

Druchii.net Quarterly

Part 3

The Druchii Citizen_____102

The Dark Elf book does not have anything about the Druchii citizen and their everyday life. Noticing this, /\V/\ started a thread in Druchii Discussions to remedy this gap in the fluff. This is the result of that thread.

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Just to recap...

This issue of the quarterly is so large that we have had to split it into 3 distinct sections, each with a separate contents page. This is the third of these sections.

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After looking through the Dark Elf army book, /\ \ /\ realised that there was very little on the actual social structure of Dark Elf society and what life is like for the basic Dark Elf citizen. So he started a thread on the subject, the response to which was phenomenal. This is what they formulated about life as a Dark Elf citizen:

From what the Games Workshop fluff says, our society closely resembles a fascist one with a dictator ruling over his people with absolute power in the form of Malekith (and to some extent Morathi). Malekith would have a series of Generals and advisors below him in the social pyramid of the society and these Highborns would in turn have a series of Nobles below them etc. The basic Warriors are at the bottom of the social pyramid though naturally above any slaves, traitors and political enemies of the Dark Elves. It is possible to ascend the social pyramid through money and connections and also by proving worth and bravery to Malekith.

The basic citizens form the militia of the Dark Elf army and makes up a large part of the Dark Elf army. Every citizen, male or female, who is fit to train and fight must enlist at his or her local training centre or face a penalty. There is no gender divide within the society. The Dark Elves are intelligent enough to realise such petty divides will only weaken them and since male and female Elves are similar biologically there is no male dominance within the society.

Dark Elf Nobles and Corsair Captains are often rich enough to buy properties within areas of the great cities. They can then rent these houses out to the large majority of citizens who cannot afford to buy their own house. The citizens will most likely enlist at the same training centre and become part of the same regiment. Their close proximity to each other in everyday life will help them function better as a regiment when a time of war arises.

Training sessions will occur up to three times a week (every day if an invasion is looming). When a citizen first registers (once he reaches the minimum age for soldiering) he is issued with a chain mail sleeveless garment, a breastplate, plate gauntlets, a helmet, sword, spear, repeater crossbow, battle robes, a





shield with the regiment's symbol on them, a blanket, canteen, flask, overcoat, bolt container and pair of war shoes (designed for all terrain.) Most of the equipment will be second hand and of average quality. The regiment will be trained to operate with spears in various formations (including the Cityguard formation). They will also be trained in ballistics and the use of the repeater crossbow. Failure to turn up to training sessions without a good excuse will result in punishment in front of the regi-

ment as an example of disobedience. As the militia is compulsory it is unpaid and so citizens must have jobs to provide an income. These can range from smiths, carpenters, tradesmen, slave dealers, stablemen, armourers, miners, loggers, servants, policemen, firemen, nurses, shopkeepers etc. Of course they must take time off work for training each week and this may be paid depending on the job.

If a citizen performs particularly well in the militia they may be promoted to the rank of Lordling of the regiment. This officer relays orders from Nobles and Highborns to the unit and commands them in the field of battle. The position will earn more respect within society although it is not seen as highly as the professional soldiers or the Corsairs who fight full time for a living.

Citizens can escape militia training by joining the Corsairs and becoming full time sailors or enlisting to become a professional soldier. When the Black Arks and raiding ships dock at Har Ganeth and Karond Kar, many Corsairs aboard form press gangs which prey on drunken Elves at night. Once aboard the Black Ark it is up to you to equip yourself. It is part of the way of life for a Corsair to plunder and take what they can. The only item given to new sailors are Sea Dragon Cloaks. These are the insignia of the Corsairs and command respect in society. Corsairs are not paid. Instead they receive their money by plunder and pillage and can often earn small fortunes this way, if they are successful. Due to the long time spent at sea and in other lands the citizen quickly becomes mentally tougher and more eager for battle.

If the citizen opts to join the professional soldiers then he will choose to join the Executioners, Cold One Knights or Charioteers. These are full time soldiers (with the exception of the Executioners) who are paid to fight for the Dark Elves. Executioners are part time soldiers who's primary job is to Execute rather than fight. However they are adept at both and are paid for both. The Cold One Knights are often veteran citizens who have been spotted by talent scouts attending the militia. These citizens are held in very high respect as they have sacrificed the sensation of taste and touch for the Dark Elf race.

The Charioteers often attract younger citizens eager to prove their worth and join the Cold One Knights. They are often servants to Highborns and Nobles who ride in Chariots to war.

Although there is no strict class divide within the society there are two options that are strictly open to female Elves. These are the Sorceresses and Witch Elves. A Witch Elf may be recommended to the Temple Of Khaine if she is particularly blood-thirsty in battle and a Sorceress may attempt to enter the Convent if she shows any signs of magical talent. Of course a Sorceress apprentice must complete the many tasks set by the Convent to become a full Sorceress and even then the job is not paid. The Sorceress however can sell her magical talents to those who need them and this can lead to exploitation



by the Sorceress. Witch Elves on the other hand must be accepted by Khaine as one of his brides. If she is accepted she will take part in death night and sacrifice slaves. She will spend most of the day attending to the duties of the Hag Queens. It is very unlikely that citizens who have followed these paths will be allowed to retire and be accepted into normal society again. Sorceresses are mistrusted as well as respected and Witch Elves will have the taint of Khaine about them for life. Normal citizens are very wary of these dangerous women.

There are some military careers that citizens cannot join voluntarily. Their particular career is usually determined by birth. The clans of Shades and Dark Riders often see themselves as a society of their own and are reluctant to allow outsiders into it. Sorceresses and Witch Elves can only reach such a status if born either with the favour of Khaine or with magical abilities. Beastmasters are the same. They must be born with the ability to control animals if the schools of Karond Kar are to accept them. Assassins obviously are chosen by Khaine on Death Night and have no choice as to whether they take their path or not. Lastly the Black Guard are raised from birth to protect the Witch King. As a dictator the Witch King needs the toughest and most loyal bodyguard he can get.

Overall, the military plays a large part in the life of nearly every citizen. Of course there are some professions such as doctors who don't have to participate in militia training each week but even these Elves are used on the battlefield. The citizen lives are not miserable as they have work time, recreation time and are not starved of necessities. However the Black Guard are always around to oppress uprisings and uphold the law and punishment is swift and severe.

- /\V/\

"Look what they did... look what they did... murderers, they are monsters, monsters..."

Welcome to this guide to making Dead Slave Piles. In it, I will show you how to make slave piles of your own for use in Lord Yeurl's scenario that is also in this issue.

I will be using Modular Terrain approach, where the terrain is made in such a way that it allows coherent regiments to easily pass over it. To achieve this, every terrain piece, whether it be a tree, rock, bush or swamp puddle, is placed on small separate base. The main base is plain and simple, signifying the particular terrain feature's edges. Terrain pieces of any given type are placed on this base. If the models move into area, pieces may be easily moved or even removed, still keeping the terrain's character while allowing the models to move.

The Slave Piles will need to represent difficult terrain in the same way as rocky or other harsh terrain as well as serving as cover for troops, as in the scenario. These two factors affect the design—there should be some bases with body stacks which may act as cover and alternatively as kind of obstacle in games other than Lord Yeurl's Battle scenario and a few smaller pieces, preferably with one body on each, to fill the remaining area of the Slave Pile terrain feature.

The main part of the terrain is the bodies, because the main base and the smaller bases will be made in the same way as other terrain bases. Thus, if desired, you may model them in the same way you make your other terrain bases before the slaves are added, rather than following the steps below.

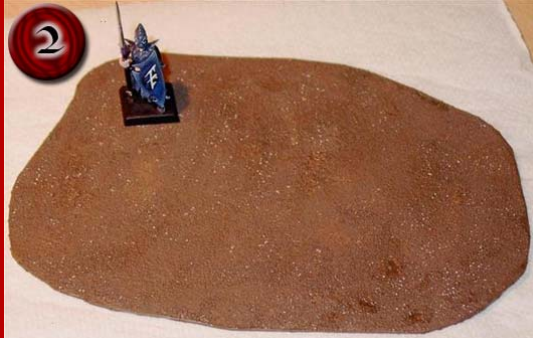
The main base.

Materials

1mm thick plastic board
PVA Glue
Sand Flock
Dark Brown Paint
Bubonic Brown/Light brown paint



Cut an irregular oval-shaped base around 4" by 5" from the 1mm thick plastic board with scissors. Paint with PVA before lightly covering it with the sand flock.



Paint the base dark brown using two layers of paint and ensuring that you cover the edges.



Drybrush the base bubonic brown or another light brown paint

Dead Slave Piles

The bodies

For the bodies, I have decided to use one base with multiple bodies and five smaller bases with individual bodies. However, your own terrain depends on your own style and overall base, and thus you must come up with your own combination.

A problem came up with the bodies when I first started to design them—just what should slave bodies look like? According to fluff they were soldiers, villagers or other common folk. I chose human bodies as they are the most versatile and flexible, as well as they are easier to model. I found that the best models were those from the Mordheim range. For your own files, take a look through the Empire range, preferably Empire Militia/Mordheim sprues, but Zombie spues, Marauders sprues other similar parts are also useful.

In this example, I used parts from Mordheim sprues and Zombies sprues for the bodies and Middenheim and Mordheim sprues for the heads, giving the bodies a slave-like and civilian look. However, your imagination is the only limitation—come up with your own combinations.

Materials

1mm thick plastic board
PVA Glue
Sand Flock
Modelling Putty
Appropriate models



Find your slave models and do a dry run of their poses before gluing anything together. Use a modelling knife and small flames to melt and disfigure the models a bit.



Assemble the models for the individual pieces as well as the first layer of the base with multiple bodies. Cut bases from the 1mm plastic board to allow the models to fit onto them as well as ensuring that these bases will fit onto the main base.



Use modelling putty (Poxiline) to create small elevations on the bases and then 'stamp' the bodies onto them. Glue various arrows to the dead slaves (Night Goblin and Mordheim sprues are useful here)



Add two or three more bodies to the top layer, repeating the procedure from steps 1 and 2 before gluing them to the base. Then paint the base with PVA glue and add sand flock.



Paint all of the other bases with PVA glue and add sand flock to them too

Painting

Recommended Paints

Dark Brown	Brown Ink	Boltgun Metal
Codex Grey	Black Ink	Bleached Bone
Snakebite Leather	Dwarf Flesh	Dark Angels Green
Bubonic Brown	Red Gore	Red Ink
Chaos Black	Chestnut Ink	Enchanted Blue



Undercoat the bases dark brown, using two layers to make sure that all gaps are filled. Also, pay special attention to the edges of the bases.



Paint the clothes in various colours. Browns and greys is a good combination along with the occasional blue or green.



Use brown ink and black ink and small amounts of red ink to give some lining and shading



Paint skin areas with Dwarf Flesh before washing it with watered down Chestnut Ink.



Drybrush all the bodies with Snakebite Leather followed by Bubonic Brown and Bleached Bone. Paint the bolts black and then drybrush them Codex Grey. Use Boltgun Metal for the tips.



Glue static grass to the ground and then drybrush the ground Bubonic Brown



Paint wound areas with watered down red gore before using normal red gore to accentuate the effect



Paint wound areas with watered down red gore before using normal red gore to accentuate the effect

Your dead slave piles are ready!

- Iyagd



Have you had problems with your army colour scheme? Don't know exactly how to get the right colour? This quarter, the To Make Like a Slave Initiative gives us the answer—a simple, easy to use template for making your colour scheme.

To use the colour scheme template, copy the clear template either from below or from http://www.druchii.net/tmlas/cst_clear.jpg. Paste it into any graphics software (paint will do) and simply use the fill tool to fill in the colours.



Examples of colour schemes created using the CST:



For our theme template

"Deep in the twisted forests of Naggaroth are places of evil. Some were once used by cursed necromancers or witch elves practicing moonlit sacrifices to Khaine. Most mortals fear such places as the dead haunt the land there seeking revenge for being unrighteously slain. Still the warped, dead trees stand as an evil omen for things that have passed."

Hello fellow Druchii, this is my first article with the magazine and the first article on scenery in the magazine. I did this article with two things in mind: firstly, I wanted to add more hobbyist articles in the magazine and secondly I wanted to show that dark elf scenery can be made differently from the studio's pieces. I want people to see other methods of making terrain and styles so that they themselves will experiment. I hope that even if you don't like my style of terrain it may inspire you to create some original pieces of your own. I guess I better move on to the article. Enjoy!

My first step was to create a plan or design. As you take on more and more challenging pieces a 'blueprint' becomes more and more helpful. I drew a concept sketch and the steps I believed I would need to complete the project. After that was done I moved on to the project.

The second step was to make the base. There are several good base materials. For this one I chose 1 1/2" polystyrene. This was so I could carve out a rolling hill. Another alternative would be to use corrugated cardboard.

I carved the polystyrene with an eXacto-knife. This takes a while and it is awfully messy so lay out some newspaper beforehand. I then sanded it down with some 80 grit sand paper. After this was done, a thin layer of filler was spread over the top to conceal any accidents made with the knife that the sandpaper couldn't handle.



The next step was to make the trees. This was made using the same technique used on the beastman tree in the past issue of White Dwarf. I took a bundle of thick but malleable wire and twisted it using some pliers. After the tree got to a point I wished for more branches I twisted it

into two groups, then four, etc.

The trees were glued in with some wood glue by pressing them into the soft polystyrene. A mixture of about 70% filler and 30% wood glue was then applied over the trees and was used to make roots. The reason I added the glue was to prevent the filler from 'crumbling' away before painting.



I spread watered down wood glue over the hill and sprinkled a coat of sand to provide some texture I would paint later. I decided to give the effect of old lichen and moss and glued bits of "Coarse Foliage" to the top of the trees in several patches. For those unfamiliar with it, Coarse Foliage is a material produced by Woodland Scenics. It is fragments of sponge suspended on a mesh of threads and is then painted a dark green color. If you don't have Coarse Foliage, flock and static grass could also provide similar effects. The great thing about the foliage is that it is suspended on a mesh so you can dangle it from the trees in an eerie fashion.

I used some bitz from the ol' bitz box to add some detail to the piece. I used some bitz from the chaos marauders, dark elf warriors and goblin sprues. They were a personal choice but any sort of macabre decoration will do. I chose to go for simplicity in the project but you could easily use some putty to add ghostly figures in the trees. Also, many of the Vampire Counts bitz would work very well.



Now on to painting. I had a real dilemma on my hands with the painting of the project. I had to make a woods that would resonate an eerie feel and that many of you would accept as druchii scenery. My instant reaction was to use extremely dark colors. But, then I remembered that my tabletop and terrain had used shades of green that would be much lighter than my original color selection. You may already have a druchii tabletop and then you should have no problems getting colors that will look good and fit well. I, on the other hand, decided to use a dark shade that was a mix of browns and greens as the undercoat. By continually adding more white to the drybrushing stages it worked well. To blend the base in I concentrated my highlights on the edges to make the transi-

tion softer.

The trees were painted with two highlights that were mostly gray with a little bit of brown in them. The moss parts on the trees were painted Dark Angels Green. The skulls and bones were painted Codex Gray and given a highlight of Skull White. Finally the red areas were painted Red Gore, Blood Red and a hint of Blazing Orange for the tips and edges. Boltgun metal was used on the chains and on the flail.



Well there you have it. A haunted woods ready for battle. It was fairly easy to make and it was exponentially less expensive than using Citadel trees. Below are a list of all the tools and materials I used and some substitutions. Also, if you are missing a material then look for a substitution of your own or modify the project as you see fit.

- Black Hydra



Tools Used

eXacto Knife (any sharp knife will do)
paintbrush
sandpaper (you could skip this if you applied the filler smoothly enough)

Terrain Tips

- Don't use spray paint, superglue or plastic cement glue on polystyrene as it will melt. Avoid extreme heat as that will warp the polystyrene as well.
- Buy several bottles of craft paint. They sell it at many stores for about a third as much as citadel paints but three times the amount. It doesn't look good on the models but in a large area it is very practical where detail doesn't matter as much.
- Be creative. I thought up this one myself I am sure you can (many of you already have) make unique terrain pieces.

Materials Used

Polystyrene (Corrugated Cardboard will also work)
All-Purpose Filler
Wood Glue (PVA glue works as well)
Sand (If the citadel kind is too expensive try to look for some at the beach or park. You only need about a yogurt container full, alternatively you could paint flock)
Thick wire (You could use sticks but wire is best.)
Craft Paints
Bitz



This article came about as the result of interviews with a group of accomplished Dark Elf model painters. Since space is limited, and a basic painting guide could easily fill an entire book, the focus here is on painting fundamentals and correcting common mistakes novice painters make.

Our panel of experts includes these artists:

Canadian Scott Young (Black Hydra) is a relative newcomer to Warhammer, having only played and painted for a year and a half. He put together the Frequently Asked Questions post on the Druchii.net Painting & Modelling forum and the terrain article in this issue of the Quarterly. In addition to the Druchii, he fields an Orcs & Goblins army.

Scott Goldstein (Lion of Flanders) is also well known to Painting & Modelling forum members. He lives in the US and has been painting models for more than 20 years. He completed his Dark Elf Soulcrusher army this spring and also fields Orcs, Empire, Chaos Warriors and Beastmen. His latest project is a Cult of Ulric army for next year's Storm of Chaos. Scott's armies have won numerous tournament awards, such as Best Army, Best Appearance, Players' Choice and the like. His Dark Elves have appeared in both the US and UK White Dwarf magazines. (Readers in the UK can see Scott's Dark Elves in WD #287, the issue with the Druchii revision. Unfortunately they were not included in the American version.)

Australian Michael White (Kaeloth Nightbringer) started collecting Space Marines at age 11, Eldar at age 12, and Dark Elves a few years later. He has now been playing and painting for 10 years. He hasn't won a Golden Demon yet, but that's just a matter of time. In addition to winning local in-store painting contests, his models have made the first cut in several Golden Demon competitions, including a top-10 placement in the 40K single-model category this year.

Martijn de Waard (MDK) is from the Netherlands and has been painting for almost 10 years. So far he hasn't entered his figures in any competition, but he's not shy about sharing his expertise with fellow Druchii generals.

Bas van der Schaaf is also from the Netherlands. He's been involved in the hobby since he started casting his own tin soldiers as a kid. He moved on to Games Workshop models in 1990 and since then has won first prize in several painting competitions in the Netherlands and a Bronze Demon at this year's Games Day U.K. In addition to Dark Elves, Bas has been working on figures for Warhammer Ancient Battle and Lord of the Rings.

Last but far from least, American Noel Meyer has been painting models for about five years but only started playing with them in the last year



or so. In addition to Dark Elves, she plays Lizardmen and the Cygnar faction in War-machine. This year her Gandalf the White won a first place Rogue Demon at Adeptacon 2003. And her Dark Elf Reaper Bolt Thrower won a first place Golden Demon at Games Day Chicago.

(NOTE: Common painting terms and techniques are included in the P&M forum FAQ.)

Most of the painters interviewed here are self-taught, though a few have backgrounds in art. Martijn works in advertising as an illustrator/designer. Noel is an illustrator whose work has been included in RPGs and a collectible card game. Michael studied visual art in school and is working toward an architecture degree, and Bas is a graphic designer. Whether they studied art or learned by doing, all stressed that patience and practice are critical, and all admitted that they're still learning.

Scott G. urges new painters not to be too hard on them. "Fact is, for all but a few prodigies out there, your early work will not be very good." He said. "Don't worry about it. Just keep painting and keep learning."

Martijn says, "Don't expect to be an 'Eavy Metal painter within two months. Have patience. Take your time." Scott Y. agrees. "All beginners' painting will be bad," he said. "This is not an insult but a promise of greater things to come. Even if you think the stuff you're doing now is good, you will be surprised when you look back at it and see how far you have improved."

"Don't be afraid of new techniques!" Michael advises. "Buy a crappy box of plastics (although that's hard now) or use some old models to practice on. You can always strip the paint from a miniature you destroy. Experimentation is the key to progressing as a painter. Practice highlighting, washing, shading, etc., in different colours and you'll eventually work out what suits you and use it to greater effect on the models you actually care about."



As far as specific techniques and equipment go, some artists have strong preferences about the brands of paint, brushes and other tools they use. Others don't care about the manufacturer but do stress how the stuff is used. All agree on the importance of choosing good brushes and taking care of them. Pick quality brushes with good points, especially for fine detail work.

"Good quality brushes will cost more," Scott G. explained, "but...if you take good care of your detail brushes, they will last quite literally for years, so the actual cost will be negligible. Never buy a detail brush without looking at it first and examining the point. A brush that has a great point can be actually quite large (holds lots of paint) and yet will still be very precise."

Noel said, "I finally ended up taking two of my best watercolour brushes, Windsor Newton Series 7,

and using them to paint miniatures. It made a very noticeable difference, but if you are just starting I'd go with something a bit cheaper because you're going to bang it up." On brush care, she advised, "Remember not to get the paint more than half-way up the bristles or you'll kill your brushes a lot faster."

Michael also stressed the importance of keeping the brush tip intact. "I often use my mouth to keep a consistent point at the end of the brush," he explained. "It's a bad habit but it's effective." He also recommended working cleanly. "Make sure your brush is clean and the surface of the model is dry before you paint it, especially with washes. They might look dry, but it's worth waiting a bit between coats. Just paint something else in the meantime. And try to change your water often; residual paint or grey/black sludge water can really ruin a good paint job." These simple techniques can bring a big improvement to any model painter's work.

(Some of the special supplies and advanced techniques used by award-winning painters will be covered in more detail in part 2 of this article, "Painting for Competition," in the next Quarterly.)

Most of the painters interviewed recommend setting aside a dedicated workspace with good lighting. Scott G. uses two adjustable lamps, one on each side of his painting table, for adequate illumination. Noel explained, "Having a space where all you do is paint helps a lot too. Just a small table or something with good lighting where you don't have to put the models that you're working on away every time you are done painting. That way they can sit there and stare at you going 'Paint me! Paint me!' and you're more likely to actually work on them." Bas prefers a spare approach. "My working area is always as organized as possible, with only the miniature I intend to paint in front of me, so I can focus on it," he explained. "Zen for painters!?" However you organize your workspace, it seems you'll paint better and more efficiently if your models don't have to

fight for space with school books, letters and bills, or other household junk.

When asked about mistakes new painters often make, several common threads emerge. The first is perfectionism. According to Scott G., "The most common 'mistake' that new painters make is to let them become overly obsessed with producing a great masterpiece." He calls it Big Deal Syndrome. "The person is so concerned with producing greatness," he explains, "that they work and re-work, paint haltingly with great indecisiveness, rarely finish things (it's always 'in progress') and thus actually paint very little. The way to get better is to paint, paint and then paint some more."



Another mistake newbies tend to make is to use too much paint and to apply it too thickly, obscuring their models' fine details. Bas, Noel and Martijn all stressed that model paints need to be watered down and applied in thin layers. "GW paint (more than most) needs to be watered down 50/50 paint to water to go on the mini smoothly," Noel said. "It'll tend to pool and clump otherwise."

"Don't put too much paint on your brush for the same reason," she advised. "You don't want to get paint more than halfway down the bristles and if it looks like your brush is going to drip, you have too much paint on it. Same thing goes for dry brushing but even more so. You want almost no paint left on your brush when dry brushing."

Michael concurred. "Always remove excess paint on the brush by wiping it on the edge of the pot or on a palette before you apply it," he said "to avoid lumpy, detail-destroying clumps of paint."

According to our experts, beginning model painters can usually improve their work by playing up the contrast. Noel explained, "Beginners tend not to highlight bright enough or make their shadows dark enough. Contrast is very important for making your minis look three-dimensional instead of flat." Other artists repeated this advice. "I often see people also using almost no contrast," Martijn said. "If you use more contrast the details in the model seem to stand out more."

Bas suggested that new painters "practice the mixing of colours, make the shades very dark and the highlights very light. If you paint your miniatures too dark they become a blur. Contrast is again the key word."

Scott Y. noted that this is especially important with Warhammer-scale models because they are so small. "I think that a higher level of contrast is necessary to allow you to see depth on the model while it is on the tabletop," he said.

Some of the painters mentioned black lining as a way to play up the details in a model. This involves either painting very thin dark lines between areas of different colours or priming a model in black and leaving the undercoat showing where various colours meet. For example, black lining around a character's hand where it grips a weapon or around a scabbard where it lies along a robe can accentuate the three-dimensionality of the hand or scabbard. "Black lining is a very important technique which helps to set off the different colours," Bas said. "When you master this you are at the beginning of becoming a good painter." In Noel's opinion, black lining can make a model look somewhat "cartoony" but sometimes that's the effect you want.

Choosing a colour scheme for an army is another frequent stumbling block for beginners. All our experts agree that an army looks better when just a few colours are used consistently. Noel says, "Some people just use way too many colours on the same figure. Simpler is better in most cases.... I'd say pick two main colours and stick with them, maybe adding one more colour for accents like gems and stuff. If you're painting an army take those two colours and mix a dark shade and a highlight for each of them and that should be all you need."

Martijn concurs. "The best way to get a great result is by keeping it simple," he said. He advises building a colour scheme around one basic colour and just a couple of secondary colours for leather, metal and wood. He also recommends simple symbols for shields and banners. "It maybe a bit inappropriate, but if you look at the Nazis during WW II and the symbols they used, you can see that it really works." Above all, he stresses, "stick to your theme no matter what."

A unified army doesn't have to be boring, however. Michael explained how to vary an army's colours without going off track. "Pick several standard colours that run consistently through the army to keep it tight," he said. "Then differentiate elite units and characters by accenting the standard scheme with a new colour. By finding a particular aspect that is unique to the unit you can find a way to bring that out in the colour scheme, such as Witch Elf hair, Corsair cloaks, Black Guard capes, Executioners' plumed helmets etc."

Painting an army for play is generally quite different than painting for competition. (The latter will be covered in more detail in Part 2 of this article in the next Quarterly.) With a little practice and a few time-honoured techniques, it's possible to paint both quickly and with great results.

Bas recommends using a standard painting order: First, undercoat; second, paint the basic colours; third, add darker shading; fourth, add highlights; and finally paint the details. A methodical approach can save time and also make sure that colours are consistent across a unit or an entire



army.

To speed the process of painting a large army, many accomplished artists paint their models in groups. Scott G. elaborated: "Fact is, painting an army of 100+ troops needs to take on some aspects of a production line if you ever want to get the thing finished. Paint up test figures for each of your basic units. When you are happy with the scheme and the look, line up 5-25 (depending on the complexity of the models) and go to work. Remember that you can still have variance in your rank-n-file while painting them 10 at a time. They don't have to be all the same. You might (at some point in your 10 figure process) break the group up into smaller groups (hair colour, different armour/clothes, etc.). Some painters are stuck on the idea that you lose quality when painting in groups. I strongly disagree with this idea. Paint your rank-n-file as well as you want them to be, just paint 'em 10 or so at a time."

Michael also paints his figures in groups but saves special models for last and spends more time on them. "For characters and to some extent command group members, I try to keep them consistent in theme but exaggerate it with another colour added (or replaced) and a more dedicated paint job and base. I'll also give them either a magic weapon (painted red, blue or whatever) or white hair to really bring them out. I also find that using your most common opponent as a kill on the base is another fun way for your characters to stand out."

So, while there is no single tool or technique that will elevate your painting to Golden Demon status, the ideas above make good starting points. To go beyond the basics, all of the artists interviewed here suggest examining the work of better painters to find out how they do it. Michael said, "I highly recommend attending Games Days to see the quality of Golden Demon entries firsthand. It's always inspirational in one way or another." Noel agrees. "I started out just trying things, and that got me to a good tabletop level," she said. "When I started painting with people who were significantly better than me and watching them work is the point at which I started really learning competition-level painting."

Scott G. described the epiphany that resulted from his attending UK Games Day in 2000. "Seeing all the fantastic stuff in the Golden Daemon competition, plus having the opportunity to see the Studio models live and up close, really showed me what could be achieved as a figure painter," he said. "When I returned home, I completely changed the way that I paint."

Even if you can't go to competitions, you can still use this advice to improve your skills. Talk to more experienced painters at your local hobby store, ask about their techniques or, better yet, watch them work. Or go online and check out the models on websites like Druchii.net and coolminiornot.com. Many of the people who post their pictures will be glad to explain how they do things.

Attention to detail and above all persistence can help almost anyone paint like a pro. Scott Y. pounds the point home: "Practice, practice and, oh, did I say practice?! I know it has been done to death but there is no substitute."

- Black Lotus

Well, it all boils down to personal preference: I simply do not like the Hydra model offered by Games Workshop. Oh, its okay, I guess, but whenever I look at it, I'm reminded of the old Claymation television specials from the 1950's (you know, like "Rudolph, the Red Nosed Reindeer"). So I set off to create my own Hydra based on parts from my favourite Games Workshop dragon, the Wood Elf Dragon.

Now, I'm not by any means an expert converter. Prior to taking on this project, I had done only very minor changes to models, like adding a skull here or there and one real conversion of a Noble on Dark Steed using parts primarily from the Dark Pegasus and Slaneesh Lord. But nothing on a scale like this, and to tell you the truth, I was a bit intimidated by the prospect of fitting four extra heads onto the body of a dragon.

By far, the biggest help in completing this was that I took a good long time to mull over what this was going to look like in my mind. I literally spent three or four weeks thinking about it and devising an outline of a plan before I actually began anything. It was during this time that I narrowed it down to the Wood Elf Dragon. I knew that I would need to attach the necks in the area where the wings and arms are designed to go. This meant that I would need to move the arms further down the body and adjust them to look more like legs. Not too tough, right? Well, as it turned out, it actually wasn't all that hard after all.

I was fortunate enough to locate a complete Wood Elf Dragon model, unassembled on E-Bay for only \$25. This was a big help, since the extra neck and head bits cost me a total of \$40 dollars from the Games Workshop mail order department. The tongues, an extra \$1 apiece, would have to be skipped, and I felt confident that I could improvise something and reduce the cost of this already expensive model by a couple dollars. I waited anxiously for the parts to arrive. When they finally did, I laid them out to take stock of the project and get started.



The first step was to get the body mounted on the base so that I could position the necks and heads appropriately. In order to do this, I needed to attach the "arms" lower on the body to look like legs and make room for the necks to be mounted. This was accomplished by drilling holes further down the body, just in front of the rear legs.



The front legs were then attached and the gaps were filled in with green stuff (which incidentally, is blue-and-white that turns grey stuff, here in the States). The tail section was attached as designed and the first neck was also attached as designed. As a side note, I pinned every single joint on this model as I have no desire to have a head or tail piece break off during transportation or the inspection of any precocious ten year olds.

When I began to examine the heads and envision how they were going to be positioned on the model, one thing became immediately clear to me: The rather large horns were going to make it extremely difficult to position the heads without spreading them out in all directions. I resolved this minor unforeseen issue by clipping all of the horns down to shorter lengths and filing them into a decent horn shape again. I then bent the rear two horns on each side of the head upwards and the forward two downward. This greatly reduced the volume of space occupied by each of the heads, and also conveniently provided me with more than enough long pointed bits to use for the tongues. This was, by far, the most work of the entire project. The various stages are illustrated in the photo below:



Once I had the heads completed, I was ready to start attaching them to the body. I started with the first one, the way the model was designed:



The remaining heads were attached in the sockets for the wings and arms. I positioned them one at a time, trying to get them looking in different directions and bending the necks very slowly so that it did not look like five copies of the same pose side by side. Since the original model is designed to have the mouth wide open, I also wanted to partially close a couple of them. This presented a slight problem, because it left a large gap in the back of the head, which I had to fill in with green stuff. The scale pattern was achieved by depressing the flat of a modelling knife point into the soft green stuff.



Some minor flattening out of the horn bits provided me with the missing tongues, and the assembly was mostly completed:



Some additional green stuff was used to fill in the gaps around all of the joints. It was at this point that it became painfully obvious to me that the model was too top heavy to mount on a single monster base. So I remounted it on two monster bases which provided much greater stability. I also knew that I wanted to paint it primarily green, so it was primed in black and then the entire piece was sprayed with Dark Angel's Green for a base coat.



From here all that was left to do was go to work with my mediocre painting skills, coupled with some simple basing and the model was completed.



All in all, it's no Golden Demon candidate, but I'm pretty happy with the way it turned out none-the-less. I learned a great deal and got quite a bit of enjoyment out of the whole experience. I hope that this gives you some ideas for your own conversions, and if nothing else, the confidence that it's not quite as hard to pull off as you might think. It just takes a little planning ahead of time, and several hours of careful work to produce a conversion that might just raise a few eyebrows when you're done.

- IconHack

This quarter, there is no Executioners block article due to the lack of submissions that we have received—in short, we did not receive anything to publish, and thus we did not publish anything.

If this series is to continue, we require people to submit articles. It's that simple. Thus, I ask anyone who can think of anything to write for the Executioner's Block series to do so and send it to either Imdat Tauble or Z'gahn. For those who may not know what the series is about, here's a recap:

When writing for the Executioner's Block, you must imagine that you are on the Chopping block, about to be Executed yourself, with one last chance to tell everyone about a beef that you have in the Warhammer world or game. So write about the thing that annoys you the most, whatever makes you REALLY mad about the way that the game works. The best entry each quarter will be published, but even if your article is not, we will put it somewhere, most probably in a special publication to be released once a year.

The Library of Blood suffered a similar fate as the Executioner's block this quarter—there were simply not enough results to write an article about. We have discussed it amongst the reporters and decided that it is best to expand the criteria of the Library of Blood so that it includes results from every race rather than just one every quarter.

For those who don't know what the Library is, here's a recap:
The Library of Blood is an archive of all the battles that the Druchii from Druchii.net have played, including a statistical breakdown of battles which we will write each quarter. Whenever you play a battle of Warhammer with your Dark Elves, submit the following information to us (if you want to include more, you can, but this is the absolute minimum):
Enemy Army
Point value of each army
Scenario
Results (including VPs if applicable)

Please send either Imdat Tauble or Z'gahn your reports via PM.

Every Quarter, we require many articles about any or all aspects of the Warhammer hobby and Dark Elves. If you have an idea for an article that you would either like to see or would like to write yourself, please do not hesitate to Private Message either me or Z'gahn.

On a similar note, many of the initiatives are still looking for members. If you would like to write articles on a more permanent basis, please PM me.

Finally, PM me as well if you would like to write up a battle report. We have our first previously unreleased battle report this quarter, and we are always needing more to fill up these pages.

- Imdat.

"I am glad to see you are on time, gentlemen... and lady." The sudden voice from the edge of the clearing startled us all. No matter that half of us were Shades and one an adept of Khaine, none of us heard the newcomer approach.

We guessed he must have been many centuries old. His long hair was iron-grey and beginning to thin. He must have been handsome in his youth, but his face now was deeply lined with age and a jagged white scar running from his left temple down to his jaw twisted his mouth into a permanent half-sneer. His left eye was covered by a black silk patch.

His elaborate armour was composed of countless overlapping plates, each gleaming darkly with jet-black lacquer. Under the armour, his noble's khaitan was dark grey - almost the same colour as his hair - and from his wide shoulders hung a long, heavy cloak of the same hue. Several blades hung from pale leather belts tied loosely around his waist - a long, elegantly curved cathain, a shorter uaisi and at least four daggers of varying lengths and designs, all in finely-tooled leather scabbards.

He cocked his head slightly to one side and folded his arms, his eyes boring into each of us in turn. "You'll do," he said eventually. There was a definite authority in his voice. If his appearance and garb had left us in any doubt as to his high birth, that voice would have assured us of his nobility. "I imagine you are wondering why you have been summoned here?" He raised a silver eyebrow. "Especially in such secrecy - I do hope you did not tell anyone of your coming here? - and with the sigil of Malekith himself upon your orders."

That impressed us. If he was permitted to refer to the Witch King by his true name, then he must have been high-ranked indeed!

He stepped forward, not speaking again until he reached the centre of the clearing. "I am Furion." He needed no further introduction. All Druchii know the name of Furion of Clar Karond - the first of the nobles of Nagarythe to swear fealty to Malekith after the death of Bel'Shanaar, one of the very few male Druchii to be allowed to wield magical power, gifted with everlasting life by the fruit of the Black Tree. All know him. And fear him.

He smiled suddenly. Perhaps he was trying to put us at our ease but, if so, then it didn't work. "I am sure you are aware of the trials an initiate of the Convents of Sorcery must undergo before she may be wedded to the Witch King and serve as a true sorceress."

We'd heard... rumours. Whispers of twelve great tests, of journeys through the Chaos Hells, of six books of secret lore each aspiring sorceress must commit to memory. The Convents are notorious for their secrecy and even speaking of such things can be dangerous to one's life and soul.

"My youngest daughter, Aluqah, has recently completed her final year of preparation for the first of the Twelve Tests. She will embark upon her jour-

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ney in three days. Of course, the laws of the Convents state that she must complete the tests alone, but..." He smiled again. "Some of us stand outside the Law. Or above it. And it would be foolish to leave such weighty matters to chance, would it not? Malekith greatly desires my daughter as a bride. He would be displeased if she were to fail. Yet there are those who do not share his views, who want my dear Aluqah dead. And worse."

His voice was almost completely emotionless. It was hard to believe that he could be so casual in discussing the life or death of his own daughter. But we remembered that he slaughtered his first two daughters without a moment's hesitation when they betrayed him centuries ago. Now Furion was closer to us, we could see their bleached fingerbones, hanging around his neck - an ironic reference to the fact that they tried to strangle him in his sleep.

Noticing our attention, he adjusted the folds of his cloak, hiding the bone necklace from view, before continuing. "Aluqah is powerful. Very powerful. But she lacks discipline. And so Malekith gave me leave to select six warriors to accompany her on her quest. I had to be circumspect, of course. The high sorceresses must never learn of this."

"Anaryin, I know of your origins. You have the blood of the false elves in your veins. Yet in your soul you are true to the Witch King. I have had dealings with Bloodshade Uraithne many times and it was she who told me of you and how she found you."

"Lusick Soulkeeper, your noble father owes me his life many times over, though I can tell from your expression that he never spoke of it to you. Well, that is as it should be, for I swore him to secrecy. There were things said and done in those days that are best kept in the shadows. But you are here and for that I forgive him all his debts."

"Kalus, of you I can speak little, but your name was recommended by one I would trust with my life. And, as I am sure you can imagine, there are few who can claim that honour!" He laughed.

"Validor of the Bloodblades, I know it must sit badly with you to be escorting a practitioner of the Black Arts. Yet Khaine's blessing too is needed on this venture, as well as those of... other powers. Your patron, who will remain nameless for now, has lent your services to me as part of your own training."

"Rhakin Lanthari... I do not know what interest the Lady Morathi has in you. I feel in my bones that your path will be a dark and dangerous one, yet I also see great things ahead if you can learn to temper your inner flames. Perhaps the Witch King's mother has seen these things also, but for whatever reason, it was she who gave me your name."

"And Rirlah, your affinity with the wild beasts has reached even my ears. Beastlord Rakarth himself is said to be interested in taking you on as an apprentice beastmistress one day. But first, you must be tested in combat. And so you are here also, as the last of this little band."

"If any of you do not wish to undertake this task, say so now. I will not hold it against you." Yet his sinister smile made it quite obvious we had no real choice in the matter. "If there are no objections, we shall meet here again in thirteen days and you shall accompany my daughter on her journey." He took a leather bag from his belt and tossed it to Lusick. Inside was a small fortune in gemstones. "Return to Clar Karond and buy provisions. Be back here at dawn of the thirteenth day. Do not be late."

With that, he turned and stalked silently away through the trees.

- Recollections of first meeting with Furion of Clar Karond, Rhakin Lanthari

Furion, The crafter

Furion is the first of the Fully Playtested Special Characters that the Development Board will bring out. He takes up both a Lord and a Hero slot and can be fielded in any Dark Elf army with your opponent's permission.

	M	WS	BS	S	T	W	I	A	Ld
Furion	5	4	4	3	3	3	5	1	10

Cost: 400 pts

Weapons and Equipment: Furion carries the Soulscream Scimitar, the Daughters of the Soul and the Tome of Furion.

SPECIAL RULES:

The Crafter: Furion is a Level 4 Wizard and a Master of the Dark Arts, thus gaining him +1 to all his casting attempts. In addition, Furion may choose all his spells and the enemy must reroll all 6's rolled in any dispel attempt. Also, all the ranges of Furion's spells are increased by the amount that the power of the spell exceeds its difficulty. For example, if Black Horror is cast with a power of 15 (having a spell difficulty of 12+), the spell will gain an additional $15-12=3$ " to its range.

Male Pariah: Being the only male practitioner of magic that Malekith allows to live, Furion is somewhat an outsider to the convent. If there is a sorceress within 12" of Furion at the start of your turn, both the sorceress and Furion must sacrifice 1 power dice: thus they each have 1 less power dice to cast with or there are 2 less power dice in the army's pool. In addition, no High Sorceresses may be taken in an army with Furion, and the cost of a sorceress rises by 20pts. You may not measure the distance between Furion and any Sorceress other than at the start of the turn.

Duel of Minds: Furion may choose to magically attack any magic-user during the magic phase. He must be within 36" of the magic user and have line of sight to him or her. Furion sacrifices 1 power dice, and both players roll a D6, with the Dark Elf player adding 5 to the total and the opponent adding the mages level to theirs. The mage with a lower total is wounded on a D6 roll of 4+, with no armour saves or Ward Saves allowed. In the event of a draw, there is no effect. The enemy wizard may sacrifice a dispel dice to avoid the duel, but this must be done before the duel commences.

Dark Magic Aura: Furion has a 5+ Ward Save against missiles (including magic missiles) and has MR2.

Soulscream Scimitar: The wielder causes fear as those who oppose him hear the screams of those he has slain.

Daughters of the Soul: Arcane, one use only. If Furion rolls a double 1 on any casting roll to cause a miscast, he may reroll all of the 1's. The rerolled result applies.

Tome of Furion: As per the army book, but Furion may choose the additional spell.

This issue, the Development Team brings you the Death Night Skirmish Scenario, based on the Warhammer Skirmish Rules...

Models Needed:

Choose the combatants from the lists below with 50% more points for the Witch Elves than for the Citizens.

Witch Elves

Statistics and special rules as per the Army Book, but cost is 12 points,

Upgrades:

- One Witch Elf per ten taken may be upgraded to Hag for +12 pts.
- Hags may take one ToK upgrade with a maximum cost of 25 pts.

Citizens Of Ghond

Statistics as per Warriors in the Dark Elf Army Book, but 7 pts, armed with hand weapon and wearing light armour

Upgrades:

- Half of the citizens may be armed with additional hand weapon for +2 pts or spear for +2 pts, one per every eight Citizens may be armed with an RXB for +8 pts.
- if not armed with additional hand weapon or RXB a citizen may take a shield for +1 pts
- one Warrior per eight may be upgraded to lordling for +10 pts.

Muffled screams could be heard from every corner of the city. He shivered and shook, trying to gauge weather the hordes were coming towards him, trying to not attract attention to the box in which he was residing. The screams continued into the night, relentlessly pursuing him and preventing any sleep he might have gained.

Suddenly, he heard a footstep near him. His heart stopped, shocked, silent. When it again started, there was nothing. He waited, shivering fear telling him about the inevitable through the silence. They could smell him.

The lid of the box opened, but he was al-

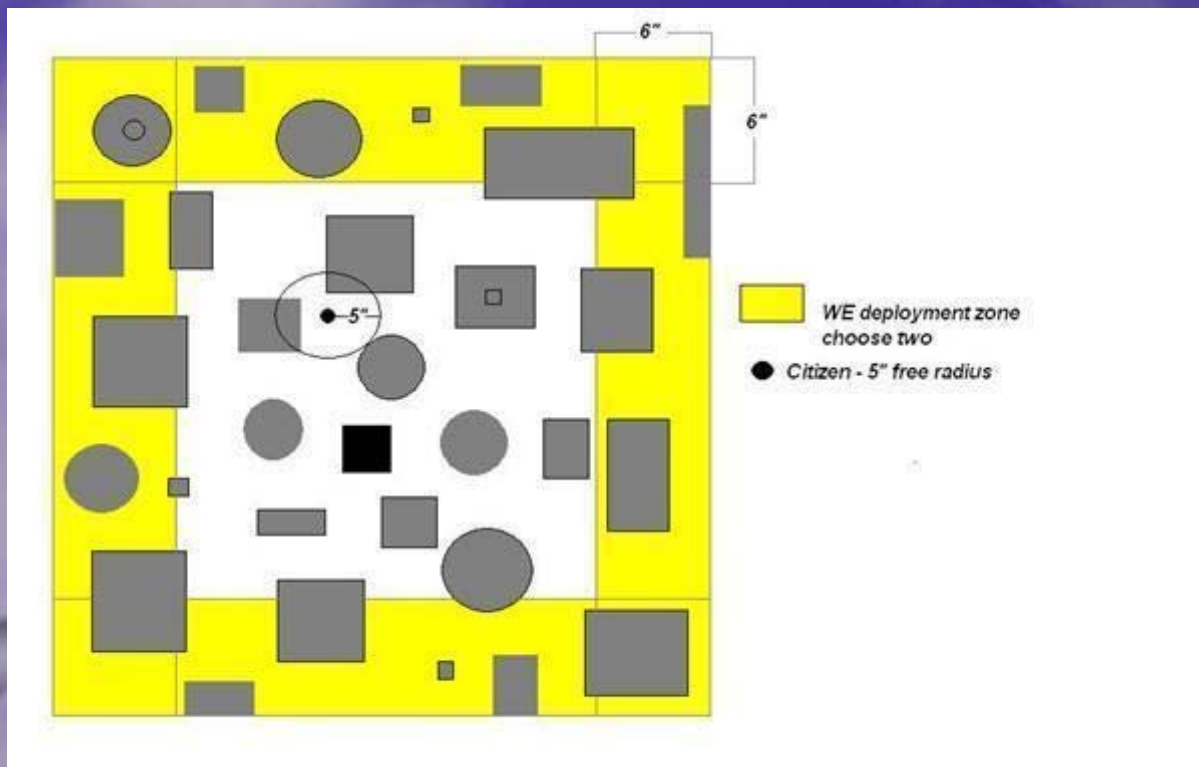
ready resigned to death. He screamed. A scream, however, which was just an echo of the others, of all the others that sounded on that one night of the year. Death Night.

Battlefield: One of the quarters of town. The table should be between 2' x 2' and 4' x 4'. Terrain should include buildings, streets and monuments. All buildings are locked.

Objective: The Witch elves must harvest as many citizens as possible. Swap sides in the scenario and play again—the player who harvests the most citizens wins!

Deployment: The Citizens are deployed first anywhere on the battlefield, but there must be at least 5" between them. Up to half of the citizens may lock themselves inside buildings, but there can be no more than one citizen in each building.

The Witch Elves choose two of the table edges and all their models are deployed in a 6" wide deployment zone.



Who goes first: The Witch Elves go first.

Game length: 8 turns.

Special rules:

Spears - Citizens armed with spears strike first in the first round of any combat.

Bloodlust - Witch Elves gain an additional d3" when charging.

Locked buildings - Locked doors may be broken down. Doors have a toughness of 5 and 2 wounds. They are charged as normal. If reduced to 0 wounds, the doors are broken and the model or models may enter the building. Doors do not fight back (obviously!). Breaking down the doors is the only way to enter a building. The Citizens may not shoot from inside the building. Place counters or models onto the buildings to indicate the citizens hiding there. If a citizen leaves the building, he cannot come back.

Fighting inside of buildings - Any warrior breaking inside a building hits on 6s in the first round and strikes in initiative order.

Harvesting Victims - A citizen that has been knocked down or stunned by the Witch Elves and is lying within 2" of one of them may not recover. They "follow" the Witch Elf, remaining 2" behind her, representing the victims being taken to the Temple of Khaine. When in possession of victims, a Witch Elf may not add d3" to their charge range. If the Witch Elf leading the victim/s is knocked, stunned or killed, the victim may recover as per normal. Hits from shooting are randomised on a D6: on a 1-3 it hits the victim, while on a 4-6 it hits the Witch Elf.

Overview:

A simple pitched battle between the Dark Elves and the Bretonians, or at least, so it seems...

Army Composition:

As per a Pitched Battle, but with the following exceptions:

Lord Yeurl's army

The general must be mounted on a cold one, be armed with a RXB, and be present in the largest unit of cold one Knights.

One unit of crossbowmen must be taken per 1000 points or part thereof.

One unit of Cold One Knights must be taken per 1000 points or part thereof.

Reaper Bolt Throwers are a 0-1 choice

A Cauldron of Blood may not be taken.

No more than a third of your points may be spent on cavalry.

There must be a Battle Standard Bearer (BSB) in the army who must be mounted on a Cold One and be in the same unit as the general.

Bretonnian army

At least half of the army's point value must be spent on mounted troops.

Battlefield:

An open area of appropriate size for the scale of the battle. Keep the battle field as open as possible.

Deployment:

The Bretonnian army deploys first in an area appropriate to the scale of the battle, and about 2" deeper and 5" wider than the Dark Elves' deployment area.

Who goes first:

If the Bretonnian army does not use the blessing of the Lady, they go first, as they are heightened by holy vigour and righteous fury. If they take the time to pray for the blessing, they have given up the advantage and the Druchii player can decide to go first or second.

Length of the game:

The game lasts for 5 turns plus one turn for every thousand points.

Special rules:

Slaves - After setting up the scenery, the Dark Elf player may place one pile of dead slaves for every 1000 points of his army or part thereof, anywhere between them and the Bretonnian army. These count as difficult terrain except for cold ones (who count it as open ground), and counts as soft cover for infantry, but cannot be used as a



defendable obstacle. The Slave Piles may not be placed anywhere within 5" of any Bretonnian Unit.

The size of the Slave Piles should be about 5" by 4".

If a Bretonnian unit is within 4" of a slave pile, they must make a leadership test, and if they fail, they'll need 6's to hit in shooting or combat. If they pass the test, they may re-roll failed rolls to hit.

In addition, if a Bretonnian unit is fighting within 4" of a slave pile, and they are beaten in combat, they suffer an additional +1 penalty to their break test.

Make the test at the end of the movement phase.

Victory conditions:

Use the normal Victory Point Rules in the Warhammer Rulebook with the following exceptions:

The Dark Elf player does not get any victory points for units under half strength. Instead, the Dark Elf player gets extra victory points equal to the value of the number of remaining models that have been run down, representing their capture.

If the Bretonnians kill either Lord Yeurl or the BSB, they gain 200VPs as if it was a captured standard (ie. it can be reclaimed). This can be claimed for both Lord Yeurl and the BSB for 400VPs in total. This is to represent the Bretonnians wanting revenge on Lord Yeurl etc. for enslaving their comrades. This means that they want his head! Thus his head (or that of the BSB) acts as a captured standard, but its worth twice as much.

This quarter, we bring you the first of the scenarios of the Skirmish Campaign, as well as the base rules to start you off

Base Rules:

The group:

This campaign revolves around a group of Druchii who will get better as the campaign continues, and therefore it is best to have the same group every battle.

At the start of the campaign, you have up to 110 points to spend on warriors from the following list, with the restrictions of picking at least 1 warrior, and a maximum of 7. Up to 25pts of this allowance may be spent on magic items, which may be equipped to anyone in the group. *Warrior*: stats as Lordling, but -1BS. Equip: hand weapon, light armour. 16 points. Options: Shield (+2p). Special rules: They may purchase +1 S for 5p less than stated after a mission

Corsair: stats as Reaver. Equip: 2 hand weapons, SDC. 18 points. Options: Light Armour (+2p). Special rules: may purchase +1 A for 5p less than stated after a mission

RXB warrior: stats as Warrior, +1BS. Equip: hand weapon, RXB. 17 points Options: Light armour (+2p). Special rule: may purchase +1 BS at for 5p less than stated after a mission

Shade: stats as Shade. Equip: hand weapon, RXB. 14 points. Options: light armour (+2p). Special rule: may purchase any stat upgrade for 2p less than stated after a mission

Trainee of Khaine: stats as Witch Elf, but -1WS. Equip; 2 hand weapons. 12 points. Special rules; frenzy, poisoned attacks, may purchase +1 I for 5p less than stated after a mission

All warriors naturally hate high elves.

You must include all these chosen warriors every battle unless otherwise noted.

You may have your warriors leave items behind, but they will not get any points for it and will not be able to get them back. However, the warriors must be able to hold all items at once – you do not have an immeasurably large 'bag'.

You may choose not spend all your points and keep them for later.

Later on during the campaign, you can spend points on new stats, equipment and rules.

Scenario 1: Assassination

Night has come over the land of The Dead, and black silhouettes appear at the horizon. A large Dark Elf raiding force sails silently towards the Eastern coast of the black gulf. A small boat sets out towards the north to land far from the main force. In the boat are some corsairs, led by their reaver, and an unusual combination other warriors.

About a moon ago, an aspiring necromancer attacked a small seaport in the south of Naggoroth, and sunk one of the greater vessels. This group of strangers has set out on a mission to assassinate the undead general.

Forces:

The Druchii force has, in addition to the group, 6 corsairs and the Reaver (see below). The undead player has a lvl 1 necromancer who can take up to 25pts of items, magic or otherwise, as well as 5 ghouls, 5 skeletons and a skeleton captain.

The Reaver: In their first mission, the group is under command of the reaver. This reaver is the leader of the force and gets the following bonuses; +1 leadership; +1 weapon skill.

The battlefield:

Use a 40"x 40" battlefield. Roughly in the middle, place a ruined land house on an somewhat open spot in a forest. The VC player sets up first and starts with the ruined land house. Then the players take turns in setting up the rest of the landscape, starting with the DE player. Remember that the middle of the battlefield should be fairly open.

Objectives:

The Dark Elves have to kill the necromancer.

DE succeed in taking the necromancer out of action: Victory

DE do not succeed: Loss

Deployment:

The defending player deploys his force first. This must be done within the ruined building. Then the DE may deploy their whole force. This is done within 3" of the western table edge. Before setting up the battlefield, both players must agree which table edge is to the west.

Who Goes First?

The Dark Elves, moving unseen through the bushes, go first.

Special rules:

Rout test: The Dark Elves are few in number, but are very determined to bring their first mission to success. Therefore, they will only make a rout test when 50% of the DE force is out of action.

Fight against the necromancer: When one of the group is within 4" of the necromancer, they will only fail their leadership test on a roll of 12, as they are determined to succeed in their mission.

Results/after game analysis:**Deaths:**

The Group: The group survives the battle regardless, however, if taken out of action, roll a D6. On a 4+, they must miss the next mission due to injuries.

Corsairs and the Reaver: For every corsair taken out of action in this battle, roll a D6. On 4+, the corsair dies and cannot be used in the next battle. On a roll of 3 or lower, the corsair lives and can be used in the next battle. In the next battle, any living cor-

sairs must be fielded. The reaver follows the same rules.

Points/Equipment:

Add up your (the dark elf player's) victory points. Divide it by 4, rounding up. This is the number of points you get, which can be used to spend on new equipment and skills for the group.

Equipment:

Shield (+2pts, not for Trainee's of Khaine, or Corsair)

Light Armour (+2pts, not for Trainee's of Khaine)

Heavy Armour (+3pts, not for Trainee's of Khaine)

2nd Hand Weapon (+3pts)

Great Weapon (+4pts, Warrior only)

Halberd (+4pts, Warrior only)

Repeater Crossbow (+7pts, not for Trainee's of Khaine, or Corsair)

Stats:

+1 WS: (stat you are upgrading to x 5)pts

+1 BS: (stat you are upgrading to x 5)pts

+1 S: (stat you are upgrading to x 10)pts (max of 4)

+1 W: (stat you are upgrading to x 25)pts (max of 4)

+1 I: (stat you are upgrading to x 5)pts

+1 A: (stat you are upgrading to x 20)pts (max of 5)

+ 1 Ld: (stat you are upgrading to x 10)pts

Please send in your results as a PM to Imdat Tauble as it will affect the next mission. Include the following information:

Reaver alive or not

Number of corsairs dead

Victory or loss

Victory points

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

A joke by Kaazmodan

21. You consider voting chaos at the next elections.

22. You Mental Duel your friends.

23. You play warhammer at realistic scales ie. on an oval and sneer at those who don't.

24. You wonder if your tadpoles will grow into skinks or sauruses.

25. You yelled out tactics to Mel Gibson throughout the screening of "Braveheart".

26. You try to locate your town on the old world map.

27. You make small offerings to Chaos before an important die roll.

28. You write a biology essay on how Goblins reproduce.

29. You laugh every time you hear the "Itzi bitzi, Tenehuini, yellow polka dot bikini" song.

30. You tattoo yourself with the skaven symbol.

31. You begin to write in dwarven runes.

32. You paint your models in a camouflage scheme. You repaint them before every game to match the scenery.

33. You cry when your general dies. You hold a funeral for him.

34. You re-write the rulebook.

35. You start a motion to add more distance to the inch.

Look out for more of these throughout the issue!

This quarter, we bring you our first previously unseen battle report! AvatarofKhaine and AvatarofSlaanesh have battled it out in a pitched battle using the Winter Weather rules in the Generals compendium. Will the Dark Elves prevail, or does Chaos have the strength to topple the revised Druchii? The only way to find out is to read on...

Pre-game Thoughts:

Mitchell (AoS): This is out to be a tough one. My experiences with Adrian's Druchii are bad: for example, last game, I had my Minotaurs attacked by Dark Riders and turned into pin cushions because they couldn't catch the damn things. I should be able to do something – after all, these used to be my Druchii. This should be a good game and it will be interesting to see how the snow terrain and scenario works out. Also in this game, I'm testing out my Chaos Knights for the first time, freshly converted from plastic warriors and Bretonian horses. At least the horses will do something anyway (Bretonian horses always hurt things more than the Bretonians themselves do). Being my first battle report, please send me any input on what we're doing wrong.

This is a totally new list for me and will prove interesting. I plan on screening the knights with the warhounds so that when the warhounds flee or die the knights won't care (thank Slaanesh for his mark). Saalar'Drak is going to be my Hero/Champion killer and the war machine hunter (or attracter of missile fire). The bindings of Slaanesh will let me chose the most advantageous model to fight. This gives me the upper hand when I want to kill off any dangerous characters. The Marauders are my support, and with Herijal to lead them they shouldn't die too easily. Bhuer'khan I have found to be not only a wondrous shaman but a valiant fighter, I plan on using the Gore Tooth to kill any small skirmishing units or mages that may come into his sight (hell he may even be able to take a small unit on with the Bear's Anger).

I know I can expect Dark Riders from Adrian as well as probably either Witch Elves or Executioners.

The land itself may be my greatest enemy, with the ability to slow my troops to a crawl the snow may prove treacherous, but I shall remember that that goes both ways!

May it be a fun game and may the blood of the Druchii flow!

Adrian (AoK): When I sat down to compose my army list for this battle, I knew one thing was going to be key. Taking down as many of the Chaos forces as possible before they hit me. I knew Mitchell was going to take Knights, because he was talking about his conversions. Playing a defensive army was my only option. Chosen Knights of Chaos are tough guys, and nigh impossible to bring down in close combat. Since they were Slaaneshi, I couldn't force them to panic with missile fire. Other than that, I saw no major obstacles. Marauders were lightly armored, and would die easily to my shades and Dark Riders, and the same applied for Warhounds. A minor obstacle would be his magic. My lack of magic left me vulnerable to the Whip of Pleasure. Due to some recent converting I had done, I was left with only four Dark Rider models, but I asked Mitchell if this was alright and he said it was fine (As long as we said that the Dark Rider was captured by the Chaos forces). I really didn't like leaving the entire battle to the luck of my shooting, but I usually have good luck, so I trusted it to continue. So I went forth with a Dark Elf defensive army, with my fingers crossed, and my glue in hand (I had dropped one of my spearmen just before the battle).

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Army Lists



Dark Elves

Characters:

Tilnaer Jadaefist:

Noble, Lifetaker, Blood Armor, Sea Dragon Cloak, Shield, Dark Steed - 141 Points

Rotaril Lariun:

Noble, Two Hand Weapons, Heavy Armor, Sea Dragon Cloak, Amulet of Protection - 97 Points

Core

4 Dark Steeds, Repeater Crossbows, unit contains Tilnaer Jadaefist - 120 Points

10 Corsairs, Champion, unit contains Rotaril Lariun - 110 Points

15 Warriors, Shields - 120 Points

Special

10 Witch Elves of Khaine, Champion - 142 Points

5 Shades - 70 Points

Rare

2 Reaper Bolt Throwers - 200 Points

Total: 1000 Points



Slaaneshi Chaos Characters

Saalar'Drak: Exalted Champion of Slaanesh, General, Great Weapon, Bindings of Slaanesh, Steed of Slaanesh – 214 points

Herijyal: Aspiring Champion of Slaanesh, Bane Shield – 130 points

Bhuer'Khan: lvl 2 Bray Shaman, Braystaff, Chaos Armour, The Goretooth – 171 points

Core

5 Chosen Knights of Slaanesh, Full Command, Rapturous Standard – 325 points

6 Warhounds – 36 points

14 Marauders, Flails, Full Command – 123 points

Total: 999 points

Deployment



The Battle

Dark Elves Turn 1

As my deployment finished up, we rolled to go first. And what luck! Rolling a 7 (I got the +1 for finishing deployment first), I got to go first. Unfortunately, the Winter Weather rules took a toll on my Dark Riders, causing them to lose a weapon skill and a Ballistic Skill while they shivered and froze. In the movement phase, I decided to let Mitchell take the game to me. I moved my shades into range of his Warhounds, and otherwise, did not move. This turned out to be a bad move on my part, as my Dark Riders were out of range. Skipping the magic phase (I didn't have a mage), I continued onto the shooting phase. I immediately saw my opportunity when Mitchell had decided to shield his Bray shaman with Warhounds. A costly mistake. My shades let loose a volley of missile fire, but only manage to kill one Warhound. Turning my Reapers towards the Warhounds, I unleashed 6 bolts at them, managing to kill three. Mitchell's general was across the field, so they promptly failed their panic test, and fled off the board. Score one for the Dark Elves! The second RBT turned it's attention towards the now unguarded Bray Shaman. Managing to hit 3 times on 5+ helped a lot, and wounding three times helped even more! The Bray shaman bit the dust. Satisfied with the results of my turn, we opened up the book and Mitchell rolled for his Winter Weather.

Chaos Turn 1

Damn! Bhuer'Khan is dead already – stupid me for trusting warhounds to cover anything. Winter Weather hits and the marauders passed their test and didn't get cold. Saalar, atop his Steed of Slaanesh charged the shades while the rest of my army simply advanced. Saalar killed 3 shades and ran them off the board. Wow – close combat on turn one! I like movement 10.



Dark Elves Turn 2

Curses! I had placed my shades within charge range of his Steed of Slaanesh! Now they were gone! More curses! Oh well, I still had another shooting phase before the Chaos forces reached me. Unfortunately, I rolled badly on the Winter Weather table, and all my units had line of sight reduced to 12". Things were not looking good. My Dark Riders ran around behind the knights, to prevent them from marching towards me, but failed to kill any with their shooting (although I expected that). Writing off this turn as an unfortunate mistake, I cursed again and passed the dice off to Mitchell.

Chaos Turn 2

BOOYA! No casualties this turn. My knights attempted to charge the corsairs but didn't make it. Snow drifts in the way didn't help thing – neither did the marauders, failing their charge. No close combat, so no more turn for me.



Dark Elves Turn 3

The freezing cold penetrates through the thick cloaks of my Corsairs, and they have reduced Weapon Skill and Ballistic Skill this turn. The chill wind also rips through my Warriors and my Dark Riders. Luckily, none of these were planning on charging this turn. And what luck! Mitchell had failed both his charges. Now it was my turn. My Witch Elves charged into the marauders, but the Champion of Slaanesh decided to stick around, even though the marauders were panicking at the sight of the naked ladies charging them. Slaanesh, after all, did like that sort of thing. Running my Dark Riders behind his lord to prevent him entering the fray was a good idea, but I again failed to capitalize with my shooting effort, and failed to wound both the steed and the Exalted Champion riding it. Deciding that I didn't want a full unit of Chaos knights slamming into my corsairs, I turned the Reapers at them and unleashed a pair of Single bolts. Chances were I would kill two knights. Of course, my luck hadn't been too strong this game, and I only hit with one shot. Oh well, that's one less knight my corsairs had to deal with when they got charged. The second close combat phase in the game went very much in my favor. The aspiring Champion, seeing his units fleeing away around him, completely forgot that he could challenge the Witch Elf champion, and so I took all of my attacks. Getting three 6s was very fortunate, and then wounding 3 more times meant that Mitchell had to save at least 5 wounds on a 3+ save. With dreadful poisons coursing through his system, the Aspiring champion fell. His bane shield kicked in at that point, taking four of my beautiful Witches with him. My overrun move put me close to the fleeing marauders, and I smiled a wicked grin. The tide was beginning to turn.

Chaos Turn 3

This is the shortest turn ever, 2 dice and 10 seconds later it was Adrian's turn (grumble grumble snow storm not letting me move)



Dark Elves Turn 4

What incredible luck! My opponent misses his turn! Another round of shooting! Yay! But, as they say, every silver lining has a cloud, and the Winter Weather caused my Dark Riders, Witch Elves, and one Reaper to lose a point of Weapon Skill and Ballistic Skill. I toyed with the concept of moving my corsairs to block his charge at the Reapers, but figured that they were going to be broken anyway; I don't want the Reapers being overrun into. So, with a careful adjustment, I maneuvered so that if the Knights charged the reapers, they would clip the corsairs. A well planned strategy. The Reapers took another knight off his saddle, and I rejoiced in that. My Dark Riders, still screening the Steed of Slaanesh, caused a wound on the vicious beast. Now I just had to watch when the Knights charged my corsairs. They were the only threat left on the field.

Chaos Turn 4

Thank Slaanesh the winter weather didn't affect my immune to psychology army. So I finally was able to charge the corsairs, unfortunately the other side of this was my marauders finally running off the board. The noble in the corsairs challenged my champion. Accepting, the champion declares "this ought to be fun." Around the two combatants, the knights slaughtered 3 corsairs while the corsair's puny blades bounced off the heavy barding and armour of the knights. Even the Mighty noble didn't scratch the champion's armour, receiving a wound for his insolence. Running from the slaughter, the corsairs were brutally run down as the knights didn't even slow their steeds from the charge to chop off some heads.



Dark Elves Turn 5

I had higher hopes that my General would actually DEAL some wounds, but it was not to be. Oh well. I moved my spearmen so that they could be charged by the Steed of Slaanesh and it's rider, in the hope that they would hold out as well as they do against empire knights (my spearelves always win against empire knights who charge them). My Reapers turned towards the knights, and the Witches began to run back towards the battle after chasing away the marauders. Another knight was unseated to the hail of bolts, being the Musician. My constant battering had reduced the group to a Standard Bearer and a Champion. They still had to turn around too. Which meant another barrage of missiles.

Chaos Turn 5

Again the winter of the north was merciful, not doing anything to my army, but the situation looked grim anyway. Saalar charged the spearmen, as the puny elves soiled their skirts in fear of the massive champion of the dark lord. Killing three of the elves, Saalar's steed ran into one of the spears, taking a wound.



Dark Elves Turn 6

This was my last turn. My Witches were out of it, so I let them be. My Reapers continued to barrage the knights, and even managed to kill one. My Dark Riders were now out of charge range of the Steed of Slaanesh, so they ran towards the knights. Their part in this battle was over. With Mitchell down to only his Standard Bearer, I turned to the close combat phase. My Spearelves managed to kill the Steed of Slaanesh, and the Exalted Champion broke, but managed to escape the trampling feet of my Warriors. Now I was scared for my RBTs however. The lone knight with his standard was beginning to bear down on them.

Chaos Turn 6

My knight took one last valliant charge into the Bolt thrower that had felled so many of his kinsmen. Saalar'Drak rallied, but to no avail – this battle was lost. The knight managed to kill 1 of the crew.



Concluding Remarks

"All you luck are belong to us!"

In conclusion, Mitchell got all the good luck. Not really, but it's the only thing I can complain about, so I'm going to. First with my Dark Riders causing a total of one wound all game, then my General not causing any. My Reapers should have killed all the knights before they got to me, and my Warriors should have run down his Exalted Champion. Instead, he gets half VPs for the standard bearer, and his VPs for the Exalted Champion. All in all, however, I found this game very interesting. Mitchell certainly threw some curve balls that I didn't expect, most notably running with his Marauders. I wanted to slaughter them like lambs. Instead they ran off the board. It should have been a massacre. I only got a Minor Victory. A sad day for the Druchii.

"I hate this snow!"

It was amazing that I even pulled off a minor loss. Thinking about it, I think we forgot to calculate table quarters, but I also forgot to use the soft cover from the snowdrifts and so it all works out. The knight surviving helped my victory points. I hate the snow - this could've all worked differently if I hadn't rolled double 1's and ended my 3rd turn; I might have gotten a draw. Next game I will play with more knights and nothing as slow as marauders, this was fun and we must play another game for a battle report.



The last lone Chaos Knight charges down the Reaper Bolt Thrower in a futile attempt to gain some much needed VPs.

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

A joke by Kaazmodan

36. You start to gain a skaven accent.
37. You publish the liber bubonicus.
38. You grow bansai trees on your table to use as scenery.
39. You invent statistics and special rules for your girlfriend. You give them to her as valentine's gift.
40. You send your scripts for "Gotrek and Felix- fearless warriors" to the local TV channel.
41. When asked who your heroes are, you answer, "usually one plague priest leading the plague monks and a few chieftans scattered around the clanrats."
42. You work out every single 2000pt skaven army allowable under the rules. You keep them all in a filing cabinet.
43. You start to call your mother-in-law Hellebron.
44. You have a two sheds full of polystyrene.
45. You write as your new year's resolution, "to fulfill the grail quest."
46. You install a screaming bell instead of a car horn.
47. You create WHFB-WH40k-Necromunda-Epic to allow you to use all of your models at once.
48. You ask the airlines if you can fly gyrocopter.
49. You wonder at what altitude an aeroplane could be considered "flying high."
50. You take the time to read 100+ E-mails a day about WHFB and are able to convince yourself that its worth the effort!

Look out for more of these throughout the issue!

This quarter, as always, Khaine has come and answered the questions on the minds of our members. Will anyone appease him? Somehow I doubt it...

Hello mr. Khaela Furdiekh Mensa Farmiekh Khaine.

So, to my question, I've been wondering for some time now why one of your names is "Farmiekh". Did your parents live on a farm and name you thereafter? I don't know if I could imagine you as a little godchild running around with a lot of acne. Oh, and how many names do you have? Could you list them for me?

Kondheron Kynthlir

Konhedron,

You are stupid. Very stupid. When you address your god, you do not call him 'mr.' with a small m. You call him Almighty One, or you shall invoke his wrath. Now as to your question, it shows that you are even more stupid, in a stupid way. Why do you expect me to go down to your level and tell you my name? And why do you dare to ask about my parents - that is sensitive information - do you expect me to give it willingly, just so you can use it against me? You will never know my full name, as no-one ever will. To know one's name is to have power over them, and seeing as I know yours, Konhedron Kynthlir, you are under my power! Muahahahahahaha!!! Muahahahahahaha!!! You will never escape! You are under my power, and not you, not anyone, not even my psychologist can stop you from feeling my wrath! "Requiring anger management" - why would I require management? And how is my anger out of control? If you don't apologise to me right away through the sacrifice of lots of slaves, i shall <editor's note - This description is rather gruesome and was thus left out. It may be noted that Khaela Mensa was rather displeased with his psychologist's recent report> AGGHHH you stupid editor. I shall... no... must... not... let... anger... get... hold... will... not... kill... stupid... inferior... editor... calming... down... slowly... taking... DEEEEEEEP breath. Ahhh. That's better. Now go sacrifice 100 slaves in a nice creative way. And be quick about it.

Khaela Mensa

To Khaine, my man... elf... God... whatever.

There something I've always been curious about. What exactly do you live in? I know it's a kind of a weird question (and would sound extremely dodgy if I was asking for your address as well), but it's always bugged me.

So - what do you live in? An apartment, a flat, a house or is something a bit more grand like a castle or a tree made of jelly with skulls and

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bottle caps stuck in it?

Your cultist, Soreal.

To Soreal, my cultist, human, elf, stupid piece of crap, whatever...

Before I strike you down and reprimand you for your insolence, calling me a 'whatever', I shall answer your question. I live in a nice little apartment on a Tilean beach with a good frontage. Oh, and my name is George, and I like to be cuddled. WHERE DO YOU THINK I LIVE?!?!?!? I live above you, beside you, next to you, everywhere at once. One of those places is a nice Tilean beach with a good frontage, but while I'm there, I also happen to reside inside your head. So you better watch out.

Now, back to your insolence. CALL ME WHAT I AM - your revered god. You call yourself a cultist, but then you dare call me an elf? A mere elf? You dare put me on an equal footing as you??? You had better not do that again or I will <editor's note: this description was rather gruesome and was therefore deleted due to th... ahhh... pressure on neck... dying... Khaine doesn't like... me... help... dying... choking... no air... help... almost dead... o damn... I'm dead now. No really, I am. Really, my dead body is typing this> Sorry about that Soreal - I had a little business to attend to. Now, as I was saying, you had better not do that again, or you know what will happen. Now go and say 50 "Hail Khaela Mensa" and torture a slave... and a goat.

Khaine, the one to which the ever-growing pile of dwarf-heads behind my tower is dedicated,

Do you find it a bit weird when one of your worshippers kills another? Would you rather that they killed the worshipers of someone silly like Ulric?

And that begs for another question; I am stuck in the inferior realm of mortals, what is the realm of deities like? Can you go over and throw spits at Sigmar or Mork? Do you ever poke Khorne for fun or try and see if you can get things to stick to Nurgle?

Hmmmm...And also, what's the best sacrifice that you can remember?

I thank you for your time. I promise that during the calendar date known to my sorceress as "thanksgiving" I shall add greatly to the aforementioned pile. A fitting thing to be thankful for, a pile of heads, no?

Lancer Seitetsu

Lancer Seitetsu,

Finally - someone who appreciates my power! You're address is almost half-worthy of me - the only part you are missing to make it to the full 0.5 is that our enemy is the HIGH ELVES - not those stupid drunk Dwarfs. You are missing the point entirely - Dwarf Heads - I really don't know what I shall do with you people. You can never get it right - rather pathetic actually. You will do better, or you shall feel my wrath.

Now, onto your questions: Every time one of my worshipers kills another of them, it

strengthens both parties, although one is never alive to see it. I would rather a few good warriors than a plethora of really crap guys who can't hold a dagger in their preferred hand - would you?

The Land of the Deity's is nice. I am not allowed to discuss it further - some certain sticky gods might get offended... but there was that one time that we pulled down Sigmar's pants while he was appearing in a vision to one of his puny humans - what was his name... oh yeah - Valten Senior. Sigmar got a bit pissed off, went and made his son some sort of wonder boy. If you smite him to death and add him to your pile of heads, it would be rather amusing I should think.

The best sacrifice I can remember was when Tullaris lined up one thousand slaves in a row and put giant-sized dominoes between them - with spikes of course. Then he got the first to fall, and boy was that funny to watch. The whole thing was a huge mess to clean up afterwards, but it sure does show devotion to your God when you have enough slaves to clean up after a mass killing of another whole lot of slaves. That sacrifice was only slightly better than the crossfire massacre of '84 - now that was fun - all those slaves in a pen, shooting each other. There was only one left at the end, but he was soon killed by a few doom bolts.

Now, seeing as I have finished with your questions, go and kill off some High Elves and make a proper shrine. Then you can celebrate Thanksgiving.

Khaela Mensa.

Why does Slaanesh exist within DE society when obviously K. M. Khaine is the True God of the DE race?

Andrathas the Executioner

What, no salutations? No attempts to get me on your good side? Just a simple question? I am getting sick and tired of this - can't you guys get it right? I feel like packing it up and moving north - at least there I might be respected. And then I'd have some fun throwing volcanoes at you...

Anyway, for your question, the Cult of Slaanesh was a favour I made to the God in order to... don't worry, that's god politics, and I don't expect you puny elves to understand any more than you would about parallel universes... hahaha... stupid elves... thinking that they could possibly be parallel. Anyway, the cult is, for all of your intents and purposes, under my control. I was always and still am the one true God of the Druchii. Unless you piss me off more and force me to get some proper followers that is. Geez, how long has it been, like almost a year, and still you fail to address me properly! I AM YOUR GOD for heavens sake, not just some stupid goat with a brain the size of a planet! Now go and find some High Elves and sacrifice them, before I decide to sacrifice you.

Remember to send any and all of the questions that you wish to ask Khaine to either Imdat Tauble or Z'gahn. And please be polite—we don't want to lose another editor!

To Make like a Slave

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Quarterly

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Other contributions by: /\V/\