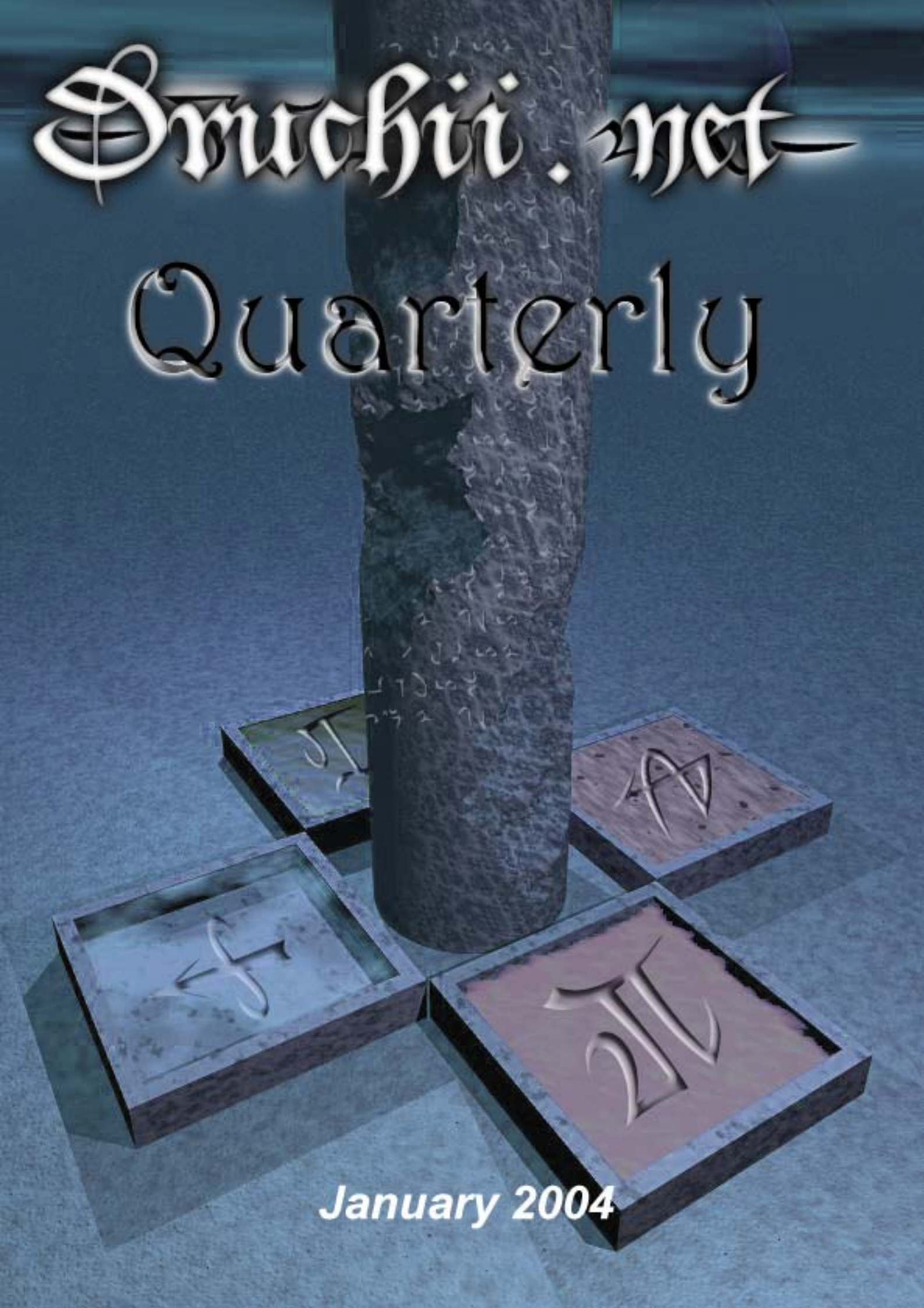


Druchii .net Quarterly



January 2004

Druchii.net Quarterly

Hello again! I have to apologize – again – for the delays with the October issue, but now that these are fixed, we can guarantee you that the next issues will be out on time! Also, it was said that the October issue was to include a variety of other articles, but due to some late changes, they weren't included after all. Yes, this is another apology, and I feel quite embarrassed. Through this issue, however, I hope I can make it all up both to you and myself.

Not without reason, of course. Let me explain: by the combined efforts of Shadowspite, Im-dat Tauble and Sneaky, the old To Make Like a Slave, The Cult of Pleasure and The Temple of Khaine initiatives have been revived, and these are now working around the clock to get you the very best Tactical, Background and Painting & Modelling articles about the Druchii only! In fact, they are about to release no less than 19 of these masterpieces. Don't look at the Druchii.net Initiatives pages, though. You can find all of their articles, right here, right now, in this issue.

Don't stop reading just yet, because there is more. I don't want to gloat or anything, but I honestly think this is our best issue yet. You remember what I told you about the Development Board and the Awards? I am proud to announce, that you will be able to find the results of the Druchii.net Khaine Awards. And yet, there is more. I also told you in the last issue, that we'd be bringing you three Gaming Supplements. The Development board has put their minds on the job, and the Playtesters Guild their miniatures, and they can give you all of the supplements announced, plus an exciting Death Night scenario, like the cherry on top of a huge sorbet just waiting for you in the hot summer months (which are as far away as they could possibly be, though for those of you on the northern half of our little planet, or perhaps which you are in the middle of right now – for those guys and gals in the southern regions).

That nice sorbet will include, besides the incredible work of our Initiatives, everything you've come to expect from us – but more, much more. To give you a taste of the freshly pressed fruit-juices, we have, for example, a complete guide to MSU for beginners as well as a special template to help you all decide on those colour schemes!

Strange how one can imagine such a summery thing in these cold months of the year... before I plunge into some boring story about myself and possible explanations for the strange twist in this prologue, I'll hand you that long spoon and the straw that one uses when digging into a sorbet so that you can get to the bottom of this glass.

Cheers,
Z'Gahn

For the First time in the Druchii.net Quarterly's history, we actually have a page dedicated to contents. Not just one, but three. For this quarter, there are three parts to the Quarterly—its just that big! Parts 1 and 2 are each 50 pages, while Part 3 makes up the remaining 48 pages to bring the total to 148. So here are the contents to Part 1 of the January 2004 Druchii.net Quarterly...

The Storm of Chaos_____5
With the storm clouds gathering, Underway tells us how Druchii.net will be ready.

The Arena of Death_____6
Over the last few months, Ulthuan.org hosted an Arena of Death between Druchii.net and themselves. Find out the results here!

Awards_____21
Find out the eagerly awaited results of the first Druchii.net Awards ever!

MSU for Dummies_____22
For those who have had their head under a rock—this is all you need to know about MSU, detailing how and why it works.

Regulars

In and Around the site_____4
 Unit Article: Shades_____8
 Know Thine Enemy: Dwarves_____15
 The Scribe: Part 3_____48

Avatar of Hate: Part 2_____24
Find out what happens to Khaelis in this exciting conclusion to Vanderghast's series

The Way of War: Part 2_____28
Last Quarter you learnt all about unit composition: This quarter Arch Angel brings you on a journey about the phases of the game of Warhammer, and how to play them to your advantage

To Obliterate or Not_____32
The definitive guide to Druchii magic—learn what lores to use, what combinations are the best and all the best tricks as Da'Ghault shows us how to wreak havoc in your battles.

The art of Assassination_____40
How to use assassins, weather they be the assassin character themselves or any of a large number of models capable in this role.

Group 2 RPG Story_____43
The first of the RPG stories: find out what happened to Group 2 on their first mission ever.

What's with the Backgrounds?



Temple of Khaine (Tactics); To Make Like a Slave (Painting and Modeling) and The Reporters (all other articles and articles made by more than one initiative).

You may notice that as you read the Quarterly that the background images seem to change quite noticeably. This is there to provide an easy key as to which initiative produced the article and thus what it is about. From the picture to the left, going from Left to Right and Top to Bottom, the initiatives and topics that correspond to the backgrounds are: The Development Team (new Rules/Scenarios etc.); The Cult of Pleasure (Fluff); The

January the War un

Hi and welcome to the second edition of the Druchii.net Quarterly, the fourth issue of our E-zine.

You may have seen some changes to the site recently (to be more precise, in the last day), so I'm here to explain it to you, as well as to tell you what else is happening around the site. Apart from the amazing sorbet-based prologue by Z'Gahn (don't worry, the drugs are wearing off...), we have lots of new additions to the site. The first is the Storm of Chaos initiative forum, right under the Druchii Suggestions forum. This is where we will plot, plan, decide and deceive as we prepare ourselves for the SoC campaign that is coming up soon. The second major change is the initiative sites - they actually exist (or will very soon)! We now have websites for the Temple of Khaine, the Cult of Pleasure, To Make like a Slave and the Development Team as well as a revamped site for the Quarterly itself! Check them out in the top-right drop-down menu. All articles published in the quarterly will be put onto these sites one month after the quarterly is released (so for articles in this edition, you can see them on the site on February 1).

Enough about the new stuff. What about the general happenings, plans and ideas? The first round of the Druchii.net Awards has come and gone, and the winners published in this article. For the next set of awards, we hope to have a better voting system for you - I'd rather not have to receive all those PMs again! Other than that, you may have realised that our initiatives are on overdrive in bringing you more articles quicker. A few of the initiatives are going perfectly, but for some we really require your help, those being the Temple of Khaine, To Make like a Slave and the Playtesters Guild. We not only require more people willing to join and work in this initiatives to write articles and play test, but also for people to write one-off articles about anything they want to, including summaries of threads with interesting tactics or Painting & Modelling ideas. If you have an idea for an article that you wish to write, please send it over to me.

As for plans for the site, Kitrik has said that we will be upgrading the site to the next version of pHpBB, to allow us with more options and better services (one of them being the long-awaited album!). Other upgrades planned include a return of custom avatars, a much improved chat room and (hopefully) a huge update for the RPG site! With all these additions, we will truly be able to call this the best Warhammer based site on the web!

That's all I really have to say in this issue. So, until next time, paint hard, battle well, and go kill some annoying High Elves!

- Imdat

Hello all,

As some of you may already know, and for those of you who don't, I am the Storm of Chaos Organizer here at Druchii.net. There is quite a large amount of anticipation for this worldwide campaign, so much so that I started a thread on it immediately following the end of the Eye of Terror campaign.

The response was very positive and since that time I have began to develop an organization to deal with the coming Chaos invasion. The welfare of the Dark Elves during this time of troubles is very important to us here at Druchii.net, and we wanted to ensure that the Dark Elves were ready for anything.

That being said, here is a summary of the work that has been done already, and a taste of things to come.

The tactics forum is abuzz with different ways to deal with different races. I suggest all gamers, young and old, to check here to brush up on new ways to defeat our foes. The SCO (Storm of Chaos Organization) has been actively encouraging these posts and are looking at ways to organize them for the SCO forum.

The development of a command structure is taking place. Right now we are at the ideas stage and all ideas are being looked at weighing pro's and con's, and taking into account the Druchii nature. I'll give you more on this when we get information on the game mechanics for the SoC.

The creation of the Espionage Guild has gone relatively smoothly. This is probably the first almost all of you have heard of it, which is a good thing. As we all know Druchii.net is rife with spies from the so called Conclave of Light. What they don't know is that we have our own spies and saboteurs. Rest assured that the enemy is being watched carefully and with diligence. For those of you who want to become a member I am sorry but all our slots are full for the time being.

We have also created a Storm of Chaos Forum specifically for all your campaigning needs. Special thanks to Imdat and Icon Hack for doing the legwork on this one.

Any one who wants to help the growing organization please send me a PM, and I will find a job for you.

So sharpen your swords, paint those models and get ready to ride the storm, and become like gods ourselves!!

Underway
SCO Organizer

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Arena of Death

In early August, the Ambassador teams of both Druchii.net and Ulthuan.org combined forces to host an inter-site Arena of Death, the first in a hopefully anticipated between the two sites. The sites had discussed for a long while doing something along these lines, but not until then had any initiative had been made. After some initial talk about the running of the event, it was decided that Ulthuan would host the game, on its Forums, with judges from Ulthuan of only the purest intentions being handpicked for the job.

Combatants from both sites lined the halls of the great arena to sign up for the challenge. 16 Asur and 16 Druchii entered the arena, and 16 elves died in a bloody yet entertaining kick off to the fight. The first round kicked off as a success, with a lot of members from both sites contributing great fluff, depicting what happened in the stands and the locker rooms after the fights between the audience and combatants. The Druchii and Asur fought hard, but even in that first fateful round, the pansy kin were getting the better deal, with only 5 Druchii left compared to 11 of the Asur. However, to the Druchii's delight, the Asur began to fight each other in the second round. But it was all in vain, as the pace of the Arena had already slowed down, leading on to eventually be its demise. The second round was never finished, and thus, we were left behind the hated kin. The cause of end is unknown, but it is currently under speculation. We can only hope that it will be someday completed.

So it would seem that this first attempt at an intersite relationship has failed, but perhaps not. The relations have been strengthened, and through resulting talks, new ideas for competitions and events have come up (one of which is another AoD hosted on Druchii.net on our terms). Though we cannot bring you news of any of these right now, we hope to bring you a new intersite battle soon—keep your eyes on the Announcement forum.

On this page and the next are some of the best (and worst) parts of the Arena of Death. For its short life, it managed to capture the imaginations of all involved, and I hope that these short excerpts capture your imaginations as well.

- Imdat Tauble, Prince Regulus

The announcer appeared again and dropped his hand to start the fight: this time it was between Ranieth Bloodheart and Talarythel Shadowmorn. The two warriors met in the middle of the arena floor. Talarythel had already begun to swing his greatsword before they were joined in combat—a risky move which paid off as the blade cut deep into Ranieth's shoulder, Talarythel drawing his blade back to find blood running down it and smiling as he saw the matching wound in his enemy. Ranieth ignored the pain, swinging his hulking gauntlet into the Asurs' chest. It was too quick for him to deflect and Ranieth could feel the ribs crunch and crack beneath Talarythel's armour. The pain was immense, becoming too much for Talarythel as he took his left hand off of his

weapon to clasp his chest. Determined to finish off his opponent, he grasped his greatsword once more and with great speed brought the weapon bearing down upon Ranieth's left shoulder, opening up another tear next to the previous one. Seizing his opportunity, the elf brought the weapon down again on the neck, however the talisman around Ranieth's neck glowed, causing the blade to bounce off harmlessly. A white light was emitted from the talisman, blinding Talarythel and allowing Ranieth to slam his fist into Talarythel's stomach, ripping through his armour. The huge gauntlet now had blood running down its length, and Ranieth now lunged again for Talarythel's chest. This time, however, it was Talarythel's talisman that was to work its magic, stopping the fist mid-air. Ranieth wasn't disheartened though, slamming home a punch into Talarythel's face to finish him off. The force of the blow broke the Asur's neck and he dropped to the floor with a mighty thud.

Ranieth looked at the Druchii in the crowd and raised his powerful fist into the air. All the Druchii in the stands rose their feet and an enormous cheer went up from them.

Delthazor licks his blade with pleasure - he was enjoying this. He points his blade, and says "I wish to challenge Regulus - and then you will see the heart of your first champion die away in my hand, as did Shep's!"

Imdat Tauble sat in the stands, waiting. There was no doubt that Delthazor would destroy his next opponent as he had this one - Imdat himself could not afford to watch. He had things to prepare - great things would happen this day...

Upon hearing his name shouted across the stands, Regulus looks for the source. A druchii, he noticed. And of course, matching the natural theme of their race, he looked quite pathetic, dressed in his purple robes, now torn from his previous fight. Regulus looked at his own, which were currently untouched. And then he hit his forehead. *'No Regulus, we're not scheduled to convert to Slaanesh this week...that's for next time...'*

The High Prince shrugged this off and then answered the challenged reply. "Sucks for you!" he said, and then sat back down into his crowd of adoring fans (something that every Caledorian has at gatherings of Elves.)

Another pair of warriors entered the arena as the announcer called them out. They were Delthazor and Regulus Pendragon. The two warriors locked eyes and stared for at least a full minute, neither blinking or looking away. Then suddenly Regulus took a step to the right and charged at Delthazor. After a flurry of blows, seeming like a mere blur to the crowd, a large gash could be seen on the Druchii's torso. Delthazor immediately replied and managed to thump his massive gauntlet into the Asur's chest. Blood spurted from his mouth, and as it hit the ground, Regulus brought himself upon his opponent once more. Blow after blow rained down from the wounded Asur but Delthazor managed to parry all but one. That one landed firmly on his neck, ripping straight down his chest, leaving his ribcage showing to the crowd. The Druchii in the crowd stood there, shocked, while the

Over the last few months, we have brought you several unit articles about units such as the Executioner and the Corsair. This time, the Cult of Pleasure, Temple of Khaine, and To Make Like a Slave initiatives help us in the matter of shades...

Fluff:

Your Lordship, I have finished my research into the shade clans as per your request. Included in this is a comprehensive review from Kalador Magelan, the former Dark Lord of Hag Greif. He was know as the only Shade to ever adapt the civilized ways of city living Druchii. As he spent most of his days as a Shade Clan cheiften before he was gifted with the Dark Krag his views are obviously corrupted. Here are the relevant section of his 7 book series, The Discovery and Exploration of the Underworld:

In my time before I discovered the multitudinous caverns of the Underworld I was a Shade Cheiften of unriveld power. But for all my skills, and all the tributes I earned from the desparate clans I discovered that the City Dwellers or "ghithak" as they are called by my people had no knowledge that their culture was a poor corrupted copy of the Shade traditions.

These traditions were handed down to us since before the time of Anearon, and proved to be the true way of Khaine and the people of Nagrathye. In those days where the threat of chaos invasion was ever present and many of our kin were prey to deamons from the north we developed the way to live and fight that kept Ulthuan free from these terrors.

Our mobile lifestyle was a necessity. When deamons were dispersed into the abyss they would often return, for revenge. As our people grew to understand the eternal nature of our foes we began to move our camps after every battle. That way a returning deamon would not find us where the abomination believed we were to be. We would often set horrible traps where our camps once stood, in order to teach the creatures of chaos that we were not there prey, but that they were ours.

We were constantly under attack and as such developed the most efficient ways to kill. The first poisons that could harm those not of mortal flesh were developed by my ancestors. The warrior code of the Nagrathye where all elves who could lift a blade were considered warriors was developed in these days where the elves were under constant assault. Our womenfolk fought with us, because if they did not, all of Ulthuan would have fallen. The degenerates who lived in the rest of the continent believed the she elves to be born to a different role than male elves. We, in our knowledge forged in battle, knew this to be false.

All of the Shade clans are organized into mobile camps. Each clan is also known by the name of a totem creature. This creature is one of the true aspects of Khaine. Not one of the corrupted aspects that are worshiped in

Unit
Articles

the ghithak's temples. Only a few aspects in these temples remain the same, such as the Serpent Lord and the Iron Panther. These are both names of shade clans. There are far to many clans to name here but a few others are the Harpy clan, the Hydra clan, the Green Viper clan, and the Rabid Wolf clans.

Each clan is lead by and council of elders. The elders are from the most experienced warriors and trackers from the clan. It is they who decide clan policy and strategy. When they decide to go to war the council relies on the clan chief or Bloodshade for guidance in the battle. The Bloodshades position is granted only upon the death of the previous Bloodshade. It was these councils that first began to commune with Khaine and learned from him the ways of war and hunting. Khaine the merciless hunter speaks directly to our people, and not to the Priestesses of the Temples, who have lost the ability.

To this day a number of traditions that are looked upon as "primitive" by the ghithak are still practiced by my people. The first is the leaving of babies outside the tent for the first night of their life. The ghithak think this disgusting and distasteful, but we know better. If a warrior cannot even survive the cold on his birthnight will he be able to survive the rigors of tracking, fighting and survival in the hostile world? I think not. Our ancestors knew that a babe that would survive that night would grow up to fear nothing, and be a strong contributor to the clans.



But a warriors trials are not over once they have survived their first night. They must still undergo the spirit journey. This is where the young of our clans, the initiates, become full members of the Shades. They must go forth into the wilderness alone and only with the weapons they have made themselves, and a single empty flask. They must wander, eating what they catch and living by their wits. Then Khaine will grant them a challenge, a test. Khaine, the ultimate predator, sends a beast to confront the initiate. Many fail this test and perish, but those that do return, return to us as full members of the clan. Those that do return must bring a flask filled with the blood of their enemy.

Upon their return the council hears their tale around the fireside while the blood is placed in a cauldron over it. Herbs and other ingredients are added to the mixture as the tale unfolds. Upon the completion of the story, a single goblet is dipped into the steaming mixture. The council then pass the mixture around the fire, each taking a drink of the drug laced blood.

- Underway

Tactics

They are rarely a sight to inspire fear on the battlefield like the hydra or the manticore, and are perhaps not as respected a unit as witch elves or dark riders, but shades are indeed a potent unit on the tabletop. Being able to both skirmish and scout and being armed with the repeater crossbow (rxb) makes them one of the most versatile units in the Druchii arsenal, especially for a mere 14 pts per model.

Though they take up a special slot, the shades are almost completely superior to their counterpart missile troops, the rxbmén. With the same stats and only light armour (though shades can get light armour, it has proven to be rarely useful) separating the two, the single difference of a point easily pays for the two special rules that make shades what they are. As well, the shades have the option for a truly useful champion, as opposed to that which the rxbmén get that has +1 attack, which has +1 BS. Though it may seem that 12 points for +1 BS is a lot, let's look at the stats.

After moving and shooting at long range and taking 2x shot (as always):

Shade makes 0.333 hits

Bloodshade makes 0.667 hits

After moving and taking 2x shots, or shooting long and 2x shots (one of the more common situations):

Shade makes 0.667 hits

Bloodshade makes 1.000

Just shooting 2x (the best situation)

Shade makes 1.000 hits

Bloodshade makes 1.333 hits



So, it is a rather close call and many people do not usually take the champion. He does, however, have the advantage of not taking up another model, which is good since cover is usually limited, and makes the unit slightly more reliable and deadly, even at the worst of times.

The shades' skirmish ability is one of immense importance. Combined with their scouting ability that lets them deploy last and outside of your deployment zone (in cover), skirmishing is what truly makes them a very versatile unit. Like all skirmishers, they can move through both difficult and very difficult terrain as if it weren't there, gliding through the shadows in the forests, and shoot anywhere in their 360° line of sight (LOS), even if one of their own models is in the way! This means the unit can stay compact and still be used to its maximum missile efficiency.

Shades are usually best deployed in units ranging between 5 and 7 models. Larger than 7 makes them a slightly ungainly unit and makes it harder for them to hide in many standard terrain features. Even with so few models, they are very capable of making back their points value many time over, which isn't hard since 5 shades only cost 70 pts! Fielding two such units can be quite irritating to the enemy general and still costs less than a unit of rxbmén.

Shades are normally used for the same purpose most scouting and skirmishing units are: HARASSMENT. Being able to deploy after everyone else is a great advantage indeed, especially when it means you can deploy in your opponent's deployment zone! All you need is a bit of cover. Placing them at least 10" away from enemies is not too much to ask either, as the range of an rxb is still 24" and you will still be at half range, maximizing your kill potential.



The standard hiding place for shades is behind some obstacle (thought behind a hill is a possible location) and likely in a forest. Without this critical scenery, it is best not to take any of the Shadow Brotherhood. Once they are safely lodged in the woods, they can begin their hindering of the enemy. First, woods are bad enough to maneuver around, but not being able to march makes it even worse. Enemy unit will have to give the woods about a 6" berth to get around and be able to march, or else limit their movement and further enable the Druchii to control the movement phase.

While in the woods, the shades are best placed at 1" from the edge of the forest, a place where all of them can see the choice target, but where they all still benefit from the -1 penalty for enemies to hit them with missiles (as they are behind soft cover in the woods). An enemy of BS3

firing at long range generally would need a 7 to hit the shades unit, whereas the shades need a 5 to hit them (long range and 2x shot), making the woods a very safe place from enemy missile fire. In the woods, they are also very safe from chargers. If charged, they can always elect to flee instead of stand and shoot, and will normally flee further into the woods and are not slowed down by the terrain, whereas the chargers will more than likely fail their charge, being unable to make it through the difficult terrain.

What the shades must look out for are the enemy wizards. Magic missiles do not need 7s to hit, but rather can deal 7 hits to the unit, at S4! Combine that with the low toughness of elves and the lack of armour save (even light armour does no good here), and you end up with a whole unit of shades either panicking or dead. Paradoxically, hunting lone wizards is one of the many possible tasks of the shades, and they do it well. Being so close to the enemy lines helps a lot, especially when they are placed after everything else. In this fashion, they can get very close to enemy wizards on the first turn and shoot them down with ease.

Another use for the shades is war machine destruction. Again, the scouting ability is very useful here as it lets them get very close to the enemy. Once within range, they can shoot and hopefully score a few kills on the crew. However, killing three crewmen with missiles being randomized is no easy thing. It may be necessary to charge the shades out of their places of concealment and into the crews themselves. The shades are almost sure to outnumber the enemies and will normally get 2 more attackers in than defenders, likely killing one or two at the least and suffering little retaliation. Winning combat, they might break

Drew-shee-yee?

Over the years there has been a contention in this site, one that has reared its head every now and again: how the heck do you pronounce Druchii? In a recent thread in Druchii Discussions, the question has been raised again. So far, there are no less than 14 different pronunciations, ranging from "Drew-chee" and "Drew-kai" to "Drew-she", "Drew-gee" and even "Drew-shee-yee". So far, we have two official opinions. The first is a second-hand report about Thomas Prinen's preference, "Drew-kai", while our own fluffmaster Shadowspite refers to his own language guide (which is in this issue), is set on "Drou-Khee", the 'ou' being sounded as in would and the 'kh' being said as 'ch' is in German.

Will this issue ever be resolved? Will we ever know what Druchii should really sound like? Only time will tell (or any dark elves passing our way).

- Imdat

their enemies, and failing that, can send more of their attackers in for the final kills in the next round, utilizing their excellent elven initiative. Whatever the situation, the war machine is can essentially be considered out of action.

Seeing how they can easily outmatch many standard troops, as all elves do, it may be tempting to use the shades as a flanking unit, having them charge from the woods to hit the enemy in the flank or read as another hits the unit in the front. Do not be fooled, THIS IS NOT THEIR PURPOSE. Skirmishers do not get ranks and they do not negate ranks, so your shades are only a few extra combat models that are very likely twice as expensive as the enemy unit's models.

Though they are not combat monsters, do not let one aspect of this unit go to waste. Like all skirmishers, they can march while within 8" of the enemy (albeit, unlike DR they cannot shoot). This ability combined with their march move of 10" really lets them manoeuvre around the tougher units that come to threaten them and still prevent them from marching as well as threatening the enemy's rear with missile fire. Though they are not combat troops, they can still threaten the enemy with getting the +2 to combat resolution for attacking in the rear (though you still must have US 5 to do this).

Perhaps one of the most unusual ways to use the shades is as canon fodder or screening. With their skirmish formation spread as wide apart as possible, 5 shades can screen an area of about 9" directly behind them, effectively blocking a standard sized infantry unit (5x4) from LOS. When protecting 250 points witch elves and executioners units from enemy fire, 70 pts seems a perfectly acceptable sacrifice, especially when the shades are harder to hit, being skirmishing unit.

Shades, however, are best used in conjunction with other Druchii units. Unlike the COK and the pair of COC, they cannot stand alone, even if a character on foot has joined their unit (not usually a good plan). They can successfully divert one enemy unit from the battle for a turn or two, but they usually have better things to do. Their main purpose is harassment, so let them do it. Get them into the most annoying place you can find and let them sit there, firing off round after round of dark bolts at the enemies of the Druchii.

- Vorchild

Painting & Modelling:

Druchii shades are possibly one of the more difficult units in the army to paint. Not necessarily in the level of painting expertise required, but rather in how the colours are chosen for them to fit in with both the army to which they belong as well as the scenery and hidden environment for which they are meant. The colours used on the shades should then link them well to the army, but at the same time give them that extra darkened feel that puts them away in the shadows. This darkening is rather easily accomplished by simply using inks and darker hues.

The shade is a very simple model to assemble, being in two parts—the main body and the repeater crossbow tip. Simply glue the tip in place and attach the model to the base and you're done. Don't forget to clean up the model and get rid of any unwanted bumps etc.

In my army, the dominant colours are red, black, and gold, to reflect the power, the mystery, and the richness of the army. Shades, as a part of the army, must then also incorporate these colours, with perhaps more emphasis devoted to the shades of mystery. Remember, though, that since colours are so important with this unit, take the time and try out the entire scheme on one model first before doing the whole thing. Apart from the colours, the unit is easy to get onto the table since it is both small and requires little in the way of assembly.

Painting:

Paints Used:

Chaos Black
Skull White
Blood Red

Brown Ink
Snakebite Leather
Bleached Bone

Red Gore
Chainmail
Imperial Purple

Liche Purple
Elf Flesh
Shining Gold



Undercoat the shade black



Paint the sword and arm spikes with Chainmail. Drybrush the bolts in the RxB clip chainmail. Paint the crossbow tip in chainmail if desired (otherwise gold will be used)



Paint the cloth on the torso and around the legs Red Gore before darkening it with Brown Ink. Drybrush Blood Red onto the cloth as a highlight



Paint the inside of the cloak Imperial Purple. If necessary, highlight with Liche Purple



5 Paint flesh-hooks in Bleached Bone. Paint pouches in Snakebite Leather before using a coat of Brown Ink to darken.



6 Paint the eyes Skull White, making corrections by using Skull White and Chaos Black to fiddle with the shape until satisfied. Complete with a small black mark through the middle of each eye.

Paint flesh and hair areas in snakebite leather before using brown ink to darken, making sure that hair is darkened sufficiently. Flesh is then highlighted with elf flesh until a desirable skin tone is reached.



7 Paint the pommel and hilt of swords Shining Gold. Highlight wristbands in Shining Gold along the edges.

Finished Shade:



Editor's Note:

Due to time constraints, we were unable to attain any pictures of Vorchild's Shades, and thus, Sneaky painted a shade using the instructions you see to the best of his ability.

Highborn Matras the Bloodhanded from the House of Hekhtral, General of the Forces of the Witchking, Supreme Commander of the Dark Arc Cruel Joy of the Dark Dragon let his gaze wander over the faces of the young nobles assembled in the lecture hall of the Khaine Ak-har, the Druchii academy of warfare.

"I have come to tell you about dwarves today. So listen, and listen closely, for they are not a foe you can afford making mistakes against."

General facts

Dwarves are, beyond everything else, mainly two things: slow and incredibly tough. They have a movement that is basically nonexistent, which means that most of the time they will have to accept charges, but they have the toughness, armour and leadership to compensate for that. All dwarves come with Toughness 4 and Weapon Skill 4, making them a target that is pretty difficult to hit and even more difficult to wound. Also, most dwarves have heavy armour and shields – the exception being dwarfish missile-troops, war machine crews and slayers. To add insult to injury, many units can have Great Weapons, giving them at least Strength 5, so beware – if they hit us, they will wound and take away each and every Armour Save we have. Many dwarf-players rely on a defensive stance to win a battle, keeping their troops where they are while shooting their opponents to pieces and crushing whatever survives their barrage in close combat. Magic wise, dwarves are also a highly defensive army. Dwarves do not have mages of their own, so they will usually not cast any spells. However, dwarves come with four basic dispel dice instead of two, and they do have characters called Runesmiths and Runelords who will add even more dispel dice and who can add an ungodly number of dispel scrolls – or rather, the dwarfish equivalent to them. Rather than using spells, dwarves rely on runic items to do their work – they can basically create their own custom-made magic items by selecting combinations of runes to put onto their weapons, armour, amulets or artillery.

How to beat them

The key to beating dwarves is using speed. A dwarf unit – any dwarf unit, even their missile-troops – can accept a charge from a Druchii unit, survive and strike back with devastating effect – remember, WS4 and T4 means that we hit them on 4+ and wound them on 5+! However, you can outmaneuver them – they all have Movement 3, so Dark Riders and Cold Ones should have no problems of getting into their flanks. Beware of their war machines, though – there is a good chance that your troops get shot to pieces before reaching the dwarfish army in the first place, so you need some fast-deployment units like shades or harpies to take care of the Cannons, Stone- and Bolt Throwers. Also, taking as many Repeater Bolt Throwers as possible is

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a must – thanks to their negating armour saves and multiple shot option, they will be invaluable for you.



Troops you should leave behind are Repeater Crossbowmen. The chances of them getting their points back are extremely slim, as they will always be forced to shoot at long range (at least 5+ to hit), having a very small chance of actually wounding or killing a dwarf. Instead, Corsairs with their large number of attacks, Witch Elves, Executioners (many dwarf-players choose to equip their basic clan warriors with Great Weapons – this should be fun), Cold Ones and Dark Riders (of course) should make up the bulk of your army.

Always try to attack Dwarves from two sides at the same time – their Leadership of 9 is pretty hard to overcome unless you can remove their ranks and have superior numbers. If they flee, you will run them down two times out of three, but you'll have to break them as fast as possible – dwarves will always win a prolonged combat, they are just too tough and too heavily armoured.

As for monsters, you should consider that the average dwarfish army will most likely have something between three to five war machines capable of at least wounding them from across the battlefield. Having a War Hydra, a Manticore or a Character mounted on a Dragon will seriously change the outcome of the battle IF you can get them into close combat. Cold One chariots should be left behind – even if they reach the dwarves, they will most likely be beaten back. Magic can be a gamble, as well. If you go really magic-heavy, and you get some spells through (like Black Horror), your opponent will suffer. However, as a dwarf can have up to seven dispel dice and up to 12(!) dispel scrolls (more realistic numbers should be around five to six dispel dice and 3 to five dispel scrolls of course) in a 2000-points army, taking the arcane approach can be somewhat risky.

Dwarfish units

Characters

Dwarves have three kinds of generals – a normal lord, a Runelord and the Demonslayer, the last of which you will rarely encounter as he cannot wear armour and is incapable of commanding the army. All of them come with T5 and the ability to take between 125 (for the Demonslayer) to 150 points (for a Runelord) worth of runic items. Note that many

dwarf players prefer to give their characters a simple Great Weapon, reserving their rune allowance for talismans or armour instead. Runelords, in addition, can bring the Anvil of Doom with them, a powerful magic item that enables them to actually choose from four spells to cast – three of which are magic missiles. All of these Lords can hold their own against a Highborn – a Gauntlet of Power; however, can very well change the odds in the Druchiis favour.

As for their heroes, Dwarf players can have normal Thaners (dwarf type of captains), Dragonslayers, Runesmiths and Engineers (the latter will rarely be used, as most dwarf-players seem to think him a pretty much useless). All of the first three are pretty good fighters and can be equipped with a large variety of items, including Great Weapons, pistols, Gromril Armour (providing a 4+ AS), other armour (note that Slayers, or their characters, may not take any armour of any kind) and runic items worth 50 points (75 for the Runesmith who will also provide an additional dispel dice).

As with the commanders, these characters can survive a fight against a Druchii of their own level, or even a Highborn. I would only recommend attacking them very well armoured and equipped with a Great Weapon, the Gauntlet or the Crimson Death. As Dwarves are all T4 (at least), skip the Blade of Ruin - negating armour saves is nice, but will be useless if you cannot wound your target. If using an assassin, either Killing Blow or Manbane is a must. I would go for the latter – you will erase the Dwarf Lords armour saves thanks to the Strength of 6. However, if you like a gamble, Killing Blow might be worth a try.

Why Do YOU Play the Druchii?

A poll by Samael

I like the models	46%
I like the fluff	14%
I like their style of play	31%
I hate HE <u>so</u> much	7%

Total Votes: 190

Basic units

The first unit to mention are the normal warriors, considered by many the best basic unit in the Warhammer World – in my opinion, rightly so. They can be equipped with Heavy Armour, Shields and a Great Weapon and still only cost 11 points, so you can field a unit of 20 of them with AS 4+ against missiles and S3 and AS 3+ or S5 and AS 5+ in close combat for 245 points – note that such a unit is easily capable of surviving and breaking the charge of a Chaos chariot or of a whole unit of Black Orcs! If you plan to attack such a unit, make sure you attack from two sides and take away their rank bonus – or at least shoot them up before going into CC!

Missile wise, they have Thunderers and Crossbowmen. Thunderers have a range of 24" and S4, and are Armour Piercing, meaning that they will reduce the targets AS by 2. They are therefore excellent at breaking up even heavily armoured troops like cavalry, at 14 points a piece. Crossbowmen have a range of 30" and S4 – bad enough. All missile troops come with light armour and can be equipped with shields, making them formidable in CC, as well.

Apart from that, Dwarves can field two infiltrator units, Miners and Rangers. Rangers are something of a paradox, they are scouts equipped with Crossbows and Great Weapons. Miners have the ability to turn up on any table border after successfully testing (4+ on turn 2, 3+ on turn 3, and so on). Beware of these units, they can be extremely dangerous for your artillery and will prevent you from marching.

Special units

Hammerers are a Dwarven King's bodyguard and if the general is placed among their ranks, they become stubborn.

Longbeards are "only" an elite unit that is immune to panic. Both of these units either come with a shield or can be equipped with it, as well as with Great Weapons and heavy armour. Both of these units are pretty much the same points and ability to withstand the combat. However, the Hammerers Stubbornness can really ruin your day, as you will be nearly unable to break them by Combat Result. After all, you will go against an unmodified Ld 10 (the General, remember?), and chances are that a Battle Standard Bearer will not be too far away, either. So I would urge you to either hex them away (as mentioned above, this can be somewhat difficult) or to shoot them until they bleed. Blow them away in a hail of Repeater Bolts. You will not be able to compete with WS5, S6 and T4 for long. Of course, you might be able to auto-break them with an attacking unit of Cold Ones – or the Black Guards with a Dread Banner....

The Longbeards are somewhat easier to beat – they will just not Panic, but can be broken in close combat. Still, you are facing an opponent with S6, WS5 and T4 – if you prolong the combat, you will go down. You will NOT survive. Even Executioners will have a problem with them – especially since any Dwarf Player worth his beard will just change to hand weapons and therefore strike first with a natural S4 and an AS of 3+! Break them in the first turn, or die. Rather try shooting them, charge them with a bigger unit causing fear or hex them.

Ironbreakers come equipped with Gromril Armour, shields and hand weapons, giving them a 2+ AS in CC. This calls for armour breaking can openers – Executioners, Cold Ones, RBTs or, if you are feeling lucky, Black Guard. I would keep away the Execs, as well – Iron Breakers have S4, and they will strike first. You will not be able to take out enough of them to compensate for the losses, unless you put an assassin or a hero into the unit. Even then it will be close. Black Guard MIGHT be able to make it – but I would not count on it, unless they cause fear and outnumber their opponents. Winning the combat resolution will still be pretty hard, though. Again, a prolonged combat will cost you dearly, though not as dearly as against the other units. Do not even bother charging them with Warriors, Witch Elves or Corsairs – you will only lose those units. They will not be able to get through.

Slayers are possibly the most well-known Dwarfish unit. They consist of Dwarves with a Death wish, which means that they wear no armour at all and are Unbreakable – do NOT charge them with monsters, Cold Ones or Corsairs, as those units will be stopped cold until

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they have removed every last Slayer, costing you valuable time and exposing the fighting unit to a potentially devastating flank attack. Rather, leave them to your Witch Elves, they will go through these dwarves in no time at all (incidentally they are only useful against Slayers, as all other Dwarf units are far too well armoured for Witch Elves to have a reliable chance of taking them apart) – even though Slayers always count as equipped with two hand weapons and can theoretically have an infinite number of Giant Slayers (champions) amongst their ranks. As these are rather expensive, however, the chance of your opponent taking lots of them is rather small. Also the Slayers are a 0-1 choice in the army. The only thing slayers are really dangerous for are monsters. Slayers will always wound a monster on a 4+, modifying its AS accordingly – a dragon will lose its AS, as slayers will count as having S6 against it.



Cannons, stone throwers and bolt throwers (for 45 points a piece! AND you can take two of them as a single choice!) work pretty much like described in the core-rules, apart from the fact that all these machines can be equipped with a number of runes, letting them re-roll their to-hit rolls, or basically cancelling any malfunctioning the cannons may experience. Note that war machines inscribed with runes count as magical and that all of these weapons will not permit any armour saves.

In my experience, there is no saying what you will be up against – all these machines are pretty popular. The only thing I can tell you is that you will most probably encounter a well-mixed collection – dwarfish generals seem unwilling to specialize in a certain machine, preferring to use them all to their advantage. Attack the war machines with the usual tools – harpies, scouts, Dark Riders and salvos from RBTs. DO NOT rely on dwarfish war machines to blow themselves apart – the runes put on the machines will prevent that.

Rare units

Dwarves have three kinds of rare war machines. These are relatively new and can therefore not be inscribed with any runes, so make sure your opponent does not try to pull one over you there. Oh, and even though these things CAN blow up – do not rely on them to do it. Therefore, try to avoid them (difficult) or take them out in close combat.

Gyrocopters are the fastest unit a dwarfish army can have. It flies and comes equipped with a steam cannon (basically a flamethrower with S3 and an AS modifier of -1). It has only T5 and will crash if beaten in CC. Chances are that you will not see this one too often being used against you – many dwarves are aware of the fact that catching the gyrocopter will not be a problem for Druchii. I would recommend attacking it with Dark Riders, they should have not too much of a problem of defeating it and seeing it go down.

The Organ Cannon is a slightly less vicious version of the Imperial Hell Blaster Cannon. It only does one artillery dice' worth of hits, but these go at S5 with an AS modifier of -3, range 18". This is a cavalry killer, and works rather well against characters or shades, too, however, many dwarf players consider it not worth the 125 points it costs. I am currently running my own tests. Results so far indicate that, if it works, you pay a high price if entering its range – which you will be forced to do sooner or later. Shoot it up, or use harpies. Note that there is a good probability that the unit you use to kill the machine will be destroyed shortly after, as this thing can and will be placed right in the middle of the dwarfish army.

The Flame Cannon is an anti-infantry weapon using the flame template. It shoots very much like a normal cannon (guess up to 12", roll the artillery dice, see where it lands, put the pointed end of the flame template there), does S5 hits that cause D3 wounds. It is somewhat difficult to aim, but can be very dangerous for your Cold Ones and monsters – apart from the apparent danger it poses to your normal units. You will possibly not see this weapon employed against you too often – it seems to be considered a swarm-killer, to be used against Orcs, Skaven or Undead. Normal tactics, preferably a small group of harpies or scouts can easily take this machine out.

Matras turned around. "This is what you are up against! Remember, speed, timing and the appliance of the correct amount of pressure in the correct place are of the essence. Only by that will you be able to win. Dismissed!"

- Matras

Notice the lack of good pics?
Want to help make a better Druchii.net Quarterly?
Post your Pictures in the Album and help us to make this e-zine truly great!

We need pictures of all races, not just the Druchii, so don't be shy, take out your dusty old models (we know you stopped using them when you found the master race) and post them in the Album for all to see!

- Imdat

Last Quarter, the Druchii.net awards, or the Khaines, were announced, and in November, the nominees were announced, those being Asger, Ash010110, jeffLeong, Linda, Malekithau, Shadowspite and Underway. Now, after almost two months of anticipation, we unveil the winners of the Gold, Silver and Bronze Khaines...



The Gold Khaine

This Quarter, the Gold Khaine goes to Linda! Ever since the inception of the Rules Forum, Linda has been there to answer each and every question about the rules that we have thus far come up with. Due to this, she receives the highest honour for service to the Druchii.net community.

The Silver Khaine

Onto the Silver Khaine, which goes to Malekithau! Everyone knows what MSU is, and for those who don't, just turn the page—there's a guide for you there. Although it is under contention as to who was the first to actually come up with the tactic, Malekithau has brought it to the attention of the community and given it its name as well as partaking it several discussions in fine-tuning it. For this, he receives the Silver Khaine.



The Bronze Khaine

The final honour for this quarter goes to Shadowspite. Over the years, Shadowspite has proved to be an invaluable member of the Druchii.net community. He designed much of the artwork that you see on the site today, not to mention setting up the Sorcerors Isle campaign oh so long ago and also bringing us a temporary RPG site in our hour of need.



So, what does it all mean?

So how are we going to symbolise the services of these three members? For the next three months, the picture of each of the awards (pictured above) will be placed below the users' avatars to symbolise their service to the site.

Who will win the next set of Druchii.net Awards? Keep your eyes peeled for nominations and be sure to have your say!

Druchii.net

1. What is MSU?

Multiple Small Units, or MSU for short, is a tactic that is widely used by dark elf players today. It is a tactic which requires a great deal of finesse to be used properly, but can be devastating when done correctly. The basic principle behind MSU is to maximize the units in an army, as well as the number of models attacking. In a standard unit (about 16-20 models), only a quarter of the models were attacking. Every other model sits in the back, doing nothing but giving rank bonuses to a unit. While this is fine for such armies as goblins and skaven, armies like the druchii cannot allow this due to the expensiveness of each model. Therefore, when using MSU, one unit of 20 is reduced to 2 units of 10-12 models. For example: instead of 20 corsairs, use 2 units of 10, where one unit attacks to the front and the other unit attacks to the flank.

2. Advantages and Disadvantages of MSU

A lot of advantages come to a dark elf army when using MSU. One is that there are more units. This means that the enemy has twice as many units to shoot at. If one of these smaller units flees due to shooting, you will still have another unit of the same type left on the board, generally. Also, MSU allows for more models to actually attack, as previously stated. Yet another advantage is more maneuverability. We gain more advantages to our movement.

If there are advantages to a tactic, than obviously there are disadvantages to a tactic. One is that whole units can be destroyed much easier than before by weapons such as mortars. This is offset, however, by the fact that here are two units to be shot at. Also, panic checks are caused by fewer casualties to a unit. Three casualties by shooting will normally cause a panic test. But, as elves have relatively high leadership (8 or 9), this isn't as big of problem as for armies such as Orcs & Goblins. A final disadvantage comes to our special choices. As our special choices are limited to the size of the army, one must make tough decision on which units you need, and you cannot often double up on special units.

3. What to do When Using MSU

There are a variety of things one must remember when making an MSU unit. As previously stated, the units must be small. 10 strong is good for units such as Corsairs and Witch Elves, as they have high amounts of attacks; 12 is better for Executioners because they lack the attacks of Corsairs. Cavalry units should be 5 strong. As far as deployment, the units should be 5x2 for 10 strong units, 6x2 for 12 strong units, and 5x1 for 5 strong units.

Try to give every unit a champion, which shall serve a dual purpose. One is to accept and give out challenges. This is important, as they can soak up attacks from über-characters, like Chaos Champions and Old Bloods, which would otherwise kill many of your troops. It is very bad for an MSU army, as with any other dark elf army, to suffer large amounts of

causalities. Also, the champion dishes more attacks- also a major elements of an MSU army. Another note on command is that standards are a risk. While they do provide the bonus of +1 to combat resolution, a destroyed standard is worth a lot of victory points. Musicians can be taken at the discretion of the player, depending on the preferences of playing style.

Army unity is key. Try not to charge one unit by itself into combat against a larger unit, for a unit of 10 facing a unit of 20 (the general size of opponent units) will be brutally beaten. Rather, bring in one unit to the front and a unit or two to the flanks, and one to the rear if possible. This would allow for 20-40 models fighting against 20 models, and greatly increase the chances of winning. Also, concentrating your firepower is important. Weaken larger units from a distance, so as to bring them to a closer unit size to your own units. Firepower should also be united. Concentrating your firepower will do more damage to one unit, which can than be easily defeated in combat.



One final tactic, which can be used with MSU, is baiting. The standard bait unit is a unit of 10 spearmen with no command or shields, costing 70 points. One uses a baiting unit by having the bait in front of two or so units of more powerful troops (i.e. Corsairs, Witch Elves, Executioners), and tempts an enemy charge the bait unit. The unit will most likely be beaten in combat, and flees. The unit, assuming the enemy pursues, will be destroyed. This leaves the enemy unit's flanks exposed to your more powerful units. Be warned, however. A smart opponent will see through this tactic, and will not charge.

One may be wondering if MSU works in every situation, or what you might do with certain situations. "What if my opposing army is very tightly packed (like a skaven army)?" you may wonder. The solution to this predicament is to use a unit with high killing potential to break through a much weaker unit (in the case of skaven, clanrats or slaves) and open up one flank of the army.

"What if my army gets separated by terrain?" also you also might be wondering. That depends. In an MSU army, terrain is key. If it does not favor you and separates your army, it can be deadly. The solution is to move your army as one, by deploying your units in a column. That is only one solution; it all depends on the terrain. Remember, an MSU's philosophy is to have more units and attacks, so keep those units small! The tactic may take a bit to learn, but once you have learned it, it can be a very devastating way to fight your games.

- Auric Stormcloud

A v a t a r o f H a t e

Khaelis could smell treachery on the air, like the foul stench of death itself. It was a whispering, terrible demon, something which had slowly cankered the souls of his bedraggled men over the past, bitter days. Across the purple, jagged rocks of the Blackspine Mountains they had trekked, and every step was a struggle. Their shoes, torn and ragged from ceaseless days of journey, gave no protection to their feet. Bloody and cut, each step sent sharp pangs of pain through the druchii, who could only grit their teeth and bear it. Khaelis travelled at the front, cloak wrapped tight around his form. His pale flesh was dirty with days of travel, his throat parched and hands calloused. The sun, which seemed to endure just to torment them, baked their bodies as they walked, and often they were forced to halt and make camp beneath the shadows of boulders to take some respite from the unceasing sun.

Khaelis was not sure how long it would be until they had passed over the mountains. He could not remember how many days had passed. It seemed like three, or perhaps five, or even more. He couldn't be sure anymore, all he could remember was the scorching sun and jagged rocks cutting his flesh, and the coldness in the eyes of those who followed him.

He could see treachery festering in their hearts. Their eyes were sunken, but wild like starved jackals. They seemed to look on him not as a leader, but just as a tormentor, the one who had talked them into this mess, the one responsible for their suffering. Each dared not speak of mutiny, their tongues would be cut from their mouths and they would be left to choke to death on their own blood. No, they could but nurture the feeling, let it fester and writhe, until they could no longer stand it.

Until they had to act.

Under the moons they had finally rested, again amongst a grouping of boulders. Khaelis felt like he was lingering on a rope of death, clutching onto life with only one hand. Some days he wished any deity listening would cut that rope, and let him fall into death. But others, the hate he was famous for only grew, like flame spreading through a forest, growing more and more fierce the longer it lasted.

Only the hate kept him alive. Whilst he could feel starvation eating at him and thirst strangling him he kept thinking of driving a blade deep into Netest's body, and taking a glorious sip from the bowl that would clear his name of wrongdoing. And oh what a grand day it would be. He could not wait for the look on Le'Vahn's face, when he would come into his throne room, like a ragged vulture of a wretch clinging to life, a rusted sword in hand, his eyes alight with fire. Indeed, it would be a grand day.

Dragon or Manticore?

A Poll by Lord Tsunami

Dragon:	23%
Manticore:	60%
Neither:	15%

Total Votes: 63

Khaelis was disturbed from his thoughts as Baelis, one of his cursed soldiers, rose to his feet. Nobody had spoken words for many days; nobody had anything to say. They had already expressed their hate and despair at the situation, already lamented at the lack of food and water. There was nothing to speak about.

But perhaps, now there would be.

"Where are you going?" asked Khaelis, also getting to his feet.

The eyes of Baelis seemed hollow. There was no expression on his face. He was a new soldier, barely a few decades of warfare to his name, and he was not the finest of warriors. In his eyes Khaelis could see the young elf had given up. He couldn't fight anymore. It was over.

Baelis drew his sword, and suddenly lashed out at Khaelis. The older elf dodged aside, drawing his own blade. With one cut he dragged the blade along Baelis' neck, who collapsed to the ground, gurgling blood. The other elves quickly leapt to their feet, drawing knives and swords.

"Yes now, now we cast away the most hateful one, now we eat the flesh from his bones!" said one, clearly having been driven insane.

Khaelis stepped back, watching the fools around him. Slowly they advanced forward, trying to goad him into action. Khaelis was a general of armies, a master of the blade. He could easily anticipate their feeble attempts at tricking him.

Quickly he stepped to the side, lashing out at one of his foes. The wounded elf screamed and fell, clutching at his chest. Baelis had long since bled to death from the vicious cut across his neck.

Khaelis waited for the counter attacks, parrying and dodging the swings which fell against him. He saw the blades as glittering beams of steel, flickering dully against the light of their dying campfire. Ducking down and slashing he gutted another fool, before rolling back and evading a mighty chop.

A blade slashed, taking him across the shoulder. He hissed, but responded with a stab, taking the enemy in the chest and piercing his heart. Three remained, but they looked hesitant. They were not sure they could take down this general of warfare, whose hands had butchered their comrades like hogs.

But the decision was soon taken from them.

Khaelis sprang forward, slashing and hacking in a careless and raging frenzy. Blood splattered against a rock as another elf died, his neck cut. A second collapsed, a slash tracing a bloody line from his hip to his shoulder.

The last staggered back, waiting to strike. He lashed out, but Khaelis parried, spun under the swing and thrust his blade into the chest

Rxb: Single Shot or Multiple shots?

A Poll by Broom Handled Mauser

Single Shot:	3%
Multiple Shot:	96%

Total Votes: 89

of his last foe. Pulling it free, he turned, looking at all the fools. The fools had dared contest him, the fools had dared try and kill him. And for it, they were now all dead.

Khaelis fell to his knees. He planted his bloodstained sword into the ground, holding himself up. His breathing was laboured and hard; his shoulder was bleeding badly. After he had carefully bandaged it with cloth from his own cloak, horrid thoughts entered his mind. Terrible, wretched thoughts that only a daemon would consider. But no, to survive, he must do it.

Taking his sword, he cut a piece of a dead comrade, and prepared it for the fire. And thus, he became Khaelis The Cannibal.

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Le'Vahn Netest sat relaxingly on his throne, idly looking over a scroll that had been given to him by his aide, Mordesh. It was a report of the slaves taken in his name. It had been a good harvest, a worthy harvest, but in the greedy mind of Le'Vahn Netest, not worthy enough.

He wanted to increase his share of wealth, increase the size of his slave pens. The more he gained, the more he hoarded, the more he would be able to hold up high in grand praise to Khaine, Lord of Murder.

It had been any normal day. But minutes before the middle of day, a bedraggled traveller staggered into the throne room of Le'Vahn Netest, with eyes like fire and a blade rusted from blood.

Khaelis Iceheart felt the coldness of the stone floor chill the bloody soles of his feet. But he didn't care about that. He didn't care about anything anymore. Surely he was mad, he could feel it, swimming in his cancered brain. Life, death, none of it mattered now.

He had made it to the throne room of his nemesis, over the mountains he had trekked, devoured the flesh of his foes, and now, all of it, it would all pay off. "Le'Vahn Netest!" howled the mad elf.

Le'Vahn's eyes went wide with astonishment. He did not believe the dark elf would have the strength nor the endurance to make it this far. Le'Vahn rose from his throne, clapping his hands. It continued for a moment, before the noble dismissed his guards with a wave of his hand.

How much of your army is equipped for shooting?

A Poll by thejumperup

200pts or less:	20%
500pts:	59%
800pts:	14%
1000pts or more:	6%

Total Votes: 64

"So, you have passed the Trial by Wilderness." said the sneering noble. There was obvious contempt in his voice, it laced his words like poison.

Khaelis waited for the guards to leave, then staggered forward. Feeling had left much of his body. But he could feel the handle of his sword, he could feel the coldness of the throne room, he could feel the contempt of Le'Vahn.

But most of all he could still feel his hate.

He ran, reaching the bowl of water. Dropping his sword he dunked his head in, drinking and gulping like a man deprived of water for a century and more. It was so sweet he felt his soul sing, every vein in his body sprang to life, energy fueled him. Throwing his head back, water spattering behind him, he fetched up his sword. Le'Vahn was about to speak, but Khaelis didn't give him the chance. With a mighty two-handed stab he brought the blade down, stabbing into the vile noble. Le'Vahn howled, falling backwards and off the sword. His body rolled down the dias, coming to a slump at the bottom.

Khaelis began to laugh, madness in his eyes. Le'Vahn, bleeding from his wound, staggered to his feet. Weak, the life nearly passed from him, the noble pointed a finger, and in that moment his voice took on hate and malice like never before. "The last thing you will learn, Khaelis Iceheart, is that Le'Vahn Netest always gets his way." with that the noble collapsed backwards in death, his head thudding against the stone.

'Bah!' thought Khalis, but then stopped. 'What could the fool mean?' Dismissing the thought, he laughed some more, joyous and happy in his victory.

But then, he dropped his sword. He heard it clatter to the ground, echoing as if within a cave. He fell to his knees, feeling his chest weaken. Every vein in his body ceased, every breath was choked from his lungs.

To the ground he collapsed, death having taken him. It seemed that Le'Vahn Netest had indeed had the last laugh, he had indeed gotten his way. Deception, trickery, and evil planning had always been the greatest weapons of Le'Vahn Netest.

Because Le'Vahn, wishing to see his most hated foe dead, regardless of whether he survived the Trail by Wilderness, had poisoned the water which so sweetly sparkled in the golden bowl.

The End.

- Vanderghast

You know you have played too much warhammer if...

A joke by Kaazmodan

1. You plan an invasion of your neighbour's house.
2. Your skin begins to turn green after painting your 9026th goblin.
3. You ask if you can enroll in elven history at school.
4. You wonder what Morgianna le Fey wears to bed.
5. You turn the von Carstein story into a romance novel.
6. You are upset when you are forced to re-write your definition of greenskin when the lizardmen came out.
7. You start to confide in your miniatures.
8. You ask the petshop guy for a snotling for your youngest child.
9. You attempt to sell your soul to Chaos.
10. You sharpen your toiletbrush in case of a skaven sewer invasion.

Look out for more of these throughout the issue!

Last quarter, Arch Angel brought us the first part of The Way of War, where he told us about the construction of an army list and the deployment. Now, in the 2nd part of the series, Arch Angel tells us how to best uses the five phases of the game, Start of Turn, Movement, Magic, Shooting and Combat, as well as the luck involved in it...

Phases

Start of turn:

At this stage of the turn, you must make a battle plan for the turn; this plan must be the highest on your lists of your priorities. You'll have to make a flexible plan, as things might go wrong and due to these problems, the plan must be able to change throughout the turn itself. The plan is a direction: what do you want to achieve in this turn, and where do you want to be at the end of it so that your overall game plan works.

Movement:

Of all the phases, this is the key, as it allows you to do the other ones properly. Your spells are no good if not within range, shooting requires line of sight, combat needs carefully thought-out charges and your opponent's reaction and moves are also dictated by your movement phase. Many players often use the movement phase badly, as they don't think of the many possibilities that it can give.

Movement can be divided into three sections: charges, avoiding charges, and getting into position. Some movements are a combination of more than one of these.

1- Charges

The first question you must address with regards to charges is whether the charge is worth it. Why are you charging, and do you think that your unit can do what you are expecting it to? This is often the crux of a charge - unless you have no other choice, if the charge does not accomplish something that helps you in either your turn plan or your overall game plan, then it is often a good idea to skip it.

If you are charging this turn, think of the best way to fight the unit being charged. Are there any models (Characters or other), which need special attention? If so, place your characters in the right place to take care of them, or what needs to be done. Think of who is going to fight whom, and how many models are going to fight. And just as important, can you place your unit in such a way that his heroes are unable to fight?

If you are going to charge next turn, you have to think of the unit you want to charge. What will it do next turn? Where do you want to charge? Your position needs to take this into account, and what other units nearby might do. It's may not be a good idea to set up your knights with their flank to a cannon, even if it's a good charge.

And, always think of where you unit will end up after the charge. Will you be in a bad position, or will this new position make your plan stronger?

2- Avoiding Charges

This is the kind of movement when your wizard is trying to avoid a charge by an enemy unit or where one of your units is attempting to avoid being charged by either multiple units or a single stronger unit.

Try to think of how long the enemies charge range and line of sight the units is. If you can achieve a position such that you are within one of them, you have no problem.



If you can't, you have to think about how you would like to be charged, as it would seem that you have little choice as to if you will be. Think of where they will hit you, where they will end up if they will win, if it is possible to flee from their charge successfully and most importantly, how can you counter

charge, if possible.

3- Getting into Position

The purpose of this movement is for your archers or wizards to get within range or line of sight of the enemy, as well as to dictate your opponent's turn. Any unit that is not trying to charge, avoiding a charge or getting into position for shooting or magic needs to be attempting to ensure that the enemy's plan does not come to fruition. Getting out of their line of sight, blocking charges and trying to lead a unit into a trap are all examples of these. Know your units and what they can help you with.

There is not much else to say here without going into a huge amount of detail into the movement phase, which is an article in itself. Think of the possibilities the move gives you, and the possibilities it gives your opponent. Consider everything, and you'll be on the right track.

Magic

The Magic phase is special in that it can be your best friend, or your worst enemy. This phase can be won even if your opponent has more dice, and be lost even though you have more.

1- General

The Magic phase is a mental duel; you can trick the opponent in many ways. It's never hard to find what spells to cast, but giving them the right priority is. Having something dispelled or cast is all about priority. Always plan what you are going to cast, and with which wizard. Think of what your opponent will do, and how that can be used. This is basically how you win the magic phase, rather than by the number of dice.

2- Casting Spells

If there is one spell you really want to cast, do it as the first or last one. You should cast the Big One first if you think he still has dispel scrolls, as he is most likely to try dice. Use as many dice as you dare, but remember that miscasts do happen. Cast the Big One last if you think he has no more dispel scrolls. Try making him use as many dice as

possible and then hit with the rest of your magic capabilities.

Always plan for more than one last spell using two or three dice. Use a spell with a low casting value if he has very few or no dispel dice left. If he has more dispel dice you should go for spells with high casting values. However, use the same number of dice regardless, as if he has few dispell dice, a low power spell will likely work, while if he has many dispel dice he will most probably dispel the spell anyway, so you mayswelve attempt a better one.

3- Dispel Spells

This is much like casting, except you won't have as many dice. Think of which of his spells will do least damage to your battle plan, and if you need to let a spell through, make sure it is that one. The ugly spells which will destroy your battle plan must be stopped at any cost. It doesn't matter how many spells he has, as long as his magic phase does not ruin your plan, it's ok. That should be your focus: how will he do most damage to your plan and how you can prevent this damage.



There are two things to remember however. Firstly, use your dispell scrolls wisely: not on inconsequential spells, yet by the same token, do not save them for the later stages of a battle, where magic becomes less of an issue - you don't want your scrolls left at the end. Secondly, try to use as many of your dice as possible, as they are also no good at the end of the phase. However, leaving one or two dice at the end

of a phase may not be a bad idea as a bound spell can always surprise you otherwise.

Shooting

This is where some players put their main focus, while others skip it due to lack of it. If you have any shooting, then the key is the priority of targets. Shot the ones you can kill - if you are aiming to soften a target make sure that something will actually die, and if you are aiming to cause panic tests don't try it with crossbows on 1+ armour save knights (for obvious reasons).

1- Range

When I "guess" a range, I use maths as much as possible. You know many distances on the table, such as the range between the deployment zones, the tables' dimensions, as well as approximately how far each unit has moved when. So finding a range often becomes a combination of maths and approximation.

2- Shooting

Start shooting with the units that only have one viable target. By declaring these first, you can easily see which units are left that need to be shot at, and thus what your other shooting units should do.

Combat

There are three things to keep in mind when you are in the combat phase, as even though it might seem to be the phase where you have the least control, you still have control over a few variables. Thus before starting, make a plan for the phase.

1- After Combat

I have put "after combat" as the first section of the phase as you must plan how to do this before you resolve combats. Since many combats end with a unit fleeing rather than being completely destroyed, it's a very good idea to think of where both your and his units will end up. You can guide these factors by choosing the units which are to pursue thoughtfully, if you pursue at all. The unit strength of a pursuing unit and their chance of actually catching the enemy must be taken into account for this.

2- Priority of Attacks

Let us say for the moment that a unit of knights with a hero has charged a unit of spearmen which also contains a hero. In this case, your main goal is to destroy the unit, and lose as little as possible in the process. Can their hero deal wounds to you? Can you kill him? Do you waste a lot of attacks to kill him, so you don't win combat resolution?

If you can't kill them all, try to make the biggest difference in Combat Resolution rather than always killing the hero. However, also keep in mind that if your purpose of the combat is to hold the unit up, or to actually flee yourself, your priority may be to simply kill their better models so that they don't slaughter you, thus creating an effective stalemate.

3- Order of Combats

Resolve the combats that give you the most information possible first. But be careful, as you don't want to change the target destinations for the units for the sake of information. The best combats to resolve first change from turn to turn, and depends on how many units will end up in similar places or combats involving the general of either army.

Luck

Obviously, I can't make you any luckier, but I can tell you how to alter the odds. This is accomplished very easily, simply through the order of rolls.

For rally tests, start with your general, so that if he rallies, the other rallying units can use his leadership. For panic tests, end with the general, so that if he fails, at least the other units have used his leadership.

This order of rolls can be used in many applications, and can make a big difference.

As for the luck of the dice, my advice is: try kissing them, before you go to sleep every night. It might just work...

- Arch Angel

Next Quarter, we delve into the art of knowing your enemy, and learning to work the game as a whole

Just what magic should you take? How can you use it best? This Quarter, Da'Ghault brings you the definitive guide to magic.

Dark magic

Dark Magic is one of the best kinds of magic around. It has both devastating killing spells and spells crippling your opponent's movement, magic, shooting and fighting. The range and cost are quite steep, but you can live with it for what it does.

<u>Spell</u>	<u>Range (inches)</u>	<u>Dice Needed</u>	<u>Target</u>
Chillwind	24	2 (92%)	Enemy
Doombolt	18	2 (83%)	Enemy
Word of Pain	24	2 (58%)	Enemy
Soul Stealer	6	3 (84%)	Enemy
Dominion	12	3 (74%)	Enemy
Black Horror	18	4 (80%)	Enemy

Chillwind:

A weak magic missile, but the potential to shut down a missile units' shooting is invaluable. Against humans and elves it will work extremely well. When it comes to Dwarfs you will have to be lucky to get it to work. If up against armies without missiles then you should avoid using it if possible.

Doombolt:

The Doombolt is very useful for one thing, and that is to take out either small skirmishing/scout/fast cavalry units or hurting those high toughness beasts that roam the battlefield. Don't forget the Chariots which also are very nice targets. Against horde armies without many of the units mentioned above it is less useful, but the option to take Chillwind instead isn't an improvement. If there isn't any of the above on the field cast them on a unit of knights. You might actually hurt someone.

Word of Pain

This is a very useful support spell with a good range. It can be used against a number of units and is therefore very versatile. If up against missile armies it will either cripple a missile unit or force your opponent to waste a number of power dice in his own phase to dispel it. Remember to target the unit that will be hurt most from it. Repeater Bolt Throwers, large missile units and units that threaten one of your key units or especially missile sensitive units for example. The other use is to cast it on a hand-to-hand unit. For the best effect cast it on an enemy unit just charged or already in battle. Don't forget that since the revision WoP can be cast into close combat. If the target is an elite unit, for example Swordmasters, then the effect is even better. If none of the above choices are available then target an elite or hard unit that may

charge you in the next turn. That should draw dispell dice, scrolls or power dice in his turn. Remember that a character in a targeted unit also get the reduced weapon skill.

Soul Stealer

This spell forces your Sorceress to get really close and that is normally not what you want. Against light armoured troops with low toughness it is really good; goblins and skinks spring to mind. Remember that the effect of the spell increase with size of the unit. Also don't forget that it can be used on units in close combat which is can be very helpful for your warriors. Compared with Black Horror this spell is also better when used on a long line of troops, shooters for example. And a sorceress with 4 or 6 wounds is very good for her survival.

Dominion

This spell has many uses and is the most versatile spell in the list. The only drawback is the range. Prevent enemy units from moving is the most commonly used purpose. The stop shooters mode is best used against war machines as the other spells with the same ability is worse in that area. It is rather risky move though and will put your sorceress in a dangerous position. The last ability to stop spell casters is best against any Wizard lord or if your enemy has foolishly put more than one wizard in the unit. How you use it is depending on the situation you are in. Use it with care. It can turn the game in your favour.

Black horror:

What can you say about a spell that for example statistically can kill 9 out of 20 Dwarf Warriors? Due to the fact that it uses the template it will be better against targets on the smaller base and also against ranked up units. Don't forget about the panic test even if you didn't kill 25 % of the unit. It sure is a real horror for the receiver. Probably the best spell in the lore.

Overall Comments

The Dark Magic is somewhat a mix between Death Magic and Shadow Magic as it has both damaging and other spells that will help in the battle. In general the spells are also more useful than either of the other lores. If you have no specific plan for your magic user then Dark Magic is the choice as it won't

Do we obliterate?

Ixombe has asked the question—do we go magic heavy and try to dominate, or do we not?

The main points brought up are those that with our +1 to cast, the Seal of Ghrond and the Darkstar Cloak, we can have the potential to dominate the magic phase against most armies. However, the counter-argument is that there are armies (HE, Tzeench, VC or O&G) that will continue to dominate us in number of power dice and dispell dice regardless, as they simply have cheaper mages. Overall, it depends on your opponents, and when in a tournament, you really need to make a judgment call.

As for the spells themselves, again there are arguments either way. The fact is that we have some spells that can manipulate the game to our advantage, yet their short range reduces their potential. However, with the right use of maneuverable options, this can be used effectively.

The final argument that solves the conundrum for me is our adeptness at hunting other mages. With assassins, beasts, and a plethora of other mage-hunters, we can simply kill off the enemies magic phase and therefore win our own considerably. Thus, I am in the magic-heavy group.

- Imdat

fail you.

Death magic

Death magic is a very one dimensional lore which have many different ways to kill an enemy. Not much else than killing can be done and therefore is quite predictable in battle. If you want something else than killing avoid this lore. On the other hand, sometimes it can be good to be able to kill an enemy in different ways.

<u>Spell</u>	<u>Range (inches)</u>	<u>Dice Needed</u>	<u>Target</u>
Dark Hand of Death	24	2 (92%)	Enemy
Death Dealer	24	2 (92%)	You
Steal Soul	12	2 (58%)	Enemy
Wind of Death	24	2 (58%)	Enemy
Drain Life	12	3 (74%)	Enemy
Doom and Darkness	24	4 (80%)	Enemy

Dark Hand of Death:

A standard magic missile that is perfect if you have a level one scroll bearer. Not much to surprise your enemy with. Still it is very useful to have access to an easy to cast magic missile to use on small skirmishing units or just to add to your long range killing ability.

Death Dealer

In my opinion the weakest spell on the list and it should be avoided. If you have it and have no other spell to cast then cast it on a unit that is coming to be massacred on the field. If you are lucky it may kill someone. Always swap this one if you can.

Steal Soul:

A perfect spell to get past lots of armour. Its short range and the fact that it only makes one wound means that it is quite limiting. Characters are of course the obvious choice of targets. There are some others, however, depending on who you are fighting. Kill the champion if you don't want him to take the challenge in a coming HtH fight. A Skaven weapons team that can be hard to get a shot at is also a very suitable target for the spell.

Wind of Death:

A stronger magic missile than Dark Hand of Death. It will cause more casualties. As with Dark Hand of Death



it's the Sorceress missile weapon. Very useful, but lacks any fun surprise factor.

Drain Life

If you are in the middle of a well armoured and low toughness army this could cause real havoc. It demands some risk taking by your Sorceress to come to use. Against higher toughness armies it becomes less useful. Remember that character also counts as units and are therefore a viable target for the spell.

Doom and Darkness

The hardest spell to cast on the list can cause some rather nice effects in combination with fear/terror causing units. The Dark Elf list is filled with these and even the strong willed Dwarfs have their resolve weakened when having to make fear or terror tests on leadership 6 or 7.

Overall Comments

As mentioned before most the spells are about killing and this gives less room for using magic as a support. It becomes just another shooting phase. Not a bad thing I know, but the possibility to outsmart your enemy by clever use of magic isn't helped by Death Magic. Please remember to never take Death Magic against the Undead or Daemons. If you forget that then you have three out of six possible spells that are useless and one of the three remaining is useless anyway.

Shadow Magic

Shadow Magic is the lore of moving and killing from the shadows. Most of the spells are about enhancing your army, either when it comes to movement, missile cover or causing fear. It has few spells that hurts or hinders your enemy. The lore has potential to cause many sneaky tricks and to gain advantages without actually directly damaging anyone.

<u>Spell</u>	<u>Range (inches)</u>	<u>Dice Needed</u>	<u>Target</u>
Steed of Shadows	12	1 (66%)	You
Creeping Death	24	2 (83%)	Enemy
Pelt of Midnight	24	2 (72%)	You
Shades of Death	6	2 (58%)	You
Unseen Lurker	24	3 (74%)	You
Pit of Shades	Unlimited	3 (62%)	Enemy



Steed of Shadows

This spell is most useful when you prepare for it by creating some kind of assassin to 'hurl' over the battlefield. You should cast it either on the sorceress herself or the very cheap Beastmaster. This spell has the potential to take out a machine worth about 100 points with 44 points Beastmaster—a very nice and sneaky thing to do. This will work best against Humans, Greenskins and Elves. Against the Dwarfs (Chaos or not), you will need a Noble for the job. Another target for

these flying assassins is naturally any spell caster. Another sneaky thing to do is to give a Beastmaster the Ring of Hotek and fly him close to preferably a Wizard Lord. Note that due to its very short range this is a very hard thing to accomplish. But the lord will probably not want to engage the Noble in combat.

Creeping Death

This damaging spell is obviously best against low toughness and well armoured targets. That would be human or elf knights. If there isn't any of these on the field feel free to take out the other obvious targets like scouts, skirmishers and fast cavalry.

Pelt of Midnight

This spell looks good on paper, but it has a major flaw. You cast it in your phase giving your opponent a chance to dispel it. Then he can try to dispel it again in his own magic phase. That is before his shooting phase. If I were tooled up for defensive magic then I would skip to dispel it in my opponents phase and save my dispel dice for something more dangerous. Then in my own phase dispel it with my power dice. It is probably easier to do it that way also. So for this spell to succeed the opponent must basically forget to remove it in his own phase. Another way to use this spell is to cast it in order to force your opponent to waste some power dice in his own turn (if he failed the ordinary dispel of course) and make his magic phase less dangerous. That tactic will only work against armies with missile weapons naturally. And if you haven't used it on a unit that is somehow blocking the view to other potential targets then he will just pick another target.

Shades of Death:

To cause fear could be handy at times, against the fear causing Undead for example. Although with your leadership it shouldn't be necessary. The potential to outnumber and beat a unit in combination with fear is a much better use. Remember that even stubborn units will auto break. The problem is that Dark Elf units tend to be rather small in comparison with other races. You also have to beat your opponent in close combat which can be hard with your core units. To use this on the Executioners, Black Guard or Witch Elves would be the best choice. Note that you have to have fairly large units to accomplish this. Another way could be a core infantry unit with a noble and/or an assassin. If you want to use it purely to scare your enemy then give it to a unit on the flank which normally face units without the Generals leadership.

Unseen Lurker:

A wonderful spell that in extreme cases can have one of your infantry units charge the opponents' line in the first round. Another use is to move your repeater units after their normal move so that they are in half range for shooting, however, make sure that they are still protected in their new location. Don't forget the possibility to move the war hydra or a chariot to a threatening position. This will shake up the enemy and will change his focus onto these units and hopefully let the pressure off some others. The possibi-

What do you rate our army book on a scale of 1-10?

A poll by Wonko the Sane

1	2%
2	4%
3	8%
4	7%
5	9%
6	19%
7	28%
8	17%
9	2%
10	0%

Total Votes: 82

ties are endless.

Pit of Shades

It is very expensive for what it does. The best part of this spell is its unlimited range. It will hurt low toughness and badly armoured units though. Another advantage of this spell is that it is not a magic missile and therefore can pick out characters or other annoying units like the Rattling Gun and hopefully eliminate them. It cost a lot of power dice however.

Comments

The Shadow magic is really good against certain enemies with low toughness troops, missile units and low leadership. Also against a defending army the two movement spells are really useful.

What level and equipment to take

Sorceress statistics

2 dice from start

<u>Magic Level</u>	<u>Power Dice</u>	<u>Dispell dice</u>	<u>Max Dice/spell</u>	<u>No. of Spells</u>
1	1	1	2	1
2	2	1	3	2
3	3	2	4	3
4	4	2	5	4

What levels to choose is mostly a matter of opinion, but a level one is not utilizing her potential maximally. She has three power dice, but can normally only use two. Of course you can buy one and give her dispel scrolls, making her a scroll bearer, but this isn't the Druchii way in my opinion. A slightly better way to make her a dispel Sorceress is to give her the Seal of Ghrond and a Dispel Scroll. Note that the Seal of Ghrond can be used by other characters, giving any Sorceress the benefit to use other items. If you have free magic item space on another character use that space first before using up the Sorceress magic item space. Another drawback is that the spell she is gets can be too hard to cast and therefore force her to take the first one on every list, which with



the exception of Dark Hand of Death is less useful against certain armies. Most of the time, take this spell for your 'scroll bearer'. She may be lucky and hurt someone. The option to take one level one Sorceress together with another Sorceress is rather pointless also (There is a fun exception). For a small amount of points you can upgrade her to a level two. If you lack the points skip her and take something else. A fun exception could be if you have a level two to four sorceress and want a sidekick. Not an ordinary spell caster sidekick, the Sorceress Assassin. Give your level one a Web of Shadows. When

it's time fight give her Shadow magic and pick Steed of Shadows. Now you have a level one assassin for 115 points that have the possibility to fly into close combat and kill any unaware Wizards or Wizard Lords. You could continue to equip her with the Ring of Hotek and try to get close to the opponents wizards if it isn't possible to kill them. Another way is to give her Mask of Death instead and fly her around the battlefield and try to scare your opponent. I personally won't use it and I doubt your opponent will appreciate it. None of the level one sorceress' has any real need to be mounted on any kind of beast.

A level two is the standard choice and if you don't have something special in mind, all that matters is the numbers and equipment. One is good. Two is better. It's a matter of the points available and the overall plan for your army. More than two makes everything a matter of getting the spells through—if that fails you're dead, while if it succeeds, you could potentially massacre your enemy. In my opinion it is less fun for both yourself and for your opponent and therefore I will not talk about more than two spell casters.

There are three arcane items other than Power Stones and Dispel Scrolls that are useful for these Sorceresses':

The Black Staff is perfect for using more dice and therefore force your opponent to use a dispel scroll and also to make his remaining dispel dice useless. This will depend on how many dispel dice he has and how many power dice you use to cast. In smaller games she can be a real menace and potentially cast one really dangerous (Black Horror with luck) spell without giving the enemy any chance to dispel it.

The Darkstar Cloak gives you one more power dice which gives better chance to cast two spells per turn independent of the spells you get. Black Horror will still be hard to cast, but you can't get everything can you. This will still force your opponent to decide what spell he wants to be hit with.

The Tome of Furion gives you a better selection of spells in case you normally only get short ranged or unsuitable ones. It also makes it harder for the opponent to guess what spells you will use. To utilize this possibility I also give her a Power Stone. It can also be handy if you get Black Horror.

Normally I wouldn't recommend a magic weapon for Sorceress, but there are a few exceptions, those being Web of Shadows as described earlier and Lifetaker to give the Sorceress something to do even in the shooting phase. If up against Vampire Counts then it's perfect to take out the ethereal creatures like the Banshee, Spirit Hosts or if a Wraith is on its own. Whittling down small, hard to hit units like scouts and skirmishers is another good use for this magic weapon. Then we have the Crystal of Midnight which can be useful in smaller games when you have at least two level two Sorceresses'. To be robbed of one of your spells when you only have two is rather shocking and in most cases gives you the possibility to see how your opponent either waste one power dice per turn and even then fail to cast or that you dispel his attempts. This item would also be a nice thing to use on the Skaven Warlocks. Don't forget to squeeze in a Dispel Scroll somewhere. Save it as long as possible and use it when something really bad will hit you or a spe-



cial unit is in grave danger.

When it comes to mounts, only put her on a mount if you have another sorceress hiding inside a regiment. It is a risky move, but it has advantages especially if you use the somewhat short ranged Dark magic spells. If you decide to do that, always take the Dark Steed. The steed may have one less save then the Cold one, but you really don't want to go stupid at the wrong moment.

To have a level three is not recommended by most people. I agree to this with the exception of some cases. If you are low on points, have only one character slot left and want to be rather defensive in magic yet still have some punch, then the level three could be a good choice. Give her some defensive magic items as Seal of Ghrond and maybe a Dispel scroll. This will give you five power dice, five dispel dice and a dispel scroll for basically the same price as one unequipped level four High Sorceress or two unequipped level two Sorceress'. Remember also that she can cast with a maximum of four dice and is a perfectly acceptable general with her leadership of 9. Keep her on foot, hiding inside a regiment if necessary.



The level four High Sorceress can be devastating in the magic phase. Of course she costs a lot, but the potential is frightening. The arcane item that is most suitable is the Soulstone. You really don't want to miscast with her. If you usually manage the magic phase well then the Darkstar Cloak is the best choice. An extra power dice is always helpful, especially when you have access to four spells. A Power stone or two could be fun. Against High Elves Crown of Black Iron is a good buy. You don't have to bother with the pesky High magic. In other cases the Black Amulet together with the spell Soul Stealer is a nasty combination. To gain three extra wound through the Soul Stealer and then enter close combat against some tough and well armoured lord. The possibility of a victory isn't to far away.

If you want someone to assist her then you will be able to drown the enemy in magic. Let the next sorceress take another magic lore to make it harder for the opponent to figure out what will happen and to give you more opportunities.

Some prefer to mount this deadly lady on a Dark Pegasus, but this makes her very visible on the battlefield. She gains great movement, but may also force her to hide and therefore not be able to cast as many spells as you would like. The same reasoning goes for the Manticore as a mount. This beast should be in close combat, but that is usually not the place for your sorceress. I hide her in a unit. She is too precious to me to risk her.

- Da'Ghault

There are always enemy characters or units that are more important and more dangerous than others. In order to sow confusion and fear in the enemy then these targets should be identified and dealt with. Use assassins to surgically remove them. Normally, when someone is talking about assassins, it is the assassin character that Dark Elves together with Skaven have access to that they refer to. However, there are other characters or units though that can be used as assassins. An assassin is basically any expandable character or unit that either incapacitate or terminate an enemy target instantly. Many times the assassin will be killed after doing his job. Choose a target that your assassin is prepared for carefully and it will be a meaningful sacrifice. There are roughly three kinds of assassins that we will talk about. The Sniper Assassin does not enter close combat in order to kill his target. The Suicide Assassin will sacrifice his life as long as he will fulfil his mission. The Lurking Assassin is the traditional assassin that stalks the Druchii ranks. Many assassins can if properly equipped be used for more than one type of assassination.

Sniper Assassins

A Sniper Assassin can only kill targets that are not in a unit because of the lack of means to pick out targets in units. Two factors are vital to the Sniper Assassin: access to target and shooting power. To get access to the target he most often has to move to a good spot to be able to target his victim. This can be by magic means, ordinary mounts or by flying. Sometimes the assassin does not need to move at all, thanks to help from other units.

Move your assassin to a place where the target is the closest unit or where the target is the only target available. Any terrain obstacle or unit that blocks line of sight can be used in order to create that condition.

The preferred ways of movement are by magic and by flying. Ordinary mounts can only travel normal movement if the rider wants to use missile weapons. A mage-assassin can handle this though, but often only a single missile spell can be counted on and that could easily be dispelled. If the mage-assassin on a steed could get two missile spells or anything equivalent then he would be an option for sniping single model units. The Tome of Furion is good choice for the mage-assassin, as the chance for getting the right spell becomes slightly better. The best option, however, is to skip the mount, chose shadow lore and take the Steed of Shadows. Creeping Death is also a nice spell to have for this purpose. If he gets Pit of Shades then he can hit his target without moving at all. To enhance him, take the Lifetaker—It will at least cause about one wound to the right target, which is low toughness with low or no armour. Already wounded wizards, banshees and Skaven weapon teams are good targets.

Another option is to take a noble equipped with the Lifetaker (A repeater crossbow is not powerful enough to be used as a sniping weapon

on its own) and mount him on a Dark Pegasus. He will have better movement than the mage-assassin and with standard equipment will also be able to take care of war machine crew, chariots and other small lightly armoured units. He may be used as a Suicide Assassin also, but will be a bit expensive for that.

The Lifetaker can also be given to a scouting assassin, but the assassin is very vulnerable to missiles and magic and also need good terrain for him be successful. His 6" movement together with Ring of Hotek could create a potentially annoying character. He would still be able to take out war machines and maybe some other small units in addition to his sniping work.

Other ways to help take the target out of action include making any units that the target stays close to run away, causing it to have less than five models or charging it.

To panic the unit with magic before the shooting phase is not very easy, but sometimes it happens. If it does, don't hesitate and use any shooting unit you have available to take out the target. Reaper Bolt Throwers is good for this. A unit armed with repeater crossbows may also be used.

To kill enough models to make the target negligible is most of the time very hard with large units, but can be done if the target is lurking close to a 5-12 model strong missile unit. They usually lack any heavier armour. Use your spells and missile weapons to deplete the unit. Save the Reaper Bolt Throwers for the kill.

When you charge a unit then the nearby target can't use it for the sake of seeking cover in its proximity. The option to charge is a sure method against any sized units, but it probably means that the unit charging in will be killed, if you don't happen to have a combat unit nearby. If not then use small units of scouts, harpies or dark riders for this. The scouts may get away when they flee if they have been attacking from the rear or flank and your opponent may not want to send his unit on a wild goose chase. Harpies and Dark Riders may also get away with luck if they are charging a infantry unit. Their higher movement should see them safely away. Be aware, however, that the harpies are probably as good as gone. Rallying is not their strongest point. Another drawback of this method is that if the opponent pursues, he will get closer to your lines for free. Occasionally that is something you don't want. If you use this method then the target should be a really juicy one.

Suicide Assassins

The Suicide Assassin is a fellow that will die for sure. His mission is to on his own charge straight into enemy units in order to just kill or incapacitate a single character. In order to achieve his goal, you must pick the right target. The only target worth doing this against is probably enemy wizards. They are also normally unarmoured - the perfect target for the assassin. The Lord Wizard may be a protected by magic means though, meaning that he could possibly survive an attack. The minor wizards are probably not guarded by magic and will be killed rather easily. If you charge with a character assassin into the enemy ranks then see to it that you don't come base to base with the unit champion or any other character. If you do then they will challenge you, and the opportunity is lost.

The weapon that will make any character you have an assassin is Web of Shadows. The preferred characters are a Sorceress, Beastmaster or a Noble. I normally give the nobles other weapons though. A simple level one sorceress with Web of Shadows and Steed of Shadows is a perfect tool. She must have higher level company though or she will never get the spell through the opponents defence. A Beastmaster with Web of Shadows that is either 'thrown' with Steed of Shadows or mounted on a Dark Pegasus is another good choice. The Beastmaster on foot for 65 points is the cheapest assassin you have available. Even without Web of Shadows, the Beastmaster mounted on a Dark Pegasus with ordinary equipment, will qualify for the job of being a good assassin. The Noble has access to more magical items, but in order to keep him expandable, very few should be taken. Mounted on a Dark Steed with normal equipment is a good option for a reasonable cost. With an 18" in charge range and 1+ armour save against missiles, he will most probably reach his target. With luck he will even get away. Mounted on a Dark Pegasus he will become more mobile, but also more expensive and harder to hide. The flying horse will add two S5 attacks on the charge however, and that will make any attacks a sure kill. The Pegasus' larger base also makes it harder to avoid champions, but as mentioned with the Dark Pegasus mounted Sniper Assassin he can do other work if necessary.



There are some units that can be used as well, but they will ordinarily not be able to kill their target, so they can only be used in an incapacitating mode. Any units that are not expensive and mobile are the choice and that means Dark Riders, Scouts and Harpies. If you can combine the Suicide Assassin with a sniper job then you could for example charge five harpies into a unit of Skaven with a warlock and statistically make one wound on him. With luck two. He will then probably kill himself shortly with his dangerous fireworks. Hopefully this will make the nearby weapon team a viable target. Assassinate it with a Reaper Bolt Thrower and you will get more use for your sacrifice.

Lurking Assassins

The Lurking assassin is the assassin character. Not many items that he has available are suitable for the instant assassination. If the intended targets are fighting characters then the obvious choice is Touch of Death. Can you kill anyone faster than with Killing Blow? Keep in mind that his killing ability may be enhanced with Cauldron of Blood and Hydra Banner. If the target is instead normal wizards then the Dark Venom should be enough. Then he should probably benefit from being deployed as a scout. You could also give him Lifetaker for some added sniping possibilities.

Now combine all of these sneaky behaviours to really benefit from it. Prepare to loose assassins and other units. Make their sacrifice worth it and your enemy will curse your devious mind.

- Da'Ghault

Over the last few years, the Druchii.net RPG has hosted several groups, each telling the story of unique characters in unique locations. This is the story of one such group: Group 2.

The walls of Klar Karond towered above a small group of six druchii. One of them, a beastmaster, was perched atop a Cold One, his eyes controlling the beast's every move.

"You are all here for a reason. We've recently had an explosion in the numbers of beasts around this city, and you are here to help control them. We are mostly talking about the Manticores and the Harpies. We wish to catch the beasts and use them for our own armies. You are one of the many groups going out for this reason around the city, and you are in competition with the other groups, as each of you will get gold for your catches, and the best groups will receive a bonus. Do whatever you must to receive this - deceit and thievery will only help you in your later battles. You have this whole area to scout, and I will accompany you the whole way. However, we must wait for the signal before we can begin, so get ready to hunt."

The lean body of the beastmaster towered around the rest of the group, one of who smiled slyly. Bae'Drath had been especially assigned to this group - he knew the beastmaster and had worked hard for this day - his knowledge of beasts would be rewarded. He took out his longsword - the weapon of choice for a warrior such as himself, and readied himself. Next to him, Acturas, a shade, was also readying himself. A crossbow pistol and a dagger could be seen in his hand. No-one knew who he was, where he was from, of his previous failures. Today he would prove himself.

A trainee of khaine merely nods, before giving a penetrating look to the rest of the group. Kor'Dalhar takes out his two daggers, only furthering the uneasiness of his companions.

A crossbowman beside them all took out some bolts, strapping them to his back. Little did he know it, but the dark hand of death was waiting for Nazil to let down his guard just for a moment - his time was nearly up, as was most of the group's.

A warrior stands there, strangely silent. His name is Ivelios Moonblade, and like Acturas, he was there to prove himself. Prove that he was just as good as his father, if not better.

The sun dwindles, slowly moving down into the horizon, when the signal finally comes. A flaming bolt, fired from one of the city's numerous reaper bolt throwers. But there is something wrong - it is getting closer and closer to the group, moving towards them at an unnatural speed. The group bolts, and the bolt hits the ground, skewering Nazil on the way. It would seem that sabotage was on the agenda.

The group separates under orders from the beastmaster - the two warriors are to go and investigate some rustlings that the beastmaster's

Group 2: Pure Chaos

trained eyes could single out. Kor'Dalhar is to go with the Beastmaster to a similar spot, while Acturas is to survey the area, looking for movement. Ivelios quickly moves directly towards the spot the Beastmaster indicated. Bae'Drath stops him, shelving his fear of the ominous warrior to suggest moving in from the sides. It is agreed, and the two move in, ready for a fight. They both slash at the bushes, hoping to drive out whatever is lurking beyond. A growl is heard from beneath them, and out springs a Manticore, towering above them, mouth salivating as it readies itself for a meal. Ivelios, in a moment of pure insanity, told Bae'Drath to fetch the beastmaster while he ran, yelling at the top of his lungs, into the manticore, laying blows into the beast as fast as he could. Bae'Drath sprints in the opposite direction, screaming at the top of his lungs "HELP! MANTICORE!!!" Little does he know that his cries will probably attract unwanted attention...

Meanwhile, Kor'Dalhar walks off with the beastmaster, but it is a matter of minutes before he realizes that he is both alone and lost. He takes up a position in a bush and waits. After what seems to be a lifetime, he hears a scream in the distance, and takes up his arms, running out to assist...

Acturas looks for some sign of a beast, creeping through the bushes and observing thoughtfully. He sees some rustlings in the bushes, but they are fragmented, and he shrugs them off, thinking that to follow them up could be a waste of time. But a few more rustles later, he knows that there is something there. Something big. Without warning, the bushes erupt, a druchii figure rushing headlong into the shade, who is readying himself to strike.

Ivelios' strike at the manticore's legs draws blood, but evidently not enough as the beast rears up in anger and swipes its paw at the warrior. Ivelios ducks, the claws on the monster barely missing him as he spins around and strikes the hamstring of the manticore, his strike being complimented by one of Bae'Drath, who had run back just in time to deal the beast a shattering blow. The beast roars, but suddenly is calmed down as the beastmaster enters, taming the manticore before hitting it unconscious. The beastmaster orders the two warriors to tie up the manticore, but as they do it they hear a cry from Acturas - "Beastmaster! I think I found a beast, but not quite what you wanted!" The beastmaster walks off to investigate, leaving the two warriors. As soon as he leaves, however, four other druchii merge out of the bushes - two crosbowmen, one warrior and an executioner. The executioner speaks as the others train their weapons at the two warriors, making their intentions clear. "Get away from the manticore, and quick, before we decide to take you with it."

Bae shifts closer to Ivelios, whispering in his ear as they come back to back. "How are we going to get out of this?"

Ivelios grips his sword, knowing what was to come. "We kill them." "HA! so this is what passes for a druchii warrior these days, it's no wonder our great lord Malekith has yet to conquer Ulthuan. It's a testament to his great power that he manages to do as well as he does with weaklings like you in the army." Ivelios turns to the executioner, spitting at his face to spite him. "And you, you're the most pathetic of the lot. I had always held great respect for the might of the executioners of Har Ganeth, they are strong, brave warriors, and you shame them all, you're a coward who can't even do his own fighting, instead you let others do it for you then steal their glory for yourself."

The executioner, at this, raises his Draich, graing at Ivelios as he dares him to continue. Ivelios ignores him.

"Do you even know how to use that sword? Or do you just wear it to impress people while your cronies do the real fighting for you?"

At that, the Executioner had had enough, and charged Ivelios, his big, shiny sword aimed at the midsection of the warrior. Ivelios draws his own sword, swinging it towards the draich and ducking, using the larger weapon's momentum to perform an amazingly fast strike at the Draich-bearer's own body. However, the Executioner spots his maneuver and drops to the ground, leaving room for a crossbowman to shoot at Ivelios, one bolt rebounding harmlessly off his sword and the other whizzing past his head. The crossbowman reloads as the Executioner regains some composure, sweeping at Ivelios' legs, his plan foiled as his opponent dives over the Draich and towards him, his sword out in front. Ivelios sees a flash of metal as the executioner holds out a dagger in front of him and in a moment of sheer desperation the warrior pushes his hand into it and wrenches it to the side, blood spurting from his palm as he runs the executioner through. A click from above, and Ivelios sees a crossbowman above, his weapon loaded.

Meanwhile, Bae'drath has been charged by the other warrior, whose sword remains poised at Bae's face as he thrusts it forward. Dodging to the right, Bae thrusts his own sword at the enemy's midsection, finding flesh and blood, but as he does, the warrior's limp arm comes crashing down, the sword creating a deep gash in Bae's left shoulder. Looking over the falling body, Bae sees one of the crossbowmen ahead, ready to fire as the body stops serving as cover. Bae grabs the corpse, lifting it up and holding it in one arm while he pushes his injured one into it, hoping to apply enough pressure to stop the bleeding. Bolts cover the corpse as the crossbowman walks around Bae, emptying his clip before charging forward and pushing a long blade straight through the stomach of the corpse. Jumping backwards, Bae ignores the searing pain in his arm, moving to the right and stabbing the druchii through the midsection as his sword is stuck in the corpse. Looking up, Bae is just in time to see Ivelios take a dagger out of his arm and limply throw it at the other crossbowman, the dagger somehow hitting the crossbowman in the chest and killing him instantly.

Suddenly, out of the brushes bursts a figure. It is a trainee of khaine, and he seems extremely angry, his eyes flashing blue and red. As he approaches, Bae puts his shield out in front of him and raises his sword, ready for anything. Ivelios slowly advances, demanding the trainee to answer him - "Who are you? What do you want?". Concealed by his sword, his arm bleeds and he begins to feel faint - he will need a bandage soon. "I am just another warrior, a misplaced soul in the middle of this hellhole we call our land. The bloodshed leads to nothing, and yet we primal beings revel in it..." His inane blabber shows his insanity as a battle of wills occurs within his head, trying to force him to do one thing or another. Finally, his eyes settle on a Crystal blue as he regains control.

Bae repeats Ivelios' question, "What is it that you want?" while Ivelios walks over to get some clothes and bandage his hand.

"I'm sorry about that. My name is Veashasa. I was also selected for this mission, but with another group. But the four you have vanquished killed my comrades, thinking

them to have a manticore. When we denied it, they attacked us. Since I was hidden, they did not see me. Upon seeing them massacre my team-mates, I lost control, and chased after them, to avenge the fallen. However, it seems you got to them first. And for that I thank you, as I do not condone needless killing... And pray tell, what might your name be? And where are the others in your group, if any?"

"I'm Ivelios Moonblade and, he is Bae' Dareth, our comrades are..." Ivelios looks around, searching. "Where the hell are they?"

"Pleased to meet you, Ivelios and Bae. Where ever they are, they might be in trouble, if there are more idiots like them running around there" Veashasa replies, indicating to those that have fallen. "Well then, we should get moving along as soon as you are ready. The lives of other innocents might be at stake," the Trainee's face suddenly has a grim expression to it, "And we MUST stop the needless slaughter!"

Ivelios stands, his voice slightly quavering as his hand throbs. "Yes we should go look for them, they have been gone a while and I don't look forward to dragging this manticore back by myself. I'll stay here and watch over our prize, you two go and see if you can find our other companions. If you run into any problems that you can't handle yourself give me a holler - otherwise I'll stay here till you get back and guard this place from any more thieves."

After blinding the Manticore to ensure that it doesn't escape and picking up some weaponry from the dead Druchii, the two of them move on, bumping into Acturas and the Beastmaster. "What happened? Where is Kor'dalhar"

The beastmaster replies "It seems that him and the shade here ran into each other. The shade stayed up, but due to his stupidly loud yelling, was attacked by a few harpies. He survived, but lost his cloak. Cut pretty badly by one of them - even fell unconscious for a bit. Kor'dalhar is bringing back the harpies."

Acturas feels a small twinge at that, realising what is making him feel uneasy. He remembers seeing the beastmaster take out a knife as he was blacking out, looking towards where Kor'dalhar was menacingly...



"Alright, who's this guy, 'cause I only remember one Khaine trainee." Acturas speaks out, angry to see that they have enlisted the help of another group.

"There is no need to be alarmed, Acturas. I am a friend, and my party was demolished by some idiots, who were dispatched by the swashbuckling duo of Bae and Ivelios. SO, I was, well, invited to help. Your manticore might awake, we should hurry back and make sure that Ivelios is all right, he was a little leaky... In fact, I will go back there now that we have found you."

"Yes, let's all go back to camp." The Beastmaster

leads them on, Veashasa starting to sing a song that his mother taught him as he does so. A darker side seems to come over the beastmaster as he growls "Stop singing that song, or I'll stop you from talking for good." Veashasa immediately stops, wondering what has caused the transformation, but when he looks back, the Beastmaster seems normal again...

The group reaches the clearing again and see Ivelios in front of the manticore, looking a mite worried. They look at the manticore - it is not breathing. With blind fury, the beastmaster rushes to the beast, lifting the blindfold. Suddenly he freezes. "What the devil...?" A slow growling comes from the belly of the beast, and the eyelids of the manticore flicker open, revealing eyes red with blood. The manticore rises, knocking Bae off his feet and scraping Acturas before attempting to fly off. His progress is stymied as the beastmaster throws a grappling hook at the beast's wingjoint, barely holding it in place. "Ivelios, help me!" he cried, and Ivelios grabbed onto the rope, pulling it with all his might. Suddenly, the beastmaster trips and falls down, letting go of the rope and falling unconscious as the Manticore flies off, bringing Ivelios with it, hanging onto the hook for dear life!

Veashasa and Acturas look to the lifting manticore, Veashasa unleashing a dagger at the rope to try and get Ivelios off it while Acturas fires, hoping to hit the flying monstrosity's head. However, their aim is not as good as it should be, Veashasa's dagger nicking Ivelios' ear and drawing blood and the bolt piercing the rope, thinning it as it slowly unthreads, threatening to cast Ivelios down into the bushes and towards his death.



The two of them look back at the beastmaster, seeing if he is alright. He begins to murmur, his jumbled phrases forming incoherent sentences. "No, I will not kill them, no, please, no them. I'm supposed to be helping them!... but they are helping me to get the beasts, and... You want me to kill a manticore?... You say he's big, killing all the townspeople... Shouldn't you get me to just tame it, it could be a useful ally... no, not the witch elves, don't leave me to them! I will do as you ask, they will not see another day." Suddenly,

his eyes open, and they seem to swirl, growing darker and darker, and turning a shade of red that redefines pure evil. "It is time."

Taking out a dagger, the beastmaster looks menacingly at Veashasa, his skin beginning to stretch, as if something is trying to get out... Acturas, sensing the danger, cocks his crossbow, ready to fire. Putting his finger on the trigger, he calmly states "You attack, I fire. Get it?"

Suddenly, the beastmaster begins to mutate, changing form from a lowly beastmaster into a Daemon of might. He grows and grows, shedding his skin, revealing a second layer beneath, which is as black as midnight. His muscles suddenly expand, muscle filling them until each of his arms are almost as large as a Druchii's torso. Acturas' crossbow is now aimed at the Daemon's knee. One of the daemon's arms ends in a claw, which could scissor a person in half. The other draws a huge sword from the Daemon's waist, a rune on it glowing red. This daemon is like none seen before - it does not fit any of the chaos gods as you can see flickers of dark magic emanating off the Daemon. "Actually, it goes like this. I attack. You die. Khaine is waiting for you."

- Imdat Tauble

Over the last three monthlies/quarterlies, we have given the budding writers of Druchii.net the chance to write a story entitled the Scribe. This is the fourth installment of the series...

Edgar stood motionless while the Druchii continued to look around at the items Edgar had collected. The elf's chilling voice broke the silence. "You have done well. In fact, you have surpassed our expectations." The Druchii gave a slight pause. "I cannot take all these items back on my own without being noticed. I will return before tomorrow's moon with friends. Until then, stay out of trouble."

The Druchii moved towards Edgar. Unbuckling his belt he removed one of his sheathed short swords. Reaching out with the sword in both hands the elf gave the sword to Edgar. Briefly their hands touched, the chill of the elf's hands quickly spread through Edgar. "I pray to Khaine that you will not need this before I return." Edgar took the blade with great care. This sword was sharper and more finely balanced than any he had seen before.

The elf began to leave when Edgar finally spoke. "What do these black stones do?"

"Those stones are very powerful, very rare and hard to come by. Simply break one of the stones and put a small portion in your mouth and the magic contained in them will be unleashed. The more you eat, the longer the effect will last. Remember, you only need a very small amount."

"What exactly do they do?"

"The slow the flow of time." And with that the elf left. Edgar put the pouch of magical stones in his pocket and followed the elf up the stairs, but his wounded leg slowed him. When he emerged from the trap door, the elf was gone. Edgar look out of the windows, the night was quiet, almost too quiet. Usually there was the creaking of wagons going past, the shuffling feet of people trying to get home before curfew. But there was none of that tonight. Only the cold night air racing through the ship's rigging brought an eerie whistling to Edgar's ears.

Edgar pulled out the pouch of stones. Their shiny black surface reflecting the soft candle light. Reaching in he pulled out one of the seven stones and crushed it. His wrinkled fingers selected the smallest fragment, dropping it into his mouth. Edgar's body was instantly filled with energy. His wounded leg no longer



hurt, his joints moved freely. Edgar felt young again. However, he was confused, the elf had said they slowed time. But the elf's word was soon to be proven.

The sharp click of the door opening interrupted Edgar's thinking. Spinning around he shoved the pouch into his pocket. Unable conceal the sword Edgar held it behind his back and hoped for the best. Slowly the sail maker from next door emerged from the darkness beyond the doorway. Edgar had never seen any point in getting to know the large oafish man. Unfortunately he was not in the mood for talking. Slowly he turned towards Edgar, swinging his long sword. Edgar was surprised at how slow the attack came. Edgar quickly ducked the attack, spun around and drew his sword before the man realized what had happened.

Keeping his sword pointing at Edgar the sail maker spoke. "I saw you with that druchii. You know such actions are regarded as traitorous and are punishable only by death!" With that said he made a sudden lunge. But to Edgar this sudden lunge was laughably slow. With ease Edgar parried the thrust and slipped the dagger between the ribs of his foe. The gentle thud of the body reaching the ground brought Edgar out of his hypnotic like state. Quickly he shut the door. Hopefully no one else would be visiting him tonight.

- Elvenknight

The Scribe Continues Next Quarterly...

Will Edgar survive the night? What is his mysterious agenda? And how are the Druchii involved?

YOU decide!

Write your own version of the second last installment of The Scribe and send it to Imdat Tauble or Z'gahn. The best entry will be published in the next quarterly!

The future of The Scribe is in your hands...

High Sorceress? Manticore? Together?

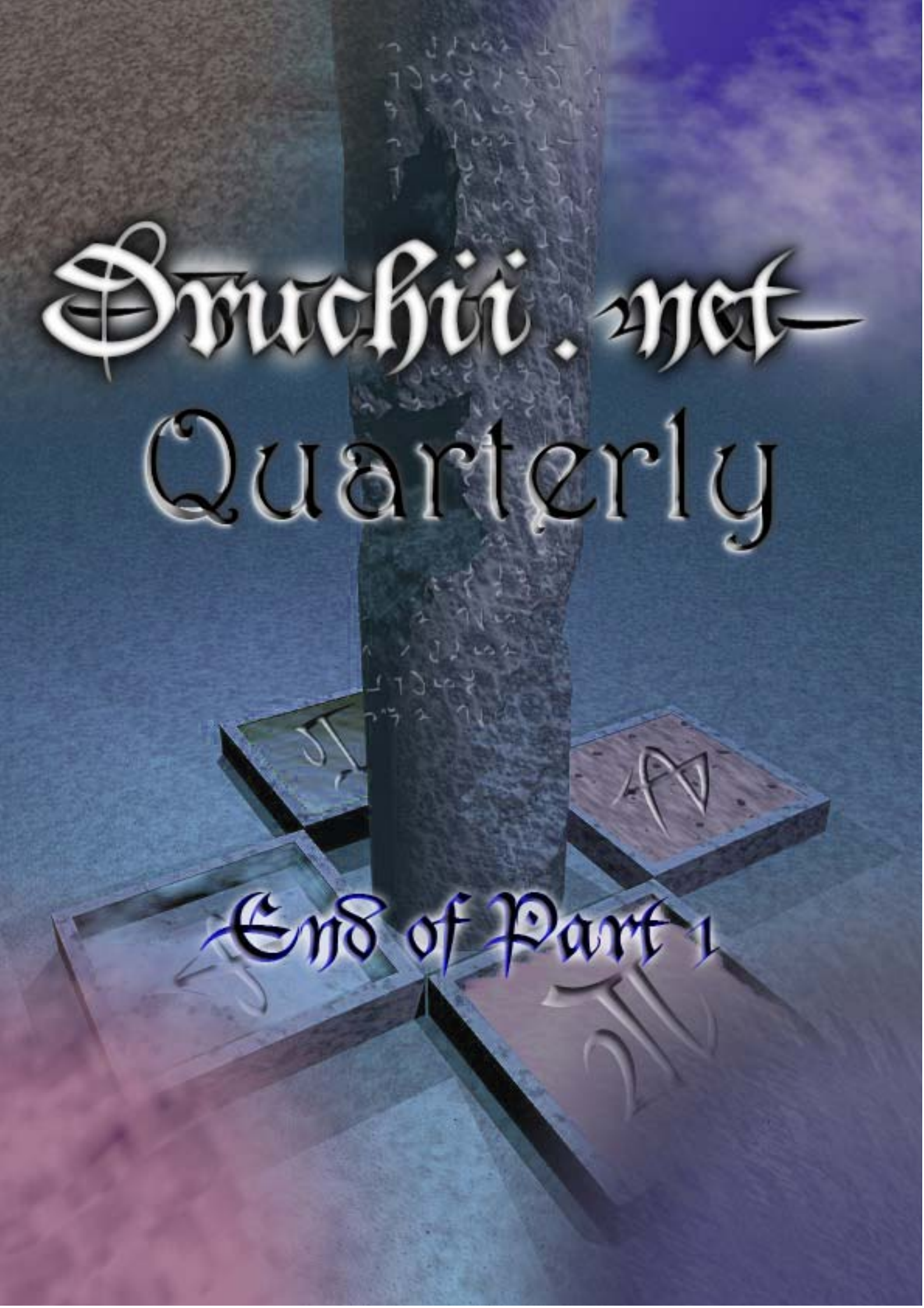
Recently, a revolution has come over the Tactics forum. It has been suggested by both ixombie and Maraith Tuerl that a High Sorceress and a manticore can be used effectively together!

The advantages of using this is as follows:

1. The movement and maneuverability that the High sorceress can only get from either this or a Dark Pegasus is a definite bonus
2. The protection from the manticore with random hits and its higher toughness and wound count than a Pegasus makes it a valuable choice
3. The Sorceress becomes a Fighter-Mage, able to flank units or take out war machines as well as cast spells, leading to greater flexibility, and with Dark Magic, she can still cast spells while in combat.
4. She can use her Large Target status to target more units

Of course there are disadvantages—at over 500pts she is a rather large points sink and is a Large Target making her a cannon-magnet, but so far, the consensus is that if you want a character with flexibility, able to do something every turn, the HS on manticore is the way to go.

- Imdat Tauble



Druchii.net Quarterly

End of Part 1