

Citizen Levy 8

Issue 8 - February 2007



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The Citizen Levy

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Intrigue at Court

Events and Politics at Asur.org

- Firehearth

HOUR OF THE WOLF CAMPAIGN

With little more than a week to go before the start of the campaign, excitement has started to reach enormous proportions on the boards. And that is written by an editor who is too busy finishing the Citizen Levy and therefore has not joined any faction yet, so I have no clue of madness going on in there. The popularity of this campaign has indeed crossed the borders of Asur.org. Whole continents from other sites like Warvault and the UnderEmpire have come to join their specific race-related factions.

Like I said; madness.

FINREIR'S MAILBAG

Reviving an old element of this issue, starting next issue, the Citizen Levy will feature a new section; Finreir's Mailbag. Send any questions or feedback you on fluff, rules, the website, Citizen Levy or anything else, and we will answer as many of them as possible. The most interesting of these questions will be honourably included in the next issue. The email address is citizenlevy@gmail.com.

THREAD HIGHLIGHT

Starting next issue, the Citizen Levy will feature a brand new section; Thread Highlight. At the end of each month, the Citizen Levy will set up a thread where you can nominate your favourite thread for each forum (non-hidden). These best of all these nominated threads will earn a praiseworthy mention in the following issue of the Citizen Levy.



Asur.org Member Awards

A Chance to Honor Your Fellow Members

Past month the winners of this yearly ceremony were declared. Rewards for the most unique members of this site got themselves a place in the history of Asur.org. Here they are:

OVERALL CATEGORIES:

Best Member - Tahl
Best Loremaster - Anarion

CONTRIBUTION CATEGORIES:

Best Fluff - VictorK
Best Scrivener - VictorK
Best General - PapaElf
Best Roleplayer - Ashnari Doomsong
Best Painter - Ekxw
Best OT Poster - The Red Elf

SIG AND AVATAR CATEGORIES:

Best Signature - Lethalis
Best Avatar - Lord Calendor Stormrage

PERSONALITY CATEGORIES:

Evilest Member - Bob of Yvresse
Most Creative Member - Elias Kalderon
Funniest Member - Meifumado
Wisest Member - Anarion



The High Elves of Ulthuan **Hall of Ancients**

Perhaps the most anticipated of all, who amongst the five old hands would join those in the Great Hall? However, in the end there were only two who could enter this time, although every single nominated one of them deserves a place.

A big congrats to: **Ricold & Calarion Sapherion**



Hour of the Wolf Introduction

With all the excitement for the campaign we asked Anarion to write a introduction

-Anarion, -Voodoomaster

HOUR OF THE WOLF - THE STORY SO FAR

The Hour of the Wolf story continues the Dark Empire series, that begun after 2005's Sundering campaign. That campaign followed the civil war on Ulthuan between the supporters of Malekith and the supporters of Caledor I. After a long and bloody struggle, the followers of Malekith defeated the Council of Princes and drove them off of Ulthuan, thus beginning the alternate history line, which the Dark Empire series has followed ever since. The second phase of this series, 2006's War of the Beard chronicled Malekith's pursuit of the Asur remnants to the Old World where he hoped to complete their destruction. This led to direct confrontation with the Old World superpower of the Dwarf Kingdoms. The Dwarfs were not enamoured of any of the Elven factions and war ensued between all three parties. This time, after bitter struggle, Malekith's armies were thrown off the Old World.

The Asur however, managed to carve a kingdom for themselves, allying with several human tribes to form Sarthailor in the regions between Athel Loren and the coast. Malekith retreated to Ulthuan to lick his wounds, and expand his empire in other parts of the world. Now, several thousand years later, the world stirs uneasily again, in the north the Forces of Chaos are eager to repay Malekith for his betrayal of the pact that he held with them. In the south the xenophobic Nehekharu musters for a final war to unite and liberate mankind under the banner of its High King. The Dwarf Empire is under threat from both above and below as they struggle to survive after millennia of war. And in the lands of the tribal humans, a small child is found wounded on the banks of a river with a mighty gash across his chest. This is the Hour of the Wolf...

HOUR OF THE WOLF - THE GAME MECHANICS

SSo how does the campaign work? The question I get asked the most is: Do I need to play real games? The answer to this is no; all of the games take place online. This naturally leads into the second question I hear a lot: Do I need to buy any software to play? Again, the answer is no. The Asur.org computers handle every aspect of the campaign, and the game interface is a set of web pages (screens) designed by the campaign staff. What do you need to do? The first step is to register as a participant. Registration is a multi-step process. The first step is to select the faction and sub-faction you wish to play as.

This also entails choosing a character type. For most factions this means either a warrior or a mage. Some factions have additional choices. Once this first step is done, it's off to select the units you begin with. You will be able to select four core choices and one special or rare choice, for a total of five starting units. Every player will start with this number of units, a change from previous campaigns when the number was slightly more randomized. This may seem confusing without seeing the registration screens, but rest assured it could not be more obvious.

So you have registered, now what? You are ready to play. You will find that there are two main screens from which you will operate your army in the campaign. The first of these is the informational battle map screen. This screen shows the campaign map and the list of locations. The map is colour coded to indicate what faction is in control of a given location. The location list contains more details about this. Each location shows not only which faction is in control of a location, but also how strong their hold on it is. This screen will also show a brief summary of the previous turn's activity



Voodoomaster was born and raised in the UK, and have lived their all myself and despite being a Scot i am classified as a Southerner having lived in Hampshire for most of my life. I am currently a Student and looking at going to Uni in 6 months.

I have been involved in Warhammer for more years than i care to count now (Nigh on 11.) And during that time I have Built up a Huge Dark Elf army until now it is so large, when I field the entire force of it i need to be facing many people with over 10000 points. Although my Druchii build up has stopped at last I am now moving on to my long Neglected High Elf army which is sitting at around the 1500 point mark with most of it unpainted.



Anarion was a tad lazy as our Lore-master within the Citizen Levy and claims that he is only a proofreader thus needs no introduction. Of course this is not true and now I have to write a short piece about him. He is one of the longest members on

Asur and as one of the Loremasters he has the power to ban people and hit people with Bob's club. He will also function as the spiritual leader in the technoteam during the 'Hour of the Wolf' any questions concerning this can be send to him and hopefully he'll reply fast enough so you can benefit from it :)

(provided the staff is up to date on maintaining that).

Finally, each location links to a description of that place, generally a few lines of summary to provide a feel for what it is. This last piece is not important in the grand scheme of things, but is provided as setting. The second screen is your army control panel. From this screen you will provide all the command directives for your army. It is your head quarters, so to speak. Without going into explicit details about every option, you will be able to do a wide variety of tasks, such as moving your army to a new location, purchasing equipment for your hero, recruiting new units and reinforcing old ones, specifying army and individual unit tactics, and so on. You

will also find your previous turn's battle report here, describing who you fought and the outcome of that battle.

Some of you might be thinking "is that all there is to it? Sounds kind of boring." It is true. If you only limit yourself to this level of participation you would only need to spend five minutes per day on the game. For some of you that may be all you can or wish to do. But there is more to it. Ultimately this game is about working together with other players, building friendships and building relationships with other fan sites. Many people find the time they spend discussing, strategizing and theorizing about the campaign or sparring with other faction members, or writing their own backgrounds to be just as or more rewarding than the actual game itself. And that all takes place on the campaign forums. Each faction has one, and all that it takes to see them is to join the user group for your side. This requirement is what keeps them hidden from the enemy. Some players have been known to spend hours per day analyzing the previous turn results, plotting new directions and many other activities. So don't limit yourself to just the game. If you can, try take it to the next level.



How long does this last, and who wins? The campaign itself will run for approximately two months. Victory is primarily based on control of map locations, although there are typically bonus points available for other things, such as story contests and Arenas of Death, among others. The overall score of all of these results will determine the winner.

HOURL OF THE WOLF - CREDITS

I would like to take this opportunity to credit the many people who are involved in the production of this campaign. First of all the story team headed up by Eldacar and TimmyMWD and also including Bob of Yvresse, Tsanqar, Tahl and Dargon. Secondly the technical team, comprising myself, VoodooMaster and Tsanqar. Thirdly, the rest of the planning team whose names I don't recall all of, but who contributed ideas in varying degrees. Finally to the countless enthusiastic people who were not officially part of the team but still posted and messaged many useful ideas.



Chronicles of the Dark Empire Encyclopaedia

Part I: Realms

-Tahl, -Ramesesis, -Voodoomaster

This is the first in an exciting series detailing the wonderful fluff of the Hour of the Wolf. You won't find any news stories in here but this is definitely your best place to read more about your favourite campaign! Tahl, Ramesesis and Voodoomaster do the word!

ASRAI OF ATHEL LOREN

In the heart of Sarthailor stands the great forest of Athel Loren, which stretches out from the grey mountains and the vaults deep into the very heart of Sarthailor. The ancient forest has existed since the time before Elves and there is still an ancient power that dwells beneath the eves. The trees themselves seem to know what goes on within their land and very few allow access to some of the ancient glades.

Yet long ago, some of the Elves who exiled from Ulthuan took refuge here and it became their home, ruled over by the immortal Orion who first came into being during the darkest days of the War of the Beard for the exiles. Divided into kinbands, the Elves of Athel Loren have become some-

thing different from their diminishing kin in Sarthailor. Although each kindred have its own lord, they all bow down to the king of the woods; Orion, and to a lesser extent the head of the Sarthailor Council. Although they regard this kin with suspicion, they still send a representative to the council to ensure that the power within Athel Loren is not ignored.



KINBANDS OF ATHEL LOREN

The Elves of Athel Loren are divided into several distinct kinbands that form the denizens of the Athel Loren. The most powerful of the kinbands is that of Auryaur or the Wild Riders of Orion. The followers of the king of the woods who ride out with him each spring in the Wild Hunt, and from them comes the next Orion after his burning every winter. Many regard the Wild Riders with distrust, especially the Sarthailor Council who have many a time convened when the Wild Hunt has attacked a Sartholian settlement.

The largest kindred, however, is that of the Lakoy, these make up the majority of the armies of Athel Loren supplying the Sentinels, Glade Guard and Glade Riders of their armies. This kinband is so large that it is split into many groups scattered across Athel Loren and almost every elf within Athel Loren is a member of these kinbands.

The kinbands of Caidath or the Dancers of Loec have existed since the dawn of the Elves of Athel Loren, founded by the Shadow Dancer Ashnari Doomsong. These Elves have become more entwined with Athel Loren with the passing of their lord from the known world. Originally they were the powerhouse of Sarthailor but now they have changed, fighting instead for the Asrai. Their deadly assaults add much needed fast attack options for the Elves of Athel Loren.

The Selathoi kindred or the Eternal kindred are the Guardians of the Woods, those who devote their lives to the woods and the lords of the Asrai. Fighting an unusual mixed style of Caidath combined with Lakoy kindred style. These are the Eternal Guard who protects the glades of Athel Loren and their watch is forever.

The Nymraif kindred or the Waywatcher kindred also guard Athel Loren, While the Selathoi guard the glades, the Waywatchers guard the borders of the woods ensuring that no non-elf of the Sarthailor crosses the border and disturbs the woods, for their own safety mostly.

The Spellingers or Kindred of Kel-Isha are the mages of Athel Loren and are also the ones who can communicate with



the spirits of the wood; among them, the mighty Treemen and the vicious Dryads. These female spirits despise intruders into the realm of the wood and the spellsingers must try and convince them to be less hostile. This will not always help.

Finally, the Kindred of Laith-Kourn, or the Alter kindred. These lone warriors are perhaps the most effective and most brutal Athel Loren has to offer. After having fully embraced the forest and its primeval nature, Narmo Eressea became the father of this kindred. And although he is gone, his legacy lives on as more and more elves join this most vicious of kindreds.

HOSTS OF ATHEL LOREN

Each kindred is in fact more or less its own standing army with every elf capable of being called up for battle. The spearmen of the Asrai, called the Sentinels armed with spears and shields, will form the basic fighting infantry of the Asrai. Together with the glade guard these form the core of the Asrai war hosts. Together with these are the Glade Riders, the basic cavalry of the Asrai. These riders are perhaps the most able of all of the Lakoy kindreds. However, the Elves are not the only common warriors of Athel Loren.

The dryads too make their presence felt on the battlefield when the glades are threatened. The more specialized troops come from the less numerous kindreds but they are still able warriors. Waywatchers and the Alter Kindred are the key groups for infiltration and sabotage tactics of the Asrai and the Wild Riders supplies as capable assault force, together with the unique skills of the Dancers of Loec. Finally the one part of an Asrai line that will never flee is the Eternal Guard whose sole purpose is to defend the forest of Athel Loren and all that dwell beneath it.

Again the Elves are not the only ones who defend the woods, the spirits of the woods take many forms other than the Dryads. The Treekin only assemble in the most dire times taking the forms of the few fallen trees within the forest. The mighty Treemen, the eldest beings within Athel Loren who are only awoken once every few centuries, can also be seen when danger arises. But even they are young compared to the most ancient denizens of in the world of whom only a couple exist, now asleep within the deepest glades untouched by Elves. The mighty Dragons of Athel Loren who only rouse when they are needed. Ancient denizens of in the world of whom only a couple exist, now asleep within the deepest glades untouched by elves. The Mighty Dragons of Athel Loren who only rouse when they are needed.



THE EMPIRE OF THE DAWI OR KARAK ANKOR

The mighty empire of the Dwarfs has endured for millennia, and today it is still the greatest power in the Old World. Stretching from the north at Karak Dum to the southernmost hold of Karak Zorn, its mountain domain encompasses every major landmass in the Old World, from Sarthailor in the west to the wild lands that surround the Middle Mountains. And even the wide empire of Men in the south. However, in recent years the mighty empire of the Dwarfs has been under great pressure from all fronts. Ekrund, a Dwarf hold in the Dragonback Mountains, has been under pressure for many years by the forces of Nehek-hara, but so far it has held out against the forces of the southern empire of men.

EMPIRE AT WAR

The War of Vengeance against the Elves, known to them as the War of the Beard, was one of the greatest war that the Dwarfs fought, however it turned out that it was not the last. During the War of Vengeance the Orcs and Goblins in the east had multiplied, and upon their return war broke out once more. The Orcs advanced upon the battered and ruined holds of the Dwarfs from the assault of the Druchii. Yet the relentless Dwarfs held on as the Orcs assailed Karak Eight Peaks, Karak Ungor and Mount Silverspear, These holds were besieged for centuries until relieving forces from the other holds arrived to push the Orcs back. The newly founded capital of Karak Eight Peaks survived for some one hundred and twenty years without support. Even an attack from below from the mysterious rat men failed to penetrate the new capital of the Dwarf empire.

Now the Ironbreakers are forced to guard the passages of the underway that lead into Eight Peaks for eternity. The men of the south too have fought with Karak Ankor over the possession of the southern valley, and even now the men hold it. However, with the Orc menace and the threat of the Forces of the Four to the north, the southernmost holds of Karak Zorn and its surrounding holds are isolated from the rest of the empire, and are even now under threat from the Nehekharan Empire. The Dwarfs have survived many wars, and they will survive this one even if it takes another one thousand years.

DAWI THRONG

The Dwarfs march very rarely upon the surface of the earth, and only when there are grudges to be settled. The Thanes, clad in items created by the mighty Runesmiths march to war at the head of the throngs, as Dwarfs call their armies. Together with the Thane comes warriors of the clans, who can be armed with a variety of equipment to perform any task. The standard weapons of the warriors are the shield and the axe, together with the crossbow. Although in recent times the engineers of Karak Ankor have developed explosive substances called black powder to form projectile weapons with incredible power. Alongside the massed warriors of the clans come their veterans.



The Longbeards, whose experience over the long wars has been vital in saving countless dwarven lives and who are famed for their prided long beards and for their willingness to rather die than give ground. The Rangers patrol the surface with axe and crossbow. They scout for new threats against the empire, eternal watchers of the surface and for this many an old dwarf is thankful; to be forced to live for so long above the caves is surely a sacrifice. The subterranean depths are guarded by the Ironbreakers, from the vile rat men who are now beginning to assail almost every hold in the empire, but the Ironbreakers are also aided by the Miners, who know the underway better than any other.

Slayers who have vowed atonement for their sins come from the shrine city of Karaz-a-Karak to journey the world seeking redemption in the eyes of the ancestral gods. The Engineers and their equipment, the Grudge Thrower and the Bolt Thrower are the corner stones of the dwarven artillery. Now these tried and tested weapons are supplemented by the experimental cannon and with those willing to take up the handguns. They have been given the name Thunderers due to the immense roar that they give following their first use in the Dwarf throng at the relieving of Mount Silverspear.

DRUCHIIS OF ULTHUAN, THE HOME OF ELVES

The great island continent of Ulthuan has acted as a great barrier against the forces of Chaos for millennia and continues to do so now, despite the scars upon the land caused by both King Malekith and the traitors who rebelled against his rule.

Divided into ten Principalities, the Kingdoms of Ulthuan are united under the kingship of Malekith of Tor Anlec. The outer kingdoms of Yvresse, Chrace, Cothique, Eataine, Nagarythe, Tiranoc and Caledor are constantly patrolled by Shades and Dark Reavers from Ellyrion, watching the seas for signs of intrusion upon the isles. The inner kingdoms, however, are more peaceful with only small bands of Shades and Dark Reavers needed to maintain the peace. Within the Inner Sea however, lurks a greater threat, The Isle of the Dead. Here is the centre of the vortex and should it collapse the whole world would fall to the hands of the four Chaos gods. For this reason, no ship is allowed to go within one hundred miles of it and this law is upheld





Ramesesis is 32 winters old, born in the merry month of may in Gellivare, North Sweden.

In truth and honesty, I can only be myself at certain periods of the year. In these periods I can dress as normal, wearing only clothes of wool and linen, okay, sometimes

I dress in rough cotton and

wool, but that is when I am supposed to be in the modern days of the 17th century.

I find clothes made of reindeer skin being the most comfortable and that an all leather outfit is really nice to have. Especially when sitting in a longhouse, sensing some smoke and working on arrows.

by warships of the black guard whose fortress-monastery also lies in the inner sea, at a place of former worship for all Elves before the Gods abandoned King Malekith.

PRINCIPALITIES OF ULTHUAN

The ten principalities of Ulthuan are ruled over each by a High Prince and from them the King of all Ulthuan is elected following the death of the previous king. But with King Malekith still on the throne after nigh on three thousand glorious years this system has not been in practice for millennia. To the north are Chrace and Cothique.

These loyal kingdoms are a stalwart defence against the forces of Chaos. From Chrace hails the great woodsmen whose tradition it is to go out and slay one of the great Black Lions that now dwell in the mountains to the south.

Farthest to the east lies Yvresse. In years gone by a futile attempt at re-taking Ulthuan was brutally cut down with nigh on all of Yvresse's strength. The principality is still one of the most powerful of all with the constant threat of raiders from the north and beasts from the annuli. To the south lies Eataine, the home of most of Ulthuan's navy. Great Dragon ships patrol the seas together with smaller Leviathan and Kraken Raiders. Within Eataine is also Lothorn, the great docks and slave bazaar where all trade from the southern empire is taken before it heads north to the capital.

Then there lies ruined Caledor, where the dragons now sleep restlessly in the great halls and there are few who can wake them now. However, once every one hundred years some of the mighty drakes do awake and the Lords of Caledor discuss things in detail with them. Only in times of great need will the dragons be ridden to war, but when they do the ancient glory of Caledor can be seen once again. The inner kingdoms of Ellyrion and Averlorn's glory have passed. Both kingdoms were ruined in the civil war and many of the great trees of Averlorn were cut down to fuel the empire at times of great shortages of wood, now the felling of the trees is banned as the wood itself has ruined parts of the land. Ellyrion's great plains were burned in the war by both sides leaving a scared landscape that is only just beginning to heal after millennia.

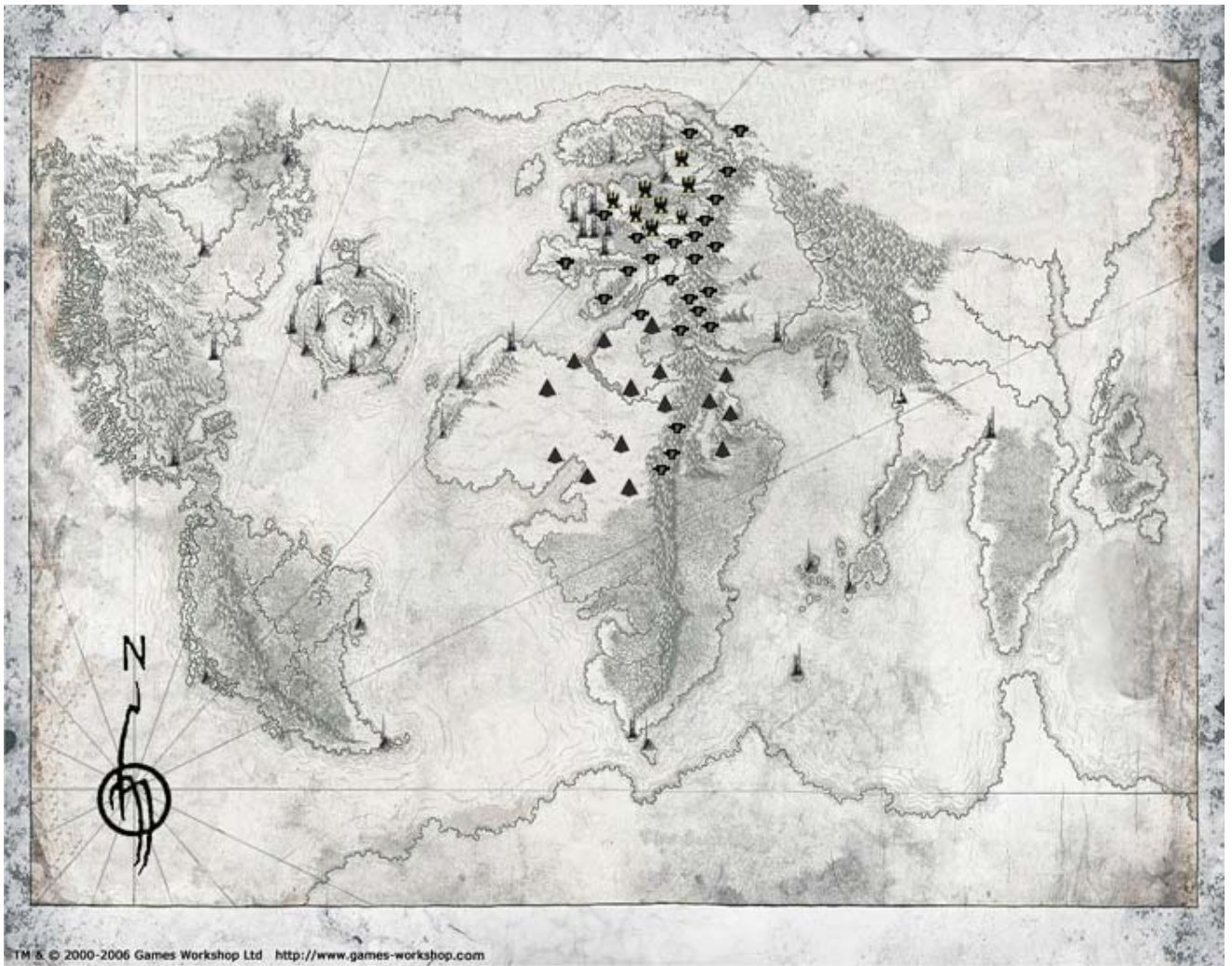
The Land of Magic, Saphery, is now quieter than it once was, with the banning of male magic wielders only the sorceresses wield that art. However, the great Fortress of Khaine now stands here. The training grounds for the great Paladins of Khaine and the Blademasters of Khaine who train within a place called the Evergreen Fortress. At last comes the two most powerful realms of all; Tiranoc and the home of the king; Nagarythe. These two great principalities have a standing military power double that of any other region. They have access to the great animal pens of the north and western empire such as the great Cold Ones that even now the Tiranoc charioteers are chaining to their chariots. The massive and experienced War Hosts of Nagarythe are based on the massive population, which has now surpassed the levels before the War of the Beard, despite the losses in that conflict.

THE EMPIRE OF ELVES

The Empire of Malekith is huge, covering nigh on a quarter of the world. None save the power of the forces of Chaos can match it. Still they cannot even attempt to overthrow it because of the Vortex. From the empire come many great items, most notably slaves and iron. To fuel Ulthuan's economy, these slaves and the iron they mine are put to great use creating things of beauty for the Elves of Ulthuan and weapons of war so that they may maintain their strangle hold upon the world. The empire is constantly expanding and the king is looking forward to returning to the old world to carve out new economic opportunities

MILITARY OF ULTHUAN

Nigh on 90% of Ulthuan's population is trained for war and in times of great need this entire mass of soldiers can be called upon. The Majority are the warriors and archers of Ulthuan who are required to serve for at least five years in the standing armies so that they can gain battle experience somewhere around the globe. After those five years, however, they can choose to go into a reserve guard who are only called upon in times of war or whenever the king visits the capital of the realm that they are based in. Even then the warriors of Ulthuan must still train at least once a season for a cycle of the moons, or three days. The rest of the military varies from region to region, but some are still evident all over regardless of where they are from.



The Paladin's of Khaine, the chosen home of many young nobles who wish to become a knight of the realm is among them. The same could be said about Cold One knights, although they are more common in the western realms that lie closer to the source for these vicious beasts. Shades and Dark Reavers too are very common; despite the Reavers coming from Ellyrion they patrol all over Ulthuan and will frequently add themselves to a host of Elves. Every realm also maintains batteries of Repeater Bolt Throwers, one of the most feared pieces of artillery in the world and a marvel of Elven engineering. Able to either send one heavy bolt or fire a cloud of smaller arrows, they are capable of handling many threats.

The Black Guard is present in every major city and protects the lords of those cities but they also ensure that the king's word is followed. Rarer are the beasts of the Annuli, warp-spawned beasts such as hydras and manticores that have to be kept caged in time of peace due to their ravenous appetites and ill temper. Also present are the Blademasters, these great warriors spend many years perfecting their techniques and could kill a foe in many different ways. They are not

to be underestimated. Finally are the Brides of Khaine, also known as the 'Witch Elves'. Only in times of great strife do these appear, but when they do few can stand against them.

Anlec is the capital of Ulthuan, home of King Malekith. This stalwart fortress has withstood the test of time and the numerous attempts by both rebels and the Forces of the Four to take it. It is imperturbable to any enemy. From here the foreign affairs of the entire Empire of Elves takes place and what area that needs to be taken next is decided. Arnheim is the capital of the Western Colonial Empire of the Elves, a stalwart bastion and trading outpost to the west.



THE EMPIRE OF NEHEKHARA

In the heartlands of the Southern continent, southwest of Araby and the colonies of The Empire of Ulthuan but north of the steaming jungles, lies the human realm known as Nehekhara.

Made up of formerly independent kingdoms it is now a mighty Empire, ruled from the capital Khemri by the High King Nagash. Khemri itself is situated upon the river Vitae, the life bringer in the otherwise harsh desert climate.

Nehekhara is the oldest and most developed civilisations among the humans, and so powerful that it managed to drive back the druchii slave forces once and for all, under the leadership of the intelligent and magically very gifted king, Nagash the Everliving. Outside Khemri lie the mighty necropolis, a virtual city of the dead, that can compete in size with the city of the living.



Khemri is divided into several kingdoms or citystates, and in the beginning they were all independent and in war with each other. The first king to unite Khemri was Settra the Great, and now Nagash has achieved the same. Even the far of Lahmia bows before him and the whole people of Khemri lauds him as High king.

Nagash has wisely allowed the other royal families to retain their rule over their cities and lands, but they are now an integrated part of the Khemrian state apparatus. Even if they still bear the title kings for personal use, the official title as ruler of their cities are Nomarch and the different division of the country is called nomes.

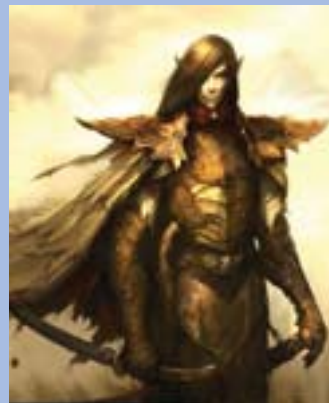
NOMES OF NEHEKHARA

The closest nome to Khemri is Numas, lying in the north-east, ruled from the city with the same name. Numas has a very intense cult of the dead, as they eulogize the spirit of their ancestors highly and celebrate many feasts where the ancestors have a table of honour. It is not uncommon for some ancestors even to be entombed under the floor in the house of the living. This close relation to the dead makes the Numanites brave and cheerful in battle, assured in the notion that not even death can break their bond with their living kin.

The nome and the city of Zandri lie by the mouth of Vitae,

and is a vigorous port city, wherefrom the ships of Nehekhara embarks on their voyages. Zandri is charged with maintaining the war fleet of Khemri, and the necessary marines and sailors to man it. The city and the harbour are well fortified to deter any attacker stupid enough to take on the might of Nehekhara. Mighty catapults rest on the parapets and at towers, ready to rain death on attackers trying to penetrate the harbour mouth that can also be blocked with a mighty bronze chain. From a high light tower a fire burns, night and day, to guide vessels in distress. It is said that the tower also contains a magnificent enchanted bronze mirror, able to focus the rays of the sun into a ray of intense heat.

At the western mouth of the Valley of Kings lies Quatar, famed for its many huge statues and temples, commemorating the gods and all kings of Nehekhara. Nagash has recently ordered that all the temples must undergo a great restoration so as not to displease the kings of old, or the gods. This huge work, together with the construction going on in the Necropolis, has given thousands of jobs to the people, and many of the workers, having finished the often very dangerous work, returns home to be greeted as war heroes. Nagash has made sure the wellbeing of the workers, slaves or hired, must be as good as Nehekhara can afford. There are huge bakeries and breweries close by, as well as physicians and healers. Workers who die get a funeral on the expense of the state and have a certain tomb area, guarded by priests.



"I let my actions speak louder than my words" said Tahl when asked for a short piece about himself for the Citizen Levy.

Well we can't really say that he uses little words as this article is freaking long and takes a whole lot of time to layout (-LochNESS)

Tahl is also responsible for the cover of this issue of the Citizen Levy just as he did the cover of Issue 7. All in all we can say that he's pretty gifted when it comes to artwork.

Along the borders to the nomads, lie some cities not governed by kings, but by an appointed governor, and under the watchful eye of the Vizier Arkhan. Bel-Aliad and Ka-Sabar are two of these settlements that also function like garrison posts for the Nehekharan border guard, who police and protect the desert tribes of the south and always keep a watchful eyes after slavers. For even if the "black pale strangers" are gone for now, no one believe they will be gone forever until Nagash deliver them a final blow. El-Kalabad, a southern trading town was all but destroyed by a Druchii invasion prior to Nagash being crowned king, but has now been restored to its former glory and is a thriving market town for the nomadic tribesmen who use it as a point of refuge in times of war. To the north, a string of forts, also manned by the border guard, keep a watchful eye on the greenskin movements. There have been attempts to create settlements, but Nagash has temporarily stopped all new attempts, until the greenskin problem is well and truly dealt with.

In the south lie Kharuna, the city of the Aithopos people. Here, the yearly tithe of battle tuskers with their handlers and crew are assembled before the march northward. Kharuna is ruled by its own king, who maintains titles and rights, even if he acknowledges the King of Khemri as his ruler. On the eastern side of the Valley of Kings, lie three more great cities, all of which has been in and out of Khemri for a long time. Even the mighty Settra had problems with especially Mahrak, so the achievement of Nagash in incorporating these kingdoms into the empire is no mean feat.

Mahrak lies at the mouth of the Valley of Kings and controls it, something that gave the famous king Phar the possibility to resist Settra for all of his life. Nagash has ordered a local cult of Phar to make a greater temple. Phar was wrong to resist Settra due to his selfish pride, but he was a mighty warrior and an example in stubbornness and bravery that almost cleansed the mountains from the savage greenskins. As such, he should be celebrated and the people of Mahrak has gotten the important task of upholding Phars legacy and keep a vigilant watch and to deliver instant retribution against any greenskins attempting to attack into the lowlands.

Lybarias is famed for their many female rulers and for their excellent archers, who are said to be able to hit a fly at thirty paces. Even today, the governing Nomarch is a female from the royal house. Lybarias supplies a set quota of archers for the royal Nehekharan legions. More of a large border fortress than a city is Rasetra, and here vigilant eyes are turned southward, always watching against intrusions from human jungle tribes, greenskins and the lizard people. Lybarias has as the nearest true city the task supplying a large part of the standing garrison, something that suits the archers of Lybarias very well.

And finally, Lahmia, the last of the nomes, lies in the northeast corner of the Nehekharan realm. Lahmia has long been one of the most rebellious of the cities, and the one giving Nagash the most trouble. Here, the rulers are usually female, but as in the case of Lybarias, this does not mean they are not skilled and fierce warriors. Lahmia has to send a sizeable part of their troops to take tours at Ka-Sabar, in punishment for their persistent rebellions.



THE WARRIORS OF NEHEKHARA

Each nomarch is supposed to have sufficient troops to police his or her domain, defend it against local intrusion of greenskins and other savage enemies, and to take the necessary offensive actions against such enemies, should it be necessary. The nomarchs are forbidden under pain of death to make war upon each other, unless a city has started a rebellion against Nehekhara. Then they are free to act as they see best, since a quick response might quell a rebellion in its tracks. The local forces are supplemented by the royal border guard which defends the many forts and the southern settlements, such as Ka-Sabar. These troops are a mix of defensive troops, holding the fortress and mobile units that patrols and make raids on suspected enemy activity within their area of responsibility.

The finest units in the realm of Nehekhara, are the four standing Royal Legions, the field army of Khemri. Each is a composite force of infantry and chariots, backed by mounted scouts and artillery. Professional forces, these are probably the best soldiers humanity can offer. The heart are the archers, armed with expensive but efficient composite bows, ready unleash the fury of the Asp goddess upon the enemies foolish enough to resist the war host of Nehekhara. They are supported by the Menfyts (Strong-armed men), who also are called Long Spears. Their main weapon is the spear, which they use to protect the archers from enemy assaults, forming a close phalanx, sometimes letting the archers shoot over their heads. They are also armed with axes or sickle swords, "kopesh", if things get close and bloody. From these solid defensive units, the chariots can attack or fall back to regroup behind, just as the needs and the battle dictates. The hosts of war chariots are the pride of Khemri's armed forces. Lighter than other races' constructions, they are faster and more agile and operate in disciplined units, ready to advance or fall back as the battle dictates. Each legion also has a number of catapults that supplements the archers as long range support.



The four legions have their peacetime stations at different location. Djaf, the first, is stationed outside of Khemri, always providing the high king with a quickly assembled and battle-ready force that can form a core for a field army. The second, Sokth, is stationed at Ka-Sabar, providing the core for any larger operations southwards. The third, Phakth, is stationed at Zandri, and can be used for any medium sized amphibious operations that are deemed too much for the Zandri and the Royal Marines to handle by themselves. Finally, the fourth legion, known as Qu'aph, is stationed at Marhak since the last Lahmian uprising, ready to march either southwards toward Rastrea or northwards towards Lahmia. Besides these standing formations, there is also, as mentioned, the Royal Marines, the royal guard and the Vitae patrol, the last more of a police organisation.

The tribes of the south, within Nehekhara's domains, also supply specific warriors. Most famous among them are the tusker riders, who guide their formidable mounts with great vigour into the ranks of the hapless enemy. But there are also the arabyan raiders, fast and skilled horsemen and excellent scouts and raiders. And then there are the holy ushabtis. Statues that have been empowered

with the soul of a mighty warrior, that in this way can continue to fight for Nehekhara, even if his body is mortally wounded or disabled. It is considered a great honour to be chosen for this task, for not anyone is worthy of becoming an ever-living defender of Nehekhara.

But the most sinister of the Khemrian warriors, and some say merely a myth, are the skeleton warrior. It seems as if Nagash has somehow mastered the art not only of capturing souls, but also to reinvigorate the dead. A ghastly prospect indeed. In the times of old, most of the armies consisted of levies and conscripts, but many times they were not sufficiently trained to be up to the task.

But should need be, there is still the possibility of raising the levy and this time the standing army would be large

enough to provide a good base for training the recruits into proper soldiers before marching to war. Some cities also has the possibility of raising city legions, and among them is the Legion of Phar from Mahrak, and experienced force that has fought many hard campaigns against the greenskins and also against the rebellious Lahmians.

RELIGION

Apart from the kings of old and the mortuary cult, protected by the Jackal god Djaf, there are many gods and goddesses in Nehekhar. Ptra is the God of the Sun, and the foremost of the Gods, who among others consists of Phakth (the hawk), Qu'aph (the cobra or Asp goddess), Ualatp (The vulture goddess), Sokth (The scorpion and sleepless guardian) to mention but a few.



THE PEOPLE OF THE REIK

East of the grey mountains and north of the Black Fire Pass lies vast forests and mountains in wilderness cut through by many rivers. But most of these emerge into one mighty river, a major aorta that runs steadily out into the ocean with huge amounts of waters. In the tongue of the locals, this mighty river is called the Reik.

The Reik can compete with the Vitae of Nehekhar in size and to the people living along the Reik and the other rivers and streams feeding this mighty entity, it is just as important. For here, in the Shadow of the Dwarf Empire and the Realm of Sarthalior a new civilisation is forming itself. And like Nehekhar, it is a civilisation of mankind alone.

It is a tribute to the resilience and resourcefulness of the human tribes that they exist at all. For a long time greenskins have been preying upon them, but even if that threat is less severe, there are others who wish nothing more than the destruction of mankind. Beasts of chaos prowls the dark woods in increasing numbers, strange tales of giant rats can be heard and the barbarous tribes of the northern wastes are increasing their pressure. But worst of all are the Druchii slave raids which are pushing deeper and deeper into the area, now controlling the northern half completely. The people living there are now under their rule, forced to send a number of themselves as slaves in tribute to far off Ulthuan. A puppet king rules over the area, backed by Druchii steel and has even replaced to usually circulated dwarf or Dwarf coins of the southern areas with Druchii ones.

To the Sarthaliorans, Nehekharans and the Druchii in particular, the people of the Reik are naught but fur clad nomadic savages and even some less knowledgeable Dwarfs could claim such things. But the truth is that along the river valleys, crops have been cultivated a long time and together with fishery it has provided a stable base for many settlements. There are still nomadic tribes who hunt and herd, but it is clear that times are changing. They are





nowadays part of the exchange network focused on some of the major villages, some quite well fortified and deserving the title of towns. In the southern part, in the shadow of the mountains, the tribes are still free and are trying to decide on what action to take. Since the art of iron and steel were taught to these men by their dwarf neighbours, it looked as if they would be able to secure a realm for themselves, but now things have changed. The shadow of chaos or slavery is looming over the Reiksmen.

THE SOCIAL STRUCTURE

After many a long feud, a mighty tribal federation, the Unberogens, have emerged in the south. Many northern folks, unwilling to simply surrender to the Druchii have fled south, among them many of the most proud and independent of their folks. There still exist smaller and independent tribes, but the trend is clear. Either you submit to the Druchii and their unwilling lackeys, or you join the Unberogens.

Basically, there are two groups of smaller tribes. The nomadic hunter-gatherer-herders of the forest and the upper valleys and some clans that spend a long time on the Reik in their boats, fishing and trading, and sometimes raiding, while returning to their settlements, usually located in wetland areas, where they have some livestock and some agriculture.

A more recent addition to the tribes are nomadic tribes of horse riders, Ungols, that has been forced westward by the steady pressure of more eastern steppe nomads, worshipping the foul four gods of Chaos. At first this led to war between these tribes and local ones, as if there was not enough of it already. But due to the fact that they face common enemies, the newcomers and the old tribes have started to come to terms, better to defend themselves.

The tribes are ruled by great chieftains and below them, a number of lesser chieftains and priests of the gods. Every chief resides from his local great hall, a long house lying in the settlements' centre or in the case of more dispersed communities, in their heartland and usually on prominent ground. There are no strict rules of succession, even if tradition dictates who will be the next chieftain. But this can be changed by war or by chance. Sometimes the shaman of the tribe will enter the hall with a marked child, presenting the coming chieftain to the people. A vice chief will then adopt that child as his or her own, and raise it as the heir.

THE REIKSMEN AT WAR

In principle every Reiksmen must be able to fight if need be. In the more nomadic tribes, every man, and sometime even women, must be a warrior and hunter too. Lightly equipped as these peoples are, they excel in hit-and-run battles, sniping at the enemy with missiles and charging when things look favourable. Some fight violently slashing left and right with axes and war clubs, trying to emulate the ferociousness of wolves in the image of Ulric, the god of winter, war and wolves.

Among the settled tribes and clans, all able bodied men are part of the Fyrd, a farmer that is called to war will usually arm himself with a bow, the common weapon as useful for hunting as for war, and hang an axe or a fighting knife in his belt for self defence. Thus armed will he march to the ground of gathering of the Fyrd.

Among the Unberogen, a warrior of the leid, also known as a Housecarl, may look like a well armed shield man, carrying the well made swords and mail skirts and finely decorated shields. But the most famous Housecarls are those wielding fearsome two-handed axes, the Teutons and the Reiksguard.

The spirit of the word Teutons implies that they are true teutogens and a man can be born a teuton, but anyone can prove himself worthy. A born teuton who fail the tests, will bring shame down onto himself and his family. Armed with their poleaxes they are heavily armoured to compensate for their inability to use a shield. They wear a padded coat, reaching the knees and elbows and above that, a scale mail or chain mail hauberk also reaching knees and elbows. To protect the lower arm, the warrior wears guards of leather or steel, and covers his hand with protective gloves of various designs.

The lower legs are protected by leather boots and thick leg wrappings, and since the blunt weapons and different clubs

are common among the Marauders of Chaos these warriors meet, the cloth padding is very important. The Reiksguards are armed and armoured in a similar way, but will often have a "plata"; a leather vest reinforced with overlapping steel plates, covering his torso but some wear finely crafted dwarven breastplates and on his head a helmet, any times with decorations of snarling wolves or bears. The finest teutons will have a cloak of a big wolf or a bear over his shoulder as a sign of rank and of proven bravery. The Reiksguards are said to be the bravest and the finest of the warriors among the Reiksmen, a match for several Houseguards or teutons. They have sworn never to yield before an enemy and to give their life for their lord and will fight fiercely even to protect the body of the lord, should he fall in battle.

The Ungol warriors fight as they are used too, as mounted archers, harrying their enemies with missile fire and falling back before determined attacks. Should the enemy break or flee, they are upon them in seconds, dispatching enemies with ~~has made them so preferred leaders~~ axes. Tower cradling procedure compared to the common bow. With it, a hunter can drop a mighty Gor or an armoured Druchii slaver with one good bolt, where as the archer might have needed two or three shots. Still it is expensive, so it is usually only successful fur-hunters and men of the chieftains' personal guard; also know as Leid, who can afford them. Each chieftain has a number of warriors, armed and provided for by him or her, and that acts as the standing armed force and police of his people. They also train and officer the fyrd, and form the hard core of the battle line.



There remain an armed force unlike others among the Reiksmen, and that is the Knights of Ulric. They are heavy horsemen, riding barded warhorses and dressed in suits of armour similar to the teutons, but designed to better suit mounted warriors. They wield heavy cavalry axes or hammers and are dedicated to the god Ulric and follow the command of his priests. These mounted warriors are independent of the chieftains, and any brave warrior can join their ranks, if they pass the hard and punishing tests. The knights of Ulric are very disciplined and together with the teutons and other professional warriors, provide a solid and disciplined core to the armies of the Reiksmen.

In recent times, maybe thanks to the Dwarfs, but also due to internal development, catapults have emerged on the battlefield among the Reiksmen. Largely of the efficient counterweight design but sometimes torsion powered, they provide very useful addition of long range firepower, able to hit the hordes of Chaos long before they can come to blows. Still rare and in need of specially trained crews and artisans, they are highly valued and are spreading as tribes with knowledge provides others lacking with skilled men to make an these weapons.

GODS AND MAGIC

Traditionally, the shaman had the complex role of being priest, mage, physician and the psychologist for peoples of the Reik. Among the more feral tribes this is still the case. A shaman is nothing one chooses to be, rather, you are chosen by whatever god it might be, but most shamans have Randal the Trickster as their god of choice.

To deny the calling of the gods is a possibility, but one that can put you in just as much danger as the profession as shaman can. An apprentice shaman will be taught by an older shaman who judges that the calling true and right, and who estimates that the apprentice have what it takes not to be swallowed by the demons lurking in the realms of the warp. A shaman actively travels in state of trance to the gods to communicate with them and to try and convince them of helping out. A shaman can also talk to lesser spirits to get their aid.

Usually, a shaman has a number of spiritual helpers, that can have many shapes, but beasts are the most common. Bears are regarded as the best helpers of all, since bears are believed in the old totemistic way of the religion to be closely linked to mankind. In the east, the bear is revered above all other animals. Another popular helper is the wolf, since they are linked to Ulric, but stags, eagles, moose and salmons are also encountered. To be a shaman is a lone-



some existence, spent outside the community. The shaman is both feared and respected, and one does not voluntarily go against the will of a shaman.



However, over time another group of people have come forth to partially take the place of the shamans in society, namely the Godars, or priests. A priest need not have any affinity to do magic and even if some priests and priestess have followed the calling to become a prophet for a God, you can also seek to attain the recognition of your gods. A priest has limited abilities of magic, but they seem to be coming from the gods themselves directly, as if the priest is merely channeling the power. And the priests are not affected by the demons of the warp; they rather seem to be better protected against them.

A priest will follow one particular god, and act in their spirit among their people. Priests of Shallya focus on healing and medicine, Priests of Ulric on warfare, priests of Taal on hunting and the caring of beasts and the dour priests of Morr care for the correct passing of the dead. It is Morr, the god of the Dead who has the important work of managing funerals. Priests are also an important part of the community and live inside it, rather than outside as the shamans.



The continues next page with Sarthailor

SARTHAILOR

During the Sundering of the Elves the Asur were cast out from their ancestral homeland into the Old World and their empire. During the War of the Beard they were known as the Disinherited Asur, however as the war raged ever fiercer the Asur were forced to turn to the race of man for aid.

Mankind was a new, weak and divided race and readily accepted the alliance, becoming the numerous foot soldiers of the Asur armies. At this point, the Elves gave up hope of retaking their homeland, although not completely annihilated in the War of the Beard the war came at a great cost. Diminished in number, the pure Elves resigned themselves to their fate and their new homeland. They named this Sarthailor and fully integrated themselves with the humans; some even went so far as to cross the species. During the time of reparation after the War of the Beard Sarthailor saw its first true growth. The race of Men which the Elves had found in mud huts with wooden spears was not as unskilled as first supposed. With training they were taught metal work, how to sow crops that will always grow and many other skills the Elves had shared with no other.

PEOPLE OF SARTHAILOR

Sarthailor is roughly divided into three classes of which humans are the most plentiful and often take menial jobs, filling the vast ranks of spearmen in the army. A good example of this would be that a man can become an apprentice baker to an elven one. So as to not shame his bakery, the Elf would train the man to a high standard, but due to the nature of the Elves longevity it is unlikely that the human would ever succeed him – therefore the human would remain an apprentice all his life. However, due to the nature of the Elves it is likely that once the man has attained an acceptable standard he will be given a level of authority as the master baker pursues perfection in everything. He himself may even tutor younger apprentices if the elf doesn't have the time in which to do it.

The further out from the centre of Sarthailor the fewer the Elves become and in these regions it is possible for humans to ascend to a level of authority. It is not unknown for humans to hold lordship over remote lands, which no elf or half-elf desires.

Half -Elves are the result of mixing elf and human blood. Originally these were seen as abominations and outcasts, however after many years they slowly gained acceptance in the eyes of the pure Elves though some still retain a dislike for them. In the latter half of the time of peace when half-Elves began to outnumber pure Elves, they were given their place in society as the middle grounds between pure Elves and humans. Their appearance differs depending on the amount of elf in their blood and in some cases they cannot be distinguished from either race. Their eyes, agility or adeptness at magic are some key signs that they have elf in their blood. Among humans the cliché "there may yet be some elf in you" is used when a person performs an act of speed or agility.

The last of the three races is of course the Elves themselves. Though few in number they still maintain a powerful control over Sarthailor, controlling both the army and council. They manage this through clever politics, tradition and the subservient nature of humans, who are proud to be part of Sarthailor opposed to their mud hut past. The Elves of Sarthailor are not to be underestimated. In the past before the sundering they may have been content to sit on their island and let their fleet protect them. This luxury was torn from them and as such they have only become stronger and fiercer. More than one elf has departed from this world as he seeks power in the form of magic.



Voodoo master joined Asur in 2004 and was mostly a lurker for a long time until around a year and a half ago when i began posting at a more regular rate, and finally in 2006 i led the Druchii to a respectful 2nd place in the War of the Beard.

6 Months later i was rather, to my astonishment offered a place on the Loremasters Council and it was an offer that i could not refuse.

Now, after constant work for a long time now the 3rd Asur.org Online campaign is nearly ready for Launch and yet i still find time to do the odd job for the Citizen Levy. Maybe there was a reason i got the most helpful member award for 2006?

If you ever want any help or advice drop me a PM and i'll be happy to reply.

At the start of the Hour of the Wolf none of the original Elven exiles are alive, only their kin remain and as such there is a great nostalgia among the Elves to return to Ulthuan which has become almost an imaginary utopia for them. It has been commented on that even if they attain this power that they seek and return to the Phoenix throne, they still would not be content with their prize. "Even the Phoenix couldn't appease your thirst" has become a somewhat common veiled insult among Elves because of this idea.

ARMIES OF SARTHAILOR

Due to the nature of this new empire – with enemies at every turn – the Elves never disbanded the thirteen great armies that had fought so fiercely during the war. Instead they rotated the legions state of activity. For six years it would be dormant and the soldiers could pursue any career they pleased but then for three years it would be active and under the command of the general. These 13 great armies are known as the Imperial Legions as they report directly to the head council member, and are funded by the council.



Each army is led by a pure elf general; this is amongst one of the highest positions available in elven society. This is because of the nature of the office, not only must an elf be a brilliant strategist but he is expected to show skill in another area. Almost always the office is given to him because of this secondary skill. For example the most powerful mage in Sarthailor is given the position in addition to his duty to train other mages. With each general specialising in another field they can almost exclusively ensure Sarthailors defence between them. Also due to them playing on their strengths each army has taken a slight slant towards this speciality.

In addition to the Imperial armies, each province employs its own small army with which they ensure its defence, and to uphold the law and defend from sudden attacks. In the centre territories this may consist of only a few hundred spearmen, but in the outer lands vulnerable to attack it is not unknown for a few thousand men at arms to be levied. These provincial forces however are funded only by that province therefore they generally lack equipment therefore they are nothing compared to the glorious Imperial legions of Sarthailor.

Finally, among the warriors of Sarthailor, comes the famed Senthoi. The Senthoi are an elite order in Sarthailor, each Senthoi follows a strict moral code. They fight by wrapping magic around their muscles to give them godlike strength and speed. However in order to do this they must forsake armour and even the strongest Senthoi will tire whilst in this state.

COUNCIL OF SARTHAILOR

The council of Sarthailor is composed of four parts, the first being the council of lords. These are the landowners, and this is the only area where humans hold any sway, mainly because of their dominance in the outer areas. Half-Elves however outnumber both them and pure Elves.

The Council of Princes is the second part and this is for lords who hold powerful territories such as Avalear and Aelias, this is almost exclusively composed of elves. Thirdly there are the thirteen great Generals who hold seats. Although they are allowed to propose changes and agree or disagree with laws being passed once a law is passed even they may not object.

Finally there is the Head Councillor. The office has only had two owners: Sethalis and Tahl. The council head is nominated from amongst either the Princes or Generals. During wartime, it is the Head Councillor that commands the army as the council can take months to come to an agreement. Apart from this duty, the Head Councillor is mainly a warden who ensures that things are running smoothly. Among some of his most important roles are appointing and dismissing the Generals, and being a representative for Sarthailor in terms of foreign policy. A promise from the Head Councillor is a promise from the council itself, an insult against him is an insult against the council itself.

Avalaer is the capital of Sarthailor, home to the exiled Caledonians and the seat of the council chamber. This beautiful city has withstood many a battle from both the Druchii and the Dwarfs over the centuries but now it is a city of peace for the affairs of Sarthailor are dealt with here. Aelias is the fountain city of Sarthailor and centre of the Half-Elves.

Formerly home to Giladis the Merlord of Sarthailor that perished in battle with Nagash, this city also holds a military academy specialised for training Half-Elf skirmishers know as Sarthailirim Scouts.



Herathoi is the name that was given to the levy system of Sarthailor, the Levy itself is made up of Half-Elves, then come the massed numbers of the Auxiliaries who are all humans and fight with spear and shield. Finally comes the Half-Elven archers who support the close combat troops from afar.

Thal was a family which fled Ulthaun with other prominent Caledonians. Artemis Tahl led, along with his fellow High commanders, the sarthailorim army during the War of the Beard and was elected head councillor after Sethalis demise. Artemis met his own end at the hands of Nagash at the beginning of the Hour of the Wolf. His son; Arancar, has inherited lordship over the principdom of Avalear and looks poised to lead his father's people once more.



SKAVEN

This small but deadly band of rats have appeared suddenly in the Old World and are attacking seemingly without reason. Despite their small presence on the battlefield, they may very well tip the balance. However, almost nothing is really known about them, save that they are ruled by a shadowy body known as the Council of Thirteen, maybe indicating the existence of thirteen tribes or clans among the rat men. They are largely subterranean and therefore there are some conflicting opinions upon where they really are centred. Rather recently an attempt to gain more knowledge about these rat men was attempted, but strangely the expedition failed to report anything back to us.



Re-mastering The High Elves Part: I

The first part of article detailing what the 7th Edition Rules mean for the High Elf Generals.

-PapaElf, The Swordmaster of Hoeth, Firehearth

Citizen Levy: The new rules are generally considered more an update and you have to look closely to see the full length of its effects on the Warhammer Game. To help you with this, two of the Citizen Levy's most capable generals will now voice their thoughts on the new rules. Some subjects are more important to one than to the other, PapaElf considers the changes to the Magic phase for example highly important so he spent more attention to it than Swordmaster of Hoeth. All of this just to offer two different perspectives. One of the many purposes of this article is to create controversy and discussion. So feel free to discuss this article on the board, discussing the subject remains as one of the best ways to learn more about it.

SWORDMASTER OF HOETH: INTRODUCTION

First of all I would like to thank Firehearth and anybody who considered me worthy writing a few things on tactics for High Elves in 7th Edition of Warhammer. I am honoured to be able to add some thoughts to a very comprehensive article written by PapaElf. I would like to explain my approach towards the subject and then I will proceed to the main topic. I agreed with PapaElf that as a background to the article we will use his Rogue Trader Tournament army of 2250 points he successfully played with in 6th edition. I am going to change this list according to new opportunities due to changes to the rules of 7th Edition. I am also going to describe conditions in which I used to play due to gaming group and my personal preferences. This should show how the same list can evolve under similar circumstances but in different environments, together with some ideas on how to play it with success. However, I would like you to bear in mind that my thoughts are not perfect solutions. I will be glad if whoever is going to read it will treat this article as something worthy considering and even more if it could inspire some discussion.

Main topics:

1. Magic
2. Psychology
3. Characters
4. Charge, redirect et al.

Part II:

5. Effect on High Elves
6. Effect on Army Selection
7. Army lists designed by the 7th Edition Rules
8. The Enemy

Citizen Levy: Probably the biggest, and most controversial changes made to the game mechanics remains the changes made to the Magic Phase. Let's hear their thoughts on it.

MAGIC

PapaElf: The 7th Edition rules have altered the magic phase. These changes include the lore lists themselves, a new miscast table, rules restricting the use of power dice to the mage that generated the dice, plus a new definition of power dice that divides the dice into "personal" dice and "pool" dice. My playgroup's overall opinion is that magic power is being reduced throughout the game. Another opinion of my playgroup, all tournament players representing all Warhammer races except Vampire Counts, is that the Lore of Metal is the best all around, all-comers lore in 7th edition. The only races in the Warhammer universe with access to **Metal** are the High Elves, the Empire, and the Lizardmen slann (the "Big Three"). This is also true with respect to the Lore of **Light**, with a new number six spell that is in effect a strength 5 magic missile that hits multiple enemy units, including those in close combat.

Conversely, **Heavens**, which was a very popular 6th edition lore available to the Big Three, lord level Bretonnia and skinks has been weakened. It lost Storm of Cronos, gained a line of sight requirement for Forked Lighting and

Uranon's Thunderbolt. The comet now casts on 12+ and is a Remains in Play spell. The Second Sign of Amul is no longer the default, and its re-rolls are restricted to rolls to hit, wound, or save (armour and ward). **Life**, another popular 6th edition lore, available to the Big Three, lord level Wood Elves and Bretonnia was also weakened overall. The Rain Lord is now 8+ to cast and is slightly stronger than before, although its range was decreased to 24" from 30". The masters of both wood and stone gained a line of sight requirement, flip-flopped the strength of their hits, and lost 1D6 and 2D6 damage dice respectively. The Howler Wind lost the movement penalty portion and now exempts war machines from the spell. Father of the Thorn was exchanged for a spell that restores wounds.

Death, available to Big Three, Dark Elves, Vampire Counts, Chaos Beasts and Mortals, is considerably stronger. Doom and Darkness now casts on 9+, Drain Life and Steal Soul

can now affect Undead and Daemons (go figure). Shadow, available to Big Three, Dark Elves, Chaos Beasts and Mortals, has picked up perhaps the strongest spell in 7th Edition, the new Unseen Lurker. It also has a reworked Pit of Shades. Within my group the pit created considerable initial excitement, however after several months of 7th Edition play, the group opinion is now that the pit is very situational and that **Shadows** as lore is almost unplayable. The reasoning for this is that spells one through four are not strong enough to draw dispel dice, and that one is at the mercy of random selection to get the good spells in the first place. Even if one catches lurker, one's opponent simply waits until the spell is cast and rolls all his dispel dice against it.

Fire, available to Big Three and Chaos Mortals is the lore with the least change. Flaming Sword and Burning Head both lost one point from their casting costs, and now cast on 5+ and 8+ respectively. The lore is still all damage, all the time. **Beasts**, available to Big Three, Bretonnia, lord level Wood Elves, and Chaos Beasts changed its default spell to Bear's Anger casting on 4+ and added a magic missile that follows bolt thrower rules.

The Swordmaster of Hoeth: I believe that magic in its most recent incarnation is more predictable and hence easier to counter. In order to use this phase more effectively, one must increase the number of dice in the main pool, so adding more and more wizards does not help here at all. Not many armies have access to magic items, which can make it happen.

High Elves seem to be more suited to exploit magic phase thanks to items such as Jewel of the Dusk or the Banner of Sorcery. They increase the number of dice particular mage can use thus making him/her more flexible. Seer honour is even more viable these days, as it helps choosing spells proper for the level of the mage.

Citizen Levy: *One of the main tasks for the games development team was generalising the psychology section; for example, most ranges have now been set to 6" while first you had to trouble yourself each test to see if it was 4" or 8". Also, the amount of questions concerning Psychology and the amount of FAQ's that were released in reply to them demanded a serious update. Let PapaElf and Swordmaster of Hoeth explain their views on the updated section in the Warhammer Rulebook.*



PapaElf is 69 years old, a graduate of an U.S. military college, a former military officer and Viet Nam veteran. I am a life long game player, and took up Warhammer as a method of enjoying some quality game time playing with my two grown son's ages, 30 and 25. As a

group we attend four gaming conventions (RTT or GT level play) a year, plus attend events at the four GW stores within 35 miles of my home.

The vast majority of my games are in various limited formats, with the only large Armies (2000+ points) being those built for RTT and GT play.



PSYCHOLOGY

PapaElf: Changes with respect to "Panic" in the new rule set:

- 1 All panic check distances for units destroyed in combat, or a friendly unit of unit strength 5+ breaking from combat is now six inches.
- 2 When a friendly unit flees through a second unit, the second unit takes an immediate panic check. If the fleeing unit is a chariot, the second unit takes impact hits prior to the panic check.
- 3 There are no longer any panic checks at the beginning of turn. These have been replaced by the immediate check that happens when a fleeing unit moves through a friendly unit.

Defeat the flank unit of a battle line, from the flank causing a break, and the subsequent flight will cause the entire line to take immediate panic checks.

Immune to Psychology:

Under the 7th Edition rules the phrase "**Immune to Psychology**" is defined as immunity to "Panic", "Fear" and "Terror". "**Immune to ALL Psychology**" is a 6th Edition term that no longer exists under the core rules. The rulebook states that "Immune to All Psychology" now means the same as "Immune to Psychology".

This definition therefore affects all 6th edition army books where the term "Immune to All Psychology" is used. Any item, unit, spell, etc that is Immune to All Psychology is now immune to panic, fear, and terror. That same item, unit, etc. has lost its 6th edition immunity to such things as hatred, frenzy, and stupid.

This weakens our Standard of Balance, as it no longer negates hatred, frenzy, etc. What the standard still does, is give immunity to terror, fear, panic, **AND** magic items or spells that state in their text that the effect of the item does not extend to units that are immune to psychology. For example, the Lore of Death spell "Doom and Darkness" states that the spell does not affect units that are immune to psychology. Since the Standard of Balance makes the carrying unit immune to psychology, this still works.

The Swordmaster of Hoeth: The most significant addition to the rules for panic is the rule which forces a panic test, when a friendly unit flees though regiments of its own army. As can be easily imagined, it can cause a chain reaction, if the unit on the flank is forced to flee towards the centre of the battle line. Not to mention the chaos it is going to cause in terms of maintaining battle formation. As fleeing units do not cause panic tests in subsequent turns any more, it is even more important to exploit this rule.

It is a similar situation as with the new opportunity to destroy whole units in single combat. High Elves need to use any advantage to disarray enemy battle line. **Divide and conquer** is exactly what Elves are masters of, and this rule gives another opportunity to do so. In my opinion, however, this is more difficult manoeuvre to perform as it requires a unit with the highest unit strength attacking from the flank; hence it is harder to conceal your attention.

Immune to psychology:

I consider it a good thing that it was sorted out what is and what is not psychology. However as things considered "psychological" were limited in numbers options for High Elves seem to be limited as well. I have **Standard of Balance** in particular in mind. It will no longer cancel stubbornness of enemy units and this makes breaking tough enemy units much harder. I believe this item will remain in the shrines for the future until some other spells can be put into it..

Citizen Levy: *Probably some of the more interesting tweaks came in the character section, these are some of the Citizen Levy's favourites. Characters have always been a vital part of any army, so any rule changes here can change your whole approach to the army. While the tweaks to the magic section already have been clarified, here are some takes on the other changes.*

CHARACTERS

PapaElf: This section covers several 7th Edition rules affecting characters, their significance, and what response might be taken by the High Elves.

"Battle Standard Bearer". Provides +1 combat resolution to the unit he has joined. This +1 is in addition to the unit's own standard. Since combat resolution is the name of our game, this is almost a must take selection.

"Loss of the 5" Proximity Rule". In 7th Edition, characters are treated as units of one with respect to effects that affect units. Characters can no longer hide in plain sight: they can be targeted by missile weapons or spells that affect units, if deployed alone.

"Joining Units". Characters on mounts can join infantry units as long as the unit contains at least five models and the character and mount are no larger than unit strength four. Characters on foot can only join infantry units. A High Elf character may mount a chariot at deployment, but a character on foot can not join a chariot once the game has started, nor can a character deployed in a chariot leave the chariot. The character no longer suffers the strength five hit, if the chariot is shot out from under the character.

"Victory Points". The definition for scoring Victory Points for units reduced to half strength has changed from less than half strength to half strength. Getting a wound on a two-wound character now collects $\frac{1}{2}$ of the character's value in victory points.

Swordmaster of Hoeth: This is another field of major changes in the game. There are **three significant changes** here: *loss of 5" proximity*, possibility to *join infantry units* by mounted characters and *battle standard bearer changes*.

The first one means that lone wizards are in a very dangerous position, which in turn limits their use and it will be easier to predict what is going to be the target of their spells. They also will have to be protected and as it might happen they may be forced to enter hand to hand combat together with a unit they are hiding in.

It is somehow balanced by the fact that characters can now be mounted on horses and still join units without turning themselves into first target for enemy missile fire. This also makes mounted fighting characters more flexible in leading and supporting units.

Last, but not least, battle standard bearer seems to be even more important character and a *must have* in many armies. This character can also be customized to be even more *flexible* as a leader, supporting units by increasing combat resolution, making them more difficult to break, and on top of that being able to deal some damage too.

How does this all affect High Elves? Well, archers or other bow-armed and missile units are more important now thanks to being able to target careless characters. Our wizards can get a little protection being mounted, get more speed and still be able to be protected by rank and file infantry. Knightly characters can more efficiently support any unit and this means that now a charge of such hero in a unit of spearmen may be quite dangerous even on its own. If this character is also battle standard bearer then things can look even better. Just remember this is something your opponent is going to do as well.



Citizen Levy: *When looking at the tournament scene you can see a lot of interesting new tactics being tried out with the release of the 7th Edition. Some have become so popular that entire counter-tactics are being devised against it and nicknames for it are rising up all over the place. Many people consider the movement phase the moment where the outcome of the battle is decided. Take a close look at the following views to be well-prepared for your next battle.*



line. **No** longer does a unit flee into space. If a unit flees into an enemy unit or impassable terrain, this kills the fleeing unit outright, provided the enemy unit is unit strength five or greater. Should the unit flee into a friendly unit, the friendly unit must take an immediate panic check.

Should overrun occur, or should the enemy break from combat, the attacker may pursue. If that pursuit should contact a fresh enemy, and if that enemy is engaged in combat and *combat resolution has not occurred*, then the pursuing unit is allowed to fight a second time in the same turn.



I am 31 years old and I have just started my final year of PhD studies in the field of semiconductor lasers.

I always liked playing games and I was introduced to Warhammer at the time of early 4th edition by my younger brother. I chose High Elves from the start and I remained faithful ever since. In the meantime I discovered Space Elves (Eldar that is) and 40K. A few years ago I also started playing Warmaster, which I consider very well designed game. I try to limit myself to those three systems, although historical versions of Warhammer and Warmaster are very tempting. Smile

I must add that I am honoured to be able to participate in creating an article on tactics for Citizen Levy.

CHARGE, REDIRECT, ETC.

PapaElf: These rules are straightforward and create knowledge beforehand as to where the line of flight will be. All of these movements are now taken in a straight line drawn from the charger (attacker) to the defending unit. All movement is a simple measured distance along that straight line regardless of intervening units or obstacles. Redirection is only possible if the uncovered unit is on the original charge path. Notice that the “**overrun**” rule has been altered in the recently released FAQ. The overrun move after combat is now called a pursuit move and therefore overruns and pursuits after combat break all follow the same rules.

Fleeing from a charge or from a break in combat is in a straight line away from the charging unit or combat battle

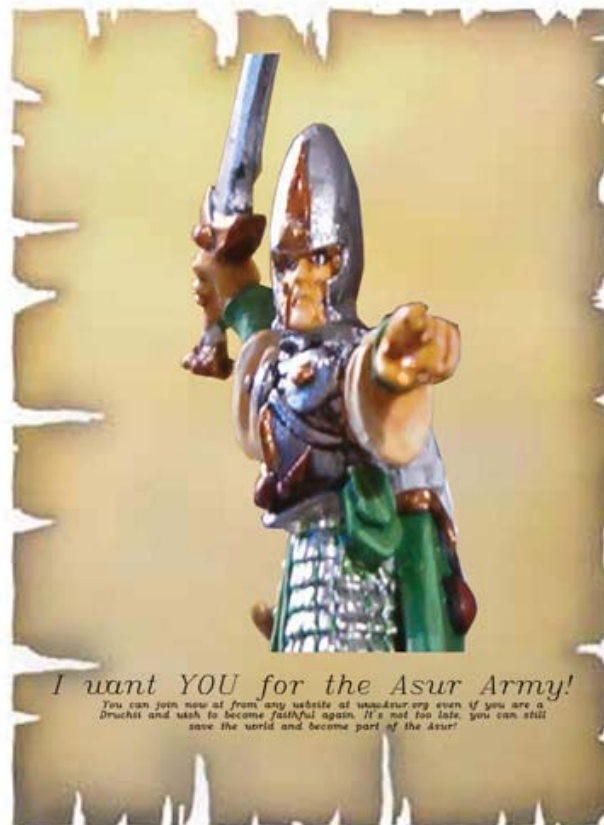
These rules allow the fresh enemy to only stand or flee, the charged unit must take any required psychology tests, but the overrunning (pursuers) *do not test*. Now if the fresh enemy is engaged in combat, and that fight has not been resolved, the new combat must now be resolved immediately. Should the attackers cause a second overrun or combat break, they can not pursue a second time. However any panic checks caused by the fleeing unit are taken immediately. If the fresh enemy is not *engaged* in combat, than the charge is resolved in the opponents next combat phase (same as 6th edition).

Each combat is now resolved completely, **including any resulting panic checks**, before moving onto a second combat. The active player determines this order of resolution, with the order possibly affecting outcomes with respect to the second combat rules above.

The Swordmaster of Hoeth: I think that changes in this field are even more important than changes in magic. Now direction of charges and pursue can be determined properly and can be much easier foreseen. Thanks to that, one can plan his/her actions with much greater degree of **precision**. In addition of the rule, which enables to destroy whole units if their path of retreat is blocked it gives many interesting tactical options not possible in 6th edition.

As High Elves need to win combats *quickly and decisively* this is great news indeed. It gives us an opportunity to play in a truly Elven fashion. Using superior speed and manoeuvrability to create local superiority block the line of retreat with Ellyrian Raiders and **destroy an enemy unit** in a single combat. Easier said than done, but at least now it is a perfect tactic to execute.

Citizen Levy Final Words: *With already one huge article in this issue (Campaign Encyclopedia) we decided to cut this article in two to provide you with easier reading. The second part of the article will concern what all these rules mean for the High Elves and other armies and how the changes have changed the army selection decisions of PapaElf and The Swordmaster. More to come in the next issue!*

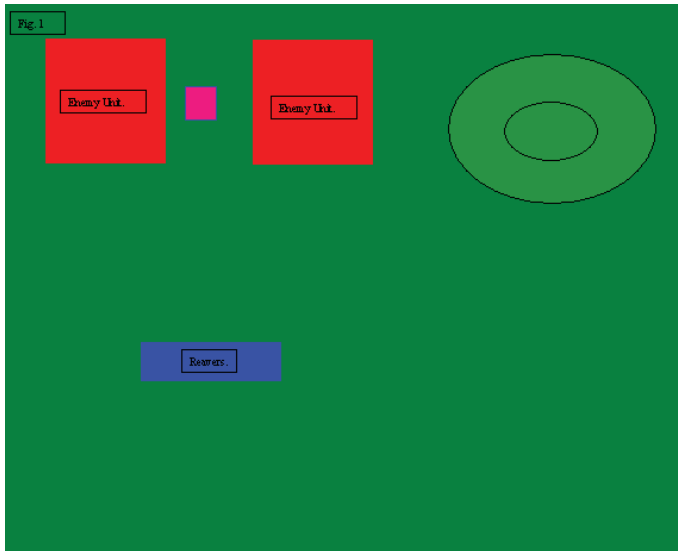


Horse Masters of Ellyrion

A Quick glance at the Uses of and Changes to the Ellyrian Reavers in 7th Edition

-Caradreth

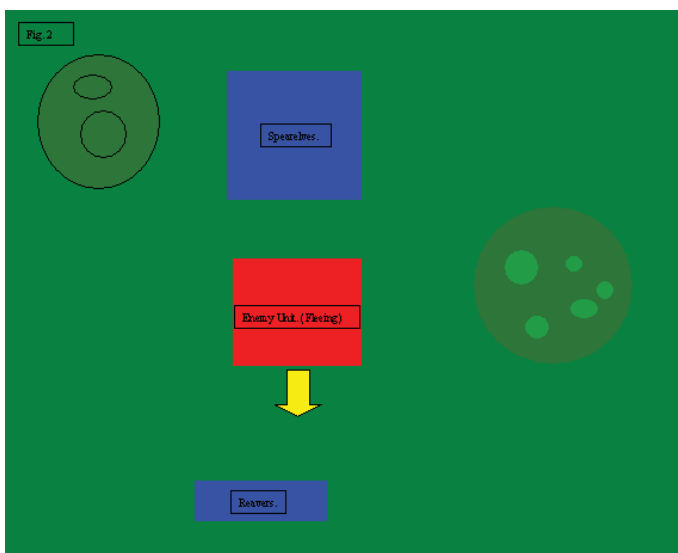
Now that 7th edition has been around for a while, most of us have got into it, and changed our strategies and army lists as necessary. Here, however, I will look at a troop type that was frequently overlooked in 6th edition due to a high cost, and a lack of versatility without taking up huge amounts of points. While 7th edition has not changed Ellyrian Reavers in any direct way, many of the rules changes make a few small units of fast troops very valuable.



BETTER THAN THEY USED TO BE

Firstly, we shall have a look at the two changes that I feel have vastly improved the roles of Reavers, and allowed them to become a useful and cost-effective fast cavalry choice. The first of these, is that under the new rules, shooting at lone characters is now possible, even if they are within 5" of a friendly unit. Ellyrians are truly the troops to take advantage of this rule. With their eleven BS, and 360 degree arc of sight, provided the character is in range, and not in cover, they can most probably be hit by the Reavers. This makes bows for Reavers a valid choice, as distinct from one that was previously considered by many to be a waste of points, as 5 S3 shots has little chance of making a significant impact on a unit. If a character can be slain, however, the Reavers may well have earned their points back in one fell swoop. This

makes Reavers ideal mage hunters, as mages frequently have little armour, and are very expensive, and so are likely to fall from a reasonable volley of arrows, often having a large impact on your opponents magic phase, and earning you a fairly large amount of VPs.



The next change is the introduction of a rule that I have heard called crossfire, collision, or interception. Whatever you call it, this rule states that any unit which flees through an enemy unit of US 5 or more is slaughtered, and immediately destroyed. In this role, Reavers are superb, due to their incredibly fast movement, and free reform ability. For this

purpose, they do not require any upgrades, such as bows, or a champion, and so can be kept to the bare minimum of points, as this tactic is solely about positioning. If the Reavers can position themselves so as to catch a fairly expensive enemy unit, then once again, they can probably earn their points back in one go. Another advantage of this tactic, is that the unit of Reavers need not be large. 5 or 6 should be quite enough for this, as this allows them to sustain a few

casualties, and still keep up their US, and to remain small enough to be manuverable enough to be able to escape any serious threat.

YOUR WEAKNESS MAKES ME STRONG-

ER

While these 2 rule changes affect the abilities and uses of Reavers themselves, there are other changes that will boost the abilities of Reavers by the simple method of toning down other troops. The first and most obvious answer that will probably spring to mind is magic. Whereas in 6th edition, a simple magic missile, such as Fireball, or Dark Hand of Death was fairly easily cast, and could decimate your Reavers with just one casting, in the 7th edition, the new rules for magic mean an opponent is far more likely to make use of his precious, and more limited power dice by damaging your main units, or trying to take out characters and artillery, then zapping your comparatively harmless-looking Reavers. Of course, after a few games, he may learn his lesson, but even then, magic is now far easier to counter than it was, allowing your Reavers to be kept alive longer with less effort, perhaps

just long enough to get that vital kill, and so earn back those points, which is just what you want the unit to do.

BETTER OVERALL OPTION

The last major change which has made Reavers worthwhile is slightly less obvious. It is the nerfing of skirmishers. Previously, Shadow Warriors could do many things that Reavers were designed for, such as deflecting charges, and march blocking, for a far smaller cost, and with more versatility. Now, Skirmishers who are charged must align themselves to the chargers, instead of vice versa. This makes it extremely difficult, if not impossible for Shadow warriors to be able to re-angle the charge of units such as frenzied troops in a harmless direction, whereas Reavers can still do this to great effect, and also have a better chance of escaping with a flee reaction, and the advantage of being able to act to full effect on the

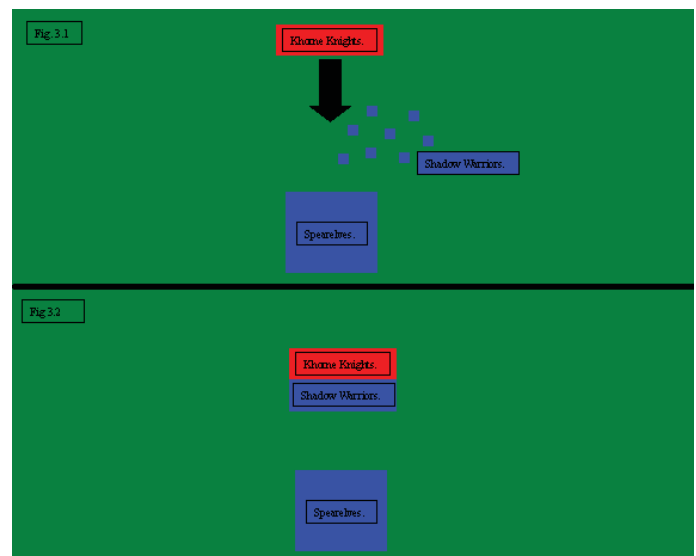
turn they rally from such an action.

Under the new rules, Skirmishers have also lost the ability to march within 8" of an enemy, making them far more likely to be caught by enemy units, and making it much easier for your opponent to simply move his troops out of the zone of effect, perhaps making it difficult for the Shadow warriors to keep up with his units, and certainly making them more vulnerable. With their higher movement rate, even without marching, Reavers are faster than almost anything else in the game, with the exception of flyers. This not only allows them to march block more units in a shorter space of time, by flitting from one to the other, it also makes them far more able to escape the retribution your foe will doubtless try to dish out to them, after they've been sufficiently annoying. I find it's always best to point out that your enemy can't march with a purely innocent smile in your face, as if he should have noticed that much earlier. In addition to all this, Reavers still retain the ability of Skirmishers to shoot in all directions, something that may not do an enemy unit much harm, but may irritate your opponent enough that he sends a unit to deal with the Reavers, who will of course, merely flee. Admittedly, Reavers do not share the same protection from shooting that Shadow Warriors receive, but in my opinion, this is more than compensated for by the fact that Reavers should be able to use their higher movement to place themselves in a position where



Well, I was born where I currently live, in Birmingham, UK. I'm 16, and am currently doing my final year of compulsory education, and my GCSE's.

I've been playing Warhammer for around 7 years now, beginning with a rather badly painted High Elf force, loosely themed around Saphery. Over the years, my attention shifted, firstly to Skaven, when their new book came out, and then to Undead, when I realised that there were too many SAD players around where I played, and that I wanted more variety. I did VC for a few years, and still have both a Blood Dragon and a Von Carstien army, which I still very much enjoy playing, every so often.



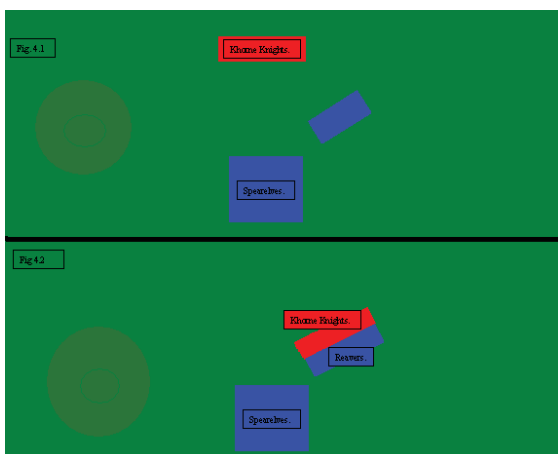


they are less vulnerable to shooting in the first place, in addition to all the above advantages.

BACK TO BASICS

To round off this (very) brief look at Reavers, we can glance briefly at some of their other uses on the battlefield, and how they can be tooled up to fulfil these roles. The first is possibly the least unsubtle. Reavers can charge. With their spears giving them a S4 charge, a unit of Reavers can often be enough to tip the balance of a critical combat if committed at the right time, and in the right place, such as with a nice flank or rear charge, which as fact cavalry, they excel at delivering. This task will obviously not require bows, as such, this upgrade can be missed. As with any fast cavalry, or light troops, a musician is a sound investment, as it will make the Reavers far more likely to rally,

should everything go pear shaped, and will be infinitely useful for other tasks after the combat has been (hopefully) won. In order to make full use of those S4 strikes, a champion may be a worthwhile investment, but is almost totally optional. A good plan if there are points to spare, but he should be fairly low on the list of priorities. In a combat situation, a Standard Bearer on Reavers is useless. As they should never become embroiled in combat alone or unsupported, the unit doing the supporting will most likely have a banner itself, making the Reaver's banner useless, and a nice prize for the enemy to capture.



GOTTA TRY THIS OUT

A rarely used tactic, but one that I have found can be quite effective, if purely for the surprise it springs on an opponent, is to have the unit of Reavers joined by a character, most likely a commander. This allows them to hold their own in combat against light units, and also to cause far more damage on the charge, making them more likely to swing a combat in your favour. A nice set up I have found is a commander with heavy armour, a barded steed, a longbow, a lance, and a shield, plus the sacred incense. This means the commander is not too expensive, at 137 points, but he adds durability to the unit, as enemies may choose to attack him, and thus achieve less against his better save, and he also counteracts the Reavers low saves still further by making them less vulnerable to shooting, which is

the bane of fast cavalry everywhere, as a decent round of archery can all but destroy them. With a lance, he gives S6, which can cause a wound against almost anything, and will kill many troops outright, making the Reavers a more dangerous unit to receive a charge from. His leadership can also be of great benefit, as with this and a musician, the unit will be rallying on a effective LD of 10, something not to be sniffed at, considering that fleeing is a staple part of fast cavalry tactics.

RAMBLED ENOUGH

In conclusion, 7th edition has conferred many benefits onto Reavers. In my eyes, changing them from an overpriced and occasionally useful fast cavalry unit, into an element of my army I would think twice about leaving home without. They can easily fulfil many of the roles that other units of the army, such as Shadow warriors, now have trouble with, and can be easily

adapted and configured for a variety of battlefield roles, all of which can severely disrupt the plans of your opponent. What more could you ask for, other than better looking horses?



The Thousand Shadows,

Chapter 2: The Blood of Innocents

An exciting new chapter to the Thousand Shadows Saga

-Caradreth

The sound of clashing blades rang out across the dimly lit hall as the two warriors duelled. They moved with the grace and speed of cats, each thrust being met by a parry, each parry followed by a riposte. They had been fighting for hours, yet neither showed any signs of tiredness. Occasionally, one would manage to penetrate the others guard, only to find his effort reduced to naught by a swift dodge, or a well-timed duck. Despite their skill, no fighter could gain the advantage over the other; and from time to time, they would draw apart, as if by mutual consent, only to come at each other again, fighting more furiously than ever.

Andrill Dragonstar measured his breathing, and raised his blade once more to the guard position. After so long, indeed, the tow of them had been fighting for much of the day, even his feather-light ithilmar plate seemed to weigh heavily on his shoulders, and though it would make little difference to the already slow movements of a human, that same weight could cause delay fatal to an elf, a fact which his opponent would not hesitate to take advantage of. As the duel recommenced, Andrill regarded his adversary. He was clad in deepest black, even his Ulthuan-forged scale mail seemed to absorb the light, and his sinister blades danced around his body as he advanced on Andrill. His raven-black hair hung loose over his shoulders, braids interlocked with the unkempt strands, providing a sharp contrast to his pale features. A shimmering cloak hung about his shoulders, misleading Andrill's perceptions, and making him dizzy.

Suddenly, all time for contemplation had passed as the other elf leapt at Andrill once again, his blades angled to bypass the Caledorian's guard on both the right and left. Bringing up his longsword, the dragon lord managed to block the path of the right blade, while ducking under the left, which whistled past his face like an angry snake. Stepping forward, Andrill launched his own attack, rolling his wrist around, and aiming a savage strike at his opponents head. The other elf looked up in surprise, and quicker than the eye could follow brought his twin blades up to parry, catching the Caledorian's longsword between them. For a long while, they stood thus, braced against each other, neither able to break the deadlock, pushing with all their strength to force their foe back. Their eyes locked onto one another's faces, reading from the smallest flicker of the eyes the others intent, anticipating their movements. For at least an hour, they stood so, until, a last Andrill's right foot flickered out, hoping to catch the other elf unawares, and pitch him to the ground. The dragon lord might as well have tried to catch the wind. The black-clad elf flung himself into the air, pushed off Andrill's chest with his feet, and executed a perfect mid-air somersault, before coming to rest, blades held out at his sides, a mere ten feet away from the startled Caledorian.

Blinking his long hair from his eyes, Andrill lunged forward at his foe once more, his longsword angled to take the other elf below his guard, and into his stomach. The blow never struck home. The other elf had gone. His eyes widening in disbelief, Andrill scanned the shadowy recesses of the hall, all the while thinking fast. It was not possible, surely. The speed with which the black-clad elf had moved defied belief. There! Was it, in the far corner, a flicker of movement? Holding his weapon out in front of him, the dragon prince moved slowly forwards. His every muscle tensed with anticipation. Suddenly, from out of the dark, there flew a trio of knives, too fast for even the supremely trained dragon lord to dodge. The first impacted on his wrist, knocking his elegant blade from his hand, and sending it spinning over the floor. The second struck his helmet with a crash, causing his senses to explode with the ringing of metal on metal, and the final knife flew hilt first towards his chest, knocking him backwards onto the ground. Fighting desperately to regain his hearing and balance, Andrill was oblivious to the soft footsteps that approached until the point of a blade nicked his throat. Gulping, he looked up and closed his eyes.

When he finally, tentatively opening one eye, the grin on the face of the other elf was unmistakable.

"Caught you by surprise, did I?" chuckled the shadow warrior, extending his hand to the floored Caledorian.

"I'll say," replied Andrill, gruffly. "That was well done, if a little dishonourable. I can't say I'm surprised. You could never hope to match a dragon lord blade to blade, clearly," the armoured elf grumbled, with a twinkle in his eye.

"Ah, but you see, my friend, it is not honour that keeps us alive on the field. It is inventiveness, and cunning," the Nagarythi laughed. "Come, let us leave. I have a mind to view the city, to see what our new land holds for us in these times of peace." A bitter note crept into the shadow warrior's voice at the last word, and Andrill looked round sharply.

"You place too much stock on the past, Elrohir. Can you not let it go, just for a moment? Is it so consuming?" A fire flared up in Elrohir's eyes, as he spun to stare at the Caledorian, only to die away just as swiftly.

"You do not know, my friend, so I forgive your words. I will know no peace until every last foul one is cleansed from this earth. You have fought alongside me long enough to know that."

"Aye, 'tis true." Replied Andrill. "Yet I still hold out hope for you. I would not see a friend consumed."

"I thank you for it," murmured Elrohir. "And now, come. What of the city?"



Caradreth was born where I currently live, in Birmingham, UK. I'm 16, and am currently doing my final year of compulsory education, and my GCSE's.

When I was around halfway through my VC force, I discovered this site, and still being a poncy elf lover at heart, signed up pretty much straight away. I posted for a while, but never really came on that seriously until just before the last campaign, where I discovered the community aspect of the site, and began posting far more regularly. Since then, I've remained a fairly constant member, and visit and post most days.

Soon after discovering the site, I went back to High Elves, and now favour a Shadow Warrior-heavy Nagarythi force, led by my general, Elrohir Arnlui, a tooled up Chicken Prince. I've really just started getting back into the gaming aspect of the hobby, after a fairly prolonged absence, and am finding it just as much fun as I remember.

Wrapped up in their own thoughts, the two warriors strode together towards the doors of the great hall, and out into the cold winter air.


The stars glimmered overhead, and the icy winds whipped around the two as they descended the steps of the practice hall, and stared out over the city. The sight that met their eyes was like a scene from a nightmare. Columns of smoke drifted lazily up into the night, emanating from buildings gutted by fire. The light snow that had fallen could no more suppress the blazes than it could cover the blood pooled in the streets, running down the gutters, and tainting the snowfall. Corpses were strewn over the cobbled roads, limbs stretched out at ungainly angles, some still clutching the weapons that had failed to protect them, others defenceless, clearly having fled. Time seemed to stand still, and the night was eerily silent. Stunned by horror, the two warriors barely breathed for a full minute, drinking in the dreadful scene. Finally, Andrill stirred.

Andrill stirred.

"What happened?" He breathed, a hint of disbelief in his voice, as if walking in a dream. Elrohir's hands went to the pommels of his swords, and his voice seemed tight, and distant.

"I do not know, though I could perhaps guess. Come. Let us find out." Side by side, blades drawn, the two elves strode down the street, all their senses alert, constantly on edge. Occasionally, one of the corpses would move, and groan feebly, to be shortly followed by the gurgling of blood, and a loud, poignant death-rattle. As they reached a crossroads, Elrohir paused, stretching out his arm to stop Andrill.

"Here, my friend, I think we may find out answers." Seeing the puzzled look on the Caledorian's face, Elrohir grimaced, and beckoned. Cautiously approaching a prone shape, the Shadow Warrior knelt in the snow, and turned the body over. The look of hatred on Elrohir's face stole the words from Andrill's mouth. It was a Dark Elf, his face and hands covered in gore. Even as Elrohir drew Thalui from its sheath, the Druchii's eyes flickered open. He spoke, his voice suffused with hate, even in death.



"We butchered them. All of them. None escaped. None to carry word of the slaughter to your lords. You are all that's left, Asur. You two, alone, surrounded. I may be dying, but you will not be long in joining me. I have done what my lords demanded. Lord Khaine will be pleased..." The last word

trailed off in a spurt of blood, as Elrohir drew his sword across the Druchii's neck. From out of the dark, there came a faint moan, and a weak cry. Springing up, Elrohir hurried over to its source. As he stared down, uncomprehending, disbelieving, on the corpse in front of him, a deep dread seized his heart. His cry of grief, of sorrow, and of shame split the night air, echoing around the silent streets. It was the elf-maid from his dream. Collapsing into the snow, Elrohir barely breathed. His grief consumed him.

Andrill stared at his friend, and then looked away. There was something beyond his understanding occurring there, and he did not wish to interfere. Instead, he gazed around him, peering down all four streets of the cross roads, in turn, and staring at each of the smouldering buildings that surrounded them, still not quite believing what he saw. It was on the north road that he first saw them. A party of Druchii, creeping slowly down the road towards the two elves, their curved swords bloodstained, and

brandished. Seeing them, Andrill reached down and placed his hand on Elrohir's shoulder, startling him from his grief, and pointed down the road. Words were not needed. A murderous look in his eye, the Shadow warrior stood up, and drew his swords.

At that precise moment, the Druchii broke into a run, and their wild yells, full of bloodlust and hate, cut into the oppressive silence. His eyes, dark, Elrohir answered their cry with one of his own, and ran forward to meet the charge, Andrill right behind him. The two elves hit the charging Druchii

like a tornado, ripping through them, forcing them back. Andrill fought as he had ever done, with full, measured strokes, each one claiming a life, his blade flashing like ice in front of him. It was only when he dared a glance at his friend that his concentration broke. Elrohir's face was bathed in blood, and his swords were slick with it. He flung himself at the dark elves like a madman, all though of self-preservation, or discipline gone. In that moment, Elrohir Arnlui had ceased to exist. He was the Shadowflame, bent purely on revenge and retribution, his bloodlust knowing no bounds. With every pass of his blades, the press of Druchii thinned, only to be replenished a moment later by another mass of dark elves, drawn

in by the sounds of conflict.

In spite of their ferocity, Elrohir and Andrill were slowly pushed back, and each bled from a multitude of small wounds, as the press of Druchii forced the two slowly down the street. Andrill passed his blade through the chest of a Druchii, and looked up. His keen hearing could just detect another

noise, over the clamour of the battle. A high, pure, keening note, that seemed to reach into his heart, and re-light his hope, his lost youth. Another Druchii leapt at him, and he moved with a swiftness that defied his wounds, and tripped his foe, before plunging his blade into the unprotected back. The sound had grown in volume now, echoing from the streets around them, and even the dark elves had begun to heed it, its purity slowing infiltrating their bloodlust. Only Elrohir seemed unaffected, and he fought

on as furiously as before, spilling blood with every stroke, a murderous look on his face. Suddenly, the source of the sound became clear, and a new force erupted from a side street, accompanied by a flurry of arrows, scything through the Druchii, as they stood almost entranced. The newcomers were clad in pure black, and Andrill laughed aloud when he saw the Thalui rune emblazoned on their standards.

The leader of the newcomers raised his hand, and they surged forward, cutting a path through to Elrohir and Andrill. Even as they reached Elrohir, the Druchii were in full flight, pouring back down the road from whence they had come, and the sound of hoof beats could be heard in the distance, as many made their escape. Confronted with no further foes, the manic battle rage began to drain from Elrohir, and he stood, swaying in the middle of the square, drenched from head to toe in gore, appearing as some embodiment of the bloody-handed god himself. Collecting himself, Andrill strode over to the new force, and bowed his head.

"I thank you kinsman, for your assistance, we were sorely pressed there."

"Think nothing of it," replied the other, inclining his head. "But tell me, is that elf I see yonder one Elrohir Arnlui, called by some the Shadowflame?"

"Aye, that it is," returned Andrill. And then, beckoning to his friend, "Elrohir, you know these elves, I believe?"

Running over, Elrohir's face split into a grin. "Tarathai, my friend! It is many long years since our paths have crossed! What brings you here?"

"We seek you, my lord. We had heard of the Druchii raids in the north, and sought to seek you out to pursue them. I see now that you are already aware of this problem." Tarathai smiled wilyly.

"Indeed." Elrohir's countenance assumed its normal, grim expression. "But come, they have slaughtered our people, and burnt our homes. This will not go unpunished."

"No, indeed," Andrill cut in. "I will assemble my warriors. Elrohir, if you must pursue this, let us do it together."

All traces of mirth had vanished from the shadow warriors face as he replied. "If you wish, my friend, then it shall be so. But do not impede my vengeance, for there is more at stake here than we perhaps realise. Come. We must prepare."

In the night, two wholly different groups of elves were assembled at the gate of the town. On one side, were the kinsmen of Elrohir, the Thousand Shadows. Garbed in black, with great yew bows slung over their shoulders, they sat silently upon their mounts, swathed in great black cloaks. On the other, were the warriors of Caledor, covered in greatly embellished armour, a deep red, like the scales of a dragon, or the colour of dried blood. Their steeds too, were protected by ornate helms, styled in remembrance of the great dragons of Ulthuan, a reminder of the glory days of the Asur.



A Guide to the File

This article explains the confusing but simple-to-use mechanics of Firehearth's 'Painting an army'

- Firehearth

Being a hardworking student (only because I did not do a squat the first three months and now I have to catch up) I have, like many people of my age, little time for Warhammer. The rare moments that I'm leaning towards boredom I always try to grab a brush and model but it is really bad how easily I can get distracted (hey, that's a cool song, where's my guitar I want to try it. Scratch, scratch, I'd better give the cats some food. Etc.) I have now been involved in the Warhammer Hobby for say, six or seven years. In those years I have fully focused on High Elves, despite being distracted several times by Deamonic Legions and Tomb Kings to mention a few. However, though I have a functional 2500 High Elf army now, half of it needs to be repainted, glued and most of all dusted off as currently I have played the last two dozen games with about the same army. I currently have about three dozen spearelves lying in my bits box because I stepped away from main battle units and fully concentrated on cavalry supported by magic and shooting.

While this combination has won me more battles than before, it's getting boring. Two dozen games with small variations to the same design are enough to get any player bored out of his skull. That's why I've had enough of it at some point, I felt like dusting all the old junk off. However looking into my bits box and hardly ever saw anything this depressing. They are all ugly blue and white and they're all in desperate need of glue and some sunlight.

Fortunately, the same has been happening to a battle brother of mine. He plays Orcs and Goblins and due to lack of time he still has the same chariots I destroyed with my Bone Giant four years ago unpainted. I'm still happily destroying them now in a combination of the Wolf Hunts enabling my chariots to charge his whilst immobilising it with The Beast Cowers but that's not the point. I would have been so much happier destroying a beautifully painted model to see the pained look on his face than something that still needs to be sprayed. So we shook hands and agreed to have both our armies done in six months, yes you're reading this right. We made a deal and there's a lot at stake.

To be able to complete both of our armies in six months, we designed an excel file that will classify what we are going to do each week to reach the deadline. I'm going to share that file with you, explain its mechanics and tell you why – if you have the same problem as we did – you should use it. Because use it you should, it has proven darn useful to us

WHAT DO YOU WISH TO ACHIEVE?

First we determine what we want do achieve. These are our goals and the deadline and schedule will depend on these goals. These goals may vary from painting all units to a high level of detail and provided with professional basing to possessing all units described in the army book at average painting level. For the deal I decided to give myself a hard time:

As you can see there are three points here; **Basing, Painting and Assembling**. Also this table indicates there are several layers to each of these three points. That is correct, in order to correctly be able to show how much work each unit requires I devised I simple table to show this. However, that is something we will get to later. For now the most important point remains what we want to achieve. This table obviously indicates that after those six months I want be done with the army.

Painted to a high level, its basing matching all efforts by 'Eavy Metal (well, a little less but I am getting caught up in rambling again) and obviously everything has to be assembled.

However there are many other goals you can pursue. If you're happy with an assembled army that is painted to standard tabletop quality with green bases you can do that as well. It is all purely a matter of personal preference. My brother always states that

it's the game that gives him the most fun, for me it's a mixture of painting and battling, although my personal preference goes out to the painting.

Goals

- Get all units to the Basing level of 'Detailed'
- Get all units to the Painting level of 'Very Detailed'
- Get all units to the Assembling level of 'Assembled'
- Convert two Princes / Commanders, one to ride an eagle.
- One to ride a griffon



HOW DOES IT WORK?

The principle of the file is as simple as you can imagine: All you have to do is line up your army, open the file, give each unit a score from 1 to 4 (1 to 5 for painting) for five predetermined characteristics then the file will calculate by itself how much you need to do each week/day/month.

After you got the answer to that calculation (for example 17) you will now look at the file again. You will see each unit has been given a score. The last thing you have to do then I divide all the things you have to do in groups of scores that do not surpass the score determined by the file, in this case 17.

Basing	
IV	Has to be redone
III	Unbased
II	Tabletop quality
I	Detailed
Size	
IV	Mounted Monster
III	Monster / War Machine
II	Mounted Model
I	Independant
Assembling	
IV	In pieces (to be purchased)
III	Has to be glued
II	Assembled
I	Converted
Painting	
V	Has to be redone
IV	Unpainted
III	Tabletop quality
II	Detailed
I	Very detailed (+ banners)

EXAMPLE FILE: 500 PTS.

Mage, Level 1, Jewel of Dusk
5 Silver Helms, full armour, musician, champion
5 Silver Helms, full armour, full command
2 Great Eagles

This small army has not been treated well by time. Although you have recently painted up the Great Eagles to high quality one has fallen off the table during a recent battle and has to be glued. It's been three years since a brush last touched the mage and its base is just simple green. You recently took apart the Silver Helms to redo their basing and unify the unit's look by using the same helms. One unit is done and the other needs much work both in finishing and assembling.

This would give this army the following scores:

Unit (model)	Basing	Painting	Assembling	Size	Amount
Mage	3	5	2	1	1
Silver Helms	2	3	3	2	5
Silver Helms	1	1	2	2	5
Great Eagle	2	1	2	3	1
Great Eagle	2	2	3	3	1

Now here are several interesting things to point out to clarify matters:

- 1) 1 is very good. 5 sucks.
- 2) The amount of points gained in the Basing, Painting, Assembling and Size columns multiplied by the amount of models. The higher points you have, the greater the amount of work you have ahead of you. For example: The mage confers $(3+5+2+1) \times 1 = 11$ points.
- 3) Overall this army confers 117 points. Let's just say you intended to have this army finished in 6 weeks. You simply divide the army total by the amount of weeks. $117/6 = 20$. (rounded up).

I think you get the principle of the excel file now. It grants points to units, the higher the points the more work it needs. The file then proceeds to calculate the total amount of points. After that I automatically calculates how much you need to do each day/week/month if:

- You want it finished in one month (4 weeks)
- You want it finished in three months (13 weeks)
- You want it finished in six months (26 weeks)
- You want it finished in nine months (39 weeks)
- You want it finished in one year (52 weeks)

IT REALLY IS THAT SIMPLE!

After that you can look at the file each day/week/month what you need to do. 'Okay, I got thirty-five points to do this week. Why don't I fix my Eagle some better basing and repaint these three Shadow Warriors. That puts me at 27 points, let use the last points for creating a cool banner for my Dragon Princes.'

It really is that simple, all it needs is ten minutes of filling in some numbers in the file.

THINGS YOU SHOULD CONSIDER...

1. Not all models in the unit are to the same quality. I for example have 7 spearelves that need their broken spears glued back on and their shields reattached. All of my spearelves (20 of them) need better basing but I've already painted 11 to high quality and fully assembled.

Here you simple need to make three entries.

-2 Spearelves with high scores in all departments except assembling.

-7 Spearelves with high scores in basing and assembling

-11 Spearelves with very low scores in assembling and painting but again a high score in basing.

It is very easy is to divide a unit into several part with similar problems. Once you've filled in a couple of numbers it all works very intuitive.



Firehearth was born and raised in the Netherlands, sadly not in Amsterdam but fortunately there are enough Coffeeshops everywhere else. I am currently doing International Business and Management Studies.

I came into contact with Warhammer about six or seven years ago. I slowly built up a huge High Elf army which I'm repainting into a Caledor colour scheme currently, also I'm working on a 1000 points Tomb Kings and Deamonic Legions army. My approach to warhammer armies is focused on always getting the charge, I always use small and fast units (Flesh Hounds, Silver Helms, Chariots) with no unit being vital to my strategy.

EXAMPLE FILE: 1000 PTS.

Mage, Level 2, Seer, Pure of Heart, Dispel Scroll

5 Silver Helms, full armour, musician, standard bearer
10 Archers

2 Tiranoc Chariots
5 Shadow Warriors
5 Ellyrian Reavers, spears, musician

2 Repeater Bolt Throwers

*This army does not look all too shabby, it has been receiving repaint treatment for a while now. The Mage is perfect, only its base could use an additional piece of flock. The same goes for the Chariots, these are your pride and joy with some cool conversions, their bases are awesome but you could make some banners for them.

*The Repeater Bolt Throwers need a little more detail paint work, its numerous gems will all be painted to high quality. The steeds of the Reavers have already been painted to very high quality and its basing has received full attention. The riders themselves are however still in pieces and painted to a level you reached three years ago. You somehow have misplaced your musician in a trip to England though and need to buy a new one.

*The Shadow Warriors look ok, the colour scheme is nice but could use some refinement. The basing is of the same quality. This goes for four of the five models. The fifth is quite fine.

*Your Silver Helms and Archers have been painted less than a year ago and do not look to bad, but you definitely have to glue some tails back on. Although the Silver Helm basing is good enough the Archer bases need to be redone.

The excel file that would then be created for this army is this one. The numbers were filled in, in less than three minutes' time and as you can see it is as simple as you could possibly want. All you really need to do is determine your deadline and then consult the table to see how much you need to do.

<i>Unit (model)</i>		<i>Basing</i>	<i>Painting</i>	<i>Assembling</i>	<i>Size</i>	<i>Amount</i>	<i>Sum</i>
Characters							
Mage/Archmage on Barded Elven Steed		2	1	2	1	1	6
Core							
Archers		4	3	2	1	10	100
Silver Helms		2	3	3	2	3	30
Silver Helms		2	3	2	2	2	18
Special							
Shadow Warriors		2	2	2	1	4	28
Shadow Warrior		1	1	2	1	1	5
Ellyrian Reavers		1	4	3	2	4	40
Ellyrian Reavers Musician		3	4	4	2	1	13
Tiranoc Chariots		1	2	1	3	2	14
Rare							
Repeater Bolt Throwers		1	3	2	3	2	18
							272
What you will have to do:	Each day:	Each week:	Each month:				
Done in one month:	9	68	272				
Done in three months:	3	21	91				
Done in six months:	1	10	45				
Done in nine months:	1	7	30				
Done in one year:	1	5	23				

WHERE CAN I FIND THIS FILE?

YYou can't, bwahahaha! Ok, to get it simply send me (Firehearth) a PM with your email address and I will make sure the file is in your inbox in exactly one day.



Conversion Corner: Citizen Levy

An in-depth article providing new approaches to converting

-Vil-Hatarn

Who have not looked at their army and wondered how to differentiate it from all the other white-robed High Elves out there? But you are no good at sculpting or converting, you say? Think again – many small but noticeable conversions and modifications are within the grasp of even a beginning modeller. For that matter, simply mixing and matching bitz can create an astounding variety of results, as long as scale does not create

issues...

There are basically two ways to convert; first is simply mixing and matching (usually plastic) bitz from different units for variety. Thus, conversions are easiest for plastic models, usually core troops. This article is limited to citizen levy troops – Spearelves and Archers. Also, the adventurous can attempt sculpting. Small green stuff modifications are useful for covering up problems with mixed bitz, or simply for adding detail.

CONVERTING

For the sake of simplicity, I will refer to **anything limited to mixing or modifying bitz as converting**. There are a few rules of thumb when mixing bitz from each of the three Elven races; most are related to maintaining believable scale within the model.

- Asur arms may be freely mixed with Druchii arms
- Asrai arms should usually be used in pairs
- Asur and Druchii heads does not work with Asrai bodies; however, the cloaked Asrai heads can work on top of an Asur archer or Spearelf torso
- Druchii torsos are slightly out of scale; use them with extreme caution (and avoid the female ones entirely)
- Asur archer bodies and torsos can only be combined with others if the curve is flattened/indent is filled

Other than that, most parts will technically combine; however, there are a few further modifications to make them match in the aesthetic sense. What is necessary here really depends on the flavour you want for your army. For example, for a "pure" high elf army, you would need to remove pointy bits from the Druchii bitz and modify Asrai bitz to be less leafy (this can be tricky without sculpting, as Asrai parts are too small for you to get away with just shaving the unwanted detail off). I will show several specific examples after covering sculpting.

SCULPTING

Often, sculpting can be used to improve upon plastic sculpts, especially where they are attached; shields to arms, banners to poles, etc. I will cover a few techniques that I find commonly useful. Hair and chain mail are covered on the Games Workshop website, so I will not go over those techniques.

BANNERS

While it is feasible that banner could be nailed to the banner pole, elves would take the more elegant approach, actually putting loops in the flag for the pole. This is remarkably easy to sculpt— simply take a small strip of putty, and mirror the existing "attachment piece". Now you have an



The current Asur site went up about the same time I took an interest in Warhammer; I stumbled upon the site (my first forum) a few months later. I spend most of my time on the site in the painting and modelling forum, which mirrors my time spent offline on the

hobby--I am an avid converter/sculptor and passable painter, but rarely get to play the actual game. In fact, some would probably call me a convertaholic; there's not a single unit in my army that hasn't been modified somehow. My other great obsession is music--I play the violin (classically and in the Irish tradition) and piano.





GEMS

Where gems are concerned, the bigger, the easier. The hardest part is getting the gem to stay in place without deforming it. Sculpting a gem should occur in two stages; first the gem itself, and then the casing (to make this clear in the picture, I used different colours of putty). First, form a rough gem shape with green stuff, making sure that the surface stays smooth. Attach it to the target surface by lightly pressing down around the edges with some sort of sculpting tool – a finger isn't fine enough to work here. Once the green stuff has cured, make a long, very thin strip of putty (I use brown stuff, because the edge it gives is preferable for the casing); wrap this around the base of the gem, and then push and prod until it looks right. I usually push it in towards the gem first, and then make the edge with the gem by pushing down with an edged tool.



ARMOUR PLATES

To make a basic plate (say, a pauldron), take a piece of green stuff and form the rough shape of the plate. You will want the final product to be a bit less than 1 mm thick. Stick the piece to the mini, and then use a straight-edged tool to give it edges. The bottom two plates in the lower picture were made this way (starting with the bottom one, and working up).



If you want to be a bit fancier, you can add an edge or border to the plate. I have found two ways to do this; I'm not sure which one I prefer, so I will describe both. In the first method, you sculpt the edge with the rest of the plate. This requires making the initial piece slightly **oversized**, so you'll have green stuff to work with for the edge. Once the piece is in place and the outside edges are formed, work some of the putty on the "inside" up into an edge (this may require repeated fine adjustments on both sides of the edges). This method is shown on the upper edges of the lower picture.

The second method adds the border after the initial plate has cured. Take a thin strip of putty and place it around the plate (note: around, not on top). Then, press it inward. It should naturally form a small ridge along the edges of the plate. This method is used in the top picture. This may increase the size of the plate, so in this case you may need to make the initial piece slightly **undersized**.



ARROWS

This is somewhere between sculpting and converting. The easiest way I have found to make arrows is to use wire for the shaft, sculpt a point (that's the hardest part; I have not made one I'm happy with yet) and then steal a fletching from somewhere (I mostly use the old Night Goblin archer bitz).

EXAMPLES

Archer 1: This one's fairly simple. The only unusual parts are the spearelf breastplate and the glade guard hood. I also added straps across the chest; I haven't decided whether they'll actually be straps, or if they will be part of the armour.



Archer 2: This one, on the other hand, is quite complex. The right arm is a Dark Elf crossbowman's, while the left arm is a High Elf archer arm with a Wood Elf forearm attached. The tricky part is the legs; I cut spearelf legs in half, then resculpted the border, using the same method as I described for plate armour. I then attached glade guard legs, and sculpted the knees in (not something I would suggest doing...)



Archer 3: This one has Wood Elf arms and a Wood Elf head, as well as an extended robe, which adds some variety into the front row of the unit.



Archer 4: This one has a Wood Elf bow, but an otherwise untouched high elf archer arm. I converted the top part of the Wood Elf legs to be one piece of cloth, which looks more High Elven to me. I had to fill in a little bit with green stuff, but mostly, it was just flattening out existing edges.





Spearelf Champion: I often like to give my champions two weapons, to justify their two attacks. This is one such example. The only part of this model from the spearelf box is the spear arm. The scabbard on his back is part of a silver helm sheathed sword; the shield is from a dwarf warrior box, and the rest is Wood Elf parts. In order to make the two arms match, I also smoothed out the left bracer, trimming off the high parts and filling in the low parts with green stuff.



This: is off the back of a spearelf. I wanted to put an Asrai cloak in, but they obviously have arrows...so I cut out the quiver, and put a sheathed sword in its place.



Great Eagle: While not really the topic of this article, but it won't fit in any others, and it's a great (painted) example of a more advanced conversion. This is one of the (now out of production) High Elf eagles. I took my inspiration for the pose from the picture in the 6th edition army book depicting a great eagle dropping logs on the enemy. From there, it was a small step to change the log into part of a now defunct enemy war machine! To create the beam, I used a square piece of balsa, and then

attached cardboard for the metal pieces; if I did this again, I would probably try to use a different material; the cardboard didn't like me very much...

The base is difficult to show in a picture. The rock is made out of insulation foam that I hacked up, plus some static grass and pebbles around it. In the top of the rock, I pressed the clear flying creature support-thingy into the foam to create an attachment point. If desired, you can leave that part unglued, so that the eagle is removable.

Archmage on Eagle:

Here some other examples of conversions, such as this spell casting Archmage on an Eagle. This one has been inspired by Gandalf on a Great Eagle from the Lord of the Rings film. It is made from the body of Teclis which is cut into half and glued to the sitting legs from an archer. Then with a pointing hand where the swordhand is cut of and a Empire militia open hand is attached to it.

The cape has been repaired with Green stuff and a sword is attached to the hips. Finally the top of Teclis staff was cut off and replaced by the top of one of the Mages on horseback.



Mage:

This other mage was inspired by Boothdom and is based on an old Tau Etheral. It had it's head cut off and replaced by an Eldar head.

All the Tau emblems were filed off and a large gem was sculpted on the front. The right hand was cut off and replaced by an Archer hand. The staff was mde from pieces of the Archer banner and a piece of Silverhelm Lance. Two Phoenix Banner tops were attached on top of this.

Finally the left hand had been resculpted from 3 to 5 fingers.



Taking the High Elves to war! (Part I)

A detailed tournament report with a focus on how the experience changed my approach to the army.

-Firehearth, -Druchdraugnir

With the 7th edition's release revitalising my love for my red-painted robed warriors, I figured it was time to take them once more to a tournament. This was going to be the Fanatic Oldblood 2006 Tournament. In this article I will tell the tale of my army and how the tournament changed my tactical approach of High Elves. First the list:

Archmage, Seer, Level 3, 2 Dispel Scrolls, Staff of Solidity. 310 pts.

Mage, Level 1, Jewel of Dusk, Ring of Corin. 145 pts.

Commander Battle Standard Bearer, Pure of Heart, heavy armour, barded elven steed, Battle Banner. 196 pts.

15 Archers, musician, standard bearer. 198 pts.

6 Silver Helms, full armour, champion, musician. 159 pts.

6 Silver Helms, full armour, champion, musician. 159 pts.

5 Silver Helms, full armour, full command. 150 pts.

5 Dragon Princes, full command, Banner of Sorcery. 225 pts.

5 Ellyrian Reavers, spears, musician. 97 pts.

Tiranoc Chariot. 85 pts.

Tiranoc Chariot. 85 pts.

6 Shadow Warriors, 90 pts.

Repeater Bolt Thrower. 100 pts.

Repeater Bolt Thrower. 100 pts.

Great Eagle, 50 pts.

Great Eagle. 50 pts.

2200 points

TACTICS:

Although not fully tested out in 7th edition battles I have always had a fair bit of success with this type of army. A strong magical and ranged firebase eliminating enemy support units while though (yes, though) Even cavalry take on enemy main battle units. The quite large archers unit was something I was going to try out; I was wondering if the ability to form up in ranks when endangered was practical enough.

Although underestimated by most High Elf players, I consider archers a valuable asset. You may frown at the fact that neither magicians are maximum level, but the simple fact is that I do not have the 70 points to spare and I do not really need the extra dice and spells that much.

BATTLE ONE: HIGH ELVES vs. TOMB KINGS:

In this battle I faced a Belgian guy, with an utterly hilarious accent and vocabulary. His army consisted of a big block of skeletons, a lot of Tomb Guard, a standard chariot unit, a dozen archers Tomb Scorpion, three Carrion, five swarms, three priests and a high liche priest in a Casket accompanied by a Catapult. Unsurprisingly he ended up deploying his army around his rare choices and put the green Tomb Scorpion burrow crystal in the middle of my Repeaters. Oh joy.

I was pretty happy with my magical defence and started priest hunting right away. However, this guy was a master at keeping his shrivelled boys safe; he redeployed his units to cover charge routes, directed magic and arrows to destroy skirmishers and flyers. Throughout the game this talent kept his priests from losing a single wound.

He was likely expecting to be able to handle me in close combat as he neglected moving his units in my direction (apart from the carrion which I was able to shoot down early). This enabled me to weaken him with shooting before tearing a couple of units apart with my first offensive line. As he had never moved his units forward and deployed close to the table edge I expected my units to overrun off the table edge. A second offensive line was ready to attack the enemy in the rear should they have the guts to turn around and face my first line.

This plan worked. My first offensive line cut through, I slew the catapult and carrion with offensive fire, the scorpion tunnel caved in and the enemy could now be attacked on two sides. With my inability to grind his priests, however, as well as the battle ending in turn four due to a lack of time I was unable to complete several vital rear and flank charges that would have likely won me the game next turn. Also those swarms survived with one wound thereby denying me the Casket with Liche High Priest. This all caused the game to end in a draw.

RESULT: DRAW



BATTLE FLUFF:

Avalion wheeled his steed around and surveyed the desert battlefield below him. He and his riders had come round the eastern side of the ridge and now saw the undead horde laid out before them. Skeleton monstrosities stumbled around the battlefield in huge numbers, foul insects and even more disgusting abominations surrounding them, all scuttling single-mindedly towards the elven lines. "To their doom", Avalion thought.

And he was right. A rain of silver arrows fell upon them, slaying what by rights should be slain, and decimating the ranks of the enemy. The gigantic eagles claws let out low bass twangs, a hail of bolts soared one after another through the skeletons. Then the assault came. Shields clashed, elves roared, horses screamed as the scalpel that was the elven cavalry ripped a hole through the heart of their foe. Avalion watched it all coming together as simple as pieces on a chess board, seeing countless opportunities for a charge or a retreat. But he had only to wait a few more seconds....

There. He saw the moment, the instant where they would break, where they would crush them. Not waiting at all, his steed sprang forward, his sword was drawn and he was crying, "Uthuan! ULTHUAN!". But the joy of battle fled as quickly as it had come, as he saw a fiend in a great head-dress bellow a call, and unholy call of command to his underlings. Even as his unit reached the foot off the ridge, the enemy had vanished, their glimmering bronze spear points the last trace of them as they sank below the sifting sands.....

LEARNING POINTS:

- Challenges! With several turns of combat I should have issued more than one challenge. With my high armour save I would have been hard to kill and I might actually have take some priests out hiding in large regiments.*
- Expect! Nearly all Tomb King armies have the Icon of Rakaph. I know that and still the item surprised me; it hardly had any affect on the battle due to a good Battle Banner roll but still, it could have been worse.*
- 15 Archers are harder to deploy than expected...*

BATTLE TWO: EMPIRE vs. HIGH ELVES

In this battle, I faced one of the most sporting opponents I have ever faced, thereby making this battle a blast from start to finish. His army consisted of a big unit of Knights of the White Wolf with a Templar Grand Master, two smaller heavy cavalry units, a big halberdier unit with two detachments, a big swordsmen unit with two detachments, a cannon, a mortar, a small greatsword unit and a captain on a Pegasus plus of course a battle wizard with some dispel scrolls.

I opted a Refused Flank approach, this worked pretty good. Because of this decision, his greatswords never saw combat and his two smaller cavalry units were destroyed by my lone chariot and Battle Standard Bearer before they could truly affect the battle. The main battle was fought on the left flank. First off I was quickly able to neutralise his detachments and shooting capabilities with my ranged troops, but not before the mortar destroyed one of my cavalry units. The rest of the battle was hard-fought, all my cavalry against his infantry, although my greater manoeuvrability should have won me this fight I did not go all that well, I can only blame my opponent for this.

Honestly I was having so much fun with the guy that I merely made battle decisions between conversation, which normally I would spend entire turns staring at the battle to decide the course of action. This battle however, the plan would be formed exactly ten seconds before it was carried out. This distraction led to some amazingly poor tactical decisions on my part, I'll name a few:

- Why, in the name of the lord, would you leave your mage and your archmage in the archer unit with a big unit of hammer wielding knights approaching? Result: Knights destroyed unit, overran mages, were then all shot down by my repeaters.
 - Why, in the name of the lord, would you place your chariot to charge a unit in the flank, exactly in the overrun line of a Captain on Pegasus? Result: Chariot destroyed, captain then killed by my Battle Standard Bearer.
- Overall, I can only say that this was one of the coolest battles I have ever played with a great opponent.

RESULT: DRAW



BATTLE FLUFF:

The bowstrings sung all around Laithol, and yet they seemed but a distant whispering to him. His mind was far above, in the clouds. He could feel the power flowing from the north, through his fingers and up to the sky. He moulded it with arcane tongues and ancient knowledge, with years of practice and experience. He could feel it working, as he picked his target, the men in red suits with halberds, as he sent the lightning down upon them, he could hear the screams, the crackle of power and the thunder in the sky. The thunder was getting louder though, unnaturally loud. He feared he may have been losing his grip but it couldn't be. It was something else.....

"And mother always said wizards were fearsome, powerful things", chortled Ar-ryk to himself, as he rode the elf down, and looked for another pointy hat to kill.

LEARNING POINTS:

- Archers! Changing ranks is a mess in the middle of the battle, no more.
- Opponent! Kill him if he talks too much and is a cool guy.
- Deployment! Refused Flank is a tricky tactic when used against trigger-happy enemies, before you know it templates start flying your way and covering your entire army.

BATTLE THREE: EMPIRE vs. HIGH ELVES:

By this time I was really longing for coffee, still as we had little time for each battle we decided to get on with it. This guy was obviously a tournament player, this means several things. One: he should be squashed with hammer for bugging me about several rule details that I had not followed to the letter. Two: his army was likely to squash mine. Three: He was more resistant to the lack of coffee than I.

I'll level with you, I surrendered in turn four. I used my ranged capabilities to fire at his threatening main battle units, instead of at his support units and more precisely his Hellblaster. I charged in before checking what the combat resolution balance was. And the single most outrageous flaw I made in my entire Warhammer career was to feed his Hellblaster one cavalry unit at the time. Ok, he had some good luck with the artillery dice rolls (hardly any misfires) but it's still stupid.

We decided to get the battle over with quickly, put down the victory points for him (none for me) and instead discuss about what I should do better. During this talk he was a really nice guy (why not, he had already won) with clearly a lot of experience. This leaves a long learning points list and a short battle report.

RESULT: MASSACRED.



I was born and raised in the Netherlands, sadly not in Amsterdam but fortunately there are enough Coffee Shops everywhere else. I am currently doing International Business and Management Studies.

While I was looking for advice on painting eyes I came across this forum, and immediately I was hooked. I made about a 1000 posts in the first 5 months, which easily made me Most Active Member of 2004. I was made Provincial Commander of both Caledor and Ellyrion and was both a member of the Award Board and the Themed List board. For the past six issues I was also a happy contributor to the Citizen Levy's, you can see many articles by me there. Before my the big Caledorian was Regulus, I followed in his footsteps as both the most active member and PC of Caledor. I also left the site like him for a long time, now I'm back here and I like to bring back the old days.

BATTLE FLUFF:

*Upon the slopes of Sigmar's hill,
Stood all Nuln's pride, both fierce and still,
All the strength of the Elector was raised,
Surely men as these could ne'er be fazed?*

*Yet up rode the elf lords, ancient and proud,
With speed and strength and wisdom endowed,
Upon their brave knights, were helms fierce and tall,
Surely on their charge, all men must fall*

*Then let out a great cry, and forward they rode,
Down the sweet valley of men's homes they rode,
Elves with steel in their hands and fire in their hearts
Rode against those who had switched those two parts,*


*I weep here to tell thee, those knights fair and true,
With jewels on their breasts shimmering as dew,
Such noble creatures, beautiful and bright,
Were felled by Nuln's powder, black as the night*

*-From "Against Sigmar Rode The Elven Lords"
By Magnus, the Bard of Altdorf*



LEARNING POINTS:

- Addict! Bring coffee, buy coffee, or steal coffee. Doesn't matter, Warhammer tournaments are tiresome and make for fun but also long days. Coffee!
- Mage! With the new rules for mounted characters, they can now join infantry units as well. And because they're easier to target, I think they need this extra manoeuvrability to get into safety. From now on, my mages will be mounted.
- Archers! Although a lot of people tell me the archers don't fit in this army I always reply that I don't have a lot of choice, my Bolt Throwers cannot do the job on their own. However they are a lot of trouble. Therefore, my opponent suggested replacing my Shadow Warriors with another Reaver unit. Fast Cavalry have become more useful in the 7th edition and if I give both units bows I will beef up my firepower sufficiently and cost-efficient, despite the high cost of the upgrade.
- Skirmishers! Shadow Warriors can no longer be angled to direct a unit away from the battle by holding to a charge. Skirmishers now have to angle to the enemy. Another interesting rule change.
- Banner! The Banner of Sorcery is brilliant in the new edition, because the extra dice added to the pool of power dice any mage can use, thereby nullifying the disadvantages imposed by the magic rules.
- Staff! Well, I didn't know the Staff of Solidity only works once, did you?
- Commander BSB! The main advantage of my battle standard bearer is his +D6+1 combat resolution, not his fighting prowess. That means that it does not really matter if he isn't fighting in the combat, as long as his unit is. He is not that tough so from now on I will always put him at the flanks of a unit.



Druchdraugnir is one of the many noble Caledorians residing on this forum (nicknamed Dragon-Boys by Luna Dragon, their archenemy) While his time is limited, his fluff skills are great and make for excellent reads.

WHAT NOW?

Overall the army needs some adjustments, but worked Overall the army needs some adjustments, but worked pretty well. I started making some mistakes as my hangover got the better of me. Too bad. The character set worked ok, the items I had chosen for my Archmage saved the day more than once, however, now that the effectiveness of most magic races has been reduced I will not really need the extra mage. I would rather give the Archmage an extra level and use the points for other cool

things, like a Commander with a Reaver Bow on a Great Eagle or Elven Steed. I still need more practice on how the use the Battle Standard Bearer but he has done excellent in these battles.

Overall my ranged batteries did a good job, except in the last battle where I directed my fire at the wrong targets. The archers supported the repeater bolt throwers well but proved to be too much of a trouble; they will be replaced by Ellyrian Reavers with bows from now on. It's a pity that I will have to sacrifice my Shadow Warriors for this but they don't fit that well in this army either.

The number and unit strength of my cavalry units worked excellent, I would like to have a Prince mounted on a terror-causing Griffon to complement this part of my army. It is still being painted and converted. As always, the chariots did well when charging beside another unit – a pity cannons exist. Overall, a great tournament and next time I WILL SLAUGHTER THEM ALL!

Next time, I will concentrate a bit more on the visual aspects of my army and the deal I struck with my fellow Orc & Goblin battle brother. Also I will tell you what new army list I came up with from the things I learned and how it did in battle.



Editorial:

-Firehearth

This month marks the return of the Citizen Levy, as well as the release of the Hour of the Wolf campaign. A statement made by many Asur.org members is that they consider the site's yearly campaign and its E-zine one of the best elements of the site (and the off topic board, but stating that would only boost Meifumadó's ego, hence the brackets). When I joined the site, the first issue had just been released. It was a wonderful issue back then and still is with its awesome campaign called Karith's Wrath by NZBFMB. The second issue was even better with the first of the Themed Army Lists: Avelorn, until today these articles have remained a favourite for most members.

When looking back at the previous issue you may look puzzled towards the new issue. First of all there is no article by NZBFMB (the guy contributes every issue) and there is no themed list for Ellyrion. What the hell is going on?

The themed lists and the Citizen Levy have always been linked but starting up one project is hard enough, starting two at the same time would have been impossible. That is why you may expect a new themed list in the future, but for now we are going to concentrate on delivering an E-zine that matches your expectations. You may also notice that we have started to work in themes; we do this to address subjects that are 'hot' currently. For this issue we concentrated on the 7th edition rules and the Hour of the Wolf Campaign. We would have liked to add the Awards to the equation, but making deadlines is something both me and my team still need to get a hang of.

A note of admiration and appreciation here, for the work done by the highly talented Campaign team. It would have been impossible to create the campaign articles you see in this issue if it had not been for the wonderful world and setting devised by its creators. Truly this site is unique in this matter, its numerous RPG's and campaigns have brought many to new worlds.

I would also like to mention how much the Citizen Levy appreciates comments. Because of this: the same day the Citizen Levy is released, a topic will be opened where you can tell us all you like and dislike about the issue and what you would like to see for the next. We will be happy to all brilliant ideas as well as receive anything that can be used as a Guest Article, full credits will go to you of course.

According to Tony Kaye's motion picture "American History X" it's better to end your words with a quote, as there has always been someone wiser who has said it better. This one seems appropriate:

"The best thing about dreams is that fleeting moment, when you are between asleep and awake, when you don't know the difference between reality and fantasy, when for just that one moment you feel with your entire soul that the dream is reality, and it really happened."

Cheers,
Firehearth
Citizen Levy Editor



Rectification: This article should have been at the beginning of the E-zine. But 'NESS was pushed soo hard that he totally forgot this piece of art and had to fix it some way. So hereby you can read the first article on the last 'real' page of this Citizen Levy. Congrats Firehearth, you now open and close our magazine.
Regards, LochNESS

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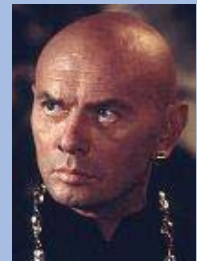


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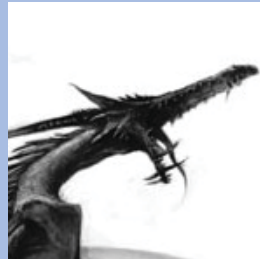
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