



Druchii.net 2

M O N T H L Y



APRIL 2005



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Prologue

Prologue

by Z'Gahn

A very good day to you all!

This is a special Monthly, and it deserves a small celebration. Two years ago on this day, or maybe some days ago depending on when you read this (*or even more according to huge delay we are very sorry for - Malekith*), the very first issue of the Druchii.net Monthly was published!

Time for a little recap: January 1st, 2003. Druchii.net is delighted with the first Monthly, despite it only counting a grand total of 7 pages. The February issue was skipped because of the server swap (the older members might even remember this (*even I did not see this, it is that old... - Leth*), and the next in line was March, with a stunning one-hundred-percent increase of pages! Shortly hereafter, however, activity dropped, and deviant attempts to resurrect it failed.

But then the great summer holidays came and due to the great effort of a many great people, the re-named Druchii.net Quarterly stood up once again, better than ever. Popularity and quality kept increasing and in January 2004 the mighty January Quarterly was published. In three parts because it was so big! Counting 150 pages, it was decided that from now on, the Quarterly would be the Monthly again for the sake of readability.

Many issues have followed, making me pretty proud of our fan site, and our fanzine in particular.

Quite impressive, no? Well, I think so and therefore I would like to say a few thank you's. Firstly, there are the Initiative Leaders who have been working very hard to keep everything on the tracks, and a special mention needs to go to Imdat Tauble – Steja back in the old days – without whom the Monthly would never have been born, let alone survive for 2 years.

Next in line are the people who actually write the articles for the Monthly, and those editing them and making illustrations. Needless to say, the Monthly would not be the same without you! And last but not least, I would like to thank you, the reader, for

reading our little magazine. Thank you all! My good deed for the day done, I will now continue with what you can expect in this special issue.

Besides all the regulars, like the Know Thine Enemy: Wood Elves and our army-building series, this issue sees the first part of the first Druchii.net debate. Two teams will be competing against each other for the honour and for the right (and maybe a small prize...). The current subject is whether or not Druchii tactics rely too much on special and rare units. This is only the first part – the teams' opening arguments – and in the next two months they will write two more articles each, in which they will reflect upon each other's arguments. So make sure to check this one out! If you would like to compete in one of the future debates, just visit the Debates topic in the Announcements forum.

Other special features in our special issue include no less than three projects from the 7th Convent: a special character, a scenario and a new special weapon will make your games even more special...

Do not forget to send in any comments you have on these creations to 7thconvent@gmail.com! (I promise, last time I will say this in the Prologue (*unless Anaryin finds out where you live, right? -Leth*)).

Add a story, a spotlight on AloneandBurned's army, a tournament report, and an article on the different cabals of the Cult of Pleasure, and you have a rather complete Monthly.

Enjoy!

'Till next month,

Z'Gahn

To Make like a Slave

Cold One and Reptile Skin Paintings

by GeOrc

The miniatures are all regular miniatures without any conversions. The miniatures were painted just after release of the new 6th edition dark elf. I looked for a nice colour scheme for my new army but it was hard to find. I got inspired by some miniatures shown at the end of the army book. Here a dark elf priestess painted only in black and white with a bit of red. I decided to change the red to purple and this would be my new colour scheme. I have tested it on witch elfs and everything was looking really fine. After painting some miniatures I realised that painting black and white only is very boring especially accenting all the black. That is why I never paint the whole army only some units. But I wanted to give you a look on a unit of this by myself called "gothic era".

COLD ONE 6TH EDITION

Here I used a mix of goblin green and chaos black as basis. For the following accentuations I added bleached bone to the mix until I reached pure bleached bone on the belly. As a last highlight I used skull white to light up the belly. The scales are black with grey accentuations for which I used codex grey and as a second highlight fortress grey (the skin of the sorceress' cold one is accentuated with goblin green to give it a more greenish look).

The knight is primed black. Then the face is painted with help of many layers of thin bleached bone. The black armour is accentuated with codex grey and fortress grey. All the armour's edges are then painted in metallic silver or gold. The chain mail is painted with boltgun metal accentuated with mithril silver. The skirt under the armour is painted white. For this I used codex grey as base colour and then I accentuated it with skull white. Purple is the detail and army

colour. All purple-based elements were painted in nauseating blue accented with liche purple and then with warlock purple.



5TH EDITION COLD ONES

Here I want to show you my high sorcerer on cold one. He is a conversion of a dark rider body with a head from a dark eldar homunculus. The Cold One is a horned one from the lizard men army.

EXAMPLES FOR COLD ONE SKIN

Here I will show some examples for reptile skins I have painted in my armies over the years. I will also give some short description of which miniature and what colours I have used.

Old orc wyvern

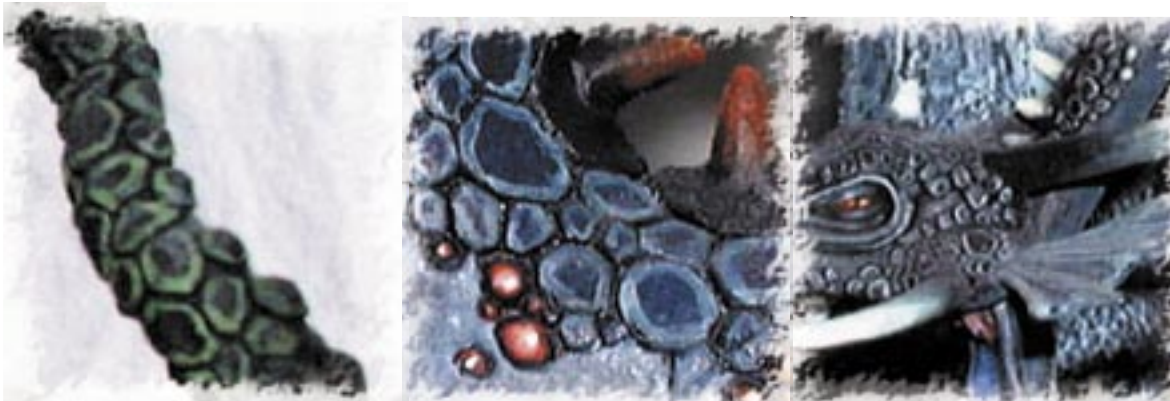
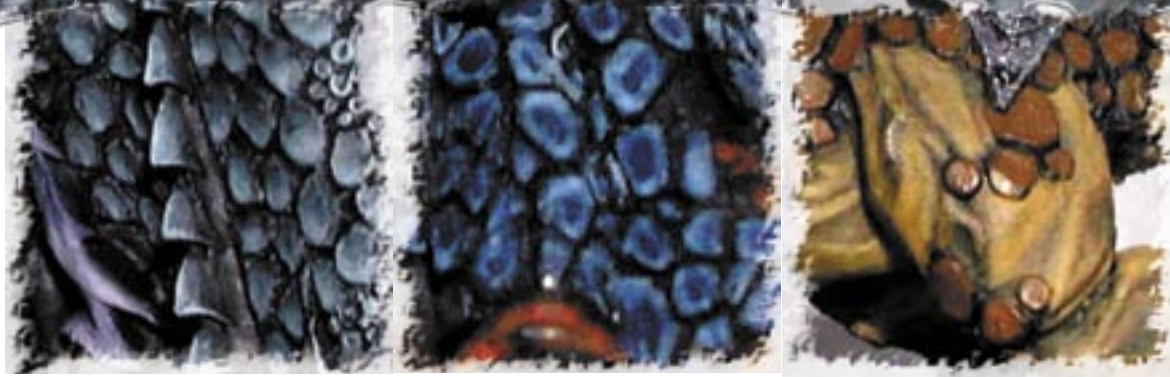
Here I used bestial brown for the smaller scales and bubonic brown for the belly scales.

Cold One 6th edition

Here I used a mix of goblin green and chaos black as basis. For the following accentuations I added bleached bone to this mix until I reached pure bleached bone on the belly. As a last highlight I used skull white to light up the belly. The scales are black with grey accentuations for which I used codex grey and as a second highlight fortress grey.



To make like a slave



Corsair 6th edition

Here I used the same colour scheme I used for my Cold Ones. The scales are black and then first highlighted with codex grey and then with fortress grey. The smaller scales are dry-brushed with skull white. The inside of the cloak is based on liche purple, highlighted with warlock purple and then tentacle pink. The whole cloak is then brightened up with thinned skull white which gives it that light fleshy look.

Corsair 5th edition

The skin is based on blood red. The scales are painted in regal blue and then accented with spacewolves grey.

Cold One 5th edition

The black primed skin is accented with bestial brown and then accented with bubonic brown. The scales are only accented with bestial brown.

Hydra Conversion

Here I painted the scales with a mix of goblin green and chaos black. The edge of the scales are then accented with goblin green

Bracchus, Black Dragon of Rakarth, Beastlord of Karond Kar

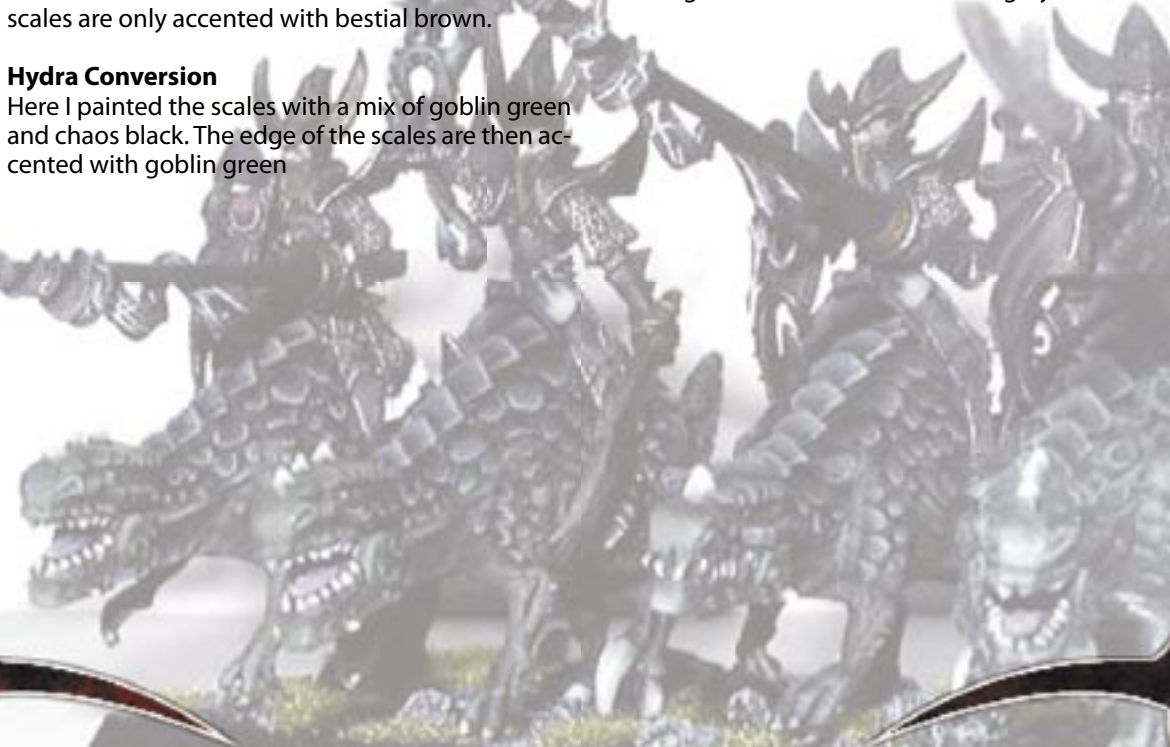
Here I used shadow grey for the belly. The scales are painted in deadly nightshade accented with regal blue and the edges accented with spacewolves grey. Horns and bubbles are painted with blood red.

Black Dragon from a highborn on Black Dragon Conversion 5th edition

Here I also painted the belly with shadow grey but more with a layer technique so it became lighter towards the center of the belly. The scales are primed black and the edges are accented with spacewolves grey.

Unreleased Warhydra 5th edition

The skin is based on cameo green which I have accented with rotting flesh. The scales are black and the edges are accented with codex grey.



To Make like a Slave

Painting Cold One Knights

by Lord Tsunami

First I primed my knights black (shocking huh?). I also did the holes used to pin the rider to the mount before I really started painting. Later I also had to pin the arms, so I recommend you do that before painting two. I painted my knights with black armour with no highlights at all. This is not the undercoat showing but an extra layer of watered down Chaos Black. This may sound unprofessional, but the layer of highly shiny varnish, added last, gives them a bit of a break from all the black.

highlighted with Blood Red and then Blazing Orange. A glaze of thinned down Crimson Gore was applied to bring the highlights together. This may seem like unnecessary work, but it is really important, at least for a painter of my moderate skills.

The skin of the knights is painted Elf Flesh, washed with watered down flesh ink, and given an extra highlight on the nose with Elf Flesh. Not too much work here, since almost no skin is showing on these models.



The chain mail, lance tip and other metal are painted chainmail followed by black ink.

At first I was satisfied here, and played with them for a year or two, but it did look a bit dull. Therefore I added Tin Bitz highlighted with Dwarf Bronze to the head ornament - much nicer.

The robes, other fabric and the shields are painted first white, and then two layers of the old colour Crimson Gore. This may naturally be substituted with Red Gore or other dark red. This was then

Now for the Cold One itself. First, prime black. Then I used a heavy drybrushing with Dark Angels green, followed by Emerald Green (or you can mix Dark Angels - with Jade Green), and last Jade Green. The drybrushes got less heavy as the colour got brighter.



To Make like a Slave

To finish off, I used diluted black ink over all the green.

The scales were first tidied up with black. Then I drybrushed them with Bleached Bone. Here I really DRYbrushed, using almost no paint, and the little paint I used was about the consistence of flour, yes – flour. This is because I only wanted the highlights on the very edges of the scales. More experienced painters could use several layers of blending and so forth, but this is WAY faster.

Last: the claws and teeth. I painted the entire claws, and teeth, with bestial brown, followed by snakebite leather. Then the tips of teethe and front hand claws were painted bleached bone. I was a bit more careful when painting the bigger claws on the hind legs. I used bleached bone with extra water added, to paint strips along the claw, starting from the tip and working inwards, leaving stripes of brown showing at the base of the claw. I finished the job by adding a last highlight with white to the tips of the claws. This is a very good way to paint big claws and horns. The eyes were given a dot of white followed by a dot of Sunburst Yellow.

Even though these models are several years old and my painting have been improving much since then, I am still happy with these guys. Every time I put them on the table facing a new opponent I get compliments for them. This is probably not because of the painting skills shown, but more because the simple and effective colour scheme. So my last tip is: keep it simple and spend a little extra effort to the few details you have, and the result will look great!



Our Stinking Pets The Cold One Knights

by Nagathi

They are big. They are scaly. They are drop-dead ugly up close. No, I am not talking about the things my cat brings home at night. I'm talking about our beloved cold one knights. As a final piece from me before I quit this initiative, I have taken it upon me to write a tactical article about these knights. This will probably be the last article I ever write for the Druchii.net Monthly. I have only written a few so far, but there will not be any more after this one. Time is, as always, on a short-stack. I will satisfy my needs of spotlight attention through my editorial and quality assurance jobs instead.

As I am lying here in bed, knocking the keys of my laptop and eating gingerbread cookies, I try to figure out where to begin this thing. Cold one knights are fast, yet slow. Disciplined, yet dumb. Tough, yet fragile. Strong, yet weak. Expensive, yet expendable. Versatile, yet a no-brainer's choice. In addition, as many polls on the site have made clear; Cold one knights have really darn cool models! All of this need to be brought together into a good article that will make all you young Druchii lords out there use them correctly. There is a lot to learn, so listen well...

FAST, YET SLOW

Cold one knights are our heavy cavalry. That is for sure. However, they are not anywhere near as fast as other heavy cavalry can be out there. Compared to our white-clad cousins, our knights will seldom get the charge. With a mere range of 14 inches, they need to be relatively close to their target to get the charge in. Many other heavy cavalry units in the Warhammer world have at least a charge range of 16 inches, and they do not have to worry about that test we all know happen at the beginning of the turn. More about that later (*I think, have not made much of an outline of this article yet...*)

Do not underestimate their range, though. 14 inches is further than you might realise. It is almost three times the movement rate of our infantry units, and we know that elves are pretty nimble on their feet. For an advancing force, putting the knights on the flank of an infantry unit as support, as you would with a chariot, might not be a smart choice. That would mean that you need to keep the pace down with the knights, or else the whole idea of supporting the infantry unit is lost.

My advice to you, young lords and evil spies (yes, I know who you are (*Editor's Note: Who? Me? – Leth*)), is to align your knights against their intended target in the deployment phase. No ingenious tactics – just get them into combat fast. A way to improve their somewhat stunted movement would be to add the Banner of Murder on them. That will help you on the charge only, but sometimes the charge is the most important movement. Failing a charge with a few millimetres can result in a major counter charge from your opponent.

DISCIPLINED, YET DUMB

No matter how much we pray, no matter how purified our dice are, no matter how many rituals we perform, stupidity tests will always come and bite us in our behinds when it hurts the most. Just when you have the game-winning charge lined up, your knights will stop and smell the fresh scent of blood from the battlefield. On an average, you will fail 6 out of 36 stupidity tests (meaning one sixths of all tests, meaning six sixths of a chance that one unit will fail during a game of six turns). How do you like those odds? It is at least better than our previous leadership of 8, where we would fail a lot more.

In an army of less than 2000 points, your army general might be a noble. Since the noble and your knights have the same leadership, there is no need

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to have them close to each other, as the tendency showed before the revision. Now they can operate by themselves on a flank without losing anything of value. In bigger games, as long as you do not have the highborn as a general, the knights will not need the aid of the general to pass stupidity tests (and other psychology tests for that matter).

The leadership they possess are in class with many lords of the Old World, and should therefore be highly embraced. Elves have high discipline, but this is good even by elvish standards. Use it to your advantage; by engaging units causing terror or similar (only fear versus the knights, mind you) where our other troops run a greater risk of fleeing. You can charge a unit where you know you might lose, and know that your extra high leadership will save the day. Nothing makes me smile more than having a unit of knights hold their positions due to that extra point of leadership. Especially when the opponent hoped I would flee, but now has to face several flank charges and a certain death.

TOUGH, YET FRAGILE

Elves with 2+ armour saves, fragile? You might wonder what the heck I am blathering about now, but let me create a picture in your head first, before you call me a fool and jump to the next article. Imagine you are up against Dwarfs. Stone throwers, bolt throwers, cannons... well, almost all war machines ignore that nice armour. Those that do not ignore it, reduces it dramatically. 5+ save against a volley from an organ gun is not much to cheer for. Not when the Dwarf player wounds your elves on the scary roll of 2 and up. The thunderers wound on 3+, and give you a save of 4+. Slightly better for you, but I do not think any thunderer would shoot your knights unless it was very necessary.

When marching across the battlefield, you will en-

counter a lot of war machines. There are a lot of races that have access to the stone thrower in one of the many versions. Rock lobbers, doom divers, trébuchets, skull catapults, mortars, etc etc. Cannons are nasty too, as are bolt throwers. If you field a big unit of knights, make sure you keep out of sight for as long as possible. Else, you will not have anything left when it is time for slaughter.

If the board you are playing on does not have much terrain, you could try to employ a tactic called "Screening". Screening your knights with dark riders or anything else can be good, but remember that all elvish models are expensive. You do not want an infantry unit to screen your knights, that would only slow them down. I prefer screening with my harpies, they are pretty cheap, and they are extremely manoeuvrable. I rather let my 6 harpies take those ten hits from an organ gun than my knights.

Once the cold one knights reach the enemy, you will notice that not much penetrates their armour. Normal blocks of infantry, the best target for knights, usually never have higher strength than four; and that is if anything survives the charge to attack back! Toughness three is low, as it should be for all elves, but the 2+ or 3+ armour, together with noble leadership, will certainly make them one of the hardest units to break in combat. Just make sure you get there in one piece...

STRONG, YET WEAK

As I just mentioned, our knights are nasty on the charge. High weapon skill, high strength, good skill and strength on the mounts, think plates of armour. But most of all, they cause fear! A unit of these are like a lean, mean killing machine. They can break almost any opponent they charge, and can break many automatically. Wounding most infantry on



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the roll of a 2+, and removing two points of armour save can decimate even those hairy Dwarfs (although, you will only wound on 3+ against them).

However, our knights are weak. Their base strength is only three, and if they end up in a prolonged combat, they will need support. I am well aware that our knights are not supposed to get stuck in combat, but I am also well aware that it has happened several times. Once they do, the cold ones are the better attacker in my opinion. They might need a slightly better roll to hit, but their higher strength more than compensates for that. Strength three will not kill many stunties, but strength four might.

If you decide to charge head-on with your knights into a unit of 16-20 infantry models, my best advice is to reassure yourself that you have something that can go into the flank in the next turn in case of some bad dice rolling. I tell you, it is no fun seeing your main killing unit get stuck against some puny foot lads. The main source of combat resolution points the enemy has, is the ranks. Knights do not have many ranks, but infantry do. A charge in the flank with a unit of dark riders will turn the combat in your favour. Removing his rank bonus, and adding one point for flanking to yourself is a fair treat for such a simple act.

EXPENDABLE, YET EXPENSIVE

Cost. The factor that decides most of our army choices. All players have tried to weigh the unit's cost against what it does for you, and in the matter of cold one knights; the weight of cost is really heavy. Are they really worth those 29 points a pop? That question is not mine to answer. That is something each player has to decide for himself. However, the mistake many player do when they try to decide, is to compare their cost against how many points they kill in a battle. That is so annoyingly wrong it makes my carpets curl up in frustration.

I can comfortably win a game where none of my units killed as many points as they were worth. If I survive, and you do not, who has the lead? Even if your 300 points worth of knights kill 150 points worth of enemy troops and then die themselves, they could very well have been "cost effective". Warhammer is not a simple game of slaughtering your opponent, even if that is the main ingredient. Psychology plays an important part in this multi-sided entertainment.

What if a unit of five knights were lined up to make a flank charge on the enemy, and he decides to move far away? You did not kill anything, but did not your knights do anything useful? I say that they did. Maybe they opened up a spot where you can breach his line. Maybe you caused is army to divide itself into smaller pieces, which is easier to break. Maybe you made a nasty unit with low leadership move away

from the general (Orc & Goblin trolls for example). Are the knights still not worth their points?

How about expendable? You might have noticed it in the above headline, and you want some explanations. How can a unit with models of 29 points apiece be expendable in any way? It is really quite simple. Dark riders are a well-known unit that can be sacrificed for the greater cause. The normal configuration on them cost 127 points (repeater crossbows, musician). For 18 more points, you get five cold one knights. They are expensive, but not really. If 145 points worth of knights get killed, you might have lost a vital units in your army, but not many points. Druchii is all about sacrificing for the greater cause. It's commonly known as backstabbing *evil grin*

When you sacrifice a unit, there are many ways to do it. You can do a kamikaze charge into a big unit to avoid that enemy unit to charge your other exposed units. You could be so desperate that you choose the screen with the knights (happened to me once; I had to protect my wounded general on foot from a volley of handgunners after his Pegasus got shot to smithereens. The cold one knights were my only choice, and they managed to survive, which my general would not). You could bait and hope to not be caught when you flee. You might even try to hold against the inevitable enemy charge. Do not be afraid to think outside the box. Knights can be used for more then just killing.

VERSATILE, YET A NO-BRAINER'S CHOICE

Well then. Now it is time to actually put theories into... well, other theories. First, I thought I needed to discuss the unit size of our knights. I hope most of you have heard of a tactic called MSU or MSE, which means Multiple Small Units and Multiple



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Small Elites. Playing with our cold one knights is really effective when using these tactics. A unit of five or six knights (accompanied by a character if five has been proved useful and effective) are excellent as a flanking unit. Let the enemy charge your big block of infantry (often referred to as an anvil) and then bring the knights into their flank in the next turn (simulating the hammer striking that piece on the anvil).

To make that tactics go well, you need to make sure your anvil will not break. Black Guards are good at this, but a unit of 20 spearmen can withstand more things than you might realise. Static combat resolution (outnumber, standard, ranks) are essential, and will play an important role in holding the ground against enemy chargers. I, personally, use a unit of 16 spearmen for this purpose. They are maybe a bit easier to break, but on the other hand – my army is not there to be charged.

A unit size of eight to ten is the big nasty über-killing unit. It costs around 300 points or more, but if you know your opponent's army list and know the lack of war machines, this is a good choice. When all special slots are taken, and you want to make sure these guys do their job, eight to ten knights is great; especially if joined by a noble or highborn. The gains from that unit size is mainly the unit strength when using fear. If you win combat resolution and outnumber while causing fear to the enemy, the enemy will break automatically, even if stubborn or frenzied or cold-blooded.

Another profit of such a huge unit is the survivability. Those pesky support units can do whatever they want against your unit. It will still reach the lines. Smaller units often need another object in the army for the enemy to focus fire on (dragon/manticore perhaps), but with 10 knights you do not have to worry that much. Of course, if he chooses to fire at something else, or don't have any shooting at all, you will receive rank bonus and probably outnumber your enemy after all attacks has been made. This is the simple tactic. Straight forward. Hack n' Slash!

One thing I have played around with a bit in the past of the use of their leadership. We all know that dark riders are fast cavalry, and most of us use that in a baiting tactic. Meaning, putting the unit within charge range of an enemy unit, and then elect to flee as a charge reaction. Thus, putting the enemy unit open for counter charges. That's why most units of dark riders have musicians – for the benefit in rallying.

Now, I know our old one knights are not fast cavalry and cannot move after elected to flee as a charge reaction and passed the rallying test, but they can be used in a similar way anyhow. A unit of five knights with a musician is not very expensive, but it proposes a greater threat to the enemy than five dark riders do. Therefore, the enemy feels obliged to charge your knights as soon as he has the opportunity. Cold one knights flee just as far as dark riders would, but has higher leadership when trying to rally. Leadership 9 plus 1 is not often failed.

Now, counter charge him with whatever you got, and bring in the knights in a subsequent turn if he is still standing.

This tactic is now made even better with the use of the Soul Shadows Standard from the Storm of Chaos booklet. Those items are legal to use in any Druchii army, which means that your khainite force can use it as well. The standard needs a standard bearer in the unit, and costs its fair share of points, but when using it you can do the counter charge with the knights themselves. You do not need to have back-up units waiting behind. Beware of unlucky dice rolls though. A unit with standard is an expensive unit to lose.

How many units of knights can an army have, and still be effective and enjoyable? Well, for all of you who have tested the Watchtower List (found on the Games Workshop site), the games is still enjoyable with lots of knights. I dare say that it is not classed as cheesy or beardy to have max number of knight units in a druchii army. Cold one knights are expensive, got stupidity, and is not the fastest units around. Maybe if you have a manticore general, pegasus noble, dark riders as core, and Dogs of War knights as rare your army will be called cheesy. Nevertheless, having all specials filled with knights is a nice fun game to play for both players. Stupidity becomes a laughable factor instead of a game-winning dice roll.

CLOSING STATEMENTS

Now you have it. A full article on the pros and cons of our stinking pets. Remember, young lords of our proud race, your knights will have to bear the grunt of the fighting. The sooner you get them to where they want to go, the better. There is no need to hang about to smell the flowers...

This is Nagathi signing off as a writer for the Druchii.net Monthly. Roger and out...



Fluff

Cold One Beast Mastery

by Tastyfish

Among all the wards of the beast masters of Karond Kar, other than the mighty black dragons, it is the cold ones that are considered the most difficult beasts to raise and train. An adult cold one is a fearsome beast more than capable of tearing a man or elf apart within seconds and their tough skin makes them immune to most of the traditional equipment used for training mounts like whips, twitches, and scourges. On top of this they are poorly adapted to Naggaroth's cold climate and are by nature a solitary hunter, it is unsurprising that it takes a very experienced beast master to be able to look after a cold one stables.

Despite these difficulties and the cold one's near legendary stubbornness, trained beast masters find themselves much in demand among the noble houses due to the beast's quality as a war mount. Currently there are four schools of thought on the correct way of handling cold ones and still much debate as to the merits of each. Each year handlers who follow the various schools of thought compete with each other in the beast hold of Karond Kar through a variety of trials including obedience, quality of specimens and pit fighting with reputations and vast sums of money being bet on the outcomes.

One thing all agree on is that the correct positioning of cold one stables is vital to the creature's well being, with the ideal place on an estate being built onto the rear wall of a bakery or forge. The latter is being the most popular due to the smell of the cold ones being offensive to all those who have not lost their sense of smell to the slime and proximity to the kitchen and dining hall being an issue. However, for anything larger a household or small fort's stables with only a handful of the beasts this becomes unpractical and special hypocausts are required. It is this that limits larger numbers of cold

ones to only the most powerful of families or those with favourable locations such as estates containing hot springs, as few families are willing to spend more on a mount's accommodation than on their own.

The Talothis school of thought, named in the traditional fashion after the highest-ranking master who practices it, uses the principle of small stables of cold ones and their location to train them. While barbs and spines will not penetrate the tough hide and only the most insane will try to put a hook through the soft tissue inside the mouth of a cold one, they are still sensitive to heat. While the layman may think that the use of hot irons and burning coals is purely a sadistic game for the benefit of the beast master, properly applied they can be used to reward or punish the cold one.

By altering the distance a hot brand is from the cold one's head any effect from a sedating warmth to a sever burn can be obtained. Unfortunately, there are some drawbacks to this technique – not least, the risk in using fire in a stable, but also it requires an expert's touch to avoid enraging the cold one whilst it is at a fighting temperature. Because of these issues, the followers of the Talothis methods tend to be found as beast masters among smaller houses that have only a few cold ones used as mounts for their higher-ranking nobles rather than fielding chariots or entire regiments of knights.

The most popular current technique is the Vralehk method, whose principle concern is over-trying to overcome the cold one's territorial tendencies due to their nature as solitary predators. The key to this technique is in its relative ease of use once a cold one has been broken, allowing an apprentice or trained knight to manipulate the beast in the absence of the stable's beast master. Incorporated



into the harness of a cold one is a thin piece of metal that goes over the top of snout of the cold one with a spike that rises up directly up above its nose. While to the untrained eye this seems like merely ornamentation or some kind of weapon, its actual use is keeping the cold one docile enough to be mounted and ridden alongside others of the giant reptiles.

Cold ones, like most of the larger Lustrian lizards, will freeze if given something to focus on right between their eyes, in this case the spike. In this state it is a relatively easy thing to keep it distracted while apprentices can prepare it for battle and its rider mount it. Once mounted, the knight need only perform an elementary motion with the reins and the spike will fall flat. However, many knights prefer to keep it in place even on the battlefield until it is time to charge in an effort to keep cold ones squabbling amongst themselves though others equally argue that the extra effort required to manoeuvre with the spike in place is not worth the effort and risk in war.

The third of the methods, the Dharmyl school of thought, is rapidly going out of fashion due to poor performance in the previous invasion of Ulthuan. The principle here was that the main problem with cold ones was their cold-blooded natures in most of the environments they fought in left them sluggish and slow to respond. To counter this just before battle the cold ones would be fed meat, spiked with a drug called Kynth Nantossir. This served to rapidly heat the cold ones up by triggering their territorial mating response.

Unfortunately, this also resulted in them being extremely aggressive and still barely controllable, just as prone to attack their riders or another cold one as the enemy, hence its fall from popularity. However, with correct housing of cold ones and keeping them covered in thick blankets or caparisons before battle is sufficient to stop them becoming too cold, the cold ones bulk is easily enough to allow it to maintain its temperature when active.

Nonetheless, it still has some following among

those more provincial houses that cannot afford either the adapted stables or the services of expensive beast masters, who see a reliance on drugs as a reflection of inadequate skill, and must rely on exiles and journeymen. In addition, it has a somewhat alternative use in some of the more isolated inns and messenger stopping houses, a slave is offered freedom if they can stay on a cold one for an entire minute and given a piece of spiked meat to 'distract' it long enough for them to mount it. Unfortunately, the result is always the same – as the poison the cold ones secrete numbs their hands preventing them from holding, and the slave is invariably torn to pieces by the enraged reptile, though it does offer the spectating Druchii a chance to bet on how long the slave survives.

The final method is the most rare, most expensive and most bizarre, practiced by none other than the eccentric beast master Jalanhahr Kovis and her few apprentices. In an attempt to get past the antisocial nature of the cold ones, she took hatchlings from a clutch before they had a chance to attack and eat their weaker or unborn siblings and gave them to one of the larger hunting dogs she owned that had lost its pups. While the first few experiments ended in abject failure, later trials succeeded once a suit of leather armour had been made for the dog to protect it from the bites and attacks of the infant cold ones.

While this method is still above and beyond the others in cost, Kovis has been able to train three cold ones to work as a pack that are able to hunt alongside her and her dogs. These hunts are a popular spectacular event among the nobles of Klar Karond as the addition of the cold ones to the pack allows them to bring down even the might tundra mammoths. There are very few of the cities high-born who would not trade almost anything to get a chance to be able to mount a pair of those massive ivory tusks in their ballrooms. To receive a cold one from Jalanhahr Kovis is one of the highest honours the beast hold of Klar Karond can bestow, placing the recipient noble among the likes of the High Houses and the Witch King.

CULT OF MEASURE

Scarazhi's Lair

by Lethalis

INTRO

Listen, young child, and listen well. There is something you must know. The world is not as it has always been, and as it seems now. As much as you are used to safety and peace, the less are our defenders. Behind the icy mountains that reach several kilometres in the air, towards the heaven where the gods live, there is the large blue sea, which appears to be quiet and relaxing. Yet it hides more terrors than one can even imagine. Our homeland is inhabited by many large and aggressive creatures, but the real monsters are on the cursed sea and beyond.

We all know there are terrible beasts like Chimeras and Dragons live on Ulthuan, yet their presence is nothing more than a nuisance. Our disciplined ranks, well-forged steel, true white-fledged arrows and accomplished mages can deal with them. Yet there are beasts and worse than beasts on the sea and beyond. They lurk from a distance, like an eagle lurking from a distance, waiting for the opportune moment to fly in and kill the prey, which doesn't know what happens to them, with their large and razor-sharp claws, in such a fashion, they strike. The chance of surviving them is only there when we have time to react, but these creatures of the night give us little time for this.

When they do strike, they never intend on conquering a part of glorious Ulthuan. Instead, they prefer to pick on small villages, outposts and farms. They do not look for a fight, like the feeble greenskins, fame, like the warriors of the Four, nor do they want to riches, like the bearded ones. No, they seek to scare us. To harm us. To destroy us both mentally and physically. They hate us.

After they have struck, they will clean all blood, corpses and indeed every clue of a fight. The ones that are unlucky enough to survive such a battle are taken overseas, to their Black Lands. There, they are enslaved, sold, tortured, and in the end murdered. They are proud of this, and whatever we have captured of their number, boast about how they killed in different fashions. They are evil incar-

nate, as worse as the daemons and monsters of the Dark Ones themselves. Few have returned from the Black Country, and most of them have either lost their will to speak or their tongues, but the ones that do speak tell stories of tall, evil dark towers rising amongst black yet icy mountains, when their bestial and monstrously big ships approach that cursed land. Of the land, they only speak words like bleak, dark and hellish. It is said that there is no much difference between those dark plains and the even darker mountains and the Umbra Chaotica.

When you see their black sails, your best option would be either to flee or to die. They will leave you alone when you're dead. Yet, when they take you alive, then pray that your death shall be quick. They are the masters of Death itself, and have the most bestial and disgusting ways to take one's life as painful and slow as is possible. If you happen to spot them, then, please, choose the smart way, and flee away. Don't let your honour stop you in this case. And don't be afraid that the other Asur will look at you in scorn. Don't be afraid you will have to live in shame. Everyone will understand you, if you are asked the reason for your retreat, when you reply:

Druchii.

CHAPTER ONE

It was odd. They should have been here by now. The two Dwarfs had been waiting for ages now, together with their entire clan.

"You'd think that they would at least try and be on time" grumbled one.

"Have patience, they are trying. It's been reported that foul winds have been crossing their watery path, that must be the reason why they're not here yet. Have some faith in them; they're our allies after all."

"Bah, that we sunk so low to trust pointy bloody ears...While we have suffered because of them."

"Now take it easy, times have changed. We have enemies to deal with, not grudges against peaceful Elves."

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The first Dwarf was a rather small one, even for Dwarven standards. He was a real wartime veteran, and one of the more experienced grudge holders around. He had a large grey beard of which he was very proud, and a big belly that had saved his life several times. His name was Thrakki, and his name was known throughout the entire clan for his heroics.

Next to him stood Thurim, a younger (and less... bulkier) Dwarf, who wasn't a great fighter in particular, yet his marksmanship and insight were what made him one of the more respected Dwarfs in his clan. As he was younger, he had more of an understanding towards the Asur, although one shouldn't count on seeing him being friends with an Elf, not even from glorious Ulthuan, as he too heard tales of ancient times, and the slightest mistake of any Elf could see him hate everything pale-skinned too. Yet the Elves knew this, and so they tried to behave as friendly as possible, even though they couldn't understand how someone could gulp so much beer in such a short time, and even be proud of it.

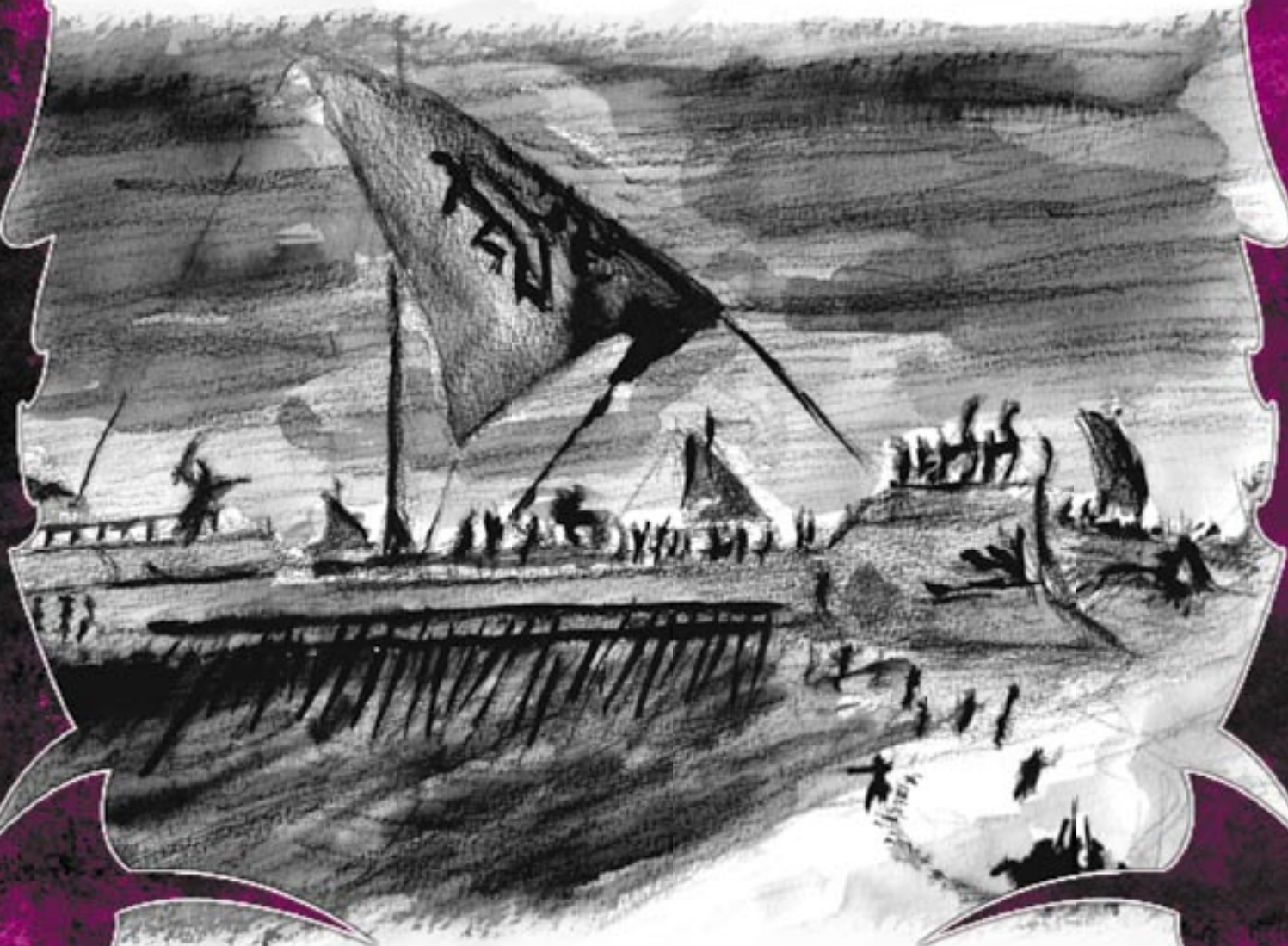
The clan Thrakki and Thurim belonged to was the Stonebeard clan, one that had put much faith in metal in the thick of fighting, and much less trust in black powder machines of the Smoking City, Karaza-Karak. One of the disadvantages that came with this choice was that they weren't used to any kind of fog, and certainly not one like this.

"I'd bet the pale-skinned ones aren't able to navigate

through this lil' smoke, as our navy surely would," grumbled Thrakki. As Thurim opened his bearded mouth to reply, he had a second thought and knew an argument about the elvish sail craft would lead to nowhere. As they looked around and around, watching for the first signs of the Elven convoy, the Dwarfs in the camp were much more relaxed. The Stonebeard clan had settled here to guard the road from the coast to Empire inland, where the much-needed supplies of the Elves would be brought to, to help the Empire recovering from the Storm of Chaos, which had devastated the whole country.

But even as the fog entered the camp of the bearded ones, they felt ever more uneasy, and a nasty feeling crept over their skin. The Dwarf Lord, Gothrak Stonebeard, came out his tent-which was actually more like a house than a tent, having many luxuries within it, including a complete collection of home-made beer-and came to the Thurim and Thrakki.

"Seen anything yet? Any sign, sail, sound or scream?" he asked. The guards replied they hadn't, yet as they spoke, a wind, driven by foulness it seemed, arrived. It brought the smell of something the Dwarven kind loved, and even as it arrived it still sent a shiver of fear which pierced their hearts. It was not the visage of gold, the taste of beer, but the smell of smoke and fire. Some other curious Dwarfs ran up the dock to see what was happening, but the fog had hidden whatever it was that produced the smell, or to the keen Dwarven nostrils (for they could recognize any particular smell of fire every-



where, such did they depend on it) more like a foul stench.

Following these evil winds was sound. Not clear, but the Dwarfs closest to the water could hear it, the sound of a ship slowly approaching. Some Dwarfs rejoiced that the Asur had finally arrived, others moaning about their slowness, and a few muttering here and there that they arrived at all. But although Gothrak's ears liked the sound, his heart feared it. Why were they going so slow? Why didn't they show themselves? Where were the other ships?

As the sound grew louder, another soft sound came with it, though hardly noticeable, certainly with all Dwarfs speaking too loud to hear what actually came. But they would know. An image of an Elven ship drew ever nearer, and even the Lord's heart came to peace for a moment, before beating harder than it ever did. For there was no Elf to be seen, to voice to be heard, and indeed no sign of life noticeable. Eventually, the ship touched the dock, and immediately the Dwarven Lord commanded his underlings to search the ship for Elves, provisions or anything else that might seem important. As they searched the ship, everything went silent again, yet the smell of fire was still present, but few Dwarfs cared for it.

"My Lord. Come quick, and hurry!" cried a Dwarf, and Gothrak left Thrakki and Thurim standing at the dock. The Lord ran as fast as his little legs could carry him, and upon reaching the pale Dwarf asked what was wrong. The pale Dwarf pointed below decks, and as the Lord's gaze reached it, his face too grew white as the ship's sail. Asur heads everywhere, most of the horribly scarred and mutilated. Wishing that he had stayed in the safe and rocky mountains, he ran back at his guards, ordering everyone to abandon the ship. But as he reached the docks, he saw a black sort of boll, surely made out of magic. And upon seeing that, he heard many an arrow flying towards it, and upon the black boll being hit, the ship exploded and the roughly thirty Dwarfs still on it were literally fried to death.

Shocked by the cries and awake by the blast, the remaining Dwarfs all rushed to the nearly-burnt dock to see what actually happened. As mosquitoes are attracted to fires and flames, helpless to resist, yet flying towards their own unavoidable deaths, and even when their skulls are burning they will not know why they chose this path. As such, they rushed, only to see a great fire just in front of a handful of surviving and terrified Dwarfs. All were wondering what happened, and the Lord screamed:

"Get away, run! I saw the evil flaming arrowheads, inscribed with daemonic skulls, which were the cause of the ship's death. Flee, so that none of you are to be hit by them arrows that have killed so many already! Let it be known to all my kin, we are under attack!"

All ran towards their camp, yet surprisingly not a single projectile or indeed any form of attack was aimed at them, and both Thurim and Thrakki

sneaked forward to see if anything happened. Upon reaching the dock, they heard even more sound of ships slowly coming towards them.


"Hmpf, anymore of those low Elven tricks? I always knew they couldn't be trusted! Woe the next bearded one ever to trust another smelly pale-skinned one, friend of dragons and sunlover. It is as it has been always: the treachery of the filthy Elven kind shows its true face at the worst possible moment, at the moment it hurts us the most and it is most profitable for them, foul daemon summoners and murderers," grumbled the honourable Thrakki, and even though Thurim knew the Asur on board of the ship had been innocent, he recognized the distasteful magic, and he recognized it as being Elven, no doubt about it. His respect for Elves had been shattered, his fascination turned into hatred, his warm hart frozen cold, and did not even think of an excuse for any of their kind. But even as his fury grew, so did his fear. For he too had seen the arrows, and they were far from the white-fledged true arrows of the folk of glorious Ulthuan. They were black as the night, as was the wood, and Thurim knew that that kind of wood had only one probable owner: them of the Naggarothi.

As these horrific thoughts crossed his troubled mind, he saw the ships coming through the mists and fog, and in an instant they confirmed his fears and answered his fury and anger. For these ships were hardly as colourful and full of life and even happiness, and no white sail to be seen in the horizon, but they were black, grey and darker than that, bringing death and misery to all, and many black sails that fitted the ever-dark night burst through. For these ships had no intent on helping or saving the human race inhabiting the mighty kingdom of the Empire, but wanted to enslave, torture, kill and sacrifice them in name of their bloodthirsty god, a god which they shared with their kin from glorious Ulthuan.

It was the slaver ships from the Black Elves, the Naggarothi.

The Druchii had come.

CHAPTER TWO

 ut on the open ocean, there are many things, both living and dead. The water, night and fog can hide many beautiful things, both living and dead. Travelling wildlife, born in water and air, living from water and air, destined to die in water and air. Many species of fish can be seen swimming and birds flying in the sun-embraced summer, when both water and air are clear, and when one looks upon it he or she will feel happiness, joy and life itself. Gentle summer breezes can be felt floating around, and one will feel the great urge to relax, without any feeling of duty, fear or indeed any unpleasant feeling, as if they were the fish and birds themselves, flying upon the air, and swimming down the rivers and the lakes and the seas, having nothing to worry about as they go

Cult of Measure

around their daily life, in such a manner one will surely feel.

How different are the other things, living or dead, that water, night and fog hide, sometimes with a hint of beauty, yet this beauty used for nothing more than to lure unsuspecting living creatures to their doom. There are many, many perils in the deep waters of the dark oceans, for there are places even fish are afraid to swim, and where birds do not fly, for they would surely not survive.

Many have seen, or claim to have seen, most of the worst dangers that inhabit the great plains of water, be it giant squids, aggressive fish species and many more monsters. The monsters get airborne too, and all too often sailors need to fear the horrific murder attempts from above the clouds. Also, the weather has been known to be the cruel murderer of many an innocent sailor, having storms, lightning and other disasters amongst its most lethal weapons.

And yet, possibly the greatest threat to anyone at sea, be it Man, Elf or Dwarf, or even Greenskin on rare occasions, are themselves. Some might interpret that as them making so many mistakes, but this is not entirely true. The greatest threat is pirates. Roaming the sea, loyal to no one but themselves, and an ever-present threat, they have captured or sunk many ships, and numerous are the souls being lost to one of their wicked weapons, many are the treasures that they have been lured to.

Amongst all the pirates, none are more skilled or cruel than the Druchii. Their race had created floating cities as one of their first achievements, a sign of their magical prowess and their great understanding for the art of making ships. Ever since they settled on land, few of them could resist the lure of the water, the lure towards their homeland, glorious Ulthuan. Many are the slaves used to build horrific ships for the Dark Elves, whether it is a small slaver ship or a mighty Black Ark. They are all equally adapted to the rough seas that surround their evil country.

But to manage such an evil ship, it takes a particularly evil and cunning captain to lead it passed the many rocks and monsters, enemy ships and fleets, defences both magical and mundane. But the ones that can do this are probably the most feared Elves on all the seas, with the exception of their King, the rightful king of glorious Ulthuan.

Amongst their ranks stands Scarathî, neither young nor old, neither brilliant but far, far from stupid and yet cunning in his very own way. He is one of the most dominating captains, yet he still has much to learn, although what skills he has mastered already, he uses that in such a way that little can be done if one is caught unprepared, as is taught to all Druchii captains. But the Dark Wave fleet can do more than just the standard raids.

Even though his skill in sailing is promising, he has not yet been given command of one of the dreaded Black Arks. The captains all say that Scarathî isn't

skilled enough yet, but some say that they just envy him, and would like to see him dead before the Navy High Command finds out about his skills, something that was prevented until now by slightly unobvious ways in which the captains excel so much, in a way that hawks excel at picking out their prey from even the largest of distances, and the prey cannot see the hawk coming until it is too late, far too late, and the hawk seizes the prey in such a way it cannot escape and it is doomed to be fed to the hawk's young ones, and as hawks do that, in such a way do the captains eliminate anyone that poses or brings any threat to their position.

This has led to the fact that Scarathî has 'only' command of several slave ships, and he is usually sent on long journeys, his targets changing from distant Cathay to the frozen coasts of Norsca, and many get sick, killed or mad during these journeys, but so far Scarathî has always managed to hold his own during those tormenting raids.

Every now and then, an extra force of soldiers is sent overseas, for various reasons. The most common is overpopulation, either in the cities or the prisons. They are given to any commander at sea who might need them, and consequently, the captains make Scarathî quite unpopular in this way.

By sending so many Elves for a single raid gives the enemy often the impression, as one can understand, that they do not simply come for a raid, but more for an invasion. In reality however, the extra Elves are just held back for support where needed, and, on a successful trip, don't even need to get into action.

So too did Scarathî surprise the Stonebeard Clan that day, in his eagerness to find some valuable slaves and riches. With twenty sails he came, twelve small and eight big ones. But as he went, he found a small Asur fleet going into the same direction. Using the fog to conceal his attack, he made his move on the unsuspecting Asur. Those few that survived the extremely ferocious and bloodthirsty attack put up a brave fight, but in the end it did not help. Some of them even were so unfortunate to survive the whole attack, and were chained when the actual raid took place. The Druchii found it amusing how the Dwarfs would react, with their faith in the –in their eyes– filthy High Elves of glorious Ulthuan so damaged, to their presence. And their inevitable squabbling amongst themselves would just make his soldiers become more conscious of the fact that they were superior in all ways.

After that, he thought, all would know about the Druchii.

CHAPTER THREE

Scarathî stood on the deck of the reasonably big slaver ship known on the blue waves as Hell's Talon, motionless. He almost got a sense of pity for those Dwarfs that had been killed and those that would be killed, and

even more for those who would not be so fortunate. He did not pity them entirely though, as they were bearded and brought his wrath upon them by their own doings.

As he stood there, he looked around him, while his small Iron Talon fleet were ever closing the coast, and the Stunted Ones all seemed to be in disarray still. Yet, Scarathî's face showed no sign of emotion, for he knew all too well no opponent should be underestimated in any way, no matter how easy it seemed.

As the first ships reached the barren beach, many Dwarfs retreated to the main camp to put up their defence, while a few stubborn ones refused to do so. Thrakki was one of them, and while he grabbed his arms and readied himself he swore to himself that he would not let any Elf pass, unless they outran them, for his legs could not carry him fast and were much used to fight the clumsy greenskins. Thurim on the other hand had already gone to the camp with lord Gothrak to organise the defence.

First of all, the cloaked sailors of the Naggarothi jumped off the ships, their scaled cloaks held tight amongst their fragile bodies. The few Dwarfs that had any crossbows with them fired them rapidly in their haste, and yet the effect was minimal as the scaled cloaks protected the Elves against the well-aimed arrows of the Bearded Ones. After that volley the crossbow toting Stunties had to reload, giving more and more regular civilians, who were also armed with crossbows, though these were nowhere near those of the Stunties when it came to design and effect. When the Dwarfs were ready to aim yet again, many a dark-fletched bolt flew towards them, cutting down many of the crossbow Dwarfs who were few in number already.

After this initial shooting, what Dwarfs that were left charged at the wicked Elves, yelling many an oath to their forefathers. Yet when they got close, the Reavers and Lordlings barked orders in their foul and sharp tongue to their troops to ready spears and swords, thus a relatively large number of beer drinkers were impaled on black and sharpened spear tips, while others were simply cut down by the curved blades of scale-cloaked Corsairs, and even after this short but ferocious counter charge a small group of stubborn Dwarfs, lead by the brave Thrakki, butchered many of the lightly armoured Elves, their axes slicing through armour and skin, and their hammers cracking skulls as no Elf could stand up to them, for three of the Druchii regimental commanders were pulverised by the brave Thrakki, and they got close to the ships. It was in this moment Scarathî decided to reveal himself.

Taking his trusted halberd and daggers, the Druchii walked over to the side of his ship and with an elegant jump he landed just a few feet away from the Dwarfs, where a Dwarven axman just finished off a wounded Elf. Surprised he looked at the Black-hearted One, and surprised he fell down on the Elf he just had killed, his head having suffered a stroke from the blooded halberd of Scarathî.

Noticing this, the brave Thrakki yelled in his rage a challenge, and still showing no emotion Scarathî stepped forwards where all Dwarfs and Elves stepped back, and silence fell over the battlefield. Finally, the combatants began to move, and Thrakki tried some low blows with his axe, but they were all easily parried by the Druchii, and with one powerful swing he threw his halberd towards the head of the brave Dwarf, who could bring his axe against it just in time, but the force of the blow forced him backwards, giving Scarathî time to grab one of his knives, and the brave Thrakki launched another attack, which was evaded and the Druchii stuck the knife in his shoulder.

With a scream of pain, Thrakki withdrew again, giving the Black-hearted One enough time to grab his second knife. Thrakki was not aware of this, and snarling another oath he lunged forwards, but the Druchii tripped him and stuck the knife in his other shoulder. This was too much for the Dwarf, who stood motionless, and finally dropping his axe tears mixed with blood and kept flowing over his hairy face. The Druchii stepped towards him, grabbing him by his beard and his face showed a small smile, for a second only. He then grabbed his blooded halberd and cut his beard off, and pushing him against the ground. He looked at the remaining Dwarfs, and readied his blooded halberd to make yet another victim. Even the stubborn and brave Stunted Ones couldn't stand any more of this, and decided to retreat. The regimental commanders looked at their victorious leader, who shook his head, and they started to unload the entire army to assemble, and prepare for their final attack.

CHAPTER FOUR

Wounded walked Lord Gothrak through the camp, ordering Dwarves to get to fighting positions, and to make some form of barricade. Others were told to get to some place where they could fire their arrows, and everywhere in the Dwarven camp, confusion had become master of all. Dazed they were, all of them, and no one save the few returning Bearded Ones had a clue of what exactly would attack them. When one of them asked Thurim who was threatening them, the Wise One grumbled "Malteeras", and that single word sparked a great hatred, which jolted through each and every Dwarf, even those who had never seen an Elf before had heard the tales of old, and how the First Speakers betrayed them and robbed them.

Thurim went towards his Lord, and asked him "Will you be able to fight, my Lord?". The Lord, who would join his Lords, replied to this: "against Elves?"; and it was then that Thurim knew that his master would never run away from any Elf, he would rather die, and he knew this by just looking in his eyes. He had suspected that a tragedy had taken place in the Master Stonebeard's life earlier, but never asked what had happened. But he did know that whatever happened, the Elves would pay dearly for it.

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The atmosphere was suddenly disturbed, and both Dwarven leaders sensed something was happening outside the Master Stonebeard's tent. They rushed out to see what was going on, and they saw a single elven rider coming, brought by a fiery black horse. He stopped just 50 feet from the Dwarves and yelled out to them to send a herald. All of the Bearded Ones looked upon their lord, and he sent Ghrúnkin, a rather big yet still young Dwarf, who was quite speedy, even though he would probably still never catch up with an Elf. Ghrúnkin walked towards the Dark Rider, and they had their conversation. After a while, he came back, saying that the Malteeras demanded them to surrender their possessions and ran from this place, as quickly as (and he quoted this) their stunted chicken legs could carry them. Abhorred by such an insult, Lord Gothrak told Ghrúnkin to reply with his axe.

Ghrúnkin stepped over the barricade, and walked resolutely towards the smiling horsed Elf. Just when he was only a meter away, the Dwarf charged, but the Rider suddenly fled, leaving the Dwarf stranded. Just over his head flew over 20 arrows, and the young beard was merciless cut down, his head alone pierced with no less than six arrows. About ten Dwarves were so furious that they rushed over the hastily-constructed barricades in their frenzy and, determined to repay this cowardly deed, another volley of arrows cut many down. Only one was still running, and the Dwarves with the keenest eyesight could see that he was upon the defensive lines of the Druchii. And just at that moment, a swift slash of Scarathî's bloodied halberd saw him cut in two halves. He walked out of the defensive position, and the crossbow wielding Dawii made good their aim, but the Black-hearted One did not trouble himself with shielding or seeking cover. Instead, he pointed to the Bearded One's right flank, and upon looking in that direction, many black feathered arrows and bolts came down crashing in the camp, followed by bolts so large, Gothrak's Kin knew that the Naggarothi had brought artillery with them, and their attempt to negotiate was just a diversion. After the hail of arrows had found their target, many Dwarves lay dead, and an even greater number wounded, and Scarathî yelled out a command. Upon hearing this, both Corsair and citizen, great in number, charged at the barricaded camp.

Most Dwarves were terrified after the initial killings, but recovered remarkably fast and soon they returned fire. Many Elves fell, and yet many, many more stormed the barricades and climbed, jumped or got dragged over it. Brutish fighting erupted alongside the barricades, and the many champions of both armies showed they were true heroes and great fighters. Hungár, a veteran axe fighter, and champion of the Hefted Axes regiments, cut down Elf after Elf, and shrugged off many a fatal wound, and died almost in the centre of the Naggarothi line, alone, after having taken over no less than fifty Elven souls with him. Úriaekor, one of Scarathî's finest commanders, skewered Bearded Ones on his cruel barbed spear without taking but a single break from fighting, always on the lookout for another opponent, for only death could stop his lust

for battle. Thurim went like a tornado that raged over the lands of farmers, ripping apart everything in its way, while no one can stop it and only hope for it to lay down, as such did he plough through the ranks of finely-crafted Elven armour, careful that he did not separated himself like Hungár did.

Yet Scarathî the Black-hearted One, wearing the hairs of Thrakki like a cloak, walked towards the fray, and while the Druchii kept killing, few were even close to match the fighting prowess, which was all the more because of their hatred, of the many Dwarven war veterans and heroes, and surely but slowly, almost everywhere the Naggarothi were pushed back.

Lord Gothrak picked his victims carefully, taking lives here and there, but never presented him to his enemies. But then he looked to his right, he saw Scarathî coming, and yet no one shot at him. Looking why not, he saw that the crossbow Dwarves simply hadn't noticed it. He wanted to go away from him, but then the Black-hearted One threw the head of green Thrakki, which had been given a trip to the barber shop, for it was completely hairless, then he stood just still. And Lord Gothrak Stonebeard looked upon it, first in disbelief, then into grieve, and thirdly into anger...His gaze switched back to his nemesis, the Evil-faced One, and started to mumble an oath.

Then, while the oath was seemingly not-finished, he launched an attack on Scarathî, who was not entirely prepared for this, and even though the Dwarf Lord was wounded, he still had amazingly fighting qualities which drove the Druchii back and even made him fall. But when Gothrak wanted to deliver the killer blow, Scarathî stabbed him in his leg with one of his knives. This did only merely delay the strong Dwarf, but long enough for the Druchii to escape his dire position. Gothrak pulled the knife out and threw it at Scarathî, who moved his head just slightly to the right, and the knife flew right passed him.

Scarathî got up again, and this time he grabbed his bloodied halberd tight, and launched a flurry of blows with the cruel barbed side of his weapon, but although the Dwarven Lord was wounded, he parried every blow struck at him, no matter how elegantly placed or how well executed. After this fury, he himself attacked once more, but the Druchii was fast and agile, and nigh-uncatchable for the slow but powerful shining axe of Gothrak.

The duel went on for nearly an hour, with both armies even stopping to fight just to see their leaders do battle. And while both had fought so hard and well, one cannot hold back the divine will of the gods, and one of the two had to perish. And in just that moment, the lightning struck, right next to Scarathî, and he jumped back, his face more pale than ever before. In an instant, he knew the Elven gods wanted revenge for his cruel butchering and his disrespect towards any of them.

Lord Gothrak Stonebeard, long may he be remem-

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bered as a brave and proud Dwarf, saw his chance and raised his magnificent axe above his bloodied and bearded head, ready to make the killer blow.

Scarathî lay down, and as he looked to sharp and shining blade that came down, he screeched an order to Úriaekor who was standing close, and he threw his spear in the back of the Dwarven Lord, who in his reflex dropped his magnificent axe, and looked down to the spear tip that had pierced his stomach. Furiously, he looked around and saw the treacherous Elf, and grabbing a small axe he wanted to kill him, but remembered his oaths to Thrakki and turned around the Black-hearted One. Turning around, he saw the Elf stand in front of him, with an evil smile on his lips, only for a second. The Druchii plunged his second dagger in the thick neck of the Dwarf, and red blood spattered all around the dark ground, and the Dwarf looked grim, held his small axe tight and hacked off the left hand of the Druchii, who screamed with pain. This was the first time in many years that a weapon of an enemy had actually hit him, and he looked in disgust of his own hand. Then he picked up his dagger, and beheaded the Dwarf with a single stroke, hitting the Bearded One with all his hatred. The head rolled towards the Dwarven line, smiling.

The Black-hearted One grabbed his bloodied halberd, and ordered all but a mere two hundred Dwarfs to be captured. The rest would be killed. Once more, the battle continued in its earnest.

CHAPTER FIVE

The sun was rising, and all over the field of battle, bodies lay bloody and broken. Dwarf beside Elf, and Elf beside Dwarf, many had died in the battle. The camp of the Bearded Ones lay in ash and ruin, the barricades had been broken and the smell of decaying flesh drew the carrion and crows near. Further along the coast, a line of two hundred captured and beardless Dwarfs walked towards the slave ships. A few had been lit by a small Dwarf outbreak, but there were still enough ships left to carry the survivors of the terrible battle.

At the front walked Scarathî himself, both grieved and yet full of joy. Grieved because he had finally had met with an adversary who, though wounded, came close to his own level of fighting and even managed to slice off his hand because of him not paying attention.

But he was also full of joy. Full of joy, because he denied the will of the gods themselves. He denied them, and he triumphed against them.

As he walked towards the ships, all Elves looked at him in awe. And rightly so, he thought. If he could conquer the gods themselves, then surely he could conquer parts of glorious Ulthuan. Even their gods could not stop him from killing whom he wanted to kill, capturing whom he wanted to capture, take what he wanted to take. When they would make port at the harbour of black Naggaroth, Clar Karond, he would be a hero amongst his kind. Surely this act could not go unnoticed, and he would show all the captains that he was indeed superior to each and every one of them. Perhaps, he thought, he should challenge them all at once to prove his godlike status. The Master would reward him greatly, and in the end, they would rule together as one, both godlike and superior to every other Elf, and perhaps he could even claim the throne for himself.

He knew though, that he should not reveal this kind of thinking until he had the status that he was worthy of. Spies and assassins are plentiful in black Naggaroth, and many a soldier would want to prove his worth in the eyes of their King, the Master, rightful ruler of Ulthuan, even though their worth was nothing compared to what he could and indeed would offer. And yet, perhaps he should speed up his promotion. Perhaps. Some years wouldn't make that much of a difference, did they now? No, who would mind anyway. Looking at the slaves again, he wondered how much they were worth. Pretty much, all of them were used to wielding power-wasting weapons, so digging tools would not make a great difference. He called for Tyruakê, one of the Nobles of Clar Karond, who had been ordered to come along. He fought not too bad, he might promote anytime soon now.

'How much do you figure these slaves and riches are worth?' he asked with an evil glint in his eyes. Tyruakê noticed this, and replied cool: 'My estimation would be...about the price of an assassin, and a small ship.' Content, he ordered Tyruakê to return to his post. All he had to do now was to pick his most unfortunate next victim.

As all this went through his cunning yet twisted mind, he noticed he had stood still all the time, thinking. He began to walk again, towards the ships. All but the last bearded slaves had been locked up, and Scarathî went on board as last. As they set sail again, he looked to the sky, where the gods sat that he had vanquished.

Scarathî noticed that the clouds were particularly black...to the tales of doom, he would not listen.

CULT OF PLEASURE

The Cabals of Pleasure, Sam'aan

by darkprincess

INTRODUCTION

The Cult of Pleasure, even during the millennia in which it was forbidden within Druchii society, continued to grow, albeit in seclusion, and today it is a huge and powerful faction among the Dark Elves. In order to survive the continued attempts by the Temple of Khaine to eradicate it from Naggaroth, the cult has spread into every corner of society, and nobody really knows how far its influence extends. It is known that each of the six major cities in Naggaroth has an underground movement of slaaneshi worshippers, but most of these are small, isolated groups with little real power on their own, only becoming a formidable force when allied with the others.

There are, however, a number of extremely powerful and well-organised cabals that make up the greater part of the Cult of Pleasure's military strength, and each of them has some unique and fascinating characteristics that serve to distinguish it from the others. In this series of articles, I'm going to take a look at the six largest and most influential of these cabals, detailing some of their major characters and the ways in which they differ from the sects in the other cities.

Following the Sundering, the Druchii people began to settle in Naggaroth, and founded the six great cities that we know today. However, after Malekith outlawed the worship of Slaanesh in favour of the more vengeful Khaine, which suited his appetite for revenge against the Asur, the various Slaaneshi groups were forced to go underground and become very secretive. Because of this, there was little or no communication between them for a very long period of time, resulting in a number of differences in the rituals and practices they use to venerate the dark prince.

In this, the first of the Cabals of Pleasure articles, I'm going to take a look at the Sam'aan, which is the largest group of slaaneshi worshippers in Clar Karond...

THE CABALS OF PLEASURE: SAM'AAN

Long before the Sundering, evil had taken root within the land of Nagarythe, and many dark cults had sprung up around the various towns and cities. None of these reached a higher status than the Cult of Pleasure, with its roots in the powerful nobility of Tor Anlec, having been founded and continually patronised by none other than Morathi herself. However, the Cult of Pleasure was not alone in travelling the dark path. Other, smaller cults thrived in the early days following the Sundering and some of these survived the Druchii migration to the frozen wastes of Naggaroth. Here, over time, most faded into obscurity, especially after Malekith the King decreed that the official state religion be the worship of Khaine, god of murder and vengeance; here could the Druchii's eternal hatred of the Asur become ritually institutionalised and all other religious factions would be destroyed or forced underground.

The more powerful groups such as the Cult of Pleasure survived partly through stealth but mostly through the power of its leaders, but most of the smaller ones vanished in a very short space of time.

Of these other cults, none was more feared than the Cult of the Serpent Lord, also known by the name Chroesh. This was traditionally a khainist cult and as such was allowed to survive, albeit in relative obscurity to this day. Followers of Khaine in his aspect of the Serpent Lord of Divine Agony have always been greatly feared and sometimes hated even by other khainite worshippers, for their path to purity is through great suffering. The infliction of pain is an art form to these cultists and when they are not torturing others, they inflict agony upon themselves in dark and depraved rituals that have far more in common with the worship of Slaanesh than that of Khaine. Because of this, the cult drew the attention of Morathi in the days before the Sundering, and for a short while she was a powerful patron of the Serpent Cult. Eventually however, she lost interest in it and went back to her more

hedonistic pursuits with the Cult of Pleasure, although the involvement of the Queen Mother had forged a link between this ostensibly Khainist cult and the forbidden worship of Slaanesh, and thus the cult fell into disrepute.

Following Malekith's purge of supposed Slaanesh worshippers in Nagarythe, later to be repeated throughout Ulthuan, the surviving members of the Serpent Cult fled across the sea to Naggaroth, where they were among the founders of the great city of Clar Karond. Here, they continued their foul and depraved rituals, but in a clandestine manner, for by now, they were distrusted by both the khainists due to the close association with Morathi and the Cult of Pleasure, and by the slaaneshi cultists because they were effectively a cult of Khaine.

Despite this, they survived and have made great contributions towards the Druchii way over the millennia, most notably in the area of torture. Those enemies of Malekith who are sent to Clar Karond can expect no mercy from the city's highly skilled torturers, many of whom began their dark career as apprentices of the Serpent Cult. No Druchii knows the subtle art of torture as well as these cultists and to be sent to their dungeons is a fate far worse than death itself. In fact, many prisoners have been known to take their own lives, or at least attempt to do so, rather than face the horrors of the Serpent Cult's torture chambers and their instruments of agony.

As such, Malekith has seen the cult as a vital resource in his armoury, for he knows that fear is a weapon as firm and strong as any blade, and fear is synonymous with the dungeons of Clar Karond.

Today, with the re-emergence of the new and seemingly revitalised Cult of Pleasure, a splinter group within the Cult of the Serpent Lord has begun to change direction somewhat. While still a Khainist sect on the surface, underneath it has turned much more towards the Dark Prince, effectively reaffirming its connection with Morathi and her powerful political allies. Still feared and distrusted on all sides, this sect, known as the Sam'aan among Slaaneshi cultists, can be both a strong ally and a deadly enemy and the inevitable civil war will test the allegiances of all its members and those of its allies to the limits...

Of all the sects within the Cult of Pleasure, the Sam'aan is by far the most cruel and feared, often taking time during a battle to further torment their enemies as they lie dying, taking great delight in their agonised writhing. For this reason, they prefer to maim rather than to kill outright.

Few of the traditionally khainist members of the cult of the Serpent Lord even know of the Sam'aan's existence, and those who do treat it with the same scorn and derision afforded to all other slaaneshi worshippers. In terms of combat, the Sam'aan prefer to engage in short raids and skirmishes rather than the more drawn-out actions that they are less well-equipped to contend with.

COLOURS AND ICONOGRAPHY

In reference to the Sam'aan's origins within the worship of Khaine, cult members often wear crimson or orange, often contrasting it with dark colours like black or dark grey. The most commonly observed icon on their banners is a stylised serpent – a recognition of their origins as much as a symbol of power and fear. Serpents and snakes are a common theme within this cult.

RITUALS AND PRACTICES

No practice typifies the Sam'aan more than torture. Few Druchii, regardless of their faith, have refined the grim practices of the dungeon to greater heights than the Sam'aan cultists. Their torturers are justly feared throughout the world, and of their victims, very few ever survive, and those that do are often descended into madness and despair.

During their worship rituals, it is common for groups of prisoners to be kept alive for long periods of agony as the skilled priestesses and torturers gradually destroy their bodies. During the festivities surrounding the main slaaneshi feast of the year, (beginning on the first day of Suith (the time of dance) in the civilian calendar, or Hyshgharbhin), it is customary for the cultists to exchange prisoners among themselves before sacrificing them to Slaanesh in any number of painful ways.

The practice of the giving and receiving of prisoners during the festivities is something that we see among all the sects within the Cult of Pleasure. However, in the other cabals, it is normal to indulge them in orgies of depraved carnality before sacrificing them at the end of the week-long festival, rather than immediately beginning to torture them with the intention of keeping them alive as long as possible.

A Sam'aan cultist whose victim is still surviving at the end of the week is considered to have gained great favour with Slaanesh and can be sure of success and prosperity throughout the coming year. In such cases, the cultist may choose to sacrifice the prisoner, or to keep him or her for as long as they wish, in which case he or she becomes a slave and may be treated in accordance with the wishes of the cultist or sold for profit as long as they were not too badly damaged during their torment as to be incapable of providing any useful service to their owner. (Although a badly injured prisoner would almost certainly be sacrificed rather than kept in any case).

Bretonnian damsels are known to be highly prized as pleasure slaves among slaaneshi worshippers and they fetch a very high price on the slave market. However, most of them tend to be of weak and feeble constitution and few are able to survive a week of torment at the hands of Sam'aan cultists. This simply serves to increase the value of those that do.

Cult of Pleasure

At other times of the year, the Sam'aan rituals are very much like those of the other major cabals, but with the emphasis on the infliction of pain. Not only on their victims, but on themselves, for, as befits their origins within the cult of the Serpent Lord, the ability to withstand great pain is taken as a measure of their devotion to Slaanesh. This makes the Sam'aan somewhat unique in that it is the only major cabal in which the members torture themselves directly – in most others, it is normal practice to have another, often a skilled priestess or sorceress, to administer the painful torments, but Sam'aan cultists prefer to do this themselves, a very dangerous practice indeed. In addition, the tradition among members of the cult of the Serpent Lord towards self-mutilation is still observed by the Sam'aan, most often in the practice of carving slaaneshi runes into one's own flesh, or branding themselves with hot irons – something that is usually used by other slaaneshis only to mark the ownership of slaves.

It is not unknown among the Sam'aan for the most devoted to suspend themselves on flesh hooks, often for extended periods, as a test of their faith.

ARMOUR & WEAPONS

Sam'aan armour is often marked by the presence of many small blades, making it very dangerous in hand-to-hand combat. Red and black are the traditional Sam'aan battle colours though individual regiments may vary. Often, the armour is lighter than that of other cabals, in keeping with the Sam'aan ideal of high agility.

Sam'aan devotees, unlike those of other cabals, often choose to carry long knives rather than the usual heavy swords when they go into battle. The reasoning behind this is that it gets them closer to their victims and increases their agility in combat. Many bizarre and lethal blade weapons are unique to the Sam'aan, and when they do carry swords, the hilt most often carries a deadly flaying blade or some other lethal weapon. Often, their weapons carry more than one blade, and require great skill in handling them. Most well known among the weapons of the Sam'aan is the Menkynth, or Hand of Death, which is akin to a small, single-handed twin-bladed scythe that takes the form of a short handle with a curved blade fixed at either end. This weapon is very distinctive and is rarely seen in the hands of other cultists, having been invented and refined within the Sam'aan cult itself, and not produced anywhere else.

No Sam'aan warrior would ever go into battle without his or her own personal torture devices, known as Kherikyth, a name that is a contraction of "kherith" and "kython", and meaning "kiss of pain". Kherikyth is a generic term and may include anything from simple thumbscrews to more complex instruments of agony, but will invariably be small and light, so that they may be carried easily and unobtrusively. After the battle, there will be some survivors that need to be tortured on the spot, rather than risking their premature death by carrying them back to a grim dungeon.



DRAMATIS PERSONAE

Dhearanna Vathiri – High Priestess

High Sorceress of the Sam'aan, dreaded by all who cross her path. Her passions for "torture with ecstasy" had led many to believe that she was in fact a true priestess of Slaanesh rather than of Khaine as she would have had her followers believe in the days before she was able to openly declare her allegiance to the Dark Prince.

Dhearanna is a level 3 High Sorceress and knows spells from Dark Magic, Lore of Shadow and Lore of Death.

Special rules

Stats as per DE High Sorceress, thus a Lord choice.

Senix Belakyth – Torture Master of Clar Karond

Probably the only Sam'aan cultist who is feared more than Dhearanna Vathiri, Senix has developed and refined the art of torture to hitherto unknown levels. His dungeons are crammed full of the most bizarre and appalling contraptions, all designed to heighten and prolong the agony of his unfortunate victims. While many torturers use their craft for a particular purpose, be it simple punishment or the extraction of information, Senix inflicts pain mostly for the sheer entertainment value of gradually destroying the bodies of his subjects in astonishingly inventive and excruciating ways, while keeping them alive for as long as possible. Many dark tales are told of prisoners being kept alive for weeks, months or in some cases even years, so great are his skills. To let a victim die whilst under his charge would be a failure of his finely honed techniques in his mind, and he will only ever kill when the task is complete, or he simply grows weary of the individual in question, perhaps wishing to move on to someone new and potentially more exciting.

Few people know of the methods he uses, and those that do rarely speak of them. Even his own people are terrified of the thought that they too might find themselves as his victims should they reveal his darkest secrets to others.

Physically, Senix is a tall and powerful figure. Tall even by Druchii standards as well as being uncharacteristically strong and muscular. It is said by many that he may in fact be a half-elf, the foul and twisted offspring of a grim union between a Slaaneshi priestess and a mortal warrior of Chaos. The mere sight of him is enough to instil dread, appearing as he does to be a giant among elves. The very mention of his name will frighten even the most battle-hardened soldier, for it is a fine and noble thing to die upon the battlefield, bearing the banner of one's country, but quite another to be broken into a pitiful wreck at the hands of the torture master of Clar Karond.

Special Rules

The full rules for including Senix Belakyth in your Cult of Pleasure army will be featured in the next issue of the Druchii.net Monthly (*Loremaster's Note: Assuming the disruption of the site did not hurt the 7th Convent too badly – Nag*).

Yrael Moreth, The Torturer's Apprentice

This young elf began his career in the dungeons of Clar Karond a little more than a menial servant, and was charged with such duties as washing the blood off the walls and floors, as well as carrying off the remains of dead prisoners. Over time, he began to learn the art of torture from observing the practices of the skilled masters. During his free time, he would practice his techniques on the corpses of those who had failed to survive the torments inflicted upon them. This was not permitted and he was forced to drag the bodies into a secret hiding place in order to carry out his foul acts.

However, it was inevitable that one day he would be discovered, and when that day came, he believed it would be his last, for the dungeon masters of Clar Karond had a terrifying reputation for being ruthless. However, when his activities were brought to the attention of Senix Belakyth, the master torturer immediately saw that this young Druchii had a rare talent for the painful arts, and instructed the dungeon master to spare his life, so that he might train him properly in the skills of torture.

Yrael had been saved by his own observations of the master at work, and although still just an apprentice, his skills are highly regarded by his peers, and feared by the prisoners.

Special Rules

Stats as per a Druchii beast master – Yrael can be taken as a Hero choice and for war gaming purposes, counts as a beast master and may be equipped as per the rules for beast masters in the Dark Elves army book.

CONCLUSION

The Sam'aan cabal epitomises the more extreme aspects of the worship of Slaanesh, giving themselves a terrifyingly dark reputation that in many cases outweighs their actual military strength. In a very real sense, they embody the ideals of psychological warfare at its most heinous, paralysing their foes with a fear that transcends the imaginings of all but the most disturbed minds. Pity those who face the Sam'aan, for it is their greatest truism that in battle, the survivors will envy the dead...

Next month, I'll be crossing the Sea of Malice and heading north to the icy realms of the coldest of all Druchii cities, Ghrond, and discovering how the Bel'Kheriour cabal have managed to survive in the spiritual heartland of the Khainists.

Letter to Lonicera, Dark Princess, from Mistress Kyliriel

Wy dearest Lonicera,
it is with great pleasure that I offer you news of our successful mission to recover the sacred artefact from the Khainists. We met with surprisingly little resistance during our raid on the guardhouse of the Temple of Khaine in Ghrond, though this made us rather cautious. The whole thing had the feel of a carefully laid trap, and we had to furiously fight our way back out. However, they seemed to have misjudged our objectives, believing that we were attempting to go after the Cauldrons and other fabulous treasures, rather than a small stone fragment which they probably thought was no more than temple debris brought back from Lustria among the riches.

Your plan to drop valuable treasures on the way out does appear to have succeeded in making them believe that our mission had failed, yet by the time you are reading this, the artefact will be safely in your possession, far out of their reach.

I must admit that I fail to see the importance of the piece in question, but this is not something for me to comprehend.

As a side note to all of this, we may not have escaped so easily were it not for the assistance of a small group of Sam'aan Devotees. They attacked and slaughtered the temple guards with a ferocity that seemed to take them completely by surprise, and afterwards tortured the survivors to death using a variety of methods. They left none alive. Even now, these devoted share our camp, and I for one will feel more at ease when they depart, for despite their undoubted devotion to our cause, I do not fully trust them. Their cabal has a long association with the Khainists and I cannot help but to be wary of their presence among us. This feeling of general unease is shared by many of my troops, and I do not think less of them for feeling this way.

These Sam'aan cultists, resplendent in their red and black armour, have the ability to strike fear into the hearts of both friend and foe alike. And I am indeed grateful that they chose to be with us this day rather than against, for I fear that if that had been the case I would not now be alive to write this letter. Their Mistress, whose name I did not ask, carries with her a scroll bearing prayers to Slaanesh, which she claims is scribed upon the skin of her former Mistress, who she believed was not fully loyal to the Dark Prince, and tied with the hair of a maibd. Other members of her unit have regaled us with tales of how their Mistress collects scalps, pieces of skin and other trophies from her enemies, as a means of marking her status and deterring others from attempting to usurp her. With these thoughts in mind, I have doubled the watches around our camp although few of us are sleeping while her unit is with us.

I have not felt so ill at ease among our own people since that early battle in the Albion campaign, where we were joined by the Bel'Kheriour forces. Of course at that time they were simply a part of our combined forces rather than openly displaying their Slaaneshi allegiance. Even then, the sense of danger was not as heightened as it is at this time.

This cabal was conspicuous by its absence during our attack on Ghrond though. Perhaps this is not too surprising as they undoubtedly do not wish to draw attention to their activities in their own city, but when the time comes, I feel sure that they will be with us at the final battle that will secure Ghrond for us and for Slaanesh.

This night, I would prefer to be sharing my camp with bloodthirsty Bel'Kheriour cultists, rather than the untrustworthy Sam'aan. May Slaanesh protect us all.

Your devoted mistress,

Kyliriel

Khurkhan Belalakh!

The VIIth Convent

Senix the Lutes

by The 7th Convent

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------------|---|----|----|---|---|---|---|---|----|
| Senix Belakyth | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 |

A standard Dark elf list and CoP may include Senix Belakyth as a hero choice.

Points: 174

Weapons: Senix wields Flesh hooks and Scythe of Flaying. They count as two hand weapons, and so give him an extra attack. He may divide his attacks between each weapon freely, but a minimum of one attack must be allocated to each weapon.

Armour: Senix wears barbed armour.

Special Items

Flesh Hooks

Evil barbed hooks used as a whip or flail to rend flesh and inflict dire agony upon his victims.

The Flesh Hooks are coated with a nerve poison that causes agonizing pain. When a victim is wounded he loses all his attacks in either this phase (if not already used them) or the next phase.

Scythe of Flaying

Senix carries a specialised flat-bladed scythe designed for peeling off sections of skin. His skill with this weapon in conjunction with his fearsome array of knives is such that he has been known to remove the complete skin of a prisoner in one piece without tearing, while keeping his agonised victim alive throughout.

The Scythes of Flaying gives an additional -2 armour save (for a total of -3 armour save).

Barbed Armour

A number of very sharp spikes is protruding from his armour. Any attacker takes great care in avoiding these when trying to hit him.

Counts as light armour. In addition, any attacker has -1 to hit Senix with a close combat attack.

Special Rules

Dark Reputation

Senix is feared throughout the Warhammer world, and his dark reputation precedes him wherever he goes. Senix causes *fear*.

Sam'aan cabal cultist

Sam'aan Senix is a member of the Sam'aan cabal of the Cult of Pleasure, and as such is distrusted by the followers of both Khaine and Slaanesh. These cultists are also poison experts and use their brews on themselves. With time their bodies have grown immune to all kinds of drugs.

He counts as an unfriendly ally (see ally rule) and is immune to poison.

Master Torturer

He is a master torturer and knows exactly where to cause as much pain and hurt as possible.

He causes a wound with no armour save on a roll of 6 to wound.

Senix may take a unit of cultists that use the Sam'aan cabal cultist rule. They are spear warriors that have poisoned weapons and costs 9 points.

Know Thy Enemy: Wood Elves

by MTUCache

To: Admiral Oribhein Kuron – Commanding Officer: Black Ark Falkhu (Naggaroth Fleet)
Regarding: Insurgence Report – Day Eta-Ut (17)

Admiral,
After nearly two weeks of patrols, the vanguards have reported activity in the forested areas of the island, particularly in areas Tirter and Tirter-kha (30 & 31), as shown on the raiding map. Initial reports indicate a particularly strong resistance to enslavement. The natives appear to be savages, descendants of Elves that have become wild, feral beasts with primitive technology and relatively no infrastructure. Villages seem to be nomadic in nature, and are curiously enough, located in the treetops. The guards of these villages are quite adept with missile weapons; in fact, they are likely better trained than our shades. This has caused enormous problems with the vanguard units, as their numbers are dwindling quickly.

The survivors report that the savages appear from thin air, and rain arrows from all directions. One report also indicates that the natives have trained the fauna in the area (substantial trees of several species) to attack and even move. Although these reports are sketchy at best, I have no other choice but to believe them, as our vanguards are losing scouts and shades by the score. In order to continue the enslavements in these areas, I will be forced to relocate several regiments of my elite soldiers to quell the savages and capture them. Reinforcements will not be needed, as I expect the natives to have poor communication and battle skills against our superior forces. I have dispatched sorceresses with the vanguards, who will likely destroy any resistance easily.

With only this minor setback, I feel the natives will be enslaved shortly, and I do not expect reinforcements to be necessary. I will send another progress report within days to inform you of the number of slaves captured.

With highest regards,

Captain *Lir Karan,*

Cold One Knight (Second Order) - Commanding Officer: Raiding Party Eta-kan IVX (Naggaroth Fleet)

Despite their tree-hugging reputation and fragile appearance, the current Wood Elf army is one of the most feared and most successful in the Warhammer world. Not only do they have a rabid following, but they also have had very good results in some of the larger tournaments. Now, the opponent(s) you face may not be Grand Tournament winners, but the Wood Elf list can present some pretty tough problems in the hands of a competent general.

One of the main reasons the Wood Elves are so tough is that the army is so rare. In any given area, only one out of several dozen players may have collected a Wood Elf army, meaning that most players

will not be familiar with playing against them. If you are one of the "lucky" few to have a regular Wood Elf opponent, I am sure you can think of several other reasons why they are a challenge. Having some of the most versatile units in the entire game, as well as a very fast and manoeuvrable army makes them hard as nails.

So, what is a Druchii general to do when facing these primitive savages? For those not familiar with the Wood Elf army, let us take a second to review the types of units you will be facing.

When you think of Wood Elves, you think of missile units. Their arrows may be the most feared aspect

The Temple of Khaine

of the army, and they have the option to bring a lot of them.

Not only are Wood Elf archers a core selection, they can also be taken in units of five, meaning a Wood Elf general can field literally dozens of these units if they wish. Without command, the price is very cheap. So cheap in fact that it is hardly worth chasing all of these units around the battlefield. In combat, they may be a pushover, but it is hard not to fear their incredible range and armour piercing ability.

The glade riders, another core selection, are arguably the best fast cavalry unit in the game.

A surprisingly good armour save in combat, spears on the charge, and the option for bows as well, makes this unit an even faster (and more lethal) version of the archer unit. Granted, the extra expense may make them a bit more prohibitive, but the newfound combat ability brings an incredible flexibility to this unit.

Wood Elf scouts and way watchers, both scouting units, bring even more missiles to the table, and starting out at short range makes them even more lethal. The added costs of these units is more than made up for in their ability to shoot at close range, as well as march-block your units while you try to move towards the Wood Elf army.

Warhawk riders operate similar to glade riders, trading in their horses for Warhawks. Flying fast cavalry basically. Extremely fragile, but also deadly quick, these guys can fly behind and around any army in the game, peppering you with fire from all angles.

In addition to the already overwhelming firepower of this army that I have already listed, just about every character in the Wood Elf army (with the exception of the bladeweavers) come equipped with a bow, even the mages. Add to that the ability to bring several very powerful magic bows and missiles, and you have an army that can decimate you without bringing a single unit into combat.

Besides all of the missile units that I have already mentioned, the Wood Elves have yet another unit that can help their shooting immensely. The great eagles may not carry a bow or skewer your units from afar, but their mere presence can let the rest of the Wood Elf army fire upon you unmolested for several turns. With their ability to fly directly into your units, not only do they march-block all of your surrounding units, they can also be fairly good units in combat. Over all, even the death of an eagle is relatively small sacrifice for the Wood Elf general to make for another turn or two of shooting.

With all these missiles flying through the air, and your troops being march-blocked and harassed from all sides at once, you may have totally forgotten about the rest of the Wood Elf army. As the most underrated part of the Wood Elf army, their combat units have surprised many generals who have finally managed to come to grips with them.

It almost does not seem fair after surviving the barrage of arrows that by the time you do get to the Wood Elf army, it is not nearly as fragile or delicate as it appears.

The glade guard represent the sole ranked unit in the Wood Elf arsenal. It may come as a relief that these elves do not carry bows, but often they provide some much-needed backbone for the Wood Elf army. Although their cost may be high, and their skill in combat relatively weak, a large block of these spearmen can hold up many of your units long enough to get you in trouble.

The glade riders, as we have already discussed often simply add to the onslaught of arrows against you. However, without spending points on bows, these units can be dangerous in combat as well. Not only do they have incredible speed, a deceptively high armour save, and an effective charge, but they also have a couple of magical standards that can have significant results. The warhawk riders can also provide a similar role for the Wood Elf general, but with a bit less reliability.

The way watchers may come as another surprise unit in a combat role to those not familiar with them. Nevertheless, sporting an extra attack when charging out of the woods, and restricting your reaction to only being able to hold, these units are very effective at removing your missile units and war machines, as well as providing some surprise rear-attacks at your units later in the game.

The wardancers and dryads are the most familiar combat units in the Wood Elf army. Not only do their dances and aspects make them incredibly flexible, it can also make them a real pain for you and other opposing generals. By using these units correctly, a Wood Elf general can control combats and shape the battle to his favour. Each round he can choose a special ability for his units, providing extra attacks, adding strength to attacks, making his units unbreakable, or even giving killing blow to his units. Even with their relatively high price tag, these units can be the most effective and dangerous in the game.

Finally, the treeman. Not only the most recognizable sign of a Wood Elf army, but also the hallmark of monstrous creatures. Nearly unbreakable, and capable of dealing with anything from steamtanks to castle walls with his treewhack attack, the treeman can alter the course of the game easily.

Similar to the units of the Wood Elf army, the characters do not appear intimidating in the least, but can be very powerful.

Glade guardians and forest lords have historically been relegated to caddies for the several magic weapons and items that the Wood Elves have access to. Being elves, they are not particularly powerful in combat, and without very expensive magical equipment, they typically cannot hold their own in combat.

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The mages and archmages of the Wood Elf list are usually held in very high regard, and for good reason. Not only do they have the innate ability to change the battlefield with their treesinging ability, but they also have can use the terrain against you with their spells. In addition, the archmages have access to any of the regular spell lore, giving them added flexibility.

Bladesingers, later changed to bladeweavers, are unfortunately a rare selection in a Wood Elf army. Although they do have some unique abilities, and could be potentially dangerous, they do not have access to legitimate magic weapons or armour, meaning they are weak against other characters and very vulnerable.

Although the Wood Elf characters do not have access to a large number of magic items, the few they do possess can be very powerful. From the very common Hail of Doom Arrow and Wand of Jet, to the magical standards and Acorn of Ages, all of their items can be a nasty surprise for the enemy.

Due to the wide variety of units available to the Wood Elf general, there are an infinite number of armies you could face, but usually they boil down to one of two categories. Inexperienced players, and those who prefer the shooting phase, often make Wood Elf lists very dependant on missile units. While extremely effective against some armies, these heavy shooting armies can have trouble against heavily armoured, large or fast moving armies, and are typically very dependant on magic as well.

Other Wood Elf generals prefer the guerrilla-type tactics of the combat units. Using lists heavily dependant on dryads and wardancers, they can use their special abilities of these units to overpower your units. These armies tend to be quite small, as these selections are expensive, and are often dependant on the enemy making strategic mistakes. Of course, there is always the option to use both these ideas and bring an army that takes advantage of both these types of lists. A balanced Wood Elf army is not only versatile and very good at shooting, but also is deceptively fast and very dangerous.

Beyond the very obvious tactic of sitting and shooting, there are some fairly common tricks that Wood Elf generals are notorious for. Because of the overall speed of their list, and the special abilities of the wardancer and dryad units, a very common tactic for the Wood Elf general is to use a counter-charge manoeuvre (typically called a "trap"). Now a common practice among all armies (especially the Dark Elves), the trap is a very effective way of dealing with enemy units. The usual process involves baiting the enemy into a charge, and then counter-charging the units flank.

This can be achieved by either fleeing from the initial charge (a very common use of the Banner of the Lynx), or by receiving the charge with a unit that can easily hold it (a very common use of the dryads' willow aspect or the wardancers shadow

coil dance). Because the flanking unit removes the rank bonus of the enemy unit, as well as providing a flanking bonus (and wounds), this trap can cause large swings in combat resolution, often resulting in breaking the unit caught in the trap. This is especially true when the fear-causing dryads or terror-causing treeman are involved.

Recognizing this trap before you fall into it is a very important step when learning to successfully beat an experienced Wood Elf general. Although it is often difficult to avoid it altogether, it is imperative that you use your units to dismantle and disrupt his units wherever possible. Because of their relative lack of combat prowess, his units are forced to work together normally, meaning that if you can isolate units and cut off their support, you will usually outmatch him and grind through him. Using fast moving troops of your own, and recognizing where his troops are likely to move early in the game will help you to isolate his units and create traps of your own. Although this is much more difficult to do than it sounds, it is a very effective and often necessary method of beating a good Wood Elf general (or any good general of any army).

Because of this relative ease of "holding up" or "sticking" the enemy, loading up on combat resolution is a very important goal for savvy Wood Elf generals. Evidence of this can often be seen when they include a glade guard unit. Typically, a new Wood Elf general does not appreciate the rank bonus that the glade guard can provide, but a wily veteran will recognize how useful they can be when building up combat resolution against elite enemy units.

Experienced Wood Elf generals will control the flow of the battle, using his fast troops, his easily hidden units, and the changing terrain to his advantage. He will often limit his focus to one area of your army, knowing that his army cannot withstand a war of attrition for an extended period of time. Often this means stranding one or two of your units far away from the action and dedicating all his resources at the other side of the battlefield. One effective way of stranding your units is by sacrificing small, inexpensive units to keep your large, pricey ones busy. A unit of glade riders, or better yet a great eagle or two, is a very good trade for being able to avoid your stronger, elite units for several turns.

One of the main complaints about the Wood Elf army is the ease with which they can deny combat and victory points, making the game very boring and dull. With access to such small units, which are easily sacrificed, free movement through woods, and the ability to alter the battlefield every turn, a good general can turn a game of warfare into what seems like a dance, darting his units from cover to cover, presenting targets to you, only to hide them back in the shadows when you attack. In order to compensate for this, a special rule has been included for Wood Elf armies in pitched battles. Most inexperienced Warhammer players have yet to learn of this rule, but would be wise to utilize it. For each unit (over unit strength five) you have in the Wood Elf general's deployment area at the end of the

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To: Admiral Oribhein Kuron – Commanding Officer: Black Ark Falkhu (Naggaroth Fleet)
Regarding: Insurgence Report – Day Ester-Deh (25)

Admiral,
Now, more than four weeks into the enslavement, the troops moral is higher than ever. We have made significant progress into Area Tirter-kha, with little resistance. The confidence of the troops has been restored, as we have enslaved several score of the natives.

Through the magical abilities of the sorceresses, we have extracted many pieces of valuable information from them. The slaves have un-wittingly told us of the entire scope of their forces in the area, including types of units and their particular strengths and weaknesses. We also have invaluable information regarding the awakening of natural elements, as well as the magic used to perform such feats.

We have sustained many casualties, especially among the infantry, most due to missile fire. At every turn, the native Elves have surprised us with their cunning and skill. Their hand-to-hand combat prowess and magical abilities are rivalled only by their missiles accuracy and their ability to hide among the forests. However, I am entirely confident that their numbers are too few to continue resistance much longer. I expect to enslave the remaining elves within the next week, and hope to return to the ark with them in tow no later than day Tirter-sun.

With highest regards,

Captain *Lir Karan*,

Cold One Knight (Second Order) - Commanding Officer: Raiding Party Eta-kan IVX (Naggaroth Fleet)

game, you receive an additional 100 victory points, equivalent to capturing a banner during combat. By remembering this simple rule, and using it to our advantage, you can gain a lot of victory points very easily at the end of the game.

So, now that you have seen the dangers that can lie in the realms of the Wood Elves, and the units and tactics at their disposal, you are probably wondering how your army can dismantle this Wood Elf machine. Surprisingly, despite their quick, capable units and their incredible firepower, the Dark Elf army actually exceeds the Wood Elf army in several of its own games.

Each of the units in the Dark Elf army are capable of dealing with the Wood Elf armies' threats, but it is very important to recognize the strengths and weaknesses of them and properly apply your units where they can do the most good. Quickly running through each of our unit options, let us examine what our forces can do to defeat the Wood Elves.

Warriors may seem like the bottom rung of the Druchii ladder, but in fact, they are superior to almost every elven unit in the Wood Elf list. Not only are they less expensive than the corresponding Wood Elf units, they also have better missile weapons. While we do not have the range and armour piercing abilities of the Wood Elf bows, the sheer number of missiles we can launch with our repeater crossbows is a very devastating reality to a Wood Elf general, because almost all of their army is made up of low-toughness, weak-armoured troops. Simply by "outshooting" them, we have the possibility of beating them at their own game.

In addition to this advantage, being the wicked and cunning generals we are, a Dark Elf general should have no qualms about bringing a small sacrificial unit of warriors to shield his more valuable units.

Because of the revised cost of the Dark Elf warrior, they have become a very effective screening unit for our otherwise vulnerable units.

Perhaps it is in their raiding nature, but corsairs almost seem custom-made for fighting other Elves. Normally a unit with additional hand weapons is left lacking for armour, but Dark Elf generals have the mighty sea dragon cloaks at their disposal. A corsair unit is fairly well protected compared to other elven infantry, and with additional attacks, they make quick work of the weaker, less armoured elves.

Countering the admirable fast cavalry unit of the Wood Elves, the glade riders, is the Dark Elves' dark riders. Similar in most respects, they perform the same jobs and provide all of the same tactical advantages over slower, weaker foes. I am that sure by now you have come to see how valuable this unit can be, with its large number of applications and very cost-effective nature.

Again, countering the Wood Elves' scouts and way watchers, a Dark Elf general has access to the shades. These ruthless scouts are fairly self-explanatory. However, I do feel there is one newfound use that is very effective against Wood Elves. During a pitched battle, it is important to keep in mind the overall goal, to gain as many victory points as possible. With the aforementioned Wood Elf rule, giving you bonus points for any units in the Wood Elf deployment zone at the end of the game, the Shades seem to be a perfect unit for this task.

Normally, against other opponents, I find them very effective at eliminating enemy war machines and contesting or claiming table quarters, but, against Wood Elves, not only can they contest and claim these table quarters, they can get an additional 100 VPs on top of that. This may seem like a minor point,

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but if you can keep your wits about you as the battle winds down, over the last couple of turns, you can quickly turn the tide of battle by sneaking a few units into your Wood Elf opponent's deployment zone.

Harpies fall into a similar light as shades against Wood Elf opponents. They initially seem like a very weak unit against them, especially when you consider that the Wood Elf army contains no war machines (which is the standard harpy duty to destroy), but they can just as easily collect those extra victory points by contesting and claiming table quarters and ending the game in the Wood Elf deployment zone. Additionally, with their flying ability, they can swoop in for an occasional surprise for a Wood Elf general that elects to have his units flee instead of fight. It is a very sweet moment indeed when you can devastate a Wood Elf opponent's plan by chasing down his fleeing glade riders, which he was using to set up a trap.

The elite units of the Dark Elf army all seem to be accentuated against the Wood Elves. Their strengths and weaknesses are always easily recognized, but are even more so against the Wood Elves. Witch elves are always looked at as a very terrifying unit for other armies, with their incredible amount of attacks, but must be delicately handled when playing a Wood Elf opponent. Obviously, their lack of armour and high cost makes them a very enticing target, and their frenzied state makes them a very easy to manipulate unit for an army with so many sacrificial units available.

Executioners, similarly, can be very effective against Wood Elves, when you can protect them from shooting and get them engaged with the proper enemy units. Their heavy armour is not nearly as effective as it looks, especially when you consider that the Wood Elf arrows have the armour piercing ability. However, the high strength attacks of the executioners are very handy when dealing with the tougher units of the Wood Elf army, such as the dryads or treemen.

The cold one chariots and knights are a very dangerous opponent to a Wood Elf general. In fact, they put your opponent in quite a quandary. Not only do they provide the high strength attacks which are very dangerous to his small, fragile units, but they also are heavily defended against his arrows. As such, you should expect your Wood Elf opponent to expend all of his available resources to eliminate these threats.

I would expect to see several tactics used to divert and avoid the cold one knights, including diversion using great eagles, treesinging, and the Acorn of Ages. Of course, the power of this unit does not come without its price. Unfortunately, with only one or two of these diversions, combined with an unfortunate stupidity roll, you could easily see your very expensive unit of knights do absolutely nothing for an entire game.

I would be remiss not to mention a couple of mi-

nor details that could be very important when using your cold one chariots against a Wood Elf army. Normally, when faced with a very dangerous charge, a dryad unit will elect to use its willow aspect, forcing your unit to hit on 6s during the first round of combat. However, this does not apply to the impact hits of a chariot, making them a very effective unit against dryads. Just as easily, however, a chariot can be turned into kindling by a Wood Elf army. Not only can they manipulate terrain to divert your chariots into forests (which can be devastating), but a treewhack from a treeman can quickly auto-destroy a chariot.

The rare selections of the Dark Elf list are a difficult subject when playing against a Wood Elf army. Although they all have very powerful abilities, all of them are also expensive, and very vulnerable to the shooting, which is the strength of the Wood Elf army.

For example, the black guard are a very effective unit against most enemies, helping to hold a unit in place and do significant damage to them. However, with only a 5+ save, and with a very high price tag, this unit is an even more enticing target than the witch elves.

Likewise, the reaper bolt thrower can be very devastating to most opponents, but can be easily dismissed by a Wood Elf opponent. Not only can they use many of their fast units to eliminate it, but they can also move terrain to cut off its firing lanes.

Unlike the reapers and black guard, the war hydra does present some interesting effects against a Wood Elf opponent. First, being a monster, it is almost always guaranteed to get some attention, meaning it will likely divert some firepower away from the rest of your army. Second, its often-forgotten breath attack can be very effective against the many skirmishing units of the Wood Elf army, even in cover. Unfortunately, it is certainly not impenetrable, and will eventually fall to massed missile fire. In addition, against other elves that are just as disciplined as the Dark Elves, a hydra's terror ability is not nearly as effective.

The last selection of the Dark Elf list, the cauldron of blood, is usually a mystery. While its effects can alter the battle in many ways, it does not present any specific tactical advantages itself. Of course, the extra ward save for witches can help save them from the missiles or attacks of the Wood Elves, and its range educing red fury can help when in combat, it does not demand any special significant changes for the Dark Elf or Wood Elf army.

The characters in a Dark Elf army is one area where we can gain a significant advantage over our Wood Elf opponents. Not only do we have more characters to choose from, but we also have more equipment and mounts to select for them.

As with the hydra, the psychological advantage we usually enjoy with our manticore and dragon mounts is somewhat limited, due to the high elven

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leadership of the Wood Elf army. In addition, with only one unit that enjoys a rank bonus, it's really not that important to have a unit strength of five when attacking Wood Elves. However, with the expensive, lightly armoured units they have, anything that allows your powerful characters to quickly get into combat is a very good option.

When it comes to the magic present in an Elf versus Elf battle, it is always important to be able to control the magic phase. With so many powerful spells going off, and so many expensive, vulnerable troops to worry about, you can scarcely afford to allow any kind of spell to penetrate your magical defence. In addition, by gaining the upper hand in magic, you can make quick work of his similarly small, vulnerable elves. For these reasons, I usually try to keep a very strong magic presence when fighting Wood Elves. The defence it provides is invaluable, and the offence can easily pay for itself with only one or two spells getting through.

As one final note on characters, I would like to emphasize the effectiveness of an assassin when fighting against a Wood Elf opponent. Typically, the viewpoints on assassins tend to label them as too expensive, or not effective enough, but if used properly they can have a very strong impact on the game. The important part is to ensure that they are not wasted, and can be used to their full potential. Because Wood Elf players are often dependant on tactical mistakes, they rarely like to take chances. Often, they will have an idea of how they envision

each combat going before it takes place, which counter-measures they will employ, and how you will each respond to them.

Anything which can severely change the course of a combat is likely to mess up a lot of his battle plan. For example, often a Wood Elf player will elect to hold his wardancer unit, using the shadows coil ability to make his unit unbreakable, expecting to take heavy damages, but hold your unit. However, if you employ an assassin, and spring him upon this wardancer unit, suddenly he is faced with a horrible tactical error. Now, instead of his wardancers holding and allowing his glade riders to counter charge, you have destroyed the entire wardancer unit and are overrunning out of his glade riders' charge arc, or possibly re-directing into them! Admittedly, this is a very expensive method of blowing up a counter-charge trap, but often it is the scenarios like this that will swing the tide of battle in your favour.

In conclusion, I would simply like to re-state that the Wood Elf army can be a very difficult opponent. By keeping in mind the entire special, rarely used rules that come with a Wood Elf army, you have already taken away his element of surprise. Combine that with the proper application of your stronger, better-armoured units, you can often win with a resounding victory.

To: Admiral Oribhein Kuron – Commanding Officer: Black Ark Falkhu (Naggaroth Fleet)
Regarding: Insurgence Report – Day Ester-Deh (25)

Admiral,
I apologize for the delay in my return. The savage Elves have presented me with far more resistance than I though possible when I first embarked. The enslaved natives have supplied us with false information, which has led to further setbacks. I feel that I have been issued sub-standard regiments, as they have not performed nearly as well as I had hoped. I have sentenced many of the infantry to death, and stripped ranks from most of the commanding officers.

With only the slaves we captured before, and a few others, we are returning to the ark for re-assignment. The native resistance was minimal, but the shadowy Elves have disappeared from the area. It appears the only way to persuade them to return is by burning and pillaging the forests, which they seem to hold sacred. Although I have employed this tactic several times, it has very limited results, often resulting in more deaths than slaves. The Elves fight with abandon, refusing to be captured by any means normally employed. During each of the skirmishes, the "forest spirits" (as the slaves refer to them) kill my troops by the dozens, resulting in very limited results. Final count for slaves is 65. Casualties for the raiding party number 94. This has not been a profitable venture.

It is my formal recommendation that you re-assign my raiding party to another area, in the interest of more profitable encampments. Scouts have reported that villages of Men have been seen in the distance, which are far easier to enslave. In my opinion, the native elves present more problems than results, and any attempt to enslave the rest of them would be an exercise in futility.

Please respond as quickly as possible, so that we may relocate our attention to the villages of humans in Areas Tir and Kan (3 & 4) after being re-outfitted at the ark. I expect that we should return in three days time.

With highest regards,

Captain *Lir Karan*,

Cold One Knight (Second Order) - Commanding Officer: Raiding Party Eta-kan IVX (Naggaroth Fleet)

To make like a slave

"black moon rising" The Way to Supremacy: The Hydra

Painting and converting the hydra. Part of "My way to supremacy chronicles".

by MDK

The hydra, the most feared and brutal beast we have in our arsenal. But, at the same time it is a huge discussion point how to use, convert and paint it. To give you some ideas I have started painting and converting one the way I had in my mind for a long, long time. A Veteran War Hydra with sculpted armour.

A few months ago I showed you how to put the hydra together. Now it is time to paint and convert my little pet.

What you need are:

- some sculpting tools
- Green stuff
- Hobby Knife
- Undercoat
- Pencils
- Big drybrush pencil
- Paint
- Florist wire
- Needle files

First thing you need to do when you have put the Hydra together is remove all remaining moulding lines with the needle files and hobby knife. These moulding lines will ruin your day because you will notice them when it is too late. When you cannot find any moulding lines you fill the gaps that are left with green stuff. You must do this after you have removed the moulding lines because

you really do not want any small pieces of metal in your green stuff. When this is done let the GS (green stuff) dry for a hour or two.

Next thing is making armour plates of GS. You use the backside of a small spoon you use for steering tea as underground for the armour plating. Make sure the underground is wet (I use spit most of the time because normal water is too cold and tends to dry much faster). You mix some GS together for 2 minutes so it is mixed well enough and is a bit warmed up. Do not mix too much in one time, you will end up with a lot of small pieces of GS which are ruined, it is more easy to add some GS later. When you pick and mixed a small piece of GS you just flatten it on the back side of the spoon adding a lot of spit (sounds disgusting, and it is, but it works perfect). Then with the right sculpting tool you sculpt it in the right shape. When you have the basic shape you need to let it dry for 30 to 60 minutes so it will not damage and bend too much when you cut it in the final shape. When you cut it into shape you need to let it dry for 2 hours and remove it from the spoon.

It might be a good idea, if you sculpt left and right armour plates, to sculpt them at the same time. That way you have the right amount of GS, sculpting and cutting. They have to look alike.



To Make like a Slave



After I finished all armour I got the idea to attach the armour plates with hooks in the Hydra's skin. This gives the hydra something special and presents how sick Dark Elves are after all (*Ed's note: hey, we're not sick, just evil. Nothing wrong with that*). What I did was clipping some "Florist wire" and bend one end until it looked like a hook. This I pushed in the (still a bit soft) GS and glued the other end with the hook on the hydra itself. With a little piece of GS I moulded some flesh around it so it would look like the hook would tear the flesh apart. When this was done I undercoated the model black.

Next I could not get rid of the lines between one neck and one head. There was a huge difference in both ends so I had to find something to cover up that gap. I did that by giving it a metal band with a chain attached to it. The metal band was made from GS and with a sculpting tool I pushed a random motive in to it to make it look more elfish. That I added a chain to it with super glue and by holding the hydra in a way I wanted the chain to be poisoned I dripped more superglue along the chain till it was stiffened.

When you undercoat your mini's with a spray can you must do that outside at a spot with no wind. This will prevent your finger turning black when you stick it in your nose. I spray my minis from ± 20 cm distance with short bursts one side at the time. Be patient and do not try to do this quickly, because you will mess it up and that would be a waste of time and conversion work.

When the Hydra was dry I drybrushed the skin with Shadow grey and highlighted it with drybrushing highlights with Spacewolf Grey. This is easy if you take your time and drybrush with really small amounts of paint. When this was done I painted all parts that was not supposed to be skin black again and started with the armour. I painted it red, like all armour in my army. And like I've told before I used these highlight stages:

1. 60 / 40 mix Chaos black / Blood red
2. 30 / 70 mix Chaos black / Blood red
3. 100% Blood red
4. 100% orange for the ultimate highlight
5. Wash of Red ink to deepen the colours and blend them (one ink to bring them all and in the darkness blend them).



When adding the armour to the miniature you do not need Superglue most of the time, it sticks on it by itself. Maybe when all armour is added you can add a small amount of superglue just to be sure it sticks to it.



To Make like a Slave



A lower body of a chariot crew ... an upper body of a long dead female beastmaster, a couple of arms of a warrior standard bearer and a doggy (or rather, an Empire Warhound)!!! This looks promising. After polishing and cutting off the parts I did not need I pinned the upper to the lower body and glued the arms in place. I placed her on a cavalry base so the dog could be placed in front of her. I took a shark tooth shaped bit from the Dark Eldar range to be placed on the dog's back to make it look more Druchii like. I attached the dog to a chain and the hand of the Beastmaster, and voila! Time to paint them. This was done with the usual colourscheme, red armour, leather, black cloth and here they were. A hydra ready to cause terror and maybe even win me the best painted

When this was done I highlighted the heads. I did this by drybrushing with shadow grey and adding more chestnut ink and Spacewolf grey until I was happy with the result. I did the same with the nails, scales, fangs and horns. When this was done I painted the hooks and chain with Tinbitz and drybrushed with Shining gold. The spot where the hooks are slammed in to the body are done with red, white and a wash of red ink and gloss varnish to make it look wet. All beaks were done the same as the wounds except for the ink and the varnish. Now the my precious Hydra is finished, time to convert and paint the beastmasters.

army award on some tournaments. On to the next project, a Highborn on a Manticore conversion with some Manflyer parts I got for my birthday.

The beastmasters ... yeah, hmmm. I need two of them and errr ... I see only one. What happened? Ooooooh wait, I've cut her to pieces and used her for 3 other mini's. Now what? Hmmm, what do I see?



The Druchii.net DeBATES part one

by The Affirmative and Negative Teams

Welcome to the first part of the first Druchii.net Debate. The Affirmative team – Death on a Stick, Kane and Lethalis – will be debating against Anaryin, Elvenknight and Mord. of the Negative team about the following topic: **Druchii Tactics rely too much on non-core troops.**

In this first part, both teams will put their opening arguments forward, without knowing those of the other team. The month after that – when the teams have been able to read each other's arguments – each gets the chance to counter the other's arguments. In the third and last part, both teams will be trying to convince the readers of their right through one last defying speech, after which you can all vote for the winner of the First Druchii.net Debate.

THE AFFIRMATIVE TEAM

Death on a Stick, Kane and Lethalis

Tasked with saying how Druchii cannot get away with Core units only? Yeah sure, why not. Now, a few months fiercely debating, calculating, drinking (it's a tiring job to do you know) and giving our thoughts we have created the following article.

We decided to split our arguments in 3 pieces, and the following article is part one of it. Here we will argue about what jobs Special Units do, and why they're better at it then Core. Next time we will also talk about some Rare units, but until then, feast your eyes on this.

HARPIES AND SHADES

Both harpies and shades do very similar roles within a Druchii army. While shades are not as quick as harpies, they are however equipped with repeater crossbows which add additional fire support to the army at a minimal cost. There is only one other dark elf unit which can do the same role as a these two units and these are the dark riders due to their high movement but it is our opinion that this role is done far better by harpies and shades.

The units we are comparing are a unit of:
 - 5 dark riders with repeater crossbows and musician: 127 points
 - 7 Shades: 112 points
 - 7 Harpies: 91 points

The reason for the size of the units is because these appear to be the unit sizes that most people use in a game.

SHADES

The advantages of shades are that they are scouts so they deployed at the end of all other deployments making them better suited to take advantage of your opponent's weaknesses. Although dark riders are much faster than shades, the scout ability more than makes up for the it. Shades are also skirmishers so any shooting at them is at -1 to hit which when combined with their ability to move in and out of any difficult terrain without any restrictions means that you will be able to move your shades between cover so the enemy are at -2 to hit them which I feel is much better than the 5+ save of the dark riders, which against a lot of armies will be negated anyway. Shades are also a better at luring away frenzied units because they are able to position themselves in a wooded area forcing frenzied units to get stuck in difficult terrain, which can be more effective than the additional d6 flee distance.

HARPIES

Harpies are a very versatile unit, they have a greater potential to take out war machines and lone mages than any dark elf core unit. With two attacks each they are also able to take out small units like archers. Because of the flying ability they only have to reveal themselves when you are about to charge, this means the enemy has a limited chance of making them panic, unlike dark riders who can get stuck in front of the enemy lines making them very vulnerable. Also dark riders can be marched blocked, thus reducing their effectiveness. Although dark riders can have repeater crossbows this does increase their points cost to 24points a model, which is almost twice that of harpies and when they shoot at something, chances are that they will be shot back at which is very risky due to their low armour save.

When asked the question "Do you use Harpies and shades over core choices?" 73% of all the people voted that dark riders are not as good as Harpies and shades, doing many of the jobs people need them to.

I conclude that although Dark riders do perform a versatile role within the dark elf army, harpies and shades are able to perform the same tasks, many of them much more efficiently.

COLD ONES

As most know, both Cold One units are pretty much used for the same role when it comes to choosing armies. Some prefer chariots, some prefer knights, but many people like at least one of these units. Re-

ardless of which one you pick, it will probably be used for packing a nice punch.

CHARIOTS

When you take a chariot, you need to remember to things. Don't get charged and the bonus of the impact hits it seems all but logical. Chariots are often used to support infantry units or to break the enemy's line, and putting a Noble in it will help you remove those rank bonuses too, making sure that this baby pays off. Also, with its T5 and W4 and 4+ save it is a pretty tough cookie to get rid of, and when it strikes, it strikes good. When you buy the spear upgrade (which you should, S4 on the charge for the crew for a measly 2 points), you get D6+1 impact hits at S5, which is enough to slice a unit apart in most cases, this goes coupled with another 4 S4 attacks. All this at a mere 97 points.

COLD ONE KNIGHTS

This unit is often praised because of its beautiful models. But how does it perform on the field of battle?

Just like Chariots, the Knights act as the hammer Druchii Core Units can't provide. As with all heavy cavalry, Knights can win the battle for you, breaking the enemy's line and swooping into their flanks. On the contrary, our opponents should (and indeed do) fear our young Nobles and their ferocious steeds. This is the much needed hammer that helps us break units like Dwarfs, Chaos Warriors and enemy cavalry. Something that helps particularly the Knights is that the Cold Ones cause Fear. Because Knights have the option to come in large units they gain the ability to auto break units though outnumbering they are probably your best bet to break Stubborn or high Ld units. Also, they are immune to fear themselves, which helps a bunch against Undead, Daemons, Ogres and other frightening enemies.

Apart from those advantages, they also have superior stats when compared to Core units; it means that against low Weapon Skill units like Goblins, Zombies and others they'll can only be hit on 5's, and won't break as fast if they do lose combat due to a higher base leadership.

STUPIDITY

Their major weakness is, as you will probably have figured out, the fact that they are subject to stupidity. How often have we not heard the laments

of players who feel robbed of victory after their decisive charge had failed. But you'll notice that not many players note in battle reports that the Knights didn't go stupid. This implicates that we do not find it that strange if they behave as normal. So should we fear it that much?

With Cold One knights now having Ld9, and chariots becoming a 2 for 1 choice, the effects are reduced quite a lot. Knights no longer need to be in the presence of a Noble to prevent them from stumbling onwards, and you can now have twice as many chariots (points allowing) so if one goes stupid, you always have the other. But what are the chances of failing your test? By the odds, on an average you will fail a test once per game, but that doesn't actually mean it will happen.

Each test sees you having an 83.3% chance of succeeding for knights, and a 72% chance for your chariots. The effect of the chariot can also be enhanced by the presence of a Noble, making it equal to the knights in terms of Leadership. One thing that can be used to counter such a thing is to keep your general nearby which is not that difficult as most lords will be with or near you aggressive units and this will reduce it to a 8.33% chance you will fail it per test. Does it sound too dangerous and risky to you?

EXECUTIONERS AND WITCH ELVES

Executioners and Witch elves are the elite of druchii armies. They fill out an essential role in a druchii general's army, because they do what other Dark elf units are unable to: Inflicting casualties. Dark elves severely lack of the ability to wound, but Witch elves with their poisoned attacks and Executioners with their S5 and killing blow don't.

WITCH ELVES

The witch elves high number of poisoned attacks can be truly devastating. There is another unit that fulfils the same role as witch elves: Corsairs. Even though witch elves cost 3 points more, they are more cost/effective. Both because of their frenzy, but certainly also because of their poison. Let's take a look on the cost/effect of witches and corsairs:

They are fighting an enemy with WS3 T3 5+AS. We assume a frontage of 6 and they have a champion. Against WS4 T4 5+AS the difference get's even bigger!

Against WS3 T3 5+AS

| | Attacks | hits | poisoned | wounds | Failed AS | Wounds per model | points per wound dealt |
|-------------|---------|------|----------|--------|-----------|------------------|------------------------|
| Witch Elves | 19 | 9,5 | 3,04 | 7,79 | 5,14 | 0,86 | 15,12 |
| Corsairs | 13 | 8,58 | 4,29 | n/a | 2,83 | 0,47 | 21,28 |

Against WS4 T4 5+AS

| | Attacks | hits | poisoned | wounds | Failed AS | Wounds per model | points per wound dealt |
|-------------|---------|------|----------|--------|-----------|------------------|------------------------|
| Witch Elves | 19 | 9,5 | 3,04 | 6,18 | 4,08 | 0,68 | 19,12 |
| Corsairs | 13 | 6,5 | 2,15 | n/a | 1,42 | 0,24 | 41,67 !!! |

Clearly that means that corsairs have big problems when facing tougher opponents, whereas witch elves handle them much better, so their primary advantage is their many more kills than corsairs.

Witch elves have no armour which makes them very fragile with their low T3, but actually it's not that big a disadvantage. Most magic missiles are s4 which negate a 1/3 of the corsairs ranged armour save anyway and hand gunners are s4 armour piercing leaving only a weak 6+ save. Also Witch elves are immune to panic so they won't break due to shooting. You should also not forget their high ws and their initiative 6, means that they will almost always strike first and in a melee the witches tend to kill such a lot that few enemies do retaliate.

USES FOR WITCH ELVES

They can be used either as a small flanking force of 10-12, where they get a lot of attacks to tear up their enemies or as a unit of 15+ who can do quite well on their own. Also don't underestimate the ability for a hag to take either manbane or witchbrew, who can both really mess up enemies, and neither should the ability to take a banner worth up to 50 points be underestimated.

EXECUTIONERS

Executioners are a key unit with their strength paralleled only by hydras, charging knights and chariots (or characters on manticores or with nasty magic weapons), which are all expensive and fill entirely different roles on the battlefield. Executioners are often referred to as "can-openers" because of their high strength and killing blow, which can bypass armour.

Executioners are the ideal flankers. They only cost 3 points more than warriors, you get a great weapon (which is severely needed for elves), killing blow and they're armoured just as well, in my eyes some very well spent points.

And let's take a look at the uses of executioners:

They are often employed in units 10-12 as a relative cheap flanking force (10 with a champion is only 121 points).

They can also be fielded in large units of 15-20 with full command, where they're relied upon as a hammer force. They're quite cost effective, because 11 points a model really isn't a lot, only one more than corsairs, and whereas corsairs excel at getting a large number of s3 attacks, executioners' attacks are much more powerful and are among the few that can kill those blasted empire and chaos knights.

An option they're also known for using is the banner of murder. The ability of having a banner worth up to 50 pts is precious. The banner of murder can give you the crucial charge you, since executioners strike last, except on charges, need.

Executioners also have a psychological effect of their Killing blow. Many tough characters will walk in huge circles around them, to avoid having their general struck down by normal.

THE NEGATIVE TEAM

Anaryin, ElvenKnight and Mord

Welcome young nobles and listen well to yea' old Lords that have fought in many great battles before you and have experienced, first hand, the brutalities of war. For our magnificent race is one of intellect and discretion, whereas our opponents are largely of force and aggression. But we are many things, like great Aenarion before us, we are gifted with many talents besides war, but like mighty King Malekith we are also blessed with an indebt hatred which feeds our rage and bloodlust, it is Khaine's touch. But do not be fooled, wars are not won by mighty leaders or valiant heroes, they are won by the average soldier who sets out inspired by 'so-called' heroes. The man who fights for his home and family, for his right to exist, for whatever reason one might find convincing in the world of bloodshed known as war. I have seen great man crumble at the atrocities of war and I have seen common soldiers overcome death itself in battle. But we need not question war anymore, we have learned our lesson. We are Druchii and we bring the pain to those to weak to resist, and in Khaine's bloody name do we thrive and shall we some day avenge our exile from our ancestral homeland dressed in an ocean of blood.

Welcome to the Negative Team's Article. Herein we defend the importance of Core units within the Druchii army, but to asses the importance of each unit type in a Druchii army we need to think about the overall dynamics the army uses. Our force is one of Speed, Precision, Confusion and Flanking. We are also versed in all phases of the game. Movement, Magic and Shooting, a big advantage as taking an opponent out from range prevents you from losing combats and with that valuable troops.

You all know the elven toughness problem, units are generally a bit overpriced because our entire force has good skill, leadership and initiative. The lather values are only a small factor and rarely give an edge and it is in fact our weakness that we must score our points from momentums. Take Cold One Knights charging, if they do not get the charge they have a S3 and S4 attack per 29 pts model, this means that almost always this unit has to get the charge, but is by far not the fastest cavalry in the game and suffers from stupidity. Considering that they possess only toughness three like all elves and a 2+ Armour Save, anything from S4 and higher becomes quite dangerous. The only solution a Druchii force possesses to counter its low toughness are Cold One Chariots and War Hydrae. Both have a supporting role and the amount of damage they deal is very dice-related. Than we have our elite infantry: Black Guard, Witch Elves and Executioners. All which are quite expensive and all which rely on kills in combat. Ever send a unit of 20 executioners up against a unit of dwarven warriors? You will know that the WS advantage is quickly forgotten as when the dice abandon you, you are in quite some trouble. Lightly armoured and with elven toughness these Elite units can drop like flies against massed enemy

attacks and are often unable to break enemy units due to their dependence on dice rolls and low resistance in return. The general effect of Elite units is that they depend on dice-rolls, if you fail them there is little in the way of a second chance as they will be cut down in an instance.

Another problem for Druchii may prove that characters are quite expensive, especially with the Cult of Slaanesh were you have a 400 pts anointed or with magic heavy armies. You could be fielding a mighty dragon, sinking most of your points into it, tough formidable little is left for the rest of your force once your through with anti-magic.

LET'S TAKE A LOOK AT THE CORE UNITS

WARRIORS

Basically have two forms, upgraded with repeater crossbows or just with spear and shield. When upgraded with just shields they provide a tremendous tactical value to your army, I have to say that a spearmen unit is most probably the best and cheapest anchor unit you can field. At only 8 points a piece you get elven skill, initiative and leadership making for the best all-round infantry unit. What spearmen also do for your army is that they provide you with some solid ranks. Most people are fooled by the statistics the elite infantry have, but what they do not realize is that it is much better to have combat result before you actually deal any damage! Do the math: In combat a spearmen unit may very well have three ranks and a banner, the possibility added that they may outnumber enemies puts them at a 4/5 point advantage, whereas Elites have to score kills to make up for their high points costs. Another thing people often fail to see is that combats are not about one-on-one fights, if you have two of your units fighting in a combat, while the opponent took a much more expensive hard-hitting unit, you'll easily score combat result, while your opponent has to hope for the die-rolls against your good Weapon Skill.

The crossbow variant is another great option, for only 1pt/model you can upgrade them with shields for +1 Armour Save overall and +2 in combat making them quite effective against annoying tunnelers and the like. What I personally do is that I deploy a unit of 12 in front of my Reaper Bolt Throwers and reform them the turn before tunnelers can appear. In 4*3 formation you have a unit with 2 ranks which will outnumber and has a 4+ armour save combined with good Weapon Skill. I have found this to be the sole solution for tunnelers and it is invaluable against some opponents (Tomb Kings, Skaven).

CORSAIRS

Known for their handy sea dragon cloaks, corsairs are a great shock-infantry. With two attacks a piece and WS4 they can deal quite some damage. At only ten points you can field quite some of their number or take a small and cheap flanking unit. Another valuable option for them is to have a warbanner and further increase the combat result they pack.

DARK RIDERS

One of the most tactical units in the game, our Dark Riders are Core so we can field any amount of units. They have two options: Without repeater crossbows for very cheap and fast cavalry or with repeater crossbows for some shooting support. In both forms they are proficient in mage-hunting, taking out warmachines and taking out small enemy flanking units that most other units cannot catch. Essential for most combats as they are generally the ones engaging an enemy's flank to take the enemy's ranks away and allow other units an advantage in combat result so they can do their respective jobs.

Dark Elves rely on core-units for their Tactics, Dark Riders are probably the most tactical unit in the book. Warriors are cheap and can be fielded for good shooting support and combat result. Corsairs are more durable than our elites, have a good amount of attacks and the option to take a warbanner adding even more combat result to their ranks. Armies can be built almost purely around core-units and the heavy troops cannot go without their support. Of course the dark elf army needs the combination of all the units and characters in the book, but take core units away and the entire army will collapse.

To conclude our article we would like to thank the interviewed people for their cooperation and for showing us their angle on our topic and must conclude that Druchii tactics do not rely too heavily on elite units, for without core there would be little versatility left.


"Tactics are the main roll for winning a battle, second is luck and third is army composition."



The Repeater Crossbow Pistol

by The 7th Convent

DRUCHII UNIQUE ITEM

 These are repeating crossbow pistols, the KynSheth - smaller and lighter version of the famous Uraithen. They are used effectively at close range to let loose surprisingly accurate short bolts and equally deadly in close combat at point blanc range.

Repeating crossbow pistol

- Range 12", Strength 3, multiple shot (x2)
- Normal shooting weapon, all shots count as at close range,
- May be used in close combat in the turn bearer charges conferring two additional S3 hand-to-hand attacks resolved as normal.

WHO CAN USE IT?

Characters

Highborn - in options, "May also be armed with repeater crossbow (+15 pts) or repeating crossbow pistol (+12 pts)"

Noble - in options, "May also have repeater crossbow (+10 pts) or repeating crossbow pistol (+9 pts)"

Assassin - in options, after additional hand weapon add "and repeating crossbow pistol (+12 pts)"

Units

Warriors - in options add: "-Lordling may replace his spear with repeating crossbow pistol at +3 pts, or his repeater crossbow with repeating crossbow pistol for -1 pts."

Dark Riders - in options, after repeater crossbows, add "or repeating crossbow pistol for +5 pts per model."

Shades - in options add "-may replace their repeater crossbows with repeating crossbow pistols at no additional cost."

Cold One Chariot - in options, after repeater crossbows add "or repeating crossbow pistols for 8 pts."

The Temple of Khaine

Starting a New Druchii Army

1500 point army

by MTUCache

Greetings from the great halls of the Temple of Khaine! Once again, young Noble, you have come looking for advice on how to increase your power and influence? Well, you have come to the right place! Last time we met, we worked on a 1000 point army for you to use to destroy your opponents. Now you are looking for something bigger and better, eh? Alright, let us get to work!

Last we met, your force looked like this:

- **Noble** (General) (Heavy Armour, Sea Dragon Cloak, Great Weapon) (in Chariot with Spears),
- **Sorceress** (Level 2, Dark Star Cloak, Dispel Scroll),
- **Corsairs** (x19) (Full Command, War Banner),
- **Dark Riders** (x5) (Musician),
- **Dark Riders** (x5) (Musician),
- **Cold One Knights** (x5),
- **Shades** (x5).

A worthy army, no doubt. But, with the success you have had so far, we could hardly expect you to stop there, could we? So, as your gaming group starts to increase the size of their collections, and their skill in battle increases, it seems logical that we should start playing larger and larger games.

Increasing game size from 1000 points to 1500 points starts to introduce many new questions and variables. Now, not only does our army need to be able to deal with a wide spectrum of our enemies' armies, we need to be able to deal with differing amounts of space, terrain, and time. Now, instead of being able to play on smaller, we start to progress towards using the full-size 6'x4' boards. And instead of one or two smaller pieces of terrain, you start to see more, larger pieces of terrain, which can affect the direction and location of battle. Instead of playing several quick turns, until one army is completely destroyed, your plans must include things like time limits, turn limits, and surviving units. Things like Victory Points start to become more precious, and several skirmishes can often be going on at once

instead of one main one. In other words, welcome to the big leagues!

In my last article, we planned an army to deal with the armies we could come up against. These included armies that were horde-type armies, small-elite armies, magic-heavy armies, etc. Now, as our battle size again increases, our enemies have even more options. Typically, this will mean combining several of these "themes" in one army; for example, a magic-heavy, all-cavalry army; or a horde-type army with several war-machines. So, we are facing the same types of problems as before, we are just forced to deal with several of them at once. How will you deal with both heavy magic and many units? How will you deal with fast-moving, heavily armoured troops as well as war machines? The answer to these questions lies not only in the units we select, but in the tactics that we employ. For this reason, I strongly suggest you read the many helpful Tactics topics and articles that have been posted in the Druchii.net forums.

Assuming that you have read through the volumes of information on Druchii.net, and you are comfortable with employing the tactics that you have found there, you are still going to need to field an army, and that is where this article comes in!

(Author's Note: Again, the unit selections I have made are just examples, and can easily be substituted with whichever you prefer, but the process will need to be the same. You will need to carefully evaluate their strengths and weaknesses, equip them accordingly, and make sure you have got selections capable of dealing with your expected enemies.)

Thinking back to my first article in this series, I pointed out some of the things I would like to include in my 2000 point "goal" army were multiple units of: Cold One Knights, Cold One Chariots, Corsairs, and Dark Riders. Not surprisingly, so far, we have got at least one unit of all of them! Now, we would like to continue

The Temple of Khaine

building on this list, to provide the redundancy and numbers we need.

Again, the typical things we would like to address are size, strength, speed, armour, and magic.

If possible, I always like to add at least something to each of these elements of your army as you increase its size. With a 500 point addition, we should be able to find a way to incorporate all of these things. Taking a look at the army we currently have, I would most like to increase the size aspect, as well as the magic. Our strength, speed, and armour are not exactly taken care of, but I feel the size of the army is the most important aspect, followed closely by how you can deal with your opponent's magic.

As for size, what better to include than the second unit of Corsairs that I had initially wanted? This seems an obvious choice. This selection dramatically increases the size of the army, making it quite large in fact for a 1500 point elvish army. Another unit of 20 Corsairs, with full command would fit quite nicely into our army, don't you think? Unfortunately, we can only bring one Warbanner, so it will not be a perfect copy of our original unit, but still nearly as effective. Plus, with the unit costing under 250 points, we still have more than half of our point allowance to spend!

When it comes to magic, we have several options. Traditional methods would include adding another Sorceress, or possibly the Seal of Ghrond. Some other, less utilized methods could include things which are not exactly "magic", but can go a long way to eliminating them, such as mage-hunters. While these solutions all have different costs and effectiveness to them, I think the simplest way, at the moment, to shore up our magic defence in our army is to include the Seal of Ghrond. This gives us four Dispel Dice and one Dispel Scroll. Not an impenetrable defence, but an adequate-to-solid defence. Of course, since the Seal of Ghrond is a magic item, it has to be included in the profiles of one of our characters. Luckily, since it is a Talisman (rather than an Arcane Item), our General can quite easily accommodate it. I think you will find, after writing lists several Dark Elf armies that you will almost always include the Seal of Ghrond. While it is not the most exciting thing in the Druchii list, adding one Dispel Die for only 25 points is almost always a very sound investment in your army.

So, now that we have addressed the size and magic issues, which I felt were the most lacking part of our army, we can start to add some of the other elements that I mentioned, strength, speed, and armour. I do not know about you, but after seeing Nagathi's article about Cold Ones in this issue, I cannot think of anything better than another unit of Cold One Knights! Strength, Speed, and Armour, these guys have it all! Another unit of 5 Knights, at just under 150 points, gives yet another fast-moving, flanking unit to protect our growing army.

So, by adding our second unit of Corsairs and a second unit of Knights, along with the Seal of Ghrond,

we still have approximately 100 points left over to spend before we get to 1500. This definitely is not enough points for another combat unit, but we could use the points for a supporting unit for our army. All the units we have taken so far have one thing in common: they have to be in close combat to do damage. So far, we have not chosen any shooting units. This is kind of a shame, seeing as how shooting is one of the things Dark Elves excel at. So, if for no other reason than to include something from all phases of the game, I would like to include a Reaper Bolt Thrower. As you have probably seen on the Druchii.net forums, Reapers' effectiveness may vary, but luckily most opponents do not see it that way. Whether the fear and respect that Reapers cause is valid or not, you cannot argue that it exists. Often the inclusion of a Reaper Bolt Thrower in an army will drastically change the way your opponent looks at it. The added threat of high-Strength firepower from long range allows you to control large amounts of the table without having to commit a unit. Equally adept at crippling small, elite units and at whittling down larger, less-armoured units, a Reaper Bolt Thrower can add a new dimension to our army. (For more information on the effectiveness, and results, of the Druchii Bolt Thrower, make sure to take a look at the Tactics forum of Druchii.net.)

So, to sum up our new selections, and add them to the list we had, our new army looks like this:

- **Noble** (General) (Heavy Armour, Sea Dragon Cloak, Great Weapon) (in Chariot with Spears),
- **Sorceress** (Level 2, Dark Star Cloak, Dispel Scroll),
- **Corsairs** (x19) (Full Command, War Banner),
- **Corsairs** (x20) (Full Command),
- **Dark Riders** (x5) (Musician),
- **Dark Riders** (x5) (Musician),
- **Cold One Knights** (x5),
- **Cold One Knights** (x5),
- **Shades** (x5),
- **Reaper Bolt Thrower**.

Hey! Would you look at that! Exactly 1500 points. Who would have thought? (Okay, I admit, I kinda had this planned.)

Anyway, as always, I encourage you to find an army that you are comfortable with, and keep playing. If there is one thing that you can learn from Druchii.net and articles like these, it is that there is no replacement for experience. By now, you have no doubt found some things that work for you, and some things that do not. So, keep playing, keep trying new things, and keep striving to find an army that you like, not an army that everyone else says you should have.

Next month: We will continue to increase the size of our army to a full 2000 points!

AlcingRagaholic's Army and Tournament report

Spotlight on a Member's Army

by AlcingRagaholic

Hi! My name is AlcingRagaholic, though I used to be AloneAndBurned. However, you can call me Z. Most people know me via the forums that I quietly used to work for, or maybe even the RPG section [blatant plug]. Recently, you might have seen the Temple of Khaine variant army list created for the Flesh and Blood campaign, which was a result of many hard working druchii.net members, of whom I was a part. So, appropriately, I planned on taking a Temple of Khaine army to the local Grand Tournament that was going to be held (you can see the report in the next article!). Since I could not take an unofficial variant list, I had to make it from the regular army list. Here it is!

THE CONVENT'S NIGHTMARE: 2000 POINTS

General Zhorin Asular

Druchii Noble with the Hydra Blade, Heavy Armour, Sea Dragon Cloak, and a Shield
132 Points

Scion Haldek Iscoll

Druchii Noble with the Battle Standard, Sword of Might, Seal of Ghron, Heavy Armour, and a Sea Dragon Cloak
150 Points

Beastmaster Ebruche Chyrrye

Druchii Beastmaster with a Lance, Sea Dragon Cloak, Blood Armour, and is mounted on the Manticore Vedain
260 Points

Slayers of the Green Dragon Isnak

19 Corsairs with Full Command and War Banner (the General goes here)
240 Points

Slayers of the Grey Dragon Kiran

20 Corsairs with Full Command
225 Points

The Night Patrol

16 Spearmen with Shields and Full Command
153 Points

Wheels of Raije

2 Cold One Chariots with Spears
194 Points

Knives of Khaine

12 Witch Elves with Full Command and Manbane for the Hag
211 Points

Executioners of Khaine

19 Executioners with Draich master and Musician (BSB goes here)
227 Points

Cauldron of Blood

205 Points

Alcinthasaholic's Army and Tournament report

Yeah. I took that list to a Grand Tournament. 95 models, 2 Power dice, 3 Dispel Dice. Suicidal? Yes. Fun? Yes!

I put a lot of effort into this army, fluff-wise and money-wise. It is here that I should say that the army (except for the manticore), was all painted by Sean Twiddy, who is a good friend and a marvellous painter. The manticore was on loan from Bruce, who was kind enough to let me borrow it for the tourney.

Personally, I am a more aggressive player. I prefer to go on the offensive, and like to rip things apart in close combat. However, cavalry really does not impress me; I find it too easy and lacking of originality most of the time. This is the reason I play mostly infantry armies, with the only cavalry really being the chariots, or one unit of dark riders. Yes, I only have five dark rider models. Shocking? I thought so. To the point, Khaine is my god of choice, but I do tend to lean away once in a while. However, in something as big as a Grand Tournament, I decided to show my full allegiance to the bloody-handed god.

The army needed a solid Khaine feel to it. So the first item on the list had to be the one and only Cauldron of Blood. Nothing shows allegiance to Khaine more than a giant statue of him behind a vat of blood and capering naked witch elves. That meant I also needed at least one unit of witches. There we have nearly 500 points of the army. I would have included a second unit of witches, but I did not have them properly painted... they were painted as devotees, to be the first unit of the Cult of Slaanesh army I was working on.

Now, I needed to decide on characters. I had some good fluff running from a previous army, and I decided to run it further and use one of those characters in this army. Thus, Zhorin Asular was chosen as the general. Now, I had the hardest time deciding whether to upgrade him to a highborn or not, before finally settling on the noble version. This way,

it allows me to build his story up even further. Now, since my army was dedicated to Khaine, I needed to use my battle standard bearer model, to ensure my units' resilience in combat. To top that off, a manticore and beastmaster would make the perfect choice to clinch the Khaine theme.

This army was dedicated to Khaine, and had to reflect that a little more. The next obvious choice was a unit of executioners, another aspect of Khaine. However, here I had a problem. I had to decide on core units. I only have one unit of dark riders, two units of 20 corsairs, one unit of 20 spearmen, and two units of twelve crossbowmen. The crossbowmen and dark riders were eliminated by default, as I did not want to sully Khaine's name with shooting. This left me with the corsairs and spearmen. At this point, I had to bite down and go with the corsairs, as I did not have more spearmen, which I would have used instead (and besides, corsairs along with the cauldron of blood make a very good combat unit). Therefore, with that, my army was complete. I fiddled around with an assassin and a unit of harpies instead of the beastmaster, but it did not work out after extensive play testing. With a heavy heart, I left my assassin model at home.

There you have it. This is my Temple of Khaine army for the Grand Tournament in Atlanta, October 2004.

Thanks for reading, and make sure to read the Tournament report that follows to see how this army fared!



Alcingragaholic's Army and Tournament report

Army Fluff

by Alcing Ragaholic



After the invasion force had defeated the lizardmen near the shining white and solid Asur walls and towers, they watched as a swarm of black dragons flew in from behind them and started to attack the High Elf fort. The Asur bolt throwers aimed skyward and launched giant bolts of death at the flying serpents, and the High Elf forces all came streaming out towards the invasion force. Lord Raije, taking this as a sign of support from the Witch King, rallied his executioners around and led the army back towards the fort, where Zhorin was leading his corsairs.

A glorious battle followed in which several dragons were slain, but not before wrecking most of the fort. The High Elves were nearly powerless as the dark elfen army burst into their stronghold, hatred gleaming in their eyes. Many elves died on both sides, and it seemed like the Druchii would win the day.

However, the invasion force, tired from their earlier battle with the lizardmen, started to lag and slow down. At that crucial moment Lord Malus Darkblade and his forces rushed in, with Lord Darkblade himself leading the charge of the honourable cold one knights. The invasion force could only watch as the brutal cold one knights and their mounts shredded the High Elf defenses and sped through the fort, destroying all in their path. At this point, however, a unit of swordmasters managed to spot Zhorin and his corsairs, who were already bleeding and bruised from the various wounds they took while fighting both units of saurus warriors. Raising their swords, the swordmasters charged the corsairs.

Stepping up to the challenge, the corsairs performed admirably, as they showed their skill by butchering the swordmasters to a man. Zhorin however, having been injured in the duel with the leader of the swordmasters and already weak from the skink poison, succumbed to his wounds and lost consciousness...

Zhorin woke up to find a note from Lord Raije. It said:

"Lieutenant Zhorin Asular, if you are reading this, you are alive. Which is all that matters right now. Lord Darkblade has requested aid from the invasion force, specifically the sisters and myself. Yet you were not conscious at the time, so I could not give you my orders in person.

Your orders are to await reinforcements from Lord Darkblade's infantry, which is one day away. You are then to HOLD POSITION over here until the black ark 'The Nightmare' arrives, and then take the remnants of the invasion force as well as Lord Darkblade's infantry back to Naggaroth. We have received disturbing news from home; it seems the Cult of Pleasure has gone public. You have been given command of the army. You are to lead the army back to Hag Graef, and follow the instructions of the Temple of Khaine there.

Long live Malekith, the rightful King of Ulthuan.

Lord Izkiel Raije"

Zhorin smiled as he folded the letter back into his pocket. He had finally attained command, even though it was slightly unorthodox. He glanced over at the witch elves, who were busy performing their rituals around the cauldron, the two hags leading them. The rest of the army was standing around the cauldron, or walking around the ark, getting their rest while they could.

Zhorin looked out through the window to see Ulthuan getting smaller and smaller. This Black Ark was fast, they would be back home soon...

AlcingRagaholic's Army and Tournament report

Atlanta GT Report

by AlcingRagaholic

As some of you might know, Atlanta hosted its first ever Grand Tournament from October 8th till the 10th in 2004, with a pretty decent attendance of roughly 100 40K players, and 50 Fantasy Players. Well, anyways, before we get to the GT itself, we need to go through my customary day/week before the tourney.

SUNDAY, OCTOBER THE 3RD

I was not kidding when I said the week before. I played 2 games on Sunday, 1 versus Mark Salisbury's GT Slaaneshi Beastmen Army of Southern Aggression™, beating him by about 1300 points. I proceeded to play Robert Wright's Goblins, doing the same, but a little better; both these battles were 2 completely different missions and tables. I was pretty pleased with myself, and chalked this list up... the only real sad part was my assassin dying both times before causing more than 2 wounds. (*Shut it, Bryan!*)

MONDAY, OCTOBER THE 4TH

Monday was the most important day. Why? Because it would be the lynchpin of the entire week before the GT. Sunday night, I still did not have a fully finalized list. Sure, my units were mostly decided upon. It was my characters and magic items that were giving me the hardest time. So, printing out 4(!) different army lists, I walked into the War Room on Monday to meet Bruce at roughly 1:30. There is a good reason for my indecision... my assassin was leaving me unhappy in the previous 15 play tests, and I think I wanted to try something else. So, Bruce suggested that I bring the Manticore with a Beastmaster on board... and so I thought to give it a whirl.

I played 2 games versus Bruce, 1 versus Mark Kozlen, and 1 more versus I cannot remember who (really, that day was melting into distant happy memories). I lost to Bruce's Empire twice, drew against Mark, and beat the final person I played. Beat him very handily, as I did Mark and Rob (confused about this sentence). I thought about keeping the Manticore in the list as it was somewhat good.

TUESDAY, OCTOBER THE 5TH

I did not think about the list at all. Honest...well actually, I did. I wrote about 4 more army lists. And then did the same on Wednesday as well.

THURSDAY, OCTOBER THE 7TH

Finally received my Cauldron of Blood... the last part of the army that I was waiting for.



Much happiness ensued. Then I played against Robert Wright's Night Goblin Horde of Doom™, and boy, was my ass sore. However, after that game, my list was complete! I had a working army list that I was to take to the GT.

FRIDAY, OCTOBER THE 8TH

I got off work at 4, rushed over to meet Mark Kozlen, with whom I would be spending the weekend. We had tickets to a comedy show, starring Mitch Hedberg and Stephen Lynch. One great show later with a lot of good memories, we moseyed on back home and turned in as we had to be up at 7am. I crashed on his toxic couch devoted to Nurgle, and went to bed, making another army list in my head. I know, I know, it is bad.

SATURDAY THE 9TH!

One hurried 40-minute drive later, we were at the Georgia International Convention Centre, ready to

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rock and roll. Registration was swift, and army set-up rapid. The final look for my entire army was quite good looking if I do say so myself...



So, without any further ado, to the games! Roar!

GAME 1

The Convent's Nightmare versus Matthew Baron's Wild Heath Patrol.

I have played Matthew before, and he is generally a fun guy to play against. When I first heard who it was, I cringed, as I have only played against his Empire army. Empire was one of the two armies that I did not want to see at the GT, Khorne being the other one. Well, it wasn't. He brought his fantastic looking Wood Elf army.

He had 2 mages on Unicorns, 1 level 4 and 1 level 2, with the Wand of Jet and 4 dispel scrolls between them; 2 Glade Guardians with mundane gear, and one with the Hail of Doom Arrow, both riding elven steeds; 2 combat oriented 5-man Glade Rider units; 4 units of 5-man Glade Riders with bows; 8 Dryads; 2 Great Eagles; 3 Warhawk Riders and 5 Waywatchers.



You know, after I got over my initial happiness at there not being a Treeman [not that I couldn't have handled it], I realized that I would never get into any fights with his army unless he chose them. The

Scenario was a Pitched Battle.

Which is essentially what happened all game. However, the one turn that blew the game for me was the bottom of Turn 6, when my executioners with the BSB failed to hold after losing by 1. Against the Warhawk riders and 3 Glade Riders with bows. That would have easily secured a tie, since I lost 400 odd points because of that. It was really fun game in retrospect, with both sides doing exactly what they were supposed to do. He kept away, and if I hit anything, I steam rolled it. I have to say it, his dice were pretty hot too. Anyways, after the game, we talked about each other's armies, and he really liked the fluff (as did I his), and we laughed it up as we set up for the next round.

This is when disaster struck! I accidentally dropped Bruce's Manticore! However, Bruce took it very calmly, and I glued it back together (he dropped a wing and the tail, which fit right back into place). With 1 loss, and a slightly annoyed friend, when the second rounds were displayed, I thought it could not get any worse. But it did...

Before that, however, it was time for lunch, and Richard, Mark and I drove over to Checkers, where quite a lot of gamers were for their lunches. Man, that was a sight to behold. Almost 25 people sitting there, talking about their games so far, and what they did and how much fun they had, and what dice screwed them and why they won or lost and if they had done something different... I call it Gamer Heaven.

GAME 2

The Convent's Nightmare versus Darin O'Brian's Imperial Forces.

Bah! Empire! BAH! Ah well... my opponent looked fairly young, so I did not quite count myself out yet. He was from Florida, and said that he had won a couple of RTT's down there, which had me initially impressed. However, as the battle progressed, it only made me wonder whom he was playing against back home.

The Empire Army consisted of an Elector count on foot in a unit of Greatswords, with a Handgunner detachment; 1 mounted mage and 1 mage on foot, both level 2's; Engineer with a Cannon; another Cannon; 1 Hellblaster; 2 units of Handgunners and 16-man Inner Circle Knight unit in a 4*4 formation.

I do not quite remember what else he had... there might have been a unit of spearmen on halberdiers, I do not quite recall it though.

Anyway, Darin's grip on a LOT of the rules was tenuous at best. In fact, when he started measuring from his Hellblaster to my spearmen on turn 1, I asked him what he was doing. He said he was firing his weapon, and thus checking range. Yeah. So, pulling out the rulebook, I explained the concept of auto-fire. He went on to fire the Hellblaster on Turn 1 anyways, and it blew itself up in a nice big blast of metallic body parts.

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However, that was the only place where the dice really deserted him. The rest of his shooting chewed through my units, and the chariots were destroyed before seeing any enemy units. The turning point for me was my Manticore landing behind his knights, who failed their subsequent Terror test. Then, he managed to cast a Fireball on the Manticore, got 6 hits, randomised 2 on the Beastmaster, 4 on the Manticore, and killed them both. Yeah... considering all I needed was the Manticore to survive... he would have eaten a 450-point knight unit. Ah well, it happens.

The scenario was Treacherous Trio, where we had to nominate one of our 3 messenger models as the spy, and had to get that one back into our deployment zone successfully. Well, I managed to get all of my lovely ladies back, so I made the bonus 150 victory points... however, the one messenger I killed was the wrong one, so my opponent also made those bonus points. The tally at the end of the game showed me up by 175 points, 26 points shy of a victory. Nuts! So close... yet so far. If only... Well, let bygones be bygones. I had to keep reminding myself, that I did not come to win games but have fun, and so far, it had been. I knew my army was severely underpowered and way off balance for a good winning army, but it was a blast to play, and helped me a lot strategically. When you have only two phases in which you use your army, the focus you have and need is really good for the games when you are using balanced armies.

Rolling right along...

GAME 3

The Convent's Nightmare versus Scott Heimann's Court of the Tomb King!

This game was the most fun I had over the entire weekend. Scott was a GREAT guy, and we talked for a while. He even offered me a free Mountain Dew™, which is really a boon since the room was boiling hot. His army was fantastic, with his wife having painted and assembled the entire thing.

Anyways, this mission was Magic Flux. Basically, at the start of each magic phase, both players roll all the dice that they generate for their appropriate

phase. Any 1's that are rolled are given to the other player. Considering I did not have any magic, and he was only generating 2 dice in his own power phase, it really was not a big deal for either of us.

The game itself was a blast, with several moments where we both burst into laughter. There was no pressure at all this game, with the two of us just having a great time, not caring whether we won or lost. This game was the perfect example of what a game of Warhammer should be like, friendly or tournament. We finished quite early, considering my turns never lasted more than 5 minutes. The funniest part of the game would have to be when my Witches charged into his Tomb Guard. I had 9 attacks from 3 witches, and only 1 of them was a poisoned, while all of the other 8 hit. I rolled to wound, failing each and every single wound. 8 attacks that did not cause a single wound needing a 5+. However, since the Cauldron allows me to re-roll failed wounds, I picked up those 8 dice, and rolled them again with a "For Khaine and Country!". As the dice



clattered to a halt, eight 6s stared back at me. Scott and I looked at each other, and then in one voice, yelled "Yahtzee!!" at the top of our lungs. The people on either side of us looked and laughed as well. The game ended with a difference of 238 points in my favour, which was a win. Since I had killed his hierophant, it counted as a Mighty Victory instead of a regular victory.

A close game with a really fun guy... I nominated him as my favourite opponent of the weekend since we had such a good time.

That was the end of Saturday, and I stood in the middle of the group, with a 1 - 1 - 1 record. Mark and I had subs for dinner, and went to bed after watching some movie or another... cannot remember which though. I was too tired to think after a long day of strategizing.

SUNDAY THE 10TH!

On only a couple of hours of sleep, we lurched back downtown for the second half of the GT. I was

Ucinslagaholic's Army and Tournament report

pleased with Saturday's performance, and looked forward to another fun day of gaming. Donning my dashing Druchii.Net T-shirt (Buy now! Makes your opponents quake in fear!), I was prepped and ready to go.

GAME 4

The Convent's Nightmare versus Lucas T Cuccas's Large Evil Empire Army.

Yay! Another Empire army! Lucas's army was not really all that bad by normal standards. It was INHUMAN! He had an Elector Count with the Runefang on a Griffon; 2 level 1 mages with 2 scrolls each; 1 Warrior Priest; 12 Inner Circle Knights in a 4*3 formation; 1 unit of Handgunners; 1 unit of Swordsmen; 2 Mortars; 1 Cannon and finally a Steam Tank [WHY? Why, in the name of Khaine, why?].



My eyes were already bleeding with the pain that I predicted. However, the game did not go as expected. The mission was Messengers, where we had to send our three messengers across the board and off the other side. Neither of us focused on the messengers, so they all crossed over without a hassle.

My army went through tons of fire on the way to reach his army, and I lost a chariot. The Beastmaster made a sacrifice play in the hopes of injuring the Griffon and Count, but to no avail, and he was destroyed for his futile attempt. However, the Manticore fled, and the Elector did not pursue into the trap I laid for him with the Corsairs and a chariot.

This turned out to be bad for Lucas, as the Manticore rallied, and ate the unit of Handgunners for lunch. On the other flank, the Executioners were fighting the swordsmen over several rounds of combat, and finally managed to chase them off. After taking the biggest hammering of their lives, the Executioners, now reduced to the Battle Standard Bearer, Draich-Master, Musician and 4 more executioners, managed to destroy the three War-Machines by the end of the game.

Did I forget something? Oh yes... the Steam Tank. Well, it is a funny story... The Witch Elves charged the Steam Tank and managed to cause a wound to it. Hurrah for the Cauldron of Blood! He grunted and did various things to the Witches, and managed to kill a couple of them. Then, a brave suicidal chariot charged the Steam Tank on its right flank, while my Spearmen charged the BIG block of Knights on its left flank. The spearmen broke and ran (lost by 1! Run away!) and got eaten by the Griffon, who charged them the next turn while they were fleeing. The chariot, on the other hand, managed to cause 14 points of Damage to the Steam Tank hull... a whopping 6 impact hits, which managed to scatter mainly to the soft parts. The Cauldron also managed to maximize the damage caused by the attacks of the Cold Ones and spearmen. Now, you know that a chariot hitting the Steam Tank also takes damage as if driving into difficult ground. He rolled a 1, and failed to wound it! Hah! And then, to make matters worse for him, the Chariot panicked from the fleeing Spearmen, and ran a whole 12" away in another direction! Two turns later, the Chariot charged in again, taking three wounds itself this time, but not before it caused 12 points of damage to the Steam Tank's Hull, destroying it in an explosion of metal and flesh. Lucas's face dropped about 5 feet, and I had to feel bad for the guy. The same chariot smashed into the Steam Tank twice and should have died, but instead survived, while blowing up the Steam Tank.

His Griffon, on the last turn, charged into the Corsair unit with my general, and managed to lose by 3, and run away. That handed me the victory, though his knights made a killing by wiping out the witch elves and my second corsair unit. Very close, but I managed to hold on... we had a great time, and I gave him full points across the board because of it. My friends thought I was crazy... giving full points for army composition for an army with a Steam Tank... I guess I'm a softie at heart (yeah, right).

Time for Lunch! Mark, Richard and I went over to Moe's this time, and hung out with a group of 40K players. I heard a lot of cheese was flying around at the 40K end of the Grand Tournament, and was glad that I had not seen too much cheese in my games (unless you count that last Empire army as... ahem... cheese).

GAME 5

The Convent's Nightmare versus Richard Chase's Khorne Army, Nusku's Children.

Richard was another great opponent. He had put a lot of thought into his army, and his army fluff was really good to reflect it. I was hoping that I was paired up with the Slaaneshi Beastmen army to reflect my fluff, but that didn't happen. So, Khorne versus Khaine; this should be a very interesting and quick battle.

His army had a lot of cool names, but due to lack of space, I cannot show them here. He had a

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Daemon Prince of Khorne; a Wargor of Khorne with the Crown of Thorns; 3 Tuskgor Chariots; 2 Beastherds with 5 Gors, 10 Ungors and a Musician; 1 Beastherd with 6 Gor, 11 Ungor, a champion and a musician; 2 units of 6 Chaos Hounds; 3 units of Khornate Minotaurs, 2 with Great Weapons and the 3rd with Additional Hand Weapons; 6 Chaos Furies and 1 Bloodbeast of Khorne.

who had disappointed all of the tourney, finally decided it was time to show his colours, and started to hack into the Beastmen like there was no tomorrow. He killed the Wargor, and kept the Executioners from breaking for 7 rounds of combat, until he killed every single last Beastman in that unit. However, after he was done with that, he looked around, realizing that he was the only Druchii left on the table. The Daemon Prince of Khorne was feasting on the blood in the Cauldron, and the Minotaurs were chewing through the Witch Elves. Major Loss on my part. It was a fun game, and we started to pack up our armies. A good tournament, that finally came to a good end.



I was pleased with my overall performance, with 2 mighty victories, 1 draw and 2 losses. As I said earlier, for a no magic/shooting/cavalry army, that is indeed a hard earned record. Personally, I think this should go to show that you can play a weak army and still do well, as long as you think and plan enough. Strategy should make you work with what you have, not what you want. Remember this for future tournaments; success is not measure by the number of power dice

Needless to say, this game did not last over thirty minutes, whichever way it might have gone. With both armies only having a Movement and Combat phase, we sped onwards.

There were a few minor tussles... his furies were eaten by the Manticore, his Minotaurs ate a Chariot and some spearmen. Then there were some major fights.

I had a chariot locked into combat with the Bloodbeast, which was to the left of a huge combat involving my general, his Daemon Prince, 1 unit of Corsairs and a Chariot. He lost by 5 against the Corsairs and Noble, and made his instability check by rolling a 3! The Chariot and Spawn were doing nothing to each other, basically at a standstill. Which was good for me, as they were holding up the Minotaurs with additional hand weapons behind them. Sadly, after 2 turns of combat, the chariot took 2 wounds, lost by 1, and disappeared.

The unit of Minotaurs flanked the Corsairs, and nothing could be done as the Daemon Prince of Khorne limped away with only 1 wound left. The other important fight was between my Executioners and his Beastherd with his Wargor. They had managed to flank me due to a bad roll on my part, and were hacking away. The Battle Standard Bearer,

you have, nor does it come from the number of opponents you could kill with your Knights. Not to say that you should not use them... just do not make them the central focus of your armies. The fun part of Warhammer comes from making a good fluffy army, and then playing other people who do the same with theirs. If you notice, I had more fun playing those people who had fluffy armies than those who just brought armies that were allowed (Games 1, 3, and 5 being really fun). The results for the Atlanta GT, for all the awards and standings, can be found at http://gt.us.games-workshop.com/Results_Coverage/atlanta_2004/main.htm. I placed 24th of 50, which I consider to be a great accomplishment for my first Grand Tournament.

I am planning on going to the Baltimore Fantasy Grand Tournament in February, so stay tuned! And look out for my article on tactics that one can use when playing with a Khaine themed army.

mdk

by Silas

Here I am, sitting at work, with nothing to do. Signed in on MSN and talking to MDK, who also happens to be at work, discussing our boredom. MDK gives the suggestion to do an interview for the Monthly. An interview with him! So, without further ado (ooh! Shakespeare!);

Silas: Hello MDK

MDK: Hello

Silas: Let us start with how long you have been in the wonderful world of Games Workshop.

MDK takes a long while to reply. When prompted he states; "Sorry, colleagues". We are sure that he is telling the truth.

MDK: Hmmm, I started in 1992, when I bought a set of "Blood Angels" Space Marines from the money I got on my birthday. I only painted two of them and I never played Warhammer 40,000 after that.

Silas: So you started out with Blood Angels. Any particular reason why you went for them, and the game of 40k?

MDK: Well, a friend of mine played Eldar, so if we wanted to battle each other I had to get 40k and Blood Angels seemed evil enough for me (I did not know about Fantasy of Dark Elves yet). But the Squad of Blood Angels ended up in a box to be never touched again.

Silas: So how did you convert to Warhammer Fantasy?

MDK: That was in 1995 or 1996 when another friend of mine wanted me to help him paint his Wood Elves. After painting a unit of ten Weight Watchers he bought me the 5th edition Dark Elf General on a Cold One. So it is not like I had a choice!

Silas: Weight Watchers?

MDK: Way Watchers?

Silas: Ah, right *slaps his forehead* Silly me.

MDK: Erm, these skirmish jumping hippies roaming the woods with two swords.

Silas: Yes, yes! I got it! Honest!

There is another brief pause

Silas: So, after your general, what did you go for next? And what is your collection of Dark Elves at now?

MDK: Hmmm, I first started to paint the general, over and over again until I found the colour scheme

I liked. After that, I bought a box of the 5th edition warriors on foot. I got the first Dark Rider unit as they are now (all so a box set at that time), and fifteen 5th edition Witch Elves. I also have two Reaper Bolt Throwers, 20 warriors with spears and 20 warriors with repeater crossbows, all 5th edition. The total collection I have at the moment is ... hmm. I hope you are free this afternoon, this might take a while...

Silas: In that case we can just move on.

MDK smiles. At least as far as I can tell. We are talking over MSN you know...

Silas: how thick is the coat of paint on your general? Re-painting it several times must lose its detail...

MDK: He looks now like a Greater Daemon of Nurgle I must admit. Nah, nail polish remover can be your best friend. Just let it in there for one night and voila! Almost no paint left.

Silas: Nail polish? How did you discover that little trick?

MDK: Hmmm, I come from an artistic family and I went to two schools where I learned how to draw, paint etc. During that time, I have learned a lot about techniques and tricks with paint. And one thing is working with paint and nail polish to get a really weird effect. Since my mother had a bottle of nail polish remover, I took that to try it on my miniatures.

Silas: Speaking of art, you are the chief Illustrator for the Monthly. What work does that involve?

MDK: Well, basically I must keep the Illustrators going. In addition, I do the illustrations others do not want to do. I also do my best to inspire and motivate the Illustrators.

Silas: Do they need inspiring often?

MDK: Hmm, sometimes they do. It is like a "Brainstorm". Just give each other some ideas.

Silas: Ok. What work have you done recently as one of the illustrators?

MDK: Well, basically all the covers since May (Except the last one with is done by Freebooter) (Loremaster's Note: November issue - Nag). And some rough sketches to accompany some articles. About fifteen to twenty illustrations in total.

Silas: Any favourite?

MDK: I like the cover of the August monthly a lot

personally.

Silas: Yes, that is quite a nice cover. What about future projects, what are you working on at the moment?

MDK: At the moment I am working on some rough random drawings for the Monthly, and putting the Monthly together with the articles that are available. I am also working on some To Make Like a Slave articles that take a lot of time.

Silas: So, a lot of work then?

MDK: In the beginning it was yes, but now the grit of the layout is becoming better and better it is just a matter of copy and paste and concentration which article should go where and with what photos. The most work is in making the photos so they are as good as can be.

Silas: Ok, before we move on, what advice would you give to any budding illustrators out there?

MDK: Hmmm, everybody can draw. It is all a matter of tricks. Just look very carefully at objects, people, animals, everything. Look hard and experiment. Oh, and do not hesitate to ask more experienced illustrators how they do things they love to talk about their hobby/profession.

Silas: I am fairly sure that was a plea for attention... let us move on. Do you collect other armies? Or are the Dark Elves your one and only love?

MDK: I collect only Dark Elves; it is an extremely good army to convert and paint. I love these models more than any other army in Warhammer Fantasy. If I look at other people who have four to six armies but none of them has a two thousand points painted I think it is a waste of money to get them. Yes, 100% Dark Elf and still 4000 points to paint...

Silas: 4000 points to paint? How much is already painted?

MDK: 3000. But I am repainting everything I have painted since 1995. In my new colour scheme with is the best I have ever made.

Silas: Care to give away the secret of this new colour scheme?

MDK: Yes, I can. The secret is simplicity. Use a simple colour scheme and use it all the way, do not use other schemes, just one.

Silas: I kinda meant what colours...

MDK: Well, it is red...

Silas rolls his eyes

MDK: I use five different stages to paint my armour and the armour is the thing that stands out the most. By using five stages of highlighting you create a kind of blending but it is not blending, it is just a few colour strokes on top of each other. And to bind the different strokes together I gave the armour a wash of red ink. This binds it all together so it looks like blending.

Silas: Sounds like it takes some time to paint just one model. How long did it take you to paint 3000 points worth?

MDK: I started this colour scheme in December last year and finishing the three thousand points at the moment. It is not a hard colour scheme to use. The painting goes fast and now I paint four to five miniatures a night if I want to.

Silas: Cool. Are there any plans for your army to be seen at tournaments? Or has it already been seen at such events?

MDK: I have been to one tournament with this army. The Fanatic Tournament in Leeuwarden (the Netherlands) and next month I will visit the Fanatic Tournament in Zwolle (the Netherlands). That is why I have to finish a Hydra, five Shades, a chariot,

and a Beastmaster on a Manticores in one month. But I will manage (*Loremaster's Note: We know he did. That tournament has already been held. Ask MDK for details if you want to - Nag*).

Silas: Nice. What place did you finish in the Fanatic Tournament in Leeuwarden?

MDK: I ended up 31st. Painting is fun, gaming is not. I was not even nominated for the best army award. I had to play against an Empire player and after two hours we did not get to turn three, so we had to go on gaming till we finished turn four. By that time the judges were done with nominating the armies and therefore missed mine... Too bad, better luck next month.

I will never battle that Empire player again.

Silas: I wish you good luck and hopefully a better placement!

MDK: Thanks and I will win someday. At least they motivated me to paint better and start some project that will end up with winning a Slayword.

Silas: Ok, before we say goodbye, is there anything you would like to say to the readers?

MDK: Hmmm, we need more illustrators!

A feeling of humour comes from over the MSN chat

MDK: Ghee he he, nah, druchii.net makes the hobby worth while in my opinion. The community inspires me to create new projects over and over again, thanks all.

Silas: and thank you for your time. Good luck for the future, and keep those illustrations coming!

(Editor's Note: MDK and I met during the Fanatic in Zwolle, and his army won the first prize for painting. His battles fared a little worse, both winning and losing a match, and drawing another one. Whilst this was not as good as it could have been (could also have gone worse, had a certain person not remembered him that he forgot to roll for certain attacks), for him it was the best tournament yet - Lethalis)

Druchii.net makes the hobby worth while in my opinion.

The community inspires me to create new projects over and over again, thanks all.

The VIIth Convent Hordes of the North

by The 7th Convent

Defenders are either regular Dark Elves or City Guard, while the attackers may be any army. Alternatively, the defenders may use the Temple of Khaine army list as presented in the Flesh and Blood campaign. This scenario was first designed for Cult of Slaanesh, Chaos or Orcs and Goblins as attackers, so it may be best suited for them.

OVERVIEW (ORIGINAL)

The Cult of Slaanesh and with them the hordes – be they green or black – storm against the Druchii border defences. If they manage to break through, their way is open to attack the cities of Ghrond, Har Ganeth and even Naggarond itself. However, if they hesitate, the defenders get powerful reinforcements. In case you play this scenario with another attacker assume that they plan to raid the lands of the Dark Elves.

OVERVIEW (UPDATED)

Calmly holding his Drannach, almost letting it fall, a Dark Elf guardsman surveys his borders from the tall walls of the city of Ghrond. As usual, only a few glimpses of the scouting patrols are visible. As the guardsman prepares to leave his post, eagerly wait-

ing for the sun to rise, a strange reflection catches his keen eyes. Looking a second time, his heartbeats go faster; his hand grips the Drannach a lot stronger – an army is marching towards the city. As quickly as possible, he sounds the alarm, knowing that it is better to delay his breakfast if not to forget it completely.

ARMIES

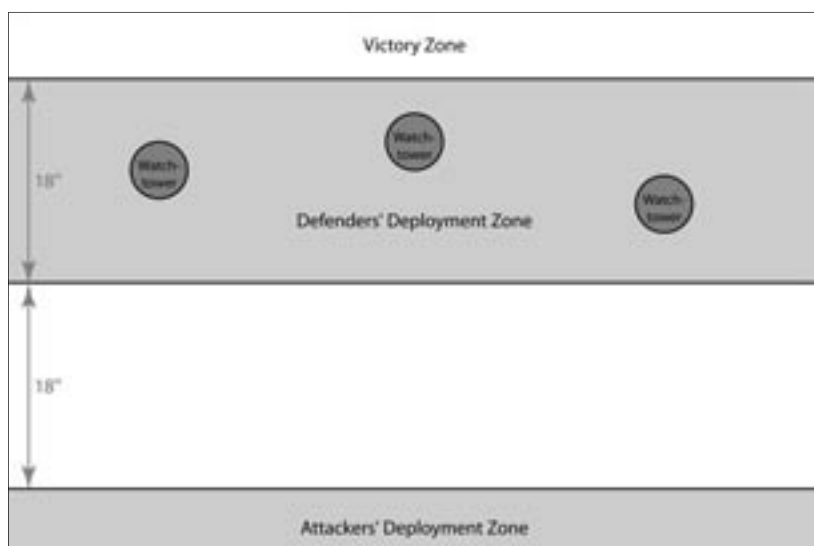
Both armies are chosen to an agreed points value.

BATTLEFIELD

Place northern wastes terrain. The defender gets one watchtower for each full 1000 points of agreed army value. (3000 points defender will have three watchtowers.)

DEPLOYMENT

The attacker now may decide to keep up to one half of his units in reserve. They will enter the battlefield over his own long table edge in the first turn (stupid units in reserve count as passing their stupidity test during the first turn). Both sides roll a die to decide who sets his first unit. After that players deploy their units alternating.



The defender's RBTs (if any) are deployed at the same time though they may be placed in different parts of the battlefield. They may also be placed on top of a watchtower (maximum is one RBT per tower). Champions are deployed with their units; all other characters in the army are deployed after all other units, all at the same time.

The defender may deploy scouts (anywhere on the table) after all other units are placed. They may not be deployed closer than 12" of the attacker's units. Scouts of the attacker will

The VII Th Convent

have to be deployed with the rest of his army but may make one free move before the game starts.

WHO GOES FIRST?

Both sides roll a D6. The attacker adds +1 to his roll. The player with the highest result decides who goes first.

LENGTH OF GAME

Roll a D6 at the end of the sixth turn. On a roll of 4+ another turn for both sides is fought. The game will also end if one player surrenders or is destroyed.

SPECIAL RULES

Units of the attackers may decide to charge a watchtower as a normal target (frenzied units do not have to!). They may decide to either capture or destroy the tower once they are in "close combat". Only infantry units may try to capture a tower.

To capture a tower the unit has to remain in contact with the tower until the following combat turn (enemy's turn). The unit counts as a normal target until then (can be charged and be shot at). They will climb the tower after that turn and reach the top at the beginning of their own following combat phase.

If there is a reaper bolt thrower on top they count as charging it and will have to fight it. The attacking unit will not get any rank bonus but the bolt thrower gets a defending bonus of +3. Should the attacking unit win the fight and the bolt thrower's crew is killed or flees (killed automatically) the attackers capture the tower. If there is no reaper bolt thrower on top, the attackers capture the tower without a fight. A captured bolt thrower may be used by assigning two warriors (and only Dark Elven or High Elven warriors!) from an attacking unit as crew.

To destroy a tower the unit will have to tear it down. The tower counts as having six wounds on toughness eight and is immune to poison attacks. It is also "unshakable".

Reaper bolt throwers on watchtowers may only be charged by flying units or under the conditions of capturing the tower.

Note: Only Dark Elves (any list) and High Elves (any list) may use captured bolt throwers!

VICTORY CONDITIONS

Count victory points ignoring table quarters.

The attacker gains +200 victory points for each captured or destroyed watchtower.

The attacker gains +50 victory points for each of his units in the victory zone, not counting characters and monsters.

The defender gains +200 victory points for each watchtower still intact and not under attackers' control.



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MONTHLY

The Ulth Convent

Anaryin

Alcing Ragaholic , Murder with a Smile. , Bleys ,
Columind, Da'Ghault, Daod, DarkHarlequin,
Garbigde, Iyagd, Imdat Tauble, Lethalis,
VoodooMaster, Z'gahn

To Make like a slave

Iyagd

Alith Anar, Ariakhas Stormreaver, AvatarofSlaanesh,
Black Hydra, Dark Harlequin, Dyvim Tvar, GeOrc,
Heldrak, Imdat Tauble, ixombie, jeffleong13,
Kraven Norseslayer, Lion of Flanders, Lord Tsunami,
MDK, Nineswords, RagianCain, RasputinII, Silas,
SwedenPack, The Monarch

Custodians of Dark Lore

Lethalis

Alkair, Nagathi, Silas, Loran, No More, NightKnight
Mornedhel, Alcing Ragaholic (stand-by),
malfunction (stand-by), MTUCache (stand-by)

Temple of Khaine

AlcingRagaholic

Drakken, GrogshotPowwabomba, Icon Hack,
Jhaelrnya, Nagathi, Maraith Tuerl, MTUCache,
Lethalis, Vorchild

The Cult of Pleasure

Darkprincess

Critias, Dreadaxe, Galdor Methran, Iyagd,
Kaleth Blackheart (not currently active),
Langmann, Leithel And Odd, Shadowlance,
Tastyfish, Underway, Archdukechocula,
Auric Stormcloud, OrtharRrith,
A Neutral Shade Of Black, Damaer,
Volton, Vanderghast,
Lethalis (stand-by)

The blood hawks

Z'Gahn

AlcingRagaholic, Auric Stormcloud, Danceman
Dyne

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APRIL 2005