



THE DRUCHII HERALD

The Web Magazine of Druchii.net

May 2007

Table of Contents

1 Game-Winning Magic In 7th Edition Warhammer

By Dyvim Tvar

Magic was supposed to be nerfed in 7th Edition. Not quite.

10 Blood in the Streets

By the Druchii.net Mordheim Project Team

Mordheim meets the Land of Chill

20 The History of Flesh and Blood - Part 2

By Jeffleong13, General Kala, Voodoomaster, and Darkprincess

The chronicle of the Dark Elf civil war continues.

26 The Underway

By Iyagd & Dark Harlequin

A scenario best played in the dark.

28 Cauldron of Blood

By Khaela Mensha Khaine, God of Murder

Our lord and master answers your pitiful questions

32 Credits

....where credit is due.



Game-Winning Magic in 7th Edition Warhammer

by Dyvim Tvar

Overview

The early buzz about the magic phase in 7th Edition Warhammer Fantasy Battle was that magic is weaker than in 6th Edition. The miscast table has become more dangerous, and wizards can no longer share the Power Dice they generate—you can no longer use a cadre of low-level casters as Power Dice “batteries” for a level 4 mage.

In practice, the early concern about weaker magic seems to have fallen by the wayside, and for good reason. The basic eight spell lores from the Warhammer rulebook have been improved substantially, including the Shadow and Death lores that Dark Elves can access. For example, Pit of Shades and Doom and Darkness—two 6th Edition spells with high casting costs and marginal in-game value—have gotten better to the point that they can be game-breakers if used in the right situations. Spell casting has changed so that it is more of a high-risk, high-reward endeavor. This article is about maximizing that reward and minimizing the risk so that magic can help you win games.

Before I go any further, I want to mention that this article does not give advice about army *construction*. This article is about making the most of the spellcasters you have already taken.

Casting Order—Save the Big Stuff for Last

If you are going to have a successful offensive magic phase, you need to force your opponent into hard choices about what spells to try to dispel, and what to let through. You need to have enough magic that your opponent won't be able to dispel everything you cast. In some cases, this won't happen until later in the game, after your opponent has burned through all available dispel scrolls or after you've killed off some enemy wizards or generators of dispel dice.

To force your opponent into those hard choices, you need to maximize the number of spells you cast successfully in each magic phase. Try not to give your opponent any “freebies.” Every time you try to cast a spell and fail, you make it easier for your opponent to manage remaining dispel dice and scrolls. Next to a miscast, the worst thing that can happen in your magic phase is to fail to cast a spell at the beginning of the phase. It just makes it easier for your opponent to defend against your remaining spells.

Although a failed casting roll at the beginning of your magic phase can make things much easier for your opponent, a phase-ending miscast is even worse. So in order to keep the pressure on, you also need to avoid miscasts early in the magic phase.



Obviously, if you roll more dice, there is a greater chance of a miscast. The exact percentage chance is in Table A.

As the table illustrates, the risk of a miscast goes way up when you start rolling more dice. With 5 power dice, you have about a 20% chance of a miscast—a pretty big risk. Planning on throwing four or five dice at casting Black Horror? Save it for the end of the magic phase so that a potential miscast won't shut you down completely. This general rule holds true even if your caster is carrying the Soulstone (which allows you to avoid the effects of a miscast). Although the Soulstone might allow the magic phase to continue, the miscast still results in wasted dice and less pressure on your opponent.

The goal isn't to avoid miscasts entirely—there isn't much you can do about that—but to minimize the potential effect of a miscast. A miscast late in the magic phase is much less harmful than a miscast early. To minimize the possibility of an early miscast, start with the spells that you are only rolling 1 or 2 dice on and work your way up. A corollary to this rule is that all other things being equal, you should cast with your low-level casters first. The simple reasoning is that if you do suffer a disastrous miscast, it is much better to lose a level 2 Sorceress than a level 4 High Sorceress.

Remember, there is nothing that requires you to cast all your spells from one caster before moving on to the next, so bounce around a bit if necessary, casting a spell with one Sorceress, switching to a second, and back to the first for a spell that requires more power dice. So in planning your magic phase, you should prioritize your spells as follows:

Low level caster—Low number of Power Dice



High level caster—Low number of Power Dice



Low level caster—High number of Power Dice



High level caster—High number of Power Dice

Again, this casting order won't avoid miscasts completely, but should help minimize their effects.

The one obvious exception to this general rule on casting order is "Remains in Play" spells. Since these spells expire if the caster tries to cast another spell, they should always be the last spell a particular caster tries, even if it is not the one with the highest casting value.

Dice Used	% Chance of IF	% Chance of Miscast
1	-	0
2	2.78	2.78
3	7.41	7.41
4	12.73	13.19
5	17.82	19.62

Table A

Use of Bound Spells

As a rule, Bound Spell items should be used first in the magic phase. The primary reason is that a Bound Spell requires no casting roll, and there is therefore no chance of generating a miscast. If you cast a regular spell first, there is a chance of a phase-ending miscast, and you won't get a chance to use your Bound Spell at all in that turn. Also, since a Bound Spell always works, it keeps the pressure on your opponent in managing dispel dice and scrolls. Your opponent has to decide whether to use dispel dice for the bound item or whether save them for a later spell. If you cast a regular spell first and fail, it allows your opponent to save dispel dice for the Bound Spell or for other spells.

Having set out the general rule, there are a couple exceptions to that rule. The first exception is that if you are playing in a "closed list" environment (i.e., you do not exchange lists with your opponent beforehand), you might want to save your Bound Spells for last—at least the first time you use them. If you catch your opponent with no remaining dispel dice, a bound item can be a nasty surprise. Once a multi-use bound item is revealed, however, you should then start to use it at the beginning of the phase.

The second exception to the rule is Bound Spells that are one-use-only. If you try to use them at the beginning of your magic phase, they will simply draw dispels and you will never get to use them again. But if you save them for the end of your magic phase, you can wait for a phase when your opponent has no remaining dispel dice or scrolls. Even if you are playing in an "open list" environment, the threat of a one-use-only Bound Spell can sometimes cause your opponent to conserve dispel dice or scrolls. If that happens, the Bound Spell item has served a valuable purpose in that your opponent probably let some of your other spells through. If your opponent saves dice or scrolls for your one-use-only Bound Spell, just wait for a

turn when your opponent is out of ways to stop it. If your opponent keeps saving dispel dice for it, the item continues to serve a purpose as a decoy since those are fewer dispel dice to use against your other spells.

Regarding particular bound items, the Wand of the Kharaidon from the 6th Edition Storm of Chaos campaign should be used in every magic-heavy Dark Elf army if your group allows it. A strength 5 magic missile that you can use every turn (barring that roll of a “1” . . .) is just too good to pass up. But leave it at home in a low-magic army (fewer than 5 casting dice) — you’ll just be giving your opponent something to throw dispel dice at and you are unlikely to derive any benefit. The Wand follows the general rule for bound items—it should be used at the beginning of the magic phase, forcing your opponent to either take some strength 5 hits or drawing the use of dispel dice.

The Ring of Darkness is an interesting Bound Spell item. It is a bit on the expensive side, but it provides a good benefit to a combat character. Being hit only on a 6 is no joke, as anyone who has fought a Treeman with the Annoyance of Netlings can tell you. The Ring is a good item for a Highborn or Noble who is the general of an otherwise magic-heavy army. It stands a good chance of being let through if your opponent has other magic to worry about, and once it has been successfully cast, many players will forget to save some power dice to try to dispel it in their own magic phase. But remember that you can choose to end it at any time. A sneaky trick is to end the spell and recast at the beginning of your magic phase when you have something big planned. If your opponent lets it go, it’s no loss to you. But if your opponent throws some dice or a scroll at it, the recast of the spell from the Ring can pave the way for something really nasty later in the phase. The Ring is not a great choice for a Sorceress or High Sorceress, however. Because it contains a Remains-in-Play spell, you cannot maintain the effect of the Ring and cast other spells.

The Crystal of Midnight and the Rubric of Dark Dimensions are not general-use items and should not normally be taken. The Crystal only works if an opposing wizard fails a leadership test, and then it causes the wizard to forget a random spell. So even

if it’s not dispelled, it does not have a guaranteed effect. And if it does work, the effect might not be meaningful—the opposing wizard might forget a spell that isn’t very effective. The Crystal can potentially be useful when used on a Skaven Warlock Engineer since you know that if it works it will get rid of a dangerous spell (Warp Lightning), but the Skaven leadership boost for being in a ranked unit can make a Warlock Engineer resistant to the Crystal.

Similarly, the Rubric is not a good general-use item since it requires the bearer to be in base contact with the enemy and because it requires a subsequent failed strength test to be effective. Granted, it can be devastating if it works, but the Rubric costs 50 points. That prevents hero-level characters from carrying any additional magic items, and seriously limits the options for a lord-level character. The Crystal and Rubric don’t have much place in the Druchii magic phase and should not be taken except when you have some advance knowledge of your opponent indicating that the items could be effective in a particular game.

Budgeting Your Power Dice—Keeping up the Pressure

Again, a successful magic phase depends in large part on maximizing the number of successful spells each phase, forcing your opponent to let some spells through rather than dispelling everything. And to keep up the pressure on your opponent, you need to make sure you are rolling enough power dice to give yourself significantly better than a 50% chance of successfully casting each spell. It does you no good to try to cast several spells at a low percentage of success. Only a couple will get through, and your opponent will have an easy time dispelling them.

Table B sets out rounded percentage chances of a successful cast, taking into account the probability of a miscast (automatic failure).

% Chance to Cast		Casting Value										
		3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+
Power Dice	1	67	50	33	17	-	-	-	-	-	-	-
	2	97	92	83	72	58	42	28	17	8	3	3
	3	93	93	93	91	88	82	74	63	50	38	26
	4	87	87	87	87	87	87	85	83	80	73	65
	5	80	80	80	80	80	80	80	80	80	80	78

Table B

Note : Table B does NOT consider the Dark Elf +1 to cast. Simply look one column to the left of the spell's base casting value to get the chances of a successful cast by a Dark Elf Sorceress.

The green squares in Table B correspond to what I consider to be the ideal number of dice for a given casting value. They generally reflect situations where you are getting the maximum out of each power die. For example, rolling three dice when needing a 9+ gives an 74% chance of success—roughly 25% of success probability per die. Rolling four dice gives a higher chance of success at 85%, but it is less efficient since you are only getting a little over 21% of success probability per die.

There are a couple exceptions to this general pattern. The first is spells requiring a 4+ to cast (taking into account the Druchii +1 to cast, this includes Dark Hand of Death and Chillwind). These spells present an interesting conundrum. If you roll two dice, you have a 92% chance of casting (a ratio of 46% percent per die), and it's almost a sure thing that you will be successful. If you roll one die, you have a 50% chance of casting, which is actually a slightly more efficient use of dice (and you have no chance of a miscast)—but you also have a 50% chance of failure. So what to do? It depends on how many of those 4+ value (5+ for Druchii) spells you are planning on trying to cast. If I'm only casting Chillwind once, I'll throw two dice at it to make sure it goes off, and the table reflects this preference for two dice. But if I am running multiple (three or more) casters who are all going to cast low value spells, it can be better and more efficient to throw a single die for each attempt.

The second exception is that I prefer to use four dice when casting a spell when I need a 10+. Although it is slightly more efficient to use three dice (a ratio of 21% of casting per die) than it is to use four (a ratio of just under 21%), I want that extra die for insurance purposes. A 37% chance of failure is unacceptably high when the potential consequence is wasting three power dice.

The yellow squares in Table B represent acceptable but non-ideal numbers of power dice to roll for a given casting value. For example, if you need to roll a 7+ to cast, you have a 58% percent chance of casting if you roll only 2 dice. The chance of failure (42%) is a bit high for comfort, but you might go for it if your budget of power dice is tight.

The orange squares represent situations to be avoided. Rolling more dice doesn't always result in

a significantly better chance to cast, and it can actually decrease the chance of success because of a greater risk of a miscast. And rolling too few dice generally results in wasted dice and should be avoided.

The key to success is to make a plan at the beginning of the magic phase of which spells you are going to cast and how many casting dice to use for each one. You should normally deviate upwards from the ideal number of power dice only if you have a single leftover die after budgeting for all the spells you want to cast—if you have two leftover dice, that generally means that you should be planning to cast an additional spell. When deciding which spell to use an extra power die on, use the extra die in a way that will maximize its value. For example, it is better to add a third die on a spell when you need a 6+ to cast (raising your chance of success by 19%) than it is to use a fourth die on a spell when you need an 8+ to cast (raising your chances of success by only 5%).

Similarly, you should try not to deviate downwards from the ideal number of dice on multiple spells, since that can result in a lot of wasted dice (using single dice to cast Chillwind or Dark Hand of Death multiple times is a potential exception). If you do plan to deviate downward from the ideal number of dice on a spell with high casting value, make sure you do it on the spell you plan to cast last. That way, if you fail to cast it, there will not be any negative effect on the rest of the magic phase.

Arcane Item Selection

If you have any intent to have an offensive presence in the magic phase, you should definitely boost your capabilities with Arcane items for your casters. Bearing in mind that (with the exception of scrolls and stones) you can only carry one Arcane item per character, how exactly should you equip a Sorceress?

Soulstone – Although some players believe the Soulstone is a necessity for a High Sorceress to protect her from a potentially disastrous miscast, I'm not one of those players. Other than a result of snake-eyes, none of the miscast results are truly disastrous. Most results just do a single hit against the caster, and a ward save will protect against any of them. Plus a High Sorceress does have 3 wounds and the ability to replenish lost wounds with the right spell selection. The Soulstone is a nice piece of insurance to have for an expensive character, but I would rather use my single Arcane item slot to boost her offensive capability.

Darkstar Cloak – The Cloak should be included in every army with offensive magic—that extra casting die can equate to several successful spells over the course of a game. If you are running a High Sorceress, I consider the Cloak to be the best piece of equipment for her since, unlike in 6th Edition, she cannot use dice generated by other casters. Having access to 7 dice rather than 6 makes your High Sorceress much more flexible in her casting choices. Although the Cloak is also a good choice for a level 2 caster, it should generally go on your High Sorceress even if she is being supported by lower level casters. A level 2 will frequently only be casting one spell per turn, and it can tie your hands tactically to commit 3 power dice to her – especially when she is only casting a basic magic missile that doesn't need 3 dice.

Tome of Furion – The Tome is another good item for a High Sorceress, but falls slightly behind the Cloak in my estimation. On a High Sorceress, it helps you make sure you get the spells you really want. Almost nothing is worse than taking the Shadow Lore with a level 4 Sorceress and missing out on both Pit of Shades and Unseen Lurker. The Tome of Furion can keep that from happening. The Tome is also a good item for a level 2 caster since it gives her a greater chance of getting a good spell beyond the default spell. Along with the Cloak, I believe the Tome belongs in every Dark Elf army that plans to do damage in the magic phase.

Black Staff – The Staff is pointless for a level 4—you really should not be rolling more than five dice on a spell. It can be good on a level 2 to give a better chance of casting high-value spells, but it's wasted points if her second spell is of marginal value. It is not a must-have item, and there are normally better uses for your magic-item points.

Power Stones – These are a great items, especially since they can be taken in addition to other Arcane items. They are a nasty surprise when your opponent thinks you are out of casting dice, and they are highly recommended in closed-list environments where you don't disclose what items your characters have until you actually use them. Even in an open-list environment like many American tournaments, they can help overcome (for a turn, anyway) the 7th edition limitation against wizards sharing the power dice they generate—your High Sorceress could potentially cast all her spells in one turn with the assistance of power stones. A Power Stone can also be of use to a level 2 since the bonus dice allow her to exceed the normal limit on casting dice – she could cast Pit of Shades

or Black Horror and have a reasonable chance of being successful. A Power Stone is an especially good choice for a level 2 who is equipped with the Tome of Furion since she is very likely to have a spell that would otherwise be hard to cast.

Staff of Sorcery – Leave it at home. Defending against enemy magic is not the focus of this article, but I will say that there are more points-efficient options than the Staff of Sorcery for magic defense—the Seal of Ghroind and dispel scrolls are both better choices. The two exceptions are if you know you are going to be fighting Tomb Kings or magic-heavy Ogre Kingdoms. The extra +1 to dispel can be a big help in dispelling the single-die incantations cast by a Tomb King or Tomb Prince. You can frequently throw 1 dispel die and still stop the incantations, giving you more dice to dispel the incantations from the Liche Priests. Similarly, a lot of Ogre Kingdoms players will cast multiple Gut Magic spells per turn, using only one power die per attempt, and the Staff of Sorcery can help shut it down.

Spell Lore

No article about the magic phase would be complete without a discussion of the spells available. After all, having a massive amount of power dice and avoiding miscasts means nothing if you have useless spells from the start.

Probably the most important factor in picking a lore or lores for your army is the utility of the default spell. This is especially true when it comes to choosing spells for Sorceresses of level 2 or level 1. If the character does not have a useful spell she can reliably cast every turn, you are wasting power dice (and points). You are also negatively impacting the rest of your magic phase. Your opponent can ignore that low-level caster and focus on the spells coming from others.

So which lore should you use? It depends a bit on your opponent and your own army build, but I consider Dark and Death to be on approximately equal footing. Shadow Lore probably features the single best spell of the group (Unseen Lurker), but the lore as a whole has drawbacks that make it less than ideal in most situations.



The Dark Arts

Dark Magic is an excellent lore, with a good mix of damage-dealing and control spells. The lore really shines against shooty armies since Chillwind, Word of Pain and Dominion can all shut down enemy missile fire. The lore is a great choice against Empire and even Dwarf gunlines, skink-heavy lizards and shooty Wood Elf, Dark Elf and Tomb Kings armies. Against enemies with a fair amount of missile troops, Dark magic should be the lore of choice, especially for low-level casters who can sling Chillwind at the enemy. Since only one spell really requires 4 dice to cast, the Dark Lore is a viable choice for any level of Sorceress.

Chillwind – (2 power dice recommended) The ability to stop an enemy from shooting is a great add-on to a basic magic missile spell. The long range of the spell allows a Sorceress to cast it from a safe distance. A great spell against missile-armed cavalry units since such units tend to be small and easily panicked.

Doombolt – (2 power dice recommended) At strength 5, one of the stronger magic missiles in the game. With a -2 armor save, even knights have to worry about this spell.

Word of Pain – (3 power dice recommended) A spell with a long range, Word of Pain is good for shutting down enemy missile troops that rely on ballistic skill. It can also be cast into combat to make it easier for your troops to hit and harder for the opponent to strike blows. A useful but situational spell.

Soul Stealer – (3 power dice recommended) Soul Stealer is a highly situational spell that is severely limited by its short range. Against horde infantry, which tends to have low toughness and poor armor, it can be as good as Black Horror if you can get within range to cast it. A High Sorceress on a flying mount makes the best use of this spell, since she can hop around and stay close to the enemy. Since Soul Stealer can be cast into combat, it can be useful for thinning the ranks and numbers of an enemy unit in advance of the close-combat phase.

Dominion – (3 power dice recommended) Dominion can be a game breaker if cast at the right time. The ability to stop an enemy unit from moving can set up that enemy unit for the kill, or it can clog up the entire enemy advance if cast on a screening unit. Dominion is somewhat hampered by its relatively short range. The ability to stop spell casting can also be used to shut down a good portion of the enemy magic phase. Cast Dominion on a level 4 wizard and that's 4 power dice your opponent cannot use. The ability to prevent shooting is good against things like war machines that don't require ballistic skill (things that Word of Pain doesn't work against). Although if your Sorceress is close enough to cast dominion on a war machine, she may be in a bit of danger . . .

Black Horror – (4 dice recommended) An awesome damage-dealing spell with good range. The large template allows you to cover entire infantry units. Strike fear into Dwarfs everywhere with this one. A superior spell to Pit of Shades against most opponents due to the larger template size and automatic panic test.



The Lore of Death

The Lore of Death is a very good lore that is generally easy to use. It has some very straightforward damage-dealing spells along with a couple good support spells. Although subtle in its use, Doom and Darkness! is a spell that can be game-changing against most opponents. The lore only has one spell that can be reliably cast on 2 dice, but it also has no spells with an extremely high casting value. Even a level 2 can be assured of reliably casting any spells she might get, making Death a good lore for any level of wizard.

Dark Hand of Death – (2 power dice recommended)

A basic magic missile. Useful against almost any opponent. Great for taking out enemy fast cavalry and other light elements, but strong enough to pose a threat to other elements of the enemy army as well.

Steal Soul – (3 power dice recommended) – Since the spell has no targeting restrictions, it is great for picking out unit champions or characters that have already suffered some damage. The short range of the spell is a drawback.

Wind of Death – (3 power dice recommended) – A stronger version of Dark Hand, this is a no-nonsense direct damage spell.

Walking Death – (3 power dice recommended) – This is a very useful spell that can be used in a number of ways. First, you can turn a fear-causing unit into a terror-causing unit. You can move your knights or a chariot into the midst of the enemy, cast Walking Death, and cause all the surrounding units to take a terror test at the beginning of the next turn. This means you can make terror part of your army even without large monsters. A second use is to make a regular unit cause fear in order to auto-break the enemy if you win combat. Casting the spell on Harpies or Dark Riders is a good way to make sure you break stubborn Dwarf war-machine crews. Finally, you can cast the spell as a defense against enemy psychology. If your Harpies might be forced to take a terror test at the beginning of the next turn, cast Walking Death on them and they won't have to test. Or when fighting fear-causing enemy, cast the spell on one of your own units (like Black Guard) to keep them from auto-breaking if beaten.

Doom and Darkness! – (3 power dice recommended)

An excellent spell against enemies that are vulnerable to psychology. It can either be used to help ensure that an enemy unit will fail its break test if beaten in combat, or it can be used to make an enemy unit more vulnerable to psychology—panic, terror, fear or stupidity. Since panic tests are taken at the end of the magic phase, a nasty trick is to cast Doom and Darkness! on a unit that has already taken 25% casualties from other spell casting. You



can also cast the spell on an enemy unit that is near a combat you expect to win handily, increasing the chance that the second unit will panic when the first breaks. If the enemy has a unit subject to stupidity, cast Doom and Darkness! and it is almost guaranteed to become ineffective for a turn. You can also increase the chance that an enemy unit will flee from a nearby terror-causing unit. Another nasty trick is to cast the spell on an enemy unit that is fleeing to reduce its chance of rallying in the following turn. Obviously, the spell is useless against Daemons and Undead, but against everyone else, the spell can do great things.

Drain Life – (3 power dice recommended) A nice spell for damaging multiple units at once, there are no tricks to using this one. Since it ignores armor save, Drain Life is a perfect spell if you happen to be facing an army with a lot of knights.

The Lore of Shadow

Shadow Magic is bit of a mixed bag. It has one truly devastating spell (Unseen Lurker) and a few good spells – Pit of Shades, Shades of Death and Creeping Death. But the default spell is mediocre at best, and another (Crown of Taidron) can be hard to use without hurting your own troops. A big downside to the Lore of Shadows is that there are two spells in the lore that can only be reliably cast on 4 dice, making the lore a poor choice for low-level casters. If you have a level 2 and her spells are Steed of Shadows and Pit of Shades, you've wasted points in your army build. The Lore of Shadows is a more viable option for a level 4 (especially one with the Tome of Furion) since she can be assured of a more useful list of spells.

Steed of Shadows – (2 power dice recommended)
Since this spell can only be cast on characters on foot, it is worthless if your characters are mounted. The spell generally does not put much pressure on your opponent to dispel it, meaning your opponent will have more dice/scrolls to stop your other spells. On the other hand, if you really need to cast the spell to get out of a tight spot, it isn't very reliable way to escape since it can be so easily dispelled. One good use for the spell is to charge a fleeing enemy unit, forcing it to flee again and to potentially get cut down.

Creeping Death – (2 power dice recommended) An unusual magic missile due to the high number of potential low-strength hits that ignore armor save. This spell is very good against Lizardmen – it's a skink killer. It is also good against knights, where the lack of armor save more than balances out the low strength of the hits. If Creeping Death were the default spell for Lore of Shadow, it would be a lore worth taking.



Crown of Taidron – (3 power dice recommended)
The Crown is not a very good spell for Dark Elves. With toughness 3, this spell can end up doing more damage to your own army than the enemy unless your Sorceress is in exactly the right position. Getting her into a place to cast using Steed of Shadows, casting Crown of Taidron, and then zipping back out with a second Steed of Shadows expends a lot of power dice for the effect of one spell that is easy to counter. A flying mount is another option. But according to the spell description, only the caster is immune to the effects of the spell. It could be interpreted that you will wound your own monster mount with this spell. Some clarification from GW would be appreciated . . .

Shades of Death – (3 power dice recommended)
Identical to the Death spell Walking death, it should be used in the same way.

Unseen Lurker – (4 power dice recommended)
Magical movement is game-breaker, and so Unseen Lurker is a great (albeit expensive) spell. Since Unseen Lurker allows a unit to make a "normal move" or charge, it really shines when cast on cavalry since their higher base movement stat allows them to move farther. A unit of cold-one knights can move a total of 28" if it first marches and then has the spell cast upon it. Obviously, the most devastating use of the spell is to move into a flanking position in the movement phase and then use Unseen Lurker to charge.

Pit of Shades – (4 power dice recommended) Pit of Shades is a truly awesome spell against high-value, low-initiative targets like a Treeman, a Tomb King, or a Slann. It is also great against expensive, low-initiative troops like Dwarfs, Suarus Warriors and the like. But it is an expensive spell in terms of casting dice required, and it is not worth those dice against targets like Skaven or Elf infantry that have High initiative. And remember, since the spell uses a template, a character in a unit can get a "look out sir!" roll to avoid its effects. The chances of picking off a Dwarf Lord with this spell are pretty low.

Keeping Your Casters Alive

Since individual models can now be freely targeted by shooting and magic when outside of units, it is now significantly harder to keep your spellcasters alive in 7th Edition as opposed to 6th. And the fact that even individual models on foot can be march-blocked makes it harder than ever to escape danger. You can no longer keep a caster on foot near an infantry unit, counting on the unit to provide shooting protection, and you can no longer count on being able to move 10" to get out of a tight spot. So what to do?

If all you have is a scroll-caddy, the answer is normally pretty simple—deploy her on foot and hide in terrain the whole game. Since you don't expect to be casting spells, there is no reason for her to even show her face. Find a nice forest in or near your deployment zone, and just keep her more than 2" away from the edge. If an enemy unit is foolish enough to come into the forest after her, just make sure to keep at least 2" of forest between her and the enemy so that she isn't a valid charge target. If facing an army with damage-dealing spells that don't require line of sight (of which there are a few), stick her in a unit of crossbowmen and keep her far away from the action.

If you are attempting to get offensive value out of the magic phase, you need to balance the ability to get into position to cast spells against safety. For a regular Sorceress, the best place to deploy is usually a unit of crossbowmen (or non-scouting shades). The reasoning is that a level 2 will often be casting the base spell in her lore. If she has Death or Dark, the range of the base magic missile is 24"—so she and the unit don't have conflicting interests in terms of proximity to the enemy. Neither crossbowmen nor shades should be particularly interested in getting into combat, so you won't be tempted to put your Sorceress at risk. In any case, try to have another hiding place nearby (terrain or another unit) where your Sorceress can run off to in case her original deployment spot is threatened.

For a High Sorceress, if you want to use her to full effect (and you should), you will want more mobility. You need to be able to get into position to cast some of your shorter range spells, but at the same time, you want to stay out of danger. There are a two good options for doing this.

First, you can put your High Sorceress on a Dark Steed and stick her in a unit of Dark Riders. If you do

this, however, be sure to include multiple units of Dark Riders in your army. First, when a Dark Rider unit has a High Sorceress in it, you should not use it in the flank-support and harassing role Dark Riders normally fill. It puts your very expensive character at far too much risk. You should have some units in your army to fill that role, so have at least 1 or 2 extra units of Dark Riders to carry it out. Second, a unit of Dark Riders with a High Sorceress in it will be a major target for enemy shooting. Having extra units gives your High Sorceress places to hide in case her original escort gets devastated.

My personal favorite deployment for a High Sorceress is a Dark Pegasus. Although she can't join a unit, a Dark Pegasus is not a large target, so it is usually very easy to hide from enemy missile fire. You can use Harpies or Dark Riders as a missile screen, and can even hide behind and between enemy units. It requires some careful thinking, but when played right, the Dark Pegasus is very difficult to catch or bring down. I have even run a High Sorceress on a Dark Pegasus without a ward save.

And a word on what not to do—never put a Sorceress on a Cold One or in a unit of knights. A failed Stupidity check means you can't cast spells, and that's not a risk you should take. And a unit of knights is practically guaranteed to end up in combat, which is not a safe place for a Sorceress.

Finally, I do not recommend putting a High Sorceress on a Manticore. Not only is a Manticore very expensive, but it generally runs at cross-purposes with a High Sorceress. You get full value from a Manticore by getting it into combat. But the High Sorceress is vulnerable in combat, and just as important, she can't cast many of her spells if in combat. A Manticore can fly, so it offers great mobility, but because it's a large target, a Manticore exposes the High Sorceress to greater risks than a Dark Pegasus does.

In Conclusion

Whether you are running a heavy-magic army or you are simply trying to get some offensive effect out of your magic phase, proper planning can maximize your results. Budget your power dice, plan out your casting order, and make your sacrifice to Khaine before every battle.

May you bathe in the blood of your enemies!

*Dyvim Tvar
Lord of the Dragon Caves*

Blood in the Streets

Dark Elf Rules for Mordheim

by Cat-The-Odd and the Druchii.net Mordheim team

There are none living who know the ways of the elves, save perhaps the mighty lizard-priests of the South whose knowledge and power is rumoured to grow far beyond that even of the High Mages of the College of Magic of Altdorf. Those few elves who roam the lands of the Empire are mysterious, their ways impenetrable to us.

There are those who, like Finubar the Proud, openly declare themselves Man-friend and help defend our glorious Empire from the encroaching forces of Chaos—too few of them, unfortunately. Of those, we know only what they would have us know—their history and that of their families, and a little of the history of their land—the fabled island of Ulthuan. There are those who stalk the night, warriors who come cloaked in darkness and wielding bows, the death in their eyes revealed in their prey as their life is snuffed out like a candle atop Brass Keep by one well-placed arrow shot. Of those we know little, save that they name themselves "Shadow warriors of Nagarythe" and, as their

kindred from Ulthuan assure us, they seek to do us no harm.

There are those who protect the forests, defending them from touch of Chaos and Man alike. There are also rumours of another breed of elves—a grim race, ruthless and sadistic. They come at night in their low ships with sails of midnight-black, craving the poison that lurks within the ruins of Mordheim, the Wyrdstone of which all those who go to the Cursed City and return speak. They leave no witnesses, taking prisoner those who are able-bodied enough to toil under them in slavery, murdering the others.

Of course, such nonsense is only that—rumours, and nonsense. The delusions of crazed minds that have seen the taint of Chaos from too close. It may be that some elves are more ruthless than others, but they are just that—elves, and their ways are closed to us.



Hello fellow Druchii players,

After the last Mordheim rules review, all elven warbands were declared unofficial. Not content with the situation, Kitrik exchanged some emails with Jervis Johnson of Specialist Games, which resulted in Jervis Johnson stating that Specialist Games will consider incorporating rules for Druchii into Mordheim if we are able to develop a reasonably balanced and playable warband using available miniatures from the Warhammer range.

After two years of work, we have a warband which we consider reasonably playable, although there are some controversial details and unresolved issues. It is beta, after all.) The list was already sent to Andy Hall of Specialist Games and we have already received the answer. It was not accepted, because dark elves are not considered appropriate to the Mordheim setting. While this is not what we were hoping for, it frees our hands to continue in development and deal with remaining issues.

First of all I'd like to make a remark on the Mordheim rules. You can officially download the full rulebook as PDF files from www.specialist-games.com. There you'll also find many additional rules, like the "Empire in Flames" and "Cities of Gold" to give your Dark Elf warband the right setting.

The Land of Chill

If you want to set a campaign in the Druchii homelands (e.g. some rival family fights) the following rules will apply for ALL warbands:

- The only hired sword available is the Dark Elf Assassin
- Repeating crossbows cost only 20 gc for everyone and are only rare 6 for Dark Elves (still rare 8 for the others)
- The rarity of all poisons and drugs is reduced by 2

Choice of Warriors

A Druchii warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in a warband may never exceed 12.

- **Noble:** Each Druchii warband must have one Noble to lead it—no more, no less. A Noble starts with 20 experience.

- **Lordlings:** Your warband may include up to two Lordlings. Lordlings start with 12 experience.
- **Sorceress:** Your warband may include one Sorceress. A Sorceress starts with 12 experience.
- **Beastmaster:** Your warband may include one Beastmaster. Beastmasters start with 8 experience.

The following models are considered Henchmen and start with zero experience

- **Corsairs:** Your warband may include any number of corsairs.
- **Shades:** Your warband may include up to five shades.
- **Witch Elves:** Your warband may include up to three Witch Elves.
- **Slavehounds:** You may include up to three Slavehounds if your warband also includes a Beastmaster.

Maximum Characteristics

Characteristics for Druchii warriors may not be increased beyond the maximum limits shown here:

	M	WS	BS	S	T	W	I	A	LD
Maximum	5	7	7	4	4	3	9	4	10

May Hire

A Dark Elf warband may employ the following Hired Swords: Pit Fighter, Ogre Bodyguard, Warlock, Imperial Assassin, Tilean Marksman and Dark Elf Assassin.

Special Rules

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries, and the wars between these two races have been very long and bloody affairs. Dark Elves Hate any High Elf models including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and their Asur kin. Elves can spot Hidden enemies from twice as far away than normal warriors (i.e. twice their Initiative value in inches).

Disdain: Dark Elves may never use black powder weapons, as they find them too crude, noisy and unreliable.

Long-Lived: Elves, as a race, can live right through dozens of human generations, with a lifespan of centuries rather than decades. Due to this, they take longer to advance through the ranks, as they do not have the short human lifespan to push them to great deeds before they die. As such, the first time any Dark Elf henchman rolls "The Lad's Got Talent", you must re-roll the dice. The second roll stands (even if you roll "The Lad's Got Talent" again). This represents the fact that elves must do much more than a member of the "lesser" races to gain the respect of their commander and comrades. Any later results of "The Lad's Got Talent" count as normal. Only the first result rolled for each henchmen group must be re-rolled.

Druchii Skill Table

	Combat	Shooting	Academic	Speed	Special
Noble	X	X	X	X	X
Lordling	X	X		X	X
Sorceress			X	X	X
Beastmaster	X			X	X

Heroes

1 Noble - 75 Gold Crowns to hire

Dark Elf leaders are typically drawn from the Dark Elf nobility and lead the warband in search of gold, slaves and arcane artifacts to bring home to Naggaroth. They are cold and ruthless killers, and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating those rivals who stood in their way, and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

	M	WS	BS	S	T	W	I	A	LD
Noble	5	5	4	3	3	1	6	1	9

Weapons/Armour

A Noble may be armed with weapons and armour chosen from the Druchii Heroes Equipment list.

Special Rules -

Leader: Any models in the warband within 6" of the Noble may use his Leadership instead of their own.

Feared and Respected: Dark Elf Nobles are known to their troops for their cruelty and ruthlessness. As long as the Noble is not Out Of Action, the Druchii warband will only have to test for routing if it suffered more than a third of casualties instead of the normal quarter.

0-2 Lordlings - 45 Gold Crowns to hire

Lordlings are would-be commanders of the Druchii forces, and often serve under a Noble as page or lieutenant. Lordlings accompany raiding parties to the Old World to further their careers, seeking to acquire fame, riches and status in the Witch King's court.

	M	WS	BS	S	T	W	I	A	LD
Lordling	5	4	4	3	3	1	6	1	8

Weapons/Armour

Lordlings may be armed with weapons and armour chosen from the Druchii Heroes Equipment list.

0-1 Dark Elf Sorceress - 45 Gold Crowns to hire

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers—all the other practitioners of magic in the Dark Elf race are female. It is rumoured that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to prevent the fulfillment of some dark prophecy. Dark Elf Sorceresses are mysterious, raven-haired beauties who are grudgingly respected even by the powerful Nobles, and their services are high in demand.

	M	WS	BS	S	T	W	I	A	LD
Sorceress	5	3	3	3	3	1	5	1	8

Weapons/Armour

A Sorceress may be armed with weapons and armour chosen from the Druchii Heroes Equipment list, but may not cast spells if wearing armour.

Special Rules -

Wizard: The Dark Elf Sorceress is a wizard and uses Dark Magic, detailed below.

Sect Enmity: A Sorceress and a Witch Elf do not count as friendly models for one another for the purposes of an All Alone test.

0-1 Beastmaster - 40 Gold Crowns to hire
Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into combat. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

	M	WS	BS	S	T	W	I	A	LD
Beastmaster	5	4	3	3	3	1	5	1	8

Weapons/Armour

A Beastmaster may be armed with weapons and armour chosen from the Druchii Heroes Equipment list.

Special Rules -

Slavehounds: Beastmasters may be accompanied by up to three Slavehounds. These are bought as henchmen and follow all rules listed for them.

Henchmen

Bought in groups of 1-5

Corsairs - 35 Gold Crowns to hire
The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs—the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever Druchii ships reach foreign shores, the Corsairs are the first to launch raiding parties.

	M	WS	BS	S	T	W	I	A	LD
Corsair	5	4	3	3	3	1	5	1	8

Weapons/Armour

Corsairs may be armed with weapons and armour chosen from the Dark Elf Equipment list. In addition, they may wear Sea Dragon Cloaks even though they are not Heroes.

0-5 Shades - 35 Gold Crowns to hire
The stealthy Dark Elf Shades rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on, as ambush is their preferred style of fighting. These Shades are young and inexperienced scouts that see the expeditions to the Old World as a valuable training opportunity.

	M	WS	BS	S	T	W	I	A	LD
Shade	5	3	4	3	3	1	5	1	8

Weapons/Armour

Shades may be armed with weapons and armour chosen from the Shades Equipment list.

Special Rules -

Natural Stealth: The first thing that Dark Elf scouts master is the art of moving without being seen or heard. If a Shade is Hidden, enemy models suffer -1 to their Initiative value for determining if they can detect it or not.

0-3 Witch Elves - 45 Gold Crowns to hire
Witch Elves are the lethally beautiful followers of Khaine, the Bloody-Handed god of murder, vengeance and war. Those amongst the devoted who seek to become full-fledged priestesses of Khaine and learn His holy canons are sent on missions for the Temple, to prove their worth in the eyes of their god, and also serve to spy upon those Nobles who are temporarily out of the King's grasp.

	M	WS	BS	S	T	W	I	A	LD
Witch Elves	5	4	3	3	3	1	5	1	8

Weapons/Armour

Witch Elves may be armed with weapons and armour chosen from the Druchii equipment list, barring all missile weapons.

Special Rules -

Frenzy

Sect Enmity: A Sorceress and a Witch Elf do not count as friendly models for one another for the purposes of All Alone tests. Note that for a Witch Elf this will only apply should she lose her Frenzy.

Maibd Poison: Witch Elves carry sacred weapons anointed in holy poisons traditionally used to paralyse slaves before their sacrifice. As such, any model Stunned or Knocked Down by a Witch Elf will only recover on a roll of 4+. This effect lasts until the Dark Elf player's next turn.



0-3 Slavehounds - 25 Gold Crowns to hire

The Dark Elves capture and breed many exotic creatures to fight for them, and fights between pets are often staged as a form of entertainment amongst the Dark Elves. Myriad animals of such types can be discovered in the Chaos Wastes. Among them is the Slavehound, a fierce breed of wild hound that resembles a wolf moreso than a dog. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer World.

	M	WS	BS	S	T	W	I	A	LD
Slavehounds	7	4	0	4	3	1	4	1	5

Weapons/Armour

Slavehounds are animals and do not need any weapons, save their claws and massive jaws.

Special Rules -

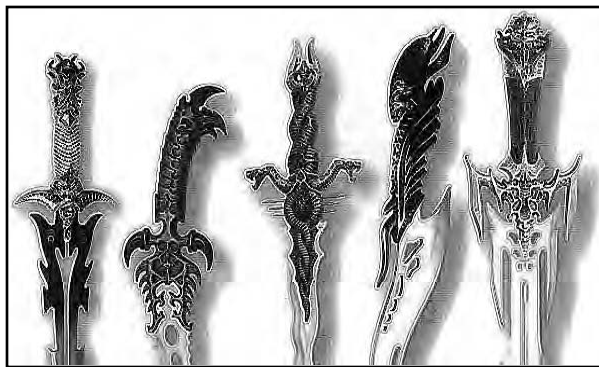
Animals: Slavehounds are animals, and all animal rules apply to them. They never gain experience.

Beastmaster: Slavehounds are vicious creatures that are barely kept under control, and they may only be included in a warband containing a Beastmaster. If the Beastmaster dies, the Slavehounds will immediately escape—remove them from the warband roster. If the Beastmaster is unable to participate in a battle, then any Slavehounds in the warband are also unable to participate.

Trained: Slavehounds are wild creatures who have a ferocious fighting spirit, trained to take orders from the cruel Beastmasters. If within 6" of a friendly Beastmaster, the Slavehound may use the Beastmaster's Leadership instead of its own for any Leadership tests. If the Beastmaster is in range of a friendly model with the Leader ability, the Slavehound can use the increased Leadership value.

Stupid: Unless they are within 6" of a friendly Beastmaster at the start of their turn, Slavehounds are subject to Stupidity. Until a friendly Beastmaster comes into range, the Slavehounds are as likely to attack an enemy as stop to gnaw on a stray bone or wander off randomly.

Take Down: Slavehounds are trained to catch fleeing slaves and drag them to a halt as fast as possible. On the turn a Slavehound charges, any result of 6 on the To Hit roll will result in one model in base-to-base contact being immediately Knocked Down. Since the Slavehound forgoes a more damaging attack to bring its prey down, it does not roll to wound this close combat phase.



Druchii Equipment Lists

The following lists are used by Druchii warbands to pick their weapons and armour:

Druchii Heroes Equipment List	
Hand-to-Hand Combat Weapons	
Dagger (first Dagger is free)	2 gc
Axe	5 gc
Sword	10 gc
Double-Handed Weapon	15 gc
Halberd	10 gc
Spear	10 gc
Missile Weapons	
Repeater Crossbow*	20 gc
Crossbow Pistol	30 gc
Armor	
Helmet	10 gc
Light Armor	20 gc
Shield	5 gc
Buckler	5 gc
Sea Dragon Cloak	35 gc
Special Equipment	
Dark Venom	15 gc
Darksteel Weapons	3x Normal Weapon Price

* These special prices represent the lower rarity of these items in Naggaroth. When attempting to purchase these items in Mordheim, Dark Elf warbands pay the same prices as other warbands and must roll to find them as normal. No roll is necessary to find these items when first starting a Dark Elf warband.

Corsair Equipment List	
Hand-to-Hand Combat Weapons	
Dagger (first Dagger is free)	2 gc
Axe	5 gc
Sword	10 gc
Halberd	10 gc
Spear	10 gc
Missile Weapons	
Repeater Crossbow*	20 gc
Armor	
Helmet	10 gc
Light Armor	20 gc
Shield	5 gc
Buckler	5 gc
Sea Dragon Cloak	35 gc

Shade Equipment List	
Hand-to-Hand Combat Weapons	
Dagger (first Dagger is free)	2 gc
Axe	5 gc
Sword	10 gc
Missile Weapons	
Repeater Crossbow*	20 gc
Bow	10 gc
Armor	
Helmet	10 gc
Light Armor	20 gc

Special Equipment

Darksteel Weapon

3 x Price
Rare 9
Range - Close Combat
Strength - As User

Darksteel weapons are forged in the city of Hag Graef, the Dark Crag. They are fashioned from darksteel, a rare form of steel found deep within the mountains around the city and are forged using an ancient technique known only to the Dark Elves.

Darksteel weapons have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Druchii hero can use a close-combat weapon made from Darksteel. Getting it, however, is not easy, and it costs three times more than usual steel weapon of the same type. Weapons made from Darksteel have all abilities of their usual counterparts (i.e. swords can parry, double-handed weapons strike last).

Special Rules -

Critical Damage: Darksteel weapons inflict serious damage on their opponents. When rolling on the critical hit chart, a Darksteel weapon will add +1 to the result.

Wicked Edge: Darksteel weapons are set with sharp protrusions and serrated edges which inflict serious damage on an opponent. A roll of 2-4 on the injury table is a stunned result.

Beastlash (Beastmaster only)

10+D6 Gold Crowns
Rare 8
Range - Close Combat
Strength - As User -1

The Beastmaster make good use of their whips to goad their hounds and creatures into combat.

Special Rules -

Beastbane: The Beastmaster wielding a Beastlash causes Fear in animals. Any animal charged by or wishing to charge a Beastmaster with one of these weapons must first take a fear test.

Whipcrack: When the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Cannot Be Parried: A Beastlash, being a very flexible weapon and used with great expertise by the Beastmaster wielding it, cannot be parried.

Sea Dragon Cloak

35+2D6 Gold Crowns

Rare 10

Dark Elf Corsairs use special cloaks fashioned from the skin and scales of the sea monsters that dwell deep in the oceans depths. These cloaks are tough and resilient, and offer Dark Elves a very good amount of protection.

Special Rules -

Scales: The wearer of the Sea Dragon receives a +2 bonus to his save against shooting (or in the event where he has none, a 5+ save) and a +1 bonus to his save in close combat (or, if he has none, a 6+ save). A Sea Dragon Cloak may be combined with other pieces of armour (shield, light armour) with no penalty.

Druchii Skill Table

Dark Elf Heroes may use the following Skill table instead of any of the standard skill tables available to them:

Fury of Khaine

The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Druchii may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy, this starts a new combat. This new combat takes place in the following turn and the model counts as charging.

Fey Quickness

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.

Infiltration

The Dark Elf can Infiltrate. This skill is exactly the same as the Skaven skill of the same name.

Master of Poisons

The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D2 doses of Dark Venom instead. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.

Counter Attack

An experienced fighter can anticipate the moves of his enemy to avoid his attack while performing an attack of his own. If any enemy model in base contact with the Hero fails at least one to-hit roll, the Hero gets an additional attack.

Dark Magic

Like their hated Asur kin, the Dark Elves are accomplished practitioners of magic. However, while the High Elves blend all the Winds of Magic together in harmony to wield Qhaysh, or High Magic as it is more commonly known, the Dark Elves make use of the destructive force known as Dark Magic, or Dhar. Elements of all the Winds crushed together and stagnated, such a perversion of magic can be deliberately drawn upon to charge immensely powerful and dangerous spells. Unlike High Magic, which is precise and awesomely effective, spells forged of Dark Magic are like a club, apt to strike down anyone and anything indiscriminately. Dark Elves choose to use True Dhar because it requires a supreme strength of mind, megalomaniacal self-confidence, and absolutism of will and purpose to wield, unlike the spells of High Magic (which require tranquility, focus and patience).

It is a testament to the willpower of the Dark Elves that their spellcasters have been able to attain the level of control over Dark Magic that they possess without completely falling prey from the many side effects associated with such power. One who dares to wield Dhar for too long will invariably become psychotic, absolutely self-obsessed, and completely uncaring of any other living creatures. While it can certainly be argued that the Druchii possess these qualities, it often takes a much longer period of time to become manifest than with a human spellcaster.

D6 Result

1 - Doombolt - Difficulty 8

Whispering an ancient incantation, the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand. The Doombolt may be targeted at any enemy model in line of sight. The bolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength from the previous hit. The bolt will leap a maximum of four times or until there are no more targets within range. A model may only be hit once by a single casting of the spell. Take armour saves as normal.

2 - Word of Pain - Difficulty 8

The Sorceress calls down the wrath of Khaine upon her enemy, causing his resolve to disappear. The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 - Soul Stealer - Difficulty 9

At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body, giving her renewed strength and vigour. Once successfully cast, the Sorceress makes a to-hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her current total.

Note: the Sorceress can never have more than one extra wound on her profile from the use of this spell (she may cast it as many times as she wishes to regain lost wounds) and the extra wound is lost once the battle is over.

4 - Black Blade of Khaine - Difficulty 8

Summoning Dark Magic, the Sorceress engulfs a weapon in twisted black flames. The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but adds a +2 bonus to the user's Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

5 - Deathspasm - Difficulty 9

The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain. The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down. This cannot be prevented by using the Jump Up skill.

6 - Witch Flight - Difficulty 7

The Sorceress bends the winds of magic to her will and flies through the air. The Sorceress may immediately move anywhere within 12" and counts as charging if moved into close combat. If she engages a fleeing enemy in the close combat phase, she will score 1 automatic hit and then the opponent will flee again.

Alternative Druchii Warbands

These alternative rules are not yet tested. See it as an encouragement to play pure Druchii campaigns.

Shade Clan

Shade Clans are Druchii who live outside the cities, roaming the passes of the Blackspine Mountains.

Heroes

1 Bloodshade - 70 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Bloodshade	5	4	5	3	3	1	6	1	9

Weapons/Armour

A Bloodshade may be armed with weapons and armour chosen from the Druchii Heroes Equipment list and a bow.

Special Rules -

Leader, Natural Stealth (see Shades)

0-3 Clan Hunter - 45 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Clan Hunter	5	4	4	3	3	1	6	1	8

Weapons/Armour

Clan Hunters may be armed with weapons and armour chosen from the Druchii Heroes Equipment list and a bow.

Special Rules -

Natural Stealth

0-1 Pack Master - 40 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Pack Master	5	4	3	3	3	1	5	1	8

Weapons/Armour

A Pack Master may be armed with weapons and armour chosen from the Druchii Heroes Equipment list and a bow.

Special Rules -

Natural Stealth

Mountain Wolves: The Pack Master may be accompanied by up to three Mountain Wolves. These are bought as henchmen and follow all rules listed for them.

Henchmen

Bought in Groups of 1-5

Clan Warriors- 40 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Clan Warrior	5	4	3	3	3	1	5	1	8

Weapons/Armour

Clan Warriors may be armed with weapons and armour chosen from the Druchii Heroes Equipment list and a bow.

Special Rules - Natural Stealth

Shade Brothers - 35 Gold Crowns to hire

The stealthy Dark Elf Shades rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head-on, as ambush is their preferred style of fighting.

	M	WS	BS	S	T	W	I	A	LD
Shade Brother	5	3	4	3	3	1	5	1	8

Weapons/Armour

Shade Brothers may be armed with weapons and armour chosen from the Shades Equipment list.

Special Rules - Natural Stealth

0-3 Mountain Wolves - 25 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Wolves	7	4	0	4	3	1	4	1	6

Weapons/Armour

Mountain Wolves are animals and do not need any weapons, save their claws and massive jaws.

Special Rules - Animals, Beastmaster, Trained, Stupid (see Slave-hounds)



Cult of Pleasure

The Cult of Pleasure worships the Chaos god Slaanesh and is forbidden in the Druchii cities. However, many rich nobles are able to practice their worship unnoticed.

There are no Sea Dragon Cloaks available in the Cult of Pleasure.

Heroes

1 Noble - 75 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Noble	5	5	4	3	3	1	6	1	9

Weapons/Armour

A Noble may be armed with weapons and armour chosen from the Druchii Heroes Equipment list.

Special Rules - Leader

0-2 Lordlings - 45 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Lordling	5	4	4	3	3	1	6	1	8

Weapons/Armour

A Noble may be armed with weapons and armour chosen from the Druchii Heroes Equipment list.

Special Rules - Leader

0-1 Priestess of Pleasure - 45 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Priestess	5	4	3	3	3	1	6	1	8

Weapons/Armour

A Priestess may be armed with weapons and armour chosen from the Druchii Heroes Equipment list, but may not cast spells if wearing armour.

Special Rules - Immune to Psychology,

Wizard: The Priestess of Slaanesh is a wizard and uses the Chaos Rituals from the Mordheim rulebook.



1 Torturer - 40 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Noble	5	3	3	3	3	1	5	1	9

Weapons/Armour

A Torturer may be armed with weapons and armour chosen from the Druchii Heroes Equipment list and a Beastlash.

Special Rules -

Pleasure of Torture: Barbarian Slaves may use his Leadership when within 6"

Henchmen

Bought in Groups of 1-5

Warriors- 35 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Warrior	5	4	3	3	3	1	5	1	8

Weapons/Armour

Warriors may be armed with weapons and armour chosen from the Dark Elf Equipment list.

0-3 Shades - 35 Gold Crowns to hire

	M	WS	BS	S	T	W	I	A	LD
Shade	5	3	4	3	3	1	5	1	8

Weapons/Armour

Shades may be armed with weapons and armour chosen from the Shades Equipment list.

Special Rules -

Natural Stealth

Devoted - 45 Gold Crowns to hire

The Devoted are Dark Elves who have completely given themselves over to Slaanesh, the Dark Prince.

	M	WS	BS	S	T	W	I	A	LD
Devoted	5	4	3	3	3	1	5	1	8

Weapons/Armour

Devoted may be armed with weapons and armour chosen from the Druchii equipment list, barring all missile weapons.

Special Rules -

Immune to Psychology,

Black Lotus: The Devoted poison their weapons with Black Lotus. They gather it themselves and will never sell it.

0-3 Barbarian Slaves - 20 Gold Crowns to hire

The Dark Elves belonging to the Cult of Pleasure tend to have a large stock of slaves for their strange needs. Some of them, especially men from the northern tribes, willingly join the services to their masters to come into favour with their god.

	M	WS	BS	S	T	W	I	A	LD
Slave	4	4	3	3	3	1	3	1	6

Weapons/Armour

Barbarian Slaves may be armed with weapons and armour chosen from the Barbarian Slave equipment list.

Barbarian Slave Equipment List

Hand-to-Hand Combat Weapons

Dagger (first Dagger is free)	2 gc
Axe	5 gc
Mace	10 gc
Flail	10 gc
Spear	10 gc

Armor

Helmet	10 gc
Light Armor	20 gc
Shield	5 gc
Buckler	5 gc



The History of the War of Flesh and Blood

Part 2 - By Jeffleong13, General Kala, Voodoomaster, and Darkprincess

Hardship and bloodshed are not strangers in the land of Naggaroth. The struggle of the strong to attain dominion over the weak defines the very essence of the Dark Elves. It is the endless and eternal dance that is reflected from the lowliest insect to the Daemon Princes of Chaos, and none recognize this timeless truth more than the vassals of the true King. For it is the Druchii and the Druchii alone that are blessed with the insight, martial skill, ruthlessness and unparalleled genius required to fathom this unpalatable fact.

Our weak-willed kin cavort in stubborn denial of it. Its implications are not contemplated by the doddering minds of the Lustrian Slann. The young races of the world live ignorant of the consequences of pity, mercy and honor. The lower breeds which squabble among themselves understand only the faintest shadow of the blinding light of this truth, much as a dog understands that its master can magically conjure a biscuit from a sealed jar.

This ultimate knowledge - that there is no excuse for weakness, and that strength requires none - lies at the heart of our destiny. For as the feeble Asur wane in their twilight time, it is the Druchii who will arise in a glorious black dawn.

But dominion is not a goal. It is an endless journey. During the second month of the War of Flesh and Blood, the entire continent, from the steaming Lustrian jungles to the frozen wastelands of the Watchtowers, was engulfed in that quest.

The forces of Lady Morathi's Cult of Slaanesh had been waylaid in their plans for a swift ascent to power. The Cult army returning from Lustria had been brought to a halt by the armies of the Temple of Khaine and pressed from behind by Lizardmen.

The insurrection in Ghrond had been repelled and Cult forces were now cordoned off from their strategic targets within the city walls.

Neither were the forces of the Temple ready for a victory celebration. Ghrond was in tatters - a shamble of the glorious fortress that it was mere weeks before. The High Priestess Marnei Sarelle was dead, slain by daemonic forces on the very altar on which she practiced her devotion to Khaine. The army of the Cult had the city surrounded and reinforcements were pouring in from all over Naggaroth, rallying to the banner of their long-suppressed faith.

Worse yet for the forces of Khaine, the Watchtower Spire of Malice had fallen to the Slaaneshi warlord Kuulgyre. With this breach in the northern battle front, Slaaneshi armies had the potential to pour down from the Chaos Wastes over Ghrond and across all of Naggaroth. The Watchtower itself was being consecrated as an arcane sanctuary. It was fast becoming a stronghold for the Cult as the shadows of daemons began to appear over its parapets.

But the danger to Naggaroth was by no means confined to the fight between the Cult and the Temple. For the Asur knew full well that the fracturing of the Druchii would divert attention and resources away from them. Arnheim had grown from a defensive fortification to an offensive staging point for an unprecedented incursion. The Wrath Gate, the fortress-portal sealing the heart of the Underworld Sea from the Asur forces at Arnheim, had been breached and overrun. Only by blind fortune and cunning had the Gate been retaken. Yet our hated kin still held the advantage. The Gates were still weak while the intricate spells that magically sealed



them were being re-enchanted. More insidiously, the Asur were building a counter-fortification in the Shadow Rift that would rival the Wrath Gate itself - the Sixth Gate of Arnheim.

Despite these events, all was not bleak. Fortune does not always present her favors according to plans.

Breakthrough in the Southern Reaches

As is the way of Slaaneshi heroes, Lord Democles had become an object of utter adoration to the forces of the Cult in south. With most Cult troops trapped behind the vicious and seemingly impenetrable blockade of the Khainite forces, only Democles had managed to press through with an army of any significant size. His forces were marching north under full flag behind the Khainite lines. The Temple commanders simply could not divert enough forces from the blockade to thwart his march without exposing a critical weak point.

Dhearanna Vathiri, the new High Sorceress commander that Morathi had personally sent to rally the Cult forces in the south, lost no time in capitalizing on this morale boost. Her Sorceress handmaidens were ordered to spread tales of the exploits of Democles. They painted fanciful images of him as if he were the very avatar of Slaanesh. With visions of the hero gleaming in their eyes, the morale of the Cult forces slowly grew stronger. Emboldened Slaaneshi warbands began slipping through the cordon in growing numbers. Though many were killed in the process, the number of swift troops moving through to the north began to rise steadily.

Yet Lord Democles cared little for this newfound fame. Very few of the troops rushing to join his banner were brought into his ranks. Most were turned away unless they served to further his true purpose - his obsessive pursuit of his former lover, a Priestess of Slaanesh by the name of Xaniphra. Unknown to his Slaaneshi commanders, Democles' concern for the Cult uprising had been entirely usurped by this mad love.

Xaniphra had herself long since abandoned the ranks of the Cult army in the early days of the war. As long as control of the Cult was in the grip of Morathi's lieutenants, her ambitions for personal power would never be fulfilled. Nothing motivates a Slaaneshi Priestess like being unfulfilled. Thus she left the Cult ranks to carve out her own coven.

Her golden opportunity arrived as she reached the forests south of the Fields of Arnheim. Hidden within the forests were two divisions of the Black Lotus Brigade under the command of General Kala Velari. As with all troops in the Black Lotus, the 5th and 7th Infantry divisions had sworn themselves to Kala's strict secularist policies. Yet the 5th Division leaned modestly toward the Temple of Khaine, while the 7th Division was clearly more sympathetic toward the Cult of Slaanesh. Even so, both divisions had put aside the civil war in recognition of the greater threat that was posed by the Asur of Arnheim. The battalions had joined forces and were awaiting orders to attack to the North as one.

Xaniphra immediately sensed the opportunity. Using her history as a High Sorceress of Convents as a pretext, she petitioned Kala for a command position within the 7th Division. Kala, besieged at the Wrath Gate, was eager to have a liaison in the south both to command the troops and to teach her inexperienced Sorceresses the art of summoning and binding Daemons from the Realm of Chaos. No sooner had her commission arrived than Xaniphra began to castigate the 5th Division and subvert control of the 7th Division as her own. Officers that stood up to her proselytizing for the Cult began to turn up dead under mysterious circumstances.



Common Cult Blockade Runs

The Sixth Gate Arises

With the repulsion from the Wrath Gate and the capture of the noble Prince Regulus, the Asur had begun to rethink their priorities. No longer would they focus their attention on penetrating the Druchii defenses. This could wait until the Sixth Gate was fully built and sealed. To facilitate this, the Asur had sent forth two full armadas to secure the sea passage to Arnhelm. A torrent of fresh troops, artisans and materials began to arrive in Arnhelm and flowed west to the Shadow Rift.

A cadre of Geomancers, led by Elthair Minathair, had set sail with the twin fleets to hasten the construction. The Sixth Gate foundations had already been set against the cliff faces and the colossal frame braces were being set into the raw stone. With the magical aid of the Geomancers, these foundations would be utterly indestructible. Minathair gave orders that no two Geomancers were to board the same ship. This proved to be a clever strategy, as news of the marshalling stone mages had been leaked to Druchii spy networks.

The Black Ark Wrath of Naggaroth was dispatched with orders to hunt down both fleets. She engaged the Second Fleet, commanded by the Dragonship Way of Asuryan, off the Bleak Coast. In a three day naval battle, the Way of Asuryan and her entire escort fleet were sunk with no survivors. However, the Wrath of Naggaroth was fatally crippled. She eventually sank as well, chasing the First Fleet to within sight of Arnhelm before disappearing beneath the waves. With the nearest Black Ark several days away, the First Fleet would reach their destination. However, not only had the Asur lost dozens of irreplaceable Geomancers, their naval superiority was no longer assured in the seas surrounding Arnhelm, as more Black Arks were under full sail to the area.

While the seas were being contested, the Wrath Gate was being sealed again by Dark Magic. The massively intricate spell required the undivided concentration of every Sorceress available. Several attempts by the Asur were made during this period to disrupt the casting. The closest to success was Prince Aethran, for by an act of sheer will, he managed to push his forces to within sight of the gate before being repulsed. But before being driven back, he managed to catch a glimpse of the array of sacrificial prisoners chained to monoliths. As with many Dark Magic enchantments, soul-searing pain is an essential ingredient to appease the daemonic forces. A crew of

skilled torture-masters kept the sacrifices alive, but in a state of constant agony. Among the victims was the beloved Prince Regulus. His cries of pain echoed down the valley, mingling with the others.

But even as the anguish of Regulus was revealed to the Asur, the Sixth Gate was beginning to take shape. A vast frame of white marble had been set into the heart of the Shadow Rift. Thousands of Asur troops guarded the construction site and awaited the arrival of Elthair Minathair. With the bulk of Druchii forces tied to the defense of the Wrath Gate, there was little that could be done but watch from a distance.

The Champions of Slaanesh

The Dark Elves do not shrink from the sight of evil. Indeed, they are one of the few races in the world to harness it wherever possible. But the Watchtowers that guard the northern border were being slowly taken by an unfettered evil that would bring dire consequences to the whole of Naggaroth. The armies of the Druchii that traditionally guard the Watchtowers are allies of neither the Temple nor the Cult. But Chaos had descended upon them in force. The barrier formed by the Watchtowers in the far north was beginning to topple.

Lord Kuulgyre, the second Champion of Slaanesh, had captured the Spire of Malice and reversed the tactical situation with alarming speed. The Druchii were now in the unfortunate position of having to lay siege to their own tower. All the while, the darkest and most vulgar sacraments of excess were in the process of being performed in its halls. The strange energies of Chaos had begun to alter the fabric of reality within the tower as dark portals were being ripped open.

Meanwhile, the Daemon-Prince Urik'Tharin'ahk, the first Champion of Slaanesh, had since been forced to withdraw after the opening of a surprise second front by the Red Legion. After leading the vanguard assault on the Spire of Malice, the subsequent success of Kuulgyre should have allowed him the opportunity to replenish his daemonic minions in the Chaos Wastes. Much of the Druchii defense force was occupied in the siege. However, the Daemon-Prince underestimated the determination of the Red Legion. Following so deep into the Chaos Wastes cost the lives of many Druchii. Many more died when the Red Legion finally caught and engaged Urik'Tharin'ahk's burgeoning Daemonic horde. But the winds of magic blow strong in the north, and even the greatest of Daemons are vulnerable to magic. Urik'Tharin'ahk

was destroyed by a barrage of Doombolts from a Druchii Sorceress. Few of the Red Legion made the return trip to Naggaroth, but the leaderless warhost of Urik'Tharin'ahk was banished.

However, this was the lone victory for the Druchii in the north. Other assaults on Chaos marshalling areas met with little success. The Shaggoth Slaatesh, third Champion of Slaanesh, had managed to muster a massive herd of Beastmen. With supernatural skill in using the stunted woods for cover, he managed to elude Druchii scouts and picket lines and bring the entire force to the very doorstep of the Watchtower Spire of Darkness. Under the command of Lord Moniath, the Spire of Darkness was still recovering from an extended battle with barbarians of the Hung tribes. Weary and depleted, the garrison again set about to defend the tower against the swarming herd and the thunderous assault of Slaatesh.

While this assault was underway, another champion of the Dark Prince was coming to power. The defeated Hung had fallen back to their tribal lands, beset by misery. The knowledge that they had been used by Khalesh Vraneth, combined with having their leaders slain by the counterattack of Lord Moniath and Khael Vraneth was utterly demoralizing. Yet their overall casualties were relatively low. This was a perfect breeding ground for fanaticism. Whether by the will of Slaanesh or simple luck, the Sorcerer Lord Chorakai managed to find himself in the midst of a dispirited band of leaderless warriors. His supernatural power and charisma vaulted him to power. Within weeks he had formed the Coven of the Snake, consecrated himself as High Priest, and was hailed as the fourth great Champion of Slaanesh.

Alliances and Betrayals

By the end of the second month, the situation in the Southern Reaches was again turning. After the death of the Hag Queen Shalix, the various Temple factions had fallen into disarray. No officer could claim legitimate command over the entire Temple force with Ghrond effectively isolated. But as more and more Cultists slipped through their grasp, the field officers and Witch Elf priestesses met to forge a pact. After lengthy debate and some minor bloodshed, the Temple commanders finally agreed upon a loose confederation that allowed for coordinated actions with shared intelligence.

This proved devastating to the Cult. Whereas only weeks before Slaaneshi troops were slipping through, now the advancing warbands became victim to their

own overreach. The forces of the Temple had adapted to the trickle of troops through their cordon. Increased patrols of Dark Pegasus riders were being used as scouting parties to track the fast Slaaneshi cavalry reinforcements heading at full speed for Ghrond. Rearguards were established at chokepoints in the southern Blackspine Mountains and the Cult parties were increasingly finding themselves ambushed.

But this new development was even worse for the forces of Lustria. Shalix's pact with the Lizardmen was no longer in force and the disparate Temple battalions were quick to capitalize on that fact. Lizardmen troops were once again fair game. Sacred relics the Cult had stolen from Lustrian temples were now an irresistible lure for the Khainites. Saurus forces returning from the battlefield were set upon by their former allies. The deathblow to the Lizardmen came when the army of the Oldblood Karankazl returned from a bloody defeat of a Cultist caravan transporting a large portion of the spoils. Depleted in numbers and laden with treasures, Temple forces set upon them and butchered them. Thus the remaining Children of the Old Ones slithered back into their jungle, abandoning the War of Flesh and Blood to the Druchii.

Yet another betrayal was playing itself out south of the forests of Arnheim. After several weeks, Xaniphra had solidified her control over the Black Lotus 7th Division. A cadre of her hand-picked officers was now in control of the battle group, while the Khainite 5th Division was being slowly and insidiously purged. Thinking her patron pinned down with the defense of the Wrath Gate, Xaniphra considered her subversion of General Kala's troops to be all but complete. However, the Priestess of Slaanesh had underestimated Kala's iron will.

In the middle of the night, Kala arrived at Xaniphra's camp unannounced. After a failed attempt to seduce her former General, Xaniphra set one of her many lovers, an Anointed of Slaanesh named Eurthurian, to kill Kala outright. The Anointed nearly succeeded in his assassination attempt, but in the end he was killed by Kala's drannach. Xaniphra was expelled under pain of death.

Enthardon's Ploy

But where Kala's presence served to repair her fractured forces in the south, her absence at the Wrath Gate was cause for instability. When Prince Enthardon received word of the delicate status of the

Druchii forces, he sensed an opportunity to drive a wedge into the unstable alliance of Slaaneshi and Khainite forces holding the Wrath Gate.

The Cult and Temple factions that garrisoned the Wrath Gate were an anomaly. With the entire Druchii nation embroiled in civil war, they alone had put aside grievance and revenge in order to bring their hatred to bear on the Asur. But tensions built as news of the wider war trickled into the garrisons. One faction's triumph became the other faction's humiliation. To this point, the alliance had been upheld. However, it was clear that it was an unstable situation. Lines were being drawn.

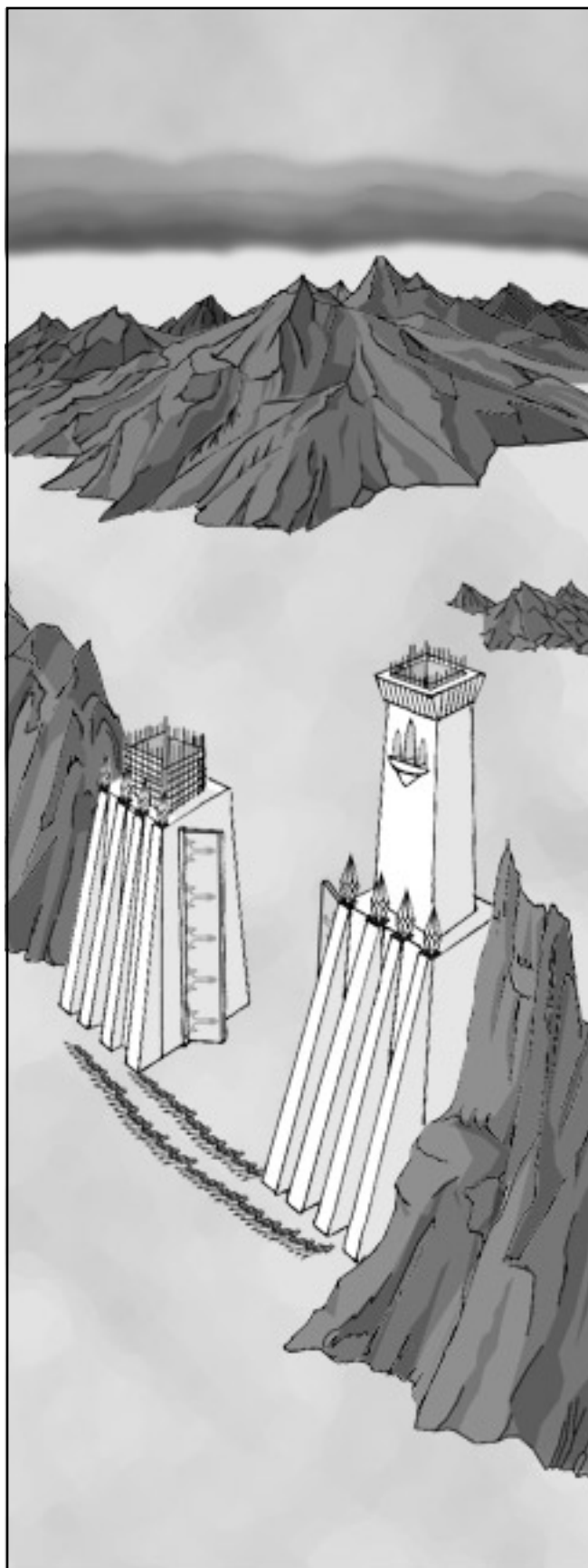
Enthardon's opportunity to unravel the alliance came from the south. Of the Cultist battalions that had breached the cordon in the Southern Reaches, most sped straight through the Wrath Gate en route to Ghrond. But occasionally one of the less fervent or disillusioned warbands would join the alliance. Asur intelligence had reported to Prince Enthardon that one such band had agreed to the alliance terms - secular defense against the Asur assault - and were marching for the Wrath Gate.

Enthardon's Shadow Warriors donned captured Temple uniforms and weapons. Masking their warband as a Khainite contingent of the alliance, they set upon the Cultists. They slew all but a handful. These survivors were chased from the battlefield by the disguised Shadow Warriors shouting insults of apostasy and heresy.

The escapees arrived at the fortress of the Wrath Gate even as a combined assault on the Sixth Gate was mustering. Accusations and denials were hurled among the Druchii officers. Without Kala's hand to silence the discord, the alliance quickly crumbled. Within a day, the Wrath Gate was consumed in conflict.

Enthardon's deception had worked, and the Asur wasted no time in launching an assault. With Druchii fighting Druchii, the hated cousins easily re-took the valley approach to the fortifications with minimal losses. During the mayhem of the battle, Prince Aethran seized the opportunity to rescue Prince Regulus from his chains. It was the single worst Druchii defeat in the entire Sixth Gate/Wrath Gate campaign.

Worse yet, despite the easy Asur victory, the Druchii infighting behind the Wrath Gate walls continued unabated.



The North Tower Looks Southward

Ghronnd had become a wasteland. All neutral factions had abandoned the city, including the City Guard of House Kalanth. An eerie silence had settled over the ruined towers and empty streets, broken only by the occasional clamor of raging skirmish battles. Veloran Erathai's Slaaneshi forces were slowly but surely gaining ground.

This fact had not been lost on Khael Vraneth, the newly dubbed Lord General of Khaine. Erathai had a steady trickle of reinforcements arriving from the South. Ghronnd could easily be held for a very long siege. But playing the waiting game against a growing enemy was not the Way of Khaine. A counter-strategy was imperative.

Khael Vraneth ordered the last of his reserves to the Wrath Gate. There his sister, Lelith Vraneth, would assume command of the southern army of House Vraneth. With the reinforcements came sealed orders to abandon the Wrath Gate, to sweep south, and to crush the Cult army returning from Lustria.

Upon receiving the orders and new troops, Lelith Vraneth immediately mustered the troops and set out to hunt down the nearest Slaaneshi force of any significance - that of Lord Democles.

Descent of Winter's Wrath

But two months into the war, the plans of every creature that draws breath in Naggaroth were thwarted by a force greater than the Druchii, the Asur, or the Hordes of the Four.

The most devastating blizzard ever to hit Naggaroth had struck. In less than a week, the winter storm swept down from the Watchtowers to the southernmost tip of the Black Spine. Never before in the written records of Malekith's kingdom had such extreme cold, ice storms and snowfall been recorded. Even the forces of Chaos, acclimatized to the arctic north, were forced to seek refuge from temperatures that freeze the flowing flesh of Chaos Spawns into macabre statues. The Asur endured the first ice storm ever recorded in Arnheim. Even the warm lands of the South received snow and bitter cold. Every warring faction, from the lowliest warband to the mightiest armies, could do nothing but huddle in shelters and wait. The war had come to a complete standstill.

But the winter storm would only serve to delay the inevitable. Blades would again be drawn after the thaw. The War of Flesh and Blood would come to its peak.



The Underway

An Experimental Battlefield Scenario

By *Iyagd & Dark Harlequin*

The dark labyrinths beneath the Blackspines are far from empty. We have captured some of the most ferocious warbeasts that Karond Kar has ever seen down there, and those are just the ones we know of. There are rumors of more horrible things down there that would chill the blood of a mere mortal. But the black passages beneath the mountains give shelter from spying eyes of the Asur. He who controls the Underway controls the hidden highways of Naggaroth. It is our duty down here to ensure that control remains firmly in the iron grasp of His Majesty.

Overview

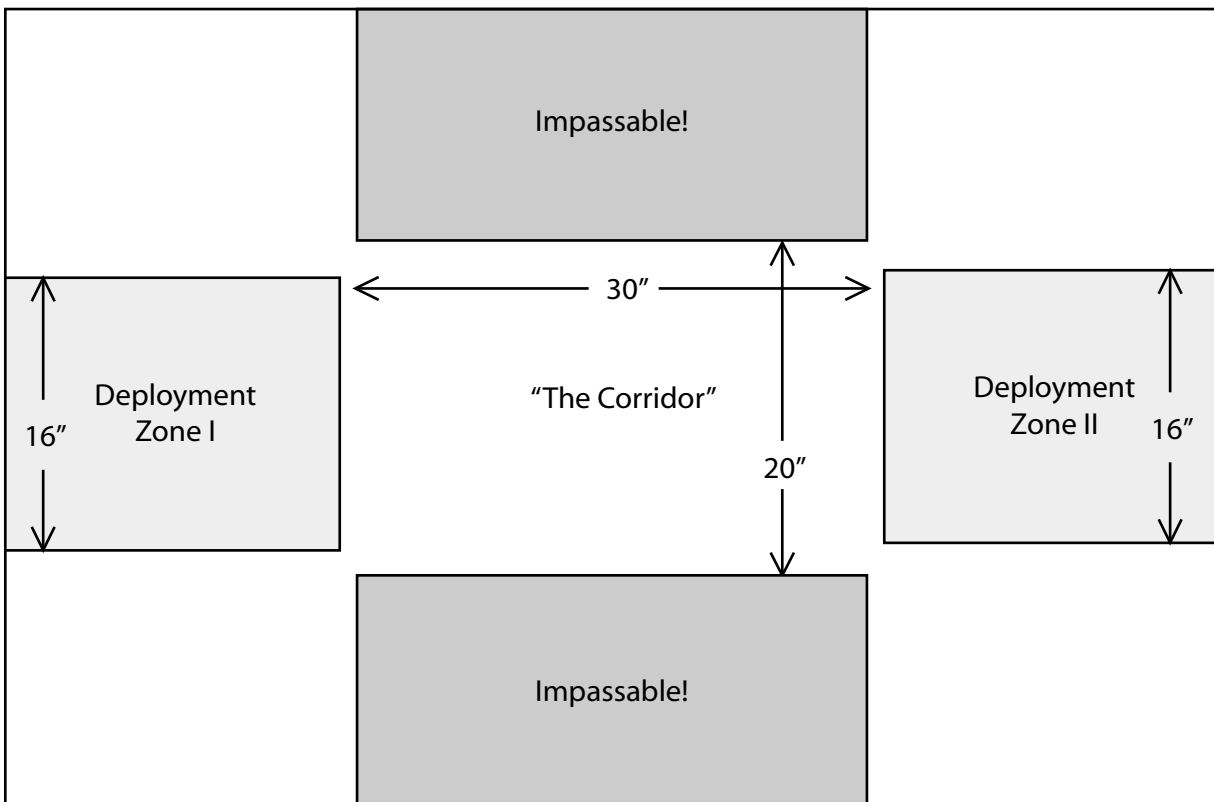
Two armies meet in a narrow space in the underworld. Both sides know that this passage is vital to further army movement and establishing supply routes. Whoever wins this night will get the prize.

Armies

Any army can fight in this scenario. Both sides build an army to an equal point value. Note the special rules about flying creatures!

Battlefield

The impassable terrain on this battlefield consists of either dangerously sharp and slippery rocks or simply solid walls of stone. The terrain is completely impassable even to creatures that ignore impassable terrain restrictions such as Yhetees or Goblin Spider Riders. Players may opt to place some additional small rocky terrain pieces into the corridor, but should keep it to a minimum so that manouvering units is still possible.



Deployment

Both sides roll a d6. The winner chooses his deployment zone by placing his first unit.

All warmachines must be deployed at once, although they do not need to be deployed next to each other.

Champions are deployed with their unit, all other characters in the army are deployed after all other units, all at the same time.

Scouts follow normal deployment rules, but may not set up in the impassable terrain.

Who Goes First?

Both sides roll a d6. Any player with Scouts adds +1 to his roll even if he does not use the Scouting rules. If both sides have Scouts, the bonus is negated. The player who finishes deployment first (not including scouts) adds +1 to his roll. The winner may select who goes first.

Length of Game

The game ends after the 10th turn or until one player concedes defeat.

Special Rules

Low Ceiling: Flying units may move through the corridor only with their base (i.e. non-flying) Movement. They may fly outside the corridor as normal.

None Shall Pass! All units on both sides are stubborn as long as they are within the corridor. Outside the corridor, follow the normal rules.

Nowhere to Run: Units will not flee into the impassable walls of the cave unless they are completely surrounded by hostile units (in which case the unit is destroyed). All units flee toward their own deployment zone wherever possible. If units are forced to flee toward the enemy deployment zone in the course of battle, they will attempt to flee toward their own board edge whenever possible in subsequent turns. Units will rally automatically at their own table edge if they are eligible to do so. Units forced to flee off the enemy table edge count as destroyed as normal.

Victory Conditions

Each own unit that is not fleeing at the end of the game and is within the opponent's deployment zone is worth victory points: 5 victory points if it is above half unit strength or 2 if it is below half unit strength.

In case of characters and monsters divide their remaining wounds by 2 (rounding up) to determine their worth in victory points.

- The player with the most victory points wins the game and gets the prize (a full stable of cold-ones, probably?).
- If both sides accumulate the same amount of victory points the game ends as a draw.
- If neither side accumulates any victory points both sides lost the game.

(The latter victory condition may be of importance only in campaigns.)

Report In!

This is the first of several scenarios that have been languishing in the magazine archives awaiting playtesting. Playtest this scenario and report your results in the Druchii.net Battle Reports forum.

The Cauldron of Blood

Khaela Mensha Khaine, Our Lord and Master, Answers Your Pathetic Questions



Dear Khaine,
Tell them you're not Khorne.

Not yours,
Rork, Lord of Khorne

Pitiful Rork,

It is people like you that make my Cauldron of Blood boil. How dare you even imply that anybody would liken me to that blood-obsessed, mentally unstable moron! You have personally insulted me, as have all of "them" by claiming that "they" would even dare to theorise whether I am Khorne!

This nonsense must stem from your subconscious desire to WANT me to be Khorne. Surely it is your deepest secret wish that your oafish deity actually turns out to be the cunning, suave, subtle, omniscient, omnipotent, mighty, undeniable, unbeatable being that is Khaela Mensha Khaine. All that bloodlust has clearly gone to your head. Or perhaps you are just as much of a simpleton as "they" are. No sane being with at least a sliver of intelligence would want his deity to NOT be me.

However, to put it simply for the simpletons who can't see the simple answer – I'm not Khorne.

Khaela Mensha "Not-Khorne" Khaine

Dear Khaine,
Which characterisation of your aspects do you enjoy the most?

Regards,
Eldacar

Wretched Eldacar,

My aspects are as cheerleaders at your sporting events (which, while we are on the subject, are pathetically inefficient at weeding out the weak). They are mere symbols for the true ritual of mayhem and murder that are my most holy sacrament.

But I am particularly fond of the Aspect of the Cuddly Puppy.

*With Contempt,
Khaine*

Dear Khaine,
How do you feel about Slaanesh snitching your worshippers?

Regards,
Eldacar

Doubly Wretched Eldacar,

*I tire of your insolent questions. *marks Eldacar down on his special list**

The only thing that Slaanesh snitches is a vast array of venereal diseases.

*Sincerely,
Khaine, Keeper of the List*

My Lord Khaine,
I Limenix, humble servant of the Druchii Empire, seek your guidance in these troubling times.

I praise your name in blood every day on the battlefield, killing those who oppose you and trying very hard to erase the treacherous Asur from the face of this realm. My armies fight to reclaim the lands of our fathers and grant King Malekith the lost Throne of Ulthuan that by right of blood belongs to him.

But the balance of powers has shifted and the unspoken Dark powers (GW) have granted our foes superior weapons and items of destruction. The lowly Druchii warrior will go to the slaughter with no hesitation and will gladly give his life, but it's not enough anymore.

I ask that you open the armouries of the old times and bless us with new blades and new troops so that once again the cry of victory can be shouted over the broken bodies of our adversaries. My Lord Khaine this is all I ask of you.

Till the end of my life yours,
Lord Limenix

"Lord" Limenix,

As much as your reply was slightly more courteous than the previous sender's ("dear" indeed! I am dear to nobody), the fact that you address me with the same title that you hold yourself is disgraceful – if anything you should refer to me as "Arch Lord" or "Dread Lord". But now you know, and you shall be granted one more chance to get it right, before the Witch Elves come a'knocking at your door...

As for your thankless begging, it is simply a sign of your weakness. I grant you the power to conquer the Isle of Albion and acquire items of great power from your victories. I gift you people with the skill and knowledge to create effective and efficient weapons such as the repeater crossbow. I bless you with unmatched prowess with these weapons. And yet you dare to beg for more! If you cannot be victorious with the gifts I grant you already then you are too weak to fight in my name, and can be expecting a painful death on the sacrificial altar very soon...

Now that I am through expressing my holy contempt at your sniveling, I command you to

go forth into battle with such glorious weapons as the Dark Sword or Chill Blade in your hand. See as they cleave through the foe while their blades bounce harmlessly off your impenetrable Armour of Living Death. Make sure that you sing my praises for granting you with such glorious trinkets so that you can better shed blood in my name!

Grand-High-Arch-Dread Lord Khaine

Dear Khaine,

How come that your best warriors have never learned to wear armour? I mean, I completely understand the Witch Elves being bound by this rule, praise thy name, but the Assassins? Is getting slaughtered an integral part of your worship?

Ever encased in Meteoric Iron,
Raneth

Foolish Raneth,

In response to your letter, I command you to perform a little test that will both serve as an answer, and show your dedication to me. Now get going!

First, go and don your beloved Armour of Meteoric Iron. Once you have done so, procure the following items: a set of poisoned knives, poisoned throwing stars, a grappling hook and rope, a dark cloak and other such items. Now leave your abode, and head straight for the nearest castle. First, I want you to use the grappling hook and rope to scale the wall (unfortunately you might find the weight of the armour will send you crashing to your death as either the rope or your body gives way under the strain). If you manage to get survive this, you will then need to traverse the corridors swiftly and silently to get to the topmost chamber (You may find that the armour makes both of these states to be rather difficult to achieve. If you are fortunate, you will attract the attention of only a dozen or so passing guards). After entering this chamber, you must ambush the aforementioned guards (silence is key at this point), and then steal a glowing orb, standing on a pedestal in the centre of a room. Immediately after doing this, you must flee the castle as quickly as possible (though I fear that the armour may slow you down a touch here...)

Go now and carry out my will so that I may both prove my unquestionable wisdom and be rid of a fool with one action. If you fail to act, then you can expect one of my more faithful servants to pay you a similar visit for your blasphemy. I assure you that he will be swift and silent due to his lack of armour.

In any case, as to your final question of whether getting slaughtered as an integral part of my worship, I think you will find that in your case, it is.

Khaine, Giver of the Last Order You'll Ever Follow

Dear Khaine,
Do you wish that someone had done a better job sculpting your for the statue on the Cauldron of Blood?

Your buddy,
Loki17

Unworthy Loki17,

If any mortal hand had sculpted my true likeness it would scorch the eyes out of your sockets. Your flesh would flay off your bones and your blood would boil off into vapor. Every mortal in Naggaroth would hear the screams and be driven mad. Your offspring would writhe in agony for fifteen generations. All those who even heard a vague description of my statue would wither and die.

So... Yes.

*Not Your Buddy,
Khaine*

Dear Khaine!

Do you like magic? Some say you don't. Actually Witch Elves don't like Sorceress, but does this mean you don't like magic? What about male sorcerers?

Murmandamus

Despicable Murmandamus!

I can assure you that I thoroughly enjoy the effect that magic plays in taking lives and causing agony. Just because Sorceresses should learn not to get in the way of the Maibd's knives doesn't mean I have anything against them personally.

In fact, I have quite a bit of fun aiding your Sorceresses on the battlefield, what with Word of Pain being straight out of my dictionary. They do twitch so delightfully.
chuckles

As for male Sorcerers – I have no interest in your politics, so Malekith can do as he pleases. I find that such casters are often contemptible weaklings anyway. Perhaps it is better to get rid of them so that they don't waste breath that could be better used by Druchii who will scream my name as they make a kill.

I suspect that you have had your little head filled with rumours from people like that buffoon Rork. It could well be that your "some" who say that I dislike magic, are the same "them" who compare me to Khorne. Beware! Pay no heed to any rumours about me being affiliated to a certain other axe wielding oaf-god, especially if these rumours are spread by such creatures of low mental quality as worshippers of Chaos.

Khaela Mensha "Word of Pain" Khaine

Credits

Contributors

Dyvim Tvar
Jeffleong13
General Kala
Voodoomaster
Darkprincess

Iyagd
Dark Harlequin
Cat-the-Odd
The Druchii.net Mordheim Team
& Khaela Mensha Khaine

Editors

Eldacar
Loran

Models

GeOrc - Witch Elf Unit

Illustrations

General Kala
Iraquur Nightfrost

Layout

General Kala

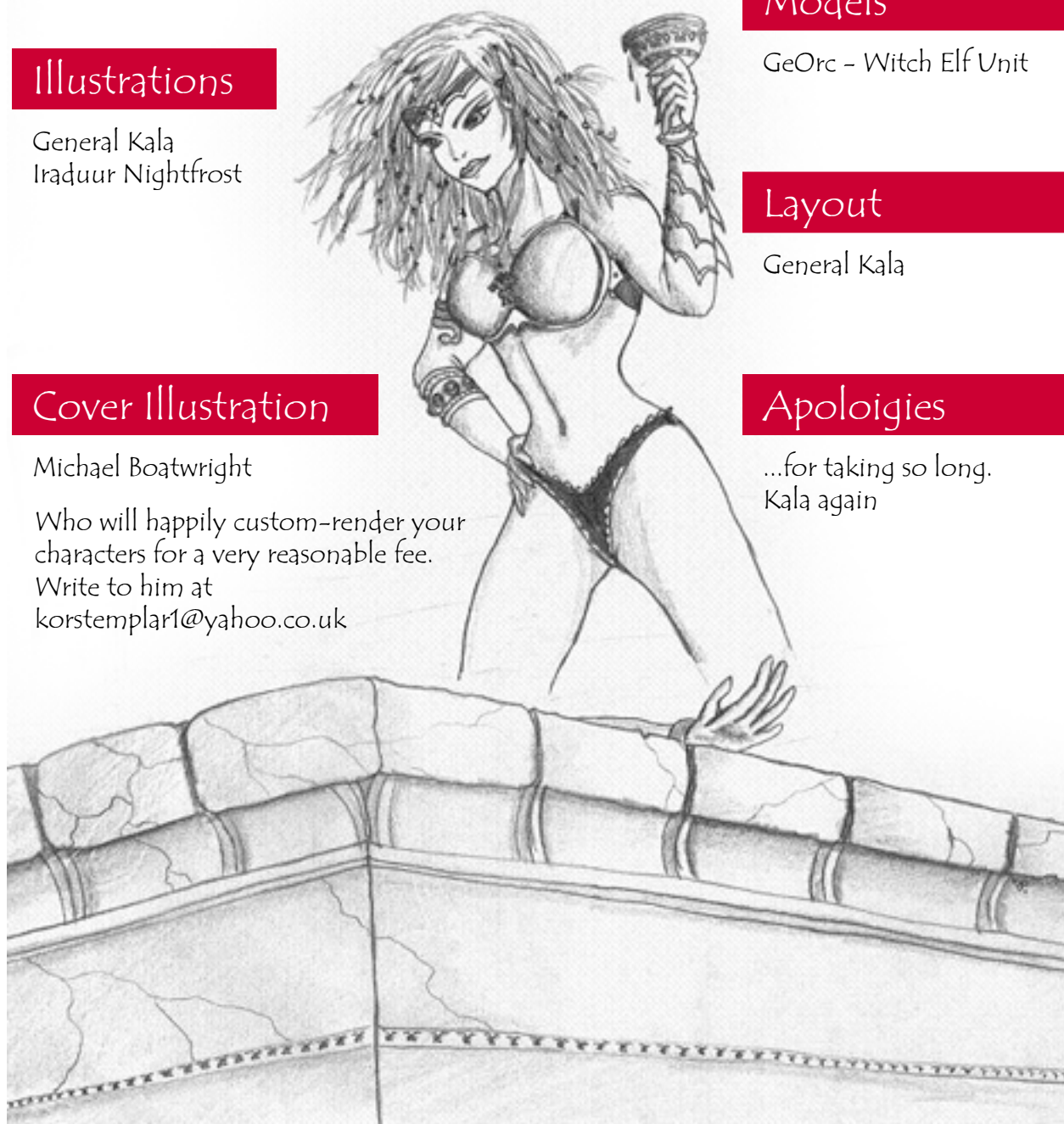
Cover Illustration

Michael Boatwright

Who will happily custom-render your
characters for a very reasonable fee.
Write to him at
korstemplar1@yahoo.co.uk

Apoloigies

...for taking so long.
Kala again



Next Issue - Druchii.net 5th Anniversary Edition