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M O N T H L Y



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# Prologue November 2004

Written by Z'Gahn

**Whew! We only just managed to get fifty pages of monthly for you this month. However, do not worry; it is not like its all B-Quality now. In fact, this issue is quite awesome, if I may say so. The Temple of Khaine brings you one of their masterpieces: the Know Thy Enemy, Chaos Undivided. This closing piece of our anti-chaos tactica will focus, obviously, on the armies of undivided generals and the immensely many combinations those can have.**

Another very nice series the Temple of Khaine is commencing this issue, is their "Starting a Druchii Army" by MTUCache. However, this is not your regular 'starting an army' series, MTUCache will be focussing on tactics and army lists, as befits someone from the Temple of Khaine, and will discuss the use of many of our units in specific army lists and tactics.

After Nagathi's first article about his army some months ago (Loremaster's Note: In August to be exact – Nag), he has decided to write a second part on his followers of Slaanesh. Speaking of individual members of our Monthly team; GeOrc, our German Golden Daemon winner, made a stunning duelling scene and wrote for us an article about how he went about creating it.

The last, but certainly not the least, big article you will find in this issue will be the cold one chariots unit article. The Temple of Khaine, Cult of Pleasure, and To Make Like a Slave will be telling you about the superb abilities, cool background and many possible hobby opportunities of these war machines.

However, I would like to take the opportunity here to advertise a bit for our beloved magazine. The amount of articles and the number of active writers is falling, and I believe none of us would like to see the Monthly fall away. Of course, this time is nowhere near at this point – don't worry you'll be seeing a lot more issues – but we do need more writers in our team! If you are interested in writing anything at all for the Druchii.net Monthly, please visit the New Users & Initiatives forum or PM me (Loremaster's Note: ... or send a private message to Nagathi – Nag). As a member of our team, you might even be looking forward to a druchii.net e-mail address or a second avatar! Of course, freelancing is as much appreciated as anything! Just send your articles to Nagathi or me. Mind you, though, that your article may not be seen on the public forums before publication.

Well, now school really has begun (and now a certain pc-game is out...), the only thing I have been able to do in the past month was one quick game, and that really was quick. It had to be quick so we decided to fight a battle without terrain... Yes, without terrain. He plays High Elves, and we did a thousand point game. I deployed all my warriors and my repeater bolt throwers in the middle, my cold one knights on one flank, and my manticore on the other flank. I can't remember what his deployment was, but it generally was missiles everywhere.

I've learned three very important lessons in this battle. The first is that a Druchii player must NEVER play without terrain. The high elves had a clear shot with about everything at my manticore. He was killed in the first turn. That brings me to the second lesson. Never rely on a manticore to be your main heavy-hitter in small games. Especially against shooty armies like High Elves. Without an armour save and with only toughness five, he is very vulnerable to strength four and stronger shooting!

There is one thing that makes everything even worse. When you have that thing, and I do, you should not rely on stupid troops either. You see, I suffer from chronic high-leadership-rolls. My eight models strong cold one knight unit actually failed to move more than 14" in four turns. Needless to say, I lost this battle.

There is one good thing about this failure; I will not make the same mistakes again, and that should do me good in the six-player Warhammer weekend I am having a week from now (Editor's Note: Good luck to you, Z'Gahn – Silas).

'Till next time,  
Z'Gahn

Author: Z'Gahn  
Initiative: The Blood Hawks  
Editor: Silas  
Loremaster: Nagathi

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## The Chosen of the Witch King: Cold One Chariots

By Vorchild



**The cold one chariot is quite simply a big, wood-and-metal frame on wheels pulled by a pair of fearsome, cold-blooded, and rather monstrous lizards. It used to be that only the Witch King himself was allowed to ride in one, but now he has chosen to bestow that great honour upon a select few Druchii warriors. However, like all units in our glorious army, they have their strengths, that the cunning Druchii general must use, and they have their weaknesses, which must be avoided unless you wish to stir the wrath of the mighty Witch King.**

In terms of game play, our chariot is one of the toughest ones out there. It has more wounds than our lord character, and toughness as great as a hydra, with matching armour save. Combined with the two warrior crew, or sometimes a

powerful combat character, the chariot is truly something of note to your opponents. In the offensive force, they can be used to add that extra bit of punch to infantry, or even cavalry, units to ensure the enemy breaks. Moreover, in the defensive army, they can be used to generate powerful counter-charges that can mean the difference between victory and defeat. In addition, of course, many alternatives that can be pursued make the chariot a very versatile unit.

It is in the offensive Dark Elf army that the chariots truly seem to come to light, for their purpose is clear – they get to smash things. Not only that, but they must smash things, which, in an Elven army, is almost unheard of and sounds rather like something out of the pages of an army of chaos. Still, that is their purpose and they accomplish it well. Their greater toughness and host of wounds gives them the strength to get to the enemy line still going strong, as even with one wound, the chariot deals just as much damage as if it were at full strength. However, that reliability is compensated for by their unreliability in the form of stupidity.



Stupidity is the one plague the cold one chariot processes. It not only makes them slower than they already are, but most importantly, it also makes them vulnerable to chance, which is not something the Druchii player can rely upon. As such, their use in the offensive army can be rather limited as the general almost always needs to be nearby in order to make them halfway reliable. Consequently, if your general is mounted on a manticore and flying all around the battlefield looking for his own things to smash, a chariot can be a poor unit choice for your army, even though it can be quite a bit more powerful than even your general. Nevertheless, this flaw is easily overcome by keeping the general nearby in say, a unit of corsairs or black guard, or even riding a second chariot near the first. Either way, before you choose to use the cold one chariot, you need to find a way to mitigate the factor of stupidity.

This factor of stupidity is not to scare anyone away from using the chariot in an offensive army, for they do indeed have a powerful role to play. They are very easily moved around the table because, even though they are slow, they require no penalty for turning, and thus they can weave through places where even dark riders might have trouble. Not only that, but they

can deliver that powerful extra punch to either destroy the enemy in a single turn and then run them down, or else come into the combat after it has progressed and turn the tide. In fact, they are a great way to help knights that may have succumbed to stupidity themselves, and have subsequently been charged. The knights are quite usually able to take that charge due to their armour save and the fact that they are normally well led, but they will become bogged down without the use of their lances. A chariot will change all that and normally tip the combat in your favour, allowing both for the knights to get themselves back into action, as well as eliminating an enemy unit.

Still, the chariots are quite slow, and they are at their strongest when supporting infantry. Even using a small unit of corsairs, giving them a chariot escort is very likely to win you combats against all but the most powerful of foes. Combined with the extra die used for pursuits and the extra range to catch the enemy if they flee the charge, the chariot is infantry's most powerful ally for the frontal assault.



The pairing of infantry and chariots is nowhere better apparent, however, than in the defensive army. It is in this style of war host stupidity is much more easily mitigated due to the fact that most often the chariot won't have to move very far, and thus won't fall behind the main battle line if it succumbs to stupidity. Moreover, in the defensive army, a general is more likely to be able to stay nearby in order to alleviate the stupidity ailment.

The defensive army is also one of the better places to observe the powers of fear. The more psychology tests an enemy is forced to take, the more likely a failure is to occur, and those types of failures can buy the defensive army time, precious time that most often it depends on. Alternatively,

those psychology tests provide the defensive player with initiative, which is equally important in order to make those critical counter-charges. It is true that there is almost no way that a chariot will ever auto-break an enemy unit with its fear, but rather can cause chargers to stop dead in their tracks if they wish to charge.

One of the more interesting and sacrificial uses for the defensive chariot is to use it as a so-called speed bump. As the name suggests, you move the chariot out and then either charge an enemy or let the enemy charge you (at an angle of your preference). Though the chariot is almost sure to get smashed, sometimes that extra little bit of time can be well worth the cost of the chariot, especially when there is still the very real possibility that the chariot, even all on its own, can break the unit it is trying to slow down. Variants on this rather aggressive use are to chase away the fast cavalry that threatens to eliminate the war machines or to take out the small units of knights. The knights will most likely easily fall to the scythes of the chariot, as strength five is a powerful modifier to their armour saves, and though the fast cavalry will simply flee away from the deadly charge, the chariot wasn't going to march anyways, so you are not worse off. Combine that with the fact that there should almost be no way for fast cavalry to get around the mobile chariot, you have now a very powerful deterrent.

An interesting add-on that is seldom seen is the firepower of the cold one chariot. It is surprising to note that though you are only able to take one repeater crossbow for each crewmember, each one is cheaper than a repeater crossbow for a dark rider. Still, this under-priced weaponry is normally still not of much use as the four shots it will generate will most often have a difficult time hitting anything. Still, it can add a bit of versatility to the unit if so desired, and it gives the charioteers something to do when they are not busy rending their foe into little more than processed cold one chow.

One of the more important points to make in regards to chariots is their vulnerability to attacks at strength seven or greater. A wound at this strength will destroy the chariot in one hit, killing both the beasts pulling it and the crew. The only exception to this occurrence is what happens when a

character rides in the chariot, as in general the character is smart enough to see something large like a cannon ball coming for him and jumps out of the chariot, hopefully to safety, although he might take a wound anyway.

It is the characters, however, which can truly make a chariot deadly. Not only does the unit gain a powerful set of additional attacks, but also its unit strength of four will be increased to the "magic" unit strength of five, meaning the chariot can gain a flank bonus and negate an enemy's rank bonus. This addition means that a chariot, when hitting a flank, can single-handedly eliminate most other units the enemy possesses, either by dicing them into tiny bits, or by winning the combat and running down the foes. Not only that, but the character will lend his leadership to the chariot and help to mitigate the stupidity factor. In turn, the character can make good use of being very difficult to kill due to the increase in armour save from the chariot.

As a general rule, a fully decked out character is rarely necessary to make the best use of all the benefits you get from placing the character in the chariot. Heavy armour and a sea dragon cloak will do for armour, as characters get a 2+ save against close combat attacks while inside the chariot, and a great weapon is normally quite adequate for weaponry and it will even add attacks that are dealt with even greater strength than those the chariot can generate. Consequently, the cost for this added power and versatility is seriously diminished, making this option comparatively economical.

However, not every chariot can, or even should, really have a character on board to increase its power and versatility. Instead, it is just as easy simply to get more chariots, and with the errata and its two-for-one chariot for every special slot, a pair of chariots is quite the common sight and can be quite effective. Quite obviously, if a single chariot can almost break a unit on its own, it stands to reason that even when hitting a unit head on that those two chariots will almost surely be able to break and run down almost anything they touch. On average, the pair of chariots alone will dish out nine strength five auto-hits. This translates into about seven casualties on a standard unit of infantry, and even two kills on chaos chosen knights, and that does not even factor in the additional eight strength four attacks obtained by the creatures and crew. Just by looking at the numbers, one can get a real appreciation for the power of the Druchii chariots.



Sometimes, however, it may seem that only two chariots are just not enough. Whether issues arise over stupidity, and you want to try to overcome those by increasing the numbers in order to ensure that you get on average at least two passes, or if you simply want more power from these amazing machines, it is a tough decision to make. As with any unit, there is a limit to its effectiveness. For example, though it is possible to take eight chariots in an army, it is not really a good idea as it generally means that your army is a bit too slow and desperately needs to charge, not to mention the abundance of stupidity tests you will be forced to take. In general, two together are the easiest to manage and the easiest to draw advantages from.

However, there is a great exception, which is adding characters to additional chariots. For example, two chariots without characters and then two

chariots with nobles can be extremely powerful. Each noble on a chariot is almost a power in itself, and can be used even on the flanks to deter most enemy actions there, while the other two chariots can be used together near the general to punch gaping holes in the enemy lines.

Truly, those who use chariots will most often spill many tales of how their precious wheeled machines have ripped terrible carnage through enemy ranks. If ever you get a chance to try them out, you should, for they are an element most unseen in most Elven lists, for it is their sole purpose to attack the enemy without grace or style and reap bloody carnage upon them. Rarely will you ever need to send a chariot into a flank, for it will not remove ranks unless there is a character riding high in the carriage. It is both simple and beautiful and allows the more cunning Druchii units to attack the flanks while it takes the more dangerous frontal assault.

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**Initiative:** *Temple of Khaine*

**Editor:** *Sha'a'alaar*

**Quality Assured by** *Sneaky*



# The Chariot

Written by Damaer

**Currath of the house Ulanthe snickered in a rather undignified manner as he watched Dread, one of his cold ones, tear another chunk of meat off the remains of the unfortunate slave. He had personally instructed the troublesome creature to feed his pets, knowing well that any of his large reptilian mounts would savage any hot-blooded creature coming near, if they weren't treated with the numbing reptilian secretion that fooled the dim beasts to accept you as one of their own. A fitting end for the bothersome human filth, Currath mused. Pragmatic as ever, the young highborn aim in sacrificing the slave was dual; it removed a rebellious slave from his household and gave his prized mounts a taste of human blood. There was nothing better to get their bloodlust up.**

He personally supervised the beast master of House Ulanthe as the elder Elf 'convinced' Dread with barbed prod and whip into a position where the large reptilian could be fitted into the chariots harness. Currath watched the beast master with interest. There was always the chance that one of the temperamental beasts would snap at their caretaker. The unpredictability of cold ones was the topic of half a dozen sayings in the Druchii language, the numerous scars on the beast master's body a testament to the truth of these sayings. Nevertheless, the ancient Druchii knew what he was doing; keeping the monster occupied with what appeared to be one of the slave's arms Currath noted with detached curiosity.

Now his other favourite, Doom, was fitted to the harness. Bringing the second beast of the team was the most dangerous moment for the beast master. Cold ones, predators and scavengers, weren't very sociable by nature and prone to attack each other. If one were caught in between the posturing animals, it would often lead to a quick and messy end. A single unfortunate wound would be enough for the beasts concerned to forget their quarrel and attack their wounded tender. Currath had heard stories about similar sea creatures from corsairs, claiming to have seen huge fish with rows upon rows of serrated teeth, which would fly into a feeding frenzy at the merest sign of blood. The beast master did not make any mistakes however, to Currath's faint regret.

While the old Elf checked his charges one last time, Currath went over the chariot itself. He checked whether the axles were properly greased, and for any signs of structural damage to the wagon's body. His slaves were responsible for the chariot's proper maintenance, but a Druchii learned at a young age not to rely on others. A complacent Druchii was a dead one. Satisfied, he took inventory of the number of repeater clips for his crossbow and the state of the spears used in chariot warfare.



Another task

to be undertaken by only the noble himself – one's weapons were one's life. Finding everything in perfect order, he waited for his beast master to open the door of the stables.

Currath advanced in support of the spearmen, keeping a cautious eye on the other chariot flanking him. The other chariot was in direct competition for Currath's well-deserved glory, and he was

determined that he, and no one else, would be celebrated on this field of battle today. He kept pace with the main body of infantry, carefully weighting and judging the moment to strike. The humans were shaken, barely holding, after their comrades were slaughtered gloriously by the valiant charge of the executioners from Har Ganeth.

The other noble, eager for blood, let out a bloodcurdling cry, willing his mounts to charge. Currath grimly smiled as the stupid beasts lumbered onward, deaf to their driver's commands. Currath knew him to be a fool, for the beasts had not scented blood yet. The more experienced highborn waited for the spearmen's inevitable charge. His heart swelled in anticipation as the lordling leading the infantry signalled the assault, disciplined ranks of Druchii infantry slamming into the milling humans.

This was the moment! The highborn could read the bloodlust of his cold ones, their eyes glinting a dull red, their heads coming up as they smelled blood. A single whack across their scaled backs was all the incentive the frenzied reptiles needed. Currath knew better than to try to steer them, trusting the predators to charge into the enemy formation that wavered under the attack of the spearmen.

The bulk of giant reptile and massive chariot smashed into the side of the human regiment. Wicked scythes cut a butcher's path to the left and right of the chariot. Men scrambled away in fear of the monstrous creatures pulling that hellish contraption, the blood drenched figure atop it the very picture of death incarnate. That devil lay about him with glittering steel and cruel whip, reaping lives like Morr himself. It was too much. They broke.

Currath of Ulanthe was content, for now. The day belonged to him; to him and that most deserved gift from the Witchking – his chariot.



# The Segador - Cold One Chariot.

## Introduction

**This is one of my chariots, "Segador" (Other are "Conquistador", "Erradicador"...). I won the VII Games Workshop Painting Contest in Seville and the I Golden Pig (University Contest) with this model, and helped me to win the best painted army award in at least two tournaments. Sadly this chariot suffered an accident during a game and broken into pieces, so I repainted it and added a little Orc head from a Chaos marauder's shield and gems to hide the scratches.**

GW Cold One Chariot is one of my favourite models (not in vain I have four of them) and when I saw it I knew I wanted to paint it and make it out one of my best works.

## Assembling

After cleaning and trimming all pieces and assembling them with "blu-tac", I decided to add some details: One waving banner and reins. The banner is made in plastic deformed with a lighter and the reins with green stuff strings covered with paper painted in purple and little hardened with glue.



Finally I painted all the parts before putting them together with "super-glue".



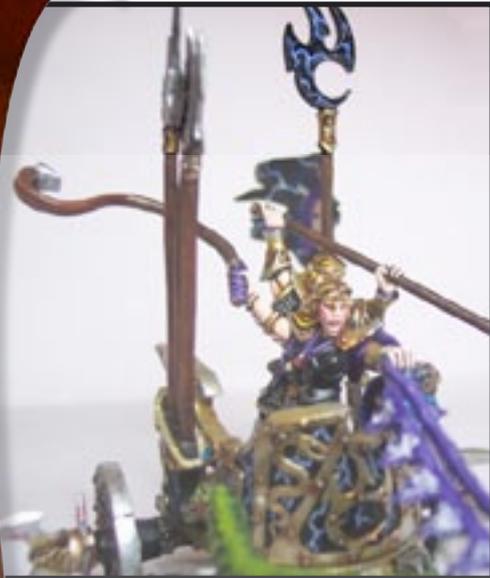
## Painting

First of all I undercoated all in black (Vallejo Model Colour 950). Afterwards I painted all skin areas in white (VMC 951).

· The Crew: Their robes were painted in violet (VMC 960), highlighted with a mixture of this same colour and white (70/30). In the end I washed them twice with purple ink (Citadel). The different parts of armour were repainted in black, highlighted a little and then varnished; I painted all golden areas with old shining gold (Citadel) because the new one is too orange and blazing, and highlighted them from this gold to mithril silver (Citadel),



shaded with progressive washes of brown wash (Citadel) and flesh wash (Citadel). The skin has a pale flesh base coat defined with flesh wash. Highlights were applied in highly diluted mixtures of pale flesh, flat red (VMC 957) and white (60/5/35). Crew's hair received a sunburst yellow (Citadel) base coat dry-brushed in desert yellow (VMC 977) and white, washed later with scorched brown (Citadel). I painted at last the weapons in desert yellow washed three times with brown wash so it seems laqued, and the blades in mithril silver.



- Cold Ones: I painted the skin in darkened enchanted blue (Citadel) highlighting it with regal blue (Citadel) and enchanted blue with a touch of white. The scales were highlighted with sunburst yellow after painting them in goblin green (Citadel). To finish these reptilian beasts I painted the teeth in brown and then in beige (Andrea Colour 39).

- The Chariot: The first thing I did was to repaint all components in black, highlighting the edges in grey. When all was dry and ready to be painted I give all adornments the same painting as the golden areas of the crew.

- The Lightings: It would seem complicated, but is very easy indeed. All you have to do is to paint broken, chaotic lines in enchanted blue and repaint them

carelessly and fast with following highlights from icy blue to white. Then, only if you want, you can go over with black to sharp the lines.

- The Base: Home made base. I used cardboard from cereal boxes to make it, and coffee, salt and sand for texture. Painted in sienna brown, I highlighted it with a dry-brush closer to white. To add final touch I used electrostatic grass, the Dark Elf sprue's skull and bicarbonate for the snow.



***Ariakhas Stormreaver***

# TMLAS Beastmaster

Written by GeOrc

The beastmasters of Karond Kar control the most vicious monsters to be found in the Warhammer world. No beast can escape their cruel teachings, even the strongest willed monster will break under their barbed whips. The bound monsters are then unleashed against the enemies of the Dark Elves. Only the strongest beast handlers survive long enough in their dangerous profession to rise to the rank of beastmaster. The most infamous one is without a doubt the beast lord Rakarth of Karond Kar, riding his black dragon Bracchus. Rakarth also broke Seraphon, the mount of the Witch King himself.



Many worthy beastmasters have risen within the walls of Karond Kar. The greatest among them master the wild manticores, either to ride them to battle themselves or to sell them to high-bidding highborns. They also raise the black pegasi favoured by the convents of sorcery, and the great war hydras are cornerstones of the raiding and siege forces of the black arks. Beastmasters are dangerous by themselves, but that threat is multiplied if their "pets", which fight to the Death for their Druchii masters, accompany them.



The first beastmaster I would like to present is a conversion of a 40k Dark Eldar beastmaster, whom I converted for the Diorama category for the German Golden Demon 2004. I liked the 40k beastmaster ever since his release.

The miniature was my long-time favourite cast of my great role model Chris Fitzpatrick. The hair, for example, has been adopted for the witch elf range. Therefore, the model already fits the new Dark Elf range well, but I needed to get rid of some of the technological elements and the overall impression had to become more emblematic of the Dark Elves. To fit into the much newer range of Dark Elves, a few conversions were necessary.



## Conversion

First, I cut off all Dark Eldar elements that looked futuristic or technical. As weapon, I chose the typical weapons of the beastmaster, the whip and spear. The spear I wanted to do myself, but for the whip I chose a nice Games Workshop bit. Kazagh's whip is a really good one.

After I repaired all the damage done by cutting off the non-fitting parts, I started to remodel the armour to make it more Druchii-like. The cold one knights, from which I took the boots and spikes on the vambraces, inspired me strongly. The idea for the thigh braces I got from Lilith Hesperax, whom I converted already for the Golden Daemon 2003. With regards to

this piece of armour I converted the torso and arm pieces as well. The added skulls on the leg bracers came very late, as the rest was already finished. Once again the cold one knights were parents to this idea. Finally, I bolted the whip and modelled the parts of the hilt.

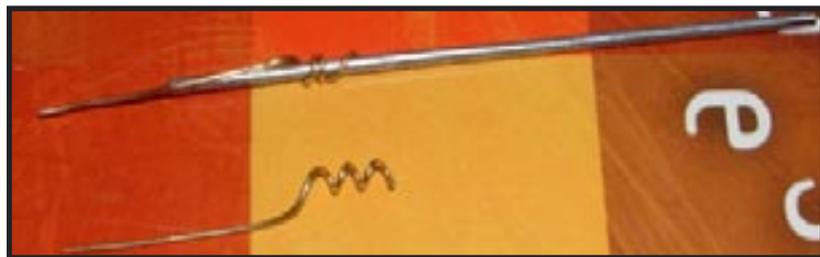


## Spear

The idea for the spear sprang from a doodle I did while talking to my girlfriend Anke on the phone. Crucial were the three points, two of them should have blades facing each other. One of the blades should spiral the shaft like Morathi's Heart-Piercer. The idea with the points on the shaft came during the sculpting. I wanted to go as far as possible from the Games Workshop design to give the miniature my personal touch.

### Step 1: Shaft and blades

For the shaft I used 2mm strong wire that I cut with my jewellers saw to the correct length. I looked to the other Dark Elf spears for the measurements so the weapon would not get too big. Because of the spiral form, I decided to fit the second blade as well. For that, I used thinner wire and spiralled it around the thicker one. Then I bent the wire parallel to the first blade and cut it with some pliers diagonally to get the correct length. I removed the part and began the modelling of the large central blade.





### Step 2: Sculpting the blade

For all sculpting I used brown stuff, as it gets harder than green stuff and is then easier to polish. I started with a rough shape, which I cut smoother with a sharp knife after it had solidified.



Then I sculpted the whole thing cleaner.

After the stuff had hardened, I once again cut it to shape, especially the point. Finally, the sculpt was polished with water sand paper (you know, that special kind which you wet before using).



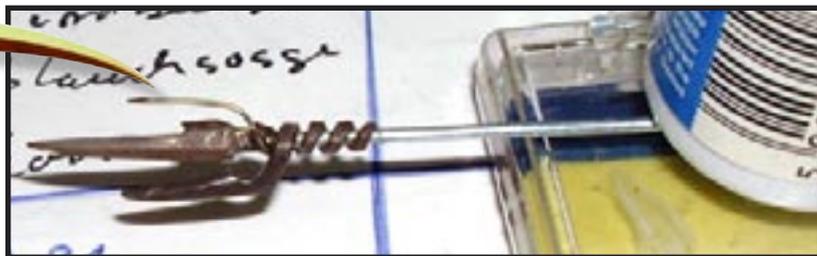
### Step 3: Second blade

First, I covered the wire with Brown stuff to have a workable base.

Then I had to fix the spiral. To do this, I sculpted the spiral form given by the wire. After it had solidified, I polished the sculpt to get a smooth surface from the brown stuff.



Now it was time to sculpt the actual blade. Here I used the same process as for the centre blade. First a rough shape, solidify and cut to shape. Then sculpt and polish.



#### Step 4: Third blade

For the third blade of the trident I once again started with a wire skeleton to give support to the modelling putty. To fix the wire I looped it around the central one. I had to make do with one loop, as very little space was left. Then I fixed the wire with brown stuff. After the wire was fixed, I bent the tip into shape as described and modelled on top of it.



#### Step 5: Shaft points

The shaft points I modelled freehand, which works quite good with brown stuff. I took care to make them smaller towards the end of the shaft and made them look like flesh hooks. Like the rest, they were polished smoothly.

#### Step 6: Shaft butt

Here the fifth edition spears inspired me. I formed two little brown stuff snakes and twisted them around the shaft. Then I pressed them on with a modelling tool. With a flat tool, I then gave them the right round- and thickness. As these parts were quite asymmetric and unclear, I had to cut and polish a lot. The rivets were added in a second working session.

#### Step 7: Hand

For the hand I returned to green stuff, as it works better for limbs and parts with lots of curves. Here it was important to position the thumb on the correct position. Always check with your own hand as reference. Further attention should be given to the proportions of the existing hand (if any). For these exact reasons, I had to do the hand two times, but the second time went way faster and smoother.

The Scyla model was left unmodified, as I like it as it is. Good old Scyla had been catching dust for over a year now and finally she had found a worthy place.

## Painting Scyla Chaosspawn

### Step 1: Skin

First, I painted all the skin in a similar tone to my steed of Slaanesh. On a base coat of chaos black I painted a layer of a dark flesh/chaos black mixture. This was accented with pure dark flesh. Further accents were accomplished by first a dark flesh/dwarf flesh mix and finally pure dwarf flesh. Especially the veins I accented very carefully with pure dwarf flesh.



### Step 2: Fur

I wanted the fur in grey tones. I started with a mix of chaos black and codex grey. This would then be accented with codex grey and fortress grey. A last highlight for the tips and the top hairs was done carefully with skull white.

### Step 3: Scales, claws and horns

Here I used shades of brown. As my scorched brown had dried out, I used a mix of bestial brown and chaos black. I based all the parts with that. The next highlight was bestial brown. For the accents, I was careful to go lighter the further I came from the base, and to keep the deeper parts dark. The scales I accented towards the lower rim. I used the original mix and added gradually more bleached bone, adding a final accent of skull white with a hint of bleached bone. The scales were framed with this mix on the lower rim.



### Step 4: Boils

The boils I had already painted with skin colours. To differentiate them a bit I highlighted them with sunburst yellow.

### Step 5: Collar

I did the collar in NMM (you should know that it means Non-Metallic Metal by now) gold. For NMM gold, I use the standard snakebite leather. This is accented with bubonic brown, the final highlight is done in bleached bone, and the rims are done in skull white to hint at the reflections.

The sigils of Khorne is based in red gore and accentuated with blood red. Further highlights were done with different mixes of blood red and bubonic brown. The edges were done in pure bubonic brown.

### Step 6: Faces

The final details were the gums, teeth, and eyes. The eyes got a basic skull white and chaos black look. The gums got a base of nauseating blue. This was accented with liche purple and finally warlock purple. After the gums came the teeth, and they were done in the same way as scales, claws and horns in step 3.

## Painting The beastmaster

### Step 1: Skin

I base with a dark mix of chaos black and bleached bone. The skin then gets many layers of pure bleached bone. Then I shade the lower parts with different mixes of chaos black and bleached bone.

The highlight is skull white, but better is a mix of bleached bone and skull white – that prevents it from getting too light.

### Step 2: Armour

For a dark silver NMM I put the highlights a little further from the edges than for normal silver NMM. The first is a mix of



chaos black and codex grey. The follow-up layers are with gradually more codex grey in the mix. I try to avoid pure codex grey, as it is difficult to handle. The last highlight I do with a mix of codex grey and a hint of fortress grey. Then the edges in skull white to represent the reflecting light.

### Step 3: Fur

Here again I took a bestial brown and chaos black mix. With this I base the front and back of the fur collar. The next highlight is pure bestial brown, and for the accents, I use the original mix with more and more bleached bone added.

### Step 4: The wind

Here I highlighted the black with a mix of hawk turquoise and chaos black, the second go with hawk turquoise and finally hawk turquoise/bleached bone. For the after-shading, again I used the original mix. The horns are done in the same way as the fur.

### Step 5: Hair and hair bands

I used first a mix of chaos black and codex grey. This was then accented with first codex grey and later fortress grey. A final accent for the tips and the top hairs is done carefully in skull white. The hair bands are based in dark flesh and accentuated with blood red

### Step 6: The whip

I wanted the whip in a much lighter NMM than the dark armour. To do this, I added a lot more fortress grey and later thinned down skull white to the highlights. In the final layer I used pure thinned down skull white to get a bright shimmer on the upper side. However, I needed to constantly shade with darker tones to get a good effect. The whip handle was done in the same tones as the wing, the rivets in the same NMM as the whip.

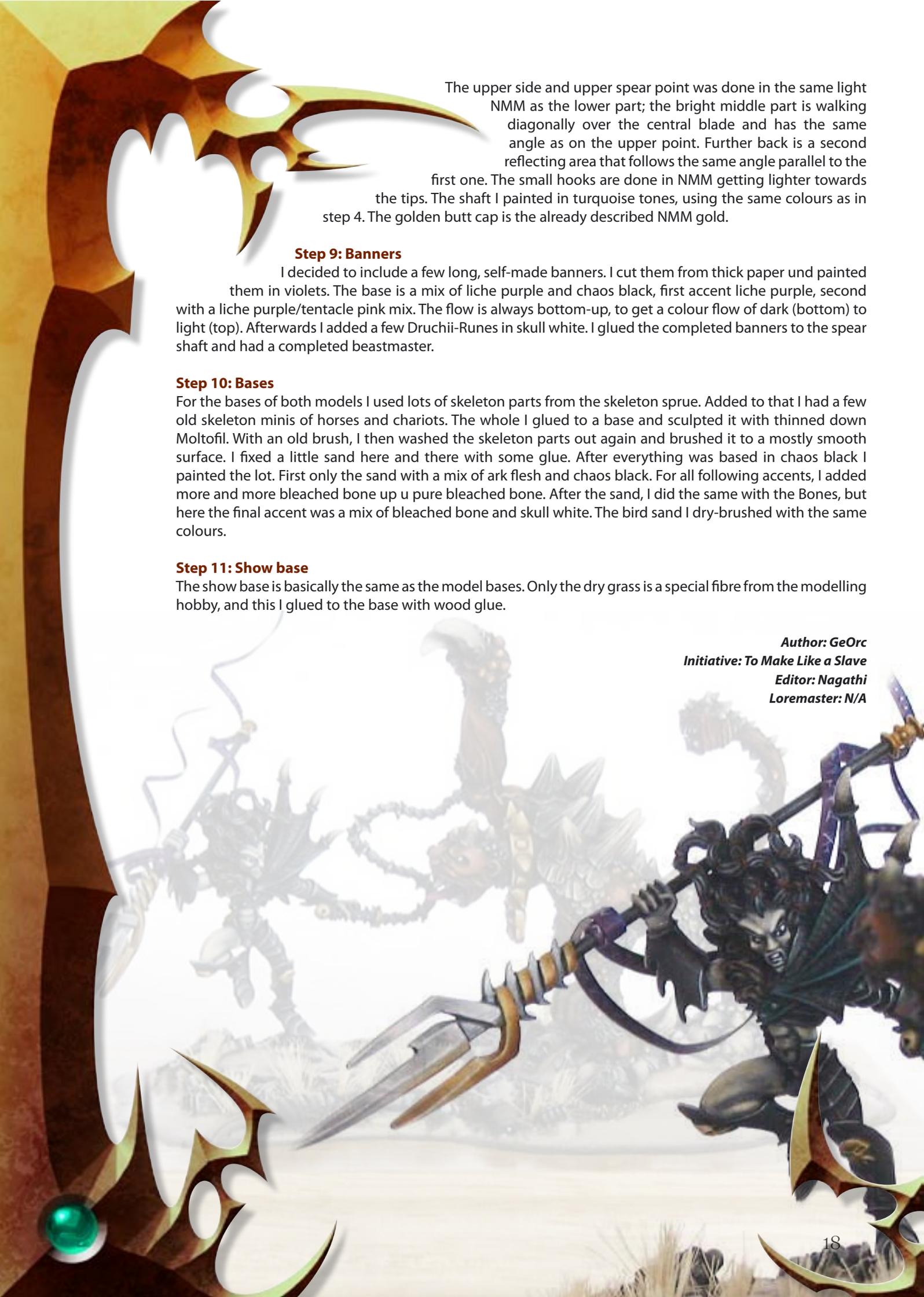
### Step 7: Metal skulls

The metal skulls I did in NMM gold. For a description of my NMM gold technique, see "Step 5: Collar of the Scyla" painting guide.

### Step 8: Spear

First, I did the lower blade in NMM gold. Now it is getting a tad tricky, as the gold blade should be reflected in the centre blade. Initially, I painted the lower part of the blade in light NMM, starting dark at the point and getting lighter towards the middle. Then came the gold part, here I started dark at the end and got lighter towards the centre. Furthermore, I accented with grey towards the centre edge. After that, I painted the reflecting edge with a skull white line.





The upper side and upper spear point was done in the same light NMM as the lower part; the bright middle part is walking diagonally over the central blade and has the same angle as on the upper point. Further back is a second reflecting area that follows the same angle parallel to the first one. The small hooks are done in NMM getting lighter towards the tips. The shaft I painted in turquoise tones, using the same colours as in step 4. The golden butt cap is the already described NMM gold.

### **Step 9: Banners**

I decided to include a few long, self-made banners. I cut them from thick paper und painted them in violets. The base is a mix of liche purple and chaos black, first accent liche purple, second with a liche purple/tentacle pink mix. The flow is always bottom-up, to get a colour flow of dark (bottom) to light (top). Afterwards I added a few Druchii-Runes in skull white. I glued the completed banners to the spear shaft and had a completed beastmaster.

### **Step 10: Bases**

For the bases of both models I used lots of skeleton parts from the skeleton sprue. Added to that I had a few old skeleton minis of horses and chariots. The whole I glued to a base and sculpted it with thinned down Moltofil. With an old brush, I then washed the skeleton parts out again and brushed it to a mostly smooth surface. I fixed a little sand here and there with some glue. After everything was based in chaos black I painted the lot. First only the sand with a mix of ark flesh and chaos black. For all following accents, I added more and more bleached bone up u pure bleached bone. After the sand, I did the same with the Bones, but here the final accent was a mix of bleached bone and skull white. The bird sand I dry-brushed with the same colours.

### **Step 11: Show base**

The show base is basically the same as the model bases. Only the dry grass is a special fibre from the modelling hobby, and this I glued to the base with wood glue.

*Author: GeOrc  
Initiative: To Make Like a Slave  
Editor: Nagathi  
Loremaster: N/A*



# The Battle Of Maleficent Canyon

To Imperial High Command, Royal Court, Naggarond

*I have the honor of reporting the results of a counterattack against our hated cousins, the Asur.*

*After re-securing the main fortification of the Wrath Gate the Sorceresses in my command immediately began the rites for casting the Ward of the Black Seal. Leaving Duke Tularc and the Black Lotus 23rd to hold the gate towers, our main force returned to the rendezvous point under Blade Peak. It was my intent to oversee the fortification of the mouth of the new tunnel.*

*Upon arrival, my spies informed me that the enemy had sent a large cavalry force to lead a lightning strike on the Gate and disrupt the rituals in progress. My only option was to lead a counterstrike to intercept the enemy force as it approached. The tunnel once again provided my only option for an attack route quick enough to cut the enemy off in Maleficent Canyon. Details follow.*

*This battle was intended to be a fairly fluffy affair. The story occurs after General Kala had re-secured the Wrath Gate. The magical wards that sealed the Gate had been disenchanting by High Elf wizards. After running off the invaders, the Black Lotus Sorceresses went about trying to re-establish the wards.*

*The Asur gained intelligence of this. Knowing that the spells were delicate matters that required concentration, a fast attack force under the command of Prince Sith Quarrenger was sent to disrupt the spells as they were being cast. This mission was of the utmost importance. If the Druchii Sorceresses were to be stopped it would be weeks before the stars realigned so that the Ward of the Black Seal could be cast again.*

*General Kala, having spies of her own, received word of this imminent attack. A response force was marshaled and sent by the only means fast enough to intercept the Asur cavalry – the new tunnel. The Asur absolutely had to be intercepted before they could reach the Gate and break the spell.*

**We also added a scenario rule for flavor:**

Grim Determination – The leaders of both armies are fully aware of the extreme importance of their missions and have steeled themselves to the task. Characters in both armies are immune to the effects of Fear and Terror.



The two players begin the game in a spirit of camaraderie and good sportsmanship.

## Black Lotus Brigade 1st Division Cave Crawl Team

**Only what can be taken through a large, but rough-cut cavern tunnel. No chariots, no war machines. Infantry, dismounted cavalry and a cave dwelling Hydra. With three Sorceresses this list was fairly magic heavy. Maledicta played suicide bomber with the never-before-used Rubric of Dark Dimensions.**

### **General Kala**

Highborn, Heavy Armor, Shield, Sea Dragon Cloak, Blade of Ruin, Heartstone of Darkness - 238

### **Elisheva**

Sorceress, Level 2, Dark Steed, Darkstar Cloak, Seal of Ghroind – 193

Aledani

Sorceress, Level 2, Dark Steed, Wand of Kharaidon – 188

### **Maledicta**

Sorceress, Dark Steed, Rubric of Dark Dimensions – 158

### **Core**

12 Warriors, RXBs, Full Command – 169

2 x 10 Warriors, Shields, Musicians – 170

2 x 5 Dark Riders, RXBs, Musicians – 254

### **Special**

15 Executioners, full command - 195

5 Cold One Knights, full command, Banner of Murder – 217

### **Rare**

War Hydra – 220

1992

## Lord Quarrenger's 3rd Cavalry Division

**Simple – Heavy Cavalry lightning attack force. Get in, disrupt the spell, then get back out.**

### **Sith Quarrenger**

Prince, Shield, Sword of Hoeth, Armor of Protection, Pure of Heart, Griffon – 425

### **Orin**

Commander, Dragon Armor, Shield, Elven Steed, Blade of Sea Gold – 130

### **Delah**

Commander, Dragon Armor, Elven Steed, Reaver Bow.- 130

### **Core**

2 x 6 Silver Helms, Full Command – 346

5 Silver Helms, Full Command – 154

### **Special**

3 x 5 Shadow Warriors, Shadow Walker – 264

8 Dragon Princes, Lances, Dragon Armor, Shields, Banner of Arcane Protection – 275

### **Rare**

2 x Great Eagles – 100

Dogs of War Birdmen of Catrazza – 175

(Note - We both realized after the fact that Birdmen of Catrazza were only available to Empire armies. But since it was a friendly game and they didn't have much impact we just let it slide.)

1999

# Pre Game Thoughts

*Kala – I was so busy writing fluff and painting models that I really didn't spend enough time formulating a cohesive strategy. I chose to go heavily offensive in the magic phase. I also wanted to try out one nasty surprise in the Rubric. This was fortunate for me because magic is the only reason that I pulled this game out. That and a whole lot of luck. I don't expect that this army list will ever be in any Druchii strategy manual.*

*Quarrenger – This army was supposed to be a quick kill. The Heavy Cavalry should rapidly punch a hole through the enemy lines. The Shadow Warriors would shoot from scouting positions and provide some offset for the hatred of the Dark Elves. The flying units provide support wherever it is needed the most. My plan was to blitz and overwhelm.*

## Setup

The battlefield was determined and set up at random. Three high rock walls of various lengths and one low hill were selected by dice roll. All items were placed and positioned according to another dice roll. Both players opted to set up lengthwise to simulate an elongated mountain canyon.

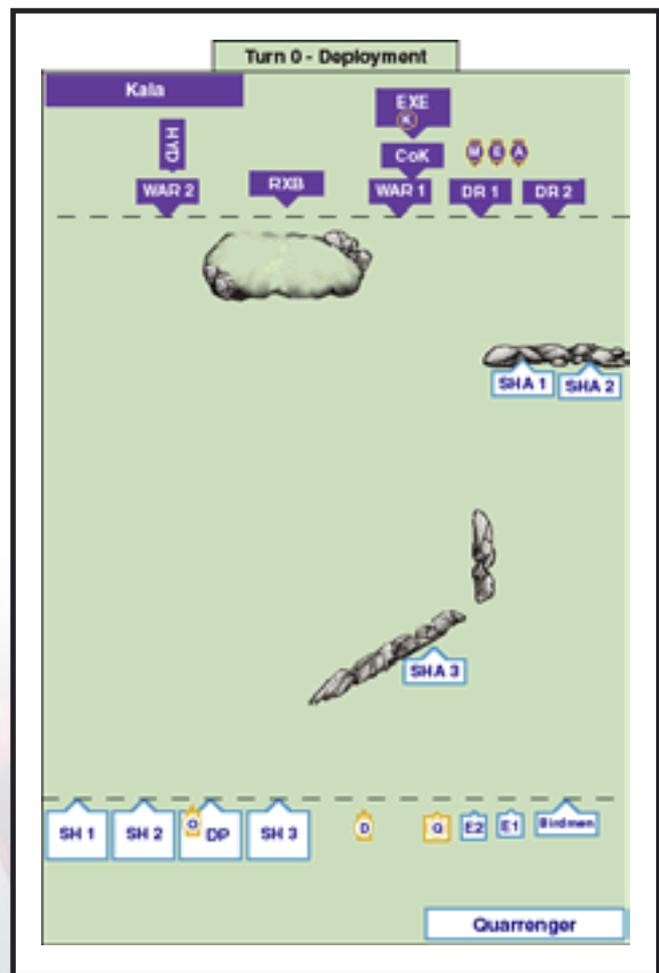
Spells were rolled for Kala's Sorceresses:

- Maledicta – Soul Stealer
- Aledani – Doombolt and Word of Pain
- Elesheva - Black Horror and discards Word of Pain for Chillwind

Sith Quarrenger is selected general by Intrigue at Court.

Quarrenger wins first deployment.

Kala wins first turn.



## Turn 1A - Kala

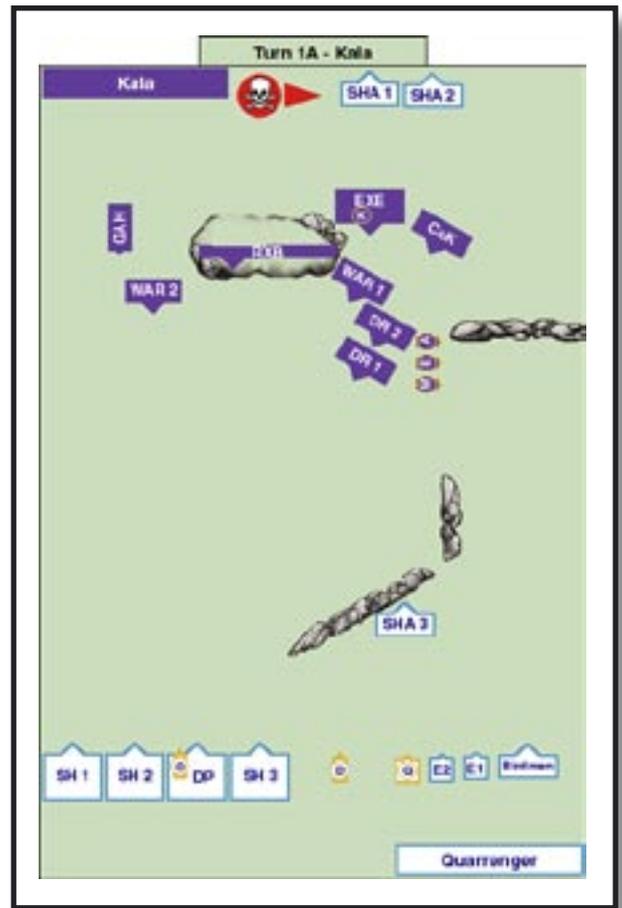
My first priority was to decimate the nearest shadow warriors before they could make life miserable for us. The rest of the units made a cautious advance. I would normally try to avoid clumping up like this, but I thought the amount of space between us would be more than adequate to cover for it. I would have never done this with a normal wide setup.

The crossbowmen moved up and dropped a rank to form a firing line to control the open field.

Of course the Sorceresses moved into place to blast the wall with magic. The girls unloaded on the shadows and both units were wiped out.

Soul Stealer turned out to be the perfect spell for Maledicta. With 4 wounds she was more survivable to deploy her surprise.

The rest of the units simply moved into place for redeployment next turn.



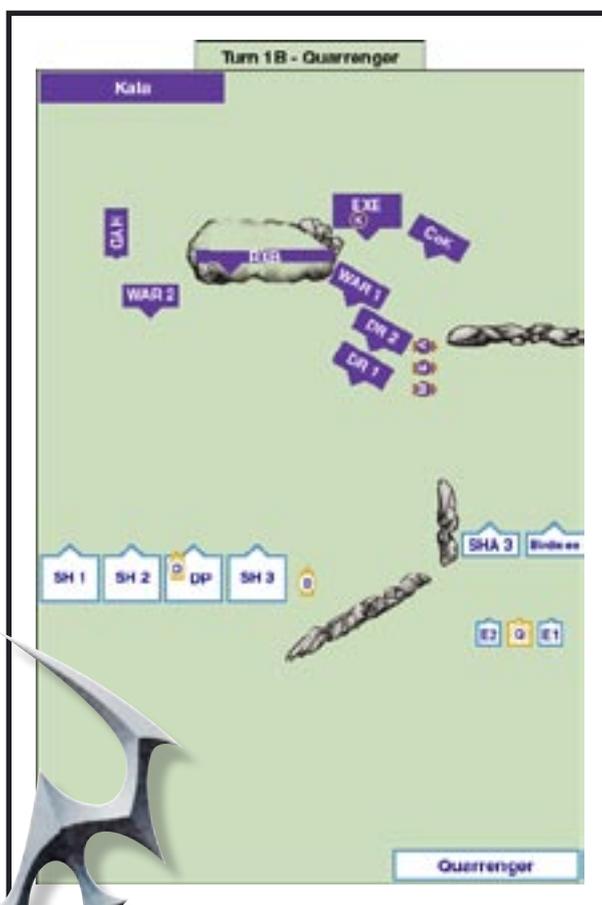
## Turn 1B - Quarrranger

The cavalry was moved up in a solid wall to menace anything in the open field. That, and I know that Kala has had problems before against Heavy Cavalry forces, so I opted for a little psychological warfare. Delah was moved in position to protect her from enemy fire and hopefully set up some worthwhile future shots with the Reaver Bow.

The Sorceresses were going to be a problem. The Shadow Warriors and the Birdmen moved into place to get off some shots at them. But the only target was the one who had just sucked two wounds off the other Shadows. 11 shots, 5 hits, 3 wounds. This was the beginning of an infuriating string of luck for this one target.

The Eagles and Sith Quarrranger moved into place to be prepared to charge through any holes that the Sorceresses would blast next turn.

Delah took a pot shot and killed a Dark Rider, but that was about all for this round.

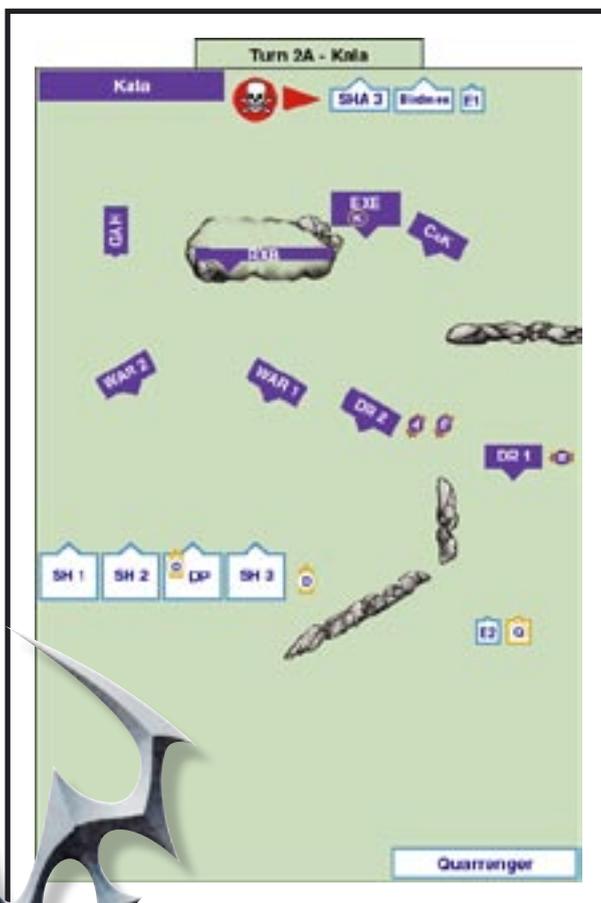




*"The Asur cavalry formed up into a gleaming wall of barding and lances. The line swept across half the canyon. I called out to my men to hold their ground. Many times I have stared down the lance of charging Silver Helms. But it has easily been a thousand years since I have seen such an intimidating display."*

## Turn 2A - Kala

Well, now I had to deal with a whole new batch of shooty things. I wanted to destroy the Birdmen and the Shadows and then move the two main sorceresses up to get into the side of the cavalry wall. So I moved all the Sorceresses into place to still have range and line of sight to the remaining Shadows and Birdmen. Both units were decimated by a concentrated barrage of magic.



Dark Riders 1 and Maledicta were bait. Maledicta had to be close to get off Soul Stealer again. She did her duty and was back up to four wounds. I exposed her flank to be a juicy target. In hindsight, this was not very smart. Statistically speaking, she should die rather quickly. But she had the Rubric of Dark Dimensions and I was eager. Little did I know....

Warriors 1 & 2 moved up to present themselves as charge bait to redirect some of the incoming badness into the charge arc of the Executioner squad, the Cold One Knights, and the Hydra. Dark Riders 2 only existed to protect the Sorceresses from being shot by Delah and to shoot her. I somehow forgot that she could charge. Furthermore, out of 10 shots with their repeater crossbows, 6 hit, 4 wounded and all 4 were armor saved.

Dark Riders 1 were more effective. With nothing to block their line of fire, the unloaded and managed to take out an Eagle.

## Turn 2B - Quarrenger

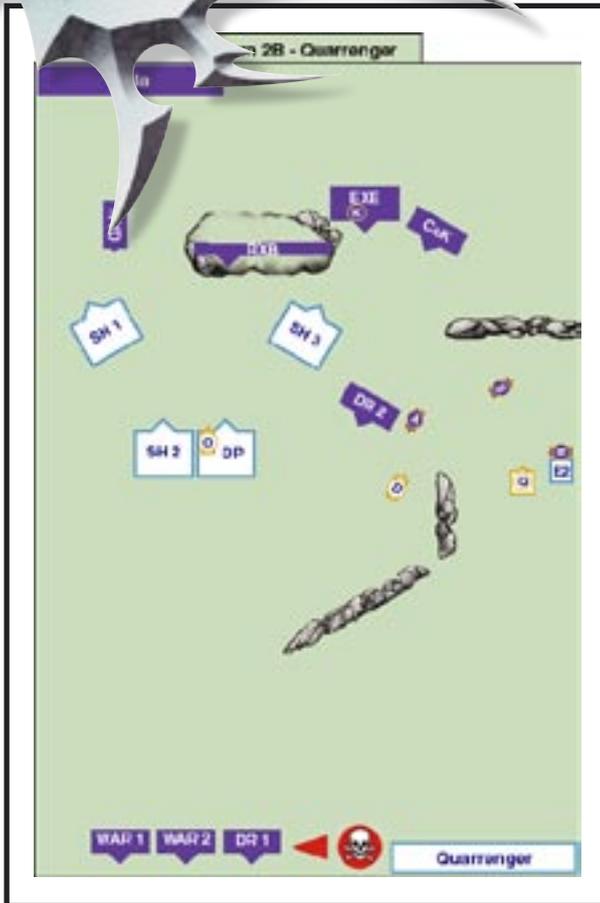
It was time to plow into them. If the Silver Helms 1 & 3 could break the warriors and distract the Hydra, then Silver Helms 2 and the Dragon Princes could smash through the crossbowmen and a dangerous cavalry force would be behind the enemy lines.

Eagle 2 should have been enough to take down a normal Sorceress, but this one was at 4 wounds. I only got 1 wound on her and she held (more luck). Still, I would engage her and hopefully occupy her casting.

Similarly, Delah could easily engage and kill another Sorceress. She charged Elisheva, who fled like a coward. Elisheva fled just outside charge range and the charge failed. Looking back, I should have redirected the charge into Aledani and at least forced her to flee as well.

Sith Quarrenger charged Dark Riders 1. They passed their terror test, (as a matter of fact no unit in this entire game failed a fear or terror test). Stand and shoot cost a wound on the Griffin, but they were destroyed in close combat. I opted not to overrun because I wanted to keep my charge options open.

But both Silver Helms smashed and broke the warriors and opened up a nice hole for the big cavalry.



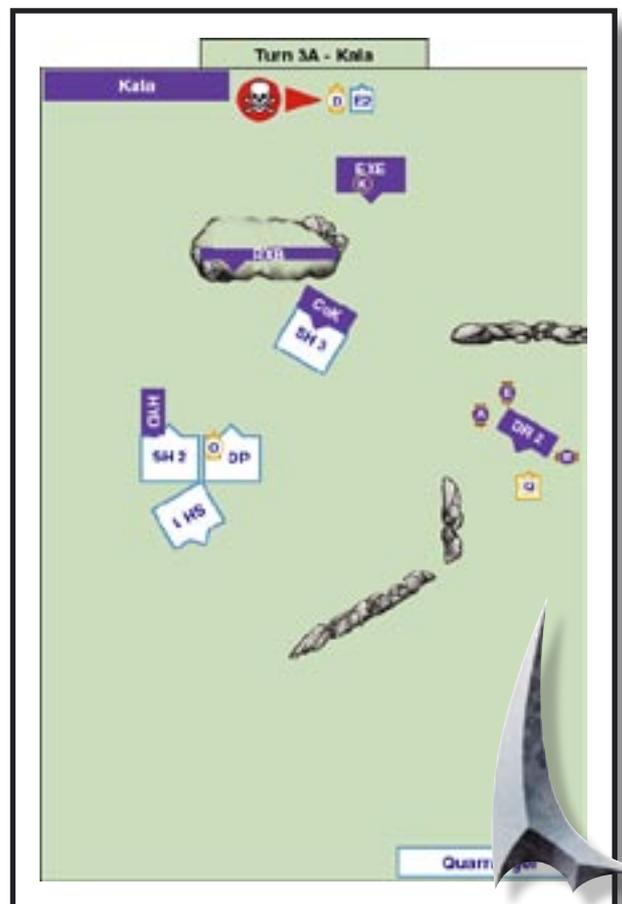
## Turn 3A - Kala

This wasn't what I had in mind. I rallied Elisheva without a problem, but now I had to protect her. I moved Dark Rider 2 to block line of sight from Sith Quarrenger and redirect a charge. Then I moved Aledani back to cover Elisheva from the side and cast spells at the maximum number of targets.

Of course, then there are the obvious charges with the Cold One Knights and the Hydra. The Executioners didn't quite seem to have the range to make the wheel and charge the Silver Helms. They just got backed up a little to prepare for the imminent cavalry breakthrough.

The magic phase saved me again. Maledicta cast Soul Stealer on the Eagle and gained back a wound. Then Aledani opened up. She hit Delah with a double dose of Doombolt. Quarrenger tried to dispel the wand and failed. Both spells went off and Delah was eliminated.

Then with the remaining power dice, she successfully cast Word of Pain on the Eagle and crippled it. Maledicta actually became formidable in combat.



Eagle 2 was finished off by her horse.

The Dark Riders shot Sith Quarrenger and did nothing, The seemingly doomed Crossbowmen fared better by killing three Dragon Princes by sheer volume of bolts.

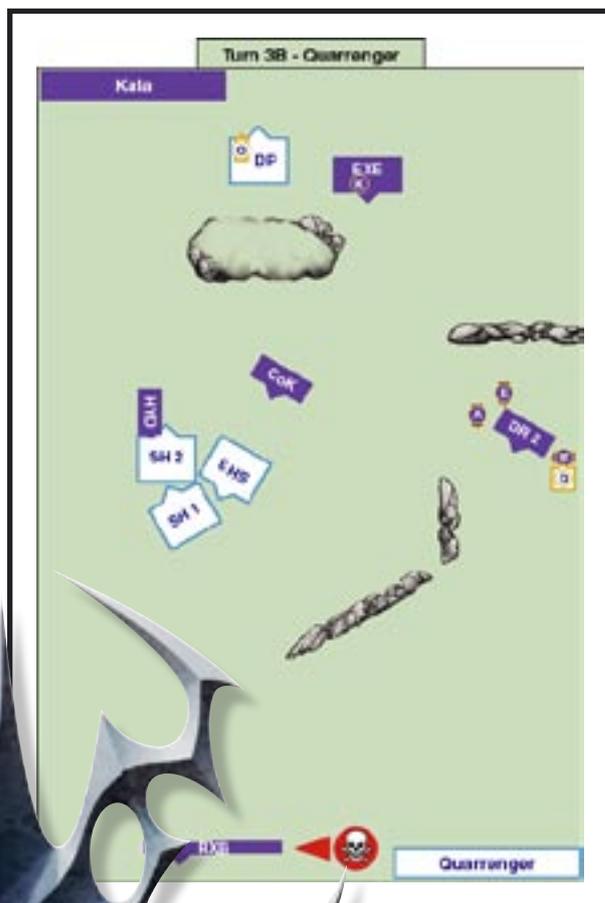
The Cold One Knights fared poorly. They did no wounds and couldn't break Silver Helms 3.

But the Hydra did well. Even though it took a wound it killed two Silver Helms, broke the unit, and plowed into Silver Helms 2 on the chase.

*"The alpha head of the huge Hydra let out an ear splitting roar just as the storm broke above us. The hooked beaks of the lesser heads danced and wove through the enemy ranks. Riders were snatched up and horses went wide-eyed with terror. I was not surprised when the Silver Helms turned heel and fled. But they undoubtedly were surprised when even their swift elven steeds could not save them from the raw fury of the unleashed monstrosity."*



## Turn 3B - Quarrenger



This was getting ridiculous. That Sorceress had to die. I charged Maledicta thinking that I would crush her and overrun her off the table. Then I'd re-deploy to my advantage. I should've taken my second choice, which was hit the Dark Riders. The Dragon Princes charge the crossbows as planned. Stand and shoot takes one more DP, but the Crossbows were also going to be crushed.

Sith Quarrenger got three out of four successful attacks. Then the awful roll came that likely decided the game and made me hate this sorceress with every last fiber of my being. The four attack, strength five Griffin crapped out and didn't kill her off! She held her ground on a 4!

But the Dragon Princes definitely did their duty. Six crossbow warriors were killed on the charge. The rest fled and were run down.

Silver Helms 2 were holding up against the Hydra. Silver Helms 1 rallied. But Silver Helms 3 took a wound and ran from the Knights. Fortunately, the Knights couldn't catch them on the pursuit. I would get another chance to rally and hopefully pull the cavalry force together again.

## Turn 4A - Kala

Well, the dice seemed to be in my favor for a change. Still, the Silver Helms were still a potential threat if they held up against the Hydra and the Dragon Princes were running around my rear. And Maledicta certainly couldn't hold out against the Prince and a Griffin. She was going to die. Then the Cold Ones went stupid again and bumbled forward. Things could still go horribly wrong. I rotated the Executioners around to put pressure the Dragon Princes and moved on to the magic phase.

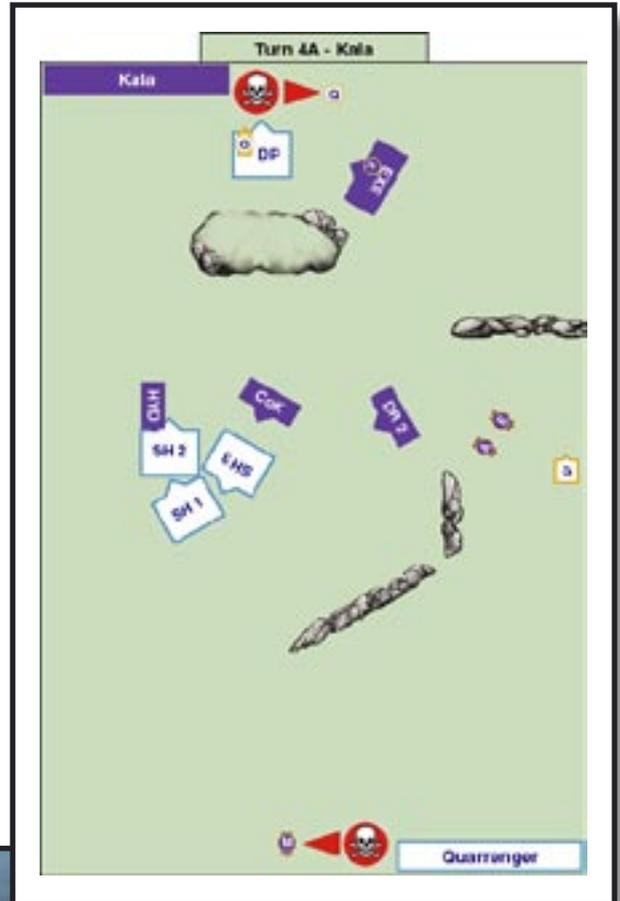
The first thing was to soak up his dispel dice. I knew he wouldn't let Word of Pain go off on Sith Quarrenger, so I threw that one first. Sure enough, he dispelled it with both dice.

The booby trap was ready to spring. I popped off the Rubric of Dark Dimensions. The Griffin saved, but the Prince rolled a 6 and was sucked off into oblivion!

The rest of the magic phase was weak. I think my magic phase good luck pooped out here. Even with six more Power Dice and no enemy Dispel Dice, nothing went off. The Griffin was untouchable.

Then he got his vengeance. With no extra Soul Stealer wounds and no Word of Pain, it tore the Sorceress to shreds.

The Hydra only managed one kill and actually lost Combat Resolution against the Asur musician. But, it held.



The Griffin didn't pass its monster reaction check. It rolled a 5 and chose to stay put and defend the last known position of the rider.

*"The great Griffin did not move after the Asur Prince was hurled into the void. It simply sat, rending and tearing the body of the fallen Sorceress and her horse as the other two circled in for the kill. It screeched and roared with rage over the inexplicable loss of its beloved master. The fury in the eyes of the great*

*beast gave me pause for respect. This creature was easily the match of a Manticore. It seemed a shame that we could not hand it over to Beastmistress Ki to break."*

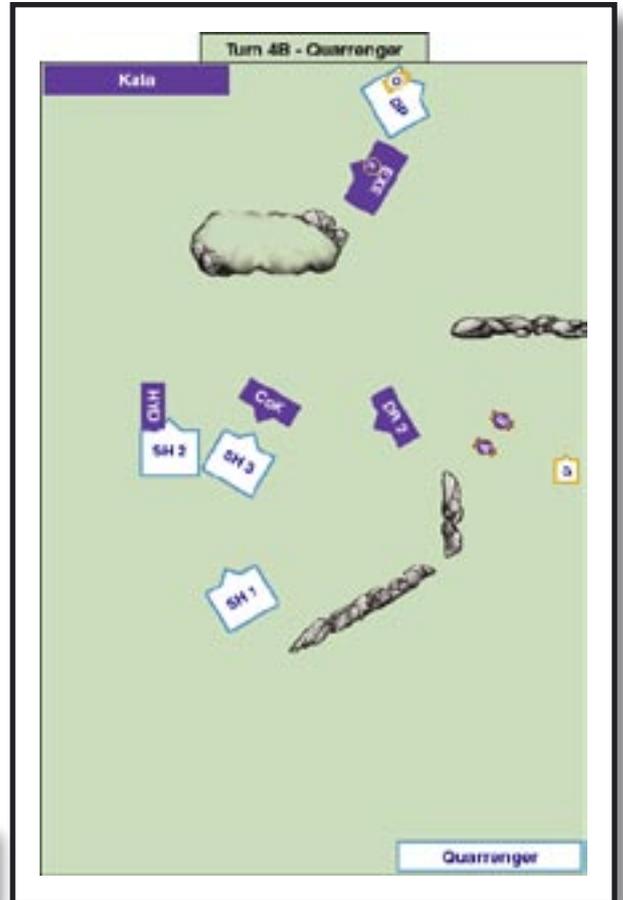
## Turn 4B - Quarranger

I almost conceded the game at this point. That was just unreal luck with the Sorceress. But I was reminded that I have had my runs of unbelievable luck as well. So the only thing left to do was play conservatively and minimize the losses.

I had to suck up and face the fact that I was down to the cavalry.

I rallied Silver Helms 3 and moved to take on the Knights face to face. The Dragon Princes were too far ahead to charge the Executioners. But I remembered an old tactic from Mechwarrior called "Dance of Death". Essentially, you move forward and circle around the enemy to escape their arc of fire. In this case, it was the charge arc that I was escaping. I hoped that I could pull out and maneuver into a position to get one good charge into the Executioners.

Silver Helms 1 was the only unit that I had free to work with. I moved them backward to get them out of the way from an overrun and set up a countercharge for both the Hydra and the Knights. Plus, from this location, I could have a few more maneuvering options and was just outside the charge range of the Dark Riders.



## Turn 5A - Kala

OK, I wanted a coup de grace. I didn't get it. The Cold One Knights passed stupidity and finally charged Silver Helms 3.

The magic phase mojo was definitely gone. I blasted the Griffin with two Doombolts, a Chillwind and a Black Horror. All of them either fizzled or were dispelled.

The Dark Riders had been peppering the Silver Helms last round, but every shot was plinking off the elven armor. This round was no different. Moving a little closer didn't help, but now I was in charge range of Silver Helms 1.

The Hydra finally threw down a rider and broke Silver Helms 2. The pursuit was just enough to catch them. The Cold One Knights also finally got a kill and broke Silver Helms 3. But Silver Helms 3 managed to escape.

*"The men in my Executioners squad let out a jubilant yell and raised their Draiches in salute. The battle was proving to be headed distinctly in our favor. The sight of the backsides of the Dragon Princes simply confirmed*



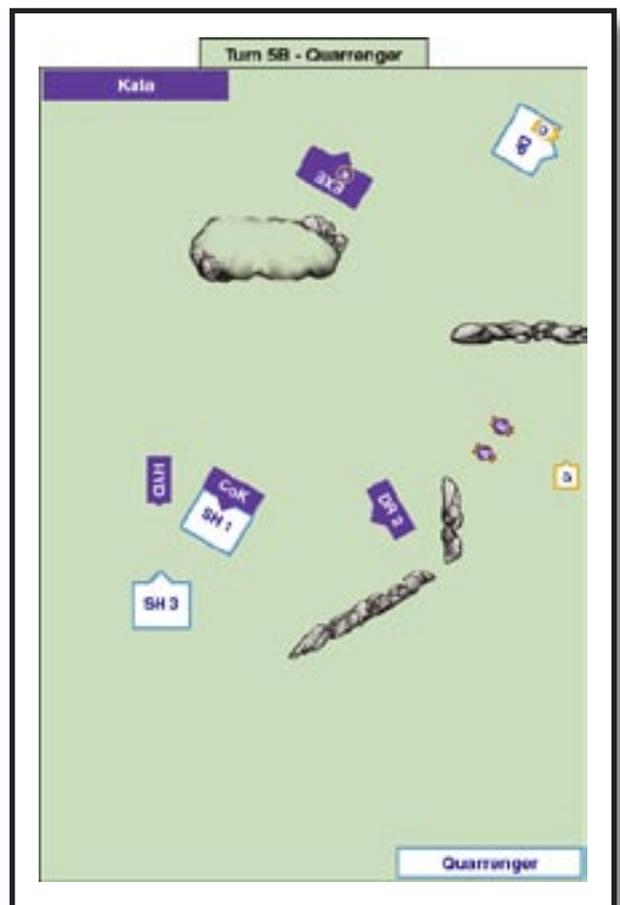
*their celebratory mood. They were no longer in any position to do us harm and could not maneuver properly in the canyon walls. But I was not so easily given over to joy. I knew that no battle is lost until it is won. I also knew that Asur were not without their surprises. I silenced them and maintained our maneuvers"*

## Turn 5B - Quarrenger

The only good opportunity to make some kills was to charge the Knights. I had to keep minimizing losses, so the Dragon Princes kept dancing. Silver Helms 3 rallied and turned to face the Hydra. I would run from any charge and then rally on turn 6.

The Knights took a kill, but didn't break. Now I was hoping that that charge wasn't a bad idea.

There was nothing else left to do but ride it out.



## Turn 6A - Kala

Maybe this turn I would finalize it and pull off a huge win. The Executioners were obviously not going to get a bead on the Dragon Princes, so they just backed up to hold a table corner. Both the Hydra and Dark Riders 2 charged Silver Helms 3. He fled! I didn't expect this. He usually holds his ground. But honestly I would have run as well. 16" and they were off the hook.

Aledani circled around to take another table corner. Elisheva just held her position to get a magical crossfire. The valiant Griffin finally went down after a double barrel Doombolt.

The Cold One Knights couldn't seem to hit a thing. Fortunately, their armor held them up from counterattacks.

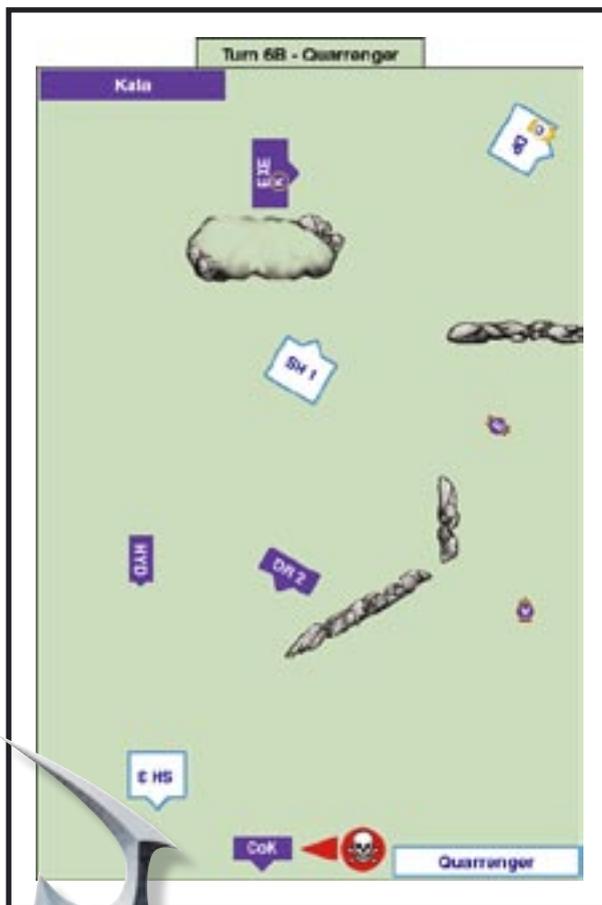


## Turn 6B - Quarrranger

This was it. I rallied Silver Helms 3. At least they wouldn't be a loss. The Dragon Princes were safe and didn't need to do anything. I just had to survive the Knights.

Silver Helms 1 got the drop on them and didn't kill anything. I got worried. Then they countered and didn't kill anything. I felt better. They lost Combat Resolution and broke. I was happy to get the standard. Then they ran 8" and I ran 10". Charging the Knights paid off.

Game thankfully over. Time to lick my wounds.



*'I personally oversaw the interrogation of the captured Asur officers. No intelligence of any discernable worth was gleaned. Every word that was distinguishable from a scream of agony was already known to me. The effort was nonetheless quite enjoyable.'*



## Post Game Thoughts



*Kala – I didn't win that game. I lucked out. My strategy was a tangled mess of fortunate mistakes. The Sorceresses were the only thing that held me afloat. He should have powered through them and hit my infantry in the flank. Like I said, this wasn't one for the strategy books unless there is a chapter about blind luck.*

*I don't think that the Rubric of Dark Dimensions is really a good booby trap. Yes, it did do its duty in this game. However I don't expect that it is representative of the regular performance of this toy. It might be nice against a large group of weenie attackers, but I don't think it will consistently be as effective against characters.*

*Quarrenger – Well that didn't work out like I planned. I should have been able to blitz right through those Sorceresses. The dice definitely were on Kala's side.*

*In hindsight, I should have jumped the far wall with the flyers and cornered the Executioners and his General. If I just left the Sorceresses alone, I would have been able to better destroy his combat forces. Then I would have taken his wizards out with a more concentrated cavalry force. Also, I wouldn't have deployed the Shadow Warriors so close when I noticed his heavy magic force. Next time I am going to put them all together slightly further back and concentrate my shots.*

*In conclusion, it will take some time for the Sorceresses to bind the necessary magical energies to again close the Gate solidly. Our interception of the Asur incursion force should provide them with the solitude to complete their tasks.*

*However, while the spells are being cast, it is imperative that we maintain a solid defense and relentlessly drive the enemy into the Forests of Arnheim. I am requesting that an additional force of holding troops be allocated to the Black Lotus from the Imperial garrison and sent with all possible speed through the Underway.*

*I implore the High Command to reconsider the repercussions of further Asur assaults of the Wrath Gate while it is still disenchanting and the successful construction of their counter-fortification at the 6th Gate. This Civil War is increasingly becoming an excuse to siphon off troops that are protecting the borders of Naggaroth for the purpose of religious and political power struggles. The Cult and the Temple are blinded by fanaticism.*

*Struggling for supremacy is the Druchii way. I will enjoy watching them wage their religious crusades once Naggaroth is secured and the Asur are driven into the sea. But then and only then.*

*General Kala Kodai of House Velari  
Commander, Black Lotus Brigade*

*On behalf of the Druchii general (in black of course) and the Asur general (who is now switching to Tomb Kings), we sincerely hope that you enjoyed reading the Battle of Maleficent Canyon.*



# Know Thy Enemy: Undivided Chaos! Part I

By Drakken and Vorchild

**Choice...The act of selecting freely after consideration. In Warhammer terms it is the ability to draw from the largest pool of available units and options in the game, or more simply to take advantage of the benefits of Chaos Undecided. Having seen individually how devastating all the myriad parts of Chaos can be, now it is time to explore the real brutality of Chaos....All of them together.**

This greatly enhanced versatility can only be brought into play with a general of Chaos Undivided. Whether the general be a great Sorcerer, Daemon Prince, Chaos Lord, or some other bestial fiend of the Chaos Gods matters not. He, she, or it leads an army that serves all four Gods and none. It is no surprise, therefore, to see units of every mark in an Undivided army.

The Mark of Chaos Undivided provides troops and characters with the single and distinct ability to re-roll all failed psychology tests. Considering the Druchii strength of causing panic, fear, and terror checks, this ability can become quite strong. These chaos troops now become more like Slaanesh as they will not succumb to the failings of leadership, but they have the advantage, like Tzeentch and Nurgle troops, to flee from charges and bait your troops into traps. Moreover, the mark is free! So there is no added expense for using units of Chaos Undivided as there is for Khorne or Nurgle which cause those armies to be much smaller.

Though many players prefer to use characters of other marks in order to gain their benefits, there must always be at least one general with the mark of Chaos Undivided, and this character is no less powerful than any of the other chaos characters. Sometimes, given the right equipment, they can be even more powerful. One of the most common Undivided generals is the Exalted Champion with the Helm of Many Eyes and a great weapon. Sadly, that one weapon is about all he really needs as he will be able to strike first with 4 attacks and with strength able to destroy a chariot in one hit. A Chaos Lord with the same talisman can be equally, if not more, deadly as he will be able to employ some excellent protective gear as well. Though this item is not restricted to those with the mark of undivided, they are the only characters with enough sense to use it as the bearer must then test for stupidity. Considering the leadership of Chaos characters, without the mark of undivided such a risk is not normally desirable. Happily, it is very easy to identify which chaos character ever has the Helm as he will be the only one taking stupidity checks.

One of the more interesting characters to be seen in the range of Undivided is the Daemon Prince. This character is highly restricted in what gifts it can take, making it slightly more vulnerable, but it is truly the only viable choice for using as the general for a Daemonic army of Chaos Undivided.

The Prince himself is equally as powerful as any other, though, like all units in the Undivided army, it has some greater versatility. Not in terms of gifts, but in terms of magic. The lores of the Chaos Gods are all well and good, but using the lores of fire, death, or shadow can be equally rewarding, if not potentially more so. These are lores that can give the chaos army a distinct tactical advantage, much like they do for the Druchii. The lore of fire in particular can devastate the Druchii with its numerous magic missiles, no LOS spell, and the wall of fire which is potentially one of the best tactical spells in the game as it can effectively negate the possibilities for flank or rear charges and can destroy a couple turns of setting up traps and other combinations.

The Undivided Prince and the Exalted Daemon can be dealt with as any daemon of that type can be - shoot them. They will have no place to run, for it will cause them to be much less cost effective, and they cannot hide for they can be picked out of any unit they can join. They are, however, terribly powerful and though they cannot attack a ranked unit all on their own, they make fantastic support units for even small units of marauder cavalry. They also can easily tear through any small unit in the Druchii army, from Dark Riders to chariots to small and even sizeable units of Cold One Knights. A properly tooled up Daemon Prince can almost easily kill 5 elves in the first round of combat, which is all it really needs after that sort of a massacre.



The variability of the magic in a Chaos Undivided army is quite amazing. Power dice can become almost a common commodity using Tzeentch marked Chariots which are both relatively cheap and at the same time terribly effective. Normally, one will not find the Lore of Change being used in this case, but rather some combination of the lores Undivided Sorcerers can use and the other lores of the Dark Gods. In particular, Fire combined with Slaanesh can yield a wide variety of destructive tactical spell choices. For example, the Sorcerer using Fire can cast a wall of fire in front of a unit and a Sorcerer of Slaanesh can afterwards cast Titillating Delusions and force the unit to walk through the fire on its next turn. Similarly, one might find an Undivided Sorcerer casting Doom and Darkness from the Lore of Death. This leadership reducing spell is quite devastatingly followed up by a Tzeentch Champion using Violet Fire and greatly increasing the chance to destroying the target character. Suffice it to say that the cunning Druchii general needs to be mindful of such potential combinations as they arise, and to be wary when two Sorcerers of Chaos start working together for their greater evil.

It is more common, however, to see Tzeentch dice being used to fuel the fires of a single other lore of the Chaos Gods, and normally that lore is the Lore of Slaanesh which is regarded to be one of the more potent lores in the game. The powers of the other lores are well documented in the previous chapters of Know Thy Enemy: Chaos. Suffice it to say that with Tzeentch dice these spells are cast more often. As with the general forces of Tzeentch, the solution to this dilemma is the same; destroy the source of the dice or destroy the casters. The casters in this case will normally be a bit easier to destroy than the dice, as regular Chaos Sorcerers are only like Chaos Warriors with two wounds. A solid charge from a small unit of Cold One Knights will normally do them in. Though the same could be said for that unit of Knights and a Chaos Chariot, the chariot is much more likely to successfully flee away.

The other significant ability a Lord of Chaos Undivided brings to the game is the ability to draw troops from every God's service. Screamers of Tzeentch, with Furies as escort, acting in tandem with Mounted Daemonettes can bring a solid punch across the table with incredible speed. Or perhaps 4 Units of War hounds screening 4 units of Flesh Hounds, and all being herded by Nurglings and Screamers? Starting to gleam the possibilities? Mobility will be excessively available, with multiple flyers, fast cavalry, and high-speed units.

The combinations are quite simply endless, though here are but a couple examples of things which can be done with this army of insane versatility.

## The Chaos Army of Insane Annoyances

**This 2000 points army is designed more to demonstrate how versatile a Chaos army can be. It is not an army seen very often, but it is distinctly uncharacteristic for an Army of Chaos to be both this mobile and this lacking in distinct hitting power.**

**Exalted Chaos Sorcerer** Chaos Steed, 2 x Dispel Scroll

**Chaos Sorcerer of Slaanesh** Steed of Slaanesh

**Chaos Sorcerer of Slaanesh** Steed of Slaanesh

**5 x Marauder Horsemen** Musician and Champion, Throwing Spears and Spears

**5 x Marauder Horsemen** Musician and Champion, Throwing Spears and Spears

**4 x Chaos Chariots of Tzeentch**

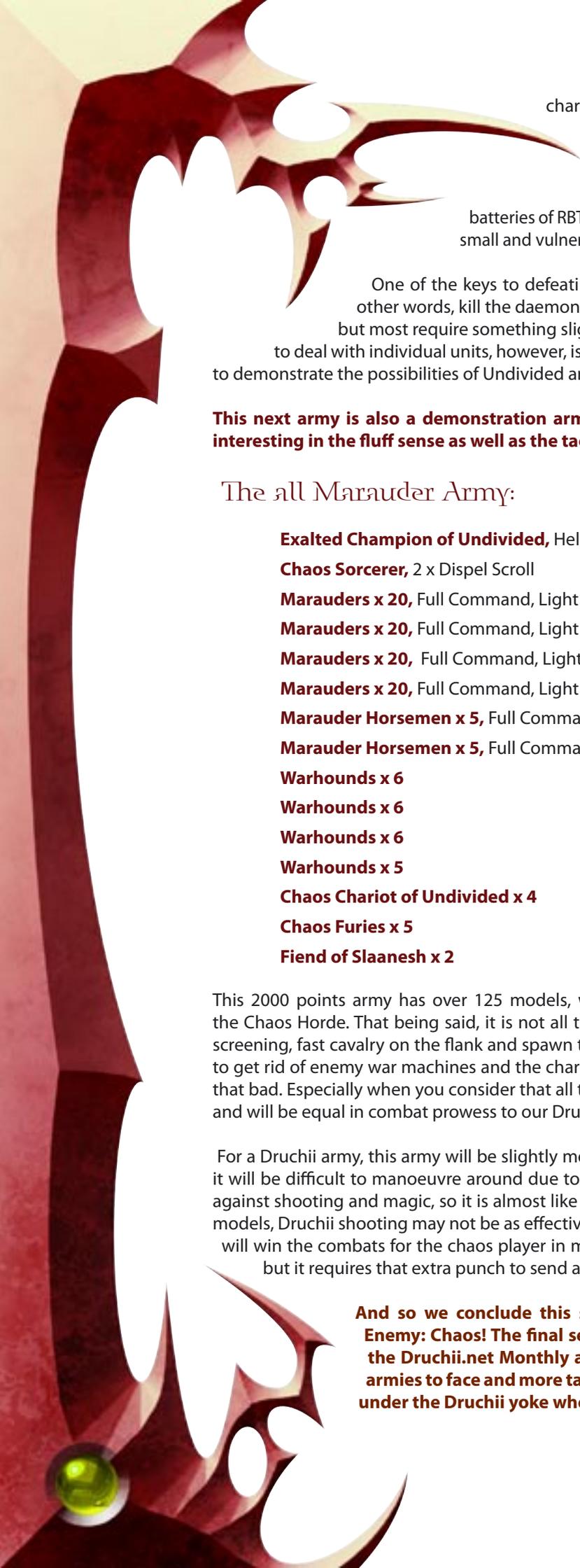
**6 x Chaos Furies**

**5 x Screamers of Tzeentch**

**5 x Mounted Daemonettes**

**5 x Mounted Daemonettes**

This army, with the exception of the chariots, which are there primarily for power dice purposes, is tremendously fast. It is also full of magic as it has a casting pool of 13 dice and sorcerers mobile enough to make every spell count. The multitude of fast cavalry makes it almost impossible for the Druchii to get the upper hand in the movement phase, and the



chariots lurking in the background ensure that the initial pain due to magic is only the beginning. Moreover, there are enough units available in the army for war machine and mage hunting that most typical advantages against the armies of Chaos will be nullified very quickly. Even large batteries of RBTs won't do much to stop so many targets. The army, however, is small and vulnerable since, with Undivided armies, there is always a trade-off.

One of the keys to defeating such an army is to attack the things that cannot flee. In other words, kill the daemons first. Some, like the furies, can be destroyed by Dark Riders, but most require something slightly more robust such as chariots of Cold One Knights. How to deal with individual units, however, is dealt with in previous chapters, where this one seeks mainly to demonstrate the possibilities of Undivided and generate overall awareness.

**This next army is also a demonstration army and by no means is all that common. It is, however, interesting in the fluff sense as well as the tactical sense.**

### The all Marauder Army:

**Exalted Champion of Undivided**, Helm of Many Eyes, Great Weapon

**Chaos Sorcerer**, 2 x Dispel Scroll

**Marauders x 20**, Full Command, Light Armour and Shields

**Marauders x 20**, Full Command, Light Armour and Shields

**Marauders x 20**, Full Command, Light Armour and Shields

**Marauders x 20**, Full Command, Light Armour and Shields

**Marauder Horsemen x 5**, Full Command, Flails and Shields

**Marauder Horsemen x 5**, Full Command, Flails and Shields

**Warhounds x 6**

**Warhounds x 6**

**Warhounds x 6**

**Warhounds x 5**

**Chaos Chariot of Undivided x 4**

**Chaos Furies x 5**

**Fiend of Slaanesh x 2**

This 2000 points army has over 125 models, which is simply astounding for a chaos army. Welcome to the Chaos Horde. That being said, it is not all that extreme in terms of power either. Still, with warhounds screening, fast cavalry on the flank and spawn there to tie up the unwanted elements along with the furies to get rid of enemy war machines and the chariots to greatly enhance combat potential, the army is not all that bad. Especially when you consider that all those marauders will have a 4+ armour save in close combat and will be equal in combat prowess to our Druchii troops.

For a Druchii army, this army will be slightly more difficult to face than other Chaos armies, if only because it will be difficult to manoeuvre around due to enemy fast cavalry and spawn. The army, however, is weak against shooting and magic, so it is almost like facing an elven army in that regard. However, with so many models, Druchii shooting may not be as effective as one might want. It is the chariots, however, that will win the combats for the chaos player in most cases. Marauder infantry is all well and good, but it requires that extra punch to send a Druchii army packing.

**And so we conclude this segment of our final chapter of Know Thy Enemy: Chaos! The final segment will appear in next month's issue of the Druchii.net Monthly and will examine more plausible Undivided armies to face and more tactics to be used to put these slaves of Chaos under the Druchii yoke where they belong.**

# Starting a DE Army

by MTUCache

**So, you are thinking about starting a Dark Elf army, are you? No doubt you have heard stories of the beautiful, yet deadly, Witch Elves, the heartless Executioners, the stoic Black Guard, or you have submitted to the sirens' call of the Cold Ones. All of these are very enticing reasons for anyone to collect the Druchii, and that's not even mentioning the amazing firepower and even more amazing models that a Dark Elf general has access to.**

That is right, over the next few months, I will be your personal guide to starting, building, and playing with your new Dark Elf army. Each month, we will explore such questions as which units to buy, how to field them, and most importantly how to field a successful army with them. This month, I will explain my thoughts on starting a new Druchii army, and get you started on a solid 500 point army that should keep you and your friends busy until next month. Each Monthly we will work on increasing the size of our army, adding modelling projects, units, and tactics as we increase in game size towards our eventual goal. Eventually, you will have built up a powerful Dark Elf army, one that you know how to play, and more importantly, know how to win with. Even if you have already started your Dark Elf army, and you did not need a guide to creating it, you may find some information in these articles which is helpful. Heck, you may decide to start your love affair with Dark Elves all over again!

Once you have gotten up to your 2000 point "goal" list, you will likely find there are several units which you would like to change, and some other things you would like to try out. By all means, add whatever you want, that is just part of the beauty of Warhammer, variety! You can still be confident that your army has a solid base from which to start with, and now you have gotten that wide variety of troops to choose from. Eventually, you may even build a large enough army to play 2500 or 3000 point battles, so having this strong base and large variety will allow you to play the game confidently, and with a real tactical strategy.



It will probably take you quite a while to build up to a 2000 point army, especially if you are painting it all before you play with it. But, I promise you, you will be much more pleased with your army (and your results) if you build your army using some of the guidelines I will point out along the way. It will provide you with a large selection of models (hopefully all well painted), and be easily adaptable to any sort of playing style or tactic you feel like using during a particular tournament, event or friendly game.

**If you are new to the Warhammer world, you will quickly see the subtle differences in the different races. The Humans, Orcs, Lizards, Dwarves, Elves, etc, all have very unique statistics, which lead to very unique and different playing styles when using their respective armies. Some, like the Orcs and Dwarves are pretty easy to figure out. Their strengths are nearly as obvious as their weaknesses, and the playing style for those armies becomes quickly apparent. Some, like the Humans and Lizards, have a bit more variety, and offer many different ways to play them. But, the elves are a different story. While their weaknesses may be quickly apparent, their strengths are hidden. It takes most people many games to finally realize the true potential of the elves. On the surface, they are fragile and expensive, but underneath they are quick, cunning warriors, capable of controlling or even dominating all phases of the game.**

I am sure you have also been told, countless times, about how unforgiving the Dark Elf army is, and you have probably even heard that it's not a good "beginner" army. While I suppose some of that argument may be based on fact, I think that the Dark Elves have gotten a bad reputation as an "advanced" army.

Assuming you have gotten over all of the rumours, reputations, and stigmas surrounding your Dark Elf army, let us dive a bit deeper into what goes into creating a Druchii army. What units should you buy at the start?

Which units are the best? Is there anything that a new Dark Elf player should avoid? If you spend just a few minutes on the Druchii.net forums, you'll find plenty of opinions on all these subjects and more, but often their muddled, confusing, or downright contradictory. It is time to set some of these fallacies straight, with a Guide to Creating a Dark Elf Army.

**When I first created my Dark Elf army, I was clueless about tactics. I simply bought whatever suited my fancy at the moment and threw them together into an army. This led to abysmal results, which in turn led me to shun them and to move towards another army. In time I picked back up my Druchii, gained some knowledge, and experience, and have re-made them into a formidable force, and I am sure that with a little planning and forethought, a new player could do that right from the beginning, instead of learning the hard way.**



Now, every Dark Elf army is going to be different, as I am sure you have noticed in the Armylist forum, and I would not expect anyone to want to rush right out and buy an army exactly like mine. The real thing I would like to get across in these articles is that you put some thought into why you are bringing each unit (or character) you buy, and not just slapping a bunch of units together and calling it an army. Regardless of the point-size battle you are playing, it is important to be aware of each unit in your army and its purpose on the battlefield. Once you have gotten a firm grasp on why you are bringing the units you are, then you can increase your chances of success. Then you can focus on what

each of your units are capable of, and how they can work together to do jobs that they would not be able to do individually.

When you first decided to start your Dark Elf army, what did you envision? Which units do you like? Which units create the theme behind your army? Assuming you want your army to be competitive, as well as your "dream" army, there are a few factors you need to keep in mind. You need to have a large, "balanced" force from which to pick from. Once you have gotten a large selection of Dark Elf units, then you can focus on one type of unit for your army, but until then, it's best to have a large variety from which to choose from. This will give you a chance against any opponent, not just those which happen to suit your particular army. If the limited amount of miniatures you own only allows you to play in one way, then you are not really experiencing all the Dark Elf army has to offer.

What is a "balanced" force? How many units do I need for a "variety"? Very good questions. Specifically? I cannot tell you. Everyone has a different idea of what a balanced force is made of. But generally, it is been accepted that a balanced army is one that is capable in all phases of the game, meaning you should be able to bring selections that are magic-oriented, shooting-oriented, combat-oriented, and movement-oriented. Fortunately, the Dark Elf army has several of each to choose from, with many of our units falling into more than one category (depending on size and equipment).

So what is all this rambling for? Why not just run right out and buy a couple boxes and make your 500 point army? Because you need to have a plan. That is right, a plan. What good does it do us to buy a unit now if we cannot use it? Or even worse, what good does it do to buy a unit

now that we end up not wanting to use later? Maybe instead of just buying whatever strikes our fancy, we should take a look at what kind of army we would like to have eventually, and then buy some things that can work now as well as later.

So, what is your “dream” army? What does your “goal” 2000 point army include? It is not a very simple question is it? Especially if you’re just getting started in this hobby. Luckily, we do not have to get into specifics now, we just have to have a vague idea. We do not have to define exactly what magic items our Highborn on Manticore will have, especially since we cannot even field him until we get to that 2000 point army. For right now, all we have to have is a good idea of what (and how many) units will make up that “goal” army.

Many new players fall into the trap of building magic-heavy armies when they are first starting. Not only is this an unpredictable and potentially disastrous method of playing, it also makes it very hard to correct later (on a tight budget anyway). It is very easy for a new player to buy one or two sorceress models and load them up with magic items and end up with a 2000 point army, but what happens when they discover they do not like magic-heavy armies, or they find that tactic does not work well for them? Now they are forced to buy two (or more) new units, just to get back to the 2000 point army they thought they had in the first place. This is the reason why I think it is so imperative to buy loads of units when you are first building an army, and leave the specialty lords, monstrous mounts, and magic items for the end. It may seem counter-intuitive, but it does not really do you any good to buy a Malekith/Dragon model when you don’t even own 1000 points of troops.

For me, I like to have a lot of units on the field. I like to keep my options open and get a good taste for all the units available at my disposal. So, my goal army is going to have a taste of everything, some infantry units, some cavalry units, a monster or two, a warmachine or two, and some supporting characters. Personally, my favourite units are the Dark Riders, Cold Ones and the Corsairs, so that is going to be the basis of my army. Of course, I will include other units, but just knowing that I eventually want a couple units of each of those, I now know how I want to start my 2000 point army.

Without getting into the picky details of my “goal” army, I know right off the bat that if I start with: Two units of 20 Corsairs, two units of 5 Dark Riders, two units of 5 Cold One Knights, and two Cold One Chariots, that way I will like the army I end up with when I do get to 2000 points. In a couple months, we will work out the finer details of that 2000 point list, what kind of characters to put in it, what kind of supporting units I need to include, etc., but for right now, we have a good idea of where we want to end up.



# Guide To Creating a Dark Elf Army:

## 500 Point Army

**Now that we have gotten a good look at what our overall goals are for our army, let us get into the fun part... putting it together!**

As I already pointed out above, I have a pretty good idea of which type of units I would like to have in my 2000 point army. By using some of those same selections in my 500 point army, I can be sure that my units won't end up gathering dust once my army get bigger. Unfortunately, a 500 point game is much different than a 2000 point game, and there are some strategic and tactical things that we need to keep in mind. First, in a 500 point game, we have got a lot less units, so we do not have the redundancy that we will have eventually. Also, because we have less units, we may have some glaring weaknesses that could be exploited, so we need to make sure that the units we bring can handle several duties instead of having one specialized duty.

In a 500 point game each enemy we face will present us with different problems. With all the armies out there, there are almost unlimited number of unique units and special items that could present problems to us. We obviously cannot be prepared for every one of them (especially with only 500 points!), but we can prepare for some of the more common ones. We are likely to run into anything from a bunch of Ogres to a group of Knights, and without some high strength attacks we could be in for a difficult game. We are also likely to run into a horde of Skaven or Goblins, so we need to be able to bring a large number of attacks. We could also run into some medium-to-heavy shooting armies, so we would do well to bring some fast and well armoured units. These three examples, being the most common, are what I try to focus on when building a 500 point list.

[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.]

High Strength attacks, high number of attacks, fast units, well-armoured units.... that seems like a tall order in just 500 points. Luckily, the units that we selected can do two (or more) of these at once. Corsairs are fairly well-armoured, and they dish out a good number of attacks. Dark Riders are fast units, although not very well-armoured or high Strength. Cold One Knights have just about all of these characteristics, as well as Cold One Chariots, so they seem like a pretty solid choice. Unfortunately, Cold One units get expensive quickly, and we do have some core slots to fill out before we go buying a bunch of Knights.



So, it seems we have got a pretty good start here. A unit of Corsairs, a unit of Dark Riders, and either a unit of Cold One Knights or a Chariot seem to take care of all of our main issues. Other things we can try to fit in would be magic items (both weapons and for the magic phase), a warmachine (for even more high Strength attacks), or even a missile unit (which can provide many attacks).

With our three (or four) units selected, let us make sure we maximize the results of each one. Corsairs not only are well-armoured and provide a good amount of attacks, they also are fairly cheap so they can provide us with a good source of Combat Resolution. With just a Standard Bearer and a couple of ranks, they start out with a strong advantage in any combat they get into. The Dark Riders are perfect for running down weak enemy troops and disrupting their movement. But, because of their weak armour save, they have a tendency to panic or flee quickly. Fortunately, they have got a good Leadership stat, which can be increased even more with a Musician.

**At this point it is time to open up our Army Book and set pencil to paper.**

- Five Dark Riders, with a Musician, comes out to just under 100 points. If we've got extra points at the end, I will consider adding another, or possibly equipping them with Repeater Crossbows.
- Fifteen Corsairs, with full command, adds up to around 175 points. We could possibly add another rank, but we will see how many points we have at the end.
- A unit of Cold One Knights, no matter how small, would cost over 140 points, meaning we would have less than 90 points left for our general, which we still haven't selected yet. So, we may need to save these guys for later, when we have some more points available.
- A good alternative to the Knights would be a Chariot. We are still getting some good, high Strength attacks, and it also is very durable (especially in smaller games where a Strength 7 weapon is not likely to be found). A Chariot (with Spears for even more high Strength Attacks) costs just under 100 points to select, and as an added bonus we can put our general inside. This will increase the Leadership of the Chariot (meaning less Stupidity), as well as increase the Armour Save of our general.

**So, we have now selected:**

- 5 Dark Riders (with Musician)
- 15 Corsairs (full Command)
- 1 Cold One Chariot (with Spears),

which leaves us with around 130 points left. With those points we can easily select a Noble as our general, and equip him with all of the stuff which befits a Noble. A Noble with Heavy Armour and a Sea Dragon Cloak is only around 80 points, so we've got points left over to give him a magic item, purchase those Repeater Crossbows for our Dark Riders, or possibly even get another rank of Corsairs.

Since our Noble is riding in a Chariot, which is already dedicated to dishing out some high Strength attacks, it seems like a mundane Great Weapon would suit that perfectly. He would get a good Strength bonus, and it only costs four points (instead of the dozens we could have spent on a magic weapon).

With my last few points, I can purchase enough Corsairs to fill out an entirely new rank!

**My final 500 point list ends up looking like:**

- Noble (Heavy Armour, Sea Dragon Cloak, Great Weapon) in Chariot (with Spears)
- 5 Dark Riders (with Musician)
- 20 Corsairs (with Full Command),

A grand total of 503 points... hopefully our opponents are feeling generous. Otherwise we could easily drop one Corsair without missing him terribly.

From a money perspective, we are making a pretty substantial purchase here. But, as I pointed out before, purchasing models now that we know we will include in our armies later will save us from wasting them. Also, any miniatures we buy now will be miniatures we do not have to purchase later.

From a painting/modelling perspective, we have got a sizeable job ahead of us. We have to assemble several models (one of which is the Chariot), as well as model a Noble. We also have an entire unit of Corsairs to paint, so we should better get working!

From a gaming perspective, we have a solid army. Capable of dealing with almost all enemies, very adaptable, and very effective. The jobs of our units are clearly defined, and our units can work together to perform all manner of tasks. Using the Chariot and Corsairs together, we have got a great tag-team against dangerous enemy units. The Dark Riders have the speed necessary to harass weaker units, and even perform flanking manoeuvres on some larger, slower enemy units.

Overall, I hope you are as pleased with my choices as I am... your army may look quite a bit different than mine, but if you have put as much fore-thought and planning into it as we have in this article, I am sure it will perform admirably.

Next month: Upgrading to a 1000 point army... new tactical challenges, new units, and larger battles!

# Modelling the Manticore

Written by RagainCain

**In all respects the Manticore is an awesome addition to a Dark Elf army; it has a huge movement, large wounds, good strength and causes Terror. It is also meant to be a manifestation of Khaine, which can't be bad on your dice rolls! Below is how I assembled and modelled my own;**

## Components:

- The manticore kit
- Plastic warrior body
- Malus Darkblade's helmet
- Female hydra apprentice
- Candles and skulls for base detail

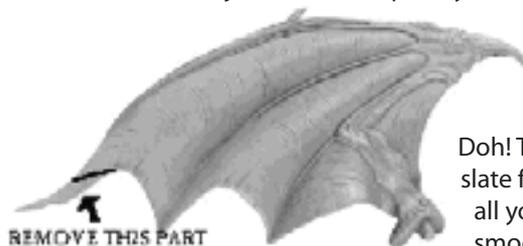
## Tools:

- Green stuff
- Sculpting tool
- Super glue
- Plastic glue
- Clippers
- Files
- Modelling knife

First off you have to clean up all the components, using a file, knife or both! With all the components ready it is time to start assembling. This may sound obvious or condescending (in which case I apologise) but it is always best to start from the bottom and work up, i.e. start with the base and legs before worrying about the wings!



So the base and the legs; my advice is to do a dry run, without glue, so you can see the models placing and pose. You do not want the model too far forward on its base; otherwise, it will keep falling over! Therefore, with that all sorted its time to stick the legs to the base and body. It was at this point that I put some glue around the feet and dipped it in my basing flock. The super glue soaks it up and sets like concrete, which will add stability and an interesting contour on the base! Once this was dry, I attached the tail and then again waited for the join to set completely. Then the arms followed, again giving them time to dry.



Ok, so now we are onto the wings. If you do a dry run with the wing, you will notice that once attached, the bottom of the wings finished bellow the base, which means that it will not stand up! Doh! There are two options at this point, first is to mount it on a piece of slate for extra height, or second; trim the wings. I opted for option 2 and all you need to do is to trim the bottom piece of the wing off and file it smooth and add any detail back with the file. For ease I have included a diagram;

With the above finished, all that remains is to attach the rider. I chose a beastmaster. Since all the beastmaster's in my army are female, this one is to be no exception. It was a simple case of removing the original body with clippers, and filing the stump flat. To this, I added the top body of the female hydra apprentice and Malus Darkblade's helmet to fit in with my army. Then, finally, I attached the spear from the original owner. As an afterthought, I added two shoulder guards from a plastic warrior body to signify her importance and higher rank to ride such a Khaine-praised beast!

Ok! Assembly completed. After having a well-deserved cup of Cha, (that is tea for you non-Londoners! (Editors note; Also for some Londoners as well... – Silas) I went back and started the procedure of "green stuffing" the gaps and any extra detail. Now, filling in gaps is easy, you simply roll a small sausage of the putty, put it in place, and then smooth it into the gaps with a moist modelling tool. To get the putty smooth you can then put some plastic glue on it and with an old brush, paint the glue over the putty, this smoothes it out. However, I wanted to put fur on the joins and cover the scales on the wings.



Once the above stage was dry, I put some small mounds of green stuff on the areas I wanted fur. Using the modelling tool, I positioned these into place and smoothed them out to the right thickness. This was then left for a short time (maybe 15-20 minutes) when I returned the putty was slightly harder and easier to manipulate. Using the pointy end of the tool you then poke lots and lots of tiny holes to simulate the fur, after a while you will get the hang of it. Let it dry for a further 15-20 minutes then "re-poke" to get a ragged textured feel.



When this was fully dry (I'd recommend leaving it over night since there is nothing worse than getting the green stuff perfect only then to destroy it with a misplaced finger!) I set about putting in the hair over the joins where the arms join the body and the rider joins the back.

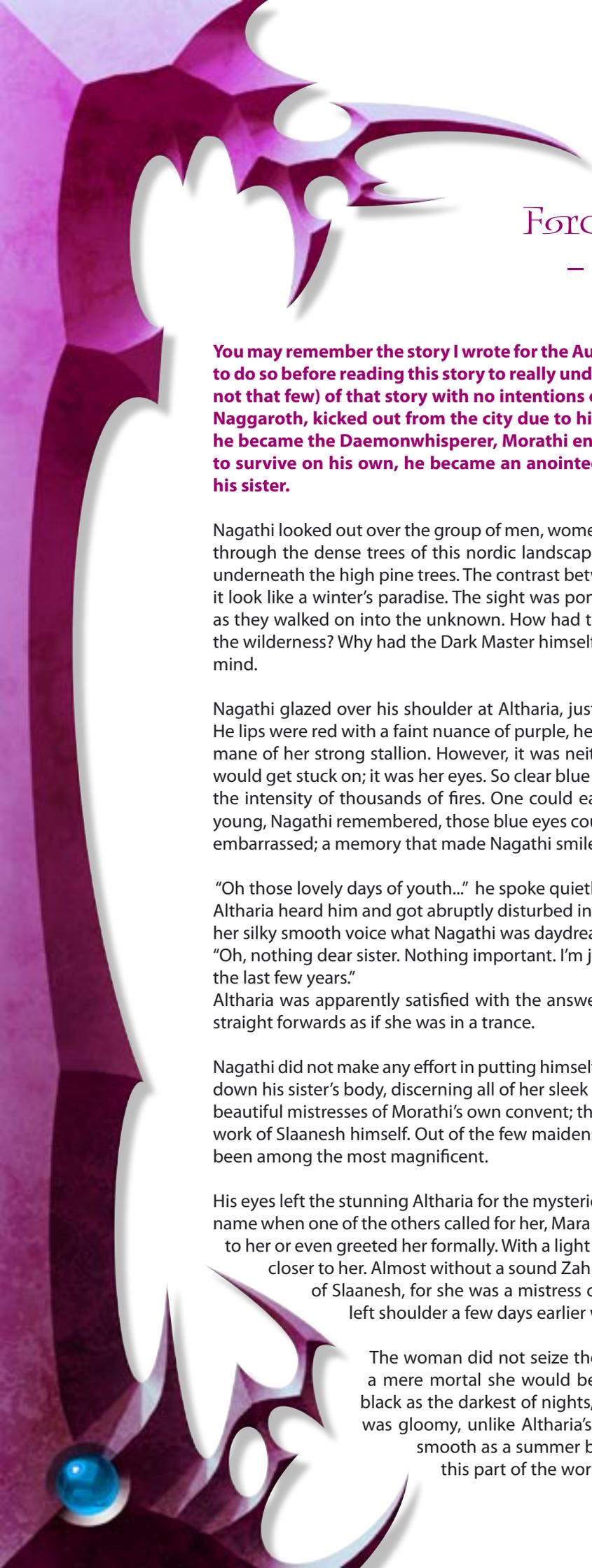
This is approached in much the same way as before. You make small sausages and apply them to the areas in question, then smooth them to the contours and height of the original sculpting. After the customary break you then put in the strands of hair using the back of a modelling knife blade, this is much easier than it sounds as you can simply follow the original sculpting!

When all of this was dry I added the details to the base that unifies my army, candles from the cauldron of blood and random skulls (gotta love random skulls!) and with that the mantichore was complete and ready for an undercoat and painting!

Hope you guys have found it useful reading my ravings!

**[b] RagainCain**

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**Initiative: To Make Like a Slave**  
**Editor: Silas**  
**Loremaster: Nagathi**



## Forces of Darkness - Nagathi, Part II

*Written by Nagathi*

**You may remember the story I wrote for the August monthly, and if you didn't read that one, I urge you to do so before reading this story to really understand it all. This is the following few pages (ok, maybe not that few) of that story with no intentions on being a sequel. To recap a little; Nagathi was born in Naggaroth, kicked out from the city due to him liking Slaanesh, a chaos war band killed his parents, he became the Daemonwhisperer, Morathi entered his sister, Altharia, into the convent, Nagathi had to survive on his own, he became an anointed, got a mission from Slaanesh, and was reunited with his sister.**

Nagathi looked out over the group of men, women, daemons, and mystical beings as they marched forward, through the dense trees of this nordic landscape. It looked so peaceful with the ashen, glimmering snow underneath the high pine trees. The contrast between the white, bright ice and the brown tree trunks made it look like a winter's paradise. The sight was pompous, and several thoughts went through Nagathi's head as they walked on into the unknown. How had this all happened? How long had he been isolated alone in the wilderness? Why had the Dark Master himself chosen just him? These thoughts kept running around his mind.

Nagathi glazed over his shoulder at Altharia, just as beautiful as she was last time he had gazed upon her. He lips were red with a faint nuance of purple, her cheeks slender and pale, and her hair, dark brown like the mane of her strong stallion. However, it was neither her lips, her cheeks nor her hair anyone watching her would get stuck on; it was her eyes. So clear blue they could be mistaken for sapphires, yet still burning with the intensity of thousands of fires. One could easily get lost gazing into those lovely eyes. When she was young, Nagathi remembered, those blue eyes could shift into a turquoise colour if she became really mad or embarrassed; a memory that made Nagathi smile a little.

"Oh those lovely days of youth..." he spoke quietly to himself.

Altharia heard him and got abruptly disturbed in her thoughts. She turned her focus on him and asked with her silky smooth voice what Nagathi was daydreaming about.

"Oh, nothing dear sister. Nothing important. I'm just having a moment for my mind. So much has happened the last few years."

Altharia was apparently satisfied with the answer as she turned back in her saddle and once again stared straight forwards as if she was in a trance.

Nagathi did not make any effort in putting himself comfortably in Zahroth's saddle. Instead, his eyes ventured down his sister's body, discerning all of her sleek and snow-white body contours. She was indeed one of the beautiful mistresses of Morathi's own convent; that kind of splendour could not have been anything but the work of Slaanesh himself. Out of the few maidens Nagathi had seen through his many years, she must have been among the most magnificent.

His eyes left the stunning Altharia for the mysterious woman a few horse lengths behind her. He had heard a name when one of the others called for her, Mara he believed it was, but Nagathi had not yet spoken to her or even greeted her formally. With a light waggle on Zahroth's snow-white side, he snaked closer to her. Almost without a sound Zahroth came ever closer to this mystifying mistress of Slaanesh, for she was a mistress of Slaanesh, Nagathi had seen the mark on her left shoulder a few days earlier when they prepared for the night.

The woman did not seize the same unique beauty as Altharia did, but to a mere mortal she would be one dazzling lady to behold. Her hair was black as the darkest of nights, her eyes just as murky. The tone of her skin was gloomy, unlike Altharia's more vivid nuances. Her breasts looked as smooth as a summer breeze, although such warm breezes had left this part of the world a long time ago. Now all that was left



was a cold and harsh environment, hostile to all creatures except the big bears and the like.

Yet again Nagathi's eyes swept across his newly acquired army, and this time it fell on the two regiments of mistresses and marksmen respectively. They were in even numbers and seemed to get along very well. One mistress carried the sign of Slaanesh high aloft with a sign of pride smeared over her face. The young prince of darkness would be very delighted over Nagathi today; he expected a calm and silent night. The devotees' horn blower walked next to the marksmen's musician, chatting and seeming quite comfortable in each other's company.

Nagathi knew such feelings between two people in an army could prove to be a big hazard, but one thing had his old father learnt him during his younger days; you do not fix things that are not broken, you do not meddle in the affairs of others unless it is a large quantity of threat hanging in the air. He thought about it for a while and then realised that he did not even know if these two actually had feelings, or if they just happened to be discussing where they learnt to play their instruments or what songs they enjoyed the most. One should not destroy friendship within the army, such relationships are indeed dreadfully important to the smooth machinery of a fighting force.

Quite a few hundred paces ahead of them ran the scouts almost undetectable between the bushes, trees, and piles of snow. Even though no direct danger had been recognised around these areas, one could not be too certain, one could not be too cautious. There were not many scouts, Nagathi knew, but their skill and speed with their crossbows made up for the lack of numbers. The army contained twice as many marksmen as it did scouts, and as many devotees as marksmen. He knew this was far from what some would call a larger force, but he had seen them all training, and this was undeniably an army to be reckoned with.

His so important cavalry was made up out of the six daemonettes given to him after he had completed Morathi's magical training; six daemonettes atop the fastest steeds ever to have walked the mortal realm, with the possible exception of Zahroth, Nagathi's own trusted steed of Slaanesh. With barely any clothes on, and their bright white skin reflecting the glimmer of the snow, they could easily be mistaken for light cavalry at its worse. However, one who thought that and stood in their way would soon learn the strengths these demons held. Nagathi did certainly not want to be on the receiving end of those sharp claws.

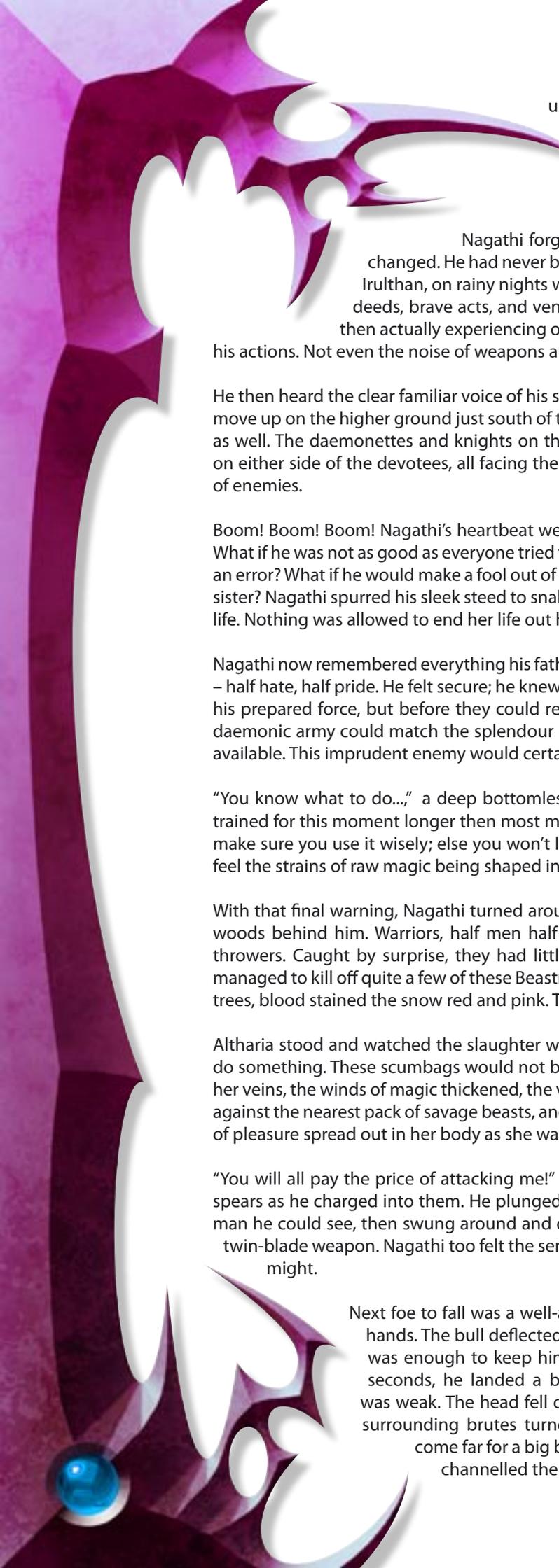
Close behind the daemonettes rode the savage knights on their lizard beasts. Metal chains quivering, armour plates banging, and cold ones grunting in the cold air; these guys did nothing to try hiding their presence. Even the smell of the cold ones reached Nagathi's nose from this far distance. A stench of numbing poison mixed with dung irritated his nostrils as he took a deep breath. Oh, how he pitied those riders, having to live with that stench throughout their lives without a single hope of ever getting it off. For some there is no end to how you can brag about your wealth and nobility, although Nagathi could without doubt come up with a few better ways than anointing yourself with a poison you will never be able to wear down.

Apart from the sign of Slaanesh carried by the mistress on the flank to Nagathi's right, the knights held the only standard in the entire army. A beautiful black flag with the markings of their dark prince painted in bright pink and purple on its front. You just could not mistake this army for something else than an expedition from Morathi's cult of pleasure. What their mission were was still unknown to many in the force, only Nagathi and Altharia knew the whole story. Although, they did not know how much this Mara knew about the mission. Maybe Morathi had explained it all to her beforehand.

The crew of the two reaper bolt throwers did not know their mission, and neither did the slimy spawn that had found its way to their camp the first night out in the wilderness together. No one knew where it had come from; the scouts had seen nothing in the area during the entire course of the night.

Suddenly it was just there. The mysterious sorceress said nothing on the following day, but Altharia spoke to Nagathi about sorceresses able to summon demons and other creatures from the magic realm, which she had seen during her many years studying the fine arts of enchanting under Lady Morathi's wings. No matter its source, it had come without a fight, and seemed willing to follow Altharia and Nagathi's orders.

Nagathi purred Zahroth to slow down so he could see the entire force in front of him. Oh what a marvellous sight! But wait! The shades had



unexpectedly run into the woods, except one who came running towards Nagathi. "Ogres! Ogres! There are ogres nearby. Prepare the regiments, unsheathe your weapons. I think we have a fierce fight in our path, sire. Get ready. Ogres and beasts!"

Nagathi forgot whatever he was thinking of, now everything had abruptly changed. He had never been in a real fight before, only heard of them by his father, noble Irlathan, on rainy nights when the wind blew past their house. He had heard about great deeds, brave acts, and vengeful attacks. However, hearing about such things is far easier than actually experiencing one. Nagathi did not know what to do; he completely froze up in his actions. Not even the noise of weapons and armour being readied made his mind take the right path.

He then heard the clear familiar voice of his sister handing out orders to the nearby marksmen. They were to move up on the higher ground just south of their current position, the bolt throwers were to be placed there as well. The daemonettes and knights on their daemonic, respectively reptilian, steeds placed themselves on either side of the devotees, all facing the direction the scouting shade had pointed out as the direction of enemies.

Boom! Boom! Boom! Nagathi's heartbeat went up, they became so loud he thought everyone heard them. What if he was not as good as everyone tried to convince him that he was? What if Master Slaanesh had made an error? What if he would make a fool out of himself? What if this was the last time he got to see his beautiful sister? Nagathi spurred his sleek steed to snake up close to Altharia so that he could protect her with his very life. Nothing was allowed to end her life out here in the wilderness as long as Nagathi stood by her side.

Nagathi now remembered everything his father had told him about warfare, his body was filled with a feeling – half hate, half pride. He felt secure; he knew how to handle the situation. The enemy would come right into his prepared force, but before they could reach the lines, they would be skewered on bolts. No mortal or daemonic army could match the splendour of druchii. A race bred to fight, with the highest quality blades available. This imprudent enemy would certainly face its doom.

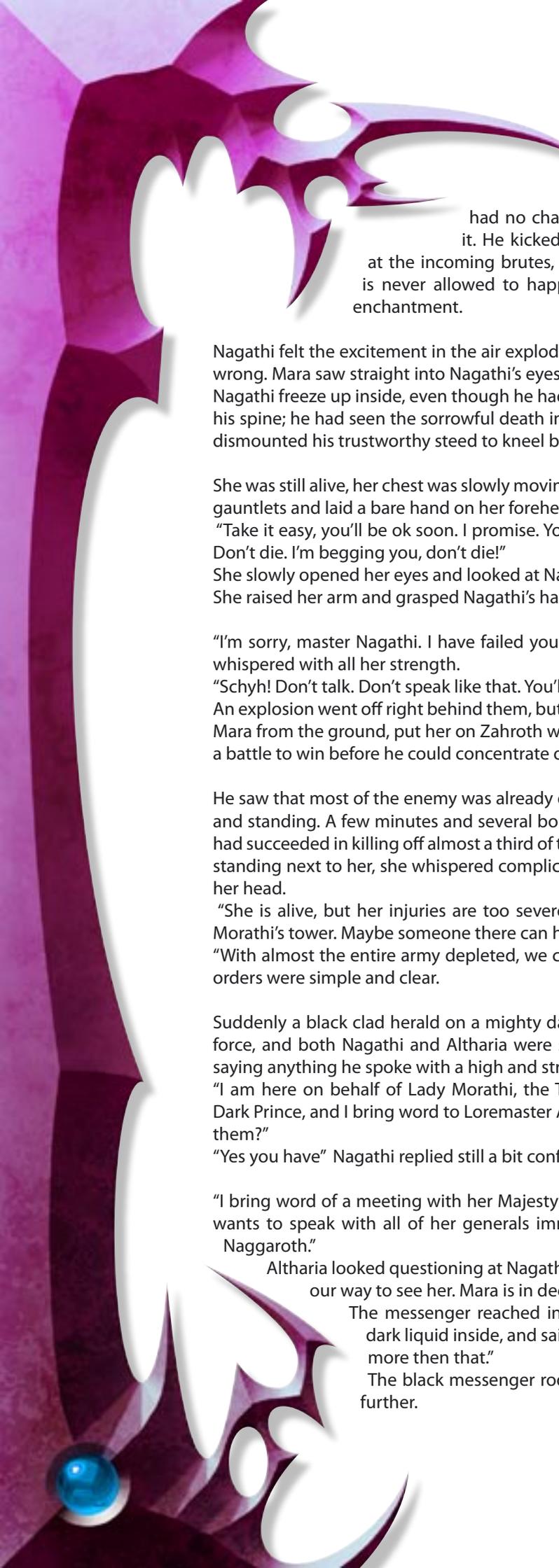
"You know what to do..." a deep bottomless voice inside Nagathi's head whispered inspiring. "You have trained for this moment longer than most mortal lives. I can see the hate and anger building up inside you, make sure you use it wisely; else you won't live to see another day. Focus the energy, feel the creativeness, feel the strains of raw magic being shaped in your hands. Use your powers. But, above all, look behind you."

With that final warning, Nagathi turned around completely and saw strange warriors leaping out from the woods behind him. Warriors, half men half beasts, made a running ambush on the marksmen and bolt throwers. Caught by surprise, they had little chance of hurting the incoming charge, even though they managed to kill off quite a few of these Beastmen as they ran closer. Screams from dying elves echoed on the trees, blood stained the snow red and pink. The force's rear had been lost.

Altharia stood and watched the slaughter with fear. Would she fail her first real battle ever? No, she had to do something. These scumbags would not be allowed to slay her force. Altharia felt the hate accumulate in her veins, the winds of magic thickened, the very air surged with energy. She let loose a bolt of purple power against the nearest pack of savage beasts, and those hit by it fell to the ground twisting in agony. A sensation of pleasure spread out in her body as she watched them die. A smile grew on her lips.

"You will all pay the price of attacking me!" Nagathi roared towards a large group of beasts with gigantic spears as he charged into them. He plunged his dear Elthranlu right into the stomach of the biggest beast man he could see, then swung around and decapitating another one with the opposite end of his twin-blade weapon. Nagathi too felt the sensation of pleasure as enemy blood was spilled by his might.

Next foe to fall was a well-armoured bull with a huge two-handed axe in his hands. The bull deflected the first of Nagathi's attacks, but Nagathi's speed was enough to keep him occupied defending himself. After a few fierce seconds, he landed a blow on the bull's neck, just where the armour was weak. The head fell off and rolled down a slight slope. Several of the surrounding brutes turned and fled screaming away, but they did not come far for a big blast exploded among them. Nagathi had quickly channelled the winds of magic into a bolt of doom.



As he turned around and viewed the battlefield, he saw that many of the enemy units were on the run, fleeing away from the encounter. However, Mara was in trouble. Three packs of ogres were charging towards her. She had no chance of escaping this certain death; unless Nagathi could stop it. He kicked Zahroth to make him go faster. Mara hurled spell after spell at the incoming brutes, but nothing seemed to work. She became stressed and what is never allowed to happen happened. She made a mistake when pronouncing the enchantment.

Nagathi felt the excitement in the air explode, the tense energy disappeared; something had gone horribly wrong. Mara saw straight into Nagathi's eyes as she fell to the ground like a sack of clothing. The look made Nagathi freeze up inside, even though he had not gotten to know Mara very well. That look sent chills down his spine; he had seen the sorrowful death in her eyes. Nagathi rushed to her, easily killing the fiends there, dismounted his trustworthy steed to kneel by her side.

She was still alive, her chest was slowly moving up and down as she struggled to get air. Nagathi removed his gauntlets and laid a bare hand on her forehead.

"Take it easy, you'll be ok soon. I promise. You just need to keep on going. I will make you ok again. I must. Don't die. I'm begging you, don't die!"

She slowly opened her eyes and looked at Nagathi with an expression that made a tear run down his cheek. She raised her arm and grasped Nagathi's hand.

"I'm sorry, master Nagathi. I have failed you and your sister. This... this was not supposed to happen" she whispered with all her strength.

"Schyh! Don't talk. Don't speak like that. You'll be ok soon" Nagathi replied kindly.

An explosion went off right behind them, but none of them even noticed. Instead, Nagathi rose up and lifted Mara from the ground, put her on Zahroth who instantly glided away to the edge of the forest. Nagathi had a battle to win before he could concentrate on helping dear Mara.

He saw that most of the enemy was already dead, only a few bundles of his savage opposers were still alive and standing. A few minutes and several bolts of dark magic later he returned to where Mara laid. Altharia had succeeded in killing off almost a third of the Beastmen, she was tired but eager to aid Mara. With Nagathi standing next to her, she whispered complicated enchantments while holding her hands a few inches over her head.

"She is alive, but her injuries are too severe for me to heal" Altharia spoke softly. "She needs to get to Morathi's tower. Maybe someone there can help us."

"With almost the entire army depleted, we can travel much quicker. Let's break up and go now!" Nagathi's orders were simple and clear.

Suddenly a black clad herald on a mighty dark horse approached from nowhere. He was not a part of the force, and both Nagathi and Altharia were shocked to see him. However, before they had the chance of saying anything he spoke with a high and strong voice.

"I am here on behalf of Lady Morathi, the True Queen, Slaanesh's Chosen One, Favoured Mistress of the Dark Prince, and I bring word to Loremaster Altharia and her brother, the Daemonwhisperer. Have I reached them?"

"Yes you have" Nagathi replied still a bit confused and shocked.

"I bring word of a meeting with her Majesty herself. You are to be at her tower in three days. Lady Morathi wants to speak with all of her generals immediately. Important matters have arisen throughout Naggaroth."

Altharia looked questioning at Nagathi, but replied, "We will be there. We were already on our way to see her. Mara is in deep need of the Queen's assistance."

The messenger reached inside his clothing, reached Altharia a flask with a dark liquid inside, and said "Make her drink this. It will help. I can't help you more than that."

The black messenger rode away into the forest without saying anything further.



Once again, Altharia looked at Nagathi with a questioning face, but something weird was happening inside Nagathi's body and mind. His very soul trembled, feelings of pleasure has been replaced with something strange, something warm, something soft and tender. He felt... connected with Mara as she laid there on the leaves. It was a new feeling he had never before felt, a new and unfamiliar sensation that Nagathi could not place as to what it was.

He shook his head to get the mind clear, stood up, and started shouting orders. Altharia stepped back from Mara after giving her a zip of the mysterious liquid inside the flask. The readied their bags, sheathed their blades, and counted survivors. There was no time for any emotional burial; they had to leave, fast. Nagathi sat up on Zahroth, and he took Mara in his arms since she had no steed of her own. Nagathi was to departure ahead of the rest of the force, and to ride as fast as possible towards Queen Morathi's tower. Time was against them, but they still had a chance.

He whispered their destination to Zahroth, and they set off. Altharia was to party with the few survivors on the journey back. She was their leader, their commander, their general. With a blurring speed, Zahroth rushed through the cold landscape, navigating all by himself, without any interference from Nagathi. They did not even stop to sleep, not that Nagathi ever could sleep. He could look on Mara's face for several hours without noticing anything around them. He fell away in deep thoughts.

Two days later, when the sun had just risen above the horizon and was occupied painting the sky in a lovely nuance of orange, Nagathi, Mara and Zahroth entered the hidden tower's surroundings. A mistress walked towards them and took care of Zahroth, she led him to a special pen where he could replenish his daemonic strengths. Nagathi bore Mara in his strong arms as he walked towards the enormous gates to the actual tower. He knocked on the doors, which were made in a strange material. Neither stone, nor metal, but something in between. They made a sound as strange as their look when Nagathi knocked on them.

A short moment later the closest door opened and a beautiful mistress stepped out to greet them.

"What makes you seek us in this hour?"

"I require urgent aid. Mara here is in desperate need of medical help." Nagathi looked at the expressionless face of Mara, and so did the mistress.

"I see... Come inside and I will call for someone to help you" she replied.

Nagathi got shocked as he saw the grandiose of the entrance hall. It was several man-heights up to the ceiling, at least a hundred feet across to the opposite wall, where a staircase was located, and the walls were toned in a dark purple colour with what looked like moving creatures inside. They seemed to walk back and forth, talking to each other. Nagathi could hear their whispering sounds, and it filled him with the greatest strength. This was indeed the home of Morathi, chosen of Slaanesh.

While Nagathi inspected the great halls, a handful of people had rushed down the stairs and was now rapidly walking towards Nagathi and Mara, whom he still held gently in his arms. The approaching people spoke to Nagathi.

"Follow us. Put her in one of the chambers further up and we will take good care of her. Your loved one will soon be restored to normal health."

Nagathi was shocked over that last sentence. Loved one? He was just about to tell them they were wrong when it hit him. Those feelings he had felt earlier... Could it really be love?

The mistresses and tower sentinels showed Nagathi the way up the stairs, through some hallways, up some additional stairs until they reached a big closed door. One of the sentinels put his hand on the door, closed his eyes, and the door opened by its own power. Nagathi was stunned and amazed, but the sentinel only smiled towards him. If you were to break in here, you need much more than just brute strength to open these doors.

Inside the room stood a white clad woman next to a bed, in which Nagathi carefully laid Mara. He turned to the woman in white and said, "I trust you to take good care of her; and if you don't..." but he was abruptly interrupted. "Don't worry, Nagathi Daemonwhisperer, we have the best healers here. Mara will be restored to full health again."

With that, Nagathi took a last look at Mara before leaving the room.



Together with him out came two of the tower sentinels, and they told him to follow while they escorted him to the dining hall.

"You must be hungry after that long journey, have something to eat. Feast on our hospitality. The chefs are preparing for the big meeting in a few days. Please let them know how it all tastes."

"Thank you, I will" was everything Nagathi could say.

He was led into the most enormous dining room he had ever seen. Black marble covered the walls, soft music seemed to come from nowhere, and the ceiling, yes the ceiling was placed so high aloft it could not be seen with the bare eye. Tables were put in a big circle around the centre, white cloths with a taint of blue covered them. This was indeed going to be one pompous meeting. All the plates, jars, and ornaments had the sigils of Slaanesh on them. Oh, if one could live like this...

Nagathi felt the presence of someone behind him and turned quickly. It was merely the waiter from the tower kitchen. Nagathi's nerves cooled down slightly.

"If you just sit down, your first meal will arrive shortly. You drink mead or wine?"

"Wine, please" Nagathi answered politely.

The waiter ran away through two doors Nagathi had previously not seen. Those probably did not show for anyone except when the waiters walked through them, Nagathi thought. This tower oozed with magic, nothing was what it really looked like, but everything here made Nagathi feel secure and comfortable. He felt a sense of belonging here.

Delicious meals were put before him, ranging from roast beef to grilled boar; potatoes and vegetables. While he ate, he thought back at how his life had been up until this point. The early childhood in Naggarond, the village up north, and the attack by those scavenging chaos daemons and marauders. A painful chill rode its way up Nagathi's spine when he thought about his dear parents. A sensation of hateful vengeance filled his mind, but after a few mouthfuls of wine, he continued down the road of remembrance. Nagathi's lonesome years in the wild passed before his eyes rapidly, and he jumped to his first meeting with Lady Morathi. Now here he was, again called to her gratefulness, although a couple of days earlier than planned. Nagathi's eyes went black as he thought about why he was here. Poor Mara was fighting for her life not far from him, and there was nothing he could do to help her.

Nagathi feasted with great delight until he felt satisfied, notified the waiter and then went back through the same doors he had come from. A tower sentinel came to meet him and show him the way to his room. Once again, they went up the stairs, up through this massive tower's inner structure, far above the section Mara was in, up to a floor with short hallways and doors on either side. The sentinel opened one of the doors and showed Nagathi the interiors. Although small, it was comfortable. It had a bed next to a small round window, dark stone walls, a brown wooden closet to hang clothes in as well as lay off some of your gear.

Nagathi thanked the tower sentinel and closed the door behind him as he left. After a day full of surprises and psychological revelations, a long night's sleep would restore and rejuvenate Nagathi's old body. Old, but not aged and tired. Experienced, but not dented and scratched. Even though it was still only early evening, he unpacked his stuff into the closet, got undressed, and laid down in his bed. With his mind focused on Mara, Nagathi then fell asleep.

The next morning the Daemonwhisper Nagathi woke up to the sound of feet outside his door. He suddenly came to realise that during the whole last day, he had not seen a single person except those who were there to help him. No other guests, no other sentinels or guards, no nothing. It was very odd, but bizarre things seemed less bizarre around this magically sustained place. He thought no more about it; and instead rose from his bed to get dressed.

As he picked his clothes together, his eyes caught the marvellous view outside his window. The bright white snow, the green trees, the dark grey mountains – they all made up a beautiful panorama that really amazed Nagathi. From where he stood, a good hundred feet up, the view was stunning. Nagathi was as amazed over the view then over his reaction to it. Never had he felt this strong for beauty. What had happened? He was a born warrior, not a weakling Asur. Yet still, he could not for all the ones he had slain turn his head away.

His thoughts was abruptly interrupted by a harsh knocking on his door.

"Come in!" Nagathi shouted at the door.

Slowly the door opened and a female entered. She was not dressed as the other tower sentinels; this mistress had a more fabulous outfit. She looked to be more of a guest than a servant.

"I am here to inform you of three things" she spoke. "First of all, I am here to tell you that Mara, the woman you brought here yesterday, is feeling better and will eventually be fully restored."

Nagathi felt as if a big weight had been lifted off his chest. She was going to be alright.

"The second thing is that all the remaining generals of Lady Morathi's forces arrived during the night. My Queen has decided to hold the assembly tonight instead of tomorrow. Is that ok for you, Nagathi Daemonwhisperer?"

"So you mean that my sister is here already?" Nagathi asked instead of answering the question.

"Yes, Altharia the Deceiver was one of the last ones to arrive. She has gotten only a few hours of sleep at the most. She is waiting for you downstairs..." She looked at Nagathi, holding her breath before continuing. "... which brings be to the third point of issue I was told to inform you about. Food is being served in the great dining hall throughout the day if you're hungry. There are plenty of people to see and talk to while we all await our Queen's arrival. The personnel around here will be quite busy, but we will do anything we can to help you. Enjoy the day." With that, she turned away and walked soundlessly out the door.

Nagathi felt no hunger, only excitement over the good news. He did not even realise that he had been standing only half dressed during the messenger's inquiry. He put on his best clothes and rushed down the stairs in hope of seeing his beloved sister somewhere down there. When he approached the great entrance hall, he saw the elegant Altharia over by a fountain, talking to a well-suited nobleman. She saw Nagathi leaping of the landing and hurriedly walking towards her. She excused herself for the nobleman and turned to greet her brother with open arms.

The met in a great hug and Nagathi gave Altharia a kiss on her cheek as they swung around. As they calmed down Altharia spoke.

"The guy I just talked to, noble Elvash'Nua, he is in charge of the armoury and the barracks of this amazing place. With his help we can restore all the unfortunate good men we regrettably lost in that iniquitous ambush. When we leave here, we will have full ranks again. Isn't that great?" [ ]

Nagathi answered nothing, only smiled. He felt happy now that the people he dearly cared about were close.

[i]"I heard Mara will be ok too" Altharia continued.

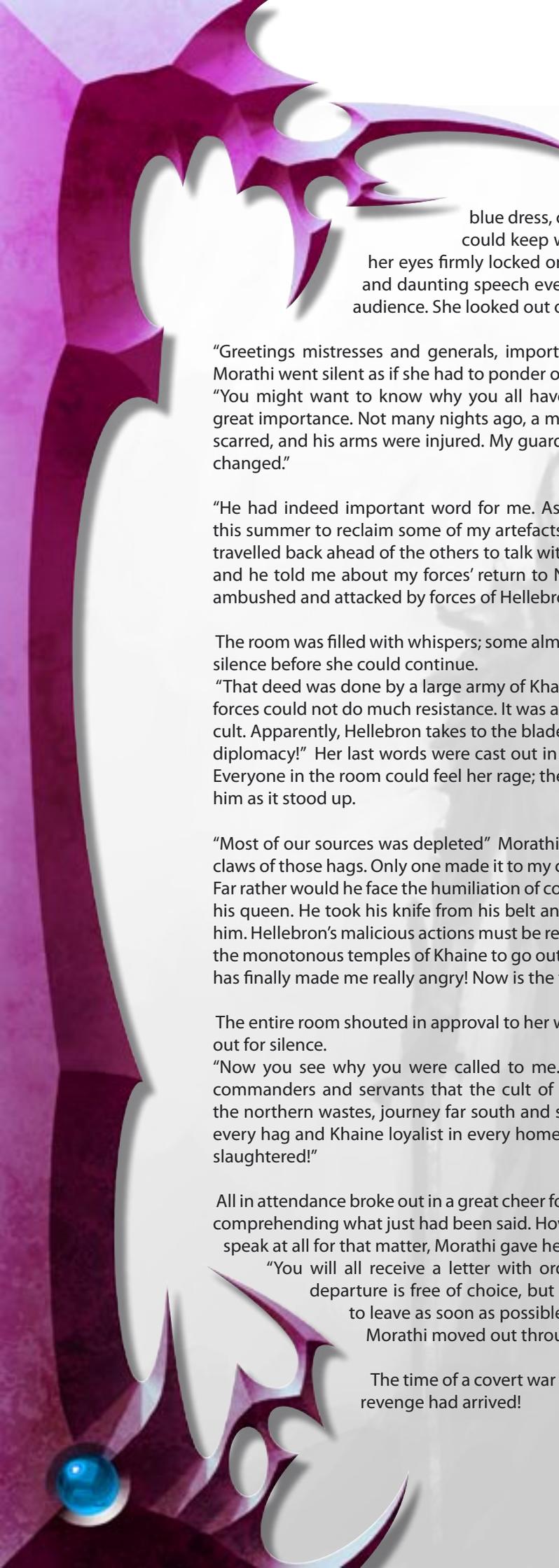
"Yeah, they have very good healers here" Nagathi replied with vigilance.

"Have you heard the rumours that are floating around about why we're here?" she asked when the silence became too obtrusive. Without giving her brother any chance of answering, she continued.

"I have heard many different stories, but they all seem to be around the issue of a new war. The cult is about to fight for its right, I mean... our right. How we are supposed to do this is something that varies from person to person. Lady Morathi, High Queen of Slaanesh will give us our orders as soon as the meeting gets started."

Nagathi knew the nature of most rumours, none of them was any better then the other until the truth had been revealed. He decided not to trust anyone apart from Lady Morathi herself. Altharia and Nagathi walked around the crowd that had gathered in the entrance hall, and Nagathi heard almost all variants of this rumour during the course of the day. It all moved on very smoothly until the darkness fell, and the evening arrived. A message was announced that all guests were to be assembled in the great dining hall immediately. The meeting had opened.

Altharia and Nagathi sat down close to the edge of the room and watched out over all who entered. There must have been close to a hundred guests in that hall. Some clad in full armours, but most were women, clad in light and soft fabrics. Blue, white, purple, and pink dominated the room, both from the guests' outfits and from the decorations of the room. Candles were lit along the walls to brighten it all up and to make it easier to see, although t h e flickering of the flames made it the opposite.



The doors in the back slowly opened and everybody in the hall went absolutely quiet. In came Morathi, Lady of Slaanesh, Queen of Druchii, and leader of the cult of pleasure. She was clad in the most beautiful purple and blue dress, covering not much more than her most intimate parts. How she could keep warm, Nagathi did not know. She walked across the room with her eyes firmly locked on the podium where she was about to give her most terrifying and daunting speech ever. As she reached the podium, she turned to face her awaiting audience. She looked out over them once before starting.

"Greetings mistresses and generals, important people and their partners, ladies and gentlemen!" Lady Morathi went silent as if she had to ponder on how to continue.

"You might want to know why you all have been summoned here; rest assured, I did it for a reason of great importance. Not many nights ago, a messenger came seeking me. His clothes were torn, his face was scarred, and his arms were injured. My guards did not let him in at first, but when they saw his mark things changed."

"He had indeed important word for me. As you hopefully all know, most of our sources went to Lustria this summer to reclaim some of my artefacts. I was there myself a short while with my personal force, but I travelled back ahead of the others to talk with the king, Malekith. The messenger came but a few days later, and he told me about my forces' return to Naggaroth. As they landed in the southern reaches, they were ambushed and attacked by forces of Hellebron."

The room was filled with whispers; some almost shouted that they had known this. Queen Morathi urged for silence before she could continue.

"That deed was done by a large army of Khaine, the god of mindless slaughter. Battle scarred and tired, our forces could not do much resistance. It was a spiteful act, especially since we were in negotiations about our cult. Apparently, Hellebron takes to the blade far too often for her own good. She needs to learn the skills of diplomacy!" Her last words were cast out in pure hate, and Lady Morathi's eyes lit up with a dark red tone. Everyone in the room could feel her rage; the air was loaded with energy. The hair on Nagathi's neck tickled him as it stood up.

"Most of our sources was depleted" Morathi continued, "and only a handful soles made it from the wicked claws of those hags. Only one made it to my chamber. After telling me all this, he took his own life before me. Far rather would he face the humiliation of committing suicide, then live with the knowledge of having failed his queen. He took his knife from his belt and thrust it into his own chest before my servants could stop him. Hellebron's malicious actions must be revenged, now it is time for the shadow war between our cult and the monotonous temples of Khaine to go out and be an open conflict! All these years of constant oppression has finally made me really angry! Now is the time for vengeance!"

The entire room shouted in approval to her words. Hellebron's deeds was not to be tolerated. Morathi called out for silence.

"Now you see why you were called to me. Take what you have heard out here today and inform your commanders and servants that the cult of Slaanesh is in war! Lay siege on Ghrond, expel all hags from the northern wastes, journey far south and slay all witches you can see! Travel across our lands and banish every hag and Khaine loyalist in every home, every cottage, every village until they all have been rightfully slaughtered!"

All in attendance broke out in a great cheer for Slaanesh. Nagathi and Altharia looked at each other, not really comprehending what just had been said. However, before they could ask the other one anything, or speak at all for that matter, Morathi gave her final words of closure.

"You will all receive a letter with orders when you leave this estate. The time of your departure is free of choice, but I am assuming most of you are dedicated enough to leave as soon as possible. May Slaanesh guide you in your path to victory!"

Morathi moved out through one of the back doors and disappeared.

The time of a covert war was over. The time for retribution, retaliation, and revenge had arrived!

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M O N T H L Y

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