured men with lances on horses can either replace or enhance the cold one knights in your army, and have the advantages of not being stupid (a serious bonus), are cheaper and can be equipped to be faster than the noble Druchii riders. However, they do not cause fear, they have poorer stats across the board, and they have no magic standard allowance, which is not so bad since the Druchii have few magic banners as it is.

Heavy Cavalry can be used as a capable replacement for Cold One Knights if you are tired of stupidity. A Dark Elf character riding a Dark Steed can join the unit to give it some punch if you feel it to be necessary. A Druchii Battle Standard Bearer (BSB) can carry the Hydra Banner to give it a LOT more punch, though you should watch out for putting too many eggs in one basket and creating a points-sink. Although the coveted fear and auto break-combination will only be an option if you equip a BSB with the Dread Banner, a heavy cavalry unit with the Hydra Banner should be able to inflict sufficient wounds to break most opponents. Also, without stupidity to worry about, this unit makes an ideal



force of flanking knights, ready to smash into flanks and take down units quickly while not having to worry about being shot to pieces by bow fire like dark riders must. Unlike the DoW light cavalry which are completely useless when compared to Dark Riders, even at the cost of a rare slot, this unit can be quite effective, and well worth the slot a hydra might take, and can really help form a strong medium cavalry base to those Dark Elven generals seeking to make all cavalry armies.



A popular unit for Druchii generals is the DoW Ogres unit. These big, hulking brutes are rather like our Cold One Knights, but truly, there is nothing to compare them to in the standard army list. They are not stupid, they have higher strength, better toughness, and more wounds per model, and have options for two hand weapons or great weapons to give them that extra punch for breaking cavalry or infantry, whichever is preferred. They have the disadvantage, though, of being slower, having no armour or command options, and having slightly poorer stats.

Ogres make great shock infantry, and they are fast enough to keep up with the DE infantry troops they are designed to support. Because they cause fear, a large unit of Ogres still has a chance of causing an auto-break as a large unit of Knights would. Most times, one would normally be incline to take the option to give them great weapons, which would allow each model 3, S6 attacks, as the Dark Elf army has relatively few ways to inflict many high-strength hits. Ideally, units of ogres are used as a flanking force in units of about four or five in order to negate ranks.

They can still pack that massive punch, which is the same thing you will often see other similar units in other armies use (i.e. minotaurs, trolls, ushtabi, etc) Being naturally evil, ogres are also a very fluffy mercenary choice for a Dark Elf army.

It is a sad day for Naggaroth, however, when our captains are reduced to hiring on Dwarf mercenaries to fill out the ranks! Though not really cheaper anymore to Druchii warriors, they are nevertheless tougher, relentless, and hate Greenskins. They may also use great weapons for higher strength attacks, or they may use crossbows for greater strength missile attacks much like the human crossbowmen, but they have the other advantage over the humans of better Leadership and armour. However, they are disadvantaged by their lesser speed, lower Ballistic Skill, and the fact that they are in general short, smelly, and hairy.

Due to their low movement rate, Dwarfs are best used as part of a defensive strategy. Like DE Warriors, Dwarfs can be equipped as either missile or melee troops, or even as both if your situation demands it. If you know that your opponent will be forced to come to you, a regiment of Dwarfs would provide a resilient “anchor” to your lines. With T4 and the possibility of a 3+ armour save in combat, they will not die as quickly as the elven warriors or cost you as much as a unit of black guard would in the same role. If equipped with crossbows, they can also be deployed in the same way as DoW crossbowmen. Even costing a rare slot, Dwarf troops are good enough and cheap enough in some cases to be worth considering in a defensive druchii Force – as long as you can make up a convincing background story about why you have them.

Norse Marauders are wild men, much like chaos marauders and are most like our witch elves. They have the advantages, though, of being cheaper, of having the ability to take better armour, and of being able to take flails or great weapons for higher strength attacks. Consequently, they have poorer stats, no poison, no magic banner options, and no Temple of Khaine options to increase their power. Norse Marauders can be used rather effectively in exactly the same way as one would use Witches, as their frenzy gives them the same advantages and disadvantages. However, their light armour and possible shield use gives them greater survivability than Witches, while if equipped with great weap-



ons they could dish out a respectable number of high S attacks. This versatile unit would look very nice in a Witch Elf themed army and would complement the Witch Elves perhaps better than a Cauldron of Blood. Sometimes it is just hard to say no to 13 WS4 S5 attacks, especially when you are confronting the forces of chaos.

There are also Halflings, the shorter and less hairy version of dwarfs, available to the enterprising Druchii general. Though embarrassingly weaker than goblins, they are rather cheaper (but some would say not cheap enough to justify some of their Snotling-level stats), have good Ballistic Skill, and may move through woods without penalty. Truly, Halflings are not really worth a valuable rare slot as Dark Elf shades or warriors can in general do better either of the jobs a Halfling unit could do and normally more efficiently as well. However, if you are in a Tolkien kind of mood, they may be an interesting, if funny, unit to use.

Oddly enough, cannons are also available from the ruthless mercenaries to supplant our Reaper Bolt Thrower. They have the advantages of being able to be directed to hit specific models such as characters or Skaven weapons teams, can hit more than one unit, have higher strength attacks, and are a bit cheaper than an RBT. However, they lack the elven precision and can misfire, and may not travel the required distance to the target. They are also only one per rare slot.

The Cannon is generally inferior to the RBT, but against certain enemies, the cannon can be quite effective. Its ability to snipe Skaven weapon teams would make it valuable in a battle against the rats, and when used against the Empire Steam Tank it will likely do much more damage than an RBT would, from any side. In addition, it can be quite useful for games of siege or for bringing down quickly flying Lich priest or Asur dragons, and even those dreaded black coaches. Truly, the uncanny ability to get a S7+ hit in a Druchii army is worth a little investigation.

The Halfling Hot Pot is for all intents and purposes the same as a standard stone thrower. Khaine only knows why they had to cast it in this ridiculous shape. It has the advantage of being cheaper than an RBT and may target specific models such as characters and weapons teams as can a stone thrower, does not use Ballistic Skill to hit so it will never “miss” completely, and has high strength hits for models under the template’s hole as well as will do more wounds to those models. The inability for the enemy to make an armour save for any wounds is also quite useful. Unfortunately, shots usually drift off target, even if range is guessed correctly, or the machine might misfire. It is also only one per rare slot, and can be somewhat embarrassing to field. Even if you are good at guessing ranges, this machine will drift fire more often than not, making it fairly unreliable. Two RBT are a much better choice for a war machine slot, but if you feel adventuresome, it will certainly add a bit of flavour to the army.

Truly, a DoW unit choice can add a bit of both flavour and theme, or it can fill a tactical gap in your army design. From Ogres to get that infantry punch, to non-stupid Heavy Cavalry, to Frenzied Marauders, and to cannons, the DoW choices are quite numerous and there is likely one for each role in your army. However, they remain an expensive rare slot and tend to have worse stats than the Druchii unit equivalents, so take care in making the decisions to include them. As with all units, if they are used properly, they can be used to greater effect. However, most of the DoW units are slightly overshadowed by their epic counterparts, the Regiments of Renown, yet they remain quite a competitive army choice.





Regiments of Renown



Vorchild, Baron de Sade—The Temple of Khaine

Vorchild and Baron de Sade continue on their discussion of the mercenary dogs with the Regiments of Renown!

The rules for the Regiments of Renown can be found in the Annual 2002 as well as the Chronicles 2003 for certain others .

The Regiments of Renown (RoR), elite mercenary units of the Warhammer World differ from the Dogs of War (DoW) units in that a hero often leads them armed with appropriate statistics and special magic items in some cases. This added bonus makes a RoR regiment initially more expensive to buy than a comparable DoW unit but the presence of the hero will make it a more generally effective choice in the end as well. Adding further models to a RoR regiment also usually only cost a little more than adding models to a similar Dogs of War unit. Another difference between the ROR and the DoW is some RoR units only count as a special choice in a DE army rather than a rare choice. This difference often makes them much more attractive to a player than a similar Dogs of War unit that takes up a rare slot, since who really wants to give up their bolt throwers?



For the scope of this article in the case where a Regiment of Renown unit is just an upgrade of a DoW unit, the RoR unit will be compared to the DoW unit instead of a similar DE unit. This comparison will allow the DE general to decide not only if a kind of DoW unit is useful or not but if the RoR version would be better.

Pirazzo's Lost Legion is a regiment with crossbows in the front ranks and pikes in the rear. There is only one unit against which it can compare itself: The Druchii City Guard! The Lost Legion has an advantage over the Druchii by being a special choice, compared with the fact that a city guard unit is not even available to a normal Dark Elf list. The Lost Legion are also cheaper, have a longer range due to their crossbows, higher strength missile attacks and more opportunities for striking first due to the pikes, often with higher strength. Unfortunately, some of those advantages turn out also to be disadvantages that for the unit to be cheaper it is made up of humans with their average statistics and leadership (though Pirazzo helps with the latter). The unit cannot move and shoot, as a city guard unit is able too. The unit has a worse armour save (AS) and also has an inflexible formation since all crossbowmen must be placed in the front rank, just like for a city guard unit. The Lost Legion is, for its cost, a much better buy than Dark Elf City Guard as it has what many consider being better missile weapons (the crossbow versus repeater crossbow debate) and certainly better melee weapons as well. The pikes the unit carries make the Legion an excellent unit in any defensive DE army when deployed to face the enemy's heavy cavalry. Keep in mind that the unit is Toughness three and with less in the way of an AS than city guard, and that they need to be protected with these thoughts in mind, just like a normal druchii unit.

Ricco's Republican Guard is quite essentially a better-trained Pikemen with a hero. The unit, like the Legion, is also a special choice, but also has better WS than the normal human, and like most RoR units, embodies the power of a human hero. However, with these advantages comes the disadvantage of a unit that costs more per model. This unit would be a better buy than standard Pikemen, as they only take up a special slot. However, they are more expensive than DE Warriors are, so unless your army is crying out for pikemen, this has little use in a standard DE force.

Leopold's Leopard Company is another unit of elite pikemen. It has the advantages of having its own hero as well, as being a special choice and most importantly being immune to psychology. Like many RoR units, however, these abilities make it more expensive, something players using elves know all too well. Immunity to psychology is a much more important virtue for an offensive unit than a defensive



one, which creates a bit of a challenge for the Leopards. If they were unbreakable, it would be a completely different story. However as it stands these people are not worth the extra points that their immunity to psych costs since in many cases the immunity can be more of a hindrance than a help. Really is there any benefit in paying +2 points per model for an extra pip of armour save and one point better WS over the Legion?

The Alctani Fellowship is yet another unit of pikemen with a hero (bored yet?). This unit is again a special choice and includes a hero but can also be considered to be manned by the more pathetic human warriors in the Warhammer World as they have sub standard WS. This deplorable WS makes the unit even worse for combat purposes than normal pikemen, it means they will be hitting elite units with WS 5 or more, like one would find when combating many units of cavalry on a 5+. This aspect truly is quite unacceptable in an army of elves and elite units. It is likely best to skip right over them unless you have a specific purpose in mind for their talents and cannot afford either the points for the Leopards (or if you do not like the immune to psychology), do not like the Legion or cannot afford the rare slot for regular pikemen.

Vespero's Vendetta is truly something that looks good in a Druchii army – human duellists with a masked leader! As with the previous RoR unit, it is a special choice that includes a hero, but in this case, the hero causes fear. Obviously, a fear causing unit strength of one is not going to auto-break any units, but it still might stop units from charging you. The unit has the disadvantage of being a bit on the expensive side, more so than DoW duellists at any rate, and are less versatile. Cheaper than DE Shades, though lacking in range, and only taking up a special slot, these people are a reasonable choice for a DE army. Though the Vendetta only have M4 and do not scout, their ability to always take a double-move means that they will be able to keep up with the DE better than most human units, the same as regular duellists. They are skilled in melee, capable of short-ranged missile attacks and led by a very capable fighter. The Vendetta would be a good addition to many DE armies. It might also be interesting to have an Assassin join this unit. The unit is best considered when you wish to include a similar unit of the more diverse duellists, as they are more of a bargain over the humans than they are over the Elven Shades.

The Marksmen of Miragliano another of the RoR are better-trained crossbowmen. With their light armour, better Ballistic Skill, and included hero, this unit becomes more expensive than a regular unit of crossbowmen does. Even more regrettably, these guys still count as a rare choice which combined with their cost per model, means that normally one would be better off with either a Reaper Bolt Thrower or some plastic Druchii repeater crossbow warriors.

**A random joke from
Kithian Bloodblade!
(Yes, we know he stole
them.)**

I download something from Napster. And the same guy I downloaded it from starts downloading it from me when I'm done. I message him and say "What are you doing? I just got that from you" And he said "getting my song back you moron"

Al Muktar's Desert Dogs are fast cavalry with a hero and like DoW light cavalry; they are similar to the Druchii dark riders. The unit has the advantage of essentially being led by two characters and is slightly cheaper per extra model than a dark rider is. Unlike dark riders, these people have no options for missile weapons or spears and have the average human statistics. Although the lack of spears would seem to indicate that the Desert Dogs are weak in Hand-to-Hand combat in truth the opposite is true. The two heroes leading the unit are good fighters and one of them wields a magic sword that adds strength. The greatest advantage they have, though, is a magic banner that adds +1-3 to their combat resolution; truly, nothing is as nice as reliable CR bonuses. Unfortunately, the unit as a whole is quite expensive at minimum size and making it too much larger will negate some of the advantages of it being fast cavalry. Another problem is that they still count as a rare choice, making them compare unfavourably to the core dark riders. If someone was to do a themed army revolving around cavalry, this unit might be good to



look at as it truly embodies the speed and soft hitting power some people crave in their armies. In the case of heavier armoured units, the Desert Dog's are much better at eliminating these threats than dark riders.

Braganza's Besiegers are crossbow-armed men with heavy armour and pavises. The pavise is a large shield that each model has propped up in front of them that grants an extra +2 to the AS of the model vs. normal and magical missiles. This makes for quite a nice save when combined with their heavy armour for a special slot and their hero helps to increase their combat power as well. All of these bonuses however obviously make the unit more expensive (notice the recurring theme?). Since these are only a special choice, these guys would be better to take in a defensive Dark Elf army than the Marksmen, as it would still allow one to take a maximum number of RBT, if that becomes necessary. The Besiegers are cheaper than Druchii Warriors with Repeater Crossbows, even after the errata, and have the higher strength, longer-range crossbows and are more resistant to missile/magic-missile attacks than warriors because of their pavises. The unit would work well placed above and behind standard DE Warriors. Since their Hand-to-Hand ability is still poor even with their hero but their longer range ensures they can still get the hits in with their missiles. They would also be a good thematic choice for a siege game as well.

Quite a popular unit is Volland's Venators, a unit of heavy cavalry with a hero. The regiment has the advantage of having a higher basic strength than most cavalry units have, which is a serious advantage when one examines the serious lack of strength four attacks in the Druchii army. The old story of getting more and paying more still applies and these guys can be quite expensive as a unit though still significantly less expensive than Druchii cold one knights. Though the rare slot may be a deterrent, as would be the lower leadership the Venators have compared to the Cold One Knights. However, they do have a greater if not fear causing punch and can certainly help to round out all cavalry armies and do add an element most often left out of the DE army, the ability to wound almost anything on a 4+ or better.



Beorg Bearstruck and the Bearmen of Urslo are quite essentially maddened marauders led by a Were-bear! They have the advantages of only needing a special slot, their cool hero and a magic banner with a truly nice effect. Oddly enough, they have virtually no real disadvantages. The Were-bear leading this unit is an incredibly brutal fighter, with lord-level fighting statistics plus a ward save item better than any other in the DE list. The unit also has a magic banner that will allow each model to hit most enemies on a 2+ as it grants a +1 to hit, in fact they will pretty much hit anything on a 3+ at worst. The Bearmen also have the power of frenzy, which makes them quite potent opponents unlike witches, they have both light armour and shield which will give them a 4+ AS in combat. This is a powerful fighting-unit by anyone's standards, and it would provide a powerful addition to an offensive Dark Elf army. The only concern one might have would be the frenzied state of the Bearmen.

Oglah Khan's Wolfboys are hobgoblin wolf riders and can truly be compared only to the dark riders. They are equipped with better armour, an interesting magic item and accompanied by a hero. They have the disadvantages of being more expensive, having lower statistics and possessing inferior missile weapons, these can almost be overlooked. The Wolfboys as a rare choice are really not good enough when compared to Dark Riders to justify their use. Their missile weapons are simply too inferior and their H-t-H ability not good enough for what they cost. Truly, they are a unit designed not for elves, but rather for those armies that are deficient in cavalry forces.

Lumpin Crooks Fighting Cocks (yes, that is their name, I have checked it twice) are just more Halflings. Little can be said about their use in a DE force since they have little to no offensive capabilities in terms of hand-to-hand combat but their Ballistic Skill is equal or superior (depending on the model) to even our shades. Problems arise when you see that they are a skirmishing unit with a full command, which makes them very much a target for easy victory points something even their 4+ AS will have trouble dealing with, since even their hero has about all the combat prowess of a witch elf. Combined with the fact that they are a rare choice, this unit will almost never be seen in an Elven battle force.



One of the more popular RoR is Golgfag's Ogres, which are "Elite" ogres, if such a thing can be imagined. They have the advantages of heavy armour and a full command, which standard ogres do not have the option for, combined with a potent hero. Like other ogres, they cause fear. However, they are more expensive and have no option for great weapons, which limits their tactical versatility. Like some of the other RoR, these ogres really shine when used in a large unit where their command models can really pay for themselves. Their heavy armour makes them a little more resilient than normal ogres and Golgfag himself is a fearsome fighter. These guys should be able to blitz through any normal regiment that is put in front of them, but their cost may make them more appropriate for larger games rather than one of a standard 2000 pts.

Contrary to the ogres, Long Drong's Slayer Pirates are suicidal Dwarfs festooned with pistols, and there is quite simply no real equivalent for this unit in either the Druchii or DoW lists. These people are unbreakable, have extra pistols and have the Dwarven relentless rule. They also have the advantage, like most other RoR, of a powerful hero to

lead them. However, being suicidal, they have no armour and being Dwarfs, they are quite slow. The Slayer Pirates can be thought of as a slow moving tank unit. Being unbreakable, they will not care if they are charged from the side or rear and their ability to stand and shoot will discourage smaller units from charging them in the first place. All of the attacks they make will be of pistol statistics, so the Pirates will be able to advance towards their objective, firing at anything that gets near, until they can charge into Hand-to-Hand and continue to blast away with their pistols. This unit would be excellent for a defensive Druchii army, as their ability to "stick" an opposing unit until the last Dwarf is killed is invaluable. Not only that, their pistol shots will give an advantage over armoured armies, such as chaos warriors that most Repeater Crossbows will not have though they will not have nearly the same range.

Are you still thinking about guns? It might be worth considering Bronzino's Galloper Guns, which are units of men and horses hauling a cannon around. These cannons, though the smaller type, have the advantage of speed (uncommon in a war machine), and all the usual refinements of a small cannon. As cannons, however they might misfire and as war machines cannot move and shoot, oddly enough they need to have a hero parading around with them, making the whole endeavour a bit more expensive. The Galloper Gun is an odd sort of weapon; the best tactical use many can see for it is to run up the flank of the enemy line and then turn and fire down their line. As they truly do not have the range of normal cannon to simply sit back and fire. This gives the gun an advantage against cavalry armies, as they will typically be exposing the flank of their cavalry units to the gun as they advance. They could also be useful if your enemy has an unpleasant habit of popping troops up in your deployment



zone and tearing up your RBT. Still unless your situation specifically calls for it, the Galloper Gun is more of an amusement than a super-weapon, it does still possess that all too critical strength of seven, which can spell doom for armies with chariots.

Another odd yet interesting unit is Tichi Huichi's Raiders, which are Skinks on Cold Ones. As they are on cold ones the most appropriate unit to compare them to is our cold one knights. The Skinks have the advantages of being a bit cheaper, suffering from stupidity less often, having a hero in their unit already and due to a special effect, cannot be pursued. They are however skinks and thus have inferior statistics and equipment. Many of the DE players have discussed how interesting a unit of Cold Ones would be and I think that this unit comes pretty close. Much cheaper than Cold One Knights the Skinks riding the beasts are not much to write home about and although the impact is lessened, they still have stupidity. Really there is absolutely no point for this unit in a Dark Elf army as the regular COK's can do the job of a heavy cavalry unit much better than these Toughness 2 wimps as even on cold ones, they are quite easy to shoot to pieces. However, it should be duly noted that the cold ones they ride are horned ones and have a movement value of 8 compared with the typical Druchii cold one of seven, like our old cold ones each have two attacks.



The Cursed Company are skeletons led by an undead fighter and can really only be compared to a unit of warriors. They are unbreakable, cause fear, have a warrior hero, and are able to regenerate models from combat casualties; their advantages largely outweigh their main disadvantage, which is that they follow the laws of undeath. The main advantage of the Cursed Company is that they are unbreakable so if you have been looking for a "stick" unit to throw in front of your enemy's heavy cavalry, this unit would probably hold the enemy long enough for your flankers to come in. Unfortunately, even though the hero is a good fighter, the quality of the general troops is poor, and they will need support to do well in combat (not that this isn't true of other DE infantry units.) They also have the potential for an auto-break because they cause fear but given that they are such mediocre fighters do not plan this to happen a lot, as many players of vampires will tell you about their skeleton units. The Cursed Company can however, increase in size by killing other models but unless they are well supported this ability will not have a significant impact on their performance but may help them to stick around even longer. Combined with their banner that acts like a BSB for a regular VC army they are sure to be one of the last units standing in the end.

The last unit to be looked at is Ruglud's Armoured orcs, which quite oddly are essentially orcs pretending to be Dwarfs. They are most like the DoW crossbowmen but have the advantage of having better toughness, some armour, choppas and a special banner effect that gives them +1 to combat resolution. They are however orcs and suffer from animosity and are more expensive than crossbowmen. The Armoured Orcs have about a 1/18 chance of shooting your army in the back every turn, so while they are tougher than normal humans is there really any reason to take them over the more reliable Dwarfs? One should hope that both the choppas and the banner would not come into much effect with a unit that is primarily designed for shooting from a ways back but it certainly helps to have that versatility in a unit. However, as a regular Dark Elf Repeater Crossbow unit is almost as versatile and has a better save in close combat, it is difficult to justify this unit as a rare choice.

Truly it is easy to see how the addition of a single Regiment of Renown unit can change the character of a whole DE army, or support a theme such as shooting, H-t-H, etc. The inclusion of these units opens up a whole new realm of tactical possibilities for Druchii Generals and should not be overlooked when constructing a new army. In addition, these units can give an entertaining new dimension to your army and there is nothing wrong with choosing a unit because you think it will be fun. For example: if you regularly face a Dwarf player it will no doubt irritate him to no end if you field Long Drong's Slayer Pirates. As always, have fun!

The Cauldron of Blood

*Every month someone writes to their lord Khaela Mensha Khaine and every month Khaine chews them out for being stupid.
Here we go again! This time the sacrifice to Khaine is... TKFM!*

Aloha, Guten Tag, hi, and all the other ways to say: GOOD MORNING TO YOU SIR!

Three quick questions for the Master of Wrath!!!

I have recently seen many of my fellow Druchii performing favours and massacres in the name of you opponent, SLAANESH! I was wondering how long you are going to tolerate their heresy and give them the torture it will take them to abandon their foul chaos god?

In addition, what do you think of the plans about joining Chaos? I mean they are not really on your or our side! Shouldn't we kick their foul daemon butts and use the rest of those wasted humans, high on Nurgle sickness, to strike fear into the hearts of the Asur?

...and finally yet importantly... Which do you hate the most: an Asur or a Druchii traitor?

For Asur hunt, Witch love, and Victory!
-TKFM

Aloha TKFM!

Do you think we are on a holiday here, next to the chaos wastes? Do you think we are just sitting here for a nap and will go back to Ulthuan whenever we feel like and they will say, "Hi, had a nice trip?" NO, OF COURSE NOT! They would only ask that if there was a fall involved afterwards, and if you stupid servants of mine have any brains at all, that would not happen. It would seem that you don't – there is not a single person here so far who has been smart enough to say "hello" properly correctly, so I would not expect you not to trip over a rock and fall off a cliff. By the way, if you want to do that, I believe you would raise the average Druchii intelligence by quite a bit.

Anyway, let us see if we can get a bit of intelligence into your head by answering your questions.

About Slaanesh and me: DO YOU EVEN READ THE WORKS OF YOUR GOD? I do not know – I cannot even keep up with current affairs let alone know not to ask an answered question. Did you not see my last letter, where I actually answered this question? AM I NOT GOOD ENOUGH FOR YOU TO ACTUALLY CARE WHAT I HAVE WRITTEN BEFORE? This is just great – not only are they stupid, they are blind as well! I really do not know what I will do.

As for what is worse, a Druchii traitor or an Asur, I treat them with equal contempt, but that usually does not last for long. Usually one will be stupid enough to fall off a cliff and onto the other, or the other will be stupid enough to kill the other thinking that they are an enemy before killing himself out of grief, agony, and stress (the source of the stress is currently unknown, but there is a theory that its something programmed into their minds as children). Therefore, they do not last long anyway. If they do, they die shortly after.

Unfortunately it looks like many non-traitors are starting to go the same way - Druchii just do not know the meaning of ceremony these days. Moreover, this is my only letter for this three-month period – I am obviously being neglected! Blind, stupid and unloving - you Druchii are really out of touch.

That is it. I am off North for a Holiday, and I will have some fun throwing volcanoes at you. I leave in just over a month, and unless you can convince me otherwise, I may not return.

Oh, and TKFM – go and sacrifice a thousand slaves with a feather and a piece of parchment to prove that you are not completely stupid. Either that, or throw yourself onto a Cold One - if you do not die it might make a good match for you.

-Khaine

Redundancy

AloneandBurned, ixombie (combined by Lord Nagathi)—The Temple of Khaine and The Reporters

AloneandBurned and ixombie discuss the idea of Redundancy, a concept about the composition of your Dark Elf force.

Redundancy: Redundancy is repetition of parts or all of a message to circumvent transmission errors.

That is the major definition of redundancy. Why then, you ask, do I have to read about this big word in a Warhammer gaming webzine, provided by Druchii.net? The answer is simple and elegant. Redundancy is a method, or rather a tactic, which should be embraced and used by players all over, whether they have just started or are more experienced.

The definition speaks of repetition in order to avoid transmission errors. True, this is a good idea when it comes to communications. It should also be true when it comes to your battle plans in a game. For example, the unit of Dark Riders you sent after the Great Cannon just panicked and fled off the board. Now the rest of your Dark Elf army, which has no other war machine hunters, is going to have to weather the thundering barrage of the war machine and will probably take some more casualties over the course of the game. There is a simple way to avoid this: Redundancy.



That unit of Dark Riders failed in its mission. However, if you had also sent a small group of Shades after it, your opponent would have to choose between two targets and might not be able to stop both of them. Better yet, the unit of Harpies also happens to be within range for a charge and your opponent overlooked that. With so many units going after one target, something is going to push through and that is where you are successful. Moreover, the best part was, instead of concentrating his firepower and eliminating one unit, he spread his shots and panicked none of the units. Now you have three separate units that can cause serious havoc to your opponent.

You might think that, in an elite heavy army like the Druchii, the expense of having redundant units means that it is not feasible. Nevertheless, it is! You do not have to take two of everything to have redundancy. Rather, you have to play as if you have two of everything. Shades and Harpies are very different units and can do different things, but they can also help each other out by hurting the same target. Both can march block, screen enemy units, and put pressure on the enemy's lone mages and war machines.

Enough about the skirmishing troops... how about regular units? One solid and hard-hitting unit, (a hammer, like Cold One Knights) is good, but two are even better! That does not mean you should take two units of Cold One Knights. Instead, you take a unit of Cold One Knights and a unit of Executioners. Thus, either hammer can support the other or, if need be, can take out enemy units by themselves. Other hammer units in the Dark Elf book would be Chariots, Witch Elves, and the Black Guard. If you prefer monster style hammers, a War Hydra would be the perfect monster to rampage through your opponent's army, while causing terror all around. More tactical advice about the Hydra can be found in another article in this issue (- Editor's note).

Many believe that the Druchii's small, elite list is best combined with their quick movement by taking Many Small Units (MSU) rather than a few big ones like other elite armies (such as Chaos) do. It is of course possible to build redundancy into a non-MSU list, but the problem is the hammer units – our heavy hitters are relatively expensive, so duplicating them according to the principles of redundancy

becomes difficult in a non-MSU army.

Heavy hitting hammers are really where redundancy becomes most important for the Dark Elves. Our hammer units are generally quite fragile and prone to attracting masses of enemy shooting and magic. Thus, we need to make sure that we do not lose them. Redundancy and MSU is just the answer we are looking for – if we split our larger hammer units into many smaller ones, we decrease the chance of losing the combat abilities that they provide before they can be utilized. The negative effects of psychology test failures have approximately half the impact on an army that uses a redundancy strategy over one that does not. Redundancy is essentially the art of not putting all of your eggs in the same basket.



However, an army is not simply hammers and chasers (war machine hunters). You require support troops as well. These troops are the one that protect flanks, set up traps or even take on frontal charges to hold the enemy for the hammers. Corsairs and Spearmen are perfect examples of solid support units. Spearmen can take devastating charges and hold in place, whereas Corsairs can handle tons of fire unleashed in their direction. These units serve only one purpose – to hold the rest of your army together while the hammers and chasers do their specialized task.

“Yeah, I know all this, I’ve been playing for X years now...” you say. However, I say, it is not as simple as knowing what a unit does, but how you use it. Redundancy is more of a game-play style than an army list choice. Having two units of Corsairs is good, but to use them well is hard. However, when you do understand that, redundancy makes your life a lot easier.

Now, with the advent of the new Bretonnian list, people are worried about taking charges... this army has but to charge and your unit shall crumble and run. However, there is an easy way to handle this. If you set up a fully-fledged unit of Spearmen (16 models with shields) in the front, with another sitting a little further back and off to the side, you can do the old bait and flank trap. Both these units cost only 144 points and you just flanked into a strong and powerful 150+ points unit. This is a basic level of redundancy, but without the MSU. Where the first unit could not stop it, the second could. Now remember, the second unit does not have to be Spearmen... it could be anything with decent hitting power. A hammer would be better suited.

Going back to redundancy, you could switch some roles around. Let the Black Guard take the charge. They are not going anywhere and another unit can hit the knights in the flank for maximum damage. Your Black Guard unit has not only held up a strong and powerful unit, it is now going to go on a counter-charge back towards the enemy lines!

Of course, using redundancy in a MSU-list increases the tactical sophistication you must utilize. Since your units are smaller and duplicated, you cannot depend on them to be self reliant like you could with bigger units. Redundant lists require careful traps to be set where we focus on single enemy units with many of ours. 24 Executioners with a noble will naturally be better in combat than 12 executioners on their own. However, if you combine 12 executioners on a flank, 12 corsairs on a front, and 5 dark riders on the rear, I would argue that you have much better chance of breaking the enemy, even though you have probably spent a similar amount of points on both configurations.

Overall, the take-home message about redundancy is this: an MSU type list requires redundancy in order to maximize its effectiveness. However, making sure your eggs are evenly distributed between baskets makes the game much more cerebral. If you have just one basket, you can easily just chuck it at the enemy army and hope it hits hard enough. With multiple ones, you must carefully juggle them and potentially out-think your opponent to the point where he will not see the power of your egg distribution strategy until it is too late. In a MSU army, your army becomes a versatile mobile force that can handle whatever army might be thrown at it. It can go offensive or defensive and can perform various manoeuvres and traps to help achieve victory. Everyone has his or her own playing style and his or her own army style... but as long as you think you can achieve redundancy, even at a minor level, you are making your opponent play on your terms by making him do what you want him to.

Have fun and happy gaming. Also, look out for AloneAndBurned's army list that he will be using for an upcoming battle report!



Imdat Tauble (part 5)

Imdat Tauble

The latest installation of the saga of Imdat Tauble, as told by Imdat Tauble

"You Bastard! You absolute bastard! What have you done to me, you..."

Dipskull was obviously angry. Very angry. However, he was stopped short by the sound of the door hammered against by what could be mistaken for an extremely oversized hammer held by a large number of giant Halflings, instead of what it actually was: a battering ram held by a slightly smaller number of Dark Elves.

Imdat turned around and looked at the door, which was threatening to open at any second. "Look, it seems to me that something has gone horribly, horribly wrong."

Dipskull tried to restrain himself. "I think you might be on the right track there..."

"And there's no one here that doesn't want you here as much as me, so as soon as we possibly can, I'm going to try and fix it."

"Yes..."

"So what do you say to put our differences aside until we have a chance to do so? Like at a time when we aren't going to die in the next two minutes."

"Well actually, I'd estimate it at about thirty seconds..."

"Well thirty seconds are almost the same as two minutes, right?"

"Um, actually not..."

"Oh, put a dagger in it"

"I can't - you seem to have control of the hands."

Imdat looked at his hands, and moved them. It would seem that Dipskull was right.

The big door buckled once more - it would only take one more blow before it disintegrated into lots of little pieces of door.

"Look..."

"Ok - fine! I will help you fight. There is a broadsword on the floor... the one covered in my blood and guts. Pick it up."

"Right."

Imdat walked towards the sword and picked it up. As he did, a shattering sound was heard behind him, and what was formerly a door turned into a few fairly large pieces of door, which would have surprised anybody nearby with a university degree in physics as that just wasn't the sort of thing that was supposed to happen. However, a moment later, a second shattering sound was heard and the



large pieces of door turned into lots of little pieces of door, so it would seem that the Universe repented.

A mass of warriors charged Imdat, who had turned around looking quite feeble with his large blood-stained broadsword hanging limply from his small bloodstained form.

"Now!"

"Now what?" said Imdat.

"Do your magic thing!"

"Look - I'm sure it needs some practice and I only just figured it out you see..."

"Just do it!"

Suddenly the broadsword arced over Imdat's head and connected with the first of the warriors, killing him. Dipskull had control.



"How did you do that?"

"Don't worry. I'll take care of the fighting, but I need you to get that magic of yours working or we're done for." A thrust and another Druchii warrior was sent to the grave.

"But I can't!"

"Now look here... you must have translated some spells at one point."

Imdat was being quickly surrounded, with Dipskull's skill only barely holding them off. In addition, Imdat's body was tiring. He jumped onto the desk behind him to give him a height advantage, but it was only a delay.

Imdat started panting heavily. "Uh... yes... I did trans... late... some... spells... I think there was this... Asur one... let me... think..."

Irrelevant note from Author: Please insert large heavy panting noises in the pauses above. If we make a radio show of this story (which will only happen in a parallel universe, which is extremely twisted) we will do this for you, but for now, you will have to use your imagination. Thank you. [Irrelevant Note From Editor: Ignore above Irrelevant Note From Author.]

Imdat started talking in strange tongues, which will not be uttered here lest rabbits start falling into hats. Suddenly he stopped, saying, "That should do it. I think it summoned a comet."

Dipskull looked out the window, relieving a few warriors from their duty as he did so. A white light could be seen far off in the distance.

"Well, it's taking its time getting here!" Suddenly, Imdat was ripped from his spot on the table, stabbing the person who had pulled him from behind as he fell. Dipskull managed to keep them on their

feet, but he was off-balance, and a warrior jumped onto the table.

"Cast another one - a more useful spell this time!"

"Ok, ok. Let me think... this was one that came from the chaos wastes. You know, the time when old Mournid came back with the leg out of his neck and a stump on his wrist that he could pluck with the same hand?"

"Yes, yes, just cast it."

"Don't you remember? He was the guy after Nourlinti, who came back with two stomachs and a..."

"Get going you stupid..." but two things cut him off, the first being that a warrior slashed him on the left arm and the other being that Imdat finally started chanting.

The warrior that had just attacked him suddenly started to shake violently, light emanating from his eyes. His skin began to peel as he screamed in agony.



"Cool - can you do that to the rest of them?"

Realizing what he had done, Imdat said, "Um, I'm not sure if you really want that..."

All the skin had now peeled off the warrior, a figure uncurling from beneath. The other warriors backed away in fear as a gigantic form emerged, taking the roof off as it grew.

The Bloodthirster stood, grinning manically and holding a huge sword in his hand.

Then it fell down dead, releasing its sword, which proceeded to cleave some of the Druchii attackers.

At this point, some elaboration is needed on the precise order in which events occurred, as the order above is different from the order that is implied, which is again different to the order in which things actually happened. You see, just as the Bloodthirster stood up, it was hit by a high-speed comet the size of a pebble that everyone else seemed to miss amongst the other blood and carnage caused by the falling roof (another phenomenon which has not been explained as of yet, but will be soon). After having a comet bouncing around in its brain a bit, the Bloodthirster was a bit confused and let go of its sword, creating more of said carnage. By now, the comet had pierced the brain of the Bloodthirster, and it died. It then fell down, causing even more of said carnage.

Note 1: For those who missed the order of events as it was first stated, it was fall, die, and release sword.

Note 2: For those who missed the implied order of events, it was die, fall, and release sword.

Note 3: The said carnage is as follows: The roof falls on a number of Druchii, killing them. The splinters from the roof falling then fly into another number of Druchii, killing them as well. The sword falling down hurtles into the heads of a number of Druchii, killing them, too. The Bloodthirster's body falls on even more Druchii, killing them. The second round of splinters suddenly home in on the Bloodthirster's body, meaning that they did no damage at all. The fact that Imdat was completely unharmed in all of this carnage is due to what some describe as skill, others as luck, and others still as using a Bloodthirster as a shield before making sure it falls in the opposite direction.

Note 4: For those who missed the actual order of events, please consult your local English translator. If they cannot understand it, they probably do not know what a Bloodthirster is.

By now, there were only a few warriors left in the room, but that did not stop many warriors from charging in through the door. Imdat was again quickly surrounded, and things did not look good. "Look, I can't just keep casting spells forever."

"I know – there's just too many of them. We'll need a distraction."

Then, right on cue, a black hooded figure charged in the door, broadsword held high as he started to kill the warriors one by one. The Druchii recognized him as an intruder, and turned their attention to the person who was currently killing them, rather than the one who they were trying to kill.

"That'll do, although when I find out how that guy got into my watchtower..."

"Can it!"

"OK. Get under the table."

Imdat did as he was told. Suddenly, a trapdoor swung open and he began to fall, downwards towards the bottom of the watchtower.

"Perhaps next time you should measure the drop before you send us hurtling down it."



Converting Plastic Executioners

Lord Tsunami—To Make Like A Slave

Lord Tsunami gives us a comprehensive how-to on making your own executioners from a Dark Elf Warrior regiment box.

A while ago, I found ten extra warriors lying around in my drawer. I then asked myself if I should paint them and make them into a separate unit, or should I just let them lie there? As I am not a big fan of the Many Small Units (MSU) playing style, at least not with ordinary warriors, I decided for the latter. The next game I played was against Bretonnians, so I wanted to try Executioners. I wanted to cause some real havoc on the heavily armoured knights. As I did not own any Executioners, I used a unit of ten warriors to represent them, after getting my opponents approval of course. The Executioners proved very useful, so I decided I wanted a unit of them. That was when it came to me. I could try to convert my ten warriors into a unit of deadly Executioners, giving me a really hard hitting infantry unit, and saving me a lot of money!



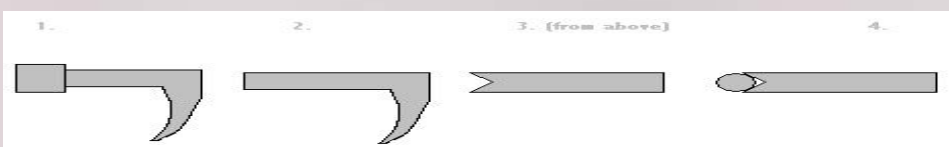
After some thinking, as I had never seen converted Executioners, I decided how I was going to make them. Using the parts shown in the picture, I started by chopping off the spear with a modelling knife, saving the handle. This will be the handle of the Draich. At first, I tried to make the model hold the sword using both the original arms. However, I found it easier to chop off the right arm at the elbow and use only the forearm and hand. Next, I glued the shield arm onto the torso, and then glued the right forearm to the left hand, placing the elbow in the best position possible.

I repeated this process on five models, but you can do as many as you like, depending on how boring you think it is. When the glue was completely hardened, I sculpted the right upper arm. This is not as hard as it might seem. I just made a "sausage" from Green Stuff and put it into place. I used a spear tip (but you could use a modelling tool) to smoothen the joints. I was not too careful about this since the joints between the Green Stuff and the model are placed in natural joints of the arm.



An alternative to this method is to use the arms holding the Repeater Crossbow. To do this, just cut off the top of the Repeater Crossbow and model a new thumb from Green Stuff. I do not think this method look as good, but it is simpler, and you can always mix them both to make the individual Executioners differ a bit from each other.

Now the hard part was over. For the Draich, I used the spear tips from the warriors, mixed with some leftover swords from Lordlings. Some of the spear tips looked better when I cut away some spikes, and added some new ones. This was easily done with a modelling knife. To make the hilt of the Draich, I used the knives from the banner top. I cut it as the picture shows to make it fit on the ring below the spear tip. For the bottom of the handle, I used a piece of sharpened spear shaft.



Then, I glued the hilt to the spear tip, and the spear tip to the right hand (the models right hand



that is). It can be a good idea to "pin" the sword. Here you can see just a few examples of how I made the Draich.

After that, I just glued the torso to the legs and the head to the torso. After looking at my new Executioners, I noticed that something was missing. These fellows looked a little bit too much like warriors who had stolen a two-handed sword, and not like the impersonation of death itself, so I decided to make the helmets slightly different. I used a little piece of Green Stuff to cover the mouth and face of the heads.

I undercoated them with black spray, and painted them using gold for the chain mail and the hilt of the sword, and a mix of Chainmail and Green Ink for the armour. I painted the leather detail in scorched brown, and used Crimson Gore, an old paint, for the blood on the swords. Finally, I painted black stripes on the helmets to make them look like a twisted skull.

Now you have some shiny new Executioners that look cool and are cheap, too!



The Executioner's Block

Every month another poor unfortunate soul is sentenced to die on the Executioner's Block. Before they die, they are given a chance to have one last rant about the state of the world. This month we are proud to execute... Khaine?

Khaela Mensha Khaine, you have been sentenced to death by execution for the crime of asking for petunias while destroying a chat show studio, as well as several murders, an obscene use of verbal torture and treason by means of holiday. Do you have any last words?

I believe I do.

The fact is that you Druchii have no idea how to run things properly. I mean fine, fascism is cool and it works and all, but there are many things in this society that are just wrong. For instance, you people used to be extremely nice at making sure that I, your God, felt loved and respected by calling me all sorts of pleasing names. Now, all I can get is "Yo" and "Aloha" while you call me things like "person" and "whatever"! I mean, can't you even start things off properly?

Then there is a bigger concern. You have been given the perfect opportunity to send me letters, ask important questions etc. via the Cauldron of Blood, and what do you do? You do not send a thing, not a single letter. Are you people so cocky, so stupid, as to think that you know more than a god? Do you not want any of the wisdom that I can easily bestow upon you? You seem to be able to talk pretty well when you want some cruddy Beastmaster apprentices to get some sprint training, but when it comes to actually finding something out that could be valuable, you are suddenly silent.

Another thing is your sudden inability to complain about anything. I mean, you could rant pretty well when you wanted the tax on hired warriors to be cut, but now that you have a chance at complaining about anything you would like, you just stand there and stare at the screen! It is not very hard – you go and find that blasted schizophrenic sorcerer Imdat Tauble and you go and rant about whatever you want! In addition, to top it off, the one that he likes best gets to be in this magazine – words that I have written, words of your god! How can you go wrong?!? What is wrong with you nowadays? This means that you do not know how to express yourselves at all, when a few months ago you were ranting everywhere about how stupid some lizards were.

That is enough about your newfound inability to speak up, for now. What about the insolence that you continue to show? It seems to me that you simply have no idea how to revere your god. I mean you prance around pretending to think that I am good, but then when you actually bother to write to me, you degrade me with things like DWARF HEADS! DWARVES! Even the High Elves revere their gods better. Then I go on a chat show and I am accosted with accusations about my mental stability! In addition, when I get a little mad, accost a few bad letter writers, and decide to go and have a holiday to get away from you loonies, you have the gall to arrest me and sentence me to death! WHAT IS WRONG WITH YOU PEOP-

I am sorry Khaine, but we are out of time.

CHOP!

Now you are stupid enough to believe you can actually kill me with a sword. I think it is time to go – I am only getting depressed by staying. I have to go and pack my bags.

Thanks to:

Pictures and Small Articles

The Initiatives

The Cult of Pleasure
The Temple of Khaine
The Seventh Convent
To Make Like A Slave
The Black Forge
The Reporters

All articles edited by the Editors

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Pictures

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All pictures in TMLAS articles provided by the author of the article

Small Articles

Kithian Bloodblade's jokes: <http://www.druchii.net/viewtopic.php?t=19263>
All other short articles written by Sneaky

AND FINALLY, THANK YOU TO THE USERS OF DRUCHII.NET

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The Gift of Pleasure

The Temple of Khaine