

DRUCHIINET MONTHLY



May 2004

Z'Gahn's Monologue

Didn't I tell you! There are no delays whatsoever since we have become the Monthly again! And you still doubted!

Editor's note: Z'gahn did not know that my PDF writer would create a delay at this point. Apologies.

However, a month is a short amount of time, and thus, there is not much to report. As you all know, Games Workshop just officially announced our target in the Storm of Chaos. Nevertheless, seeing as everything seems to have been covered in the last few White Dwarf's, there's not much news as far as that goes...

There is, on the other hand, a really important announcement, but before I get to that I must correct a mistake from the last issue. In the article 'Regiments of Renown', it was suggested that Volland's Venerators with the Hydra banner would make a nice combination, but alas, it has been discovered that you may not have non-DoW characters in mercenary units. I must apologize for this mistake.

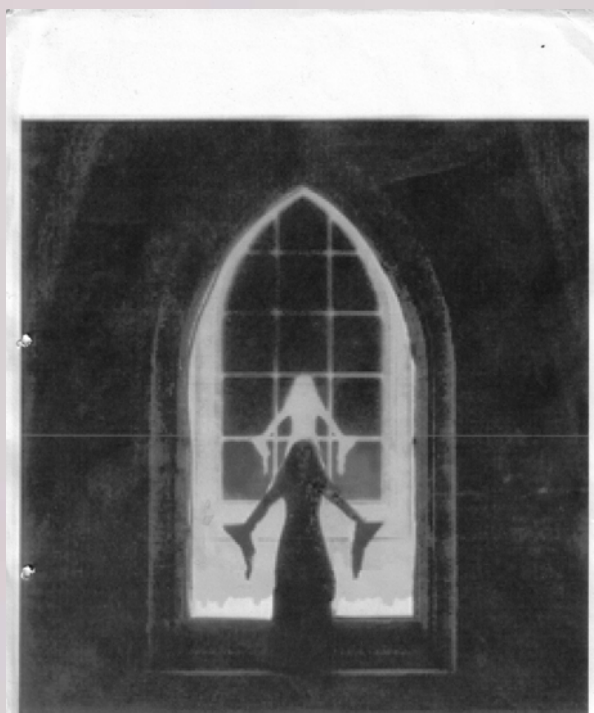
And now for the important announcement: Druchii.net has won its first Award! Battlegames.co.uk has awarded us with the Battlegames Award for Excellence, because of "the outstanding contribution you are making to wargaming in general, and Warhammer Fantasy in particular". I want to thank the whole Druchii.net community for making this site as great as it is.

This month we have one or two announcements within the site. Firstly, the RPG is about to undergo a major upgrade. This may take some time due to some serious coding that we are going to get Kitrik to do, but the upgrade is in the pipeline. Secondly, we have created a new initiative called the Illustrators, whose job is to illustrate the monthly. You can see many of their works within these pages.

As a small addendum to the normal prologue, I have decided to share a little about my army. I shall start with my general.

He is called Z'Gahn (just to be original). I have never known how I thought of this name, but it just came to me one day. As he had to be nobleman for various reasons, he also needed a family name. So instead of making 'Z'Gahn' his first or last name, I made it a contraction of his real name; Zarath Garkarth.

I wanted to reflect a bit of myself in my general in order that I could really get into my games, and thus Z'Gahn needed to have a 'love' for collecting things; namely armament and trophies. My plan is, of course, to use this characteristic as an excuse to convert him over, and over, and over again. I will also use it as a basis for a Hall of Trophies I will make for him – a kind of box modelled to look like a hall, within which will be the trophies my army has won. That means that for every battle, I will record which enemy heroes I have slain,



A picture of a Sorceress' dream from Monarch laurnaurion

and which banners I have captured. I will then make a copy of the banners and heroes' heads, and give them a nice place in my Hall of Trophies.

Z'Gahn is a silent druchii, tricking others into believing he is not that dangerous. Nevertheless, beneath this disguise, a clever and tricky mind bides his time. His strategy goes after the following formula: he tricks the enemy into believing he is inane before suddenly attacking with all his might. He then vanishes in the dark, leaving his enemy shattered and broken. He calls this strategy 'Uriladh', or storm-war. But of course, a character is not complete without a flaw; Z'Gahn is highly vengeful and will not forget the wrongs done to him...

I will try to play my battles in character as much as possible, according to these characteristics. It should make for immensely interesting games.

Next month, I shall continue with Z'Gahn's history. Until then, enjoy this edition of the Druchii.net Monthly.

Z'Gahn

Summer of Chaos: update

Hello again fellow Druchii! The Storm of Chaos is less than 2 months away already! It seems like only yesterday when I began working on the Storm Organization at the beginning of last November. Quite a bit of work has gone into the SCO since that time, and it is starting to pay off. Our espionage guild has done some amazing things and generated lots of information for us to look at. We also were able to welcome the newly formed General Staff into our midst. This initiative is headed up by Sobek and will look at the numbers in the campaign and attempt to decipher them in order to give an advantage to the Druchii. We have also begun compiling tactics for the newly released Cult of Pleasure and tips on how to beat those sneaky Lizardmen.

Looking forward we need to continue to develop in these areas while still developing new ideas. We are re-invigorating the ambassadors and trying to reach out to all Dark Elf communities throughout the internet, no matter the language. So far the SCO has been in contact with at least three and we have all agreed to work together.

So keep your swords sharp and your minds even sharper. The clouds are gathering. The Storm will soon be here.

Underway

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The Calm Before The Storm

Auric Stormcloud

It is that time – The Storm of Chaos approaches. The Lord of End Times, Archaon is assembling his hordes in the Chaos wastes. Men, dwarves, and high elves are hastily preparing for the inevitable tide of war, hoping for a champion. The Chaos Gods eagerly watch, thirsty for carnage.

However, how does this affect the Dark Elf player? Other than a fun campaign to fight, we have received a variant list – the Cult of Pleasure list. It combines elements from the Dark Elf list and Slaaneshi units from the Hordes of Chaos list. Since not all Druchii players also use chaos, a tactical analysis of the Slaaneshi units is very important.



Units

The Cult of Pleasure list combines some of the best parts of the Dark Elf list and the Chaos list. How can you go wrong? Kraven Norseslayer certainly didn't.

Marauders

The first unit, which can be used in both the chaos list and the cult, are marauders. Imagine elves, with one less in the movement and leadership categories. Then give them more options – You now have marauders.

The roles of marauders in the cult are varied due to those sweet options bestowed upon them. You can use them as bait by leaving them as they are (10 of them for only 50 pts!), give them shields to increase their durability, or flails/great weapons for powerful charges and supporting. My personal favourite are flails, as they cost less than great weapons and are generally better suited to an elven army, as elves cannot win wars of attrition (nor can flails!).

Chaos warriors

Nothing in the Dark Elf army can really compare itself to these warriors. They are both stronger and tougher than elves, heavily armoured, and average in the movement department. They also have many nice options – shields, additional hand weapons, and great weapons. Shields provide durability not seen in the infantry of an elven army (3+ saves in close combat!). Great weapons give god-like strength (for elves, anyway), and additional hand weapons allow for more attacks to unleash upon the unbelievers of Slaanesh. My personal favourite option is the additional hand weapon, as having two strength 4 attacks is just nasty (three attacks if you have a champion). They can be used as support units, or as units to fight all alone (I would choose the former, however, just to be safe).

Chaos knights

The cult uses this human cavalry to its advantage. They are tougher than cold one knights, and do not suffer from stupidity. In addition, this is a heavy cavalry for the druchii, which does not make unwilling moves! They are stronger than cold one knights, as they have a base strength matched by the Draich-wielding Executioners. Finally, the mark of Slaanesh

causes a small cavalry unit size not to be as much of a problem versus shooting and magic, as generally 1-2 casualties causes a panic check.

Daemonettes

These ladies are the first daemonic unit we can use, and they are DEADLY. They have two attacks each, and move as quickly as elves. They follow the same rules as any other daemonic unit would, including the fear, aura and psychology rules. What is there not to like? You can use them to support units, or fight small units all alone.

Mounted daemonettes

Mounted daemonettes are daemonettes mounted on mounts of slaanesh (who would have figured?). The daemonettes themselves are the same as those on foot, but it is the steeds that provide the differences in their roles. The steeds strike first automatically and their attacks are sour from the venom in these creatures. Combine this with the deadly ability of daemonettes and this unit is scary. They have the fast cavalry rule, but you should not really restrict them to only fast cavalry roles, as they can work as more of a medium cavalry as well.

Furies

Since harpies are considered creatures of Khaine, the cult uses furies instead. This is not a bad thing! Furies, though they have fewer attacks, are stronger than harpies are, have a 5+ ward against mundane attacks, and they cause fear. Let me tell you, fear is one of the biggest advantages you can have against war machine crews and characters which to far from the protection of units. If you win combat, it is almost guaranteed that the opponent will break, as you will likely outnumber the unit!

Spawn

The final unit from the hordes of chaos list available to the cult is the spawn, or in our case, the fiend of slaanesh. The fiend of slaanesh is very different from anything in the normal dark elf army. It moves 3D6 inches, and if this takes it into contact with something, counts as a charge. It also has an uncertain but considerable amount of attacks, and it cannot be broken in combat. The ability of being unbreakable is nasty, as it allows you to tie up a unit that you would rather not face in combat. Yes, that means the temple guard among others...



Mark of Slaanesh

Have you ever failed a fear check? Have you watched your entire flank collapse due to failed panic check after panic check? The mark of slaanesh provides alleviation to this, as it provides immunity to psychology, in other words – no psychology checks at all. However, you cannot flee as charge reactions, so maintaining a grip of the movement during the game is much more vital. In addition, your units can still break in combat. Chaos knights and warriors automatically have the mark, and all dark elf units come with the option to be marked in the cult of pleasure list.

The Cult of Pleasure list draws some of its troops from the dreaded realm of chaos. This depiction of that twisted realm comes from Monarch Iauraurion.

Lore of Pain and Pleasure

Are there times where you wish you could control what your opponent does? Expose flanks? Move artillery? Have that Oldblood attack his own unit? The lore of pain and pleasure allows you to do such things, and more! There is one magic missile spell, four spells which affect your opponent negatively, and one which causes your own units to be unbreakable. The control spells can cause units to move uncontrollably, cause characters to attack their units, and to cause dominion three times over! Moreover, none but the magic missile spell require line of sight. What's not to like?

Conclusion

I hope that you have learned a little something about the units coming to the cult of pleasure from the hordes of chaos list. There of course are other units not mentioned, as they are too new to have really been tested (devoted and anointed come to mind). In conclusion, some other units that have been made available in the cult of pleasure list allow for more diversity in the kind of armies dark elf players use, and for a change of tactics.



This Dark Elf Commander, Kael'Thas, is ready to fight in the Storm. The picture is from the Warhammer Photo Society, used without permission of Rogue-Gladiator. Sorry, dude!

Hotek, The Master of Iron: Background

Shadowspite—The Cult of Pleasure

As part of the release of Druchii.net's rules for Hotek, the Master of Iron, Shadowspite has written the background of this sorcerer-smith in full.

Elves are a long-lived race, to the point that many lesser beings regard them as immortal. Yet, even among the elves, there are those who have existed far longer than is usual for their race. The Brides of Khaine maintain their youth and beauty through dark rites of blood and slaughter. The sorceresses of the Convents extend their own lives through their knowledge of the Dark Art. Therefore, there are still a few among us who can remember the time before the Sundering and recount the stories of the notables of that age.

Hotek is one of the most intriguing characters of that near forgotten time. Once a priest of the crippled smith-god Vaul, Hotek was driven by his own ambition to violate the strictures of his order. While the natural skills of the elven smiths were great, he recognized that there was a far greater power to be tapped: the raw and primal energy known now as Chaos. For decades, Hotek conducted dangerous experiments in secret, seeking a way to bind these energies into the weapons and armour that he forged.

Hotek moved constantly, never staying at one shrine-forge long enough for his suspicious brethren to discover his dark secret. As he progressed in his research, he carefully inducted other like-minded priests into his cabal. Eventually, he came to the ancient temple known as Vaul's Anvil, some four hundred leagues from Ulthuan in the wild and perilous land that would eventually become known as Naggaroth.

The foremost stronghold of the priests of Vaul, the temple was a great and lofty hall that enclosed the sacred Anvil itself. Its roof was of pure ithilmar, covered with the ancient and now

Hotek's Column

"Towering above even the tallest trees, the column raised by the great sorcerer-smith Hotek to mark the ascension of the Witch King dominates the Black Forests as it has done for almost five-thousand years. This is truly a fitting monument to the Witch King's everlasting reign. Upon its summit stands an iron statue of our ruler Himself, resplendent in the armour forged for Him by Hotek. In His hands are the severed heads of the Phoenix King and Everqueen of those far-off days, Caledor and Yvraine (let their souls burn in torment forever in Khaine's dark realm).

Before he was murdered by the foul traitor-elves of Ulthuan, my grandfather told me of how this monument came to be built. Caledor, that worthless princeling that sat upon the throne of Ulthuan, had succeeded through an accident of fate in taking the Blighted Isle. However, coward that he was, he did not even attempt to draw the Sword of Khaine. No doubt he would have been struck dead by the Bloody-Handed God for his sacrilege had he dared to touch the holy weapon.

long-forgotten runes of the gods. At night, the runes glowed with the heat of a thousand forges, while in daylight the whole roof blazed like the sun itself. The tall stone pillars that supported the roof were carved into the shapes of mighty trees and covered with runes that pulsed with barely-contained energies. Below the temple itself, countless workshops and forges filled the subterranean darkness with a ruddy light. At the heart of the temple, upon a raised dais of solid obsidian, stood the massive iron bulk of the Anvil itself, and upon the Anvil lay a black hammer.

The priests of the temple had always been wary of the hammer's power. They said that it was the tool of Vaul himself, a conduit of the power of their



god. To even touch it was blasphemy.

The moment Hotek set eyes on the hammer; he knew that his long quest was over. If it was indeed possible to bind the power of raw Chaos into metal, and then forge it into a sword or a helm, then it would be this hammer that could do it.

Within months of Hotek's arrival at Vault's Anvil, devastating news came from Ulthuan. The Phoenix King, Bel-Shanaar, was dead. Details were unclear at first: some said he had taken his own life after declaring Prince Malekith of Nagarythe as his heir; others claimed he had been murdered and that Malekith himself was the assassin. Seeking to uncover the truth of the matter, the high priest of Vault's Anvil returned to Ulthuan, unwittingly leaving the temple in the hands of Hotek and his cabal.

Hotek seized his chance. As he lifted the hammer from the Anvil, a peal of thunder rang out and lightning struck the ithilmar roof of the temple, shattering it into molten pieces. Hotek and the other priests fled for their lives as the columns toppled slowly inwards, crashing down through the mosaic-tiled floor and into the workshops below. Within minutes, the entire temple was in ruins.

Hotek did not care, for he saw himself now as beyond the judgment of the crippled god. The other priests were terrified and begged him to ask Vault's forgiveness and return the hammer to its resting place. He ignored them and set out into the wilderness. It would be twelve long years before any mortal saw Hotek again.

* * *

For over a decade, civil war raged across Ulthuan. Indeed, the slaughter was far worse than when the Defender drove the daemons of Chaos from Ulthuan, for now elves were being slain by their own kin. Followers of Caledor fought against supporters of Malekith, while any elf that remained unaligned could expect no mercy from either side. Both factions saw their enemies as traitors to the elf race, and both committed dreadful atrocities in the name of victory. Even between brothers, there was no room for mercy.

Caledor suffered many losses, but he had one important advantage. He was a charismatic leader who inspired great acts of heroism in his followers and led from the front, in full view of his troops. Conversely, Malekith had not been seen by anyone save his mother and her priestesses since the outbreak of the war. The elves of Nagarythe were loyal to him without question and they were still the mightiest warriors in all Ulthuan, but Caledor was slowly gaining the support of the other provinces.

This False King and his pathetic excuse for a navy turned around and sailed back towards Lothorn, foolishly thinking that we Druchii had been defeated. They did not understand that, far from being safe in victory, their destruction was now at hand. Lady Morathi and her most skilled sorceresses, their magic fuelled by the sacrificed souls of thousands of slave-creatures, began to weave a spell of terrible and glorious power.

Roiling black clouds of daemonic energy emerged out of the gloomy northern skies, spilling south across the Sea of Chaos. Within an hour, the traitors' fleet was engulfed in impenetrable darkness. Howling winds tore their sails to shreds, scattered their ships, and drove them across the ocean towards our own shores. Many ships shattered upon the jagged reefs that guard our coast, spilling their crews into the icy water to drown. Other vessels escaped the spell-wrought storm only to be hunted down by our own ships and their crews slaughtered, as they deserved.



It was not cowardice or lack of eloquence that kept Malekith hidden from his followers. At the Shrine of Asuryan twelve years before, he had attempted to pass through the sacred

Caledor's flagship was driven past Karond Kar and into the Sea of Malice before the storm abated. As our ships closed in, the false King demonstrated his despicable cowardice for the last time, leaping overboard to escape the Witch King's judgement. Long did we search for Caledor's body, for the Witch King wished to display it upon the battlements of Naggarond as a warning to all those who sought to oppose his will, but the daemons of the deep must have taken it, for it was never found.

To celebrate His great victory, the Witch King ordered the construction of a monument to stand watch over the Sea of Malice where the traitor Caledor had drowned himself. Hotek, the greatest craftsman ever to walk upon the surface of the world, designed the column that now bears his name and the statue that stands atop it. Thousands of slaves toiled under the sorcerer-smith's gaze to cut pure black marble from beneath the mountains of the Black Spine and to raise the carved blocks upon each other. Winged daemons bound to Hotek's will carried the Witch King's iron statue to the summit of the column and set it in place upon its pedestal.

flame that would prove his fitness to sit upon the Phoenix Throne. Rejected by Asuryan, he had been terribly burned. The spells of his mother and her priestesses, combined with his own willpower, had kept him alive, but he was little more than a charred skeleton: crippled, almost blind and barely able to talk, let alone lead his warriors into battle. It seemed as though Malekith had lost the war, no matter how many battles his forces won.

Then Hotek returned. Striding into Malekith's throne-room at Tor Anlec like a flame-haired daemon, he laid his hammer before Malekith's shrivelled form and knelt in obeisance. Despite his submissive manner, the sorcerer-smith was still an impressive sight. His head was still tonsured in the manner of the priests of Vaul, the red hair that was so rare among the elves rising up either side of his head like twin flames. His golden eyes glittered with power and the veins beneath his translucent skin pulsated with a dull red glow. His body was sheathed in darkly iridescent armour of a disturbingly organic design that seemed to shift and flow like a second skin.

Rising to his feet at Malekith's whispered command, Hotek began to speak of what he had learned during his long exile. The energies of Chaos were now his to command. With the Hammer of Vaul, he could bind the forces of the Utterdark into metal and stone. He could even forge armour and weapons from the supernatural substance of the Aethyr itself. His own armour was proof of his skill, for it was not merely a suit of metal plates but a living creature symbiotically linked to his own body and capable of repairing damage suffered by either itself or its wearer.

This was the prize Hotek now offered Malekith. He would craft a second suit of armour, this time for Malekith himself, which would restore the vigour to his scorched limbs and give him the strength to lead his troops in person once again.

Seeing at last a chance to snatch the victory that had long eluded him, Malekith quickly agreed to provide whatever resources the sorcerer-smith required. Deep beneath the palace of Tor Anlec, Hotek built a new forge for what he knew would be his greatest work. No mere wood would be sufficient to fuel the furnaces he required. Instead, the priestesses of Khaine brought him countless hundreds of living captives: elves that had fought against Malekith and had been unfortunate enough to be taken alive. Hideous screams resounded through the bowels of the earth as the captive elves were fed to the hungry flames. As Hotek intoned words of power that scorched the air, ravening daemons gathered to feast upon



the escaping souls.

From black meteoric iron, the sorcerer-smith crafted the finest suit of armour any elf had produced since Aenarion's own golden Dragon Armour. Daemons gibbered and howled as they were bound into the metal with unbreakable threads of raw magic. Dragon's blood was poured upon the devil-masked helm and upon the claw-fingered gauntlets, imparting the beast's strength and terrifying aura. Finally, Malekith's most potent magical artefact, the many-horned crown known as the Circlet of Iron, was fused to the brow of the armour's helm.

Three years after Hotek's arrival in Tor Anlec, the Armour of Midnight was complete. Malekith descended into the sorcerer-smith's workshops and there, standing amid the demonic fires of the forge, he had the armour fused directly to his withered and blackened flesh. After what the Flames of Asuryan had done to him, Malekith felt no pain from the process. He emerged from the forge sealed irrevocably within his armour, at one with it for all eternity.

When the monument was complete, all those slaves who had worked upon it were sacrificed to Khaine and their blood poured over the head of the statue. The consecrated life-fluid ran down the length of the column, coating it in a glistening layer of dark crimson. Oh, how I wish I had been alive then to see such a glorious display of the Witch King's power over life and death!"

- From 'Travels in Naggaroth and Beyond' by Lathyrekh Heartfang

Outside the palace, his loyal troops awaited him, chanting his name. Then Malekith appeared at the balcony, a terrifying daemon-faced figure of black iron, a living avatar of the Bloody-Handed God Himself. Overcome by awe and fear, the warriors fell silent. Then they raised a thunderous cheer, for they knew that their mighty ruler was with them once again. Now he was not merely the True King of Ulthuan, the heir of Aenarion the Defender. From that moment on, Malekith was the Witch King, the embodiment of Khaine on earth.

* * *

Following the Witch King's acclamation, Hotek forged many more potent artefacts for the forces loyal to Malekith. Engrossed in his work, the sorcerer-smith hardly noticed his master's defeat at the Battle of Maledor. It was only when the city of Tor Anlec began to crumble around him that he realized that the Witch King had finally decided to implement his master plan and unleash the unbound forces of the Utterdark. As the city sank into the ocean along with great swathes of northern Ulthuan, Hotek found refuge in the Witch King's own palace.

Like many of the towers and citadels of the Nagarythii nobility, Malekith's palace tore itself free from the bedrock, preserved from the ruin of the Sundering by the spells of its sorcerous master. The Witch King had been defeated, but not vanquished. Many of his followers escaped the destruction of their homeland, borne upon the waves in their black arks. The exiles sailed northwest, towards the icy land that Malekith himself had first discovered centuries before: Naggaroth.

However, to Hotek, this was hardly exile. In a sense, he was coming home, returning to the place where he had first learned the secrets of his craft. The shrine of Vaul's Anvil lay in ruins now, but the hidden forges Hotek had built under the Iron Mountains in the years before his coming to Tor Anlec were still operational. While the other exiles began to rebuild their

shattered civilization, enslaving the primitive human tribes that inhabited Naggarothe and raising fortified cities around the towers of beached black arks, the sorcerer-smith returned to the work that had now become his only reason for existence.

As the years have passed, and when years were becoming centuries and then millennia, Hotek has become increasingly solitary and obsessive. Sustained by his enchanted armour, he needs neither rest nor food. His every moment is devoted to his craft and the forges beneath the Mountains of Iron ring endlessly with the sound of hammer-blows and the screams of slaves given in sacrifice to the spirits of the flames. For over five thousand years he has laboured, seeking to outdo his creation of the Armour of Midnight. Yet, no matter how hard he labours, no matter how many souls are sacrificed to the forge-daemons, he has never been able to surpass that feat of sorcery and smith craft.



Hotek, the master of iron. A concept sketch by Shadowspite.

Malekith remains more than pleased with the sorcerer-smith's work and still showers him with accolades. Yet, to Hotek himself, none of his achievements can ever be good enough. He has become bitter and twisted, driven almost to the precipice of insanity by his own striving for perfection. Insanely jealous of his skills, he can never train another to follow him in his footsteps, in case the apprentice should outdo the master. Such is his hatred for all life that grass withers and blackens where he treads and even the most savage of beasts avoid him instinctively.

Hotek, The Master of Iron: Rules

The Seventh Convent

These rules are not official and you must therefore gain your opponent's permission.

	M	WS	BS	S	T	W	I	A	Ld
Hotek	5	5	4	4	3	2	6	2	9

Hotek is a master smith, and favoured highly among Malekith's followers. Hotek can be taken as one of your Hero choices. In addition, he fills a second Hero choice. He must be used exactly as presented here and may not be given any additional equipment or magic items. Hotek may not be the army's General.

Points: 350

Weapons: Hotek wields the Hammer of Vault.

Armour: Hotek is protected by the Armour of Living Metal as well as the Artefacts of Hotek.

MAGIC ITEMS

Hammer of Vault

The Hammer of Vault once rested upon Vault's Anvil, and was said to be a tool of the god himself. It is, needless to say, a powerful artefact. Hotek committed blasphemy by stealing it, however, and Vault most certainly does not approve.

This two-handed hammer confers +3 to his strength. In addition, all of Hotek's attacks are at a +1 to hit, and no armour saves may be taken against attacks made with this weapon. Hotek must take a strength test at the start of all rounds of hand-to-hand combat. If he fails, Vault's anger prevails and Hotek strikes last with the hammer at +2 strength (instead of +3) and all opponents gain +1 to hit against him. If he passes, Hotek's will has prevailed and the hammer acts normally.

If all of Hotek's attacks hit against an enemy with magic items, one of his magic items, chosen by the Dark Elf player, is destroyed and has no effect for the remainder of the battle. These hits wound as normal.

Armour of Living Metal

Forged by Hotek himself, this suit of heavy armour not only protects him from sword thrusts and archer fire, but also from the ravages of time such that he does not age, nor does he require either food or sleep.

This suit of heavy armour grants Hotek a 3+ normal armour save, +1 in toughness. The Armour of Living Metal also confers Regeneration.

Artefacts of Hotek

In his quest to best his original creation of the Armour of Midnight, Hotek has crafted for himself various amulets, talismans, jewels, and whatnot which further protect him from harm.



Hotek wears numerous artefacts that protect him from any harm. Their cumulative effect is to confer upon Hotek a 5+ Ward Save and Magic Resistance (1).

SPECIAL RULES

Master Forger of Naggaroth

The Dark Elf player may choose one unit before the battle begins. This unit gains either a further +1 to their armour saving throws or armour piercing attacks.

Renegade Priest

Hotek was a Priest of Vaul, crippled God of Smiths. Hotek generates one additional Dispel Dice for the army during the magic phase.

Sorcerous Powers

For several millennia, Hotek dealt with dark sorcerous powers, and has corrupted Vaul's prayers into terrifying banes, which are nearly as powerful as a Sorceress' spell. He may use one of three banes once per friendly magic phase while unengaged in close combat. Baneshells count exactly as Bound Spells with Power Level 3.

Bane of Fire – as Conflagration of Doom spell from Fire Lore but with range 12"

Bane of Metal – as Transmutation of Lead spell from Metal Lore but with range 12"

Bane of Power – one magic item within 12", chosen by Hotek, loses its power for 1 turn.

Besieger

Any attacks directed against walls, fortification structures or terrain features within 12" of Hotek gain an additional +1 strength.

Unnatural Aura

Hotek causes *terror* to all mounts and monsters (including friendly ones) that are not considered unliving. In addition, he will never join a unit that includes living animals, mounts, or monsters.

See the Power

All enemy models or units within 12" of Hotek must reveal all magic items.

Hunger for Wisdom

Hotek and the unit he is with will always charge an enemy unit or character with magic items totalling 75 points or more if they can.

Jealousy

Hotek is especially jealous of magic items. When Hotek joins a unit which has magic items worth more than 50 points in total, they suffer a -1 modifier to all Leadership based tests. In addition, the Ring of Hotek may not be used in an army containing Hotek.

Hatred towards All

Hotek is subject to the rules for *hatred*.

Hotek, The Master of Iron: Modelling

Monarch laur-naurion—To Make Like A Slave

So now that we know the fluff and the rules for the master of iron, Monarch laur-naurion has taken it upon himself to tell us how to make him.

After seeing the rules and the background for Hotek, I decided it would be a difficult and yet fulfilling conversion to do. This character was so fascinating, and so unique, that it naturally needed to be differentiated from the other Druchii models. However, it still had to look like an elf!

My first step was to check out the character's background to get an idea of how he should look. I also received a drawing from Shadowspite that was most helpful. After brainstorming with some members of the To Make Like a Slave initiative on the parts I would use, I decided upon the male dark eldar Haemonculus model. It fit my purposes best because of the organic armour, the apron, and the gaunt look that the model had. I commenced by filing and cutting off all the technologically inclined bits on the model, which included both arms. I then added two warrior arms whose hands were cut and slightly repositioned.

Now I had to take some time to think about the double-handed hammer. First, I took an ordinary spear shaft, a little larger than the space between the model's hands, and glued it to both in between. I looked through my bits box to find a hammerhead. The hammerhead on the sprue for the plastic chaos warrior turned out to be the best one for the model. I removed all the usual chaos emblems, and glued it to the spear shaft, completing the hammer.



Finally, some green stuff was to be added. As you can clearly see, I am no wonder at this, but at least I tried. I crafted his hair fairly easily, and I added some small flames in his wake on the base as well.

There, finished! Now all that was needed is a paint job. I started out with the armour, mixing together a dirty colour of shadow grey, chaos black and scorched brown. With this combination, I started highlighting the black undercoat of the armour, building up the colour by adding kommando khaki to the mix.

Next up were the robes. These were done pretty easily. Scorched brown, highlighting successively with increasing portions of graveyard earth did the trick. The smith's apron was highlighted starting from graveyard earth, with progressive highlights that added White to the mix.

The skin I did in my own customary way; a basecoat of dwarf flesh, which was then washed with thinned down chestnut ink, then highlighted with elf flesh and again with pallid flesh (or a mix of elf flesh and white, if you do not have the latter). The fiery hair and the flames behind the model were done with red gore as a basecoat, followed by highlights with blood red, fiery orange and sunburst yellow, with the lightest colours at the base of the flames and hair. The hammerhead was painted mithril silver, and was then given a wash of mixed black, green, and



brown inks.

A spray of clear varnish, and finished. Note that I did not opt for a square Warhammer base; this is purely a display model, and I will not use it in any games.



This picture doesn't have any particular relevance to the topic, but sometimes an article is just a tiny bit more than a page and there's just nothing you can do about it (I tried like dickens to chop it down a mite!). But Monarch laurnaurion had done this picture and I really wanted to put it in the Monthly, and since he wrote this article it was as good a place as any. I'm pretty sure that everyone will agree that it's awesome. It's called Arrival, obviously being a picture of Dark Elves landing on a beach.

Modelling the Gauntlet of Power

RasputinII—To Make Like A Slave

RasputinII brings us a discussion on different modelling possibilities for the Gauntlet of Power (because he thinks Malekith's Hand of Khaine is really boring).

As all good Dark Elf players know, after the Albion campaign several summers ago the Dark Elf army received three new magic items. One of which has become one of the best magic items in the game, and one of the most popular magic items choices in the Dark Elf list. Of course, I am talking about the Gauntlet of Power. After all, an additional four points of strength and the ability to ignore armour saves is, well, nothing short of awesome. However, the problem comes not from the rules but instead from the description – “Gauntlet”, not the most common weapon in the game to say the least. With no mundane weapon based on a claw or gauntlet, gamers are forced to convert their Gauntlet of Power.

Recently I have been viewing numerous posts, on both Druchii.net and various other sites, and seeing numerous posts with people saying how they plan to convert their Highborn with the gauntlet of power. In all but a few cases, the chosen part they plan to use is Malekith's claw, the Hand of Khaine. I feel that so many people use this option, as it is the only model they know of that has a gauntlet-style hand. However, in my opinion it is nothing short of bad. The Hand of Khaine is frankly more like a foam hand than a gauntlet that could crush a man to death with little effort.

“Well then what can we use?” I hear you cry in a chorus of disgusted and applauded voices. Good question. There are no other alternatives in the fantasy game; however, 40k provided the answer. With the Power Fist and Power Claw being popular weapons in the game, there are numerous models in the 40k range that could provide a suitable piece as the Gauntlet of Power. Many of the gamers out there that are well versed in the background to both Warhammer and 40k will know of the slightly hazy connection between the two games that is further enforced by the Albion magic items. Many players will have noticed the connection between the Gauntlet of Power and the power fist, and other magic items and their 40k counterparts, the armour of the gods and its incarnations as power armour in 40k. What I am driving at is that for those of you who are particularly into the link between the two games then you might be interested in using a part that is quite clearly a power fist or power claw. In this case, I would suggest you look at the space marine range of power fists, of which there are many, for your gauntlet of power. I was originally drawn to this idea and planned to use an Ork power claw for a very crude and industrial look that would contrast nicely with the dark elf craftsmanship. However, I soon discovered that the Ork power claw is far too large for use on an elf and would, as such, look ridiculous and stupid for a Highborn.

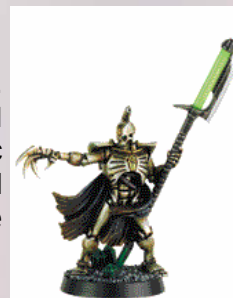
Nevertheless, for those of you that either do not know of this connection or do not want to use it there is still hope, in the 40k model range. I myself decided to go for a more Druchii look with my Gauntlet of Power. In my opinion there are only really three choices, the first of these is in the Dark Eldar range. The dark elder lord provided the first option. His right arm is a fairly large power claw, styled similar to a gauntlet.



Apologies to Games Workshop (the picture may be found at <http://uk.games-workshop.com/storefront/newimage.asp?Size=A&img=213971>)

As you can see in the picture above that it is rather bulky – Stylish, but bulky. Not my personal favourite for the Gauntlet, but none the less a viable option. The arm is available separate from the body from mail order at around £1.00.

The next two are both found in the Necron section of the 40k universe. The first of which can be found on the rather nice Necron lord model. I used this claw for my Gauntlet of power. It is a good size, rather chic whilst also looking vicious, which is for me what the Dark Elves are all about. As with the Dark Eldar lord's arm, this arm also come separate from the body and costs a rather respectable £1.00.



The last of the options actually belongs to a Necron infantry type, the Flayed one. The Flayed one has one advantage over all the other options; there is a left hand as well. The claws are available on spruces (containing both a left and right claw) for only £0.50. The Flayed ones claw is particularly desirable if you are after a more bladed and agonising look. It is also the smallest of the claws, which could be either a pro or a con depending on your view.



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As I mentioned earlier I opted for the Necron lord's claw. The main reason I chose it was its size. For me it is the optimum size, it is substantially larger than a hand but not so big that it looks to large and heavy to lift. It is only appropriate that I include a picture of it to show just what look you can get by not using the hand of Khaine.



RasputinII opted for the Necron lord's claw.

My hope with this article is to show you that there are other options for the Gauntlet of Power aside from the rather poor Hand of Khaine. Even if you did decided to go for the Hand of Khaine it is my hope that you will have a little look at the other options, after all your Highborn should be one of the finest models in your Druchii army.

However, for now take care, and until next time keep painting and keep converting.



Some Gauntlet conversions from (left to right): Lord_Kaloth, FriedMalekith, Dyvim Tvar





The Hydra: Fluff



Iyagd, darkprincess—The Cult of Pleasure

Iyagd and darkprincess bring us The Hydra letters.

(Written in Har Ganeth)

Father,

The letter of yours which reached me just before the black ark set sail suprised me greatly. It was with great satisfaction and pride that I recieved such an important task. I want to reassure you that I will put all my effort and resources into carry ing out this task. I will not fail you!

Captian Tharnac, your cousin and brother-in-arms of my brother, who bears great respect for you, agreed that I should remain ashore to fulfill my duty. I regret having missed great adventure and new lands, not to mention fame and loot! However, I have a feeling that the greatest adventure is before me.

The moment I have finished packing, I will travel to Naggarond to the Royal Library to begin my research.

Your daughter
Fhyanna Urdhel

P.S. The steed you gave to me is marvelous!

(Written in Ghronnd)

Father,

The journey so far goes well, without unexpected events.

I write these words with some anxiety, for I do not wish to fail in my task. From the pieces of information I have gathered, I realise the magnitude of my venture. Though I am proud that you have chosen me, your youngest daughter, from among all the scions of our House.

I have visited old master Tornhael as you suggested. The snow-white paper on which you read those letters came from distant Cathay and the ream was as expensive as a sword of the highest quality! He also gifted me a set of sophisticated writing tools, the same as I have seen in your hands. His respect and friendship to you and to our House is unquestionable and he told me a lot about your adventures aboard the Claw Of Khaine. I bow my head before his immense wisdom and sense of honour. He also lent me an excellent collaborative essay, 'Legends of the Young Land'. It is an original and I recieved it with great respect. To express my thanks, I promised him the hide of a great snow-lion, hoping that I will have an opportunity to hunt such avicious predator soon. Are our hounds in good condition?

I must finish here, as a squadron of wind-fast riders heading to Naggarond recieves the last parcel. They will surely reach the capital before me.

Hoping to see You soon,
Fhyanna.

Father,

I mourn your absence, but service is our first duty. I know you will soon repell those bands of rebel slave-creatures that threaten our mines. I am proud to share your blood.

The Royal Library at our Master's court is truly marvelous. I note with pride that Your name opens many doors here. I have met with the greatest minds in Naggaroth and all are very helpful, even though they are immersed in their own studies. It is true that true greatness is measured not only by skill with the sword but also by depth of mind and wisdom.

The decision to begin my research here was correct. The range of written sources is huge and there are even numerous writings from before the time of the Asur's Betrayal. It also made me aware of how much time must be sacrificed in order to learn something of value.

First issue to research was the origin of first tamed hydra. Some sources say that these beasts were first found in the Chaos Wastes. From what I learned from Kaledor Maglen's



'Journeys in the Northern Lands' and few other essays, however, this seems to be untrue or at least only partially true. There certainly were and are multi-headed monsters roaming the Wastes, but few of them were described as anything close to well known current hydra breeds. I believe (and my opinion is strongly supported by the majority of the ancient manuscripts) that, even if this species does come originally from the Northern Wastes, the beasts dwelling below the Blackspine Mountains today have diverged significantly in form and behaviour from their northern kin. The northern beasts are usually grossly mutated, tainted with Chaos. The only constant seems to be multi-headness.

It is worth bearing in mind that no-one other than Kaledor Maglen himself has ever reported observing more than one hydra (or hydra-like creature) in the Wastes and no-one has ever been able to distinguish the gender of these Chaos beasts. Some researchers refuse to call them hydrae, pointing out that it is impossible (and pointless) to name all the twisted creatures of Chaos even if they are well-known or similar in form.

These northern hydrae are most likely sterile, like many of the most altered creatures of the North, so the hydrae of the Blackspine Mountains must be descended from relatively pure blooded, unmutated and productive specimens of the distant past, which migrated south millenia ago. These must have been physically weaker than their more tainted kin and probably could not compete in the Wastes. However, they must also have been more intelligent with a stronger instinct of self-preservation (and, of course, the potential to be trained by a skilled beastmaster). Such an opinion is corroborated by the view of both wise researchers and the more reliable of explorers.

I have gathered together a handful of tantalising pieces of information concerning the legendary Rheygen, first of the hydra tamers, but they must be selected for accuracy and properly arranged before they can be published.

It seems that I must take ship to Karond Kar to consult the Beastlord's Library. I would be grateful if you could send a letter of introduction to Lord Rakarth.

Fhyanna.

P.S. We must find some better method of communication between us. I have strange feelings about my task and cannot fully trust couriers. I am also always eager to share with you my newest findings as quickly as possible.



A sketch of a Hydra from Monarch laurnaurion.

Father,

Thousands of words came through my eyes. The amount of knowledge hidden between the black pillars of the Royal Library and the amount of scripts to read is unimaginable. I have put a lot of work into looking for valid information that I'm presenting to you here. Although these, the most demanded, are hidden, flowing out of my reach. I'm desperate to find the truth but i'm afraid I have failed. Something I see on the horizon of gained information is still shrouded, no matter how much effort I put into my searches.

I'm readying now to cruise to Karond Kar aboard a merchant galley. I hope to refresh my mind during the long journey. I will let you know what I find out.

Father,

Unfortunately my ship has become wrecked, damaged by a sea monster. I must wait for another transport. But fortune smiled on me and again I get convinced that only those who dare and valiantly strive to achieve their goal may count on success. Here is what happened:

I ordered the copying of some most important essays to Jeadhar of House Stygh. I observed his well trained and skilled copyists, slaves of premier stable, copying exactly rune by rune when I've met Nadhur of House Thyrous. I knew well his son, the defiant riders' commander. Noble Nadhur is a lecturer at the Royal Academy! I see the shattered body of such a great warrior with sorrow, but hopefully his mind serves him extremely well. He promised to help me because he recognises my researches as very important for our knowledge of past times. I must say that he got really excited with it!

And so with the help of Noble Nadhur and couple of young, devoted students I've finally sorted out the gathered information. Legendary Rheygen's origin is still blackened. Those scholars and authors which refuse to trust to legend (and there are many) pointed out that there are no mentions of his House, Beast House Pulai in any of the known sources. Its name is neither mentioned in chronicles nor in any census dating from before The Treason. According to them most valuable information about rescued Nagarythian families comes from the so-called Talon Book which was formerly stored in the Citadel Of Iron which then formed the core of Karond Kar. The House Pulai is not mentioned there, as well as in later Karond Kar chronicles. Furthermore they say, and I must agree with them, that the name "Rheygen" is a name of a seventh Beastlord and sources do not even say a word about his House. They note the sixth Beastlord of House Hyradan, but none even note that he was Beastlord for one hundred and twenty-eight years exactly as the legend says. And they call this legend a tale. A false story based on well-proven historical events, part of the Beastmasters tradition. These authors however haven't taken up the legend itself, but Karond Kar history from purely political & historical view. They based it mostly on written sources, from beginning by refusing to acknowledge the legend as valuable source of information, so at this stage of researching, I consider their opinions wrong. I hope that my visit to Karond Kar will corroborate my contention.

So it seems that it will be hard to convince those scholars without material evidence. I've started to think about a journey by Rheygen's track. I want to ask if it will be possible? Would You agree to arrange an expedition to the Blackspine Mountains?

Noble Nadhur helps me a lot. I owe him our House friendship. He won't ever forget about it. I hope my decision to bring him in was right.

Fhyanna.



A picture of a monk from MDK—just another cool picture that had to go in!



Father,

I'm writing these words while sitting on the highest tower of the "Bloody Talon of Chill", hundreds of feet above the waves and surrounding magical mist, which pulses and moves like a living creature. I feel fresh cold wind, feel the beloved scent of the sea which reminds me our first expedition to reach the shores of the so-called Estalia. Do you remember, father?

Father,

I'm really glad You agreed! I've already commisioned Ghador, our House's Master Of Swords, to arrange everything as You suggested. He is really experienced and moreover he will accompany me. We must buy a couple of strong slave porters. He also warned me that either the Convent or The Temple will watch our efforts. I'm more cautious now. According to your authorisation I ordered a few minor houses to take part in the arrangements. I especially count on Fouram Bloodshard, he is a young but really experienced adventurer and a mighty warrior. I hope he has recovered from his last wound. He owes me his life and is a good friend.

Fortunately I found a fast way to get to Karond Kar. Tomorrow morning I will board a transport clipper with supplies for the Black Ark "Bloody Talon Of Chill", patrolling the Sea of Malice and the Sea of Chill. Then after a short cruise I'll take off with messenger craft and sail fast to Karond Kar.

Everything is going well. I have to look through a few scripts to plan the route of the expedition, so I'll take them with me as well as the finest maps from our home library. I'm really excited about this mission!

Fhyanna.

Father,

Exactly as I planned it, I'm now on my way to Karond Kar aboard of fast messenger craft mounted on a quick and gigantic twin-tailed sea serpent. I feel strange in the small superstructure, hearing shouts of beast's crew and the noise of water being stirred by the huge beast's tails. But we travel nearly as fast as the finest galloping steed from our stables! It cuts through waves like a knife! As the skipper told me, they use it for patrolling and hunting too.

We were attacked by a giant octopus in the morning, but thanks to our skilful crew and the speed of the serpent we managed to avoid its tentacles. The skipper released a small harpyhawk to warn the galley convoy we had passed in the night.

By evening I'll see the towers of Karond Kar. The Sea Of Chill is relatively calm now.
Fhyanna.



(Written in Karond Kar)

Father,

Now I'm a guest at the Beastlords court, hopefully they view your name with high esteem. However I'm noticing suspicious and reluctant gazes all the time. I'm sure that some agents carefully watch my every step. I'm very cautious, but don't be afraid. Nobody here will risk a open conflict with one of the greatest Houses of Naggarond. But the Beastlord himself ordered the library opened for me and ordered every assistance I'd possibly need. Maybe the Beastlord supposes me to be a tool in some court game? Maybe the Beastlord wants to play some minor houses against each other? Pity that I must work under such pressure.

I've searched through millennia-old scripts, books and volumes. With every page I felt that the solution is close by. Shards of information suddenly began to appear. Countless hours I sat there and read. I found scripts of Nagary-the origin, almost destroyed by time, chronicles and censuses. I discovered that the original Talon Book was destroyed in a magical accident and those books stored in the Royal Library are only copies, and some chapters are far from original. I've read the first, the most accurate copy, written with old, twisted and ornamented runes. I've looked through original "Events of the Blood Era" by Sytuin Tharmarkal, first release of "Beastmasters Legends, Tales and Customs" by famous Nu'gharyna Molaur, Nhardust's "Legends of the Iron Citadel", chronicles, the first Karond Kar censuses, handbooks by experienced beastmasters... Several days, thousands of pages, millions of words, stop! I have started to repeat myself. Forgive me Father! I was too excited because of the true wealth of the Beastlord, but counted in wisdom, not in pieces of gold or number of slaves. Without doubt I'm sure that I was right.

Now I'm sure that Rheygen's family – House Pulai, or rather Pu'lhau, existed! Exactly as the legend says in times of the fifth Beastlord of House Hyradan there was a bet between Rheygen's father and son of Beastlord called Maragh, settled during an annual feast. Hard to figure if Rheygen's father in fact lost the bet due to treason or to fatal coincidence, but as a result Maragh imprisoned the whole Pulai family and then executed them except the most skilful Rheygen. Then he ordered to delete the name Pulai from all scripts and censuses. The evidence of this latest fact came from a most unexpected direction – "State chronicle of Karond Kar". There were notes about the Beastlord's settlements. No one had ever noticed that before! Having a proper opinion about the legend's truthfulness demands a lot of efforts to research sources not only in the Royal Library but also those in that of Karond Kar. None of the scholars did it before and therefore none of them could put all the pieces together. And so, the walls and towers of opposing scholars are falling one after another! It is sure that in the next hundred years, Maragh become the most powerful among his House and took the Beast Throne as the sixth Beastlord Of Karond Kar thanks to Rheyden's skills. All authors wrote about Maragh's wealth and enormous stables, full of strangest creatures. And then he ordered Rheyden to fully pay off his family debt, according to legend "Bring me the most ferocious monster to serve me as a mount, as those in the Chaos Wastes to celebrate my power". No matter if those were his exact words or not, the fact is that after roughly a hundred years of Maragh's reign, Rheyden travelled to the Chaos Wastes and then to Naggarond. Now everything becomes clear. And now after millenia, I, Fhyanna Urdhel will follow in his steps!

I've received a letter from Ghador. Preparations are going fine. He assured that everything will be ready in the given time. By the way father, how are our relations with House Karauch going? Ghador informed me that they cooperate very reluctantly.

Gourad asked me to be a guest of his father. It will be good to have his House on our side and before everything he offered to show me their stables and training facilities! I'll describe everything to you thereafter.

Fhyanna.



Father,

I'm sailing back to Naggarond aboard a fast merchant ship. Gourad Rn'khuor accompanies me, in accordance with the orders of the Beastlord who is noticably interested in the result of our expedition. Now I have time to properly plan the route of our expedition, using information gained in Karond Kar. But I'll tell You more about it later, for obvious reasons.

For a few days I was guest of House Rn'Khuor, a truly glorious and noble beastmasters' house but impoverished. They showed me stables and training processes. I've seen many interesting things and these couple of days have convinced me of how much skill and effort training beasts needs. The Hydra itself, as one of the largest land beasts, demands special skills, great patience and bravery. From the earliest days a Hydra learns how to obey orders given by sharp still and lashes. The training urges the beast to associate spurs - particular calls and pain driven by cruel blades with the desired attitude and awaiting award in the form of fresh meat. It first learns how to follow in the desired direction, pricked with a long bladed fork in its thinner-skinned, less protected belly. Disobedience is punished with lashes of a barbed whip, penetrating even the thickest skin. It is dangerous, as the Hydra is a predatory beast, fast and ferocious. I've seen a few apprentices with horrific wounds. They weren't good and fast enough, as Gourad said smiling, and they prove their uselessness, he added. Beastmaster know well the Hydra's structure, every muscle and nerve. They know the places when pain is greater and therefore where motives are stronger. It is useful when a beast become more ferocious. They also learn how to force it to breath fire and how to make it even more ferocious with one, well aimed stab.

They also built a course-like facility which simplifies the training process. I'll draw it later. But not only knowledge and experience is needed. Beastmasters must have empathy with the beast, like a beastly shard in the soul, something in his mind, voice, touch and eye, the gift that causes beasts to recognise him as a beast, equal in ferocity close to itself. Only such Druchii may tame and train ferocious beasts. I suppose that skillful beastmasters maintain an almost telepathic link to the tamed creature. They couldnt tell me what kind of magic they use but I've seen amulets and heard mysterious charms and incantations, used probably, as I guess and as they suggested, to fool the beast's senses and to strengthen their natural empathy.

Nowadays the methods of training are stable, based on millenia of experience and depending on the characteristics of individual specimens or breeds. Beastmasters conduct some experiments, but Gouram didn't know of this specifically or didn't want to tell me. I was just curious.

In the legend, Rheygen is the most skilled and keen beastmaster ever, taming the snow lion with a single gaze, and I'm sure that he wasn't only a poetical figure. He has been really gifted if he managed to tame the first Hydra, without magic and experience in training hydrae. I don't wonder why it took him so long. Of course the first attempts must have failed and he needed more time to gain experience and knowledge. That is the reason he had observed hydrae in their natural enviroment for several years, as is mentioned.

Now I see how much effort is behind even a normal dark pegasus tamed as a mount. Efforts and skills never noticed by proud nobles in distant towers. I have even more respect for these beastmasters, working for the glory of our King and our Nation.

Gourad is a really good companion, but he noticably lacks a proper education, as a noble's son deserves. He is however, resourceful and skilled. You will like him I think, as he is brave and eager for fame. His family make a fine premium wine, in an evergreen vineyard on a warm hillside of a volcano. It is called Dragon's Thorn Blood Red, You must have heard about it. Anyway they gifted me with a few kegs, and I'm carrying them for you as a sign of the friendship of Gouram's House. They may be useful in future i think.

Fhyanna.

PS. Preparations are almost finished, as Ghador has informed me. Hope to see you soon. May Khaine drive your sword.



Father,



Nearly a week ago we left the safe route and last outpost behind us. We travel through the wilderness quickly. Deep forests around us are equally beautiful and dangerous. Behind millennia-old spines, with trunks black and hard as iron, numerous creatures hide, with giant wolves as the less troublesome of these. We are very cautious and have repelled numerous attacks and fought a few minor skirmishes. I don't want to bore you with descriptions, but it is enough to say that I have a few new scars and my sword did drink a lot of blood. Khaine be praised! We raided a few escaped slave settlements, leaving none alive, except a few to replace wasted porters. We exterminated a minor goblin tribe, forcing them to retreat, losing only one steed. They didn't expect us. I wonder how they managed to get so far. Wolves, beastmen, human bandits, goblins, but not only these oppose us. Weather is harsh and terrain is hostile. It is good that we take porters and horses to carry supplies, it is far easier to cross giant fallen trees, insidious pits and fleet streams. We're heading west, but I'll decide the direction later. The legend becomes imprecise here, as I suspected. We will probably go slightly North West leaving the Pits of Zardok on our right, to the heart of an unknown part of the Blackspine Mountains. We also did some hunting. Very enjoyable. I hunted down a giant snow lion. I will give its hide to Master Tornhael as I promised.

I doubt if I will manage to keep you informed as I would wish. I'll write more later. I have too few harpyhawks and must use them wisely.

We have entered the huge clearing and climbed up a bald hill. The view of the Blackspine Mountains in the bloody glow of rising sun is truly marvelous. Every warrior watched it with awe. Khaine has spoken to us through our eyes. Anyone who ever seen that will never forget it. Majestic peaks, capped by hoods of snow, sharp rocky spires, black crags over bottomless pits, shadows in hidden valleys and canyons... How true is in old Nagarythe saying, that Khaine created the high mountains to test his followers.

Weeks passed by. We met a few brothers of the Shades clan, who guided us through the safer passes. We finally reached the foothills of the mountains. Nothing to write to you Father, but I feel that we're closing in on our destiny.

Yesterday we lost few fellow Druchii due to a beastman assault. They came in the dusk, but we repelled them after a glorious fight. Fallen comrades and friends lie in rocky graves, as true Druchii with faces directed to our lost lands, under the feet of the mountains. Their souls fight their last battle now. The weather is getting worse, and there are no paths or tracks. We camp on ledges, avoiding deep and shadowy valleys.

No one knows what hides there. Hopefully there is a lot of fair game and fresh, cold water in the valleys. And also there are monsters, truly awesome monsters. We've seen countless wild beasts, giant clawbears, wyverns, manticores and even a small dragon. We didn't want to attract their attention, but a couple of new hides and claws decorate my saddle. Only a good fight is worthy of hunting. It is indeed a good environment for hydrae. These predators have a large territory, with caves and fresh food here, among these peaks. Like Hydra Inn, Fouram said.

I must say, that my soldiers have acted extraordinary well so far. They are disciplined, fearless and defiant. They all fight and act bravely as truly Druchii have to. They and their skills and experience are priceless for our House. I have no problems with leadership or morale.

The march is getting harder with every step. When I climbed high, I saw the waters of a distant lake, but it wasn't the one mentioned in the legends. Now we need to choose. West or North. May Khaine guide me to choose well! I'll write to you then. If not, then I am lost. Fhyanna.

Father,

I was really glad to have met you finally. I'm proud that you appreciated and accepted my efforts and decisions. I finally feel worthy to share your blood.

I have left you all scripts and evidence, except those that I need during the expedition. Everything has gone well and Ghador, together with Fouram did a great job, truly deserving a reward. However I wonder why you allowed Nadhur from the Academy to join the expedition. He is wise but really cunning and he plays his own game for sure. Are there any political matters behind your decision?

We sail now to Clar Karond, exactly as Rheygen did. I know that the route via the Underway and Doom Gate or Sewer Gate would have been faster, but I wanted to follow the legend's guidelines directly tracing Rheygen's route. We won't stay long in Karond Kar, just to replenish fresh supplies, but be sure I'll personally deliver your gift to noble Loanarr Celya of Convent. I don't know why, but I feel that we shouldn't attract too much attention and should set out as quickly as possible. However we're small in number but I'm sure that our hundred swords mean something.

We'll follow the path I've shown you. I have all the finest maps with me always.

Fhyanna.



Father,

We're in the wildest heart of the Blackspine Mountains. There's no sign of Hydra Dale. I decided to climb up a nearby peak to spy the surroundings. According to legend, we should be near. I start to worry that all my efforts have failed. We're almost there, I feel it. Maybe I took the wrong way? I've lost a few fellow Druchii and some horses due to an unexpected rockfall. They fell down a rocky valley a thousand feet deep.

We found it! When I was on a summit, over the grey clouds, I spotted black lake in a distant dell, with two crossed, raised rock spires over. On the five peaks to the east, the remains of a broken chariot, exactly as the legend says! The view is breathtaking, all white, black and grey peaks around me. The sky seems as dark a blue as our house colours and so near. Khaine be praised!

I'm so proud and eager to get here. I ordered the march out as soon as we manage to make camp. Some strange will fills my fellow Druchii now, and there are no signs of fatigue. Their eyes glow with zeal. We have to cross a deep valley with a fast river and travel around a dangerous looking mountain, I guess it will take eight days to get there.

Fhyanna.



An excellent little sketch from Shadowspite:
The Hydra Master

(Written in Hydra Dale)

Father,

I'm writing these words while sitting on remnants of Rheyden's outpost hidden in a dense forest of three hundred foot black spines. The legend is true! Now we have unquestionable evidence. I'm proud that I haven't let you down, Father.

There are ruins of a stone stable, signs of a training range and cage made of ironhard wood in very good condition. We also found graves of Rheygen's fallen followers, as we know from legend he completed his work alone.

The Hydra Dale is magnificent! Hidden between peaks, with a black water lake, and shaded with two crossed spires in the shape of a broken star. As suggested, numerous hydrae live here, some of them twice as large as those I've seen in Karond Kar or on battlefields! We didn't dare to enter the dale itself, for it is too dangerous but we caught and hunted some infants. It is the time of hatching and female specimens may be extremely dangerous. We also observed hydrae hunting, moving quickly and striking most deadly. We also found a few eggs, some of my height! I'll bring them home.

We will finally become independent from these hostile houses of Karond Kar. I'll write full report, including drawings of the outpost and surroundings later. During travel I drew a good map, far better than those otherwise accessible. I'll keep it in a safe place.

As the legend suggested I would, I found numerous precious stones, just lying around. Some of them are as large as my fist. I also expect to find deposits of rare and precious metals. All of this wealth including the living wealth of the hydrae themselves belong to our House now, as I have claimed it officially. We will use this wealth wisely to fulfil our eternal duty and to strengthen the might and fame of our House, as we agreed beforehand. All my fellows will be silent, they swore by the sword.

I feel almost like Reyghen when he completed his revenge, when after almost a hundred years, his first hydra rammed through Maragh's Court during the feast and rended or burned all his followers and Maragh's himself.

I'm proud to have completed my mission for the glory of our House.

Khaine be praised! I've conducted a thanksgiving ritual, sacrificing slaves and captured monsters. Let them burn for the glory of Khaine, our King and our House!

Fhyanna.





The Hydra: Tactics



Lud von Pipper—The Temple of Khaine

That all-victorious beast of Naggaroth isn't too easy to tame and bend to your every wishes. Lud von Pipper tells us how to do precisely this in the name of Malekith!

The War Hydra is one of the original pieces in the Druchii list. The Hydra is a monster that does not need a rider to be used, which means it is a standard unit in your army and comes as a rare choice instead of equipment for an expensive character. It is vital to understand that just because it falls into the category called "Monsters", it does not mean that all monsters work the same way.

Since the Hydra is a monster, it will have to take a monster test if the apprentices are killed. This is a rare situation if you use them wisely. The apprentices can hide behind the monster and cannot be targeted unless they are the closest models within line of sight. The apprentices behave similar to a single character inside 1" of a larger unit and shooting them means randomising the hits. Just do not put them ahead of the



monster while marching and expect them to last long. In hand-to-hand combat, the apprentices deploy on the sides of the hydra and the enemy cannot hit them if he is able to hit the hydra instead. This means that these two elves will be able to deliver their four attacks, increasing the unit strength to eight and bringing the total attacks to nine. She has also very good statistics: high strength, toughness, and armour save as a chariot. The key to using the hydra effectively is to think of her as a smaller infantry unit, causing terror, able to take a lot of damage, and still fight back. At her large amount of points, the hydra should not be considered "expendable"; a charge from Bretonnian knights can wipe her out.

Tactically, you have many options if you field a hydra. Position her up on the flank of the army, in line with the other infantries, protected from the most lethal war machines if possible. For example, do not fill the whole deployment zone during your deployment. Instead, stay on one of the sides: the one that offers the best combination of terrain and thereby protection. This leaves one of the flanks unprotected by the tableside, which is where the Hydra is handy. Deploying her on that flank allows her to fight off light cavalry and minor threats until reinforcements arrive. She can also revert to an offensive weapon.

One reason the hydra is expensive is that she causes terror. Terror is a great ability against light cavalry, which lack a character and are caught away from the general. If you are lucky, you will scare them off the table with a timely counter-charge from the hydra. Terror comes handy in several other situations, too. One example is her immunity to fear from other monsters. Think of a battle against Tomb Kings: what can you use to counter the menace of a scorpion surfacing in the middle of your unit? Your hydra. With good chance of pinning the monster in place and giving your support units the time to wheel and charge it, can take care of the alarm. The hydra is tough, hits hard and many times, and is not subject to the

killing blow ability – the perfect weapon against those nasty and rightly feared monsters. Another reason for her high cost is for her ability to breathe fire. It may not seem such a bargain considering that the hydra is not very fast, deployment is limited compared to other monsters like a Manticore, and the hydra is more of a hand-to-hand fighter than a fire shooter. However, the breath weapon can be handy if you know how to use it properly: target a low leadership, low toughness unit such as goblins, skavens, skinks etc. This can cause a panic test since the fire template is able to cover many small bases. Add that ability to the rule that templates do not suffer penalties for cover or skirmishers, means you will be able to flame away those nasty infiltrators, flying units, and fanatics too. A common tactical challenge is using your hydra against flying units behind your lines and positioned to charge your unprotected, valuable units. An infantry unit would have to change formation or wheel to get into position to shoot, suffering a -1 penalty when shooting for movement, another for skirmishers, and another for multiple shots. You will have to roll a six just to hit, and still have to wound. The hydra is a better option because it does not suffer penalties for wheeling, can walk up to 6" in any direction, and still breathe fire, and auto hit any model fully under the flame template. The hydra is almost invulnerable to weak opponent shooting due to her sporting a good toughness. Granted, rules force you to have a line of sight to breath fire on an enemy unit, but as long as you are able to see just a single model in the unit, nothing will prevent you from flaming every single miniature.

Lastly, there is a high probability that your opponent will target her with war machines. Using this to your advantage will save your other infantries and cavalries from instant death, and your hydra will still be able to carry on the fight most times. You may need to use your Hydra as a sacrificial unit, especially when you really need to delay that powerful enemy for a short time while you bring your units into a better position. It is not a painless choice be-



cause the Hydra is worth quite a lot of points, but there are times when buying time is vital, and your hydra can hold its ground with a normal leadership value.

Although being powerful and expensive, the hydra will not be able to survive the brunt of a fully ranked enemy charge alone. She is a very good monster, quite mobile and tough, which means she should be charging the enemy instead, causing many casualties inside the enemy line. Nevertheless, the occasional lucky hit, being outnumbered, standards, or rank bonuses could put your monster at risk because combat resolution affects your hydra as much as any other unit in your army does. For this reason, sending your hydra alone versus a strong enemy unit is inviting disaster.

Unconverted but not unappreciated, this one's "borrowed" from the Warhammer Photo Society. Kudos to Rastun Shadowclaw here.

Learn to use your Hydra like any other of your infantries, supporting her with other units, as Druchii always should. Consider that your hydra will move 2 inches more than your standard infantry in a charge, which means that she will be able to charge the enemy in the flanks while your troops charge their front. Having unit strength 8, she will negate ranks, force a terror test, and give you that much needed +1 for



the flank charge when calculating combat resolution. With a respectable weapon skill and a high strength, she will also be able to hit nearly everything she is facing, resulting in consistent success breaking the enemy unit, should they even be stout dwarves. For example, charge the Hydra and a chariot in the same unit while charging harpies on a flank. Never underestimate the effect of terror; there is a good probability that the enemy will run away from you. If your harpies are well placed, they will be able to catch and destroy the fleeing infantry (you would complete your full 20" movement in that case instead of rolling the usual 3D6).

A common misconception about the Hydra is it is a sort of "Super Chariot". If used this way, the hydra is weaker than a chariot. First, the hydra is slow, compared to a Cold One Chariot; since the hydra can march, it moves more like an infantry unit rather than a Chariot. Second, she pursues and flees rolling 2D6 instead of 3D6. This means a lot, if you are trying to catch someone or avoid being caught. Third, the hydra is expensive compared to our normal Chariot; you could field two for the same price. Fourth, the hydra is not as good on the charge as Cold One Chariots; they will automatically hit, while the Hydra has to roll a 3+ at best to hit. Fifth, the hydra has better unit strength, but not enough to outnumber a ranked unit. Finally, once you forced the initial terror test, the hydra only causes fear on those having passed it; which means she is not much different from a Chariot. Standard chariot tactics tend to be quite aggressive, charging forward as soon as an enemy unit is in range. Like the Cold One Chariot, the hydra works well in close conjunction with your infantries; she has just enough quickness to charge the flank of the enemy standard infantries. However, unlike the chariot, she is too slow to be effective as Cold One Knights support. The war hydra is also good at stopping infantry charges because of her toughness and armour save. She can effectively stand and survive against standard troops, fighting back with excellent results.



To better understand this monster, try Nineswords' Beastmaster Apprentices look ready for action! looking through the eyes of your opponent and having one of these as a problem; you will soon start to see the "Psychological effect" she poses. Remember that the hydra may be well worth her points just sitting there. The enemy will not be so eager to charge forward.

Since the war hydra is a monster, she cannot be joined by individual characters; with one exception: the Beastmaster. This fellow will not impress anyone alone, but can be useful with the hydra crew. He allows the hydra to re-roll monster reaction tests, adds 3 additional attacks, and increases the unit strength even further. Added with the fact that if joined by a Beastmaster, the hydra counts as a ridden monster, which means the hydra will benefit from the Beastmaster special rule, no Monster Reaction Test if he is killed. However, he can be targeted just as a champion or noble in a unit. The Beastmaster's statistics are similar to



those of a unit champion, except he has two wounds, can carry up to 25 points of magic items including armour and a Sea Dragon Cloak. Unfortunately, the Beastmaster still has a movement 5 inches, which means he is slower than the hydra he is escorting. With this in mind, your tactics may change a bit.

Should you choose to field a hydra, there are four different kinds, available in the Warhammer Annual 2002.

Other than the basic standard War Hydra that comes with the Dark elf army list, you can choose from the Royal War Hydra, Spell Thirster Hydra, or the Veteran War Hydra. All of



I'm glad that we have all the Hydra articles in this issue because otherwise I wouldn't have gotten a chance to show off this marvellous conversion from Lord Dalamar Do'urden. Look me in the eye and tell me you don't like it!

the hydras add cost to the basic hydra price, and add strengths and weaknesses to the basic monster statistics as well. The Veteran hydra depends more on the luck of your dice rolls than an inert increase in statistics and special rules.

The Royal Hydra has better armour save than the standard Hydra, which will come in handy eventually. It also switches the fire breath for acid breath. It is not as strong as the original flames, but ignores the armour of your opponent. While in combat, she splashes the enemy with acidic blood when wounded, inflicting an automatic hit. This is not always effective since a model able to wound a hydra rarely is lower than toughness 3. However, it could prove effective against Elves, Bretonnians or Empire with high armour saves (up to 1+), but Toughness 3 is a risk while fighting a Royal hydra. This hydra will be effective against heavy cavalry, but weak against large infantry blocks. The main drawback of the Royal War Hydra is its stupidity. The

hydra will have to take stupidity tests once brought to half her starting wounds, making her is less reliable. It is a lethal ability, but ask yourself if it is worth having to invest more points for it.

The Spell Thirster is a very different kind of hydra. The main advantage of having a regular War hydra inside your lines is her Toughness, high strength and multiple attacks, coupled with elven-like Weapon Skill. This monster sacrifices one attack, one weapon skill point, and a point of strength – for magic resistance 2. An advantage to this hydra is any High Magic dispelled by this monster will be destroyed half of the time, and any unit inside 6 inches of this hydra will also gain a magic resistance 1. However, you need a level 2 Sorceress to field this version of the hydra in your army, and an opponent who knows what he is doing will not target your hydra with magic. Note, though, that area spells like the Comet of Cassandra do not allow the additional Magic Resistance dice because they are not spe-

cifically aimed at your monster, making it more difficult to dispel them.

The last version of the war hydra is the Veteran Hydra. For a cost, you will add one point of discipline to the monster and randomize her temperament at the beginning of the battle. There are five different abilities you can get, while on a roll of a six you can chose what you like. One such ability places a "target" on one of your opponent's units and forces the hydra to chase it around the field. Another causes your hydra to act defensively, using her as a "guarding dog" for one of your units/characters. A third ability forces your hydra on a forward free compulsory movement of 2D6" at the beginning of the battle, while another ability makes your hydra and apprentices difficult to target when your opponent is shooting at them. The last ability makes your hydra hysterical and adds D6 attacks. Given the randomness involved in this version of the hydra, only a skilled tactician should employ her.

Overall, a few important things to remember when using a hydra are

- She does not suffer from Stupidity.
- She has toughness 5: hard to wound.
- Armour Save 4+: can save wounds received in combat.
- Six wounds: one of the toughest monsters in game to kill.
- 5 S5 and 4 S3 attacks: good WS, apprentices can fight too.
- High leadership [Ld]: same of your elves and can use Ld of your general if in range.
- Breath fire: not just a hand-to-hand model.
- Causes Terror: powerful ability, able to win you the battle if properly exploited.
- Unit strength 8: able to outnumber small units and negate ranks if charging flank.
- Pivot without suffering movement penalties: can pivot and shoot.
- Pursue and flee on 2D6.
- Large front units will force your apprentices into combat.
- Suffers from combat resolution normally: will break and flee if outnumbered and out-ranked.
- Large Target: enemy is +1 to hit and normal units won't screen her from being shot.
- A living hydra will be able to fight better then a dead one in the latter phase of the battle.

The hydra is flexible when used in a 2000-point tournament style list, where you will not know which kind of opponent you will be facing; this is why War Hydra is necessary in any army list. Use your hydra wisely and she will serve you well.



Baby hydrae from RagianCain. Aww, aren't they ADORABLE?!?



The Hydra: Modelling



Maraith Tuerl—To Make Like A Slave (pictures courtesy of MDK)

The Hydra isn't just a monster in the game. Putting it together can be a pain in the ol' rump. Maraith Tuerl dispels (with a Dispel Scroll) some concerns that may daunt us when all those bits tumble out of the box.

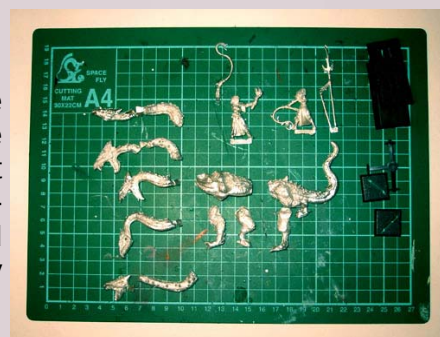
Greetings, fellow modellers! I have read several places on the net that folks have a hard time putting together the Hydra model, and so I decided to take notes while assembling mine, and try and point out what works, what doesn't work, and what could be done better, in a step by step format. So, without further ado, here is the beginner's guide to assembling the War Hydra:

1. Purchase said war hydra. Additional materials that are required (*) or recommended (-) are:

- * A good, sharp hobby knife
- * 1/16" brass rod
- * Power drill (if available, and you're experienced in using it. If not, a pin vice.)
- * Needle files
- * 1/16" titanium drill bit(s)
- * Green stuff (epoxy putty)
- * Slo Zap (or other gap-filling gel or superglue)
- Clippers
- Dremel
- Small detail grinder bits for the dremel
- Chariot base (or plastic card .080" thick, cut to 50 x 100 mm)
- Zip Kicker
- Black paint & Brush



2. Open the box, and inventory it. Make sure you have all the heads and necks, both body pieces, and all three legs. Make sure you have both apprentices and their arms. If not, don't panic. Call GW and ask for replacements for whatever is missing. Also note that all the heads and necks are numbered (although some of the numbers may be partially obscured by flash).



3. At this point, it's a good idea to clean all the flash off the pieces, wash and dry them, and then do test fits with each of the body parts, legs, necks and heads to make sure there's no excess metal that prevents a good join. Trim if need be using clippers and dremel (or needle files).

4. Drill a hole using the 1/16" drill bit in the tail section to pin the missing leg. I find it easiest to put this hole in the deepest depression in the join area. If you're using the power drill (which saves a LOT of time), be sure you're holding the piece steadily, with support, and make sure that the only pressure you apply to the drill bit is straight in line. The titanium bits are really resilient, but they will break if you apply too much lateral pressure. Keep the



power low on your drill to prevent the metal from heating too much. Once the hole is deep enough (I like to go 1/8" to 1/4" in, depending on how bit the part is), clean around the hole with the knife to get rid of stray metal. Then paint with the black paint around it. Wait a few seconds for the paint to partially dry, and then fit the leg into place and press. When you pull it away, the black paint should have marked a circle for you that lines up with the pin hold. Drill a matching hole in the spot marked, and then test fit again, this time with a piece of the brass rod joining the two holes. Do not glue yet.



5. Drill another pin hole in the lower body, in the centre of the spot where it will join the upper body. Repeat the process of painting and marking, and drilling the hole in the upper torso, and testing the fit with a pin. Then glue the leg to the tail section with the gap-filling glue. If you have Zip Kicker, apply the glue, fit the pieces together to ensure a snug fit, then drip a little of the catalyst onto the join. It will instantly bond (so be sure you're right on the fit...). If you don't have Zip Kicker, apply a little clean water to the join with an eyedropper, and hold the join for 60 seconds or so, then set it aside in a position that doesn't stress the join. Move on to the upper torso.

6. Repeat the process of drilling, marking, drilling, and fit-testing for the front legs and necks (i.e. everything that will contact the upper torso). Once all your drilling is done, go ahead and glue the front legs to the upper torso in the same manner that you did the rear leg to the lower torso. Again, set it aside after holding it for 60 seconds or so.



7. Drill, mark, drill, and fit-test the heads and necks to each other (the ones that are in multiple parts). As you should have a drill hole already done in the base of each neck, you can go ahead and glue the heads to the necks once you're done test fitting, and again, set them aside after holding for 60 seconds in a place that the join isn't stressed. By the time you're done with that, the upper legs should be set enough to handle again.

8. You already have the pin holes to join the upper and lower torsos at this point, so go ahead and glue them together, using the water or catalyst, and hold them together for 60 seconds or so. This time, however, instead of setting it aside, you can go ahead and glue the feet to the base (chariot or the cut plastic), drip some catalyst or water on them, then set that aside.



9. Take some time to fit your apprentices to their bases, and pin (use smaller pinning wire, I like paperclips) the arms to them. Glue them and set them aside.

10. By this point, the heads should be ready to handle. The base may or may not have finished gluing by this point (depends on how fast you are and if you took a break or not),



but even if it's not, you're not going to fiddle much with the body at this stage. Now is the time to attach the necks/heads to the upper torso. Start with the central one (the number 3 head) then go to the ones to its side, then finally the most outside ones. As you've already drilled and test fitted, this should be a fairly quick process especially if you're using the Zip Kicker. If you're not, then you'll want to hold each head for 60 seconds after gluing/watering, and probably provide it some kind of support while you're doing the remaining heads.



11. Go to bed, it's late!



12. The next day, check each of your joins by gently pulling/twisting the pieces of your model to see if they're loose. If they are loose, pull 'em off, clean all the glue off and redo it. If they're all tight, then use the green stuff to fill the remaining gaps and hide the join lines. Feel free to sculpt and convert to your heart's content at this point.

13. Wait yet another day after the putty goes on, and then paint and base in the colours/style of your choice.

An apology from the entire Monthly crew: the article for painting the Hydra is not quite finished. It will be included in the next monthly; meantime, we're afraid that your unpainted hydra will have to just sit there for a few weeks.

Our bad.



Making a Wall



Lord Silas—To Make Like A Slaves

Terrain modelling is almost as big a part in Warhammer as modelling your actual troops! Lord Silas brings us a fountain of wisdom in regards to making walls.

This is my first in hopefully a long line of terrain making articles for the Druchii.net Monthly. I will try to impart some of my experience and techniques on how to make some, if not excellent, than at least usable terrain for your gaming boards.

As some of you may know, I recently set up a gaming club in my area. More of that Club in another article in this Monthly. Not wishing for the club to have the normal shabby affair of barren tables I decided to sort out a reasonable amount of terrain. The problem for many new gamers these days is that terrain to buy can be expensive, while creating your own can be time consuming. We all know that the average gamer is too lazy to paint their models let alone make some terrain. Well the time has come to get off your backsides and start littering those tabletops with hills, trees, walls, buildings and maybe even a fort or two.

To start you off though I thought it would be best to do something simple and quick. Looking at my current terrain collection (consisting of 3 hills and about 14 trees), I decided that some human constructions would be a nice addition, perhaps a wall?

Walls are very simple to make, cheap to create, and provide tactical decisions to be made on the battlefield. A nicely positioned wall has saved my Druchii many times, protecting a flank, providing cover for my crossbow elves and so on. So walls it is then.

Now that I have prattled on a bit at making this rather simple decision (noticed how this whole article is simple?), I think I had better get started before you all get bored and move on to the next article.

Materials:

- Polystyrene sheets, about 1" thick
- PVA Glue
- Paint that does NOT melt polystyrene. Games Workshop paint works well and is what I use (Black and a shade of grey are a must)
- Warmaster Bases (not absolutely necessary but useful)
- Hardboard (Use this instead of Warmaster bases if you need to, it works just as well)
- Sand
- Pen
- Paint Brushes



Other useful items include a pair of scissors, a sharp modelling knife, a hot wire cutter and a saw. All these materials are relatively easy to get hold of; I got all of mine from my local store, except the paint. Kids remember always get adult supervision when using knives, saws, and hot wire cutters. Also, cut the Polystyrene in a well-ventilated area as the fumes can cause nausea and headaches. Please do not blame me if you get hurt while creating your wall. I have given ample warning. There, I have said it!



Other useful bits and pieces can of course be added, I myself use my bits box extensively as it is filled with useful items such a spare weapons, shields, heads, arms, skulls etc.

To Base, Or Not To Base?

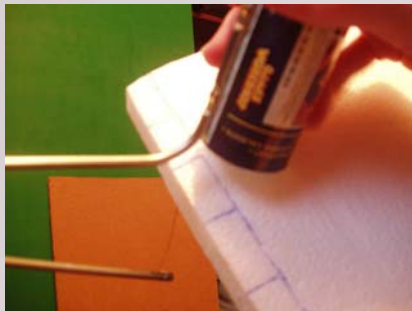
That is the question. For a wall, you do not necessarily have to have a base for the model. If you are skilled enough, you could make the base of the model level enough that it will be able to stand on its own. I am not that skilled and prefer to base all my creations, usually using hardboard. For this one however I chose not to. Instead I found three Warmaster bases and taped them together using masking tape. This gave me a solid base for my wall, about $\frac{3}{4}$ " by 4 $\frac{1}{2}$ ". Of course, you do not have to create a base in that way. Not everyone has access to several Warmaster bases. Instead just cut a similar size (or whatever size you like really) out of the hard board, and use that for your base.

The Building Blocks Of Life

The next step is to create the blocks of the wall. Grab a pen and a sheet of Polystyrene foam. Mark out on the foam several guide lines to help you cut the blocks for the wall. Make sure that the base will be wider than the blocks of Polystyrene.



Take the hot wire cutter and carefully cut out the blocks until you have enough to build the wall. Be



careful here, the hot wire cutter cuts the Polystyrene very easily and you can quite easily take chunks out of your blocks accidentally. Practice using the hot wire cutter until you are fairly good at cutting straight lines.

Once you have your collection of blocks set them up on the base (do not glue them!) to make sure that the blocks fit well. This way you can see if you need to cut more blocks out and roughly what size blocks you need. It also helps you to decide how high you want

the wall to go. I generally use two layers of blocks as this gives a very reasonable height for the wall.

Now that you have your collection of blocks, you are probably thinking, "Oh, it is easy. I just glue these down and then paint them". Well yes, you could do that. But I prefer to make my stone blocks look like they have been roughly hewn out of the mountain side and placed where needed, rather than a well crafted piece of stone that has been smoothed and rounded and all that.

To create the roughly hewn rocks you have to use the hot wire cutter again. Such a useful tool: cut all the straight edge off the blocks, using about a 45-degree angle. Be careful not to cut away too much and end up losing the flat surfaces.

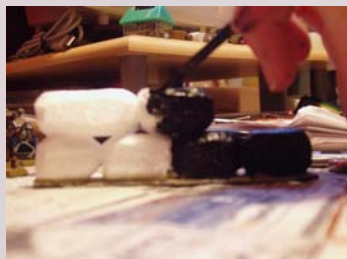




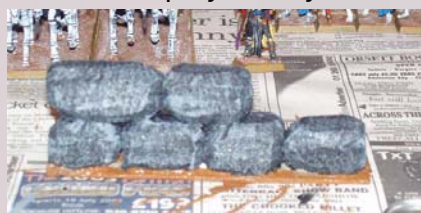
Once all the blocks have been carved you can now stick them onto the base. Use PVA Glue and make sure that all surfaces that touch are glued together. Leave this to dry for 24 hours before moving onto the painting stage.

Painting and Texturing Your Wall

Paint the base with a mixture of PVA Glue, water and sand. This will texture the base. Do not worry too much if the mixture gets on the bottom blocks. Most old stonewalls are covered in moss, and have mounds piled up against them. Leave this over night to dry.



Once the glue has all dried out you can start to paint your creation. Apply a nice undercoat of black. Do NOT use a spray or any other solvent-based paint. Use water based paint only. Otherwise, you will find that what you have created will melt, and, while this is a good effect for those magically blasted walls, it is not what is wanted. I used a pot of Chaos Black on mine, although watered down thinly so as not to waste too much of the paint, after all, it is only a small pot.



When that is dry, take a pot of grey paint. I use Codex Grey but any similar shade will do. Drybrush this colour all over the model. Make sure that all raised edges are painted. Do not worry about the recesses; leaving them black creates shadows on the model. To drybrush, get an old brush, wet it in paint, and then clean off nearly all the paint by wiping the brush gently on a tissue. Flick the brush gently over the model leaving a trace of the lighter colour on the raised parts of the model.

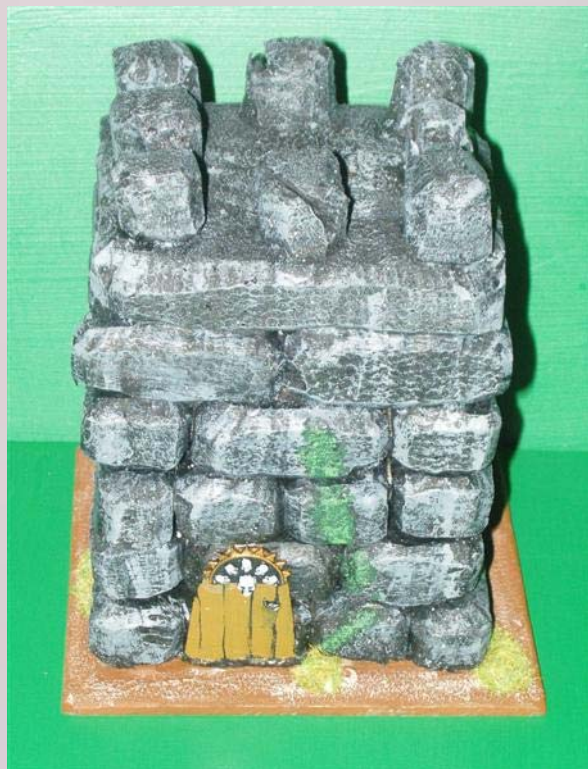


Once the grey has been done, move on to drybrushing on white. Only leave a slight amount of the white on the model, it is only there to highlight the grey.

Paint the base a dark brown (I like bestial brown but any other shade will do) and when that is dry, drybrush on a lighter shade, such as snakebite leather. Finally, you should drybrush on the white.

The wall is now ready for use on the battlefield, but I like to add a little flavour to my terrain, such as grassy patches and some bits from my Bits Box.

Take some flock or static grass, and glue several little clumps onto the base. Add a skull or two and you are done. Remember when gluing the skull on: do not use plastic glue or super glue, you may end up melting the Polystyrene; try PVA instead. Paint the skull black then drybrush bleached bone, with a final brushing of skull white.



Tada, a roughly hewn stonewall is now ready to protect your troops on the field of battle. You can easily knock out a dozen walls in a short time, which make them great for providing ample terrain for a club.

Using this technique of Polystyrene blocks, you can create all sorts of terrain, such as the Tower or the Fort pictured below.

I hope that you have followed my instructions well and have produced a superb wall for your battles, or, at the very least, you have not glued your forehead to the table.



The Army of Insane Maneuvrability

Maraith Tuerl and Vorchild—The Temple of Khaine

In the game of Warhammer, it is easy, and common, to try to quantify the combat effectiveness of units based on their stats and special rules. They are easily referenced, easily compared, and easily misleading. What they do is capture the interaction between two units at a precise moment in time, or in a series of discrete buckets of time, in an effort to discern the 'probable' outcome of the conflict of units. Players who make a habit of these sorts of calculations to plan their battle strategies frequently leave out of the picture the most important part of the equation: The opponent.

It is clear why. It is almost impossible to mathematically model the expected behaviour of another person. It is even harder to do it 'on the fly' (whereas it is possible to figure out the odds of breaking an enemy unit on the fly). Instead, good generals try to set up situations for the opponent that limit his choices, or that encourage certain behaviour. By doing so, they can then have a plan of how to deal with that behaviour.

So, how does one 'encourage' certain behaviour from an opponent? There are really three main options, though there are nuances to each.

Option 1: The threat of missile fire

Option 2: The threat of magic fire

Option 3: The threat of close combat

Nothing motivates an opponent like the fear that his key units will be annihilated. The word to focus on in that sentence is "key". Most armies have throw-away troops: Troops whose sole function in the list is to be support or sacrifice to the main effort. These troops stand between you and the threat you can impose on your opponent's key units.



Here's a manoeuvrable boltthrower! Ah, if only, if only. Another winner from RagianCane.

To understand how to impose a threat, you have to be able to look at your units and evaluate them in three ways: Zone of Control (ZoC), Degree of Threat (DoT), and the odds of the enemy evading the zone of control.

Zone of Control: This is the area on the battlefield that a unit can affect in a single turn. For example, a normal Dark Elf infantry unit has a zone of control equal to 10" straight forward, with an arc that extends 45 degrees to the left or right; its charge range. Likewise, a Harpy unit has a ZoC that extends 20" in every direction from the unit. Missile units will have a ZoC equal to the range of their weapons. Note also that ZoC can normally be interrupted by terrain.

Degree of Threat: Indicates how much the unit can do within its zone of control. An archer



unit with only two men remaining may have a ZoC of 24", but it is not going to hurt anyone, really. Conversely, a Bloodthirster will likely rip most small or medium units that come within its ZoC to shreds and can put a hurt on most large units as well. It's worth noting that in Warhammer, the degree of threat from a charge is almost always greater than the DoT from missile fire or magic. The reason is simple; any hand-to-hand assault can result in your entire unit being wiped out (broken & run down). Very few missile or magic attacks can reliably destroy a whole unit in one turn. For this reason, the DoT can vary by circumstance. A unit on the flank of an enemy key unit has a much higher DoT than the same unit to the front.

Odds of Evasion (OoE): This is also a sort of relationship between the first two items. A unit right on the edge of your units ZoC might count on its ability to flee the charge, it might count on the long-range to-hit penalties to buffer the damage it takes, or it might consider that it has a high Magic Resistance. The odds of evasion will influence the Degree of Threat, and generally will depend on the unit's position within your zone of control. You can also influence this attribute, as the player, during the battle. ZoC is fixed, or determined by your army selection before the battle begins. DoT and OoE, however, you can control by controlling the movement phase. Putting your enemy in a position where he either can't escape your unit's ZoC, or where escaping it will open him up to another threat, is what this is all about.

Therefore, in summary, to force your opponent to respond to your battle plan, you must control the movement phase. You control the movement phase by setting up interlocking ZoCs on his key units with yours, and ensure that those ZoCs have the highest DoT possible, and the minimum OoE.

The Army of Insane Manoeuvrability

The Army of Insane Manoeuvrability (AoIM) attempts to capitalize on the idea that by getting your opponent to react to you, rather than you reacting to your opponent, you can win games. You accomplish this mission by imposing threats on his key units and forcing your opponent to react to those threats. Meanwhile, your opponent's battle line and plans become more disrupted, giving you greater opportunity to strike.

To make it all happen, you must be able to think in terms of several turns in sequence, as your enemy is likely to do the same. The key difference is that you will be considering not only where your units next ZoC will extend to (after they move) but also how you can either herd his units into your ZoCs, or how you can disrupt his plans by moving into his. It becomes a game of cat and mouse, where you try to pick up on the rhythm of his decisions, and then break that rhythm.



What could be more manoeuvrable than justintime4t's Shades? Well, there's Dark Riders, Harpies, Dragons, Manticores, Pegasi... I love Dark Elves.



To this end, the mobility of the individual units of the army is essential. As your goal is to destroy the centre of gravity of your opponent's army, most, or all, large point and highly static units/elements will become high payoff targets for him. If the bulk of your army is highly mobile and thus extremely difficult to pin down, and he can focus on killing (for example) that battery of four RBTs, then he is going to do that, and earn himself some big VPs and at the same time negate a major threat. Knowing this goal is to your advantage. If you know where the enemy is going, then you can plan for their actions before it is too late, and be ready for them. In effect, you are still controlling your opponent's movement by giving him a target that you know he must engage.

When mobility of units is mentioned, though, it is important to note that this concept does not apply strictly to a raw movement characteristic, although that is certainly an important component. Truly, the concept is defined better by a combination of factors including how fast the unit is and how agile it is. In other words, how quickly can it put its ZoC somewhere else? Chariots, for example, might make good units for the Army of Insane Manoeuvrability because they have a good ZoC, they have a medium to high degree of threat in that ZoC, and they have good agility, and even though their raw movement is low (compared to march moves of other units).

Engagement Strategy

To this point, how your AoIM should be dancing circles around your opponent, and how you should be presenting him with tough choices, and imposing threats on his units, has been discussed mainly. However, at some point, you will need to engage him if you want to win. The timing and type of engagement varies a great deal, depending on what kind of enemy army you are facing, but generally what you should look to engage first are weak units that have payoff potential. For example, war machines, light cavalry, small units of skirmishers, etc. The key things to look for when picking the units in this category are as follows: Does this unit have the ability to severely hamper my strategy, or will its destruction cause a panic test on one or more enemy units? These kinds of units can be engaged from turn one using missile or magic threats. Remember that the more panic tests you force, the more likely is it for him to get failures (figure, on Ld8, the opponent should fail one in three), which will further your goal of disrupting his forces.

By the time you get to turn three or four, your AoIM should have eliminated or panicked the bulk of his light forces, and you should have several of his units in your ZoCs. The key at this point is to be patient. You should have enough units in all his arcs, that no matter which way he turns his units, he is not going to keep his rank bonus when you charge. You should have created the option that if you charge and he flees, you can either reasonably catch him, or you can redirect. At the very least, you should be confident that you will not get counter-charged if he flees. If you are not certain of these things, then you can either keep



Even the fast Dragon Princes of Caledor are not as manoeuvrable as the Dark Riders. This is a RagianCane picture again, folks. What can I say? He does good work.

manoeuvring, or bait him some more into another attempted (or successful) charge that will hang one of his units out, away from support.

Example Armies of Insane Manoeuvrability

Following are three example Armies of Insane Manoeuvrability, for your perusal, and a short synopsis of each army's advantages and disadvantages. Equipment of characters is left open, unless they are key to the army strategy (which mostly shouldn't be)

Example Army 1:

Highborn on manticore
Noble on dark Pegasus
Sorceress (possibly on steed)

Dark riders
Dark riders
Corsairs
Corsairs

Harpies
Shades
Cold one knights (small unit)
Cold one knights (small unit)
Reaper bolt throwers
Reaper bolt throwers

This list follows all the principles outlined above. You have highly agile units, in the form of the Highborn, Noble, Shades, Harpies, and DR. You also have high threat units in the form of the knights (which are kept in two smaller units to increase their ZoC potential) and the Reaper bolt throwers. The corsairs fall somewhere in between. They are mobile, for infantry, and of moderate threat to lightly armoured opponents. The units will be small, though, which makes them fairly agile, and (more importantly) less valuable to you. It has a decent unit count (ten manoeuvrable elements, seven are rank-breakers, and also two Reapers) for 2000 points as well. The pitfall for this army is its lack of shooting and magic. Yes, it has the RBTs, but that is basically it. Magic wise, the Sorceress is probably best served as a scroll caddy, and so that phase is basically forfeit. The combat power of the list is undeniable, but the general of this list will need to make the most of his/her movement phase in order to eliminate enemy magic and missile threats as early as possible.



Never underestimate the Manticore as the source of some combat benefits. In fact, look at Example Army 2. This lovely illustration is from our very own Shadowspite.

Example Army 2:

High sorceress on manticore

Beastmaster on manticore

Sorceress on dark steed

3x dark riders

2x dark riders with repeater crossbows

Harpies

2x war hydras

This list attempts to maintain a strong combat phase, but expand the threat in the magic phase as well. It also has 10 manoeuvrable elements, of which nine are rank-breakers, and all of which are highly agile. It tries to dominate the psychology game with lots of terror causing elements and take control of the movement phase with lots of fast cavalry and fliers. It also tries for a medium to strong presence in the magic phase with six levels of magic and potentially a bound spell (the new wand from the Storm of Chaos campaign list). The downside of the list is the cost of the general (High Sorceress) which becomes a very high payoff target for anyone who wants to try to take her. She is agile enough to avoid many threats, but a concerted magic or missile assault can be her undoing. Again, with this list, it is important to eliminate or contain enemy magic and missile fire as early in the game as possible.

Example Army 3:

Sorceress (level two, the general, on steed)

Sorceress (level two, cloak of dark souls for scouting)

Anointed (Quickening Blood mounted on elven steed)

Devoted (small unit)

Devoted (small unit)

Devoted (small unit)

Shades with champion (for sorceress)

Shades

Dark riders (large unit with command)

Dark riders

Mounted daemonettes

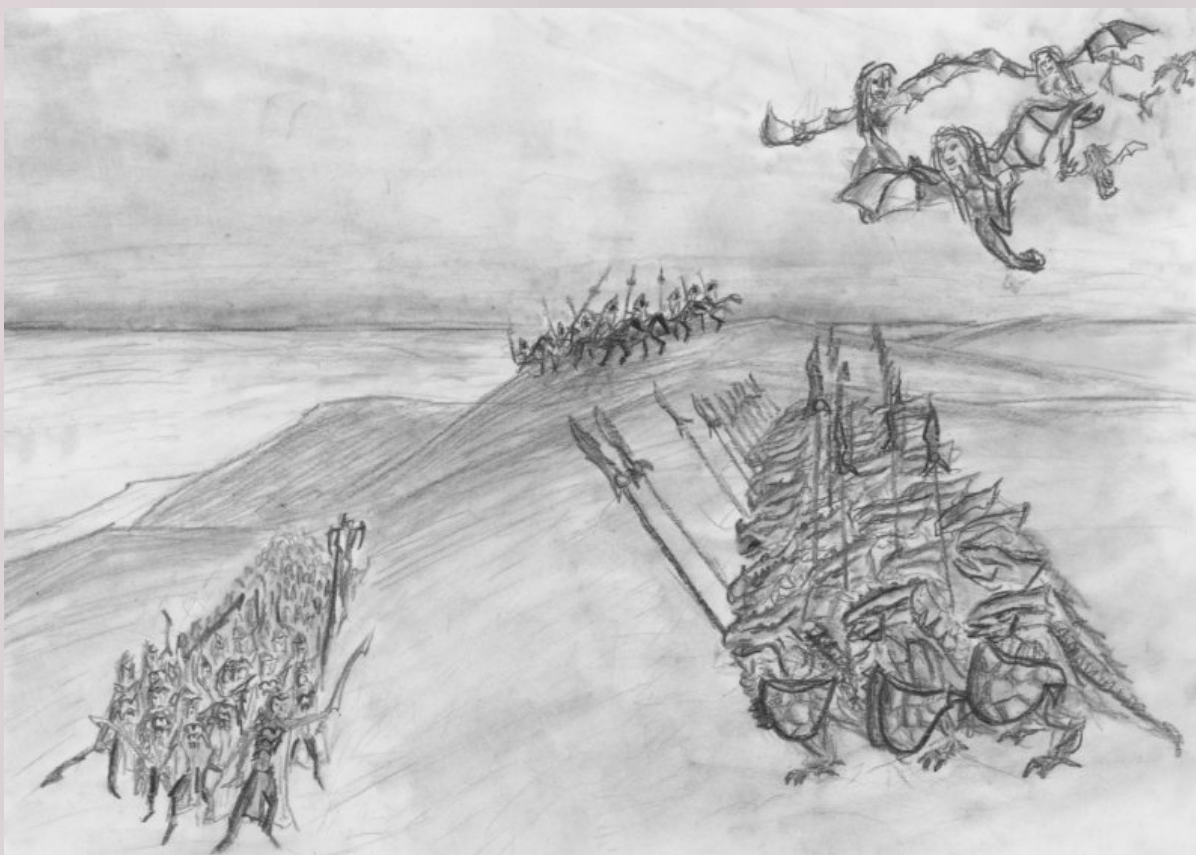
Furies

Spawn

Spawn



A Greater Daemon of Slaanesh. That's right, a Cult of Pleasure army can take the Keepers of Secrets. Darkprincess has done a lovely paint-job on this puppy and the slave thing is a good touch. Not particularly G-rated, but the Warhammer isn't for anyone under the age of 12.



A maneuverable army of dark elves marches on some lizardmen. Note the harpies and dark riders (very maneuverable). This little beauty is from SweedenPack

This army is made using the Cult of Slaanesh list, and it shows that this concept is possible with that army list as well as the basic Druchii list. The key difference here is that it has lost some agility compared to the other lists, as the Slaanesh marked units (e.g. Devoted) cannot flee. However, it does have 11 manoeuvrable elements, and two of these are Unbreakable (the spawns). That is a key feature to the list, as is the speed of the mounted units (dark riders and mounted daemonettes). The list is overall very well balanced, having something to offer in all four phases – and in most cases that offering is a very real threat. Shooting is marginal if you leave the list as it is, but there are plenty of points to play with regarding equipment, so giving the dark riders some repeater crossbows is definitely an option to expand in that direction. The biggest weaknesses of the list are, to me, the lack of armour (even less than most AoIM) and the loss of the ability to flee with a few of the key units. I think that is easily balanced by the speed of the army, its ability to project threats in all phases, and the addition of the unbreakable units.

Truly, any of these three armies can be deadly in the hands of a thoughtful player. By using an army of insane manoeuvrability and being familiar with the concepts of zones of control, degree of threat, and the odds of evasion and tailoring these concepts to the battle plan you will become a powerful opponent. A Druchii war host, or any other for that matter, can rend its opponents mercilessly as it runs circles around the fledgling remnants of those once proud and mighty warriors of the enemy army.

Pictures Worthy of the Monthly

MDK

Since I am asked to correct, manipulate, and adjust the pictures we plan to use for all initiative projects I would like to give you some tips and guidelines to use when taking pictures for submission. This will make correcting, adjusting colours and clipping the picture free from the background a lot easier for me.

Background:

When using a picture of a miniature in the Monthly I like to cut them free from their background. I do this because I want to use just one standard background in the Monthly articles. The easiest way to cut a picture free from its background is using a completely different colour as the background from those used on the miniature. So, when you are taking a picture of miniatures, whether they are finished models or painting/conversions in progress, try to make sure the background you use is not the same as any of the colours on your model. For instance, if your miniature were dark blue with yellow and silver, red would be an ideal background colour. I need as much contrast between the mini and the background possible, please remember that when selecting the colour of your background.

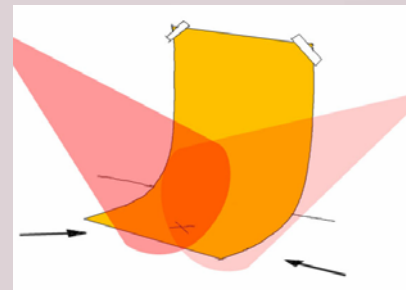
The next step is to find a large piece of paper or cardboard in your chosen background colour. Stick this to the wall, with about 1/3 of it running onto the floor.

If you take pictures of a mini with nice scenery please put in the picture description that you want it WITH the scenery. It would be a waste if I totally wiped away the carefully placed trees and dead High Elves lying around your perfectly painted assassin.

Lighting:

It is best to use two light sources and not to use a direct flashlight; I prefer pictures with no flash at all. This is because the flash tends to lighten the colours so much that I cannot correct them. It will also give a very hard shadow behind the model and, therefore, it loses its contrast with the background. Using two lights will soften the shadows.

This sketch shows the type of setup I always use.



Uploading your Picture:

If you upload the picture keep it as rough (or raw) as possible. By this I mean with no colour correction and the maximum size you are allowed to upload with the highest level of JPG (12 is the highest but level 8 will do).

I hope these tips will help you create a picture as perfect as it can be and so that I can adjust the colours etc. Remember, every picture you see in real life is corrected in some way so do not be disappointed if the picture you took isn't as high standard as the woman you see in the middle of some magazines.

If you have any questions feel free to PM me.
Good luck!

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... Sneaky!

The Executioner looks over elf named Sneaky, opening a letter quickly before beginning. "Sneaky," he says, looking up at the expectant crowd. Looking rather absent-minded, he continues. "You have been sentenced to death by the power of Lord Malekith for the crime of..." he quickly glances at the letter, "...for the crime of... killing a High elf that you thought was whining. Do you have any last words?"

The crowd seems extremely vocal for some reason, but their rowdiness is broken by the booming voice of Sneaky:

There is a topic on the forums raised by Enthardon (he's a typical High Elf whining brat so I don't really know why I even paid attention, but I did) about how Games Workshop is "fawning" over the Dark Elves and neglecting other armies that need work (yada yada yada High Elves aren't cheesy enough blah blah blah every army rules but ours even though we have movement 9 heavy cavalry waffle waffle waffle). I want to explain a couple of things: why the Dark Elves got the revision and why no one else is getting it. All of it is In My Opinion, but if literary critics can go out on limb to interpret a soap opera sort of book like Anna Karenina then I figure I can interpret the inscrutable exhortations of that enigmatic company lovingly referred to as jee-double-yu (GW).

I think that I should firstly explain what was wrong with the Dark Elf list. If you glance through all the various Army Books, you'll notice that each army has a very distinct feel to it. The Empire have highly developed strategy (and, to this end, the detachment rules), the Bretonnians have powerful Knights and lowly militia (Men At Arms, archers), Lizardmen are led by powerful mage priests and consist of some hardy reptilian soldiers, Orcs and Goblins are a big horde of green lunatics, Chaos are a big horde of really mean dudes, and the Undead armies are big hordes of Undead things. They all have special rules and varied troop choices that reflect these different feels. Empire have detachment rules, Bretonnians have the Lance formation, Lizardmen are cold-blooded, the Greenskins have animosity, Chaos have the Daemonic rules, and Vampire Counts and Tomb Kings have Undead special rules. Bravo to GW: they have some really varied armies. The ones I listed, at least, are pretty balanced, very much in character, and a lot of fun to play. I obviously left out a few, but they're all very balanced too. Except Elves.

Elves are obviously the best army in Warhammer – that needs no explanation, we're awesome - so we need to understand a bit about what sort of army an Elven army should be. GW has the right idea, I think, in saying that Elven armies are elitist armies made up of various expensive elite troops of high Weapon Skill, Initiative, and Leadership, but low Toughness and low Armour Saves. This makes sense: Elves are highly skilled but frail, and there aren't many of them. To have each soldier as a specialist of sorts seems to fit very well with the character of an Elven army. There aren't that many of us, but we all kick arse in something. I'm going to leave Wood Elves out of this since the book isn't out yet, but Dark Elves and High Elves are certainly not above scrutiny. Both armies have a limited choice of troops when compared to some other armies. This is the main problem for both lists. I think that Elven armies should have many different sorts of troops that fulfill different roles. They've got the right idea for the troops that already exist in both armies (though some of the rules need tweaking, which is what the Dark Elves got), but there just aren't enough of these troops. I will admit that this is a problem with both (yes, both) lists because it means that

every Elven army list looks more or less the same. The player is somewhat restricted to specific choices that can work well and finds him/herself unable to use some others because, tactically, there's no support. That's the problem, but no solution can be forthcoming in this edition of Warhammer. The reason is that such a problem requires a complete re-write of both books, and GW are obviously not going to do this because of the confusion it causes. Besides, if both lists are functional even if a little lackluster, then GW need not concern themselves too much and just focus on doing it properly for the next edition. The players can still compete with the list and if they still don't like it they can switch armies or go screw themselves.



Women are cool. Elf women are cool. MDK agreed, so he drew this. Isn't it cool?

But while the High Elf list is functional without augmentation, the Dark Elf list is not. Let me elaborate a little, because this is important. The High Elf list is lackluster in its choice of troops, and quite often a High Elf player is obliged to lean towards a specific sort of army (mostly shooting or mostly cavalry, quite often), but it can still compete without too many problems. There are a couple of troops that aren't really worth taking, and it's a shame, but a player can still use the list. The Dark Elves have, or rather had, a bigger problem.

Under the original rules of the Dark Elf list, about half the troops were pretty much not worth taking. Warriors were superseded by the superior Corsair choice, COKs were useful but unreliable (a failed stupidity test was all-too-often the cause of defeat), Executioners were killed too quickly with their light armour, the Black Guard didn't fit the bill, and the Cauldron of Blood was just a waste of points. That didn't leave us with much in the way of options. In addition, the magic items were mostly pretty dull. And look at the Temple of Khaine stuff! There's practically nothing! And even less of it is worth taking. These flaws were so bad as to be giving the Dark Elf player a handicap just for playing his race. That is the key difference: a High Elf player was hampered a bit, but the Dark Elf player was actually handicapped.

The way to make the Dark Elf list playable was therefore some editing of the existing rules and a few new magic items. At the time of the revision, we already had the Gauntlet of Power which was a great magic item. But it was only one. The revision came a long and effectively boosted some of the problems in the army so that, in Gav's words, 'players could take some of the other troops without feeling that they were somehow hampering themselves in doing so' (not a direct quote, but he said something along these lines in the WD in which the revision was introduced). That was the idea behind the revision. Now, this helps with the actual playability of the army, but it's still lackluster. Enter the Cult of Pleasure: now the Dark Elves have a few more magic items – good ones, at that – and a variant list. Now the magic items obviously fill a hole that existed in the Dark Elf list, but one thing that some people overlook is that the variant list itself does a power of good. There are basically two army lists that a player can pick that have distinct feels. The Watchtower Patrol and the City Guard lists are really just minor variations to a theme. The Slaanesh list is very different.

Here's the thing: now a Dark Elf player can pick between the normal list and the CoP list. If the player wishes to continue a traditional Dark Elf army then he/she is free to do so, even

with the lackluster nature of it. But this way, if you pick the Slaanesh variant, you can have an army that is stronger and can hold its own much more effectively. It's less Elvish, but it's more competitive. The Dark Elf player is hampering himself as much as a High Elf player (more or less), but the Slaaneshi isn't hampering himself at all. That's the point. People might argue that it's cheesy, and I'm inclined to agree. I think Chaos is generally pretty cheesy, even with the high points cost of most units. That obviously goes for a Slaaneshi Elf list. But since there's a distinct lack of cheese in the Dark Elf list (and Khaine knows we all want a LITTLE cheese).

Now the High Elves, like I said, don't need some sort of cheese factor to make up for the list. A High Elf cavalry army is pretty darn cheesy. The Lothorn Sea Guard list adds a bit more as well, which pretty much covers the bases that can be fixed in this edition of Warhammer. If High Elves still don't have enough cheese, they can do one of two things: they can pick a different army (may I suggest a Tzeentch Daemonic Legion army?) or they can go screw themselves.

OK, I've said my bit. I guess I'm supposed to have my head chopped off or something.

Oh yeah, I have to sound like a hockey fan: GOOOOO DARK ELVES! HIGH ELVES SUCK! WE ROCK! WE ROCK! GO DRUCHIIII!!!

Chop! The axe comes down and severs the elf's head. The crowd become more annoyed than ever.

The executioner looks around, confused. Eventually, he glances down at the letter again, and his eyes open wide in realization and humiliation.

"Oh... he was supposed to get a medal for that."



A Sorceress casts Arnzipal's Black Horror, much to the dismay of her enemies. It's another Monarch laurnaurioun picture... buy 'em now, because someday they'll be priceless

Know Thine Enemy: Lizardmen

Anger

Of all races in the Warhammer world, the most relevant enemy of the Druchii after the accursed Asur, is the race of mutated reptiles that live in the southern jungles of Lustria – the Lizardmen. The aspiring Druchii general must be both cunning and ruthless to defeat such a foe, for it is indeed powerful. Able to command powerful magic and being able to use a formidable array of troops, they are not an enemy to be taken lightly. With many of their race both tougher and stronger than an elf and being rather well led, the Druchii could never win in a one-on-one engagement, and so, the aspiring Druchii general should take heed of these words before mounting his invasion and blindly charging into ruin in Lustria.

Army special rules

Cold-Blooded:

This rule makes all Lizardmen far more reliable than their leadership suggests. Saurus and kroxigors are very rarely going to run from anything. Skinks within the range of the general, are more reliable than normal troops with leadership 10 (as long as the general is a slann or saurus), as this rule can loosely be translated into a +1 to +2 point gain on their base leadership value.

This rule also means that to beat them in combat you will need to win by a larger amount, or utilize our fear causing units to auto break them. This need is emphasized even more if the Lizardmen player brings a Battle Standard Bearer (BSB) along.

Sacred Spawnings:

Although this is not directly an army rule, it is worthy of commentary. Sacred spawnings are upgrades to characters and Saurus warriors. They can be bought to enhance the unit/character in performing a specific role (it is worth noticing, that they do not count towards the magic item limit of characters but are added on top). These spawnings are not secret as magic items are, so it is the Lizardmen player's responsibility to inform you of which units have which marks.

The most notable are the Spawning of Tepok (+1 dispel dice), Spawning of Quetzl (+1 save), Spawning of Sotek (+1 attack on the charge) and the Spawning of Tlazcotl (immune to psychology).

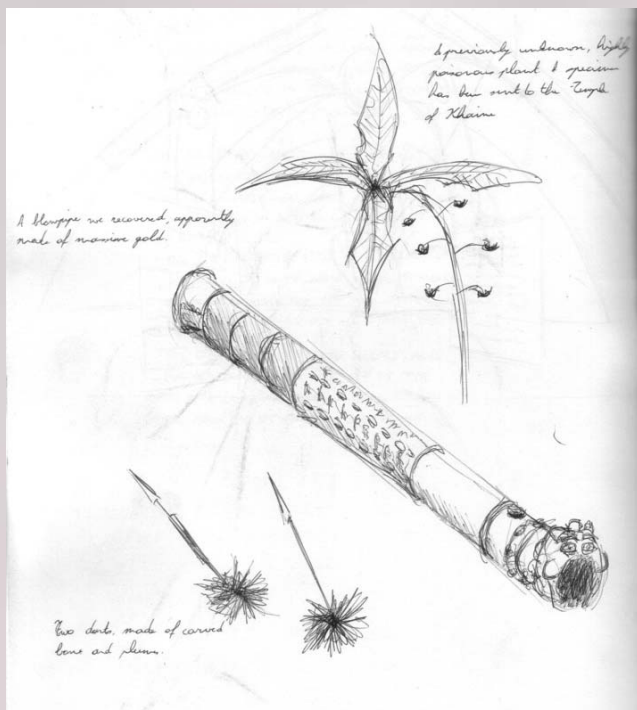
This variety means that they can keep their fighting characters, while upholding a decent magical defence (Tepok). They can have truly rock-hard saurus units (Quetzl), and can be made almost unstoppable on the offence (Sotek). Lastly, you can make them some of the most reliable troops in the game, by making them immune to psychology, thus negating the auto-breaking, and allowing them to rely on their cold-blooded special bonus to leadership.

Also do note that a saurus unit with one sacred spawnings becomes a special unit instead of core, if the same unit takes two spawnings they will become a rare choice.

The core units

Saurus warriors:

These guys are bred to fight, and it can be easily seen in their stats. With two attacks each, and strength and toughness above the average of an elf, they are as tough as it gets, and they can also have a 4+ save in close combat as well. In short, our army does not have a single unit that can stand up to these guys in a straight fight; the only exception might be a large unit of cold one knights. Their weakness is their low movement, and weapon skill, but their initiative of one is not much of a problem, as they are so tough, and it just makes our elven initiative look overdone. The solution is to not enter a straight fight! Which druchii general would? Do not engage the saurus warriors, unless you do it with flank charges, or multiple chariots/characters/hard-hitters in the front. Even a lone unit of dark riders charging the flank will take a serious risk as they are not likely to cause many wounds, and the saurus warriors will pack a serious punch right back at them. The chances of winning are not that great, and even if you win, they will be testing on cold-blooded with the possibility of a re-roll from the BSB.



Lizardmen have strange weaponry - not elvish in the least. A page from the sketchbook of Monarch laur-naurion (we sent him to Lustria to get some inside info).

Stay away from combat, and harass and shoot/magic them instead.

Skink skirmishers:

These guys are almost the opposite of the saurus warriors. They have both weapon skill and toughness of a snotling, which means that they could not fight their way out of a wet paper bag! Their strengths lie, rather, in other places than outright combat, which is the domain of the saurus. They have an astounding movement like our assassins and, combined with skirmish, they can outmanoeuvre even some cavalry units; even more so when they are up close and personal. Their poisoned shooting attacks makes them ideal for taking on un-armoured and lightly armoured troops like the majority of our elven units and especially against large targets (manticore, and to a lesser degree even war hydras and dragons) as well as units of dark riders. They struggle against skirmishers or any units in cover though. Try to make sure they have to move each turn, and make it risky for them to get in short range so that they can make full use of their poisoned missiles. Their javelins, on the other hand, are great at handling skirmishers or units in cover, as they do not get a penalty for moving or for range. Therefore, they can target these groups without giving up their poison advantage. The javelin-armed skinks also get a 6+ save, which is increased to 5+ in combat, making them better at engaging war machines and shades, by defeating them by sheer weight of numbers and attacks.

Another important issue is that all these skinks can be upgraded to scouts, which highly increases their effectiveness in harassing, though do not be fooled by how great scouting might be, since units of skinks tend to be larger than units of shades, and are thus much more difficult to keep hidden and make use of the scouting ability. Skinks also have a relatively low leadership but this is augmented by their cold-bloodedness.

It is normally best to engage these small lizards with dark riders or fast characters. Harpies can also keep them at a distance, but be aware of panic test. The harpies' skirmishing makes them ideal for hunting blowpipe-armed skinks, and their two attacks hitting and wounding on 3s, means that they rip them apart in close combat, but, once again, be very of javelin-armed skinks.

People often do not like shooting at skinks, because they are skirmishers and are thus harder to hit, but the low toughness means that they die almost as easily as elven-toughness non-skirmishing troops. On top of that, they panic relatively easily – more often than leadership 7 but less than 6. When engaging these units, both with shooting and in combat, try to direct your attacks at units standing outside the general's range. If you fail to do this, they will almost never panic or break, which is what you want them to, so be aware.

Jungle swarms:

These annoyances do not vary much from the average swarm, but note that they skirmish unlike snotlings or spirit hosts. It is normally best to tie them up with something, or attack them with overwhelming force, to get rid of them fast. Do not let them get to your knights, or monsters, but apart from that, most of our units have multiple attacks, and can deal with them. A chariot is a good choice to counter them. A few swarms will die relatively quickly, and many of the swarms will be stuck there indefinitely (negating poison and needing 6s to wound does the trick).

Temple guard:

When you are thinking about this unit, think saurus warriors – only worse (as in worse for us). This unit has a higher weapon skill and they also have halberds, which gives them each multiple attacks with a strength compared to our draich-wielding executioners, or a shield for a comfortable 3+ save. They are stubborn, so even multiple hard-hitting units, or flank charges will not break them. What was said about saurus warriors can only be emphasized here. Stay away from them, harass, and shoot them, especially since they are a prime targets for shooting due to their high price tag. If you want to engage them, do it with fear-causing units like the cold one knights to make them auto-break, but beware of a BSB, as the Lizardmen can get access to a fear causing banner, thus negating your only advantage.



That's right, both Dark Elves and Lizardmen have the dreaded Cold Ones. Another cold-blooded illustration from MDK.

Special Units

Saurus cavalry:

Do not get charged...

Unless of course you want the unit to die, and then counter charge him. With the stats of temple guards, added strength on the charge, and a cold one to top it off, these guys can be extremely mean. They are faster and tougher saurus warriors; they have an extra attack, get a strength bonus on the charge, and cause fear. What they lack is the numbers and ranks of saurus warriors due to their high price tag. Thus, a ranked up infantry unit, will



A Saurus Warrior locked in a death struggle with a Har Ganeth Executioner. This dramatic scene comes to us from the twisted mind of Mettare.

stand a good chance of beating them if they survive the charge (which they will not), or if they get the charge (which is hard), and even then, with the cold-blooded rule, they may stick around anyways, especially if there is a BSB lurking around somewhere nearby. Compared to other cavalry, they have a lower armour save (though higher toughness), which means that shooting stands a decent chance at killing them off. A charge with a chariot, and/or characters should also stall them or see them off, but remember to combine the attacks and make sure to break them.

Even dark riders stand a good chance if they get a flank charge (he will only have one model fighting if the unit is only in one line, and striking first, you should kill him, thus no attacks back), but that is pretty risky, so be sure to have something to back it up on the next turn.

To sum it up, shooting them and using magic on them (think spells like dominion) will work well, or alternatively charge them, but be sure that you stand a good chance of breaking them, because they can hit back pretty hard. Most of our combat units stand a decent chance of winning one on one if they get the charge and if you add a character or a second unit, they should break.

Oh, and like our cavalry they are stupid (on cold-blooded though).

Kroxigors:

With a high movement rate, good armour save, multiple attacks at a very high strength, and causing fear, these guys sound pretty nasty. Well it gets better. They can also draw line of sight and charge through their skink friends!

Above all else, remember to keep chariots and cavalry away. Their impressive strength negates the main advantage of cavalry, and it negates chariots (not the main advantage, it just negates them). Ranked infantry will stand a decent chance against three or less, but will not last long in a protracted fight (three will only kill four elves per turn on average). Flank charges work wonders against these big lizards (even with our cavalry). Due to their lack of numbers, they are only very rarely seen with a rank, so he will only have one model fighting back. The flank charge works even better if the kroxigors have been shot at prior to the en-

gagement. Best example is to shoot two wounds away from the unit, thus a flank charge causing just a single wound, would still result in him having no attacks back. If he does not break, remember to lap around to the rear (+2 in combat resolution for next round should see him off, but remember the extra attacks he will have at you).

Chameleon skinks:

Also known as a royal pain in the butt. Their stats and equipment are much like skinks, but an increased leadership makes them more reliable away from the general and the higher ballistic skill makes quite a difference. This unit can move, shoot twice, and stay at long range, whereas a skink unit has to refrain from one of those actions to retain its poison. Although it is only +1 to their shooting skills, it almost doubles their shooting efficiency. They are also scouts with a twist. These little lizards can deploy in the open (at a distance), or right next to your wizard lord, as long as they start out of sight. They are elite scouts, so watch out with your mages near terrain and outside units. This elite scout position is due to their chameleonic nature, which also makes them very hard to spot, so an extra negative modifier is added if you try to shoot at them. Coupled with skirmish, and the terrain they so favour, it becomes increasingly difficult to route them with missile fire (although if you hit them they still die like normal skinks).

If you have chance to get in combat with them, do it. Any unit will kill them fairly easy. In the more likely situation, where he dodges your units, your best bet is magic. A good old chillwind works wonders since magic missiles do not care about negative to hit modifiers, and although being low strength the even lower toughness of the skinks makes it worthwhile. The fact that they will not be able to shoot the turn afterwards is just an added bonus.

Ignoring them, however, is foolish. Their relatively low killing ability is quite significant against our rather poorly armoured elves. Your last resort is to shoot them. Though they are very hard to hit, almost any hit kills. A concentrated shooting effort should seem them gone in a single turn (if you can get the guns to bear). A good trick if you have scouts yourself is to let him deploy his first. If he then proceeds to deploy in/near your deployment zone, you deploy your shades next to him. As long as you deploy in your deployment zone, you can deploy within the normal 10" restriction, and shades will see them off in hand-to-hand combat.

Terradons:

Being a flying unit with several attacks at a decent strength makes them a good war machine killer. On top of that, they have a hit-and-run special rule. In effect, it allows them to fall back after a combat, without the opponent getting a chance to pursue. This unit is also the perfect mage killer. It can shoot them with poisoned javelins or kill them in close combat without risking being run down by the unit the mage was in. In general, mage killing units are also good at killing elves since both targets have low toughness and armour saves. They can beat dark rider units if they get to charge, so try to avoid this event (or flee from the charge, leaving him stranded). All of our ranked units will see them off in hand-to-hand combat, and even if you do not kill any terradons, his fall back roll might leave him in a bad position.

Most units can beat them if they get to charge (not including small harpy and shade units),

and if charged the terradons cannot benefit from their hit-and-run. Their flying move will often bring them out of the general's leadership range, and when that happens, attempt to shoot them or hit them hard with magic since their low leadership means there is a good chance they will start running (or rather fleeing as terradons do not run). Even inside the general's range, shooting them can be useful. With low toughness and low save, combined with a high price tag, it always makes them worth shooting.

Rare Units

Salamander hunting packs:

Salamanders are one of the two rare units, and most people wish they were more rare. They are good at fighting, hard to kill, hard to shoot, manoeuvrable, and are fear causing. On top of that, they spit out a torrent of elf-killing flames each turn, so most of our units targeted will be dead after two rounds of fire, and some smaller units will die after only one round. The ones who manage to weather the storm and are still standing afterwards will be crippled due to the sight of their friends twisting in agony.

When used properly, they will rarely stray more than 12" from the general, so getting them to panic is a difficult task. What you must do is stop them firing, or deny them of any valuable targets. Stopping them from firing requires you to enter combat with them, or casting a successful chillwind at them, as they are extremely hard to shoot. To get in combat you first need a unit that can survive their shooting, so a chariot is the best choice. Alternate choices are knights, and tooled up characters. The chariot's problem is the fact that the salamanders are skirmish. They can therefore safely move around chariots as long as they stick to difficult terrain. This is still a great limit to their manoeuvrability and overall threat, so do not move away with a chariot just because you cannot get to them. You might want to make them stay in that terrain feature. Knights are good, as the cold ones can munch through skinks, while the elves impale the salamanders on their lances. The problem with knights is that they are vulnerable to shooting and close combat attacks despite their armour save. Finally yet importantly, you can engage them with characters (preferably mounted, to make sure you engage them before they get close). Make sure the character is equipped to deal with both their shooting and high-strength attacks. You do not need to beat them with a single character, just attempt to draw the combat. As long as the combat is a stalemate he cannot shoot, and you can bring in reinforcements to attack the skinks. Just remember they cause fear so a single bad round will make you auto-break (unless you are mounted on a cold one or cause fear otherwise).

If facing a lot of these make sure to get the chillwind spell on all your mages, as this spell stands a decent chance of stopping them from rampaging through your army.

A final bit of advice is to watch out for potential charges. Even though most often used as a missile unit, they are fierce fighters, so do not leave yourself exposed thinking they will try and shoot instead of pouncing on the opportunities of close combat.

Stegadons:

It is a huge monster with a bolt thrower, impact hits, causes terror, is stubborn, and has high unit strength. It does not get any better, does it? A few well-armoured skinks perched on top of it acts as what many have deemed to be its 5+ ward save. All shots against it are ran-

domized, just as you would for any monstrous mounts and riders, and killing skinks is fairly insignificant so therefore the title of a 5+ ward seems fairly justified. Its high toughness makes it impervious to volley fire from both repeater crossbows and reaper bolt throwers, but single bolts stand a chance of wounding it, though the randomization might leave your precious bolt skewer an unimportant skink instead.

Being a single model also makes it rather manoeuvrable, but the large base can make it quite cumbersome when it cannot march move. To nullify it, block its march moves, and attempt to charge it with infantry or knights. Even though it is stubborn, it still breaks reasonably easy, so it should run off within the first few rounds of combat. If he charges anything but a ranked up unit (and sometimes even then), it is usually best to flee from the charge, as the probability of your survival is quite minute. Moreover, due to its terror, it stands a good chance of auto-breaking even our knights. Threaten it with two units in an attempt to bait him into charging one, and then counter charge him to take him down.



Watch out for the Slaan Mage Priests! Frozenflame of the Warhammer Photo Society provides us with this picture of the face of the enemy.

Lord choices

Slann mage-priest:

The big fat lizards are the best mages in the known world.

Even though only listed as a single lord choice, the slann can be very diverse. Their spawning (how old they are) determines how great control they have of the winds of magic. A single unsupported 2nd generation slann, can prove to be a problem for even four opposing mages. Its high toughness, many wounds and an inherent ward saves, also makes it irritatingly difficult to pincushion. On the plus side, they do become easier to hit due to being a large target.

When all is said and done, you really should not attempt to shoot him (there will be plenty of other suitable targets), but instead try and engage him in combat. If possible, attempt to engage him with fear-causing units, as anything else will beat him – but will not likely break him. A high leadership (the highest in the army), cold-blooded, and likely being a battle standard bearer renders him almost unbreakable (at least for all classic mage-hunting forces). Even if you cannot charge the slann with a fear-causing unit, dark riders are usually more than capable of keeping him pinned for a turn or two, while you bring reinforcements to bear.

All the above assumes he is running around alone. There is a very real chance he will be “hiding” in the middle of a unit of saurus warriors, which means that he becomes very tough to kill for our druchii army. To see him off, you have to engage his saurus warriors (or worse temple guard), and to beat them you need more than flank charges. Use the same tactics as taking down saurus units, just bear in mind that it is a more resistant target due to higher

leadership and the possibility that the slann is a BSB.

Saurus oldblood:

It is a lean, mean, killing machine. This fighter lizard is up there rocking with chaos lords, Vampires, and all those other guys who pick their teeth with the bones of elven lords. Even though they have lower initiative and weapon skill, an inbuilt save and access to sacred spawning upgrades, on top of their magic items, makes sure they are some of the toughest fighters out there. Capable of taking on small elf units on his own, and/or holding up larger units makes him a serious threat to be reckoned with. If you want to engage him make sure you have a dragon to back you up. Fortunately, you do not see him that often – the reasons being that he does not increase the leadership of the army and the offensive capabilities of the scar-veteran are only slightly less significant.



That's right, this blurry fellow can match even a Highborn in combat. This picture is from FrozenFlame of the Warhammer Photo Society.

If you face a saurus oldblood, attempt to beat him and his unit through combat resolution, or avoid fighting him altogether, by either dodging or fleeing his charges as you would with any terribly powerful combat character. When you do see him, he will likely be mounted atop a carnosaur, which is both good and bad for us. It is good because he cannot hide in units anymore, and you can deal with him alone, but it is bad because he literally tears through fully ranked infantry units

without breaking a sweat (he is cold-blooded after all). One way to deal with him then, is to sacrifice a unit to him, whereas he then becomes frenzied, and the dark riders can run rings around him, keeping him out of the fight for the remainder of the game. It is an option, even though an expensive one, for an elf army. Alternatively, you can, as with any nasty character mounted on a large monster, shoot his mount out from under him using single shots from our reapers, and deal with him on foot instead. Sometimes, you even get lucky and take out the rider instead.

Note that either an oldblood or a scar-veteran will likely have an increased movement rate, making him able to match our elven steeds in speed. Their respective abilities of taking on or tying down units on their own makes this a very nasty combo. Watch out!

Hero Choices

Saurus scar-veteran:

It is still a very capable fighting character, matching our lords, even though he is only a hero. It should be said that his lower toughness and weapon skill means that our elite units can threaten him and a highborn charging him could take him down, given that he has only two wounds. A noble stands a chance if he gets the charge, but the outcome will most likely be a pulped elf, so you are best not to risk such action unless you have some sort of edge. You are much more likely to face these than an old blood, but the same means should be used to fight him. Avoid engaging him frontally in an even fight (since the fight most certainly will not be even) and engage his unit so he cannot fight, preferably by flank and rear charges.

Skink chief:

This guy is probably the rarest character in the Lizardmen army, but with access to a few notable tricks, of which one of them is movement enhancement. He can sprout wings (not literary but he gets the flight ability) and combined with a couple of attacks and/or killing blow, he can snipe characters or take down small support units and war machines as well.

He is, however, relatively easy to kill if you charge him, and relatively easy to shoot if you get the chance. Therefore, the small reptile is not a great threat, which is why you very rarely see him, but when you do, be sure to pick those easy victory points.

Skink shaman:

Well the skink shaman is a normal first level mage, who, of course, can be upgraded to level two. He is somewhat faster and thus harder to catch, but even easier to kill in close combat since he has typical skink characteristics. Any of our units stands a more than decent chance of killing him in a single round of combat. He has, however, access to heavens magic, which makes him somewhat harder to catch as only one of the spells require him to draw a line of sight to enemy troops. In general, he is not a high priority target – if you are magically overwhelmed, it will be very unlikely due to skink shamans, so the primary target should instead be the slann. If you get a chance at panicking him or his unit and removing the power dice support the slann gets, it should of course be taken, but do not rely on it because they are very fast!



The guardians of Khaine's treasure, the Cauldron of Blood, fight against Lustrian assailants. A fantastic picture from Mettare.

Therefore, noble warriors, with this tome of knowledge at your disposal, invade the southern jungles of far away Lustria with the confidence that you now know the strengths and weaknesses of your bitter foes. But remember not to underestimate the Lizardmen, for they have at their disposal powerful magic and a wide variety of warriors which they can use to bar your path, from the powerful monsters like the carnosaur and the stegadon, to the tiny skink who will shoot your forces with poisoned darts from the safety of his jungle home.

Da Bolt Hole: Club Creation

Lord Silas

Foam litters the floor.

A strong smell of glue fills the room as several cases pop open.

A horde of grey fills the floor (Dave's unpainted Orcs strike again!)

An odd mix of half painted Blood Angels and equally half painted Skaven take up a quarter of the floor.

Dwarfs, Chaos and Eldar can be seen within the depths of Paul's case in the corner.

My own army of Evil Cunning guys with sticks and crossbows (Dark Elves) the only completely painted army in the room.

This can only mean one thing; there's a game of Warhammer being played...

Having been in the war gaming hobby for eight years now I have found that I have fallen into a set group of similar guys. The problem is that they are now so familiar that my right arm seems like a long lost cousin. So familiar are they that I now find that they are rather predictable. New situations are hard to come by.

Fresh challenges only occur when GW bring out a new game.

My search for variety begins...

First stop is my local GW; Thurrock Lakeside. I found a wider range of gamers there, which included the staff. Veterans' night is great fun, even if you don't get a game. With the wide range of experience available you can gain thousands of years (especially if you come across one of those necromancers) worth of perfected tactics, painting techniques and views of different armies, characters, games and so on.

Just when I was enjoying myself I found that my new experience was to be taken away from me. College entered my life and I found less and less time to head up to the dark and gloomy battlegrounds that is GW. I had to search for something else to help satisfy my lust for slaughter.

On the way back from one of my rare trips to GW I was talking to one of the staff members; Mike Lawn. He suggested finding a gaming club or even better to start one. Apparently there are very few in the Thurrock area. This is not true. There are loads. The problem is that they are school run clubs and people like me can't go (sympathy please)...

So, the decision was made. I would create my own gaming club, I would be master of the world bwa ha ha (ooo...going ahead of myself there, those are my later plans...).

Apparently, though, the world is out to get me; more problems. To have a club you need somewhere to go. The hunt was on, and all churches, scout halls, school halls and leisure centres were targeted for occupation.

Budget was also going to be a problem; this enterprise was most likely going to have to come out of my pocket. Being a student at college and only having a very small part time job meant that the budget was very small indeed. So, I had to conscript some people into my dream. First port of call was my friend Dave, who instantly jumped at the chance to run a club. Bonus! Dave thought of a possible venue almost immediately; the church where he goes to. Now to beg and plead for the use of the church...

Next I decided to see what help I could find and so I emailed Che Webster (aka Club Guy). Apparently he used to work at GW Lakeside so maybe he would be sympathetic to my



There was no picture of Lord Silas in the album, so here's a silly picture of Anaryin.

pleas for help. The reply was helpful. Sort of... I was directed to the Gaming Club manual on the gaming club website. This is packed with helpful ideas on where to base your club, how to get the word out (which word is another matter...) and what to do with your club once started. Great!

When creating a club I suggest you read through this. Although some of the advice you will probably have thought of (and if you haven't then why are you creating a club?...only joking), but there are lots of helpful things that aren't as obvious within the guide.

However, what the Gaming Club manual does not say is how to get terrain, dice, gaming boards, measuring rules (everything that you need to play the games, bar the models and gamers themselves)

and so on cheaply. All of that is quite expensive. I had my own collection of terrain and so did Dave, but it could barely cover two tables let alone enough to efficiently run a club! Plus it was of similar breed (although if terrain breeds then we've got a problem...) mostly trees, about six hills and a few ruins here and there. Not a great collection.



With these problems to solve I set to work straight away, collect-

ing tape measures (luckily we sell them where I work, so I can pick those up pretty cheaply), dice and creating terrain. I quickly collared two more of my friends, Ben and Paul, into the project. Mostly so that I could slip my hand into their pocket for the cash instead of mine! Bwa ha ha...um.

Paul also had a small collection of terrain, some trees, hills and a few ruins. Well, if we needed a large forest we were fine, having something around thirty trees between us!

My next visit to GW saw me speaking to the manager. After a brief conversation he had offered to give the club the stores old terrain. While this would not be anytime soon because they had just replaced it all, it did give me a lot less to get sorted in the long run.

After several weeks had passed I found that, along with sufficient terrain, I had also picked up a lot of interest. Lots of people had been questioning me about when and where the club would be, what would be played and so on. I was delighted to think that the gamers in the area were enthusiastic to come to the club.

Then disaster! The church that I had asked for permission for its hall decided that I would not be allowed to run a club there. When asked why I got the following reply;

'We are sorry to inform you, but due to the nature of some of your games (R.E. lord of the rings, Warhammer Fantasy Battles) we can not provide the services of our hall. This is due to the fact that Magic and Daemons are at conflict with our religion...'

Then they went on a bit about other bits and pieces...it's enough to make a grown Druchii cry! Obviously Khaine was testing me. Well I wouldn't go down without a fight.

Searching around I quickly found a rather enthusiastic gamer who also runs a youth club in my area. After a brief chat with him, and then several meetings, it was agreed that I could use their hall. Wahoo! A place at last.

One problem sorted, another begins; the Games Workshop Lakeside Manager moves to another store! This means that the new manager may not let me have the terrain. Oh well... I am not desperate for it yet as it all depends on how successful the club will be.

Now that I had confirmation on a hall to hold the club and dates and times, I could use it, I set about advertising. First up was the obvious: a poster. This I made quickly using Microsoft Publisher and I planned to have this up in colleges and shops in my area. Lakeside Games Workshop had agreed to advertise for me as well (it's great being friends with the staff there). On the poster I placed our club name; Da Bolt Hole, along with contact details; namely my email address.

I also set about creating a club website (which can be found at www.geocities.com/dabolthole). At first, this was going to be a wonderful site that provided pictures of our models and terrain and so on. However, this was not to be. I cannot afford to pay for the web server and the free one at geocities does not provide a great bandwidth. This meant that I had to cut the site down to the basics, which is enough to tell people about the club and what we do there. Since this is its main purpose, I am satisfied. Maybe if the club proves popular it will produce enough money to pay for a server.

Once all this was sorted out I had only to set about ensuring that the club would run smoothly. With the other three helping me, I have enough staff to provide intro games, referees, and so on. Each has taken on their own area depending on who is best in particular parts of the hobby. For instance, I will be the one helping people with painting and scenery making, while Ben will be running the majority of beginners games. When running a club I suggest finding a team of people with various skills to cover as many areas of the hobby as possible.

Well, the posters are now up in various places (including Games Workshop Lakeside) and I am ready for the first club meeting. By the time this is published, I will have held my first club meeting. Perhaps I will write another article to tell you how it went. I hope that all goes well. I will let you all know soon.

For those who are in the Thurrock area of England and are interested in coming down – send me a Private Message and I will give you more details on the club itself. Perhaps even arrange to have a game.

DRUCHIIN ET MONTHLY

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