

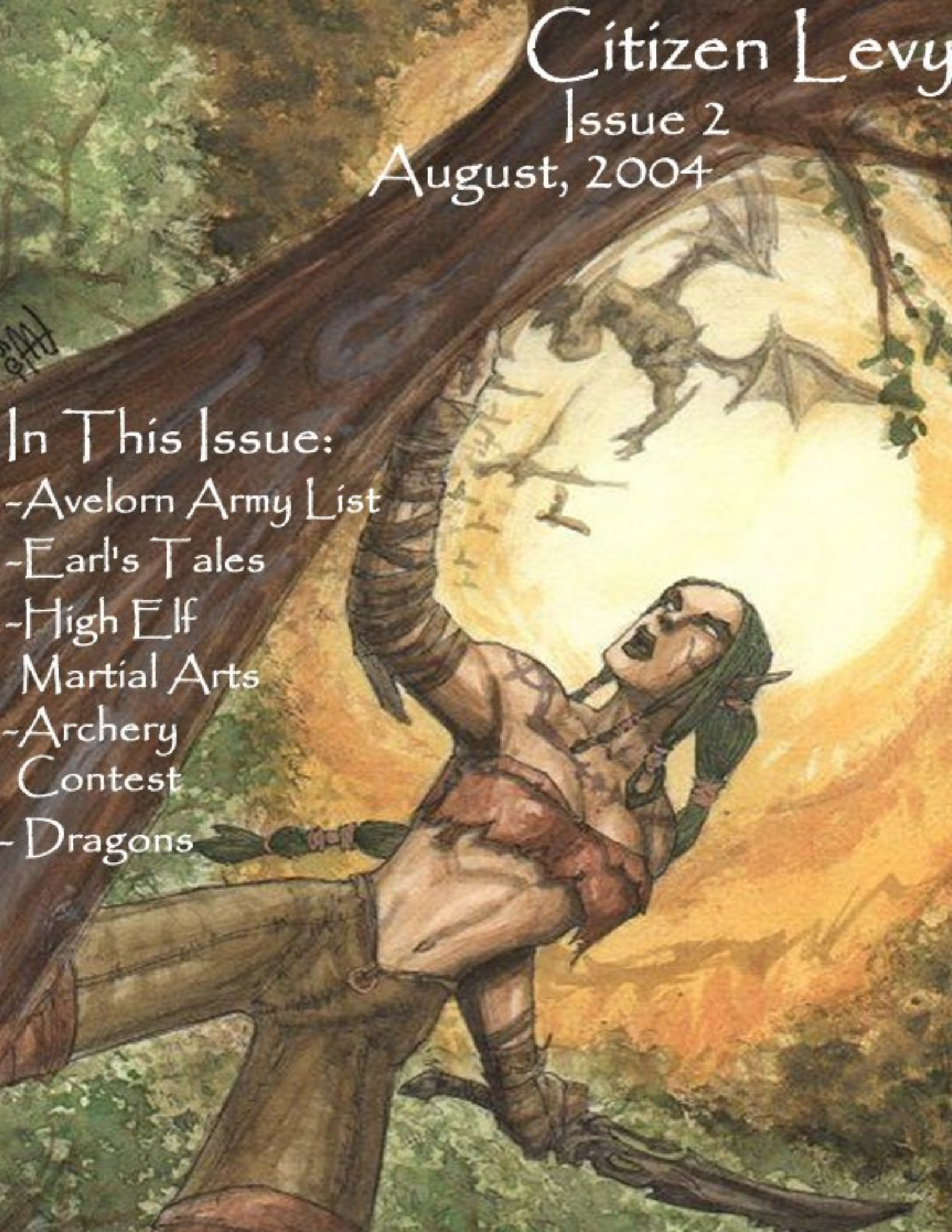
Citizen Levy

Issue 2

August, 2004

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The Citizen Levy

The Official Magazine of Asur.org

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Editor In Chief: Tyrion Reaper

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ULTHUAN



The Muster of the Asur, Part 1 The Provincial Muster of Ulthuan

This is the first army posted from the compilation of Province lists made by the Themed List Project Group. We encourage everyone to playtest these lists and to Post your results or PM them to a Loremaster.

Regards,

The Loremasters of Asur.org

INTRODUCTION

One night during my finals of spring semester, I was suddenly included in a chat on MSN with two other Loremasters of Ulthuan – Regulus and Calarion. I was thrown into a feverish attempt at outlining what kind of army Avelorn would have if only Avelorn went to war. After a few seconds I was informed that they were planning out an army list for each province. A day or two later, a board on the Asur.org forums was created simply for the work on these provincial lists. The project was born. Several months and close to one hundred pages later, you have the finished product. There were some very unique ideas that were unfortunately left on the drawing table and not included in this book – from Ronin-esque disheartened princes of Caledor to mystical Fairies of Avelorn to even Hippocampi Knights of Cothique, many ingenious ideas were unable to be included. But after what has been quite some time, we feel that we've created some of the best and most unique army lists that we could have offered.

Regards,

*Tim "TimmyMWD" Royers
and everyone from the Asur.org staff*

For quite some time, the Loremasters of Ulthuan and a crack team of Asur.org members have been developing, testing, and writing fluff for a huge project – writing an army book containing an army list for every province of Ulthuan. This began way back on the temporary board, and is still in process today. Every issue of the Citizen Levy here on out will feature the next province in the unofficial book that we are working on. In the end, when all of them are posted in the CL, we will also come out with an army book that contains every list in one lump sum. The following people should be given credit for helping with this project:

Calarion, Elthair, Regulus, TimmyMWD, SlythRa, Etherion Fenix, Krusader, Bob of Yvresse, VictorK, and yes – even Dark Alliance of Druchii.net pitched in his two cents.

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Provincial Armies Composition Rules:

- Only Eataine may use Dogs of War. This is up to change and has not been really put to much thought.
- Forces from other Provinces may be taken. A character from another province (i.e. Priest of Vault in Chrace) may be taken for +1 hero choice. A unit from another provincial list may be taken for +1 rare choice (so Swordmasters are 1 special 1 rare in a Nagarythian army).
- For right now, Provinces have full access to the High Elf magic items unless stated otherwise specifically.

Below is the basic army list for Avelorn. The Themed List team has come up with lots of fluff for the specific units, the background of Avelorn, the Priestesses of Isha, etc. The full Avelorn entry will be featured in the final army book. Below are the full list of Avelorn unit special rules, so as they will not have to be repeated in the list proper:

The Priestess of Isha

Isha's Blessing: Priestess of Isha may nominate a model within 24" and heal one wound. This is cast just as a bound spell with power level 4, and may only be cast once in the magic phase of the controlling player.

Avelornian Rangers

Forest Warriors: Rangers may shoot through 4" of wood, and when charging from within a wood gain +1A on the turn they charge.

Pegasi Knights

Flying Cavalry: A unit of Pegasi Knights counts as a unit of *fast cavalry* and a unit of *flyers*, with the exception that they are not skirmishers, and that any character on a Pegasus, Griffon, or Great Eagle may join the unit.

Handmaidens of the Everqueen

Strict Discipline Handmaidens received the fight in three ranks rule as every other high elf unit, but may also shoot in two ranks with longbows.

Bodyguards: Handmaidens are stubborn when the Everqueen is with them. If she is slain, they *hate* the enemy unit or character that killed her for the remainder of battle.

Blessed of Isha : Handmaidens have a 5+ ward save versus magical attacks and shooting.

Treeman

Made of Wood: Treemen are *flammable*, cause *fear*, and have a 3+ armor save.

A Mighty Force: A Treeman may elect to make a single s10 attack that causes d6 wounds instead of the normal attacks listed in his profile. If a Treeman loses a round of combat but does not suffer any wounds, then it is not required to take a break test.

Ursine

Angered: Ursine only fight when their land is under attack. Nothing is more important to them than the survival of their home, and as such are *stubborn*. They have been assaulted by the Dark Elves so many times that when fighting that army, they are *frenzied*.

Burst Through The Woods: Ursine use surprise assaults under the cover of a dense canopy to rip enemies apart. Ursine may opt to deploy in a wood anywhere on the map as long as the unit is 10" from any enemy unit. If the Ursine charge from completely within a forest, then they receive +1A and the unit being charged must take a *fear* test.

AVELORN CONVERSIONS

The Avelorn list we give you below has many possibilities for conversions. The Handmaidens can be brought back without much work, and Treeman can simply be the 5th ed Wood Elf behemoths. Other units pose more interesting conversion potential – such as the Pegasi Knights and the Ursine. For instance, TimmyMWD made this conversion of a Brett plastic Pegasus and Wood Elf Glade Rider for a quick and easy Pegasus Knight of Avelorn:



Starting off, he used the Pegasus body but used the unbarbed elven steed head, giving it a much less “goat-like” appearance, as Calarion would say.



Next, he painted the Pegasus codex gray and went to work on the caprison. For his first test model, he didn't do any filing – but in future models he will file off the raised surfaces of the caprison. He chose snot green as the base color, with a max of snot green and skull white as a highlight. On the shield is the rune of Quel-Isha.

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After some flash painting, the conversion is done. The glade rider was painting with snot green and skull white as the main colors, trying to produce a clean, regal look for Avelorn.



The other side, getting a better look at the rider. In retrospect, Tim would've thinned out his paint more on the Pegasus and worked on greater detail for the rider. This is his sample of how to make an easy Pegasus Knight, and is ready for the potential embarrassment of showing off his not so Golden Demon painting skills.

If you feel inspired after seeing the Avelorn army list, and wish to make a conversion –and actually finish it – please feel free to send in pictures of your models to any member of the Citizen Levy staff or any Loremaster – we will gladly include it in an upcoming issue.

ARMORY OF AVELORN

Banner of Avelorn at 45 points

Magic Banner

Woven from living leaves and the hair of the Handmaidens of the Everqueen, this Banner is a stunningly beautiful creation of the Elves of Avelorn.

Any enemy wishing to charge the unit that bears it must first pass a Leadership test. If the test is failed the chargers stand in their place. You must declare their charge reaction before the test is made. Note that the banner has no effect on troops that are immune to psychology.

Acorn of Summoning at 50 points

Enchanted Item

When rooted into the ground, this magical acorn sprouts warriors to defend Avelorn

One use only. May be cast if within 6" of a wood, counts as a bound spell with power level 5. If cast, it produces d6 Tree Guard anywhere within the wood.

Horn of Isha at 30 points

Enchanted Item

The Horn of Isha is made out of single pearl-white conch shell, and its sound summons the favour of Isha.

The Horn is an Enchanted Item. Once per battle, at the beginning of any High Elf Shooting phase or of any Close Combat phase (own or enemy's), the High Elf player may declare that the Musician will blow the Horn of Isha. This will allow the character and any unit he is with to either fight with 2 Attacks or shoot twice.

	M	WS	BS	S	T	W	I	A	Ld
Tree	4	2	0	3	4	2	3	1	5
Guard									

Equipment: Branches (count as two hand weapons)
Special Rules: *Unbreakable, Flammable*

HONORS OF AVELORN

High Commander

10 points

Politics may run rampant in the elven kingdoms, but some generals have a sway of influence over the bickering.

With this honor, you may modify the dice roll for Intrigue at the Court +1 or -1, whichever is in the direction of the character with this honor.

Guardian of the Forest

20 points

This elf is a master of his terrain, and has patrolled the woods of Avelorn for decades. He excels at combat within the woods, and can shoot through even the densest of forests.

May scout. May shoot through woods freely and has clear line of sight through woods as if they were open terrain. Any unit that is joined by the Guardian at the beginning of battle may deploy as close to the enemy as possible as long as they are within a wood completely.

Captain of the Guard

40 points

This elf has proven her worth as a Handmaiden, and has been promoted to command some of her sisters into battle.

The character and the unit she leads is *stubborn*. In addition, the character receives the Blessed of Isha special rule in the Hand Maiden profile. Handmaidens become a 0-1 special choice.

Apprentice of Isha

25 points

This elf is training to become a priestess of the beloved goddess Isha. Inductees must first learn to overcome chaos, to warp the winds of magic and send them away as if they were harmless.

Character has magic resistance (1), any unit that is joined by the character gains that magic resistance as well.

Other Honors

All other honors may be taken, but if you take Lion Guard or Swordmaster, that character takes up another hero slot, because it is out of province.

SPELLS OF AVELORN

Not all of the mages dedicate all of their time learning the magical arts in the White Tower. Those of the Priest or Priestess hood of their patron deity often train to harness the powers of their particular god(ess). In Avelorn, mages learn to harness the power of nature, and tap into the magically enchanted realm and the strength of Isha that flows through it. As such, the Mages of Averlorn specialize in powerful magic, calling upon the powers of Isha and the forest. Instead of knowing Drain Magic, Averlornian mages may choose one of the following spells as a replacement.

Allure of the Forest

10+

Cast on a friendly unit within 24" enemies in BtB suffer must pass a LD test or they suffer half WS and A (rounding down to a minimum of 1)

Rapture of the Forest

11+

May be cast on any unit that is within 12" of a wooded feature and 24" of the mage. The unit can't move and if charged or already in CC (may be cast into CC) they fight back with a WS of 1 and Initiative 1 and attacks reduced by 1 (to a minimum of 1) if the unit is within or partially within the wooded feature the unit takes 2d6 S5 hits as they are assailed by the forest as they are held in place

A note from the Themed List team:

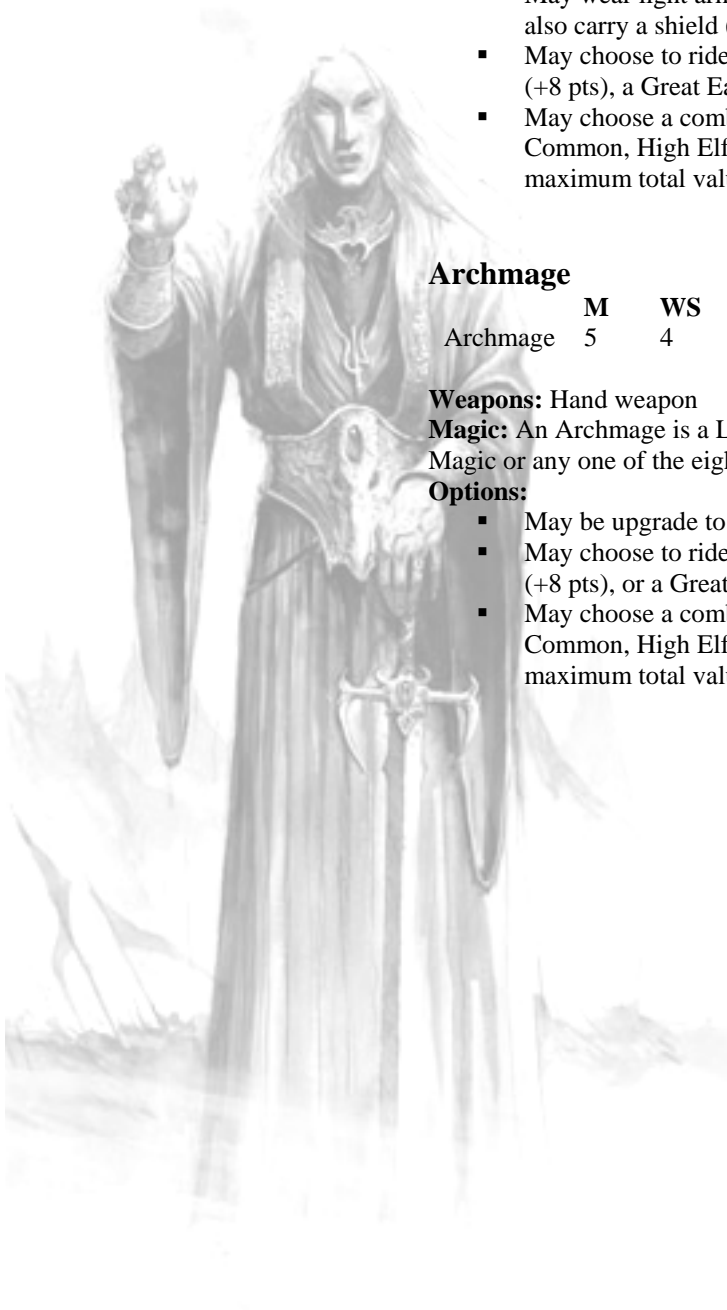
Just like the army list, we ask that these spells be thoroughly tested. On paper and after many discussions, we concluded these spells to be sound and playable, but only true and thorough play testing on the tabletop can balance out the spells. Please contact the Loremasters or any of the mentioned contributors to the Themed List Project with any and all of your play testing results, along with any comments/thoughts for improvement/etc. We will be providing alternate spells for each province in the upcoming issues of the Citizen Levy, so we want to make sure they are all functional.

Regards,

The Themed List Project Staff

LORDS

High Elf Princes surround the court of the Everqueen, constantly seeking her affection. Archmages play a principle roll in the leadership of Avelorn, as they often help maintain the enchantments that keep Avelorn evergreen.



Prince

Points/model: 125

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

Weapons: Hand weapon

Options:

- May choose either a lance (+6 pts), spear (+6 pts), a Great weapon (+6 pts), a halberd (+6 pts), or an additional hand weapon (+6 pts).
- May take a longbow (+10 pts).
- May wear light armor (+3 pts), or heavy armor (+6 pts), and may also carry a shield (+3 pts)
- May choose to ride an Elven steed (+18 pts) with ithilmar barding (+8 pts), a Great Eagle (+50 pts), a Griffon (+200 pts).
- May choose a combination of Honors and/or magic items from the Common, High Elf, and Avelornian magic items lists, to a maximum total value of 100 pts.

Archmage

Points/model: 220

	M	WS	BS	S	T	W	I	A	Ld
Archmage	5	4	4	3	3	3	5	1	9

Weapons: Hand weapon

Magic: An Archmage is a Level 3 Wizard. He may choose either High Magic or any one of the eight lores described in the Warhammer Rulebook.

Options:

- May be upgrade to a Level 4 Wizard for +35 pts.
- May choose to ride an Elven steed (+18 pts) with ithilmar barding (+8 pts), or a Great Eagle (+50 pts).
- May choose a combination of Honors and/or magic items from the Common, High Elf, and Avelornian magic items lists, to a maximum total value of 100 pts.

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Commander *(see side panel*)*

Points/model: 70

	M	WS	BS	S	T	W	I	A	Ld
Commander	5	6	6	4	3	2	7	3	9

Weapons: Hand Weapon

Options:

- May choose either a lance (+4 pts), spear (+4 pts), a Great weapon (+4 pts), a halberd (+4 pts), or an additional hand weapon (+4 pts).
- May take a longbow (+10 pts).
- May wear light armor (+2 pts) or heavy Armor (+4 pts), and may also carry a shield (+2 pts)
- May choose to ride an Elven steed (+18 pts) with ithilmar barding (+8 pts), or a Great Eagle (+50 pts).
- May choose a combination of Honors and/or magic items from the Common, High Elf, and Avelornian magic items lists, to a maximum total value of 50 pts.

Mage

Points/Model: 95

	M	WS	BS	S	T	W	I	A	Ld
Mage	5	4	4	3	3	2	5	1	8

Weapons: Hand weapon

Magic: A Mage is a Level 1 Wizard. He may choose either High Magic or any one of the eight lores described in the Warhammer Rulebook.

Options:

- May be upgrade to a Level 2 Wizard for +35 pts.
- May choose to ride an Elven steed (+18 pts) with ithilmar barding (+8 pts).
- May choose a combination of Honors and/or magic items from the Common, High Elf, and Avelornian magic items lists, to a maximum total value of 50 pts.

Priestess of Isha

Points/Model: 85

	M	WS	BS	S	T	W	I	A	Ld
Priestess of Isha	5	4	4	3	3	2	5	2	8

Weapons: Hand Weapon

Magic: A Priestess of Isha is a level 1 Wizard, she knows the Lore of Life from the Warhammer Rulebook.

Options:

- May choose a combination of Honors and/or magic items from the Common, High Elf, and Avelornian magic items list, to a maximum total value of 50 points.

Special Rule: Isha's Blessing, Magic Resistance (1)

HEROES

*BATTLE STANDARD BEARER

One commander in the army may carry the Battle Standard for +25 points. The Battle Standard Bearer may only be the army's General if he was randomly selected in the Intrigue at Court rule otherwise he is ineligible. The Battle Standard Bearer cannot choose any non-magical equipment except for light armor, heavy armor, and barding for his steed. He cannot be mounted on a Great Eagle. The BSB can have any magic banner (no points limit), but if he carries a magic banner he cannot carry other magic items or use any honors.

CHARACTER STEEDS

Below are the profiles for the steeds that can be ridden by the characters.

	M	WS	BS	S	T	W	I	A	Ld
Steed	9	3	0	3	3	1	4	1	5
Eagle	2	5	0	4	4	3	4	2	8
Griffon	6	5	0	5	5	4	5	4	7

Any character with the Lion Guard or Swordmaster Honor counts as a character from another province, and takes up another hero slot.



CORE UNITS

Core units are made up of the Citizen Levies within Avelorn, as well as some of the aspiring nobles of the realm.

FIRST AMONG EQUALS

One unit of either Spearelves or Silver Helms may be given a magic standard worth up to 25 points.

Archers

	M	WS	BS	S	T	W	I	A	Ld
Archer	5	4	4	3	3	1	5	1	8
Champion	5	4	5	3	3	1	5	1	8

Points/model: 12

Unit Size: 10+

Weapons and Armor: Hand Weapon, longbow

Options:

- Any unit may be equipped with light armor for +1 pt/model.
- Upgrade one Archer to a Musician for +6 pts.
- Upgrade one Archer to a Standard Bearer for +12 pts.
- Promote one Archer to a Champion for +12 pts.

Spearelves

	M	WS	BS	S	T	W	I	A	Ld
Spearelf	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8

Points/model: 11

Unit Size: 10+

Weapons and Armor: Hand Weapon, spear, light armor & shield.

Options:

- Upgrade one Spearelf to a Musician for +6 pts.
- Upgrade one Spearelf to a Standard Bearer for +12 pts.
- Promote one Spearelf to a Champion for +12 pts.

Special Rules:

Fight in three ranks with spears

Silver Helms

	M	WS	BS	S	T	W	I	A	Ld
Silver Helm	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8
Elven Steed	9	3	0	3	3	1	4	1	5

Points/model: 19

Unit Size: 5+

Weapons and Armor: Hand weapon, lance, light armor

Mounts: Elven steed with barding

Options:

- Any unit may be equipped with shields for +2 pts/model.
- Any unit may upgrade to heavy armor for +2 pts/model.
- Upgrade one Silver Helm to a Musician for +7 pts.
- Upgrade one Silver Helm to a Standard Bearer for +14 pts.
- Promote one Silver Helm to a Champion for +14 pts.



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Avelornian Rangers

Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Ranger	5	4	4	3	3	1	5	1	8
Tracker	5	4	5	3	3	1	5	1	8

Unit Size: 5+

Weapons and Armor: Hand weapon, Longbows, Light Armor

Options:

- Promote one Ranger to a Tracker for +12 pts.

Special Rules:

Scout, Skirmish, Forest Warriors

0-1 Pegasi Riders

Points/Model: 40

	M	WS	BS	S	T	W	I	A	Ld
Rider	5	4	5	3	3	1	5	1	9
Knight	5	5	5	3	3	1	5	2	9
Pegasus	8	3	0	4	4	1	4	2	6

Unit Size: 3-10

Weapons and Armor: Hand weapon, Spear, Light Armor, and Bow

Mounts: Pegasus

Options:

- Upgrade one Pegasus Rider to a Musician for +9 pts.
- Upgrade one Pegasus Rider to a Standard Bearer for +18 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Pegasus Rider to a Pegasus Knight for +18 pts.
- The Pegasus Knight may choose up to 25 pts. Of magic items

Special Rules:

Flying Cavalry

Great Eagle*

Points/model: 50

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

*Note that 1-2 Great Eagles count as only one Special choice.

Unit Size: Each Great Eagle model is a single unit.

Weapons: Talons (count as hand weapons)

Special Rules:

Fly.

SPECIAL UNITS

Where as the bulk of the Avelornian armies are formed from the levies, these troops are professionals, fighting for long periods of their life.



RARE UNITS

Rare units are the most obscure and powerful units Avelorn has to offer. The mystical creatures of Avelorn only march to war in times of dire need, and as such are rare troops to be found in the field of battle.

0-1 Hand Maidens of the Everqueen Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Hand Maiden	5	4	5	3	3	1	5	1	9
Lieutenant	5	4	5	3	3	1	5	2	9

Unit Size: 10+

Weapons and Armor: Light Armor, Spear, Longbow

Options:

- Upgrade one Hand Maiden to a Musician for +6 pts.
- Upgrade one Hand Maiden to a Standard Bearer for +12 pts.
- Promote one Hand Maiden to a Lieutenant for +12 pts.

Special Rules:

Strict Discipline, Bodyguard, Blessed of Isha

Treeman Points/model: 240

	M	WS	BS	S	T	W	I	A	Ld
Treeman	6	5	0	5	6	5	2	4	10

Unit Size: 1

Weapons and Armor: Branches (count as hand weapons)

Special Rules:

Made of wood, A mighty force

Ursine Points/model: 40

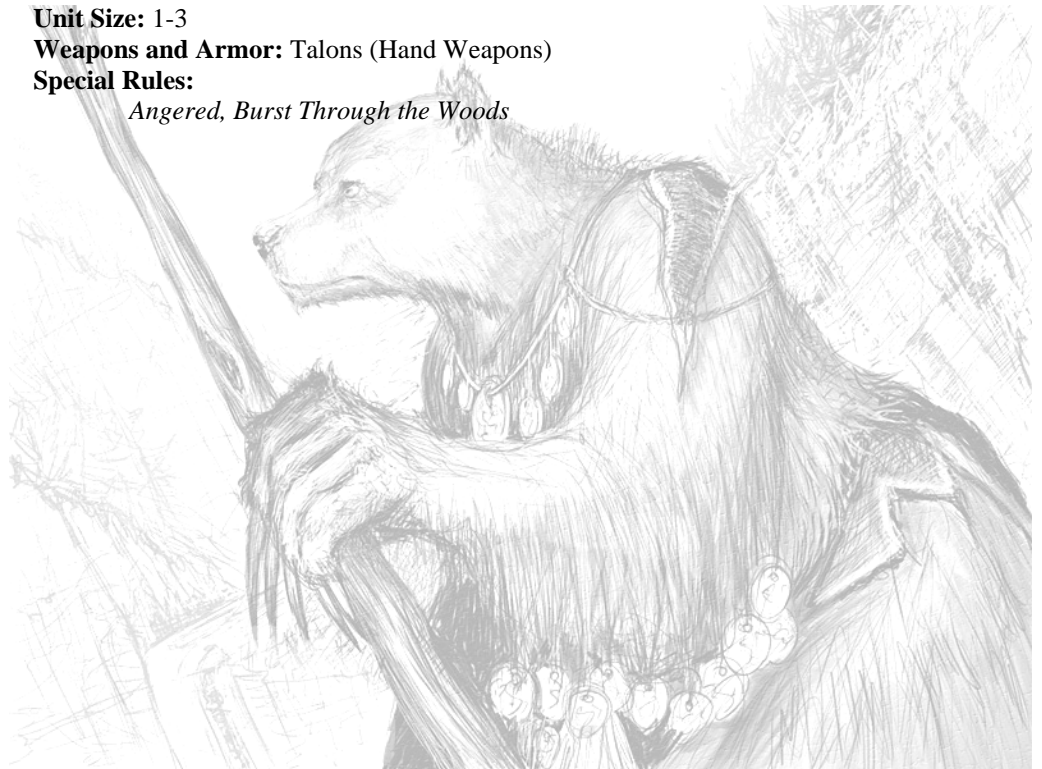
	M	WS	BS	S	T	W	I	A	Ld
Ursine	3	3	0	5	5	2	3	2	7

Unit Size: 1-3

Weapons and Armor: Talons (Hand Weapons)

Special Rules:

Angered, Burst Through the Woods



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The Earl's Tales

By Tom

Hello and let me welcome you to this new mini-series in THE CITIZEN LEVY. Some of you might still remember me but let me introduce myself to the younger ones.

I am 34 and live in Austria, which is not to be confused with Australia. This small country in the heart of Europe has only recently seen Warhammer become popular, and apart from this there are rather astonishing developments but more about that later. I am married, father of a nice 6 years old girl and working hard. Besides that I am finishing my degree in history at the local university.

In terms of the hobby I started at the end of 5th edition WHFB with Bretonia...oh gallant knights, oh fair ladies. Unfortunately many players at that time were a little bit hero-hammerish and so I switched over to 40k...yes, yes..shame on me! ☺ The introduction of the 6th edition brought me back, oh yes!! One might say I am a devoted follower of this edition and I have tried almost everything. I started with empire, dwarfs, woodies, high elves, Bretonia again, dogs of war...in short I have almost owned every army except dark elves and chaos. Soon I was hooked and this is where the tale starts.

What can you expect from reading on? I would like to introduce you a little bit to the Austrian Warhammer scene, and give some tips, advice, and ideas. Later on, or so is the plan, I will switch over to the good old "Academy of Marksburg" and talk more about tactics and game development. If the chief editors allow me to write more articles, that is!

Starting Warhammer in Austria was not a very easy task, as apart from some centres of gaming there were not many shops that provided material. So it was rather by surprise than really planned that I bought a starter set. Actually I bought it in Bath, England when I attended a language school there. My wife was not really interested and I forgot about the whole game for another 6 years. Then in my mid-twenties I saw them again... miniatures, neatly arranged as a diorama in a local games store and I was interested again. By chance I learned that there was another store in Klagenfurt (the town that I live in) which even had a table to play...If I would have known that this would lead to hundreds, even thousands of miniatures I would have started anyway but my wife would have forbidden it. That is for sure.

Now there were only a handful of players, nothing really organized. Rules were quite vague and there were many cheesy people out there. It was a hard life as a beginner but I survived. And because of my rather organized and extroverted personality, I soon started to get people together. Quite fortunately I became the friend of the young boss of the games store and we started to plan things. Small tournaments were organized; painting competitions were held and really things became better. The store started to feature the whole GW-Programme and we organized ourselves in a gaming club. Not a real club, so nothing to do with legal aspects, more a community of gamers.

In the meantime, from 2000 up to now, the rest of Austria seemed to expand too. Clubs were founded, older clubs split into new ones and each year has seen more and more events. Three years ago the first Austrian WHFB Masterships took place! In short, Warhammer is now a very successful game in Austria.

Our own club, the "WCS", has now about 30 players. We try to keep the whole show as open as possible and we try to give new players a chance. The age of our club members range from app. 13 to 38. Thanks to my friend we have a new luxurious home in a cellar next to the shop.



Picture of the club rooms while playing a campaign day in May 2004.

We now have 10 gaming tables and enough terrain to play WHFB, BB, Mordheim, 40k, even BFG.

The first piece of advice I would like to give you. Never give up and even if you live in an area without a store or an existing club, try to find other gamers and start your own club. It took myself, many others, and 5 years to end where we are now. But now we have one of the finest gaming environments in Austria and Klagenfurt is not a large town.

One of my main goals is to try and help young gamers, and it really pays off. There are so many who are willing to get deeper into the hobby, to paint, to learn the rules but no one to show them. We have some general ideas about new members for our club, which are more or less identical to how Klaus (the shop owner) and I see the game.

+ Be a nice person. Don't shout around, don't get angry when losing, don't cheat, etc. This sounds odd but we have made the bad experience that one person who behaves in a bad way might be enough to keep other people away from you or your group of players.

+ Painting is a very important point for us. What is the point of owning nice terrain, have painted tables, make your own campaigns when people start to play with unpainted miniatures or worse with proxies? While in privacy everyone can do whatever he or she likes we have started to introduce painted-only armies for our campaigns and tourneys.

+ Winning, tactics and strategy are important parts of the games. But winning should not be everything. The style behind an army is even more important for us.

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These are the three main columns of our gaming society and our good reputation shows that we have chosen the right way. Nowadays we have the manpower and the equipment to do demonstration games, or better whole days when we show beginners or just interested people what we are doing.

SO, this was the first part of my series. Next time I will go into more detail. And as a good-bye I would like to show you some pictures.



White Lions. Painted by Johannes G., one of our youngest WCS-members. (pic by tom) Not bad for a 14-year old!!



An old legend - Volkmar, painted and picture by tom



Highborn on Manticore, so beautiful can enemies be!! Painted by Anna, one of our most talented painters in the club and the living example of a girl who is interested in Warhammer (pic by tom)

You can get into contact with me via constable@austromail.at
Yours Tom, known as Earl Tomran

Citizen Levy

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Calarion's Codicils

By Loremaster Calarion

Welcome to Calarion's Codicils, an annex for strange and interesting ideas for playing Warhammer. In the upcoming months, Calarion's Codicils will offer unofficial themed army lists, battle reports, new rules and special characters, mini-games, and maybe even some not so mini games!

Martial Arts in Ulthuan

The High Elves have had millenia in which to practice their own fighting styles, and as a result of their insular culture and extreme longevity, several unique martial arts have sprung up. These martial arts take their names from linguistic variations on the Great Letters of the Eltharin language: Miniath, Arhian, and Asiur.

Miniath

The martial art of Miniath is an armed or unarmed discipline, emphasising defence. A practitioner of Miniath is able to parry incoming attacks with far greater skill than other warriors. Miniath is taught at the White Tower in Saphery, and dates from the creation of the Tower in the time of Bel-Korhadris. As the mages of the Tower began to join armies and go on quests, they had to take bodyguards of Swordmasters with them, as the time spent mastering the Winds of Magic meant they were poor warriors at best.

The Captain of the Swordmasters of the time, Taminiar Duskraven, decided therefore to teach the mages a few basic martial techniques. While Miniath, not being an offensive martial art, is ill suited for defeating enemies, a mage trained in Miniath would be able to hold off his assailants until he could gather his magics to destroy them. The practitioners of Miniath are the Swordmasters of Hoeth, and the mages of the White Tower.

New Honour: Miniath – 15pts

The character with this honour is a practitioner of the martial art of the White Tower, emphasising armed and unarmed defence. Once per turn, this character can attempt to parry a hitting attack. Roll one dice for the attack: if your dice roll is higher than the number rolled to hit, the attack is parried and is discounted. This honour may be selected by a Bladelord (Swordmaster Champion) using his magic items allocation.

Arhian

The exact origins of this martial art are unknown: due to the general mistrust of the Shadow Warriors, no one wished to know when they began using their unarmed martial art, and the Shadow Warriors themselves were more concerned with passing on the techniques rather than its history. What is known is that Arhian was first used by the Shadow Warriors during the war against the druchii in the time of Tethlis, though it may well have been first employed during

Caradryel's reign, or even earlier. It is a highly practical martial art: the Shadow Warriors like the ability to attack without needing to carry a sword or knife. Arhian emphasises using unarmed strikes, combined with knowledge of the anatomy, to incapacitate an opponent, rendering them helpless and easily dispatched. It is quite brutal, and so few non-Nagarythi are willing to learn it.

New Honour: Arhian – 25 points

The character with this honour is a practitioner of the martial art of the Shadow Warriors, emphasising offensive unarmed strikes. This character may attempt to use Arhian instead of attacking normally. While using Arhian, the character loses the effect of any hand-to-hand weapon they are carrying, but gain Killing Blow. Any model taking a wound from Arhian is not killed, but is instead stunned: they lose any unused attacks for this turn, and their Initiative becomes 0 until the end of the next close combat phase. This honour may only be selected by a character on foot. It may be selected by a Shadow Master (Shadow Warrior Champion), even though Shadow Masters do not normally receive a magic items allocation.

Asiur

The most common and widely practiced martial art in Ulthuan, Asiur is believed to predate the collapse of the polar gates. It was developed in time immemorial by the Phoenix Guard, the warrior-monks who guard the Shrine of Asuryan. Asiur is as much a meditation as it is a martial art, and it revolves around using a combination of physical and mental disciplines to bring the mind into harmony. Many Asur across Ulthuan practice it to achieve great clarity of mind. The truest form of Asiur is still practiced by the Phoenix Guard, and it is not uncommon for lesser practitioners of the art to journey to the Shrine of Asuryan, to learn at the feet of the Phoenix Guard and their Captain, Caradryan, who is reputed to be the greatest master of Asiur alive.

New Honour: Asiur – 20pts

The character with this honour is a practitioner of the martial art of the Phoenix Guard, emphasising mental and spiritual harmony. This character may re-roll all failed Panic, Fear, and Terror tests. This honour may be selected by a Keeper of the Flame (Phoenix Guard Champion) using his magic items allocation.



Quest for the Best: Archery

By NZBFMB

Welcome Warhammer Fans to the first part of this series designed to pit each army against each other in a titanic struggle to be crowned the King of Kings, the best of the best and the overall greatest army in Warhammer. I am your host Bob Griffon. Each issue of the Citizen Levy we will examine a different element of army composition and see which army is the best in this area. Then at the end the results will be compiled to give us this editions overall best army.

First up, it's time for a good old fashion 'shoot off.' The basic rules are each army will be represented by a unit of their main archer unit and will go through three rounds scoring points for their placing in each round. The three rounds are designed to test all the different elements of shooting. The three rounds of archery will entail:

1. Unleash the volley (a time trial to cut down a unit of goblins)
2. Pick 'em off (trying to remove a unit of skirmishes hiding in the bushes)
3. Bringing down the house (An attempt to kill a hydra in the fastest time)

And this week some interesting news has surfaced. The Dwarfs and Empire have successfully overturned the decision by the International Committee for Archery Tournaments (I.C.A.T.) which allows them to include black powdered weapons in this tournament. Well its turn into a circus really. You might remember earlier in the week the Lizardmen were excluded when I.C.A.T. ruled skinks were not archers.

Representing each race are the following brave and noble warriors:

- High Elves – Archers
- Dwarfs – Crossbowmen & Thunderers
- Empire – Crossbowmen & Handgunners
- Tomb Kings – Skeleton Bowmen
- Wood Elves – Archers
- Orcs – Orc Arrer Boys, Goblin Bowmen
- Bertonians – Peasant Archers
- Dark Elves – Warriors
- Tomb Kings – Warriors

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All results have been generated by our highly skilled and overpaid statistics department. So let's see what happens.

ROUND 1 - UNLEASH THE VOLLEY

In this round each archer unit (10 models each) will face a large unit of goblins deployed 30" away. The archers will have to kill as many goblins as possible before they get charged. The goblins will march forward at 8" a turn giving the archers 5 rounds of shooting (4 normal 1 stand and shoot charge reaction). This event really tests the range and skill of all archers involved. Those with longbows and crossbows are predicted to do very well. Let's see how they got on...

First up last editions reigning champions, the Wood Elves.

Well the archers are in position now. Up on the hill there are 10 of the finest archers you are going to see today. If I were a betting man I would defiantly have a few gold crowns on them to get the job done.

We are about to get under way here. The gates are opening and there are the Goblins! They are covering ground very quickly, but the Wood Elves are losing no time in launching volley after volley. The Goblins are approaching short range now and it looks like there are four dead Goblins on the field. The Wood Elves need to get a move on if they want to insure victory.

The Goblins are still moving and are now too close to comfort. I count another six dead Goblins from the close range fire. It looks like the Elves are going to get one last round of shooting off as they charge in. Here we go, and yes! Another two dead with that last volley.

Overall a commanding performance from the Wood Elves, they have really set the bar high. Let's catch up on how the others got on:

Unit (10 models strong)	Long Range Kills	Short Range Kills	Stand and Shoot Kills	Total Kills
Wood Elves	4	6	2	12
Bertonians	2	3	1	6
Dwarfs (Crossbows)	4	6	2	12

Dwarfs (Thunderers)	4	10	2	16
High Elves	3	4	2	9
Dark Elves ¹	4	3	2	9
Goblins (Bowmen) ²	1	1	1	3
Orc (Arrer Boys)	2	2	1	5
Empire (Crossbows)	4	6	2	12
Empire (Handgunners)	4	3	2	9
Tomb Kings	2	1	1	4

Well no surprises with the Wood Elves, but the strong performance by the Dwarfs saw them finish top equal with the Wood Elves. In this competition we want to even out the playing field. Thanks to the Statistics department, we have a useable scaling system. Each army will get their score divided by the point cost of the unit. This will level the playing field out. So the final results for round one look like this:

Unit (10 models strong)	Total Kills	Unit Cost	Killer per point cost	Ranking	Points
Wood Elves	12	130	0.092	7	5
Bertonians	6	60	0.1	4	7
Dwarfs (Crossbows)	12	120	0.1	4	7
Dwarfs (Thunderers)	16	140	0.114	2	10
High Elves	9	120	0.075	9	3
Dark Elves ³	9	110	0.081	8	4
Goblins (Bowmen)	3	30	0.1	4	7
Orc (Arrer Boys)	5	70	0.071	10	2
Empire (Crossbows)	12	80	0.15	1	11
Empire (Handgunners)	9	80	0.113	3	9
Tomb Kings	4	80	0.05	11	1

¹ Dark Elves fire volley shots (higher kill chance)

² Goblin units must be 20 models strong, however we reduced this to 10 models which will have no affect on the overall results

³ Dark Elves fire volley shots (higher kill chance)

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Well the Empire came through in the end there and pulled off a well deserved win. However looking at these results I am disappointed in the High Elves who could only manage 9th. Hopefully they will have a better performance in the second round.

ROUND 2 - PICK 'EM OFF

Well welcome to round two of our quest to find the best archers in the game. In this round we will be testing the accuracy of the competitors as they shoot at our targets in the bush which represent skirmishers (we killed off all the goblins unfortunately). Each unit will get 5 turns of shooting to see how many hits they can score on our T3 6+ Armour save targets. To make things interesting the archers have been moved to the very extreme of their range. This results in a massive -3 to hit!

Generally you would expect the Elves to really come through here. That high Ballistic Skill is really made for events like this. So let's go join the action with the final group, the Dwarfs just about to get under way.

I am not sure if it's a good idea, but the Dwarfs are having a bit of a drink before they get started here. This could impede their performance. But with Dwarfs who can tell. Well they are aiming up their first shot now and there it goes. It could be the alcohol but they are having trouble hitting the target. But those that hit the targets are looking to cause wounds on the targets. Running up a final count and the judges are signaling three kills. Well it's not enough to take first place but let's see how they rank:

Round 2 Results

Unit (10 models strong)	Total Kills (5 turns)
Wood Elves	8
Bertonians	2
Dwarfs (Crossbows)	3
Dwarfs (Thunderers)	3
High Elves	3
Dark Elves ⁴	5
Goblins (Bowmen)	1
Orc (Arrer Boys)	2
Empire	3

⁴ Dark Elves fire volley shots

(Crossbows)	
Empire (Handgunners)	3
Tomb Kings	7

Well most of the field found that round much harder. The Wood Elves clearly running away with the win there. All that time spent in the woods looks like it's an advantage for this. They might have even done enough to pull off the win. But also out of nowhere the Tomb Kings stormed home for 2nd place. That was an amazing round for them, their arrow seemed to twist and turn through the trees as if they were alive.

We have just received word that the High Elves have launched a formal complaint against the Tomb Kings for illegal projectiles under Act 6.3 of the archery contest rules. We will keep you informed. Also in break news, the Dark Elves have launched a formal raid against the south stand here. All those with seat numbers SE001 to SM089 are required to flee for their lives. Now let's look at the weighted results:

Unit (10 models strong)	Total Kills (5 turns)	Unit Cost	Kills per point cost	Ranking	Points
Wood Elves	8	130	0.062	2	10
Bertonians	2	60	0.033	6	5.5
Dwarfs (Crossbows)	3	120	0.025	9	2.5
Dwarfs (Thunderers)	3	140	0.021	11	1
High Elves	3	120	0.025	9	2.5
Dark Elves	5	110	0.045	3	9
Goblins (Bowmen)	1	30	0.033	6	5.5
Orc (Arrer Boys)	2	70	0.029	8	1
Empire (Crossbows)	3	80	0.038	4	7.5
Empire (Handgunners)	3	80	0.038	4	7.5
Tomb Kings	7	80	0.0875	1	11

Well there has been an upset here. The Tomb Kings rake in 1st place. The Wood Elves are going to have to settle for second. But a disappointing effort from the Dwarfs and High Elves:

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Unit (10 models strong)	Points Round 1	Points Round 2	Points Round 3	Total Points
Wood Elves	5	10		15
Bertonians	7	5.5		12.5
Dwarfs (Crossbows)	7	2.5		9.5
Dwarfs (Thunderers)	10	1		11
High Elves	3	2.5		5.5
Dark Elves	4	9		13
Goblins (Bowmen)	7	5.5		12.5
Orc (Arrer Boys)	2	1		3
Empire (Crossbows)	11	7.5		18.5
Empire (Handgunners)	9	7.5		16.5
Tomb Kings	1	11		12

Well things are extremely close and anyone could take victory. It's all going to come down to round three.

ROUND 3 - BRINGING DOWN THE HOUSE

Well what a climax this competition has built to. It's the final round and anyone can win this. For this round, the competitors will be timed race to kill a hydra. Whoever kills the hydra in the least number of turns is likely to storm away with victory for their race.

So meet our pet George, who will be today's target. He is a large target but will be placed at long range to counter this. He is pretty tough (T5) and has some scaly skin (4+ save). Let's see how the High Elves get on killing him.



Well if there are points for fancy dress, the High Elves would easily walk away with the prize. Personally, dresses are feathers are not my thing but the women in the crowd over there are certainly showing their appreciation with their cheering.

Well they are aiming up now. They will be looking for a good time. We all know how quickly they can reload. There was some confusion before when by mistake the Dark Elves were called up as

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the High Elf archers. They naturally took offence to this and killed the announcer. But now we have that sorted out the true High Elves are ready to go.

Well there is their first volley. They seem to be having trouble hurting George but they are hoping their rapid firing will balance this out. We are now just beyond the time set by the Empire Crossbowmen, but George is looking weak out there. I think this could be it. Yes George is down and the time finishes at 11 turns. Well they won't be overly happy with that time but hopefully it can gain them some much needed points.

Let's see how everyone else got on:

Unit	Total Turns to Kill George
Wood Elves	11
Bertonians	15
Dwarfs (Crossbows)	6
Dwarfs (Thunderers)	5
High Elves	11
Dark Elves	8
Goblins (Bowmen)	22
Orc (Arrer Boys)	15
Empire (Crossbows)	6
Empire (Handgunners)	5
Tomb Kings	22

So calculating the handy cap in, we see:

Unit (10 models strong)	Total Turns to Kill George	Unit cost	Turns point cost	Ranking	Points
Wood Elves	11	130	0.085	6	6
Bertonians	15	60	0.25	9	3
Dwarfs (Crossbows)	6	120	0.05	2	10
Dwarfs (Thunderers)	5	140	0.036	1	11
High Elves	11	120	0.092	7	5
Dark Elves	8	110	0.073	4	8
Goblins (Bowmen)	22	30	0.733	11	1
Orc (Arrer Boys)	15	70	0.214	8	4
Empire (Crossbows)	6	80	0.075	5	7

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Empire (Handgunners)	5	80	0.063	3	9
Tomb Kings	22	80	0.275	10	2

So therefore the final results for the Archery competition is:

Unit (10 models strong)	Points Round 1	Points Round 2	Points Round 3	Total Points
Wood Elves	5	10	6	21
Bertonians	7	5.5	3	15.5
Dwarfs (Crossbows)	7	2.5	10	19.5
Dwarfs (Thunderers)	10	1	11	22
High Elves	3	2.5	5	10.5
Dark Elves	4	9	8	21
Goblins (Bowmen)	7	5.5	1	13.5
Orc (Arrer Boys)	2	1	4	7
Empire (Crossbows)	11	7.5	7	25.5
Empire (Handgunners)	9	7.5	9	25.5
Tomb Kings	1	11	2	14

Since both the Empire and Dwarfs have two entries, their highest results will be taken as their race score. So the over best races for archery are:

Wood Elves	5	10	6	21
Bertonians	7	5.5	3	15.5
Dwarfs (Thunderers)	10	1	11	22
High Elves	3	2.5	5	10.5
Dark Elves	4	9	8	21
Goblins	7	5.5	1	13.5
Empire (Crossbows/Handgunners)	11	7.5	7	25.5
Tomb Kings	1	11	2	14

Rank **Army (final points)**
 1st Empire (25.5)
 2nd Dwarfs (22)
 3rd equal Wood Elves (21)

- 3rd equal Dark Elves (21)
- 5th Bertonians (15.5)
- 6th Tomb Kings (14)
- 7th Goblins (For Orcs) (13.5)
- 8th High Elves (10.5)

Thanks for joining us today. Make sure you tune in next issue where the Chariots of each race go head to head for the gold wheel trophy. A special thanks to our sponsor Bugman's Beer. Make sure to check out their new Snotling brew. I'm Bob Griffon saying Goodnight.



First Place for fancy dress, but last place for archery effectiveness.

World of Dragons

Part I of an ongoing series by Gilead Lothian

Each week, Gilead will introduce a new set of rules for one of the many kinds of dragons that inhabit the world, along with fluff and the history of each type of dragon.

0-1 Drakephant

Points/Model: 350

	M	WS	BS	S	T	W	I	A	Ld
Drakephant	6	7	0	7	7	10	3	8	2

Note: Takes up two hero slots

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These behemoths are one of the most peculiar genus' of dragons ever encountered. Like the mere wyrms of coastal Ulthuan they are wingless but unlike those leviathans they are land borne; standing at almost sixty-five meters tall and eighty meters long these giants are a complexity at best. Originally found on the Lost Isles of Elithis these gigantic beasts were tamed by the local Asur of the time to act as beasts of burden and of war. While their gargantuan size is perfect for towing dozens of ploughs through fields, the War of the beard saw that they were used as excellent siege beasts. Smashing through the walls of many dwarven fortresses and outposts.

These drakes are unlike most of their dragon kindred as they are wingless and have no breath weapon of any kind. Strangely enough they bear much a resemblance to the war elephants of Cathay as they do to their distant dragon cousins, which gives us reason to speculate that their creation may have been one that is magical in nature, rather than natural evolution. Their scale colors vary in hues from red to black, green and blue, yellow, orange, white, etc. Their tails are studded with bony protrusions largely used as a method of defense. Their jaw structure contains three separate joints as opposed to the normal upper and lower, consisting of a lower right, lower left, and upper jawbones. This evolution is thought to be a result of the lack of prey (records show that within three months of their introduction to the isles they consumed all available food sources) and their sudden evolutionary jump into becoming herbivores, their three pronged jaw bones being a much more efficient way of stripping trees and bushes of their leaves and fruits but leaving the plant whole and able to replenish itself. This also gives us more proof that these creatures have had the help of strong magic as these changes are too drastic and sudden to occur in nature.

Their uses in sieges, depicted in ancient murals recovered from many ruins and abandoned colonies, were very apparent. One such mural depicted a High Elven prince trampling dozens of dwarven warriors underneath its tree trunk sized legs. During the War of the Beard these creatures were introduced into the environment of the section of the Old World now known as Brettonia. However, after our forces withdrew from these lands as a result of the Druchii invasion shortly after the war, a majority of these creatures were abandoned and were systematically hunted down by the dwarven slayers as revenge for their use by the Asur.

Now these beasts are few in number but their numbers are steadily growing thanks to the expert dragon breeders of Tor Drasii in Caledor. Although not quite ready for war these magnificent creatures have been used mainly for farming usage and the rebuilding of our northern defenses after the last invasion of the Druchii. Our foes will once more dread the war machine of the Asur when these wyrms are put back into the use of war and many will be the strongholds demolished in our wrath.

Terror: Unit causes terror.

Ridden monster: This creature is treated as a ridden monster with a crew of 10-15 High Elf spearmen, Ship's Company, or Lothorn Seagaurd. If the creature is killed the crew will form a unit of skirmishers. If the crew is killed then the creature will be treated as an unriden monster. You must add the amount of points the crew is worth to the cost of the monster,

with no command. Lothorn Sea Guard are treated with having shields. (For example: 10 Spearmen would add 110 points to the cost of the dragon)

Terror: Unit causes terror.

Ridden monster: This creature is treated as a ridden monster with a crew of 10-15 High Elf spearmen, Ship's Company, or Lothorn Seagaurd. If the creature is killed the crew will form a unit of skirmishers. If the crew is killed then the creature will be treated as an unridden monster.

Scaly skin: unit has a 3+ scaly skin save.

Large target: unit counts as a large target.

Unit Strength: the Drakephant always has a unit strength of 10, regardless of how many crew it bears.

Impact hits: the Drakephant causes D6 impact hits whenever it charges a unit.

Immune to panic: since there is little in the Warhammer world that is big enough to intimidate these creatures they have little to fear of others.

War Stomp: Once per game (only if a Drakephant Herder is riding the creature) the Drakephant may rise onto its hind legs and try to stomp of the enemy unit is in base contact with. The entire first rank of the enemy unit takes one S8 hit, after all hits are allocated the enemy unit must take an immediate panic test with a -1 modifier.

Options:

-May be ridden by a Hero or Lord choice, taking the place of one of the crew.

-May carry one repeater bolt thrower in place of the regular crew.

-May take a Drakephant herder in addition to the normal crew.

0-1 Drakephant Herder Pts. 80

Base Stats: See Warhammer armies book *High Elves*, Commander entry.

Weapons: Longbow.

Options:

-May wear light armour, heavy armour, or dragon armour.

-May choose up to 75 points of a combination of High Elf magic items, and/or honours.

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It is a time of war, kinstrife, and blood . . .



*... and Isha weeps for the blood of her children
Coming October 2004 to Asur.org*