



# Druchiv.net

M O N T H L Y



SEPTEMBER 2004



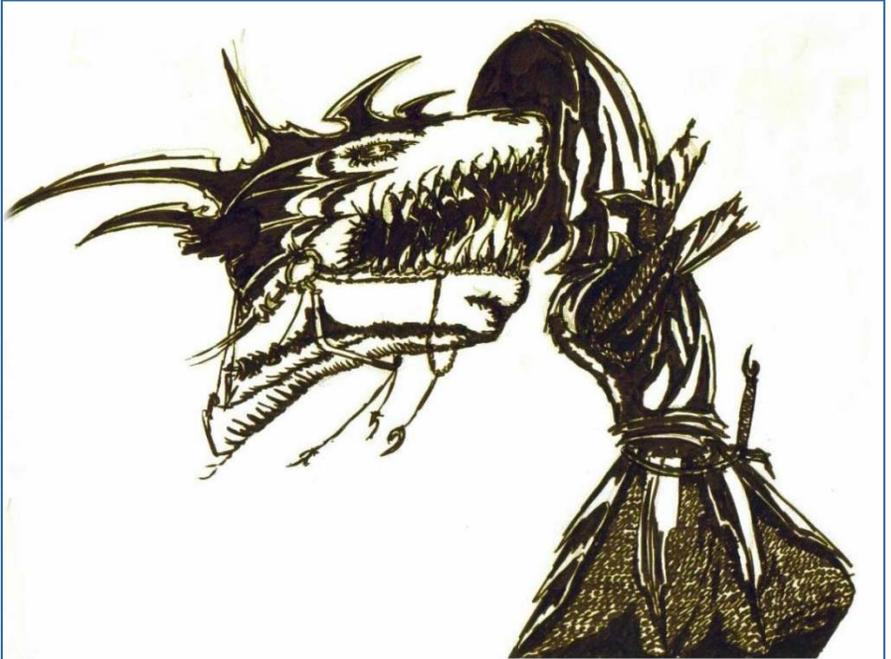
# Prologue

Eureka! I've got it! I mean my cold one knights now have a history. Yay! Do you want me to share it? Of course you do.

Well, even after Z'Gahn had bought his new reaper bolt thrower, he still needed some more punch in his army. However, his reputation was not high enough yet to be eligible for recruiting non-mercenary troops through means of gold (of course, that would soon change), and therefore the only option open to Z'Gahn was to recruit his own cold one knights. Cold one knights are commonly drawn from noble houses, and Z'Gahn happened to be part of such a house.

Z'Gahn's cold one knights, he decided, should be unspoiled by other commanders, but very talented – otherwise the knights would have no use for him. Firstly, this was not easy to accomplish anyway, but secondly, Z'Gahn had once assassinated his own commander when he was a dread knight, and he did not want that to happen to him too, so he wanted to make sure that his knights were loyal to him. Alternatively, at least dependant. So he sat about manipulating members of his house, telling them of rewards, promising revenge and taking advantage of hatred.

However, the story of the Kheade family was special. Z'Gahn paid a renegade assassin to do a number of assassinations on the Kheade and the Menlui family, the Menlui family being quite more powerful than the Kheades. The first victim was a Kheade, and the whole family was led to believe it was the Menlui family who did it. Now, Druchii are not native as other races, and the Menlui family would surely find out who was behind this, but the assassin was quite skilled at 'persuading' and did so to a Menlui family member.



*A "random illustration by Conan". I think it deserves a better title than that, but I work with what I'm given.*

The poor elf was forced to speak to his family about how he killed the Kheade, after which he suddenly succumbed, blood dripping from his ear, followed by a strange-looking insect. Z'Gahn then persuaded another Kheade to avenge this death, but the over-enthusiastic elf failed to slay his target, and Z'Gahn had to pay his assassin again to fix things.

When the following morning arose, the Menluis discovered another two dead elves; they let the Kheade family subtly know, through an artful letter, that this would not go unpunished. The next few days, the Kheades suffered quite some losses (no-one Z'Gahn could use, of course) – though only a few were the account of Menlui blades and bolts – and taking advantage of the Kheades' fear – for always the assassin went unseen. Z'Gahn offered his protection to the family, but he demanded some of their most promising Druchii for his army. The family has

since tried twice to survive without his 'help', but never succeeded in their attempts.

And now, I give you my cold one knights. Finally I can show you them. They have been finished for quite a while, but, obviously, I did not have a good story to present them with. The models themselves are not very special, gold with the usual purple-edged black armour, and all bony parts are painted just like any other bony part in my army; a simple basecoat of scorched brown with a stripy layer of bleached bone and a highlight with skull white.



It took a while to figure out which colour scheme to use on the cold ones themselves, but eventually I settled on a basecoat of dark angels green with a glaze of green ink and then a dry brush with camo green. The scales are red gore with a blood red highlight. I really like how these turned out, as the tone was exactly right, both of the rider and of the cold one. That is the



most important thing for me in an army, that all models have the same tone of colour. For example, my Malus Darkblade model. As you know from last issue, I am using him as my general, but I did not want him to have the same cold one as the knights, and as the main colour of my army is purple, I thought I would try a purplish cold one. Black basecoat, a brush of red gore, and highlights with warlock purple should work, I thought (as I did not have confidence that a liche purple cold one would look real, or even nice). It turned out like this.

I think you will all agree it would not fit in with my army, and that is because of the tone. However, the Malus model has now been finished, and I think I managed to make up a really nice cold one with the right tone, but which stands out from the army – as does Malus himself.

The bone speaks for itself in regards of painting, but the rest of the model is not that obvious. I used a black basecoat – I know, I am not very original – and dry brushed it with codex grey, and then put a glaze of purple ink over it. I use this scheme on almost all the wings in my army, but why wouldn't it work on something else, eh? Even from close by the differences in colour are not really noticeable, but it does work to give the model some more depth. I am very happy

with it.

The dead cold one I showed you last issue is also almost finished (and is looking good; I enlarged the wound to cover almost his whole neck), and I've started on a unit of corsairs. I am pretty proud of this unit, even before it is painted; cause of the 20 models, not a single pair is the same. Although it did not require very much conversion work, I am proud, nevertheless, because I am still quite inexperienced if it comes to that.

Anyway, I am keeping you up again; on with it! Last issue, we had to remove some (Master Editor's Note: Some???) of the articles planned for it, because the issue was getting rather large. This issue, however, we are making it up to you by publishing at least some of these. That includes the rules for the famous Drannack. Speaking of which, the 7th Convent gives you their own version of Gorganash's blood-drinkers. Of course, these, as with the other projects from the convent, have not found the hands of enough play-testers in the play-testers' guild, and so the Convent once more asks for your help. Please e-mail all your comments on their projects to [The-Convent@netcabo.pt](mailto:The-Convent@netcabo.pt)



Furthermore, the Temple of Khaine shows us how to turn the useless magic items into weapons of mass destruction; and when you've finished reading this issue, you'll know how to handle those overgrown chaos champions and their nurglesque and slaaneshi followers.

'Till next time,  
Z'Gahn

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# Summer of Chaos: The End

WHEW! The invasion of Lustria is finally over. So while everyone is sitting back on their black arks, having their trench foot looked at and the intestinal parasites removed (hopefully not by Witch Elves) lets look back at the Storm of Chaos and see how we did.

The invasion of Lustria started not so well. We were down initially by 7% once the results began to accumulate. A frustrated community quickly hit this website and read up on how to best defeat lizardmen. A few pointers from Dark Alliances thread on the issue and the community had quickly evened out the fighting to 50/50 win to loss ratio.



*An Assassin faces off against a mighty Slann Mage Priest in this dramatic photograph by Ragian-Cain*

As the days dragged into the second and third weeks we managed to sack a number of temples and poison some spawning pools, finally pulling into the lead with 52% control. This increase in control was enough to cause the deamons in the Old World to increase in power as the Slann were forced to expend much energy to be rid of us pesky Dark Elves.

The efforts of the Slann paid off in the last two weeks as Dark Elf control slipped to 51 then 50%. The slide was halted by large amounts of propaganda and a timely "Having trouble with Lizards Ask here" thread started by /\V/\ . This thread was a godsend and halted the slimey ones in their tracks.

On the Middenheim side of the war the Dark Elves were drops in an ocean of chaos and empire as the state troops and armies of Archaon clashed. There were very few instances where Dark Elves were instrumental in the conflict however this just gave the Druchii propagandaists more to work with as the fall of Ferlangen and Breder were obviously caused by the Dark Elves.

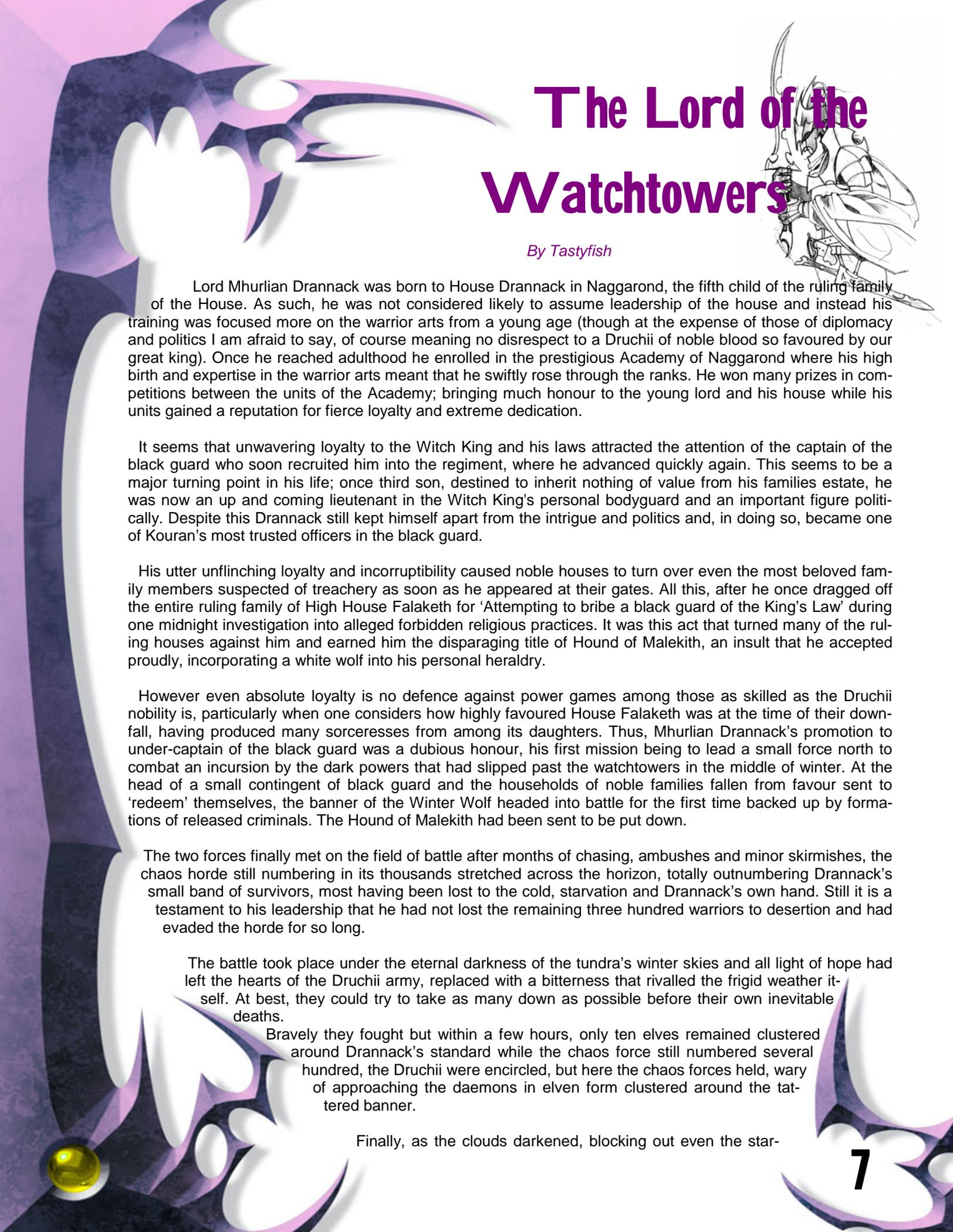
The Chaos Enslavers were very busy as well holding back the slaaneshi and beastialy hordes extremely well. The holds of their ships are full of slaves that will fetch a fine price in the slave markets of Kar Karond.

Overall I think that the Dark Elves (at least the ones I dealt with) had a very good time during this campaign. I certainly did. At the end of the day I would like to thank Sobek for his wise council and number crunching, Delekhan for his help keeping the spammers off the SoC forum while I was away trying to get things organized and on the weekends. I would also like to thank the players, who were very fun to deal with on both sides. To the Lizardmen good job you guys were great opponents.

And finally I would like to thank Khaine because without his gifts in the murder and torture side of the house none of this would be possible.

So stay tuned as the "Flesh and Blood" campaign will begin shortly. Once we have had time to get rid of that nasty case of Mazdamundi's Revenge that is...

Underway



# The Lord of the Watchtowers

*By Tastyfish*

Lord Mhurlian Drannack was born to House Drannack in Naggarond, the fifth child of the ruling family of the House. As such, he was not considered likely to assume leadership of the house and instead his training was focused more on the warrior arts from a young age (though at the expense of those of diplomacy and politics I am afraid to say, of course meaning no disrespect to a Druchii of noble blood so favoured by our great king). Once he reached adulthood he enrolled in the prestigious Academy of Naggarond where his high birth and expertise in the warrior arts meant that he swiftly rose through the ranks. He won many prizes in competitions between the units of the Academy; bringing much honour to the young lord and his house while his units gained a reputation for fierce loyalty and extreme dedication.

It seems that unwavering loyalty to the Witch King and his laws attracted the attention of the captain of the black guard who soon recruited him into the regiment, where he advanced quickly again. This seems to be a major turning point in his life; once third son, destined to inherit nothing of value from his families estate, he was now an up and coming lieutenant in the Witch King's personal bodyguard and an important figure politically. Despite this Drannack still kept himself apart from the intrigue and politics and, in doing so, became one of Kouran's most trusted officers in the black guard.

His utter unflinching loyalty and incorruptibility caused noble houses to turn over even the most beloved family members suspected of treachery as soon as he appeared at their gates. All this, after he once dragged off the entire ruling family of High House Falaketh for 'Attempting to bribe a black guard of the King's Law' during one midnight investigation into alleged forbidden religious practices. It was this act that turned many of the ruling houses against him and earned him the disparaging title of Hound of Malekith, an insult that he accepted proudly, incorporating a white wolf into his personal heraldry.

However even absolute loyalty is no defence against power games among those as skilled as the Druchii nobility is, particularly when one considers how highly favoured House Falaketh was at the time of their downfall, having produced many sorceresses from among its daughters. Thus, Mhurlian Drannack's promotion to under-captain of the black guard was a dubious honour, his first mission being to lead a small force north to combat an incursion by the dark powers that had slipped past the watchtowers in the middle of winter. At the head of a small contingent of black guard and the households of noble families fallen from favour sent to 'redeem' themselves, the banner of the Winter Wolf headed into battle for the first time backed up by formations of released criminals. The Hound of Malekith had been sent to be put down.

The two forces finally met on the field of battle after months of chasing, ambushes and minor skirmishes, the chaos horde still numbering in its thousands stretched across the horizon, totally outnumbering Drannack's small band of survivors, most having been lost to the cold, starvation and Drannack's own hand. Still it is a testament to his leadership that he had not lost the remaining three hundred warriors to desertion and had evaded the horde for so long.

The battle took place under the eternal darkness of the tundra's winter skies and all light of hope had left the hearts of the Druchii army, replaced with a bitterness that rivalled the frigid weather itself. At best, they could try to take as many down as possible before their own inevitable deaths.

Bravely they fought but within a few hours, only ten elves remained clustered around Drannack's standard while the chaos force still numbered several hundred, the Druchii were encircled, but here the chaos forces held, wary of approaching the daemons in elven form clustered around the tattered banner.

Finally, as the clouds darkened, blocking out even the star-

light as a blizzard began to blow, the chaos general made himself known, charging out from the innumerable horde into the beleaguered elves wielding a sword of frozen ice, within seconds he had cut down all but one elf, Drannack himself. The two combatants were soon locked in combat in a flurry of ice and steel, the chaos lord unable to penetrate Drannack's defence and the elf unable to pierce the armour of his enemy.

The two fighters seem perfectly matched, until a chance hit caused Drannack's sword to snap as it hit the hell-forged armour. As the now defenceless and exhausted elf prepared for the final blow he heard the dark laughter of the enemy general.

"Get up, small one, we have not finished yet! The gods will not let me strike down an unarmed enemy" with which he threw his ice sword into the snow and advanced yet again. While he was an adept swordsman and strong by Druchii standards, Drannack knew he was no match for the massive barbarian king in a wrestling match, especially as he was tired from the duel and the bone chilling cold. As the blizzard raged around them the two figures fought, the chaos lord trying to land a solid blow on his lithe opponent and the elf darting in and out of his vision attempting to keep out of reach.

Unfortunately, lacking the barbarian's daemon gifted constitution and the numbing effects of the weather he could not keep it up for long and eventually the chaos lord landed a solid blow to Drannack's body, sending him flying into the snow. As he looked up to see the huge warrior standing over him, about to snuff out his life with one stamp of his armour-clad foot, Drannack felt something solid beneath him. In desperation, he grabbed it and swung out, only to be as surprised as his enemy was when he saw the chaos ice sword now buried up to the hilt in the chaos lord's chest. As the great warrior bloodstained the ice red, Drannack could have sworn he heard cruel laughter on the frozen wind.

Looking around him, he saw that the blizzard now totally covered the battlefield, and that even those of the enemy horde who had not been slain by his followers or fled when the blizzard started would soon freeze to death and with the general dead, the threat was no more. Bleak triumph filled his heart, he had won against impossible odds, but now faced certain death from the elements, in vain hope he wrapped himself up in his own blood-soaked standard and crawled toward a dying cold one. Reaching to his belt he found that he had taken the ice sword with him, and with the memory of the victory lending him strength slashed open the belly of the beast and crawled inside.

The Drannack who emerged two days later when a patrol sent out by a nearby watchtower was a much darker version of the one who set out from Naggarond a month earlier. His face showed no emotion at all even as the dark riders pulled him from the frozen corpse of the giant lizard, as if the bitter cold and numbing toxins of the cold one had expunged all feelings from his body, far beyond the usually loss of the sense the riders of such beast usually feel. Only a brief flash of anger passed across his face when he semi-consciously lashed out with his sword of ice and slew a rider who tried to prize the frozen heart of the cold one from his grasp.

Upon his return, the city of Naggarond lived a month of terror as Drannack's interrogators dragged off whole families in the middle of the night who were even just rumoured to practice Forbidden Veneration and Religious Subversion, some were even taken whom no one had suspected. Who Drannack's informants were no one knew; everyone assumed the worst and nobles and lowborn alike



*MDK, being typically modest, describes this illustration as "just a noble". Sure, and Michelangelo's David was "just a guy". OK, I'm exaggerating, but still.*

feared to walk the streets or talk to another living soul for fear of being turned in. Terrible stories filtered back from the few that survived the black guard's ministrations, of live cold one hatchlings being sewed inside the chests of living suspects while Drannack stood over, eyes closed, face completely impassive and clutching the frozen heart he now wore as a macabre necklace.

The horrifically scared prisoners told of the infant lizards desperately clawing and biting their way out of their fleshy prisons, supposedly clawing up and consuming the hearts of those touched by chaos, the lucky were those instantly beheaded by Drannack's icy sword as soon as they entered the dungeons. Even the torturers of the black guard feared their lord and his blade, many swore it steamed and twisted as it cut through the necks of chaos worshippers.

As quickly as it had begun, the time now referred to as 'Drannack's Month of Madness' ended and there were no reports of anyone else being taken. It was at this time that the Witch King himself returned from his campaign in Ulthuan and at his mother's request ordered the under-captain to his throne room to explain himself. Mhurlian Drannack stood completely emotionless while Lady Morathi raged at him, her screams of anger echoed out over the whole of the dark city and many feared that the horrors of the previous month would begin again.

However, Drannack simply stood still facing his King, seemingly oblivious of the Queen Mother's fury, when the Witch King finally spoke and asked for an explanation, the black guard simply bowed respectfully and answered, "Because I have finished, my Lord, Naggarond is pure once more."

The tone of his voice shocked the Lady Morathi into stunned silence, killing the objection on her tongue as she opened her mouth. The sight of his mother so obviously humbled in front of him pleased the Witch King, though the disruption the zealous Drannack had wrought was considerable, knowing that such an ally may prove useful in the future. Drannack might be a liability to the everyday running of his realm, and Malekith promoted him to the prestigious rank of Dragon Lord, and granting him overlord-ship of the Northern Wastes.

To this day there is no sight that fills the barbarian tribes of the Hung with more fear than the black silhouette of a dragon bearing the white wolf symbol of the Armies of



*There was some extra room, so I wanted to let you guys get a better look at MDK's model of Lonicera. The rules for her may be found in a previous Monthly.*

# Drannack, the Northern Commander

Drannack occupies one lord slot and one hero slot. No extra equipment or magical items may be bought for him.

	M	WS	BS	S	T	W	I	A	Ld
Drannack	5	7	6	4	3	3	8	4	10
Thellidon	6	6	0	6	6	6	3	5	8

**Points:** 690

Drannack is armed with Shard Of Darkness, wears Cold Star Armour and rides his Black Dragon, Thellidon.

## MAGIC ITEMS

### Shard of Darkness

Drannack is armed with Shard of Darkness, which confers +1 to his strength and armour piercing ability. Versus all Chaos models it confers +2 in strength instead of +1. In addition, any Chaos model wounded must pass a toughness test or suffer an additional wound with no saves of any kind allowed (of course this additional effect only affect models with multiple wounds).

### Cold Star Armour

Drannack wears a suit of the finest heavy armour, forged with fragments of a rare metal. The Cold Star Armour grants him an armour save of 2+ and it may never be modified under 4+ (note that it is not Ward Save!)

### Tear of Chill

This amulet confers a 6+ ward against all kind of attacks made by Chaos models.

## SPECIAL RULES

### Banner of the North

Drannack wields it personally, therefore he acts as a battle standard-bearer and all rules governing such standard-bearers apply, with exception of its influence range – look at further rules. No other battle standards are allowed in army that contains Drannack.

### Commander of Northern Wastes

Drannack is a powerful lord, and renowned commander. Therefore, his range for leadership as the general,



*Drannack, already a powerful character, becomes even more powerful when pitted against the hordes of Chaos. Thanks and apologies go to Conan for this picture: thanks for a great picture and sorry for using it when you didn't intend for me to use it. It's a nice pic, I couldn't leave it out.*

and the range for the battle standard-bearer rules are increased to 18" instead of the usual 12. He must be the army's general, except when Malekith or Morathi are in the army, in which case he obeys to their authority.

**He was weak...**

All friendly models within Drannack's 18" influence range may re-roll all leadership tests except stupidity tests, as well as re-roll all failed break tests, as Drannack acts as the army's battle standard-bearer.

**Warden of the North**

After deployment but before the game starts; he may change two dark riders units' placement.

**Thellidon**

During centuries of service near chaos powers, he evolved to counter magic influences and therefore he and rider gets Magical Resistance (1).

Send any suggestions and comments to this mail address: [The-Convent@netcabo.pt](mailto:The-Convent@netcabo.pt)



*Dark Riders, already one of the best troops we have available, become even more useful with the inclusion of Drannack in your army. Thanks to quinn for use of his "Coldblades" Dark Riders picture.*

# Alternative Executioners

By Nineswords

## Executioners Cabal of Karond Kar

Trained in a different manner from that of the infamous Executioners of Har Ganeth, this small cabal consists of the sons of the nobles of Karond Kar. It is a great honour to wield the Executioner's Axe of Karond Kar, and only the most ruthless, worthy Druchii are trained by the Masters of Har Ganeth to incapacitate their foe in this unique style of combat.



*The Executioner models may be fantastic but variety is of course the spice of life. This illustration is another winner from Conan.*

I thought I might stick this up since I feel that the following conversions are very easy to do. I was working on a new unit of Executioners. While being a big fan of the Black Guard models, I wanted to turn them into Executioners. Instead of Draichs, I made them Executioner's Axes: a weapon that would be appropriate to the model and to the background.

### The Conversion: Difficulty Rating: 1

The conversion could not be any simpler. I chose Dwarf Axe heads from the warriors' sprue since they seem to be the closest piece resembling the Executioner's Axes. Executioners traditionally wield a one bladed weapon, finely weighted for the killing blow. Simply cut off the halberd below the 'bandaging' on the model. As the shaft is too narrow to pin conventionally, I chose a bigger drill bit and drilled a hole through the plastic axe head, which is considerably larger, before placing the shaft in the hole, turning the shaft into the pin component.

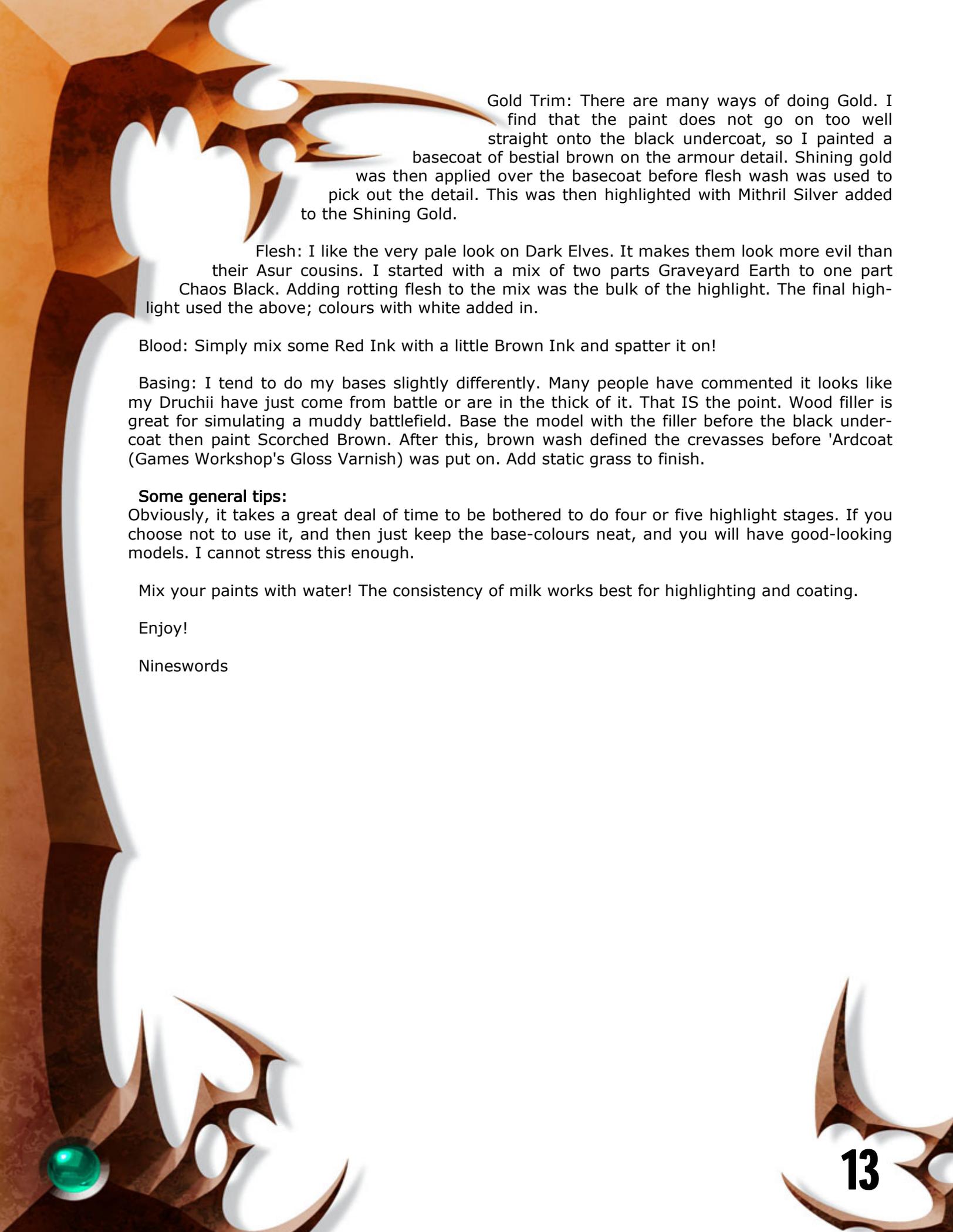
### Painting:

I tend to start with the largest areas and work into the detail, so I did the armour, then the tabard, then the armour detail and finally flesh.

**Armour:** I have already explained how I paint armour in another article. To summarize, I start with a Boltgun Metal/Black undercoat followed by a Blue Wash to define it.

Chainmail was then applied before a wash of Blue Ink mixed with Magenta Ink was put on. Lastly, I highlighted with Mithril Silver.

**The Tabard:** This turquoise effect, the colour of my Dark Elf Lord of Karond Kar, was achieved with a basecoat of Midnight Blue, mixed with Graveyard Earth. Adding more Graveyard Earth to the mix until it turned to a green/turquoise colour made the highlight. White was then added as the final highlight.



**Gold Trim:** There are many ways of doing Gold. I find that the paint does not go on too well straight onto the black undercoat, so I painted a basecoat of bestial brown on the armour detail. Shining gold was then applied over the basecoat before flesh wash was used to pick out the detail. This was then highlighted with Mithril Silver added to the Shining Gold.

**Flesh:** I like the very pale look on Dark Elves. It makes them look more evil than their Asur cousins. I started with a mix of two parts Graveyard Earth to one part Chaos Black. Adding rotting flesh to the mix was the bulk of the highlight. The final highlight used the above; colours with white added in.

**Blood:** Simply mix some Red Ink with a little Brown Ink and spatter it on!

**Basing:** I tend to do my bases slightly differently. Many people have commented it looks like my Druchii have just come from battle or are in the thick of it. That IS the point. Wood filler is great for simulating a muddy battlefield. Base the model with the filler before the black undercoat then paint Scorched Brown. After this, brown wash defined the crevasses before 'Ardcoat (Games Workshop's Gloss Varnish) was put on. Add static grass to finish.

**Some general tips:**

Obviously, it takes a great deal of time to be bothered to do four or five highlight stages. If you choose not to use it, and then just keep the base-colours neat, and you will have good-looking models. I cannot stress this enough.

Mix your paints with water! The consistency of milk works best for highlighting and coating.

Enjoy!

Nineswords

# Making a Spellthirster Hydra

By Nineswords

The Druchii.net Monthly has recently published a series of articles relating to the war hydra and its many uses. Alongside the tactica concerning this most interesting addition to the Dark Elf army list came an article or two on how to convert and paint hydrae; our very own forums have had endless discussions on the best use for the hydra and its variations are found in the Warhammer Annual 2002, pages 128 to 131.

Not content with the size and ferocity of the current war hydra model, I decided to create a more vicious-looking beast worthy of the attentions of the masters of Karond Kar. I thought it would be a good idea to convert a hydra using different models from the norm, and hopefully this article may inspire you to convert your own. A word of warning though, this project took me a long time from its start through to its eventual completion, but the results were worth the effort!

## CONVERTING THE BEAST

Finding a suitable model to base the conversion was not hard at all. Galrauch the First Chaos Dragon looked big and nasty enough to convert, and because there is a lot of detail, integrating the new heads to the model was not too much of a problem.

After ordering Galrauch in its entirety with two additional heads, cleaning up flash (*Master Editor's Note: For those who might*

*not know what "flash" is, it is the moulding residue that comes with the models – Nag)* and getting rid of tabs was the first job to hand. The two major problems with getting the model together were:

- pinning the joints and
- filling them in.

Any modeller with any experience of pinning a joint will be familiar to the technique so I shall not delve any further. It has been explained in other issues of the Druchii.net Monthly, and could be found by reading them through.

As with all large Games Workshop models, there will be gaps after the casting process. Once the model



*The scale of the Beastmasters in relation to the beast.*

was pinned together, the joints were then filled with green stuff. I am fairly new to using this, and frankly I am not very good at it, but, though time consuming, it was not amazingly difficult to sculpt the detail in the gaps. Simply follow the lines and grooves of the metal bits and 'connect the dots' as it were.

The base was taken from a small movement tray and two 40 by 40 mm monster bases. Stick them on and fill in the gaps using poly filler (I use Wickes Homebrand Wood Filler for all my bases). Once the gaps are filled, liberally apply the filler on, and texture it to look like churned up mud. I decided to add some heads I had lying around from other projects to complete it.

## PAINTING THE HYDRA

Above is a picture about half done. When I paint miniatures, I tend to highlight the largest areas first and then make my way down into the detail. In the case of this particular beast, I started with doing the flesh. There were about four or five colour schemes I tried about before settling on this one. I chose this almost keeper of secrets scheme as it would completely contrast with my army, and that I wanted to hint at perhaps that this hydra has been magically tamed or broken like a spellthirster and that it mutates across the battlefield before tearing into the enemy.



*Most of the Hydra's flesh is finished.*

### The Flesh

Painting the flesh was very time-consuming but very rewarding indeed. On a model as detailed as this, I did not want to simply dry-brush the entire hydra, as it would simply be too dark. After an initial undercoat of chaos black I used a thinned down black to make sure all the parts of the model were covered and that I had not missed anything.

After this, I proceeded to dry-brush liche purple onto the skin. Despite my previous comments, this stage is a preparatory stage before the main bulk of the painting went on. I mixed some bleached bone in with the liche purple and highlighted again to define the bulk and muscle of the hydra. This initial stage allowed me to understand and plan what parts of the hydra were actually supposed to be flesh, and what is gore and guts, as it were.

Once the main flesh areas were identified, I proceeded to mix warlock purple with some dwarf flesh as the initial skin layer. This was applied to all the flesh, making sure no parts were left untouched. The second stage was to add more dwarf flesh to the mix so you are almost dealing with dwarf flesh on its own. I then added pallid flesh (of the older range) to the mix and highlighted with that. Adding it into the original mix allows the purple tinge to show through.

After this, I simply added white to finish highlighting the flesh so it was a very pale colour. This was the

most time consuming part of the process, but the results were worth the hassle. If you are attempting something like this, just do it one stage at a time, say, for example, spend an hour highlighting the head.

### **Guts and Gore**

This left the exposed guts and gore underneath. This was very simple to paint, and after the great expanse of flesh that had several coats of highlights, I decided to opt for something a little simpler. Just paint the area scab red and then add brown ink. I also added brown ink to the areas of flesh that were meeting up with the exposed body parts to merge them a little better.

### **The Scales**

After this, this left the scales. For the same reason as the exposed body parts, I went for something incredibly simple. Just paint the scales chaos black and add gloss varnish, natural light will highlight the scales naturally and this is acceptable for what is essentially a gaming piece, not a display model.

### **Painting the Detail**

Above is a head-shot of one of the four heads of the hydra (yes, I know hydrae have seven heads – but I will rip YOUR head off if one more person decides to point that out).

The flesh was done using the technique I described for the entire body. If you look closely at the head, there are blue patches that I introduced to provide a bit of variation – all I did was simply add sky blue ink and applied it as a glaze. I then highlighted this using pallid flesh with skull white and a little ink added.



### **The Horns**

The horns were highlighted from black using a base coat of scorched brown, with black with a little codex grey added. I then simply kept adding snakebite leather to reach the desired effect. The eyes were painted white first, then sunburst yellow was painted over it. To create depth, I added snakebite leather to the yellow and painted a small crescent at the bottom of the eye. A black slit was then painted down the middle, and finally a white dot to give the illusion that the eye is like an orb. Gloss varnish to finish.

The belly of the hydra was painted using the same techniques listed, but I wanted to emphasise how washes and glazes can be used to effectively blend two parts of the skin tone together.

By adding the red/brown ink mix, I have managed to give the impression that the belly is like a flap of skin barely containing the internal organs.

### Finishing Off

There is not a lot to be done now – the only thing left now is to finish off the base.

### THE BASE

The base was painted chaos black as a base coat once the wood filler had dried. A coat of scorched brown was then added for the base coat, as is typical with my 'battlefield bases' in my Druchii army. I then added a mix of brown and black ink and spread liberally over the detail. The ink will pool in the crevasses of the base. I decided that the detail should be simple and not detract from the main hydra itself, so I added a few skulls, and a broken shield here and there.

#### The Skulls

Painted in bleached bone, simply wash with brown ink and highlight with bleached bone again before adding skull white to finish.



*Base detail.*

#### The Rims

Scorched brown makes an excellent base coat for the graveyard earth edges. Four coats of this should be enough to make sure that the entire base is covered to a good consistency.

### PAINTING THE BEASTMASTERS

These two are both minor conversions, taken from the beastmaster models and the hydra apprentices. The beastmasters were painted in the characteristic blue of my own Druchii host.

I tend to start with the largest sections first and work into the detail. In the case of the Beastmasters, I started with their flesh. After a black undercoat, I mixed two parts graveyard earth to one part chaos black for the base coat. Adding rotting flesh to the mix, I then did the highlights in two stages until I got a near rotting flesh.

For the final highlights, I added skull white to the mix in two stages.

The tabards and clothing were painted using a base of graveyard earth mixed with equal quantities of midnight blue (for those with the old paint pots: try using deadly nightshade). This was highlighted by simply adding more graveyard earth to the mix before a kind of turquoise colour effect was achieved on the final highlight.

#### The Heads

Since I painted the entire base scorched brown to begin with, I decided to go with quite dark faces. Adding bleached bone to scorched brown in stages makes for a natural looking flesh colour.

#### The Shield

A basecoat of boltgun metal followed by the brown/black ink wash will suffice.



Boltgun metal was used to coat the armour, before a blue wash was applied to define it better. Highlighting in downward strokes using chainmail created the first stage of the highlight. After this, adding magenta ink to the blue ink to give a kind of purple/pink wash was then applied sporadically to the armour, so that there was a variation between blue tinted armour and purple/pink tinted armour. The final highlight was mithril silver.

Details such as the rope and bones were picked out in a snakebite leather/chaos black mix with skull white added to it, whilst the whips were painted using a base coat of scorched brown blended into snakebite leather.

The base was done in exactly the same way as the hydra base, with a graveyard earth rim. The base was painted scorched brown and then a wash of black/brown ink was liberally applied over the bases. When this had dried, 'Ardcoat (that's gloss varnish to you!) was then put in where puddles would form. Add static grass to finish.

After you have done something similar to what you see above, congratulate yourself on tackling on what is essentially a large modelling project. I hope that this article will inspire you to do your own projects when the time comes.

Enjoy!

Nineswords



*The completed Spellthirster, ready to be unleashed upon the enemy.*

# Know Thy Enemy - Bretonnia

*By Jhaelrnya*

Bretonnians – The Classic Fantasy Army. When most players think of fantasy games, they think of knights in shining armour and that is exactly what the Bretonnians are known for – tons, and tons, and tons of heavily armoured equestrians. In addition, to top it off, they have a goddess on their side to sway the course of battle in their favour. If only Khaine were so kind to his Druchii children...

## General Rules

Knight units, that is any unit with a Knightly Vow (see below), gets to upgrade a model to a champion for free (except the grail knights – more on that after). That free upgrade means challenges can, and likely will, be dished out by them all the time (expect it on the charge). In addition, combined with the blessing, you can exploit the fact that they have champions everywhere, so it is a really good reason to issue all challenges as they must accept.

Bretonnian steeds are one of the best mounts in the game. Though they are normal warhorses, they have one distinct advantage: heavily armoured knights do not burden them. That means those heavy cavalry models the army is mainly composed of are not limited to the 14-inch movement most heavy cavalry has, but has a 16-inch charge and march move. This extra movement can catch people off guard as suddenly one or more knight units nail that unit that you thought was just out of charge range.



*A Bretonnian Knight in the thick of the action. Thanks to Conan for another wonderful illustration.*

The knightly characters are extremely flexible for one reason: Knightly Virtues. Each player may customize their knightly characters through these virtues and magic items to make superior killing machines. No two characters are the same, as each general will custom-tailor their characters to fit their playing style. Granted, there are only 13 Virtues, but they can show up more than once in an army (although at a greater cost).

The Bretonnian army gets a major advantage over other armies just by saying "I will go second". By forfeiting the chance to go first (the opponent gets to choose now), the Bretonnians "pray" to their goddess and all of a sudden they get ward saves out the ying-yang. Each model with the Knight's, Questing, or Grail Vows (more on them later) now get ward saves that increase at strength five or higher. The magic users also get magic resistance, according to their level, as well as the ward saves. This bonus also affects their mounts.

Now, it may not seem like much, but when you think about it, it can stop a bolt thrower in its tracks (by passing first ward save) and prevent cannons from killing every model in a straight line (*Master Editor's Note: Note that a cannon still hits all the models in that straight line, unlike the bolt thrower Jhaelrnya talked about – Nag*). It also happens to increase right at the level where Dark Elf anti-cavalry weapons come into play (at strength five). They can lose it, however, but only unit by unit, by failing to meet the requirements of the Code of Chivalry (which means never refusing a challenge or fleeing for any reason).

### Vows – Knightly Vow, Questing Vow, Grail Vow

The Vows of Knighthood are what separate the Knights into different levels. Both Knights Errant and Knights of the Realm have the Knightly Vow (as do characters before upgrades). Questing Knights and Grail Knights have the Vows they are named for. Characters may select to either stay at the Knightly level, or upgrade to Questing or Grail. This greatly changes how the character is played, and how the units work. Models with the Knight's Vow get immunity to panic caused by fleeing friendly units, or any panic caused by Peasants. Questing Knights get that and more, and Grail Knights become god-like, making them immune to psychology and getting magical attacks.

Peasants are the archers, men at arms, fast cavalry, and war machine crews of the Bretonnian army. They also get a nice little rule called Peasant's Duty. This rule lets them use the leadership of **any** knight within a certain distance, meaning those goblin-like meat shields now just became goblin-like meat shields with a leadership value ranging from seven to nine, depending on the knight.

### A Warhost of Bretonnia

#### Characters

##### **Lord of Bretonnia**

Basically, you have a human lord here. However, with Knightly Vows and a multitude of magic weapons (including some **very** deadly lances), you have a basic human lord that can suddenly become a not so basic human lord. From Virtues, that let you re-roll to hit rolls when you charge, to magic armour that gives weapon skill ten, these guys can be tough. You can expect to strike first however, unless you are charged. They only have mediocre stats (for a Lord), but if they get a chance to hit back... look out. Moreover, unless they take a specific Virtue or mount, they all come on at least a barded bretonnian steed. They also have access to the terror-causing hippogriff, and the flying royal pegasus. They can be the combat-boosting character deep in a unit of knights, or off on his lonesome, causing havoc in the rear and flanks, much like our own highborn.



*Bretonnian Paladins are fairly typical heroes, but Bretonnians can have one more than usual! This picture courtesy of Agatio.*

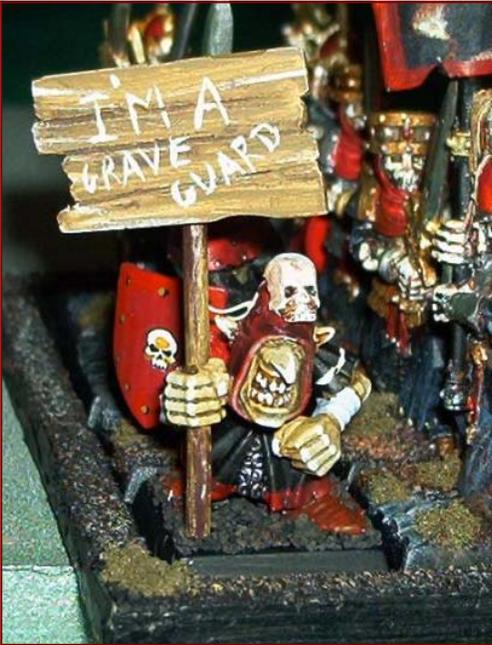
##### **Paladin**

Just a normal human hero here. One catch: bretonnians get one more paladin that does not count towards character limit, which upgraded to Battle Standard Bearer for FREE. This can be used to your advantage though; as that means in every game you have the possibility of grabbing extra victory points for killing the battle standard-bearer. With access to the same virtues and equipment as the lord,

they can be just as dangerous. You will most likely find these boys (or girls) leading the knights of the realm units, or maybe questing knights. Occasionally, they will be in a unit of knights errant, to help take down those nasty monsters the new knights are always charging after. They too always come on a barded steed, unless they change it with a virtue or royal pegasus. Mounting him on a royal pegasus, however, gives your opponent additional army selections, and also the bonus of having a flying character.

### Prophetess of the Lady

She is a human mage, but with some distinct advantages. First, they get magic resistance (2), and they also benefit from the blessing, giving them and their mount the oh-so-nice free ward save. They may select magic from heavens, beast, and life lore. Most players will opt out for the heavens, just to help soften up the enemy lines before the knights get there, but defensive players may go for life, and beasts if they put her in a knight unit, but heavens is the most likely one. They can get some pretty nasty magic items too, such as the Chalice of Malfleur, which is a cheaper Seal of Ghrond with a small drawback. They may also be mounted on bretonnian warhorses, and take barding, or be on royal pegasi.



*Anaryin posts the greatest conversion of all time? I had to include this: it's criminal how long this has stayed out of the Monthly.*

### Damsels of the Lady

Another human mage again, but with one point worse magic resistance and access only to lore of beasts and life. These pretty ladies are here for either power dice generation (at level 2), defensive character backup (lore of life), or dispel die generators (level one with two dispel scrolls, a.k.a. a scroll caddy). They can get the above-mentioned chalice and a dispel scroll (for fewer points than Seal of Ghrond and a dispel scroll) or they also can get a dispel scroll-like item that inflicts a hit on the caster! To top it off, they can also be mounted on a bretonnian steed, which may have barding. That is a 5+ armour save, and then a ward save, and magic resistance. You can sometimes find these gals sulking around in scenery, perfect targets for harpies or shades, but more often they will be sitting securely in a unit of knights sharing their magic resistance.

## Core

### Knights Errant

This class is the lowest level of Knights in the army. They are mediocre heavy cavalry with some nice special rules. Impetuous means that they have a chance to charge any enemy unit within charge distance if they did not charge them during the turn (and could have). However, to balance this special rule, they already get the blessing, the Knight's Vow, and immunity to psychology on the charge as does any character that joins the unit. They are also the cheapest knight models in the army, and fit fluff-based armies really well. A keen player would expect to see large units of these guys and plan accordingly. Combined with a lord, hero, or battle standard-bearer they can be a mean unit to tackle because, on the charge, they can get beefy.

### Knights of the Realm

In general, you can expect to see many of these guys. They are a 1+ choice, so every Bretonnian army will have them in there somewhere and they are the normal heavy cavalry of a bretonnian army. Possessing decent stats and no special rules (beyond the blessing and vows), they

form the core of any cavalry-based bretonnian army. Heroes tend to be in these units, so keep a sharp eye and they get a free champion model, so characters in here are protected from challenges when they get charged, which is usually a bad sign for bretonnian players anyways.

### **Bowmen**

Well, these guys are pretty much goblins in terms of stats. They get some nice special rules though. Defensive Stakes mean that anyone who charges them forfeits all bonuses for charging. All bonuses. No impact hits with chariots, no striking first automatically (that means Executioners and other great weapon armed warriors get hit first!) etc, etc. They do lose the stakes immediately if any model in the unit moves for any reason (except casualties). They can also replace the stakes with the ability to skirmish, which makes them easier to kill in combat, but adds in the difficulties of dealing with skirmishers. For a few more points, they also get braziers that makes all their attacks flaming. It may be ideal for handling treemen and Tomb Kings, but of no real value to anything in the Druchii army with the exception of a character with the Armour of Eternal Servitude.

### **Men at Arms**

This unit is, um, "affectionately" referred to as Meat at Arms. This pet name reflects their Goblin-like stats and the fact that they are the perfect speed bump unit. They already come armed with light armour and shields, and can get spears freely since they simply replace their halberds. A 10-man unit comes in at about 2/3 the cost of a warrior unit that is naked (un-upgraded) and does the exact same thing: provides a stalling factor for the enemy's units. However, due to the knightly vows, knights do not have to test for panic when these guys get trampled! They also have the peasants duty, which, as said before, gives them improved leadership as long as a knight is nearby (that's any knight-even a common knight errant).

### **Special**

#### **Questing Knights**

This unit of cavalry is the elite heavy cavalry – the third level of knighthood. They are the one unit in the army that is mounted that does not get lances. They have a fluff reason for it, but they all carry great weapons. They ignore panic caused by friendly units, re-roll failed psychology tests, and in short, these people are tough. Expect to see a unit in most armies, as they are the heavy hitters of cavalry, and are cheaper than grail knights and nearly as effective.



*This is why the Bretonnians get an extra hero choice in their army. They MUST include a Battle Standard Bearer. It's nasty, yes. Thanks to Jhaelyrna for the picture.*

#### **Pegasus Knights**

The fabled pegasus knights are the topic of much discussion since they seem to make players shake in their boots since they can be summed up as flying heavy cavalry. They get the rules of a flying unit, but they have a combined stat line of knights and some other nice goodies. They also get full command groups (that is right, banner and

all). Now, these guys can be tough because they are heavy cavalry, but with fly movement, so do not expect to outmanoeuvre them. Characters, however, cannot join this unit, so no worries there.

If they take full command but do not go over the unit minimum size of three, it means first model gone is a command model. Most players will take them in larger units just to avoid this loss. They are a 0-1 choice, but if the army is led by a bretonnian lord on royal pegasus, this restriction is removed. If you see them on the other side of the board, expect to be saying goodbye to those bolt throwers early on. Best way to get rid of them is to shoot them, or charge with highborn on dragon or mantichore (or beastmaster on mantichore) or even a chariot. Hit them with a tough unit, and odds are they either will crack, or are nailed with psychology.

### Grail Reliquae with Battle Pilgrims

This is a brand new unit to Bretonnia. A hard, stubborn, hating foot unit that still gets the peasant's duty rule, but have a leadership the same as black guard! Shields, hand weapons, and light armour give them a great save, as well as the reliquae counting as a both standard and musician. These rather below-average fighters get their strength from their special rules, and high leadership. They are a sink unit, where the bretonnian player can tie up an enemy unit for a few turns while they get the knights manoeuvred for a charge. Expect to see these in large blocks, right smack dab



*Wow, that's a big f\*\*king trebuchet. Savonarola posted this picture, and the model was constructed by a friend. Gee, I guess he could be considered part of the Grail Reliquae. OK, bad save. Sorry.*

where you want to charge.

### Mounted Yeomen

These are the bretonnian fast cavalry; peasant bowmen on horses, with lower-than-average human leadership. Once again, that is no big deal to bretonnian players as they just use the closest Knight's. These men on horses will most likely be seen riding around as meat shields or

harassment units as are most units of fast cavalry. War machine and lone character hunters, these guys are a ton cheaper than pegasus knights, and less of a major threat to Druchii forces. Take care of them with standard light cavalry killers, such as magic missiles and other ranged attacks, and in a pinch other fast cavalry.

### Rare

#### **Grail Knights**

This is a unit of living saints. These god-like knights make even Chaos chosen think twice of coming within charge range. Possessing hero level stats, and the Grail Vow, and a rule called living saints, this unit of knights takes faith in their goddess to the next level. Fluff wise, they are the best of the best, as only a select group are able to drink from the grail, and their stats and rules reflect this nicely. Thankfully, to an opponent they are a 0-1 choice. That way you can at least be sure you will not see more than one unit running around. Expect most armies over 1000 points (if not less!) to have at least a small unit somewhere. Immune to psychology knights with hero level stats are not something to be left behind!

Take them down exactly the same way as any other knight in the army though. Something to note about grail knights is that they are all unit champions for purposes of challenges. Even the standard-bearer! Any single one of them can accept or issue challenges. This mass of champions can be an advantage, as you can always issue a challenge with a single model if you need, and be fairly certain that they will accept (as not accepting has them lose the blessing, something a Bretonnian player is not likely to do). That also means though that your unit champions may take a beating if these shiny boys hit home on one of your units.

#### **Field Trebuchet**

\*Gasp\*! A war machine in a Bretonnian army??? That is right. Bretonnians have access to this gigantic stone-throwing monstrosity known as a trebuchet. Not only is it an excellent model, it also has deadly stats. Basically, a strength ten stone thrower, it cannot move and has a crew of



*Harpies can be extremely useful for taking out that Khaine-be-damned Bretonnian Trebuchet, although they may not be too useful against anything else. Picture courtesy Ash010110.*

no less than 4 peasants! They can even get a unit champion! Bretonnian players will use these artillery pieces as support units, as they are able to soften up the enemy before the knights hit home. Or, to be the oddest player around, they may have a couple of these pelting masonry in your direction

as their massed archer fire hits home nearby as they wait for you to come to them. Lower than average stats make this machine just as easy to kill as goblin machines. Harpies and other known war machine hunters will do well (even shades could handle this task) and even with the extra man they should fall pretty easily.

## Bretonnians on the March

This next section is a look at the various army compositions available to Bretonnian generals, and likely to be seen by their opponents.

### **Balanced**

Balanced is just that: a balanced army. This type includes blocks of infantry as well as cavalry, from the lowly peasant bowmen all the way to the mighty grail knights. Containing both ranged attacks (in the form of bowmen and trebuchet) to hard-hitting close combat units (in the form of... well... heavy cavalry), this is the most tactically flexible variant as it relies on no single aspect of the game. Bretonnians can mount a solid magical defence and, combined with the blessing, this type of army is most likely to be the most common type seen on the field.

### **Combat-Cavalry**

As the classic bretonnian army, this is all cavalry. No peasants in sight, no missile weapons to foul the battlefield with dishonour, solid magic defence, and killer movement phase. The biggest advantage you will have is the fact that you will outnumber them by quite a bit, even with Druchii. You can try outmanoeuvring them as they have gigantic flanks, but remember never to let them charge unless you have no other choice.

### **Combat-Infantry** (with cavalry elements)

Every bretonnian army must have at least one unit of knights of the realm, so you will never see a completely foot army. However, with a virtue to put a character on foot, the characters may be with the peasants. With mass amounts of men at arms, battle pilgrims, and archers everywhere, this army strongly resembles the goblin horde. Similar stats make the resemblance even stronger, just a little less green.

### **Shooty**

That is right; a shooty Bretonnian army. Core archers and the new trebuchet mean bretonnians can actually amass quite a large amount of shooting. Strong magic defence (and offence at the lord level) and tons of shooting mean lightly armoured Druchii units may have a problem. The thing is, it is a bunch of peasants with bows. Druchii are much more powerful and once you get into combat, you can show them what "elite" really means.



*A shooty Bretonnian army? Yarg! Fortunately, Sorceresses are useful against such armies. Can anyone say Chillwind? Thanks to RagianCain for the picture.*

### **A Note on 'Can Openers'**

The usual reply to "How to I beat heavy cavalry?" is what some call can openers. These are units and models with above average strength (five or more). They reduce the armour save of the knight, as well as being easier to wound with and thus in general forcing more of these highly modified armour saves. Reapers, great weapons, and anything that pushes the strength over five can be a can opener. The only problem is that is the exact time the ward save Bretonnian knights is in-

created.

Therefore, it seems that it is even tougher for Druchii to tackle these humans than many would think. Some believe that strength four is a greater asset than S5, as the ward save is lower, although the armour save is only modified by -1. It is all a matter of preference, and in terms of stats, the strength five is actually superior. High strength attacks work well, but remember the ward save goes up. Lower ones mean more armour saves are made but the benefit of a lower chance of that failed save being stopped by a ward. The difference lies in the roll to wound.

### Magic: As Weak As It Seems?

A lot of people are looking at the Bretonnian hero level wizards and saying "Wow. Weak offence..." as they see the beasts and life lore only. However, what these people do not see is the usefulness of these lore to this army. The following is an overview of the most useful spells for Bretonnians and not an analysis of the lore themselves.



*Bretonnian magic, unlike Dark Elf magic, is primarily concerned with boosting their own troops. Thanks to watagame for drawing the picture.*

### The Lore of Beasts

**The Oxen Stands:** This nice little spell is one of the most useful to Bretonnians and happens to be the first spell on the list! With this spell, their speed bumps err... men at arms units numbering 10-12 become really annoying! After making them flee from combat, if you do not catch them, these suckers can come back for more! Fleeing mounted yeomen now have a better chance to rally after fleeing as a charge response. In addition, something to note is that those units below 25% that are fleeing are affected by this spell. And you thought were out of the game? Not so. With the oxen stands, you suddenly have to be wary of those small fleeing units. They might just decide to turn around and try again.

**The Bear's Anger:** A remains in play spell that can turn a weak little damsel into a deadly opponent. Giving improved combat ability can make a spell caster a heavy-hitter in combat (already adding her magic resistance, she can now add to combat resolution a little more forcefully) or as a single mage hunter. Thought you should manoeuvre harpies around to take out your opponent's Damsel? Suddenly, she charges you, then cast the bear's anger, and your harpies fall like dust in the wind. Beware the beefed up gals. They pack a punch.

**The Wolf Hunts:** Probably the most useful spell to Bretonnians is the wolf hunts. It is a movement spell that depends on a variable (2D6"). The affected unit must move directly towards closest enemy, but if they reach them, they count as charging! Moreover, no charge response may be declared except stand their ground, so no shooting at them to try to thin their numbers. Suddenly that grail knight unit that was 20" away from your executioners gets a charge on them

in one turn of movement. Scary...

### The Lore of Life

**Mistress of the Marsh:** This spell can greatly take away one of the Druchii's greatest strengths: their speed. Halving a unit's movement, even one only a short distance from the caster, can be quite effective. You could then be outflanked by men with movement four! Slowing down a unit or two per game with this could result in massive victory points for the Bretonnian player. Your flank charge on the giant knight unit now is not possible because you are 6" away.

**The Howler Wind:** A remain in play spell that can ruin any Druchii general's day. No strength four or less shooting being able to hit caster or any unit within 12" of caster takes away all of a Druchii's shooting except single shot reapers. A good way to protect his mass of men at arms or archers would be to put a damsel with this spell in the middle of the unit and laugh as you target knights with repeater crossbows.

**Master of Stone:** Those nice little hills we love so much to put our reaper bolt throwers on and get nice views of the battlefield are now your enemy. With this spell, units on hills or near rocky outcrops etc can take strength five hits, plus more if they are actually on the feature. Once the damsel gets close to the battle line, and even around back of your force, you could lose quite a few of your fragile elves to a high-strength magic barrage.

**The Rain Lord:** One of the most useful spells in the list; this one has effects for the rest of the game. With a relatively large range and low casting value, any unit affected has to roll before they can shoot any ranged weapon. Druchii only have to worry about the normal rules of 4+ to shoot, but black powder weapons and the like need to roll 6s, but what the spell is getting at is greatly reducing even further the effect of shooting on the Bretonnian army. In addition, these effects last the whole game without being subjects to later dispelling.



*The Lore of Life is one of the nastiest in the game, take it from me. My Black Guard have been totally destroyed from Master of Stone on more than one occasion. The picture is from Daeron's magic card series.*

As you can see, the magic of these two lore can actually be quite effective especially with the Bretonnian army. They completely compliment the force since they can take care of some of the things the army is most vulnerable to such as missile fire, and being outmanoeuvred.

Bretonnians are one of the toughest armies out there since they are amazingly versatile considering many people think of it as the all cavalry Army. It takes skill to defeat a Bretonnian opponent, which is something Druchii players have to say about most of their enemies, but these humans in particular defeat some of the Druchii's greatest strengths and exploit some of their bigger weaknesses. Therefore, Druchii generals beware! May peace favour your sword, know thy enemy well, and go massacre yourself some fancy knights!

# Converting a Highborn and Nobles

By RagainCain

With the apparent lack of noble models for our fair race, I felt I should endeavour to give the Druchii people some ideas on converting their own. Below is what I was left with after I had shelled out some cash and some "hard" work.

## My First Noble

### Using the following pieces:

- Cold one champion body
- Executioner body
- High Elf dragon prince sword arm
- Abstrubal vect's arm



### Step One:

The first thing you are required to do is liberate the pieces you need from the components. This entails

the removal of the torso from the executioner, the removal of the legs from the cold one knight and the removal of the arm below the elbow on the sword arm and the cutting of abstrubal's arm to replace it.

It is possible to keep all the trimmings (knives, pouches, etc) intact when cutting; it requires you to use your clippers cunningly. For example, the body you need. If you remove the legs, it will mean you will have more room to manoeuvre

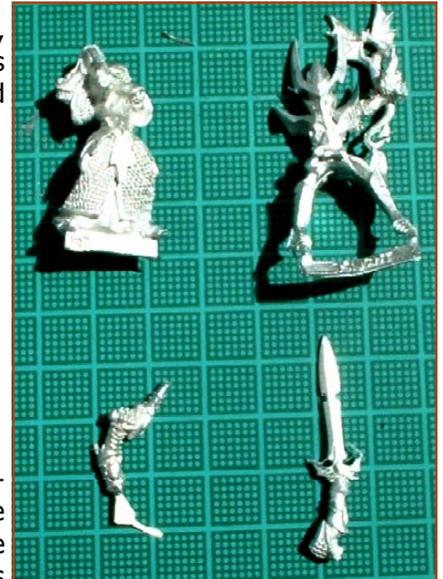
the clippers, cutting in at a 45-degree angle with the flat part of the clippers touching the piece you want to keep.

With the pieces all trimmed and filed all that remains is to assemble him. Glue the pieces together carefully and fill any gaps with green stuff as usual.

First noble complete; Hurrah!

## My Second Noble

Inspired from the article on the Gauntlet of Power in May's Monthly, I decided that my own highborn, Lord RagainCain should have a model of himself wielding this potent artefact...



Using the following pieces:

- Abstrubal Vect's body (as always...)
- Executioner body
- Dark Eldar lord's agonizer



Step One:

Yet again you are required to liberate the pieces from the components, with the removal of another executioner torso (bad day to be an executioner...) and the trimming of the body and arm to fit in place. This entailed cutting the rounded bottom of the body so there is a nice flat surface for the glue to bond on. In addition, you need to make sure the Gauntlet of Power will fit onto the body, which required me to cut a 90-degree edge onto the arm, which will in turn fit the body. It is always worth doing a dry run with the pieces to make sure it will work; there is nothing worse than messing about with superglue only to find out that the pivotal piece of your conversion does not fit!



With all the pieces present and accounted for, all that is left to do is assemble him! I wanted him to have a look of authority, so I positioned the gauntlet so it looks like he is raising it to gesture an order to his troops. It is very important that the model looks natural, and by that, I mean the pose is physically possible. Therefore, if you were joining a body to the legs the spine should actually be able to be in that position. All this adds to the credibility of the model on the field.

My highborn is complete, fanfare!

My Third Noble



The last conversion I did was so I could use the Crimson Death in my army, and coincidentally it is the hardest and my favourite, shall we?

Using the following pieces:

- Corsair champion with axe
- Executioner body
- Cold one knight body
- Abstrubal vects arm
- Dark rider banner



Step One:

(Yes, I am aware that there is ever only Step One...) In time honoured fashion you have to get the pieces, which involves the removal of the corsair head, the removal of the cold one knight's legs, the executioner body and the lower part of the dark rider arm (below the elbow) and the cutting of abstrubal's arm to fit in its place.

A tip on the head, I cut the shoulders off first, then the lower body; with what you have left, it is much easier to retrieve the head without mangling the face.

Then it is time to start assembling, with the cold one body on the executioner's legs, and the corsair champion's head on top of that, remembering to keep it "natural".

And the lower arm attached to the banner arm in an



equally natural pose, so keep in mind, "Can an arm bend that way?"

Then all that remains is to complete the model by attaching the arm. To make sure the joint will hold, I found that cutting a 90-degree edge onto the joining end of the arm helps. Also in the picture, you can see that the end of the Crimson Death is touching the knife on his belt, this helps to hold some of the weight of the join.

Third noble is now complete!

All of the above were done using just files and clippers, and when painted will have shields on their left arms. Simple but effective, hope it has been useful! Having my lovingly converted noble assembled, it was not long before the painting bug bit me. And here is how it all went...

First things first, this is my method, which does not make it the only way to paint but it sure does work for me! The entire thing was sprayed chaos black, then any parts, which the spray missed, were touched up with watered down chaos black.

Now I **always** start with the part of the model that is the largest, and in this case, the model is 80% armour, so I did that first! I wanted to field him in my Druchii force, so I opted to paint him in the same colours, black and gold. I covered the armoured areas in shining gold. This was then inked with flesh ink, which antiques it and gives it some depth. The armour was then highlighted by adding mithril silver to the gold in stages. All in all it was four stages:

Gold/Silver:

75/25

50/50

25/75

05/95

Once this was finished I glazed it with flesh ink (a glaze is made by watering down inks or paints), to bring all the highlights back together. Then I re-blackened the other detail, anywhere I went over. I highly recommend this as it allows you to see what your next move should be.

I followed this by painting the chainmail, this was painted boltgun metal, then dry-brushed it with chainmail, gave it a glaze of black, then another soft dry-brushing with mithril silver to emphasize the edges.

Next was the flesh; yet again, I painted it to match my army using the following technique. It was base coated with elf flesh, this was then given a wash of purple ink and shadow grey (about 50/50) to give it the right tone. This was then highlighted with a mixture of elf flesh and the above ink, then by progressively adding skull white. Finally, any extreme facial features were picked out with pure purple ink.



The hair was to be done next. Since all of the male elves in my army have white hair, this one was to be no different. This was achieved by base coating it fortress grey, then picking out the raised detail with a fortress/skull mix (about 50/50) and then finally with pure skull white.

Down to the details now, any leather areas were base coated with a mix of scorched brown and chaos black (roughly 70/30), this was then highlighted progressively with graveyard earth. The robes were black, highlighted by adding bleached bone to it in three stages. In addition,



the bone areas were painted with a basecoat of graveyard earth, highlighted with kommando khaki, and then khaki with skull white added on any extreme edges.

#### The Crimson Death!

Going from the name I figured the blade head would be a deep crimson, this was achieved by base coating the blade with a mix of chainmail and blood red in equal parts, with highlights of mithril silver dry-brushed onto it. It was then given eight coats of blood ink (this is a mix of red ink, chestnut ink and ard' coat) allowing each one to dry before applying the next!

Lastly was the base, this was done by sticking on some sand, this was then inked with brown ink and when it was dry I dry-brushed it with bleached bone. Then patches of static flock were added and the edge of the base blacked out. Finished all except for his shield, which will be painted in the same manor as his armour.

RagainCain



# The Towering Objective

*Yet another terrain-making article by Silas*

Welcome, fellow Druchii, to my second terrain-making article. I have decided to follow on from the last article by showing how those polystyrene blocks can be used for more than just walls. "What?" I hear you cry. "Silas has come up with a technique that is multipurpose? What is the world coming to?" Well, yes, I have. Those blocks can be used for all manner of things: towers, forts, walls and other such structures.

Since I have already covered walls, I thought that I would move on to something a bit more difficult, namely a tower. Actually, this is not much more difficult to do. It just takes a bit longer; there are more blocks to shape! Therefore, this little project is not for the lazy. You have now been warned.

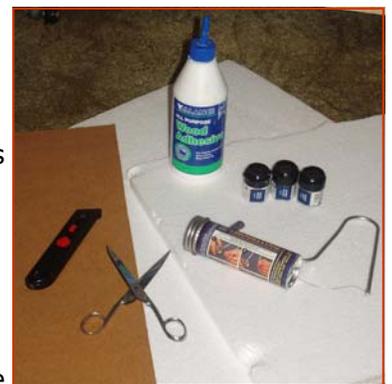
Now, I know that the wall was not druchii-like, and this tower is certainly not. More like un-dead... but dark elves are supposed to be the raiders, so surely they would be raiding other races' shores, right? Alternatively, perhaps your dark elves are taking part in a border princes campaign (and for those of you who do not, I suggest that you do, its great fun and adds an extra depth to the game of Warhammer). Now that I have the reasoning for these terrain pieces being in this fine web magazine, I shall move on.

For those who missed the last article and have no idea what blocks I am going on about you are probably thinking 'That Silas, he has lost it!' (All right, I know most of you think I am nuts anyway...) I suggest you read that article (Master Editor's note: Silas's wall-building article can be found in the May issue on page 35).

Let us start with the materials, shall we? Same as last time, but I had better list them again for your convenience...

## Materials:

- Polystyrene sheets (about 1" thick)
- PVA Glue
- Paint that does NOT melt polystyrene. Games Workshop paints works well and is what I use (black and a shade of grey are a must)
- Hardboard
- Sand
- Pen
- Paint brushes
- Thin card
- Filler (polyfiller is pretty good but I prefer Tetrion because it's cheaper)
- Flock



Other useful items are scissors, a sharp modelling knife, a hot wire cutter, and a saw. All these materials are relatively easy to get a hold of (I got all of mine from my local Do-It-Yourself store, except the paints...). Kids, remember to always get adult supervision when using knives, saws, and hot wire cutters. Also, cut the polystyrene in a well-ventilated area as the fumes can cause nausea and headaches.

Please do not blame me if you get hurt while creating your grandiose tower. I have given ample warnings. So there!

Ok! I cheated on the above and copied it from the last article...so sue me! (Note: this is not a plea to be sued) (Pre-Editor's note: But by all means, go ahead) (Master Editor's note: I would rather not want to see that happen; and on what ground would that sue stand on?)

### Choosing The Ground

The most important thing of any terrain project is the base. Many people forget this, but without a good base that is strong and sturdy, the terrain piece will soon be in trouble. Some of my friends have made bases for their terrain with cardboard. This can be good, but I find it to be flimsy and susceptible to wear and tear. I prefer to use hardboard. It is nice and sturdy, yet not too damaging to the pocket. Using a pencil I carefully marked out an area of hardboard 4 by 4 inches. Then, after discovering that my saw is blunt (it is always something...), I took my large sheet of hardboard to my local DIY shop to borrow a saw. Many DIY stores will not mind cutting a bit of wood for you, or, and this is more likely, they will not mind you cutting the wood with their saws.



Now you have a square piece of hardboard. (Bwa ha ha...I made you cut up a nice large piece of hardboard that could be used as a gaming board into a small worthless chunk, mwa ha ha. That will teach you for following my instructions!)

Oh, all right, because I am nice I shall get on with the rest of the instructions...

### Building on up

Now that you have your base, you can get on and cut a load of blocks out of polystyrene. For those who do not know how to do this, see my last article. Well, what are you waiting for? Get cutting!



How many blocks you cut depend on how high your tower is going to be, or how thick your blocks are. In addition, how you cut your blocks depend on whether you want a hollow tower or not. I found that a hollow tower was easier to make (at least the blocks were easier to cut) although it may be less sturdy. Still, for me the hollow one is good enough and that is what I am going to do.



Once you have a good amount of blocks cut (I used 33 blocks), you can start to arrange the foundations. Lay out a square on your base out of the blocks, leaving a gap between the edge of the base and the tower. At this stage do not glue your blocks; you are simply checking that they all fit together. Then build on up – keep adding layers until you

feel happy with the height of your tower. Do not worry too much about small gaps between the blocks as this only adds to the roughly built quality of the tower. Once you get to a reasonable height, cut out a square piece of polystyrene that will close the top. I stopped at five levels (without counting the roof) putting my tower at about one and a half inches taller than my bone giant.

Once you are happy with the positioning of the blocks, you can start gluing them together. Remember to use PVA glue only, as almost all other types will melt the polystyrene. Wait for the first level to be reasonably dry before gluing the next. I suggest waiting at least 20 minutes between each level. If there are large gaps, then get your filler and fill them in. If you want you can do the smaller gaps as well, filler makes excellent cement – if you smooth it down well, it can look really good on the model.

Once the roof is glued on, the tower will look a little plain and bare. Adding things from your bits box can solve this. Skeletons are great to have lying on the floor; arrows are good sticking out of walls and so on. The roof itself looks a bit flat and bare as well, so perhaps we could give that a bit of texture. Cut four to eight more blocks, smaller than those used as the bricks for the tower, squares with about half an inch long sides. Once they are shaped glue one block onto each corner of the roof. If there seems to be a large gap in-between the corners, stick another block between them.

The tower needs an entrance as well so get some cardboard (the thin stuff from cereal packets will do). Draw a door of appropriate size onto the card. You can get all different types of doors so go for a shape you like. Maybe it will be rectangle, oval, perhaps a triangle – whatever you fancy. Cut out your shaped door and put it to one side. Now cut thin long strips out of the card. These will be placed side by side on the door to create the planks that have been cut for the door. Glue these down and cut off the excess card. Now glue this onto an appropriate part of the model.



Another way to create a door is to use more polystyrene (such useful stuff). This takes longer and is a bit trickier but it comes out better. Cut out a thin square of polystyrene and three rectangles only slightly bigger than the square. The square will be a stone door, with the rectangles being the support stones. Stick the square onto the tower with one rectangle on either side and the last one on the top. Once the glue is dry, use filler to smooth the door supports onto the blocks behind (the ones that they are glued onto).

Finish off the construction with some sand. Cover the base with sand as well as the roof. I covered the roof because I found that it creates an amazing effect if painted well.

Now, while I am waiting for that to dry I am going to get me something to eat. Although, with Lady Silas being away, it will probably be something via the microwave...

#### Painting Your Tower

...having decided to order a pizza because I could not find the microwave (embarrassing I know...) I will continue to type this. Is your tower dry? Good.

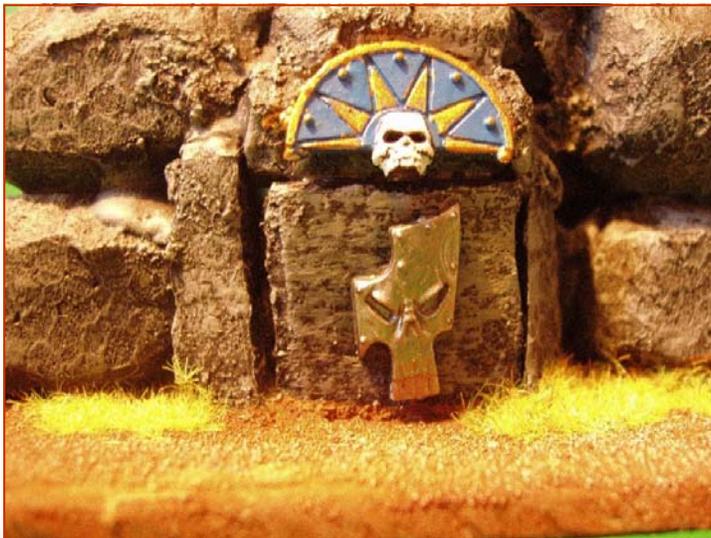
Now grab a pot of black paint and start to undercoat that model. Do NOT use a spray or any other solvent-based paint. Use water based paint only. Otherwise, you will find that what you have created will melt. I used a pot of chaos black on mine, although watered down thinly so as not to waste too much of the paint.

After all, it is only a small pot. Typically, while painting mine I forgot that there is such a thing as a 'tank brush' and so I was using a small brush. Undercoat-



ing the model took ages...

When that was dry took a pot of grey paint. I use codex grey but any similar shade will do, and dry-brush this colour all over the model. Make sure that all raised edges are painted. Do not worry about the recesses; leaving them black creates shadows on the model. To drybrush, get an old brush; wet it in paint, clean off nearly all the paint by wiping the brush gently on a tissue. Flick the brush gently over the model leaving a trace of the lighter colour on the raised parts of the model. Once the grey has been done move on to dry-brushing on the white. Only leave a slight amount of the white on the model, it is only there to highlight the grey.



Paint the base a dark brown (I like bestial brown but any other shade will do). When all that is dry, drybrush on a lighter shade such as snakebite leather. Finally drybrush some white on the base.

If you created the polystyrene stone door you can paint that the same way as the rest of the stones. The wooden door will need to be painted differently. After the black undercoat, paint each strip of card brown. Make sure that there is still a slight line of black between each strip. You can then add onto the door a coil of wire (fuse wire is good) as a doorknob. Paint that Silver.

Now paint all the extras; the skeleton bones, the arrows, well, what ever colour you like,

although white with blue feathers makes them stand out well... they would then be high elf arrows... It is up to you on what extras you have added and how to paint them; or rather, it is up to your bits box.

Once all the painting is done, it is time for one final step: flock. I use static grass and find that it works best if glued on in clumps. Put some on the base around the edges and a few bits here and there against the tower, maybe with a bit going up the wall to create a more living model.

And now your tower is ready to be placed on your board!



Now, let's see... does anyone know what a microwave looks like?

Silas

# Know Thy Enemy - Slaanesh

By Maraith Tuerl

## Introduction

Slaanesh is an interesting proposition for a Dark Elf army to battle, largely because the forces of that Chaos god are able to match, or nullify, some of our greatest strengths even while they (like other Chaos armies) excel in areas where we are weak. They are also interesting, for those of us who like a good story, because their history is so intertwined with our own. This article will explore the battlefield side only, though – what to expect when facing a mortal Slaanesh list, and what to do to defeat it. We will not discuss a beast or daemon pure list, but will discuss those troops briefly in context as support elements for a mortal army.

Most of the notes from the main Chaos article apply to the god-specific units as well, but the following will highlight a few particular combinations to look out for.



*Druchii Anointed are basically Elven Slaaneshi Daemons. Because Elves are resistant to change, the effects are less marked. As the picture suggests (rather blatantly), this is an Anointed from Darkprincess. Except she misspelled "Anointed". Shh.*

## Daemon Prince & Exalted Daemon

With the mark of Slaanesh, these two characters can become real killing machines. At strength five, able to fly, and with plenty of attacks at a high weapon skill, the two things these chaps are missing is the ability to break ranks, and the ability to strike first... The mark of Slaanesh takes away the latter and allows them to always strike first, even against charging enemies. Combined with the Blade of the Ether and/or Soul Hunger and you have a real problem for any small units, armoured or not.

The only real protection against them is combat resolution (not available to small units) and ranged fire. There are a number of Slaanesh-only gifts that are available, but they seem fielded normally more for flavour than effect. The truly nasty combination for a daemon prince is Master of Mortals, Blade of the Ether, and Soul Hunger. The last twenty-five points can be spent on a Spell Breaker, or else Diabolic Splendour  
*(Master Editor's Note: Oh, one nasty combination.*

*Always striking first, re-rolling to-hit rolls, ignoring armour, and a dispel scroll: Yikes! – Nag).*

Though in the case of other daemon characters it may have been a good decision to assault them with a unit and hope to overcome them with combat resolution, the case is different with Slaanesh marked daemon characters, because they will strike first and do much damage to anything you throw their way. Thus, you will lose much of your edge in combat, which makes that route one for those who prefer to take a greater chance with their armies.

As always, there is no place for these characters to hide except behind scenery, which makes them much less useful to the chaos player, so the best option is normally to shoot them. If they stick out like sore thumbs, they deserve to become pincushions. If you absolutely do not want to go the way of the bolt, then be sure to use a unit that can withstand the punishment the daemon will doubtlessly unleash. Chariots or war hydrae are two good examples.

### Mortal characters

Some new item combinations come available to characters with the mark of Slaanesh. A perennial favourite for many players is the Blade of Blood and Pendant of Slaanesh. This happy little fellow allows the character to gain both wounds and attacks as the battle progresses. For characters that are interested in challenging enemy characters, another nice item might be the Bindings of Slaanesh (used in challenges, lets the Chaos player decide everything).

The Sceptre of Domination is not a bad item, depending on the opponent. This item is the only Slaanesh marked bound spell, and it weighs in with a hefty power level of six. The impact of it is decent as well, since it casts Delectable Torture (see spells). Overall, a nice supporting item, but not a must-have, and as it is one use only, you can expect that it is not all that popular with many players, and not a concern for most Druchii generals.

With regards on how to deal with these characters, nothing more can be said than

with dealing with any other Chaos character. If you can, use their immunity to psychology as an advantage, but otherwise, mostly avoiding them is the wisest course of action.

Breaking the unit and not the character is also a good choice. The sorcerers, with the power of the lore of Slaanesh behind them, are a different story. They must be eliminated in some way. However, in other cases, where killing mages in units could be accomplished by making a suicide charge with a unit of dark riders, it simply is not cost effective with chaos sorcerers. The lone wizard can be dealt with in a similar manner, though expect to break and run him down before you outright kill him in most cases.



*A Slaanesh lord is a figure of awesome power and majesty on the battlefield. Thank you to Silas for providing this splendid picture.*

Nevertheless, if the sorcerer chooses to hide in a

unit, he can still be eliminated either by breaking the unit with a more powerful character, or by upgrading the unit sent to slay him. Therefore, a small unit of cold one knights in place of the dark riders can sometimes be an effective choice if the sorcerer is presenting difficulties. They will have the strength and weapon skill to best him in combat and have a much greater chance of success in their mission, and are only about five points per model more expensive than fully decked out dark riders.

As for the rest of the Slaanesh only magic items, the Rapturous Standard is a decent item as well, although its use is somewhat limited on chaos warriors/chaos knights. The reason is chaos warriors/chaos knights will hit most opponents on a roll of three or more even



*Despite his wings, this Slaaneshi Lord is in fact mortal. The model, Salaar'Drak, was converted and painted by Avatarof-Slaanesh. He says you're welcome for my using the pic.*

without the standard, will have a higher initiative than most units will, and will be pretty resilient to return attacks thanks to their combination armour and toughness. Having said all that, where this item really comes into its own is in dealing with characters and other elite units, and can be especially deadly if there is a Slaanesh character in the unit carrying the standard. Thus, it is an important item to be aware of for elven generals.

Along with the mark of Slaanesh additionally comes the ability to choose a steed of Slaanesh. These giant snake thingies have a hefty twenty-inch charge range. While they (thankfully) cannot cancel ranks, the support a lord or exalted champion can lend to any combats within twenty inches of his front makes him deadly as does the ability for him to strike at any weaker character that is hidden in or between units. However, the character now becomes exposed to missile fire.

If you have a repeater bolt thrower or two, it is most worthwhile to consider such a mounted character as a primary target. He can wipe out units of skirmishers, fliers, and fast cavalry, as well as provide support for any other of his units and hunt your mages and your repeater bolt throwers, and sometimes even your units of repeater crossbow armed warriors. Putting him on foot, combined with the possibility of killing him outright, is well worth the couple of hits it will normally take.

### **Mortal Troops**

The mortal followers of Slaanesh will have all of the advantages of their undivided brethren; however, their mark presents both a boon, and a bane.

The boon is that they are utterly reliable. There is never a worry that they will run due to fear or panic, for example. The bane, however, is the exploitability of their inability to flee as a charge reaction. This little tactical disadvantage means that a clever Druchii general can plan on successful charges if he is able to guess range accurately. It has not to be underestimated, the value of knowing what your op-

ponent's reaction **must** be.

### Daemonic Troops

Speedy daemons make the Slaanesh list one of the fastest in the game and arguably as fast as our own Dark Elf list. While some would lean on the 'not' side of that argument (due to the relative slowness of the mortal troops), it is worth noting that the mounted daemonettes are the only non-flying troops that can outrange our own dark riders. The fact that they also manoeuvre like fast cavalry, and have steeds that strike first is more than enough compensation for their points.

When facing Slaanesh, it is good to expect one to two squadrons of these daemons in support, and plan accordingly (protect war machines with screens, have multiple units of dark riders, know the distances that the daemons can cover).

Though the steeds are powerful with poison and striking first, it is the riders that are worse. The best way to defeat the mounted daemonettes is simply to whittle them down with shooting (as they are toughness three daemons with only a 5+ daemonic ward save) or with magic (in which case they will get no save). Even a good blast of chillwind will normally damage them enough to finish off with a charge from either a small unit of cold one knights, a unit of dark riders or a single chariot.

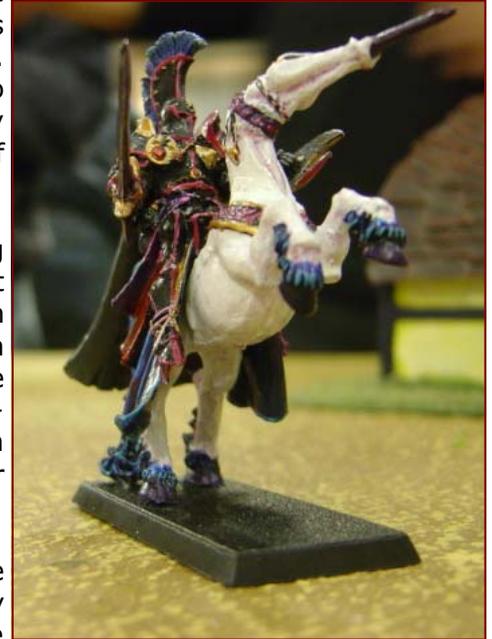
The second and less common Slaanesh daemon unit is the un-mounted daemonettes. Unsurprisingly, they are pretty much the same as the mounted ones, just without the mounts. However, like most daemons, they are elite infantry without a command group and normally not in a size of unit that is worth considering for the effect of being auto-broken. They are not exactly very tough either, so they can be rather easily weakened with shooting and then finished off with a charge.

They are still daemons though, so even though it may be portrayed as simply here, it is best to keep their combat potential in mind. In addition, you will note the recurring theme of wanting to shoot things and to whittle things down before engaging. Many Slaanesh players will have numerous such targets, so it is normally wise to create a priority list of things to target and eliminate quickly as soon as the battle begins, keeping in mind that the Slaanesh army will move forward relentlessly at a good pace and will not halt until it has engaged you in combat.

### Lore of Slaanesh

Many people will say they absolutely hate this lore from an opponent's point of view. While not being very overtly damaging, it is one of the most frustrating lore's to fight against. This is for several reasons. First, all but one of the spells can be cast on 'any unit' in range and most can be cast into close combat as well. Second, most of the spells have a decent range (twenty-four inches for four of the six spells). Thirdly, successful casting generally makes the enemy army lose control of his forces, which is normally more dangerous than a direct damage spell any day of the week. Let us look at each spell now:

**Blissful Throes:** This magic missile's extremely short (a mere twelve inches) range is balanced by the fact that it is the strongest magic missile in the game (strength six), not including the variable in strength Tzeentch



*Daemonic steeds can prove an effective mount for a character due to their fear causing ability. This picture kindly provided by Lord Alectro.*

spells. Additionally, Slaanesh characters can be among the fastest moving ones in the game (either flying or on steeds), which makes it child's play to close the range to twelve inches or less. Its high strength makes it more useful than normal magic missiles against our few tough troops (cold one chariot/cold one knights/hydra).

**Luxurious Torment:** This one has a very low casting value for its effect, in my opinion, which is to frenzy the target unit (friendly or enemy). It has a range like our chillwind, does not require line of sight, and can be cast into close combat. As an added bonus, the spell does not remain in play; the unit is subject to frenzy until they lose a combat. The way I have seen this used is on enemy units (especially light units/skirmishers), as this makes the unit charge into unfavourable circumstances. Finally, the 'penalty' of the spell is actually an advantage if the spell is cast on the enemy army...

**Titillating Delusions:** This spell has the interesting effect of forcing the target unit to move toward a point on the board that the caster nominate. They have to do it, and have to make all haste toward it. It is a remain in play spell, so that makes it marginally a bit easier to counter, but even one turn of forced movement can ruin a plan. The uses for this spell are innumerable. I have seen it used to keep war machines from shooting, for presenting a flank charge, for clearing away a screen, for stopping a charge (point placed one inch in front of the unit; target unit moves there and stops, so can't declare a charge)... the list goes on. Save dice for this spell, if your opponent has it.

**Delectable Torture:** The spell bound in the Sceptre of Domination, this spell has limited use. When it works, it can work well, but generally, it will work only in specific cases. It causes a character to attack the unit he is in, or fire his missile weapon at a friendly unit. Normally, characters cannot take out units by themselves, nor even do enough damage to cause a panic test on a ranked unit. Figure, most characters have four to six attacks (at most, some exceptions apply), and when you factor in hitting, wounding, saving, that is not usually going to be more than two to three wounds, maybe less. Where this can really hurt, though, is if the character is in a small cold one knight unit and is armed with a Blade of Ruin or Gauntlet of Power... at that point, this spell becomes a "stop at all costs" spell.



*An extremely effective illustration of a Devotee of Slaanesh provided kindly by Daeron. "Miss Devotee of Slaanesh 2004", he calls her.*

**Enrapturing Spasms:** This one is like our Dominion, but on speed. This spell can target anything within eighteen inches, including units in close combat. It stops

the unit from doing any action except flee, and if fighting in close combat, the unit will be like dead meat. On the plus side, it cannot affect witch elves. This spell is dangerous in all segments of the game, though it is at its most dangerous if the target unit is in close combat, as the auto-hits against a chaos (high strength) attacker makes losing and fleeing almost a given.

**Delicious Excruciation:** The target unit is unbreakable. This makes daemons unbreakable instead of instable. Overall, it is a useful spell. I have not seen it being cast much, though; most of my opponents have favoured the lower powered spells. This spell does remain in play spell, which means that we can dispel it at an inopportune time in the future, perhaps.

### General Tactics

Chaos armies are, by nature, wildly varied in their composition and flavour. What works very well for Slaanesh in particular, though, is a combination of several hard units, surrounded by softer (and usually faster) supporting elements. The successful ones tend to go medium-high on magic (not all-out, though, simply because the points are needed for troops). The employment tends to be a more sinister mirror of our own tactics, where psychology and unit movement disruption sets the stage for hammer blows.

The key differences to our own tactics, however, include somewhat more effective spells (from the disruption perspective), and significantly harder hammers. Small, throwaway units of war hounds are a particularly good match for a Slaanesh army since the Slaanesh general does not have to worry about them panicking his own units if they are wiped out by shooting or magic, or break in close combat.

### How to face them

In general terms, the thing to remember about a Slaanesh chaos army is that, unlike most chaos armies, it negates or matches two of our biggest strengths: speed and disruption. However, like all chaos armies, it is lacking in shooting, and has a slightly lower leadership than ours. While the core of the army will be immune to psychology, many of the useful support units will not be (marauders, mad cavalry, and war hounds). The only numbers advantage the army will have will come from those smaller, cheaper, and panicable units. By fortune, these units are also prime targets for repeater crossbow fire, as they are lightly



*A rough sketch of a Druchii Anointed, courtesy of Malekith.*

armoured or un-armoured and have elven-like toughness.

The Slaanesh spell casters, likewise, should be prime targets. Again, the spells they are packing can ruin your plans. Dominion them and/or shoot them (if available as targets) until you are in position to charge. It will not be easy, of course, so if you are able to plan for your opponent (i.e., you are not using a 'takes all comers' list) it may be worth investing in a noble on dark pegasus for this specific task. The alternative will have to be either creative charging to allow the wizard to be a target in hand to hand, or creative charging to allow the wizard to be a target in magic (due to the units no longer being valid, as they are engaged).

The overall strategy should be to strip away his support assets (light troops and spell casters) while avoiding his hammers (chaos warriors, chaos knights, monsters, and chariots). Once the supporting assets are neutralized or destroyed, you can start setting charges on his heavier units... or not. Remember, the game is not about wiping out the opponent; it is about gaining victory points and denying victory points.

If you can avoid his hammers altogether, destroy all his supporting units, and claim table quarters, there is a good chance you will win the game. Do not risk that on a 'maybe'. If you cannot stack the odds in your favour against his knights/warriors/etc, do not charge. When/If you do try and set up his hammers, however, remember that he cannot choose to flee from a charge if his units have the Mark of Slaanesh. That allows you to be a little bolder in your moves as you do not have to hedge your bets against him fleeing as a reaction.



*The Face of Slaanesh, an illustration by Mettare. This illustration really says it all about Slaanesh, doesn't it?*

# Know Thy Enemy - Nurgle

By Drakken

Pestilence. Something that is destructive or pernicious... How fitting a word then to describe the legions and minions of Nurgle. Disease ridden, yet still powerful and terrifying to behold, the forces of this Chaos deity are among the most deadly of any Chaos followers; not because of their combat potential (though that is not something to scoff at), nor their magic (which is deadly), but because of their ability to cause fear. Undead armies have thrived on fear-causing troops supported by deadly magic and vicious characters for editions and now this recipe has been taken to a new brutal extreme. The massive stat-lines and power of Chaos troops causing fear... just what everyone loves, right? Now it is time to examine in detail the strengths and weaknesses of the Lord of Disease and Pestilence and his foul followers.

The biggest strength, as mentioned, is fear. Chosen knights were bad enough before, but add fear-causing, and they break most Elves without pause. These are some of the best combat troops in the game of Warhammer Fantasy Battles overall, and the vast majority causing fear can be far from pleasant. This special ability means that one of the best methods available to remove

those big nasty units, auto-breaking, is not really an option anymore. Where once it was a viable option to charge chosen knights in the flank with a unit of cold one knights and hope to auto-break them from fear, it is now dashed from the Druchii tactical arsenal. This one ability forces a bit more combat, which is something most definitely in the Chaos players' favour.

It gets even worse when you consider the characters, who in addition to causing fear, gain a wound. Nothing is quite as aggravating as a 0+ save followed by a 4+ ward, on a character with toughness five and four wounds... especially not when he can throw five strength five attacks back without upgrades. Indeed, all Nurgle characters cause



*Daeron starts things off on the right note with this morbid illustration. Morbid is good in Warhammer, especially when connected with Chaos. Even more especially when connected with Nurgle.*

fear (or even terror in the case of daemons), and have an extra wound in their profile, and the mark is not any nicer on units. On a Chaos sorcerer, the mark of Nurgle is almost invaluable. The first advantage is access to their spell lore (discussed later). The second is, as mentioned, causing fear.

That single fear-causing character placed strategically in a unit of marauders means that any time a unit wants to charge those marauders so that they are placed in contact with the fear-causing character, they must test to see if they overcome that fear. Thus, the units available to adequately deal with such a proposed unit of marauders are limited, or else the vectors of attack are limited. Rear charges are still a very viable option, as are flank charges in many cases, but a keen Chaos player will expect these tactics and plan for them accordingly. Still, the manoeuvrability of the Druchii army will normally win out.



*Another winner from Daeron depicts an evil (and evil-smelling) Lord of Nurgle.*

The third thing the mark does for the sorcerers, as mentioned above, is give them an extra wound. Effectively that translates into having to either run the character down after combat, or else fight him character to character, as there is no dependable way to kill him with only troops given his high toughness, armour save, and as many wounds as a highborn. There is simply no way to get away with a suicide charge from a unit of dark riders in the hopes that they will be able to do a wound or two to that character, and even if they did do two wounds, it wouldn't be enough. Even a noble will have difficulties killing the sorcerer in one round of combat as all his attacks must hit, wound, and pass saves. Thus, the only real option left is to break the unit he is with and run him down without mercy.

If the mark does not add fear (because the unit already causes fear, like minotaurs or spawn), it adds something equally as troublesome (as a 5+ scaly skin save or poison respectively). All in all, you can expect brutal characters from a Nurgle army, and you should be sure and bring something to counter-act fear, or it will be a long and problematic game for you. Either a variety of fear-causing units or a highborn to add leadership to other units will normally suffice. This means the necessary elements to counteracting Nurgle mortals are fairly similar to fighting undead. Using fear-causing units yourself, using terror, using troops immune to psychology, and insuring your general is nearby become important for going in, and

making sure you have enough troops for the job and not be auto-broken become important to stay in the game. Ensuring flanking and not being flanked is also a key, as you have to win combat constantly, against some tough characters, to stay around and win the game.

It gets no nicer when the Chaos player leave mortals behind, with possibly the two of the most annoying daemons available. All bear the daemonic gift Cloud of Flies (*Pre-editors note; really, really nasty! - Silas*), which forces a minus one to hit, negating a big elfish advantage of weapon skill. These gifts, combined with a demonic ward, make nurgling bases among the best swarms available as they can skirmish, are fear-causing, have a demonic ward save, are at minus one to hit, and are swarms. What more could you want?

Plaguebearers do not get any friendlier as they combine that minus one to hit with weapon skill equal to our warriors, toughness that of an anointed, and the demonic save to be one of the toughest daemons around. Effectively, they make weapon skill a joke, as anything but the most elite troops and characters hit on 5+ and most of our elven troops will be wounding on 5+ as well. An auto-hitting attack at strength three continues the theme of negating the advantages of higher weapon skill. All of these abilities culminate with the biggest of the big: Papa Nurgle.



*Mettare provides us with yet another depiction of a fearsome and pestilent (yes, and stinky) Lord of Nurgle.*

The Great Unclean One, perhaps the hardest of all daemons to kill, is worth mention if only because he is the only ten-wound monster in Fantasy. That fact, combined with Cloud of Flies, toughness six, and a ward, makes Papa a tough customer. However, his slow speed does give you a weakness to work with. About all one can do, is really to slow him down and shoot him a bit, though with ten wounds about all you can really hope for is for him to suffer from daemonic instability. He

cost as much as he does due to him being a fourth level spell caster; if you fail to ever engage him, that is a victory to you as he will never make back his points if he does not get into combat with something. If you feel you must, a ranked unit with a flank or rear charge bonus and perhaps a war banner is the best way to go. That way, you will have a good chance of beating him in combat and hoping to force him to lose wounds or even disappear from instability.

Counteracting these elements of daemonic fury can be difficult, but is very doable. Nurglings have no ranks, no command, and are still toughness three with poor leadership. A good ranked unit, a few casualties, and instability will do many unkind things to that unit, which will quickly send them packing. Plaguebearers can be dealt with in a similar manner, using ranked units, though a flank is definitely a good investment as they can have ranks and are more difficult to kill. Witches go down as one of the better choices for facing either since they ignore the fear, will generate the necessary wounds, and can be ranked up to add the combat resolution you need to make the unit pop.

In fact, overall, Nurgle has three weaknesses to exploit, though two of them tie closely together. The first, mobility, is one area which you can exploit Nurgle armies quite extensively. With exclusively movement four daemons, movement four infantry from mortals, and limited marks available to beasts, the Nurgle marked forces tended to be rather slow. This lack of speed creates a phase where they can be exploited to try to negate some of their combat potential by hitting flanks and rears and by causing disarray in their lines. When considering this weakness, it gets better if you look at cost; the mark of Nurgle is among the more expensive marks for units meaning that a Nurgle army is generally small, even by Chaos standards. This smaller size combines with immobility to make a glaring weakness easily exploitable.

The second major weakness of Nurgle is something usually forgotten when fighting Chaos: Psychology. As one of the two major powers vulnerable to psychology, it is completely worthwhile to force as many panic checks as possible, bring that terror along (though remember that a fear-causing unit will not have to take a terror



*Simpleton's Nurgle Space Marines. I know that they're the wrong game system and that the picture is blurry, but damn it, I couldn't leave it out. It was just too cool.*

check), and remember that Chaos is only leadership nine at best. One thing to consider about these weaknesses though is that a Chaos general will be aware of them and will do things to counteract them somewhat. For example, you can expect a refused flank tactic to be a little different from such a small army and can expect quite a few troops to deal with flankers. For Chaos, these units to deal with flankers include marauder horsemen and war hounds quite often and for Nurgle, sometimes some Nurglings.

The good news for Dark Elves is that we happen to have a weapon that excels at removing these nui-

sances. The repeater crossbow becomes a good choice since you can remove those anti-harassment elements and cause panic checks in other units should you wipe them out in one round of shooting. You also have the ability to punch down his refused flank, and expose the gaps his smaller army creates.

Magic and manoeuvrability will also come into play, backing up that shooting to enable this tactic quickly and efficiently, more so than many other cases. It is incredibly important, as you must position and prepare carefully to fight the brutal units like Nurgle chosen and cannot have things like horsemen getting in the way. Besides, its always fun to see Nurgle knights flee away as they watch their screening unit of war hounds get wiped out by enemy shooting.

It is also worth mentioning the Nurgle spell lore as it is rather solid and contains a couple of brutal anti-character spells. Here is a quick breakdown:

**Magnificent Buboos:** Take a toughness test or lose one wound. Ignores character-targeting restrictions, meaning it is perfect to hit mages, even when hiding in units, and is very bad for low toughness mages like elves. Its medium range also helps negate Nurgle's slower speed somewhat. Be wary of it, but its requiring two dice to cast, which normally limits how often you will see it.

**Favoured Poxes:** Remains in Play, may be cast into combat, and basically downgrades your combat abilities incredible. With seriously decreased statistics of your warriors, you are not likely to wound, and are less likely to stick around when you lose. In addition, it has a nice side-affect of removing your ability to rally if you escape, or force a few failed fear tests if your general's unit is hit with it, and again it is medium ranged, and needs two dice to cast.

**Effulgent Boils:** The magic missile everybody likes. Strength four, with a nice range, and allowing no saves. Makes it perfect for removing just about anything you want, and does not force your slow mage to get anywhere near combat. The only drawback is that for a casting value this high, you usually get 2D6 worth of hits, but still the boils are only 1D6.

**Glistening Scabs:** The other character hunter spell, this forces a minus one toughness for the remainder of the game on a character. A death-kneel for the already low toughness Elven characters, it is pretty much all around bad news for everybody. Again, it only works on characters, so hiding is about the only option (and its medium ranged anyway), as units will not save you, though a medium high casting value will limit its use somewhat.

**Glorious Afflictions:** What better way to counteract a



*Not strictly a Nurgle drawing, Daeron's Death magic card illustration is nonetheless pretty Nurglish.*

bad movement curve than by making the enemy slower? Half the movement of any unit, and it remains in play at a high casting value, this can end battle plans really quickly. Since you move before magic; if you cannot stop it, it will last for at least a turn, which is usually long enough to allow the Chaos forces a sizeable advantage, especially with unlimited range. Only weak-point is slightly high casting value, making it hard on level two mages.

**Pestilence:** How about a one D6 strength three hits allowing no armour save in every player's magic phase? Sounds unfriendly? How about when it is mentioned that it does not count as a remains in play spell so the Nurgle mage can continue to assault you with other magic, does it sound unfriendly now? It can be dispelled in your turns (*Master Editor's Note: According to my knowledge, Pestilence can never be dispelled once cast. Only the direct dispel attempt can be used to ward off this spell. I might be wrong though... - Nag*), but is still among the nastiest spells in the game. It has decent range, but a really high casting value, weakening its uses somewhat as a level two has a really hard time getting if off consistently.

As you can see, it is quite brutal spell lore, with a few no-save spells, a few anti-character spells, and even some nice tactical spells. It is not the scariest magic lore available, but bad enough when combined with the heartiness and fear of a Nurgle army.

Here is a sample 2000- point Nurgle list provided ever so kindly by a local Chaos player, and following it will be a bit of a breakdown of some tactics to break it down



*I've run out of Nurgle pictures, so without further ado I present Cyberaggie's rendition of an Executioner versus a Swordmaster!*

(*Master*

*Editor's Note: I don't know if that weird subordinate clause was intentional, but I'll leave it as it is, just in case - Nag*).

### Chaos Lord

*Mark of Nurgle, Enchanted Shield, Blade of Blood, Gaze of the Gods*

### Exalted Champion

*Mark of Nurgle, Book of Secrets, Extra Hand Weapon*

### Sorcerer

*Two Dispel Scrolls*

### 16 Chaos Warriors

*Full Command Group, Mark of Nurgle, Shields*

### 16 Chaos Warriors

*Full Command Group, Mark of Nurgle, Shields*

### 5 Marauder Horseman

*Flails, Champion, Musician*

### 5 Marauder Horseman

*Flails, Champion, Musician*

### 5 War hounds

### 16 Plaguebearers

### 5 Furies

### 4 Nurgling Bases

#### **Basic Things to Exploit:**

If you can remove the furies, marauder horsemen, hounds, and nurgling bases, you have control of the movement phase. Thankfully, repeater crossbow fire and dark riders excel at removing all of these units. The combination of charges and missile fire, all save the swarm are perfect targets, and the removal of these key elements exposes the warriors and plaguebearers to march blocking, redirecting, and missile fire. This is key, since all three of these blocks are rock hard, especially with character support, and without combination charges, rank negating, and some extra combat resolution through ranks of your own, likely hard to beat. This bit of tactic is known as "Force Multipliers".

Since you cannot count on auto-breaking any of them, you have two choices at this point: If you have received minimal casualties, you can play avoidance, and take a minor victory home, or you can go for a break. Combining a flank charge from spearman/corsairs (I would suggest spearman and use the hand weapon and shield option) with chariots, knights, or executioners should give you enough combat resolution to break them (remember, they are only leadership eight without the lord nearby).

Plague-bearers are a little harder, as only a fully ranked unit with full command and preferable a flank will do, as you are unlikely to do many wounds, and they will generate some of their own (auto-hitting strength three does that, you know). Thankfully, a good combat resolution from ranks, flanks, numbers, and standard should pop them. The biggest key is removal of support elements, as you cannot afford bad fights with the Nurgle troops; that will start you running. Thus, dark riders and shades, repeater crossbow warriors and even harpies are crucial.

So there you have it, a breakdown of the dirtiest of the Big Four. His strengths, his weaknesses, the places to exploit and the places to avoid, all laid bare for your reading enjoyment. Be wary, but not afraid... well more afraid than you have to be anyway; and you shall succeed. Know thy enemy well.



*Volton brings us another random High Elf vs. Dark Elf picture. An Assassin takes down a High Elf in this picture.*

# Breathing Life into Dead Magic Items

*By Vorchild and Dark Reaper*

Over the years, many people have complained about both the lack of use and lack of usefulness of certain magic items that may be used by the servants of the Witch King. This situation has been largely addressed by throwing yet more items on the pile of those we already have, even though some of them could find their way into this article as well. There are, however, still some uses for those so called "useless" magic items, and it is those uses which we should always seek to explore; not only for the sake of staying optimistic, but also because the use of these items are so infrequent that they cause quite the surprise when used, and the Druchii are all about the unexpected.



*Crimson Death, whose head is shown here by Conan, is most certainly not on the list of useless Magic Items.*

The magic weapons generally in question are the Executioner's Axe, the Venom Sword, the Chill Blade, and the infamous Dark Sword. For the sake of this article, however, their uses will be contained specifically to characters in the standard army list rather than branching out to the Storm of Chaos list and its more powerful anointed.

The only thing the Executioner's Axe has over the Gauntlet of Power is its greater wounding potential against war machines. However, it can be used with great effect in bigger matches, say 4,000 pts match against that annoying Tomb Kings player who always take lots and lots of chariots and use them on the flank. If you mount two highborns on either dark pegasi or manticores and give one of them the gauntlet and the other the axe, you can kill his knights, carrions and chariots, and dominate the flanks. The axe also has potential in siege games where the strength of ten can be rather useful in some cases, but since the coming of the gauntlet, this item has always seemed overpriced for less of an effect. However, it is a nice weapon to have in larger games in order to get two users of rather strong weapons, and that combination is rarely expected and can be used to force units such as chariots into spots they would rather not go in order to avoid being destroyed by the dual threat.

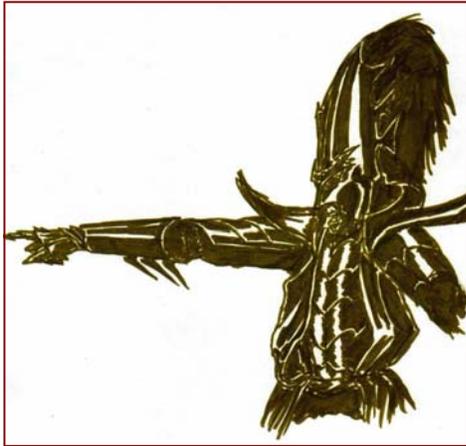
Although the Venom Sword is not very effective against heavily armoured opponents due to its wielder having low strength, it is really good against Vampire counts or lords; if they are not blood dragons, of course. It can also be really good against Orcs and Goblins and Wood Elves, (but you will probably beat them in combat anyway) or against most other types of magic users such as the necromancer lord. Try them against a Vampire count or lord and watch your opponent's face drop when his 350-points monster dies and his whole army starts to crumble. It is great fun! In addition, this item can be put to good use when fighting smaller monsters like the more lightly armoured ogres, minotaurs, kroxigors, and sometimes, giants. It is true that there are normally better ways to deal with these kinds of issues, but the fact remains that most of those points could be better spent elsewhere and that since the enemy does not expect the Venom Sword, you may be able to make a nice surprise use of it.

Once again, with the Chill Blade, those annoying Vampires must start worrying. The sword works with great effect on those types of targets, preventing them from attacking you (hopefully) and that will save your life. The best part about it is that even a hero can wield such a

weapon, enabling him to take on some of the lightly armed lord characters and eventually defeat them, or at least take them out of the fight.

Of all the weapons at the disposal of our war hosts, the Dark Sword is possibly the least used, even after the Biting Blade. This lack of use is reflected strongly by its lack of usefulness. Still, people have been known to use such an item, and it certainly is a good feeling to inflict stupidity upon a unit other than your cold ones for a change. Its best use is really against units of monsters that have multiple wounds, for if even one is subject to stupidity, the entire unit is. Thus, if you wound a unit of ogres with this weapon, they will have to test for stupidity for the rest of the game.

It says something, however, when most people will prefer to use the standard equipment for armour rather than any of our magic armour items. This lack of usage once again suggests uselessness, but in fact, there are some uses for the armours of Living Death, Eternal Servitude, and Darkness, though perhaps they are not as well pronounced.



*A rather eyebrow-raisingly good rendition of a Black Guard from Conan.*

Even though it is pretty expensive, the Armour of living death may save your highborn someday. One more point in toughness and one more wound is all very good on paper. However, paying 100 pts for getting the toughness of a Goblin big boss is pretty sad indeed, even if it comes with an extra wound. It would have been much more useful if the Druchii lords were already toughness 4. It may be worth it taking it against other elves or humans though, just to make your lord a little bit stronger than the opponent's lords are. Since a great weapon or halberd can normally be enough to deal with most things, the fact that you cannot use any other

magic item can be downplayed. The extra toughness can be invaluable against shooting attacks, enabling the highborn to withstand all sorts of missile barrages and the extra wound is also invaluable against bolt throwers or other D3 wound-causing units since they cannot possibly kill the character in one shot.

The problem with the Armour of Eternal Servitude is that although it costs as much as heavy armour would have done, it is only light armour. Therefore, you need a lord to use it. It may seem useless, but combine it with a cold one and the Crown of Black Iron and you may actually have a chance of surviving even the most brutal of assaults. Combined with the clarification on regeneration, this lord character is going to be one tough nut to crack. This armour is specifically designed to aid those who suffer from absurdly bad luck in rolling for saves.

The Armour of Darkness is a tricky one. Before the revision, this armour was a piece of junk, but after the revision it could be used on a beastmaster on mantichore for tremendous effect. That dream, however, was dashed away with a recent Questions & Answers, and now falls back into its place as armour that is best used when the Enchanted Shield is gone.

Most of the Druchii talismans see rather wide use, but there are two exceptions: the Ring of Hotek and the Mystic Shield of Light. After the revision, the Ring of Hotek is a piece of gold. Seriously! Use it on a scouting assassin or a noble on dark pegasus and watch your opponent's wizard miscast twice a turn. Pure Evil! The Mystic Shield of Light (not actually a shield) can easily be combined with the Gauntlet of Power. If you manage to save a wound from a Vampire or a Chaos lord, he may be stone dead after your turn of combat since he will rather hilariously reduced to weapon skill

1. Combined with the strike last quality of the Gaunt-

let of Power, things will truly start looking up for that previously outmatched Druchii warrior. That, and it is still a nice ward save item.

Of all the sad areas of our magic items list, the enchanted items are where we truly seem to be deficient. Essentially all of them have been deemed as useless, but not so! Although the Divine Eye is one of the most useless in the whole game, it also has a use, and that use is pretty good. Use it when you are up against Wood Elves or Lizardmen, and it prevents way watchers and chameleon skins from charging and crushing your reapers and lone sorceresses in the first turn. That kind of a setback can cause quite an upset in your opponent's plans.

The Rubric of Dark Dimensions is a very fluffy Druchii magic item, but sadly, we would like to know if it would work beforehand. Still, it has its surprise uses, such as having a 50% chance of eliminating a second generation slann. Give it to a noble and use him to suicide-charge into the unit. Just be sure to see that there are no enemy dispel dice still lying about, otherwise you are in for more trouble than you bargained for. The better use is for things with many wounds and low strength, like swarms. A noble on a dark pegasus can potentially eliminate three swarm bases in one round of magic – before he even makes his attacks, and on average will destroy two, depending on the swarm.

The Ring of Darkness is, in general, only worth having if you dominate the magic phase, somewhat like the rubric. It can be very powerful but is easily dispelled with the many chances your opponent has. Sometimes, however, you can cast it at the beginning of the game and your opponent will forget about it until it is too late.

The Crystal of Midnight, however, is simply perfect for warlock engineers. With their one devastating spell and their rather poor leadership, the effect just fits perfectly. Imagine facing three of these guys with their eight dice, and then effectively denying them two of them. If you kill one of the others, you have effectively nullified the Skaven magic.

Our magic banners are an interesting element to consider in our army since almost every single unit in the army can take them, but two of them rarely see use. They are the Banner of Nagarythe and the Standard of Slaughter. The Banner of Nagarythe can be used on a big unit holding up either the centre of your battle line or your flanks, and hit their flanks with something hard. Alternatively, use it in a fun way. Put it on a battle standard-bearer in a chariot, you take away stupidity; hold up big blocks of units for a long time if you do not break them on the charge. Charge together with a unit and even if they flee (you have to be unlucky, but still), the chariot stands and the enemy cannot pursue you. Alternatively, use this banner on a unit and try getting combined charges since it adds lots to combat resolution, or use it on cold one knights to combat stupidity.

The Standard of Slaughter, on the other hand, can either be used on witch elves or cold one knights with the Hydra Banner, and thus nothing will stand their ground against it. When used in conjunction of the knights you will get those needed extra points of combat resolution to autobreak the enemy (if you outnumber him, that is).

And so, we conclude our little sojourn of optimistic creation and we hope it will help you when using some more of our magic items.



*This piece of art by MDK was originally intended for the cover, but due to time constraints and other commitments, that cover could not be completed.*

# Congratulations, GeOrc!

For those who may not be aware, GeOrc is a painter and modeller of an extremely high calibre—Golden Daemon standard, in fact. For those who may not have seen the pictures, I am happy to provide (with GeOrc's permission, of course) some pictures of his latest victories. He has won a Golden Daemon and two Silver Daemons for the models shown on this page. I only regret that there isn't more room to show them more fully. I have provided weblinks so you can view them yourself if you wish.

## SILVER DAEMON



On behalf of Druchii.net, congratulations to you, Georc!

## GOLDEN DAEMON



## SILVER DAEMON





# Druchiv.net

## MONTHLY

*Covers and backgrounds by MDK. Logo by Malekith. Laid out by Sneaky.*

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### TO MAKE LIKE A SLAVE

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Nineswords RagianCain; RasputinII; SwedenPack

### THE SEVENTH CONVENT

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bigde; Iyag**d**; Imdat Tauble; Lethalis; Logan;  
Morpheous; Z'gahn

### THE CULT OF PLEASURE

Dark**pr**incess; Critias; Dreadaxe; Galdor Me-  
thran; Iyag**d**; Langmann; Leithel And Odd; Shad-  
owlance; Shadowspite; Tastyfish; Underway

### THE TEMPLE OF KHAINÉ

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wabomba; Icon Hack; Jhaelrnya; Loremaster  
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