

The Ultimate
Smutchii.net FAQ

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We often get compliments about this forum and that it is a nice place to hang out and discuss everything related to our beloved Druchii and even more in a mature way. Since we all like compliments, we are going to ensure, that they keep coming in. To do so, there are a few simple rules for you to follow, the most important ones I'll outline below.

Please note that, while we are more lenient in chat and moderate strictly on a case by case basis there, all of these same rules apply.

ONE - No Spamming

We do not tolerate Spamming! I don't think this needs further explanation.

If you have problems judging where the borderline is from what is acceptable and what is not, then feel free to check with one of the moderators/administrators beforehand. Better safe than sorry!

Please note our definition of spam: A spam post is a post that contributes nothing to the discussion at hand. Posting several posts after one another in the same thread is also considered spamming.

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TWO - No Harassment

We do not tolerate harassment in any form! There is nothing against a friendly stab in the back sometimes - we are the Druchii after all - but personal insults and similar offensiveness do not belong here! This also includes unwelcome sexual innuendoes, prejudicial comments related to race, gender, and sexual preference, and generally anything that is uncomfortable for another party.

People are different, some take offense easier than others, so do not judge others by your own standards. If they ask you to stop doing something, stop it!

Again, if you do not know where the borderline is from what is acceptable and what is not, then feel free to check with one of the moderators/administrators beforehand.

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THREE - No Illegal Content

Do not post illegal content or link to sites with illegal content on this forum!

Illegal content includes (but is not limited to) scans of or complete texts copied from GW publications (copyrighted material), which are not available from their own web site. Parts of texts copied to underline a post or clarify a rule or similar uses, are - of course - acceptable!

The site owner is responsible for this forum and has to face the consequences for your wrongdoings, so do not take this lightly!

Once more, if you are in doubt where the borderline is from what is acceptable and what is not, then feel free to check with one of the moderators/administrators beforehand.

These are some very simple rules, which are not hard to follow. In case you still feel they are restricting you too much... read on!

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Flaming

If you see a flaming post, do NOT reply. Instead contact one of the moderators for that forum and let us handle it. If you reply you just prolong the lifespan of the flammers and give them what they want. So ignore and let us trained professionals deal with it. Also, do not post any flames! Pretty obvious, eh?

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P-A-N-S-Y & G-A-Y: Offensive and Inappropriate Content

The usage of such terms is clearly meant as an insult (against the High Elves usually). Now insulting High Elves does no harm, obviously, but by using these terms in an insulting way, real people are automatically insulted as well (High Elves suck, High Elves are g-a-y, being g-a-y sucks - a simple chain of thought), because their sexuality is used as an insult in this case. The usage of the above terms is therefore considered offensive. Most people won't think that far and won't find it personally insulting or offensive, but some definitely do!

Everyone on this site should be treated with respect and offensive material is not welcome here in general.

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Banning Policy

We have a strict Banning Policy on this forum. Offenders get warned exactly once, if we feel they are bending our rules too far or breaking them, before they are banned from this forum on a second incidence! We give ourselves a little leeway in case we feel someone comes here for the sole purpose of breaking the rules, because such a person will not even get a single warning!

Therefore, if you are not sure where the borderline is from what is acceptable and what is not, then feel free to check with one of the moderators/administrators beforehand. I can only advice you to follow the better safe than sorry strategy here, because we will do so (if you know what I mean).

So, if you feel like testing us to see how far you can go, take this advice from me: **Don't**. (You can consider this your first warning, if you think this applies to you.)

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How to contact the moderators/administrators?

As mentioned above, if in doubt, better check with us beforehand.

This is best done via Private Messaging obviously. If you don't know how this is done, just click on the name link of the member you want to send a message - the moderators have their names listed near the forum heading for easy reference; then click on the Private Message button on the lower left side. At the bottom of each post, there is also such a button. It works much like posting to the forum from there. If ever you refer to a topic in a PM to a moderator, please be sure to include a link to the topic in question.

Also, to make a moderator aware of a specific post that may defy the content or placement rules, click on the report button (the little R button next to the edit and quote buttons) to report the post. It acts like a Private Message to all moderators and points out to them the post in question.

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Member Account Access

There has been a number of incidences recently where members have left open access to their druchii.net accounts. This has resulted in friends and / or family abusing that access and causing trouble for other members of the community. Flaming and spamming being the main issues.

Please be more careful with your account as I no longer wish to have to spend the time that I have recently, investigating these issues. You will be warned - once - and then your account will be locked out.

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Signature Images

We allow images in signatures here on druchii.net but please do not abuse this. For the sake of bandwidth and people with slower connections please limit any images in your signature to less than 10KB with NO exceptions. If you notice someone with a large signature please report it to a moderator. This is very important and slower users can find it very frustrating.



You don't know how to find out how big an image is? Well, here's how to do it in Firefox and Internet Explorer. Right click on the image and click properties – a box will appear that tell you the size of the image.

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Etiquette

While these are not strictly rules, the rules of etiquette should be followed as much as possible. A general rule in etiquette is to just think before you post. Before you click the "Submit" button, just give the post a quick once-over and think about whether you've said anything of importance. If the post is inconsequential, just don't bother. Druchii.net is not about getting large post counts, it's about intelligent dialogue.

Search before you speak

Before you start a topic; take a little time to search to see that it has not been covered before. Let's say that you want to ask people what their favourite Dark Elf unit is. This question has come up time and again, and it's a little vexing for the regulars. Try checking the FAQ section first or, if you can't find it there, try using the search function to make sure that it hasn't been discussed recently. Keep in mind that if it has been discussed before but not for quite a while (a few months, at least) then posting it is OK as long as you have something else to bring up.

Because the search function can sometimes be cumbersome, surfing through the first page for the topic in question will usually satisfy anyone who may take offense.

does not equal

Khaine isn't Khorne.

No textspeak

For example, "Ur so gr8! thx bai." Please use proper English words on the forums - this is not a text message or a chatroom, so take your time.

Reviving topics, a.k.a. Necromancy

A new user may come across an old topic (say, a few months old) and find that it's an interesting one. There is, of course, the urge to speak your mind in that thread. Please do not: it's annoying for other regulars to suddenly come across a topic of discussion that has long since been discussed to death. This does seem to conflict with the searching rule of etiquette, but that's not the case. If it's an old topic and you have more to add, simply create a new post, provide a link to the old one (if you think it's necessary), and make your statement. Make sure that you are saying something new, though! We're internet users, we get bored easily.

Off-topic Discussion

While a little side-tracking is quite alright, saying something completely against the topic of discussion is frowned upon (and can be considered spam, too!). For instance, if someone is making a point about the offensive capabilities of the Dark Elves and uses the Corsair as an example, it's not alright to say "Corsairs suck" or something similar. Keep on the topic!

Discussions can also mutate. Adding something to the original discussion when the topic has shifted somewhat is frowned upon as well.

Polls

At their best, these can be very useful threads because you can get a concise log of others' opinions about something. But be careful when posting a poll: it shouldn't be mindless! For instance, you might want to ask people what sort of Dark Elf army they collect. You could simply create a poll and list a few options, but this is mindless. It's boring. But let's say you posted this poll but asked also what sort of tactics they employed with that army and how successful it was (done in post form, of course) - that would be more thoughtful and could lead to some interesting discussions.

Controversial topics

These include politics and religion. Please avoid discussing these sorts of things anywhere on Druchii.net - even in the Off-Topic Discussion forum. We would ideally like to be able to discuss such things and we did allow it at one

point, but the fact is that hurt feelings would often ensue: some people feel strongly about their beliefs and opinions, and discussion about these can sometimes cause friction between members. We want to discuss everything maturely, but this sort of thing is just a bit too touchy.

Note that this does not include voicing an unpopular opinion that isn't likely to hurt anyone's feelings by trampling their deeply held beliefs. For instance, you're quite free to state that Corsairs are bad. Just make sure you back it up, otherwise it's trolling.

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CHECK YOUR PRIVATE MESSAGES!

The Private Message function exists for private communication between members, and is a useful tool for people who want to discuss some other matter more privately. Not only that, but if a user has found a comment (or avatar or signature) of yours to be offensive, they may Private Message (PM) you to ask that you change it. Also, the site's moderators sometimes see the need to have a private talk with one of the users if that user has stepped out of line. Warnings are also sent to users via PM. Moderators do not tolerate the excuse that "I didn't receive the PM" - we assume that you check your PMs every time you log on (which we assume to be about once every 24 hours).

The PM function may be found under the Control Panel pull down menu in the top bar. Your new messages are in the Inbox, PMs you have sent and have been read are in the Sent Box, PMs you have sent but are still unread are in the Out Box, and saved PMs are in the Saved Box.

Also, sometimes Moderators or Admins will find it necessary to e-mail you at your provided e-mail address. This will most often be notification if you have been banned from the site. Make sure that your e-mail address is valid, because we cannot be responsible for tracking you down otherwise...

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Moderator Accountability

We would also like to remind you of the fact that the moderators too must abide by these rules and if you have a problem with a moderator then please send a Private Message to the administrators (preferably Linda Lobsta Defenda or Rork as they are online the most) and they will deal with the issue in an impartial way. If one of the said persons (Linda or Rork) are the ones you have problem with PM the other or Langmann.

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FAQ

NOTE TO U.S. PLAYERS: when we refer to the GW homepage you will probably need to select the UK version, due to the US page not having the stickies and so forth.

Q. Where can I find the Revision "Cut & Paste" Stickies?

A. You can find them here <http://uk.games-workshop.com/darkelves/update/1>

This site also contains all the rules changes to the Warhammer Fantasy Rulebook and other Warhammer armies.

Q. Where can I find the Cult of Pleasure variant list?

A. You can find all Storm of Chaos variant lists here:

<http://stormofchaos.uk.games-workshop.com/preview/book/army-lists.htm>

Note that you will need Hordes of Chaos to make full use of the Cult of Pleasure army list

Q. Are the magic items on the Cult of Pleasure list available for ANY Dark Elf army?

A. Yes. This is stated in the magic items list in the Cult of Pleasure variant list.

Q. Where can I find the Dark Elf fonts used on this site?

A. You can find them here: <http://www.druchii.net/viewtopic.php?t=7016&start=50> courtesy of Shadowspite.

Q. What is the Gauntlet of Power and where can I find the rules for it?

A. It's one of the magic items we won with the Albion campaign. You can find the rules for the Albion magic items here: <http://us.games-workshop.com/games/gaming/treasures.pdf>

Q. Where can I find the rules questions FAQ?

A. You can find it here: <http://www.druchii.net/viewtopic.php?p=547809>

Q. Can I post rules, or ask for rules on this site?

A. You are not allowed to post rules on this site or ask for them as posting them would be copyright infringement (you can find a thread about it here: <http://www.druchii.net/viewtopic.php?t=7070>).

Generally there's no problem with quoting the rulebook to answer a rules question for example, but you are not allowed to post complete pages of rules or the complete rules for a special character for example.

Q. What does that little R button next to the edit button do?

A. It reports the post to the moderators. Please see above under the "How to contact the moderators/administrators" section.

Q. What are all the ranks and how many posts do you need to get them?

A.

0 slave on the altar

10 Slave (off the altar)

25 Trainee Warrior

50 Warrior

75 Corsair

100 Shade

125 Dark Rider

150 Executioner

200 Cold One Knight

250 Black Guard

300 Beastmaster

400 Noble

500 Assassin

600 Highborn

800 Malekith's Personal Guard

1000 Malekith's Best Friend

Mods, Admins and people with a post count of 1000 or over can get a custom title.

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Thanks for Reading this through!

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History of the Druchii

Rules

There's only one big golden rule of thumb; it has to got to so something with the Druchii. We guess that's why it's called the History of the Druchii. Makes sense, doesn't it?

Of course, there's something to say about this. Because how much do the Druchii have to be in the story to qualify the story/fluff topic in this forum? We have decided to keep with the story competition rules; Druchii have to have a main role, but it can be viewed from for example from a Dwarf's point of view. We will be the judge of this, and if we don't qualify it we will move it. You can always PM us if you don't agree, of course.

So, posting in this forum is like playing a game. Imagine an RPG, just like Baldur's Gate 2 or Vampire the Masquerade. Those RPG's where you can do almost everything you want to. Now, imagine you are playing with the good guys and so, you can't just go berserk and do bad thing otherwise, game over. Well, here it is the exact same thing. You play by the rules and you go on in your quest for knowledge and eventually writing a master piece. **You disrespect the rules, game over, you're warned and if you do it again then you'll probably be banned.**

So, to make this quick and NOT boring, because you all will read it, the History of the Druchii Forum Rules are:

- No Spam, post which contain spam according to the moderator may be removed without warning
- No Trolling
- No Flames
- No disrespect for other users in ANY way
- Respect the moderators decisions and, if you have a problem with them, pm one of them
- No "Wow!!" threads. Threads like "Nice story" Will be erased. Why? They just don't belong here. The stories are posted here because the authors want criticism. So, don't post one liners saying how good you liked the story otherwise, you'll get your post erased and will run the race for a warning.
- No advertising.
- All the stories posted must be either about druchii, or with them playing a major role in the plot. Otherwise, you'll probably get your story moved to Lesser Races.
- Before you post a doubt, be sure to look for it in the forum, in other sites, namely GW and to google it. It will save you time and you will get better results if you do that

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Posting Guidelines

1. Spelling, grammar, punctuation and other such things

Please make an effort to use proper spelling, grammar and punctuation in any post you make (this applies to Druchii.net as a whole, but this forum in particular). If you don't know English that well, you can always download [OpenOffice](#) - an excellent freeware works suite - and use the one it includes.

1337speak and general mutilation of the English language will not be tolerated, and will generally result in your post getting outright deleted, no matter its intrinsic value.

Please also make an effort to paragraph your posts, especially when posting long pieces of text that people are expected to read in a single setting. Remember, indents don't work on phpBB boards - use two returns instead. Multiple posts in a row will also be tolerated (contrary to other parts of d.net) provided they're a benefit to us all - i.e., help make your work more readable.

2. Back your claims up with official sources

It doesn't matter how old it is - fluff is fluff. Very little of Warhammer's fluff changes drastically over the years, and you'll probably find most people who know of it much prefer the older background to the newer one. This is why you should always backup your claims with actual official sources (WFRP manuals, out-of-production Black Library books or rulebooks for games no longer supported by GW work, just like the current army book and all the prior ones; though it's recommended that you use the 5th Ed. or earlier army book for actual information, as the 6th Ed. one is a joke in terms of quantity).

If you don't have anything to back up your claims, at least warn us that that's the case at the beginning of your post. Unfounded claims can be very interesting (especially when searching the fluff reveals points in support of what started out as a mere fantasy), but you should still warn your readers if you know you might be completely wrong.

3. Tell us how badly you want criticism

This particular part of Druchii.net has a lot of people who know a lot about their favourite part of the Hobby - fluff, or background. Don't expect people to be shy about things if you post something which is totally unfounded or very badly written. As such, it would be best if you mentioned how much critique you actually want for something (if none, though, there isn't much point in you posting it on the Internet). Being the good sport that you are, you're expected to take the critique and act on it, just because you asked for it in the first place. Asking for critique and then refusing it is viewed as somewhat akin to looking a proverbial gift horse in the mouth. By the way, if you don't mention how much critique you want, we'll assume we have free reign to tear your ideas apart. 😊

Try to remember that regardless of the comments made on what you wrote, no one is attacking you personally. We here take fluff as fact, and any deviation is usually swiftly suppressed by one of the patrolling fluff nazis/gurus (depending on your point of view). This doesn't mean that Druchii.net hates you and that the whole world is out to get you; merely that you should try again. After all, practice makes perfect.

So there; I hope that these guidelines can help make the History forum a better place for all of us to post in. Feel free to post with any questions you might have, or to send a PM to Fingol Darkwater, and he will do his best to answer you.

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Druchii Army Lists

General Army list Guidelines

Posting guidelines:

- 1.) Create a **name** for your army...post it as the topic title. No one wants to go searching for "Dark Elf 2000pt Army" and find 700 topics.
- 2.) Divide the army into easily readable units and heroes. **Formatting** is a must here, as it really helps to show what the army is comprised of, not just a list of mundane equipment that will be included. Whether it's Characters/Core/Special/Rare or another format...it still needs to be logical.
- 3.) Stay away from listing out every tiny **detail** that is already assumed....we know how many attacks and what equipment goes with which units....we have the book too.
- 4.) Include a sentence for each unit (or a paragraph at the end of the list) about what **tactics** you plan to use each unit for. This gives an idea to the reader about why you have 4 units of 10 RXB Warriors....
- 5.) Ask for **specific** advice, not just general opinions. If you really want to field your large unit of Witch Elves, and everyone's advice is to drop them, then you're not getting the advice you were looking for. Rather than "What do you think?" ask "How well will the Witch Elves work?" or "What could I include to help out my Witch Elf unit?"
- 6.) If you're asking for a larger scope of ideas, and are expecting people to post advice about which units to include or to drop, make sure you put a small statement about what you're **willing to change** and what you're not. It doesn't do any good to have someone tell you to trade your WitchElf unit for a Cold One Knights unit when you already have a large unit of WitchElves already painted up, and you don't own any Knights....Include a list of which models you own or are going to buy if.
- 7.) Realize that there isn't going to be a flurry of activity and responses to your topic....so don't immediately post a

complaint that you haven't gotten any **feedback** . If it's an emergency, you're probably out of luck, just play your list as you have it and learn from your mistakes....

8.) Give some **reason** for why you're looking for advice. Have you been losing to really magic heavy armies? Do you have trouble against a specific opponent or army? Is the army for tournament or fun? Who are you usually playing against? These are all much more important than the specific number of warriors in a unit....It will give much more information to the reviewer than just numbers.

9.) Start off the topic by giving some **examples** of things you'd like to see change ("Should I trade this for that?" or "I haven't found this to be worth XXX points....should I get rid of it?") Again, if we get a feel for what's working and what's not, we can give better advice.

10.) If you've already accepted that you're not going to **focus** on one part of the game, that's also important. If you post a 2500pt list with no sorcerers in it, you're going to get some questions. Give a reason for why there's no magic ("My opponent usually doesn't have a mage" or "I've decided to forfeit the magic phase in the hopes of getting more units of infantry", etc.) This is especially important if you're shaping your army to fight a specific opponent. A 2000 point army with 10 dispel dice may look pretty funny against a Dwarf army, but it seems pretty logical against a Tzeentch army.

11.) Lastly, **understand that there aren't really** a whole lot of changes that will ensure a better result in your army. 90% of the result of a battle has to do with tactics and deployment, not your army composition. Games Workshop has expended a lot of effort to get a good balance in this game, so in general, all 2000 point armies will be fairly balanced. There is no one good solution or one good army list....you're going to get personal opinions on your list, most of it won't be good advice. The only real valuable information you're likely to get will be things like: "You can't put that magic item on that hero" or "You don't have enough core units" or "Dark Riders don't work well in units of 15" or "Don't put full command groups in units of 10", etc....nothing earth shaking....just gentle nudges towards the norm. A 12 year old with a calculator can come up with the same list as a tournament champion, it's all in the way you play it.

12.) Don't paste straight from Army Builder. Please remove any unnecessary details, e.g. that a knight has a horse.

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Warhammer Fantasy Discussion

There is only one specific rule to this forum, and that is that all threads must contain the name of the race they are about in the title. This helps every one know what is going on. Additionally, if you are posting an army list please make it clear that it is an army list in the thread title.

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Rules Questions

Forum Rules

0. Look for the answer yourself

(Yes, zero since this is really intuitive but many miss) Start by trying to answer the question yourself. Read the **relevant pages of the rulebook**. **If you don't know what happens when someone fails a fear test, then read the book** first. And only if you do not understand what it says can you ask in here.

Being lazy and not even having the energy to look up the rulebook is both rude and can sometimes be interpreted as trying to breach Copyright.

For further copyright information, read this thread: <http://www.druchii.net/viewtopic.php?t=7070>

1. Read the FAQs

When asking, please take a moment to read through the [FAQ thread](#) (below) and the first page. Many questions are already answered in the FAQ. By reading at least the latest page of questions, you will not ask something that was asked a day or two ago.

2. Use a meaningful title

Please make the title actually say something meaningful. "I got a question" or "hey dudes, can I like do this man?" are not helpful. "A fear question" is more helpful as then others can more quickly find if something is already answered.

3. Explain the question thoroughly

Please try and explain yourself as best you can, and also if possible give out page numbers of the rulebook/chronicles/army book that deals with the situation. This makes it easier for people to look up the relevant pages and answer you. If we continue with the Fear question from point 2, then you could say "pages 81-82 in the rulebook deal with fear, but I don't really understand..." and then describe whatever has you confused. If you do not know if there even is a rule about it at all then you of course wont be expected to know the page number.

4. Clear answers

When answering try and explain yourself clearly. If you are guessing then clearly state that "I seem to recall" or "my guess would be" is not that hard to type. If you for some odd reason want to add what your own house rule is then also clearly state that this is a house rule! Try and supply page nr that verify your answer. Also a short quote from **the book is permissible as long as you don't give out whole rules**. **Where is the line? If someone can use the quoted line without owning the rulebook you have given out too much.**

5. Off Topic discussions

Any off topic discussions **will** be deleted with no explanation given. Any tactics advice is counted as off topic. This is about rules questions, not tactics, the latest telletubbies episode or whether or not Korn is a good band.

6. Your responsibility

All posters are assumed by default to have read these rules. Any complaints similar to "I didn't know" will be ignored.

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7th edition Rules FAQ

NOTE TO US PLAYERS: when we refer to the GW homepage you will probably need to select the UK version, due to the US page not having the stickies and so fourth.

All questions and answers are based on the 7th edition, for 6th edition please see [this](#)

Also before you do anything be sure to have read the 7th edition FAQ/Errata from GW [Here](#)

Linda

Recent

[Druchii.net](#)

Q: Where can I find the rules for Rhinox Riders?

A : [Here](#)

Q: Beastmasters and Armour of Darkness or in fact magical shields?

A: The old gem, the rulebook, page 121 states that you may not take a magical shield if you cannot take a normal shield. **This has nothing to do with weapons so don't think this also means a Sorceress can't take the Lifetaker.**

Q: Warbands! Any updated rules?

A : Of course. [Here](#)

Q: The whole turn in combat thing seems odd, it is impossible to turn in combat to get more people fighting.

A : Yes, according to Direwolf, Alessio has said the intent was that you can't do this manoeuvre if you get less models fighting.

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Dark Elves

Q: I heard about a revision, what did we get and where can I get it?

A : the Revision can be found [here](#) and is now **legal (i.e. you don't need opponent's approval)** as it is published in UK White 287 (November 2003 issue), and is also available for download from [GW's homepage](#) .

Q: Cult of Pleasure army list? Same question as above.

A : The Cult of pleasure army list can now be downloaded [Here](#) , and it is official and will remain official even after the campaign.

Q: I heard about some new magical items that didn't come from Albion? Where are they?

A : They are in the cult of pleasure list, and they can be used in normal Dark Elf armies too. See link in the question above.

Q: How many wounds does an enemy take from Black Lotus? Is it first the one and then a further one as the stats are lowered?

A : Just the one, [Reference](#) .

Q: Do the revision apply to the cityguard list as well (cheaper warriors, 2 for 1 chariots and so)?

A : No it doesn't.

Q: What units can use the cauldrons ability to re-roll to wound rolls?

A : All units and beasts, including impact hits from a chariot. (Cleared up by Gavin Thorpe)

Q: What exactly can I mount my battle standard bearer on, and what equipment can I give him?

A : A cold one, dark steed or chariot only, and you can give him armour and a sea dragon cloak. You can't give him any magical weapon that requires two hands to use, or any magical armour that includes a shield.

Q: Where can I find the rules for the different hydras?

A : [Here](#) , and they are official.

Q: What is Gauntlet of Power?

A : It's one of the magic items we won with the Albion campaign. All the Albion magic items can be found [Here](#) , and are official for use.

Q: Speaking of the Gauntlet, if I give my Anointed the Gauntlet and Quickening Blood does he still strike last?

A : No, the Gauntlet is a strike last weapon but the Quickening Blood states that you strike first even with such weapons.

Q: How does the Cityguard formation really work?

A : The first rank must and may only have repeater crossbows; the following ranks must and may only have spears. If the front rank has a hand weapon, shield and light armour you gain a 4+ armour save in close combat as you use the hand weapon and shield. This is a special rule for the city guard. In addition the command group must also pay for repeater crossbows as usual since they are in the front rank.

Q: But where can I find the rules for the cityguard then?

A : [Here](#) , and it is official.

Q: Watchtower list? Where can I find that?

A : [Here](#)

Q: Do Reaper bolt throwers get -1 when shooting multiple shots? How about -1 for long range?

A: They do not get -1 for multiple shot, but they do suffer the usual -1 if shooting over long range. As the rules **don't mention the Multiple Shot rule they do not suffer from it.**

Q: Does the improved save gotten by wounds inflicted while wearing blood armour apply to unsaved wounds cause by missile weapons such as a repeater crossbow?

A : Yes. The item does not mention any restriction to close combat, so even spells will improve the save (as the Anointed can wear armour and cast spells).

Q: Do Dark Elf Sorceresses get +1 to cast with Shadow and Death magic too?

A : Yes. The rules just state that they get +1 to cast, not that it is specific to Dark magic. Page 16 of the Dark Elf army book.

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Close Combat

Q: Can I use a magical close combat weapon along with a hand weapon to gain an extra attack? Or can I have say a great weapon and a magical close combat weapon and change depending on the need?

A : A character who has a magic close combat must use it and cannot use other close combat weapons, see page 121 of the rulebook. Only exception is Bretonnian Characters who must use their lance when they charge if they have one.

Q: Can you have an armour save that is better then 1+?

A : Yes you can have negative armour saves, though you always fail on a 1. This just makes it easier to save high strength attacks as you are more likely to still have a good save after the modifiers. See page 30 of the rulebook.

Q: Speaking of the parry bonus, can units that have more then one weapon, say spear elves decide which weapon to use and if they pick the hand weapon and shield bonus do they get the bonus save?

A : You can select a weapon at the start of combat, but must then use that until the whole combat is resolved (i.e. no longer in close combat). And yes if the models are eligible for the parry bonus (i.e. they are on foot, have both

non magical hand weapons and non magical shields) then they gain the bonus save. So spear elves using the hand weapon and shield combo will have 4+ save in cc

Q: Can a mounted person benefit from the +1 attack for having 2 close combat weapons?

A : No, only people on foot (except Empire pistoliers). Page 56 of rulebook.

Q: Do all troops carry hand weapons?

A : All troops and characters are assumed to carry hand weapons (page 56 of rulebook) unless otherwise noted (such as Orcs who have Choppas but no hand weapons).

Q: Since all troops carry hand weapons can my Executioners use their hand weapon and still gain Killing blow?

A : **Yes.** The killing blow ability is for the troop not the weapon.

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[Movement](#)

Q: When you have a failed charge with flyers how far do they move?

A : All troops that make a failed charge move their normal movement rate, and for flyers this is 20 inches. Page 68 of rulebook.

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[Psychology](#)

Q: When a troop is under the affect of Stupidity can it flee as a charge reaction?

A : **No they can't,** page 52 of rulebook.

Q: If a Frenzied unit is beaten by a Fear-causing unit with higher unit strength, does the frenzied unit autobreak?

A : Yes, they lose the combat and therefore lose their Frenzy and are then no longer immune to psychology and flee.

Q: Do I have to take terror tests for a model that I cannot see? For instance if it is behind my units, or behind terrain?

A : Yes. As long as you are close enough you must test no matter if you can see it or not.

Q: Do dark elf special characters hate high elves?

A : Yes. Page 6 of the Dark Elf army book clearly states that ALL dark elves hate high elves.

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Magic

Q: How is a wizard affected my close combat when it comes to casting spells?

A : A wizard can cast spells when he is fighting in close combat. Only exception is magic missiles, which a wizard can't cast when he is in close combat. He can only cast spells which require LOS at the unit he is fighting with. A wizard can not cast spells at a unit in close combat, unless specifically stated in the spells description.

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Other

Q: When using poisoned missile weapons do you still autowound on a 6 if you need 7+ to hit?

A : No. Page 95 of the rulebook

Q: **Where** can I find the rules for Mengil Manhide and his Manflayers?

A : [Here](#) .

Q: Where can I find the other Storm of Chaos army lists?

A : They are [here](#) .

Q: Is there any GW made FAQ for the SoC?

A : [Here](#) .

Q: Where can I find the Dogs of War units?

A : [Here](#) .

Q: **Can** I take Dogs of War characters in a non-DOW army (like a hireling wizard)?

A : No. Only DOW armies can use DOW characters (apart from the ones that specifically state they can be used in any army like Dark Emissary and such).

Q : Warbands, any help on rules etc?

A : Of course: [Here](#)

Q: Can a marked character (chaos) join an unmarked unit?

A : Yes. Though note that Undivided is a mark too.

Q: Where is the GW errata and FAQ located?

A : [Here](#)

Q: What size base should everything be on?

A : GW has finally made a ruling on this: [Here](#)

Q: What WD was X in?

A : Use the white dwarf database: [Here](#)

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Warhammer 40,000

Forum Rules:

Make your thread titles clear

Since everything to do with 40k will be in this forum, there is going to be a jumble of discussion, rules questions and army lists. Please try to be as explicit as you can when posting a new thread.

Don't post points values

Only ever post the total points cost of a unit, not the component items such as individual squad member costs, wargear etc. This is technically breaking GW's copyright in doing so.

Be sure to clean up your list if it is copied from army builder - so while you're removing specific points costs, remove any superfluous information while you are at it - we know space marines have bolters!

Don't post pictures

No reason not to share your 40k projects with us, of course - just make sure you **link** to any pictures you want us to see rather than filling up the server or forcing the unfortunate dial-up users to wait 5 minutes for the thread to load.

If that was somehow unclear, watch [Posting and You](#) . All the points in said flash animation are still valid, despite being for a different forum. See also this [comic](#) if u think u r cool writing like this...

If you have a rules question

Make sure you check the rulebook or codex (or FAQs) before posting a question. The answer could be in an obvious place! (You don't want to look silly, do you?)

Rules FAQ:

Q: Do the 4th ed rules have a FAQ yet?

A : **Yes** , they do.

Q: I want free stuff. Gimme, gimme, gimme.

A : Well, that's more of a demand, but you can get the following codices online:

[Codex: Catachans](#)

[Imperial Guard Armoured Company](#)

[Codex: Harlequins](#) (About as unofficial as you can get)

Q: Isn't it spelt "codexes"?

A : Unlike GW, I can actually spell.

Q: My codex mentions rules that I can't find in the rule book (Big Green Book - BGB), what is wrong?

A : Most codices were printed for the previous edition - you can find the FAQs for the armies here (pdf format):

[Codex: Armageddon](#)

[Codex: Blood Angels](#)

[Codex: Chaos Space Marines](#)

[Codex: Daemonhunters](#)

[Codex: Dark Eldar](#)

[Codex: Eye of Terror](#)

[Codex: Imperial Guard](#)

[Codex: Necrons](#)

[Codex: Orks](#)

[Codex: Space Wolves](#)

[Codex: Witch Hunters](#)

4th edition Codices:

[Codex: Black Templars](#)

[Codex: Space Marines](#)

[Codex: Tau Empire](#)

[Codex: Tyranids](#)

Q: Hahaha. Those silly fantasy players had their SoC book banned from GW UK tournaments.

A : And GW UK 40k tournaments no longer consider the Eye of Terror or Armageddon codices to be tournament legal.

Q: Why are daemonhunters such a terrible army?

A : Some questions have no answer.

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Painting & Modelling

Forum rules

1 - Pictures now allowed in topics

You are allowed to post a maximum of THREE IMAGES in your topics, which can be no greater than 800 X 600 PIXELS. If you have more than three pictures you'd like to show, make a selection and link to the rest as before. This new ruling ONLY APPLIES TO THE PAINTING AND MODELLING FORUM.

Druchii.net lest its members upload there pictures in the Album section if the community. From there you can link your pictures to threads in the Painting and modelling forum. You are, of course, allowed to link pictures form other servers as well.

2 - Spam

Spam will not be tolerated in the painting and modelling forum. Examples of posts that are considered spam are:

1. Post's that contain nothing but smilies, like this: 😄😄😄

2. Post's that contains few words, the so called "Wow posts", such as: "Cool, I like you mini!!!" "WOW" and similar mindless one sentence posts - We urge people to put a bit of thought and effort in to their posts.

3. Posts that are clearly irrelevant or abusive.

Note that spam posts will be deleted without any question. Spam posters who think that they will raise their post counter in that way are wrong.

Spammers and posters breaking rules will face consequences like warning and banning.

3 - Constructive Criticism

Giving feedback about a members work is a large part of the Painting and Modelling forum, here we all can show

our minis to the world and people can comment on them. That adds the risk some one giving Destructive Criticism. This is a delicate matter.

You can have the opinion that a paintjob is bad. But there is many ways to make the artist aware of your opinion. Here follows two examples:

“HAHA !!! That is the worst paintjob I have ever seen, you got no future in this game if you are going to put those models on the battlefield”

“Oh, my. Dear friend, I think you can do a lot better then that paintjob; I would advice you to train X painting technique to improve your skill. Would you like to have some links to painting guides? “

There is off course a gray zone between these examples, but I urge you to lean to the second one.

4 - Redundant topics

Before You start new thread, please check if similar topic exists at least at first three pages of forum (first page is absolutely minimum). Some topics are really popular and You may find solution in already existing topic. Existing topics may also contain valuable information, suggestions, answers and opinions. Also if You have problem or question regarding matter already included in one of existing topics please post it there instead of creating new one. But dont reanimate topics which are really long, long dead. Mods will consider every case, but when You start redundant topic it may be locked but we always point existing one.

5 - Necromancy

Necromancy is reanimating threads which are long dead for post counter raise only. Typical example is when someone's post has nothing to do with topic which received last post half year ago. Such necromancy posts will be deleted and considered as spam.

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Off Topic

One thing I want to stress, however, is the ban on topics about politics and religion. The reasons why these are banned can be found in the Forum Rules which I linked to above (under "Controversial Topics").

Off-topic means an immense range of things to discuss. It also leads to a lot of topics that go from one topic to a completely different one. This is no problem, as long as this evolves from the turns the discussion takes, so don't worry about going off-topic in the off-topic section, as long as there is a reason for it.

The above, however, does not mean spamming is allowed here. Making multiple posts directly after one another or

posting something that has nothing to do with the discussion at all is still considered spam and will not be tolerated, as it generally is an annoyance to the other members, who try to have an interesting discussion. If you urgently need to add something you forgot to include in your previous post, and nobody has answered your post yet, just use the edit function (found in the upper right corner of all your posts) .

Another thing the Off-Topic Forum is prone to is recurring topics, like the recently stickied favourite music thread. Therefore please be sure to use the search function and post in older threads if you find something about your intended topic, unless their last post is older than two months (which would be "threadomancy"). In that case, feel free to create a new topic, but link to the older one. I will sticky all those "typical first meeting smalltalk" topics - like music, who we are, etc. - when I come across them.

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Trading Forum

1. Only items of a wargaming nature may be offered for sale on this site. Anything deemed unsuitable will be removed and the offending member warned. Repetition will result in cancellation of membership.
2. Druchii.net provides this forum free of charge but will not allow commercial ventures to advertise their wares. The forum is available to private individuals only.
3. Druchii.net accepts no responsibility for the condition of any item offered for sale within this forum, nor does it attempt to vouch for any member wishing to make a sale or a purchase.
4. Druchii.net accepts no responsibility for any loss incurred as the result of any transaction. However, agrieved members may contact the site administration team to report any unsuitable behaviour. In such an instance, repeatedly abusing the forum rules may result in cancellation of membership.
5. Any transaction is solely between the vendor and the purchaser and druchii.net recommends each party to take appropriate measures to satisfy the agreed conditions of the transaction.
6. As part of the improvements to the forum from now on we will lock all threads where the sale has completed or expired. It is our hope that this will help potential purchasers when browsing this forum.
7. **It is accepted that all posters in this forum have read, understood and agree to abide by these terms and conditions.**
8. Please do not post eBay links, unless there is a "Buyout" option for those browsing Druchii.net that may not have an eBay account. Basically I'm saying that Druchii.net is not the place to spam a bunch of auctions, leaving nothing for the community. Long time members with significant standing on the site will likely be exempt from this rule, as they've generally already contributed to the site.

9. Please list prices for what you are selling. If what you are offering is no longer available, please post/report/PM me and I'll handle it.

10. Have fun guys! In case of any dispute, www.druchii.net is not accountable but Fr0 will assist in attempting a resolution if either party would like, though can only offer seasoned advice not guarantees.

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Druchii.net

General

DD = Druchii Discussion
WGD = Wargames Discussion
OT = Off Topic
IIRC = If I remember correctly
LOL = Laugh out Loud
AFAIK = As far as I know
IMO = In my opinion etc etc
IMHO = Im my humble opinion
RAW = Rules As Written

Magic Items

GoP = Gauntler of Power
COBI = Crown of Black Iron
SoM = Sword of Might
SoB = Sword of Battle (not what you were thinking you
dirty mind !!)

Units

COK = Cold one Knights
COC = Cold one chariots
WE = witchelves OR Woodelves depending on the
context
RXB = repeater crossbow
RBT = reaper bolt thrower
EX, Execs = executioners
BG = Black Guard
CoB = Cauldron of Blood
DR = Dark Riders
AS = Armour Save
CC = Close Combat
LOS = Line of Sight
BtB = Base to Base (contact)
HtH = Hand to Hand (combat)

Armies

DE = Dark Elves
VC = Vampire Counts
TK = Tomb Kings

BC = Beasts of Chaos
BM = Beastmen
O&G = Orcs and Goblins
WE = Wood Elves or Witch Elves depending on the
context

Characters

FC = Full Command
BSB = Battle Standard Bearer
HB = highborn
BM = Beast Master
HS = High Sorceress
Std = Standard bearer or standard
Mus = Musician

Equipment

SDC = Sea Dragon Cloak
GW = Great Weapon
SP = Spear
HA = Heavy Armour
LA = Light Armour
Sh = Shield
DS = Dark Steed
CO = Cold One
DP = Dark Pegasus
HW = Hand Weapon

Spells

WoP = word of pain
CW = chillwind
BH = black horror

Tactics

MSU = Many small units
MSE = Many small elites ... this and the MSU tactics can
be found on
the tactics page (surprisingly)
RF = Refused Flank
RFZ = Red Fury zone