

Citizen Levy

Issue 7 – August 2005

ONE YEAR ISSUE

- Painting Guide*
- Revised Seaguard List*
- High Elf Calendar*
- Asur.org Member Awards*

The Citizen Levy

The official Magazine of Asur.org

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This month's cover was made by Mykelle

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Intrigue at Court

-By LochNESS

Damn, was my first thought... We are already a month late, and it's too calm. Time to need to kick some people. Happily I was not the only person, as one treacherous Druchii (a.k.a. Nagathi), who functions also as our editor had the same feeling.

Meanwhile, this issue is quite different from what you are used to. No big new "kingdom themed" armylist, no HE fluff, and finally no Timmy... No Timmy you might ask? Yes, he is here, but also he isn't. As Timmy is on a nice sunny beach, with beautiful girls in short skirts made from tropical leaves. Well you get the idea, he's having a well deserved vacation.

At the same time, the last weeks have been quite different for us at the Citizen Levy. Having opened our ranks, **YOU** are now able to write your articles for the Citizen Levy. Each Citizen Levy will now have sub-themed, which is more based around wargaming in general. Therefore, the Citizen Levy will try to learn from our enemies. What their weakness are, what is their background and how are we involved.

This will not mean that the Kingdom themed lists will disappear, the High Elves were and will be our basis. However, knowing your enemy, is the first step into beating him. In addition, you get all the juicy High Elf stuff, and get to know more about our enemies! So if you feel you are up to writing an article for the Citizen Levy, and this can be anything (note, we have the right to refuse an entered article and have the right to edit it for reasons of readability and general taste (a.k.a., spelling, dirty language etc))

If you also play another army besides the High Elves (I think many will, most of us at the CL play more armies anyways. And with the plastic crack it's hard to stay away, (looks at his "new" 5th ed Steamtank.) That would be even better, combining information about an army with effective ways to counter it.

Fluff of course will also remain an important part. This issue we have an article covering the new Wood Elves. With which we the High Elves have, originally, very close bands with. Unfortunately, this no longer be so. Further, we have an article covering Norsca, the lands North-West of Kislev, a land where the people need to hard to survive. Moreover, martial pride is high in respect.

Each new issue will (hopefully) contain some information about one of our enemies, and with fluff etc provide a sub-theme for our precious E-zine.

Finally, take a look once at the new, personal galleries, where you can upload your stuff in a "personal" section and show all your stuff at once. So create one fast (it's easy, just enter "The Hall of Images" in the right menu on the portal page. Click on "Personal galleries" you can check them here to gain extra inspiration. Or open your own and add pictures of your army.

-LochNESS

The 2005 Asur.org Member Awards.

Warming up for the annual member awards.
-By Finuval

We are getting closer and closer to the Asur.org Member Awards 2005. The Asur.org Member Awards are special honours of recognition for members service on the site (you know, the big guys, or not). They range from twenty different categories and cover nearly every major aspect of Asur.org interests. The Member Awards are selected completely by the members of the site, in an annual ceremony that is held every November. All selected members are running campaigns in the two month before this to get as many votes as possible and get as "important" as possible as each award is selected by majority vote from a short-list of selected nominees.

The awards are entering their sixth ceremony this year and there is great anticipation that this year will be the biggest and brightest of the annual honour ceremonies. It is one of the largest and a longest running event in the history of Asur.org and it as a celebration is a great testament to the many talents that are recognized in all facets of this wargaming community.

What is the 2005 Asur.org Member Awards going to be like this year?

Well, it is going to be a great year in the history of the member awards. This year we have a new system of nominations where the Awards Senate selects the top five nominees in each category (think of this like the Academy Awards selection system). This should create a much easier flow to the ceremony than having to keep up with all these members who get one vote because they vote for themselves (you know who you are - Editor).

The graphics this year are completely top-notch. Nothing like this has ever been seen in any other Asur.org Member Awards ceremony before. The graphics are on par or better then those of National TV-networks, so be prepared for lots of fireworks and other spectacular effects.

We have totally integrated all our voting, candidate and projection information on a single graphic template that is absolutely stunning. We are hoping with the help of our High Loremaster that we can more easily post the projection graphics this year to have a quickly flowing ceremony unlike the problems we ran into last year. We would like the ceremony to be over by the end of the second day after voting ends. It is our goal to make it easier for as many members to view the projections as they wish to without a crash.

So what is the Awards Senate?

Yes, this a good question that has created quite a lot of talk over the past months. The Awards Senate is a group of members that are elected every year one month after the awards ceremony to go about the business of putting the ceremony together and selecting the nominees. The Awards Senate is a completely democratic group (yeah, right - Editor) which is selected by popular vote. All matters inside the Awards Senate as settled by majority vote. It is really a great experience working with other members of the site on a project jointly and a great way to get involved. The Awards Senate this year have worked as a great team and I am hoping that it brings a new and fresh face to this year's ceremony

So what is the schedule for the awards this year?

Nominations will be revealed on the first day of October. The Awards Senate comes back from recess in September, so that means the first selections will start from then (and some minor modifications on the awards process). You must remember though, that it is not just those few months that are important but your general behaviour on the site. (Note: there is also an award for "Worst Member")

The polls open for voting on the first day of November and close on the seventh. Therefore, for the people that cannot count, that is one (1) week. That evening the numbers should begin to roll out with our new graphic system projecting the results. Senatorial elections for the Awards Senate will begin on December the first, as the first senate has to defend their seat (if they are willing) against contenders that also wish to join the senate.

Quest for the Best: Basic Infantry Part II

-By NZBFBM

Bob – *Good afternoon and welcome back sports fans to our coverage of this Quest for the Best challenge between the basic infantry of each races. Joining me as always is my good friend and commentator Kurt Hallbrand.*

Kurt – *Thanks Bob, the competition is really heating up and the contestants are not holding anything back. Its time to see if the Dwarfs can hold onto their lead or if someone else will rise up to challenge them over the next two rounds. Let's run through the line up once again:*

- Bretonnia – Men at Arms
- Chaos – Marauders, Chaos Warriors
- Dwarfs – Dwarf Warriors
- Empire – Spearmen, Swordsmen, Halberdiers
- Lizardmen – Saurus Warriors
- Skaven – Clan Rats
- Tomb Kings – Skeletons
- Vampire Counts – Skeletons, Zombies
- Wood Elves – Glade Guard
- High Elves – Spearmen
- Dark Elves – Warriors
- Orcs & Goblins – Orc Boyz, Goblins



LochNESS-wargames.tk

A unit of Chaos Warriors can be fearsome

Bob – *Still with us for this coverage is our guest commentator, Morgar the Terrible. Morgar, good to have you with us.*

Morgar – *Morgar is pleased to be able to witness the glorious victory of Chaos today.*

Kurt – *Well Morgar, the Chaos warriors are down in 2nd place. Do you think they can overcome the Dwarfs in this round?*

Morgar – *How dare you question the power of Chaos! I will have your head! Right who took my axe?*

Bob – *Thankfully, we have taken some 'precautions' since the incident last round. Nevertheless, onto this rounds challenge. Each unit will get to charge a unit of goblins armed with spears and fight out two round of combat. We will measure the net wounds caused by each unit at the end of this time.*

Kurt – *Let's join the action with the High Elf spearmen about to charge.*

Bob – *Well Morgar those pesky little Goblins seem a little nervous to be facing off against some Elves.*

Morgar – *Bah! They would be running for this hill if they knew Chaos was coming.*

Kurt – *Well the Elves are under the starter's orders now, any minute now... And they are away! The Spearmen are adopting a tight well-disciplined box formation as they close in on the goblins.*

Bob – *It's been a while since we have seen such discipline from a charging unit. It's impressive to watch.*

Kurt – *That's right Bob. They are really working together to slay these pesky goblins. Look how systematic they are!*

Morgar – *Bah! Morgar demands more blood! Slit their throats you pesky Elves!*

Bob – *And there is the siren. Time is up. Let's see how many they killed. Some of the Goblins are looking a little worse for wear as they retire to their changing room.*

Kurt – *Well the charge was a good one, you can see two clean kills in the Action replay, but the Goblins did fight back and caught an Elf off his guard. Then the Elves really settled down into their classic Citizen Levy formation and managed to really take it to the Goblins. Let's check out how the others got on.*

Basic Infantry	Wounds Caused on Charge	Wounds Suffered on Charge	Wounds Caused Round 2	Wounds Suffered Round 2
Brettonnia – Men at Arms	0.83	1.36	1.50	1.25
Chaos – Marauders	1.85	1.11	1.11	1.64
Chaos – Chaos Warriors	1.85	0.26	1.85	0.26
Dwarfs – Dwarf Warriors	1.11	0.44	1.06	0.47
Empire – Spearmen	1.11	1.31	2.00	1.17
Empire – Swordmen	1.11	0.99	1.11	0.99
Empire – Halberdiers	1.85	1.49	1.85	1.49
Lizardmen – Saurus War.	3.33	0.47	4.07	1.00
Skaven – Clan Rats	1.11	1.31	2.00	1.17
Tomb Kings – Skeletons	0.83	1.36	1.38	1.38
Vampire Counts – Skeleton	0.83	1.36	1.38	1.38
Vampire Counts – Zombies	0.67	2.08	0.29	2.25
Wood Elves – Glade Guard	1.11	1.31	2.00	1.17
High Elves – Spearmen	2.00	1.17	2.89	1.02
Dark Elves – Warriors	1.11	1.31	2.00	1.17
O&G – Orc Boyz	1.11	0.66	0.91	0.71
O&G – Goblins	0.83	1.36	1.38	1.38



Bob – As always, we scale the results by the point cost of the unit to balance things out. Let's see what the final standings look like:

Basic Infantry	Wounds Caused	Pointcost	Wounds per point
Lizardmen – Saurus Warriors	5.93	254	0.0233460
Chaos – Chaos Warriors	3.18	240	0.0132500
High Elves – Spearmen	2.70	206	0.0131070
Dwarfs – Dwarf Warriors	1.26	169	0.0074560
Empire – Halberdiers	0.72	121	0.0059500
Skaven – Clan Rats	0.63	121	0.0052070
O&G – Orc Boyz	0.65	140	0.0046430
Empire – Spearmen	0.63	137	0.0045990
Dark Elves – Warriors	0.63	153	0.0041180
Wood Elves – Glade Guard	0.63	185	0.0034050
Empire – Swordsmen	0.24	137	0.0017520
Chaos – Marauders	-0.17	112	-0.0015200
Brettonnia – Men at Arms	-0.28	107	-0.026200
Vampire Counts – Skeleton	-0.53	135	-0.0039300
Tomb Kings – Skeletons	-0.53	125	-0.0042400
O&G – Goblins	-0.53	84	-0.0063100
Vampire Counts – Zombies	-3.37	111	-0.0303600

Bob – Once again Chaos have just been beaten at the post, this time by the Lizardmen.

Morgar – Morgar does not accept failure! Morgar demands their skulls for the Blood God!

Kurt – Take a chill pill Morgar. The Chaos Warriors are in a strong position to take out this competition after the dwarfs slipped back to 4th in this round. Here is how the points stand after this round.

Rank	Basic Infantry	Points
1	Lizardmen – Saurus Warriors	17
2	Chaos – Chaos Warriors	16
3	High Elves – Spearmen	15
4	Dwarfs – Dwarf Warriors	14
5	Empire – Halberdiers	13
6	Skaven – Clan Rats	12
7	O&G – Orc Boyz	11
8	Empire – Spearmen	10
9	Dark Elves – Warriors	9
10	Wood Elves – Glade Guard	8
11	Empire – Swordsmen	7
12	Chaos – Marauders	6
13	Brettonnia – Men at Arms	5
14	Vampire Counts – Skeleton	4
15	Tomb Kings – Skeletons	3
16	O&G – Goblins	2
17	Vampire Counts – Zombies	1



The High Elf Spearmen seem to do well

ROUND 3 – The Need for Speed

Bob – *Well, it's come down to the final round. It's still anyone's game.*

Kurt – *That's right – anyone could take it away.*

Bob – *That's just what I said.*

Kurt – *Well let's not get picky. It's far too exciting to start arguing. In this round, competitors must get around one lap of our course while being shot at by five crossbowmen. Certainly not my cup of tea, Bob!*

Bob – **chuckles* That's right, we are already about half way through Round 3 with some of the competitors finding it a lot tougher than they first thought. We cross now down to the action to get a word with the Empire Spearmen Champion who has just finished the run. Can you hear us, Max?*

Max – *Yes Bob, I can hear you.*

Bob – *Well that was certainly a good effort by your boys, talk us through the run.*

Max – *Well it was a good effort by the boys, they gave 110% effort. Full credit to the crossbowmen they were a tough opposition.*

Bob – *And what was your strategy going into this round?*

Max – *Well we stuck to the game plan, took the round one step at a time and came away with the result.*

Bob – *Thanks Max, let's check out how you did, compared to the rest of the field:*

Basic Infantry	Wounds Suffered on Long Range	Wounds Suffered on Short Range	Number that survived
Brettonia – Men at Arms	3.70	5.56	9.26
Chaos – Marauders	4.44	6.67	11.11
Chaos – Chaos Warriors	2.22	3.33	5.56
Dwarfs – Dwarf Warriors	3.33	4.17	7.50
Empire – Spearmen	3.70	5.56	9.26
Empire – Swordmen	3.70	5.56	9.26
Empire – Halberdiers	4.44	6.67	1.11
Lizardmen – Saurus Warriors	2.78	4.17	6.94
Skaven – Clan Rats	3.70	4.17	7.87
Tomb Kings – Skeletons	3.70	5.56	9.26
Vampire Counts – Skeleton	3.70	5.56	9.26
Vampire Counts – Zombies	4.44	6.67	11.11
Wood Elves – Glade Guard	3.70	4.17	7.87
High Elves – Spearmen	3.70	4.17	7.87
Dark Elves – Warriors	3.70	4.17	7.87
O&G – Orc Boyz	2.78	4.17	6.94
O&G – Goblins	3.70	5.56	9.26

Basic Infantry	Points Round 1	Points Round 2	Points Round 3	Total Points
Brettonnia – Men at Arms	5	1	14	20
Chaos – Marauders	8	6	21	21
Chaos – Chaos Warriors	16	16	6	38
Dwarfs – Dwarf Warriors	17	14	11	42
Empire – Spearmen	10.5	10	9	29.5
Empire – Swordmen	10.5	7	8	25.5
Empire – Halberdiers	13	13	3	29
Lizardmen – Saurus Warriors	2.5	2.5	1	20.5
Skaven – Clan Rats	15	12	16	43
Tomb Kings – Skeletons	2.5	5	13	20.5
Vampire Counts – Skeleton	2.5	4	10	16.5
Vampire Counts – Zombies	2.5	2	5	9.5
Wood Elves – Glade Guard	12	8	4	24
High Elves – Spearmen	9	2	2	20
Dark Elves – Warriors	14	12	12	21
O&G – Orc Boyz	6.5	11	11	38
O&G – Goblins	6.5	17	17	42

Bob – *Well what a surprise this is. The low point cost, horde units really pulled out all stops to put on a magnificent performance. All that remains now is to add up all the points over the three rounds and crown our winner.*

Rank	Basic Infantry	Total Amount of Points
1	Skaven – Clan Rats	43
2	Dwarfs – Dwarf Warriors	42
2	O&G – Goblins	42
4	Chaos – Chaos Warriors	38
4	O&G – Orc Boyz	38
6	Empire – Spearmen	29.5
7	Empire – Halberdiers	29
8	Empire – Swordmen	25.5
9	Wood Elves – Glade Guard	24
10	Dark Elves – Warriors	21
10	Chaos – Marauders	21
12	Tomb Kings – Skeletons	20.5
12	Lizardmen – Saurus Warriors	20.5
14	Brettonnia – Men at Arms	20
14	High Elves – Spearmen	20
16	Vampire Counts – Skeletons	16.5
17	Vampire Counts – Zombies	9.5



Morgar – *Morgar is furious! Stinking rats! Morgar cannot believe his finest warriors would lose!*

Kurt - *Come on Morgar, they didn't do that badly...*

Morgar – *This is all your fault! I will spill your blood in the name of Khorne! I will have my revenge!*

Sound of crashing and smashing

Bob – *Not again... This is Bob Griffon thanking you for your attendance and wishing you a goodnight.*

Kurt – *Ahhhh! My spleen!.....*

Battle Scroll

-By NZBFBM and LochNESS

The Battle Scroll is finally back with even more detailed breakdown of the battle reports submitted by members over the past few months. This month we have data from February right up to July.

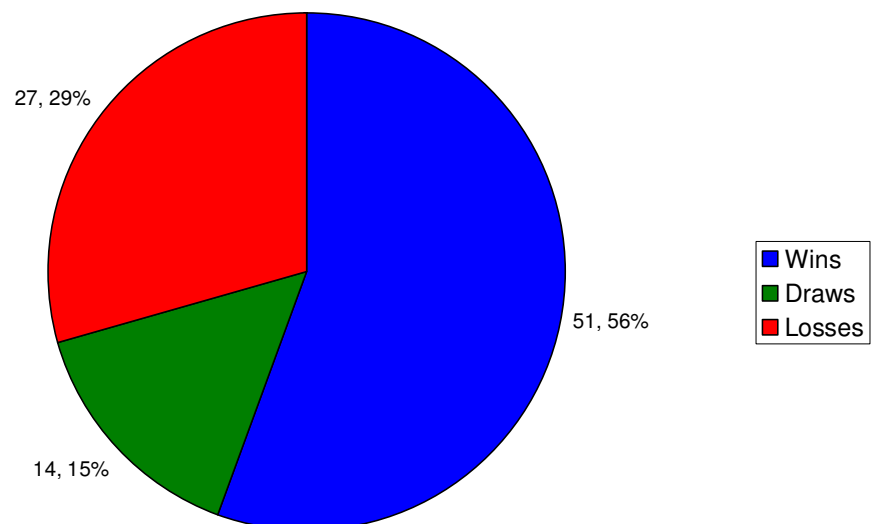
For those not familiar with the Battle Scroll article, you can read more about in Citizen Levy issue 5 or in the sticky topics in the Warhammer and Army List forums. In addition it has been decided that all future battles you report, must have you playing some form of a High Elf army (be it regular, sea patrol or one of the province lists from past Citizen Levy issues). However, without further ado, let us go on with the stats analysis.

Opponents Army:
Chaos Undecided...I
mean Undivided

- Mykelle vs Chaos

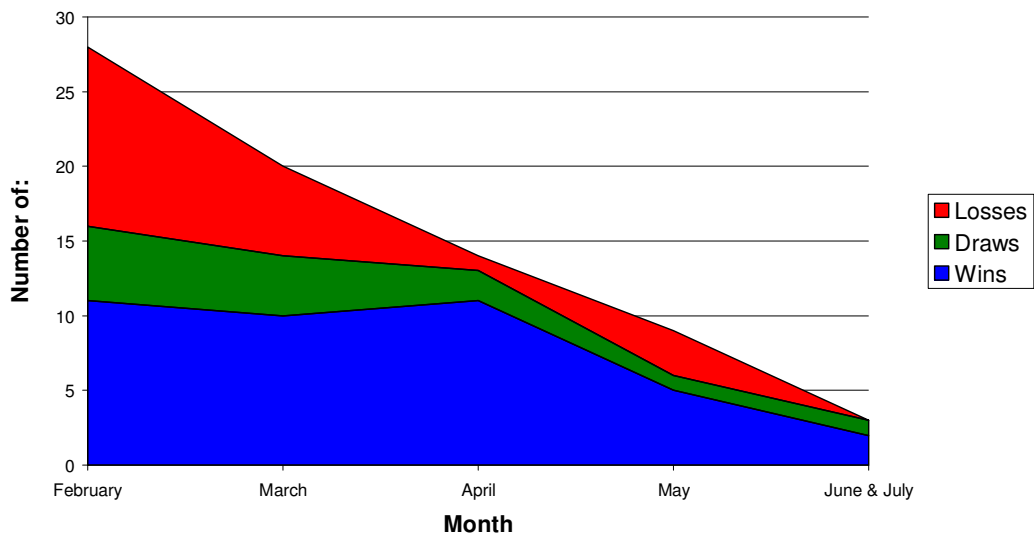
The Pie chart below shows the outcome of all battle fought and submitted to the Battle Scroll this year. As you can see overall we have been doing very well winning a majority of the battles.

Proportions of Results Submitted



The proportion of overall wins has dropped slightly since the last report (down from 60%). Losses have increased from 24% to 29% percent as well. This is likely due to the larger number of results submitted. Therefore, overall there is not a huge change. We can break these results down further by looking at the proportion of wins, draws and losses submitted each month.

Results Submitted Each Month



As you can see the number of results submitted each month has dropped off significantly. I think this is due to the lack of publicity the Battle Scroll has had with missing the last Citizen Levy issue. However, the proportion of wins has increased over the past few months (shown as the blue area).

Due to complications with excel not wanting to play nice, the breakdown of results against each race has been reported in a table format. You should note however that any results submitted that simply said "win" because the scenario did not use victory points have been counted as a minor victory (and minor loss in the case of "loss").

6 Dark Riders charged my Dragon, the horses killed the Prince and then chased down the Dragon. Oh the shame...

- Stormbrow II vs Dark Elves

My Spearmen held out on their own in an exceptional situation flanked by 2X20 Clanrats and attacked in the front by 25 giant rats and defeated them all

My Swordmaster champion and standard bearer charged and broke a unit of 25 Night Runners

- ilmrik vs Skaven

Overall, we do not seem to be struggling against any specific race. However, we are losing slightly more games against the Dark Elves than we are winning (7-5). Against Empire, Ogre Kingdoms, and Tomb Kings, we seem to be doing particularly well with a good proportion of victories.

Next issue we will hopefully have the graph situation sorted out so the data will be displayed in a format, which is a little easier to interpret.

Results from February to July

	Empire	Brettonnia	Dwarves	Wood Elves	Lizardmen	Dogs of War
Massacre	3	0	0	0	1	1
Solid Victory	3	0	0	0	0	0
Minor Victory	1	1	1	0	0	0
Draw	4	2	0	0	0	0
Minor Loss	0	0	0	0	0	0
Solid Loss	1	0	0	0	1	1
Massacred	1	0	1	0	0	0
	Beasts of Chaos	Mortals of Chaos	Daemons	Chaos Total	Skaven	Vampire Counts
Massacre	0	1	0	1	2	0
Solid Victory	0	1	0	1	0	2
Minor Victory	1	0	0	1	1	1
Draw	0	2	0	2	0	1
Minor Loss	0	1	0	1	0	0
Solid Loss	0	0	0	0	0	1
Massacred	1	1	0	2	0	0
	Ogre Kingdoms	Orcs and Goblins	Tomb Kings	Dark Elves		
Massacre	2	7	0	3		
Solid Victory	0	2	1	1		
Minor Victory	1	0	1	1		
Draw	2	2	0	0		
Minor Loss	0	0	0	1		
Solid Loss	0	1	0	1		
Massacred	0	6	0	4		

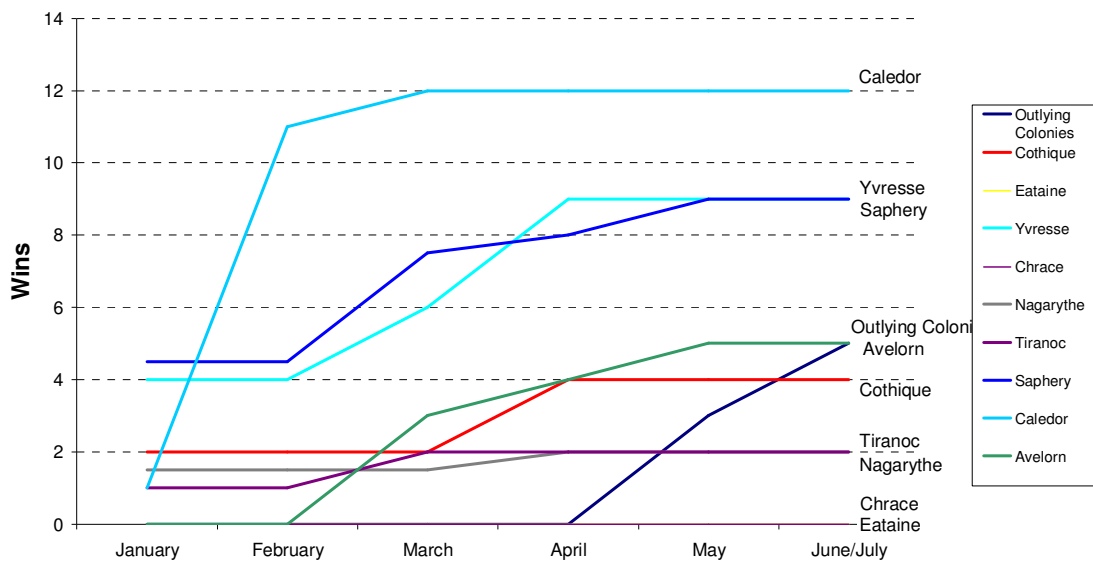
Top Kingdom:

Since we have so much data, this month's Top Kingdom shows the total (aggregate) wins at the end of each month by each Kingdom.

After Caledor's quick jump at the start of the competition, they have hit a flat spot with no battles reported since March. On the other hand, the Outlying Colonies have made a big push recently jumping from last equal to fourth equal.

Nevertheless, congratulations to Caledor who remain the top kingdom with 12 submitted victories. Do not forget to submit all results as in the case of a tie at the end of the year, the number of draws and losses will be taken into account.

Aggregate Wins




Top General:

In this section we honour those that have submitted great victories to the Battle Scroll. Below are the Members and how many wins they have submitted. Once again, draws and losses will be taken into account at the end of the year if there are any draws.

Once again, Bob of Yvresse comes out on top with a total of 10 wins submitted. However, the running for the top position is very close with quite a few members quite capable of leapfrogging into first place next month.

That's it for this month. Join us next issue for more result, and don't forget to send in your battle reports.

- NZBFBM

Member	Wins
 Bob of Yvresse	10
NightKnight	7
Stormbrow II	6
Cragborn	5
Elrahir	4
Valentyr	4
Elthair	3
Mykelle	3
Vil-hatarn	2
NZBFBM	2
Valentyr	2
LochNESS	2
ilmrik	2
Shandiar	2
shadow	1
Flame-Blade	1
trolloc_hunter	1
Stuckboy	1
Wildling04	1

Making Things Right

An attempt to undo Games Workshops flaws in an another of their hilarious lists.
By Firehearth

Like many I was immensely frustrated by the limiting Sea Patrol list, here is my attempt at making things right. I hope you people like my work. The red pieces of text are small explanations for my actions.

**I removed every mention of Sea Lord Aislinn from the fluff descriptions in this army lists, this will ensure that people can see themselves as one of the mighty Sea Lords leading this army and not as a character with fluff designed by someone else.*

The fleets of Lorthern navy guard the coasts of Eataine, but they also range far and wide, sailing every ocean of the world and patrolling the sea-lanes on the look-out for the enemies of the Elven people.

The fleets of the Sea Lords have been extremely active in recent months, dispatching small patrols of Lorthern Sea Rangers to carry out stealthy hit and run attacks along the southern coast of Norsca, recovering lost artefacts, and even assassinating powerful enemy warleaders. The Sea Lord's exact motivations are far from clear, but their attacks have caused untold confusion amongst those tribes attempting to join Archaon's invasion.

SEA PATROL SPECIAL RULES

The Sea Patrol forces of Lorthern to never act as an all-out assault force, instead they rely on hit and run attacks to cause confusion and disorder amongst the enemy. You do not have to destroy an army to prevent an assault or an invasion. A disorganised and confused army is as little threat to you as a destroyed army.

After you have deployed your army, roll on the following table and apply the result when counting your victory points tally. Your opponent is not allowed to know the result rolled on this table:

1-2: New and charismatic leaders have arisen among the enemy, they are both powerful and ambitious, as well as a direct threat to Ulthuan. Their destruction will leave them leaderless and passive. You gain +75 Victory Points for each enemy character you slay with leadership 9 or more.

3-4: A horde of mighty warriors is on its way to cause carnage and destruction to the civilised world. Tear a chunk of their forces so the defence troops can handle themselves. You gain +75 additional Victory Points for each banner you capture in addition to the normal +100.

5-6: Your enemies are gaining confidence and this might lead them to rash actions that can threaten Elven kind. They need to be taught to fear the Asur; tales of our might should spread and make sure that we are safe. You gain +75 Victory Points for each enemy unit that flees off the table.

**Some simple additions that match the fluff of the army, it can hardly create a game-winning advantage but I always try to add something that can enhance the fluff of the army.*



The Dark Elves fleets are a constant threat upon the shores of Ulthuan

Mastery of the Mists

The Fleet Commanders are veterans of centuries of hit and run, ship to shore warfare. They take an almost cruel delight in using the sea mists summoned forth by the Lornthern sea-mages to make demoralising attacks upon his enemies before they can form a coherent battle line.

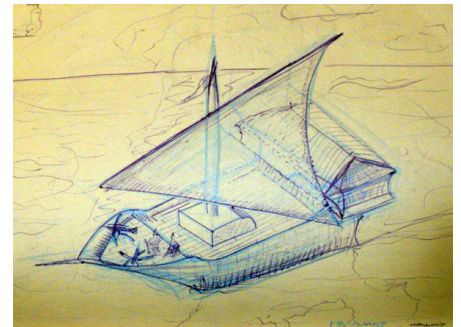
Immediately after both armies have been fully deployed (including scouts), each unit of Lornthern Sea Rangers and Repeater Bolt Throwers gets a special round of shooting. During this round of shooting the shooters ignore all negative to hit modifiers other than shooting at units over long range, and may target any enemy unit on the table regardless of range and line of sight. They may not single out characters within a regiment of like-sized models, or within proximity to friendly troops. During this special round of shooting, any unit taking casualties are required to take a leadership tests, or they will not be able to move during their first turn. Panic tests are required if a quarter of a unit is destroyed. This represents the Sea Rangers strike before the rest of the army causing untold confusion while the repeater bolt thrower batteries open fire from their position on the elven ships.

**There are several things I changed to this rule; I made it a general special rule instead of an honour. Otherwise, an army below 2000 pts would be useless due to the lack of a Sea Lord taking the honour. Also based on the idea of arrows coming from all directions in the mists with no enemies in sight, which had to be quite frightening I added a psychology-based rule that should enable this army to have an advantage in the first turn.*

I removed the Lornthern Sea Marines from the list of units who can take advantage of this rule to counter-balance this and added the rule for shooting at units over long range. Characters within proximity of friendly troops may not be targeted any more either.

Patrol Contigent

Each elven warship can carry a predetermined amount of troops, supplies, war machines, and equipment. However, only the larger elven ship; the Dragonships and the Eagleships can carry steeds in its cargo bay. Due to the fact that most elvish ships don't have the capacity to bear them, you may only take one unit of Lornthern Sentinels for each 1000 points in your army.



Half of the Seaguard is always on the seas. Defending Ulthuan against Druchii invasions and other raids from Norse, Chaos or even 'normal' humans

**I wanted to reflect some more of the fluff; I did not consider it unlikely at all for some steeds to reside in a certain compartment of the ship. In addition, this army lacks in counter-offensive capability. No defensive army can survive without it.*

Navy Command Structure

The Sea Lords rule their vessels with iron fists.

If a Sea Lord is leading the army, he will automatically be the army general and the army containing the Sea Lord will not be subject of the Intrigue at Court special rule.

**Same special rule, it reflects fluff so I like that.*

SEA PATROL ARMY LIST

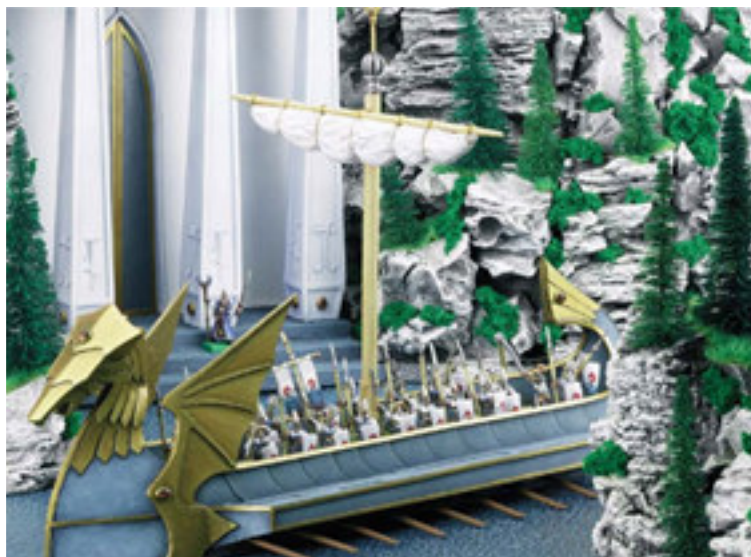
The following troops counts as characters, core, special or rare units in the High Elf Sea Patrol army list:

LORDS

0-1 Sea Lord* (Prince)
Storm Weavers* (Archmage)

HEROES

Commodore* (Commander)
Mist Mage* (Mage)



CORE UNITS

Lorthern Sea Marines *(A Lorthern Sea Marine has the same statistics and special rules as the as Lorthern Sea Guard described on page 7 of Warhammer Armies: High Elves, except that each marine costs 14 points instead of 15 points.)*

Ship's Company *(You may not have more units of Ship's Company than you have Lorthern Sea Marines)*

SPECIAL UNITS

1+ Lorthern Sea Rangers *(Shadow Warriors)*

Great Eagle *(2 for 1 special choice)*

Lorthern Sentinels *(Ellyrian Reavers)*

Hawk Claw Bolt Thower *(Standard Bolt Thrower at S6, having 2 crew costing 50 points)*

RARE UNITS

Eagle Claw Bolt Thrower *(2 for 1 special choice)*

Merwyrn

0-1 Dragonfire Thrower

**No character may be mounted on an Elven Steed: they may only ride flying beasts.*

**Since this list is based around the marines of Lorthern we might as well make them a little cheaper. They are after all the main core unit. This army list will be limited if its main unit is 15 point expensive. For altered the same reason the 2+ of the Sea Rangers to 1+ and added the rule to the Ship's Company. This army list is excessively limited with those choices. Also I added two new types of war machines, the one is primarily used for setting other ships on fire and the other for piercing the hull of other ships. Pretty obvious for our elven ships, you don't just rely on one type of weapon to do the trick.*

NEW SEA PATROL UNITS

MERWYRM200 pts/model

The mages of Lorthern are able to summon forth and bind the beasts of the deep, imposing their will upon the creatures' primitive minds. The Merwyrms are a rare example of such a beast that is capable of fighting on land, and this distant relation (some say ancestor) of the dragons of Caledor is a truly deadly and terrifying foe.

SPECIAL RULES

Terror: Large Target; Scaly Skin (3+); Regenerate.

Aquatic: Merwyrms suffer no movement penalties for moving through water based terrain features, instead, their Movement is increased to 10, and they do not count as a Large Target when in the water.

Summoned from the Deep: You may take as many Merwyrms as you have Storm Weavers and Mist Mages in the army subject to the restrictions on rare units. Each Merwurm is 'bound' to a specific mage before deployment (note this on your army list)

In any turn in which a Merwurm fails a roll to Regenerate, it must make a Leadership test, using the Leadership of the mage that has bound it. If the test is failed, roll on the Monster Reaction table on page 105 of the Warhammer rulebook (regard result 5-6 as the creature acting really dumb rather than guarding the fallen rider!).

Should the mage be slain, the Merwurm must test on its own Leadership each turn, and if it fails, the effect on the roll on the Monster Reactions table will last until the end of the game.

**No changes were made, seems like a balanced creature to me.*



Check how you can make these awesome Merwyrms at:
<http://us.games-workshop.com/games/warhammer/stormofchaos/painting/merwurm/default.htm>



SHIP'S COMPANY.....8pts/model

The crews of the Sea Lord's ships are seasoned marines, and often accompany the Sea Guard and Sea Rangers ashore when numbers are lacking.

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

Unit Size: 10-15

Equipment: Hand weapon, shield

Options:

- Any unit may be equipped with light armour for +1pt/model
- Any unit may be equipped with spears for +3 pt/model
- Any unit may be equipped with two hand weapons for +2 pt/model
- Upgrade one Mariner to a musician for +6 pts.
- Upgrade one Mariner to a champion for +12 pts.

**Here, quite a lot of changes were made. I didn't like the idea of huge units of them, any ship will always need some crew at all times so I didn't consider it likely for the lot of them to leave the ship to do battle. Therefore I altered the unit size. In addition the basic points cost of the Ship's Company included the fight in three ranks with spears special rule. I added the point cost of that rule to the spears upgrade. Since they're pretty ordinary crewmembers I didn't consider them as well-equipped to carry bows, I changed it to basic weaponry of two hand weapons which should give them a whole other role than the Lothern Sea Marines. This army need some counter-offensive powers, otherwise a defensive army as this one would be doomed.*

DRAGONFIRE THROWER 125 pts/model

The Asur have perfected an arcane formula for an extremely lethal substance called Deathfire, or Ielthan in the Elven tongue. It is highly effective in war at sea, for it moves in the direction it has been cast and it burns underwater

	M	WS	BS	S	T	W	I	A	Ld
Dragonfire	-	-	-	-	6	3	-	-	-
Crew	5	4	4	3	3	1	5	1	8

Crew: 3 High Elves

Unit Size: Each Dragonfire Thrower (with its attendant crew) is a single unit

Weapons and Armour: The crew carry hand weapons and wear light armour.

SPECIAL RULES

Dragonfire Thrower: The Dragonfire Thrower follows all the rules for Stone Throwers on pages 120 and 121 of the Warhammer rulebook, with the following exceptions:

The range of the Dragonfire Thrower is 12"-48". Any model lying under its breath template with the narrow end in a direct line away from the Dragonfire Thrower suffers a S4 hit with -1 armour saves. If it scatters, simply align the breath template in a way that the narrow end will still be in a direct line away from the Dragonfire Thrower. Any model partially underneath the template will be hit on the roll of a 3+

Because of its reliability you always count as rolling the "May not Shoot" result on the Misfire chart.

**Its simple purpose fluffwise is setting other ships on fire, obvious for high elves who have the finest navy in the world, you don't just rely on one type of weapon. If that is ineffective against the enemy for some reason, you need other things to help yourself with. I am no born general but I even I can think this up.*

I decide to use a breath template instead of a normal blast template to represent a storm of fire travelling forward from the point it has hit the ground.

UNIQUE SEA PATROL SPELLS

THE WRITHING MISTSCast on 7+

Remains in play

A salt-scented mist rolls in across the battlefield, shrouding the Asur with its ethereal caress.

This spell has a range of 24" and can be cast on any friendly unit visible to the caster, even those engaged in hand-to-hand combat.

Any enemy shooting or hand-to-hand attacks targeted at the unit will suffer a -1 to hit penalty. The mist does not affect the attacks of the unit it protects.

MISTRESS OF THE DEEP.....Cast on a 9+

Even amidst the clamour of pitched battle, the enemies of the Elves are distracted by the mind0twistingly haunting tones of the Oceanid's song, and beguiled by a vision ominous beauty unique to each beholder.

Place an appropriate (man-sized) model to represent the Oceanid within 6" of the Wizard. This model may not move or perform any actions at all; it is to all intents and purposes an item of scenery rather than a model and counts as open ground for the purposes of movement.

Whenever an enemy unit wishes to fire upon or declare a charge against a unit in the Sea Patrol army, it must first measure the distance to the Oceanid. If the Oceanid is closer than the target unit is, it must make a leadership test. If the test is failed, the enemy unit is distracted by the Oceanid's haunting song, and the attack/charge is not performed. If the test is passed, no Oceanid will have any effect against that unit for the rest of the game. This spells has no effect against units that are Immune to Psychology.

Once it is summoned, the Oceanid remains where it is until dispelled or until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

*No complains here, useful spells but with appropriate casting values.

NEW SEA PATROL BANNER

BANNER OF THE DEPTH.....45 points

Within the deeps of the sea normal senses are of no use, others, more misterious take effect. This banner strengthens the senses that enable archers to fire with greater efficiency. This unit gets +1 to their Ballistic Skill.

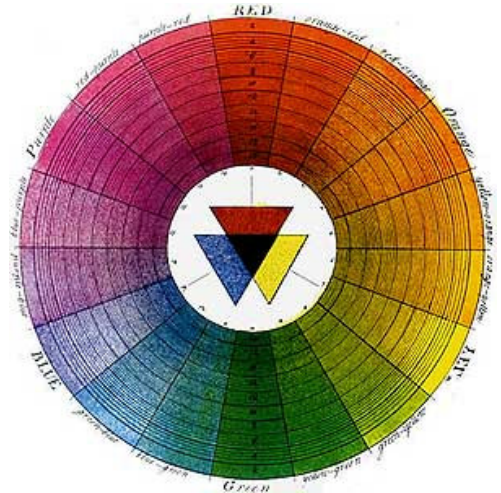
**One banner, simply to enforce the feeling of a sea army.*

Lothorn's School of Beautiful Arts:

Colour theories

Welcome my young apprentices and older artists to already the second class of this semester on the Lothorn's School of Beautiful Arts. Today we will talk about colours, their usage, application, and why some colour schemes work well, while others look, so to say, plain silly. You will get the impression my friends, that this lesson on the actual painting but more the choices you have to make while you are painting then it is about actually putting your paintbrush into the paint pots and smack it on miniature. However, as always, we'll show everything with full colour miniatures so be prepared.

When we take a look at our hobby, in particular the painting process of people we often see, that people just copy their painting schemes from the different army books. To put things first, there is nothing wrong with this way of painting, but in some ways it limits people's imagination to start trying their own schemes and make up their own fluff and stories about their army. Other people have tried painting their minis in other schemes and have found that it does not work for them, because the result is not what they expected. Therefore, to get you all paint your own, custom army we will cover in this article the different ways and colours to choose when painting up your own forces.



The first thing that comes in mind when painting an army is of course, which colours should I use? A good way to make this choice is by knowing a little from colour theory, and thus the way colours react to each other and effects you can get with this.

To give a little push in this direction, you should take a look at the colour wheel on the above this text. In here, you will find all colours there are, or so to say, the way they work. Red on top at 1/3 there is yellow, and at 2/3 there is blue. These three colours are the primary colours and used to make all other colours.

This means that you get orange by mixing equal quantities of red and yellow. Green with yellow and blue, and finally purple with red and blue. To most people reading this, this information will be already long known but this little mixing theory and the colour wheel that comes from this has a large impact on the effects colours have on one and other.

Another thing you must realise is that, white and black are in some way, not real colours. These colours cannot be made mixed in normal ways. The black colours you write with or paint with are extreme dark versions of purple, blue, or green. White on the other hand is made from Titanium dioxide, the largest white maker in the world at this moment but cannot be made from mixing painting colours (try mixing red, blue and yellow with each other, the result will be something brownish). But you can use these colours to change the contrast of the colour and make colours lighter or darker.

Also important to note is the psychological effect of colours. Goethe first studied this during the 18th century. He concluded that people feel warmer and happier in a room that is painted yellow or orange, while people feel colder and often sadder in more green and blue rooms. You can say that some of the purples, and red to yellow, are the warm colours; colours that give joy to mood and feelings. While the more bluish part of the purple to the green colours are cold colours. The warm colours also attract more attention then colder colours as can be seen in the dish in picture 2 and the hand gunner in picture 3

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Picture 2



Picture 3

When we take again a look at the colour wheel we see red and green against each other. These colours have the largest contrast possible between two different colours. When you place these colours next to each other their colours will become more intense to the eye. Butchers for example use this to sell more products. They lay their meat onto large leaves of salad so the meat looks redder and people are more likely to buy it. The same goes with Blue and Orange on one side and Yellow and purple on the other side. These colours are called complementary and are for example used in the Empire army by Hochland (Red-Green) (image 3) and Ostermark (Yellow-Purple).

Complementary colour schemes are great for the more militarised armies in Warhammer (Empire, Dwarves, Bretonnian Peasants etc) and attract a lot of attention. However, you will need to be careful when applying this way of painting; since there is a delicate balance between the colours. If one colour is too intense compared to the other colour that colour will draw so much attention your model will get "out of balance" some parts might be extreme in sight while others fall in the background, which would be a shame of your precious painting time.

But to save you all the problems of having to try out everything here are some small tips on using complementary colour schemes:

- 1) For best results, use a warm and a cool colour. As the colour wheel already suggests this some people tend to forget this...
- 2) To create more focus on the warm colours of the miniature, or give a generally warmer feeling to it, you can make the cool colour somewhat more darker or dull (add black or dark browns to it)
- 3) Try to avoid changing making darker/duller (desaturated) versions of the warm colours (browns, yellows) as these 'natural' colours tend to fall away against the cooler colour.

Of course you are not limited to these small tips, you can try to desaturate on warm colours and get great results, as well as other colours but try to make it fit with the overall colours and keep the colour wheel in mind.



Nature also uses complementary colours

Also you can use for example a little larger range of colours, not just limiting yourself to red and green, but also use a little green-blue or red-orange in it. This gives more options but still keeps the nice contrast. It might be a little harder to balance, but the use of that little extra colour can really make your hero or lord stand out, while he still remains in the theme of the army.

Another way of combining colours is by using an analogous colour scheme. This means that you use colours that are close to each other in the colour circle. In image 5 you see in the colour wheel explained how this works. Yellow and green, orange and red, these kind of combinations are called analogous.



Image 5

In Warhammer, GW uses a lot of these colour schemes. Tzeentch (image 6, taken from minaturespace.net) , Nurgle and Khorne all use such colour schemes. And the GW Lizardmen colour scheme is as well an analogous colour combination.



Image 6

Analogous colour schemes are relatively easy to balance. You start with one colour, highlight those up, and use a close colour to pick out other parts. There are no parts of the model that really stand out of the rest and chances things will "fall away" are fairly small.

You can always use some complementary colours here and there to set some small accents, like in the Tzeentch image next to this text is done by painting yellow trims.

Analogous colour schemes work very well with camouflaged troops. Greens and yellows are great for scouts, and instead of taking a lot of attention to a model, it gives much more calmness over the miniature. Imagine the Tzeentch sorcerer in bright green and red, it would a pretty idiotic look while the complementary colour scheme makes a much darker model in this case.

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Again to save some time here are some tips:

- Keep yourself limited to your colours only the highlight and shading colours and some close other colours. Often it's a good idea to mix a little of the main colour with the other close colours to create a "bond" between the two different colours and bringing them closer together.
- To give a bit of "speciality" to characters etc within your army, use some complementary colours to make him stand out. Trims, gems and such can be painted in that colour.
- Natural colours always fit in, but again take a look at the feel of the model. As example, Games Workshop produces 3 different kinds of browns, ranging from red/brown to yellow/brown and finally some dirty greenish/brown. Take this in account when you pick your colours. If you want those parts to stand out use some of the different range (red/brown with a green model)

Finally, I would like to cover the Tetraedic and Triadic colour schemes. Difficult words at first look but actually quite easy to understand if you take a look at image 7. A Triadic colour scheme is based on 3 different colours that are 1/3 circle from each other. So you can get the primary colours Red Yellow and Blue, colours that were much used by “de Stijl” movement in the Netherlands and which has become famous with names as Rietveld and Mondraan (image 8)

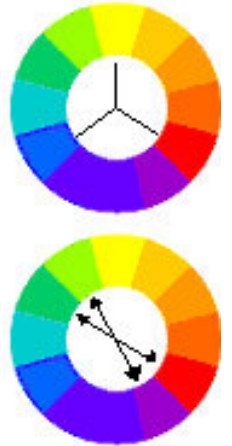


Image 7

Though the compositions of the earlier mentioned artists/architect can be considered as quite harmonious. These colour schemes are very hard to use on a miniature. I cannot think of many models (except some 4th/5th edition ‘Eavy Metal ones) that have so many colours in them and they look easy overdone.

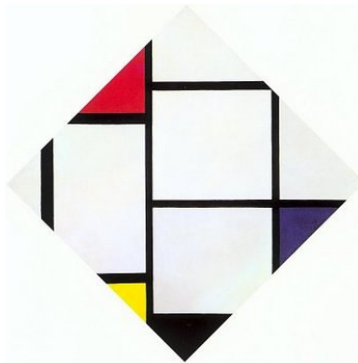


Image 8

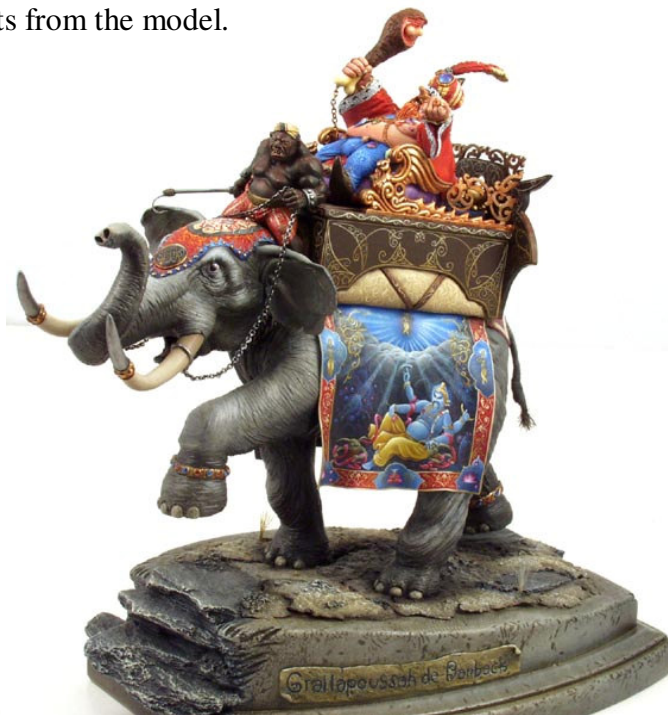
The Tetraedic colour scheme exists out of 4 colours and can give the most striking models. However, balancing 4 different colours on a miniature can be a hazard to do. Often it is a good idea to use these colour schemes for cavalry or ridden monsters. You give one the one colour scheme and the other the one that is very close to that. This way the two parts still look like they should be together but are slightly more separated. Image 9 shows an example of a swooping hawk I painted for a competition. It got 3rd but as you can see the colours are quite overdone which distracts from the actual paintjob and the details.



Image 9

It is very important to remember that both Tria- and Tetraedic colour schemes work best if you take one colour as the most important and subdue the other colours so they are a little less present on the model. This way you can dose on what points you want extra focus and where you want less focus on.

The best way still to gain experience is by doing it yourself. I hope I’ve given you some ideas on how to pick colour schemes and the theory on why some colour schemes work well and others do not. Mostly it’s because of the balance on the model is not good. One colour is too dominant over the others and distracts from the model.



As a final, here is some very extreme example: the winner of the France 2005 Golden Daemon by Jérémie Bonamant. Nearly every colour is used on it, but the main focus lies on red and blue. The rest are mostly natural greys and browns; and the yellows and purples etc are more saturated then the red and blue so they don’t distract too much. All in all; it is a good model to finish with, and hopefully inspire you.

When Diplomacy Fails... (Part 1)

A guide for the Asuryan general on how to handle the new Wood Elves

Written by Nagathi

They have come and taken the Warhammer communities by storm. They are everywhere, they are on our boards, they are on the Games Workshop boards, they have their own forums but still they get mentioned everywhere. The whole Warhammer Fantasy world are talking about them. I am of course speaking about the new Wood Elves, or Asrai as they like to call themselves. These chaps are on the verge of being released, and I thought that this issue of the Citizen Levy should be among the first WebMags with a tactica against them.

As you know, I, Nagathi, am a hardcore fan of the Wood Elves, and I have been assigned (well... I took it upon myself, but anyway...) to write this tactica. There are so many things I would like to start with, but I just don't know where to begin. I'd better do a run down of the special benefits and rules the army has as a whole. These special things are not as many as they were in the preview list in the Chronicles (with all those +1 to who gets to choose sides, extra victory points for units within deployment zones and all that crap), but some rules still exist. I will take you through most of them.

The Free Forest

First off is the free forest. At first glance, it might not look like much; a piece of woods, slightly larger than the large blast template. Nothing big in itself. However, the army general who thinks like that will not be on the winning side of the table when all turns have been fought. This small patch of wood can make life a living hell for some who has not fully read the article I am about to write. As the Asur generals we are, we know the importance of magic. That is the simplest way to remove most hinders.

First let me entertain you by mentioning the possibilities this little patch of wood can do. In most cases, that little patch of wood will be swamped with either Way Watchers or regular scouts. If they are Way Watchers, you really need to watch out. The wood can be freely placed on the Asrai player's half of the table, and if you plan on going near it, you might need to reconsider. The Way Watchers can take down your knights with a single arrow thanks to their lethal shot. On top of that, they block your marches. On top of that, they can dish out a pretty large payload of damage in close combat (for being scouts). And on top of that, they will loose off a lot of arrows at your poorly armed High Elves. That little patch of unimportant wood is not as unimportant anymore, right?



More on how to build this awesome and very clever forest in the next Citizen Levy

How to handle it

1. Magic

Asuryan mages have access to all lores in the Big Red Book o' Rules, and our own nifty lore. This is great for us in our hunt for these wretched scouts or Way Watchers. Lore of heavens is wonderful, lore of life too. Flames of the Phoenix is decent enough to eliminate much of the threat. All spells that require no line of sight and deals damage are good spells. Master of Woods from the Lore of life will be a really big thorn in your enemy's side (literally as well). If the unit is six models strong, then a simple Flames of the Phoenix will kill half of them in the first turn on an average, then two more ill drop in the next if the spell isn't ended.

While magic can take out those pesky little annoyances, your wood elf opponent might try to dispel your spells, or you might want to put your power elsewhere. I know I would like to kill all those dryads instead... No matter the reason, your magic might not succeed. Then it is time to find a better way to get rid

2. Shooting

Shooting at them seems very irrational, and no Asur want to look irrational, right? -1 to hit for behind soft cover (or -2 if you have decided that woods are hard cover, Wood Elves are pretty exceptional at hiding in woods) and an additional -1 for skirmishers. Perhaps even a -1 for long range. A definite -1 for shooting at Way Watchers. Way Watchers in a hard cover wood after you've moved and at long range? Your archers will need to roll 9+, meaning 6's upon 6's. That's one hit in 36 shots. Then you'll wound on 4+. One dead Way Watcher in 72 shots. I don't like those odds. I know this is with all the possible negative modifiers, but even if it is soft cover and you haven't moved and only short range; you will hit on 6+, meaning one dead Way Watcher for ever 12 shots you fire. I still don't like those odds.

3. Combat

Now, only combat remains. The mere idea of combating the wood elves in a wood seems haunting. Fighting someone on their home field is not to be advised. However, we High Elves have a few tricks up our very finely woven white robe sleeves. If he can see you, then you can see him.

No Wood Elves can see further into woods anymore. Since the woods are placed before any units, you have one smart thing you can do. There is a nice little banner in our list. It's not an overly used banner, it's pretty cheap, and it lets you move unhindered through difficult ground. Does that sound smart? Well, put it on a unit of 5 Silver Helms with a champion and standard bearer, and place them right in front of the wood.

If he goes first, pray that he won't kill many of your Silver Helms (they are on the opposite side of the woods, so that shouldn't be too hard) and watch him come closer to the edge to shoot you. He will stand about two inch in the wood, just enough so he can see you. That is when you strike! Charge the Way Watchers and see him either flee or get squashed. If he flees, you might catch him, if not, then charge him again next turn. Rinse and repeat. Remember that if he flees, you are no longer restricted to a normal move. You may march even if he is within eight inches – as long as he is fleeing.



Another approach is to use the, unfortunately underused, White Lion warriors of Chrace. For half the cost of a Dragon Prince, these guys got excellent protection against shooting, and can move unrestricted through forests. I would recommend White Lions in almost all situations against the Asrai host. Too few Asur players use them, and almost no one sees their great potential. I have long been a fan of Chrace, and I might be a little subjective. However, these chaps have proven themselves worthy many times, and against Wood Elves, they feel like a god sent.

Now you see, there are many way of handling this annoying forest. But to try to ignore or just speed past it is not really the right road to travel. Try to dispose them as soon as possible, with whatever means of the ones described above you find necessary. May it be magic spells from above, or from the powerful charge of your units. And now when you know how to handle Way Watchers and scouts, we should take a closer look at the other general rules of the Asrai army that you need to know about.

Forest Spirits

Worth mentioning is the Forest Spirit rule. A few of the Asrai units in their list have this rule. Without giving out too much copyrighted information, it is almost like the Daemonic rule, but without some of it. As the team of writers at White Dwarf put it in their latest issue (WD308): *"Forest spirits are immune to psychology, count their attacks as magical, have a 5+ Ward Save, and may not be joined by non-forest spirit beings."* Now, I can tell you that this is not 100% true. They missed one thing about that ward save. It only works on non-magical, mundane, attacks.

However, that difference is not very big. There are not many magical attacks out there. Apart from other forest spirits, daemons and ethereal there is almost only magical weapons that imbue magical attacks. However, there is one thing more. One thing that us High Elves really excels at. Magic! Magic has, of course, magical attacks. Units with the forest spirit rule has usually not much armour; and magic missiles will easily take care of them. Using magic against Wood Elves seems only natural now, with the ability to eliminate those forest stalkers, as well as hurting the units with ward save against all other attacks. When fighting Asrai, tool up with the Ring of Fury and some magical levels.

Treemans and Treekin

There are, however, some exceptions to the statement about armour I made above. The treeman has an astounding armour save of 3+, and will rarely take wounds. He is as tough as a dragon, and has as

many wounds as well. With the 5+ ward against non-magical attacks, this dude will live on forever. Not even a decent Fury of Khaine will damage him much. That spell will do .58 wounds on him on an average. On the other hand, 10 archers shooting him at long range will not even do .25 wounds on him in one volley. One RBT will almost do .30 wounds.



To take this giant of the woods down, you will probably first need to wound him with magic or shooting, then attack him in close combat and hope that he runs or dies. However, running is not an option this treeman does much of. With a leadership equal to our commanders', and the stubborn rule as well, he will almost root himself firmly in place. Of our units, only the Swordmasters will hit him on 3+, and he is as strong as a dragon too. If you're trying to take this guy down, you probably need to kill him off. Flammable is one nice thing about him though. Flames of the Phoenix, Lore of Fire and dragons' breath will do twice as many wounds on him than they actually inflict.

However, it gets worse. The new Wood Elves can have a Treeman Ancient as a lord. He is almost the same as the Treeman, but with some additions. The regular Treeman can cast the treesinging only once, while the lord version of him can do it twice per turn. The ancient is basically a slightly better Treeman who also can take "Spites", which is like magical items for forest spirits. Both of these monstrosities cost their fair amount of points, so don't expect to see many of them. And when you do, try to use their wooden content against them. Fry them with fire spells and take them down in combat after wounds has been handed out.

The special unit version of the forest spirits are called Treekin. Expensive, like all Asrai units are, but also worth their points – just like all Asrai units also are. When facing Treekin, think in the tracks of Trolls and Ogres. With the strength and toughness as a Griffon, and three wounds each with a 50-50 chance of armour save and that annoying ward from being a forest spirit, these treeman cousins are certainly worth their 65 points each. Even these guys have a leadership equal to our splendid commanders. Use the same way to get rid of these as you did Treemen.

Dryads

The next unit, the core choice version, with this forest spirit rule is the infamous Dryads. These cheap models is one of the biggest strengths of the entire Asrai army. Unless your opponent has decided not to use any forest spirits of any kind, these guys will appear in almost any Asrai army. At the same cost as our archers, they come in cheap for what they do. They have the toughness of our chariots, and the strength of four. Combine that with two attacks each and fear-causing and you have yourself a lethal unit that won't run from much thanks to their immunity to psychology and their 5+ ward against non-magical attacks.

It doesn't get any better when you find out that they have the weapon skill and movement of a Spearelf. Their initiative is greater than the Spearelf's as well. However, their most annoying rule must be their ability to skirmish. They are the cheapest unit the Wood Elven general can deploy, but it has most of the advantages and uses. They can screen with their skirmish, toughness and ward save. They can stand enemy charges with high toughness, ward and causing fear. And they can certainly dish out some damage of their own with two attacks at strength four, with 360 degrees' line of sight for charges. Their seemingly high points cost doesn't seem that high anymore...

To deal with the Dryads, you have to remember a few things. First of, they only get their ward against mundane attacks. Anything you got that ignored that ward is definitely helpful. Fury of Khaine, Flames of the Phoenix, all spells that do damage are highly recommended. The Lore of Death can actually work pretty well against the new Wood Elves. Many damage-dealing spells, as well as the spell that reduces the leadership by three. All very useful spells. However, most of them need line of sight, or close range. You would probably prefer the High Magic or Lore of Heavens.

I have noticed that chariots combined with something can work pretty well too. One Tiranoc Chariot and five Silver Helms might break them on the charge, as long as both of your units pass their required fear tests.

Furthermore, try to remember that if he outnumbers your units one by one (say seven Dryads versus three Silver Helms and the chariot); he will still break both of them automatically if he wins the combat. Make sure he is the one who has to roll the break test and not you. Fear is one heck of an advantage.



However, their biggest advantage, according to my experience, is their skirmish. Never underestimate the power of skirmish. There is no way of moving far so that you get out of their charge arc, they move unhindered through woods (which all Asrai elves do anyway) and they are a really hard nut to wipe out by shooting. Magical attacks, lots of high-strength attacks and lots of static combat resolution are key points in handling them. A fully ranked unit is hard for them to break apart, thanks to the +3 combat resolution for ranks, probably +1 for outnumber and +1 for standard. Skirmish don't get ranks...

In the next issue...

The next Citizen Levy will contain more information about the remaining units in the Wood Elven book. It will delve deeper into the real elves of the forest, as this article concerned mostly the forest in itself. Their characters with endless combinations of new "honours" called Kindreds and all of their magic will be written down and analysed. More units, more analysis, more Wood Elves. See you next time!



Next issue, we will go deeper into the Elven units the Asrai have. So stay tuned for the next issue and tactics usable against the Wood Elves.

Of Norsca

By Ashnari Doomsong

You have commissioned me for a work on the lands of Norsca, and I have produced it for you. Below lies all the knowledge compiled on the warriors, their lands and their culture.

Norsca is a cold, harsh land, and though not quite a part of the Chaos Wastes, the gods of Chaos are widely revered and the presence of mutating warpstone dust is higher here than almost anywhere else in the world, resulting in the country spawning unnaturally many mutants and very large fish, which are the main part of the Norse diet. Mutants with the mark of one of the ruinous powers are held in high esteem, especially those with the affliction known to humans as the 'Mark of the Were'. These warriors shift into certain beasts, most commonly bears or wolves, but werecats have also been reported sighted. They bear no weapons, relying on the natural weaponry that their unholy shapes grant them. At their side fight giants, chaos spawn, minotaurs and more. However, it is the warrior caste known as the Bersarkir which is best known amongst the fighters of the Norse.

These Bersarkir clothe themselves in the skin of a flayed bear, most often one that the warrior has slain and skinned himself. In battle, they go into a rage terrible to behold, frothing at the mouth and some of them even biting at their own shields. These form the elite of the Norse marauders that come south to raid and kill.

Interestingly enough, there are several Norse Bersarkir in the Old World selling their skills to the highest bidders. These individuals have hinted upon several occasions that the worship of Chaos is not the only one in Norsca, and though I have not seen any other sign to support this claim it cannot be discounted.

A final group of warriors are the Ulfarkir, warriors wearing wolfskins in the same manner as the Bersarkir. These are the standard soldiers of the Norse, and most often wear chainmail over the thick furs they wear to ward off the cold. Rarely encountered outside of Norsca, these men fight in Norsca itself against other tribes and clans.

High up in the mountains, in four holds scattered across the mountains known as Kraka Drakk, Kraka Dorden, Kraka Ravensvake and Kraka Ornsmotek, dwell the dwarfs of Norsca, eking out an existence from farming, herding and pillaging their human neighbours. If you have battled dwarfs in the past, you will know how to fight these as well, for they do battle in almost exactly the same fashion as their kin on the mainland of the Old World..

But there are other threats still in this blasted and frozen landscape. Ogres and trolls infest the dark forests, and rumours abound of a vampire bloodline which has travelled north and settled in the area, and as always happens, the grim woods are also haunted by beastmen and other monstrosities, though they seem not to outnumber those found within the Empire of the humans upon the Old World. Possibly because the Norse embrace mutants rather than leave them in the forests to die or drive them out?

Still, if you are bent to travel to Norsca, there are several precautions to take beyond merely hiring a native guide in the old world. A native guide is imperative if you wish to trade in Norsca, and though their fees are inevitably extortionate, the fine timbers and great fish of that country are well worth it. Arm yourself and your company well, for the marauders are often hostile and raiders infest the coast. Bring your own food, for though the Norse are extremely hospitable when they wish, they will often withhold their welcome when elves of any kind are concerned, superstitious and savage as they are. If you do manage to merit an invitation into their great hall, never refuse it, but go in armed. The Norse will respect this and their distrust for you will ease even more. If you dare, you can even attempt a drinking contest with one of the local champions. You will not win it, but the Norsemen appreciate a drinking man and are all the more likely to trade and talk with him.

Do never ever bring females to Norsca. They will normally view this as a foreign oddity, but sometimes their masculine lusts become too much for them to resist, and you will be forced to slay them.

Asuryan watch over you,

El'Nerawin

The Elven Calendar

By Calarion and Lady Moonblazer

The Tar-Eltharin Calendar and Expressions of Time:

- The Asur, most likely due to their long life spans, consider time in longer terms, often in reigns and years as opposed to hours and minutes. For example, denoting a specific date or time in history is done as follows:

- Rosaroian'asil'Finure Tisalel'cynreir Isai'Asar

→Reign of Finubar the Seafarer, Year 138, Season of Sun, Day 17, Hour of the Phoenix

→(Dawn of the day of the Battle of Finuval Plain)

→(Reign, Year, Season, Day, Hour).

Words for Units of Time:

- Reign- (the reign is denoted by the suffix -re following the name of the Phoenix King)

- Year-'saroi (the year of the reign is deduced numerically as detailed below)

- Season- Alel

- Day- (the day of the season is deduced numerically as detailed below)

- Hour- Isai

Reigns:

- As opposed to ages or millennia, the Asur view events in the long term with respect to the Phoenix King ruling during that particular time. The Phoenix King indicated by the reign is denoted by removing the last syllable from the name and adding the suffix -re. A list of all the Phoenix Kings, in consecutive order, is as follows:

**Note: The reign is indicated by an apostrophic addendum that follows the delineation of the year. An explanation is given in the "Years" section.*

Phoenix King Reign Best Known For or Often Associated With

Aenarion 'Aenare •Great warrior who defeated Chaos and drew the Sword of Khaine

Bel Shannar 'Belshanre •Famous explorer and diplomat who rebuilt Ulthuan

Caledor I 'Caladre •Won the Sundering and drove the Druchii from Ulthuan

Caledor II 'Acaladre •Notorious for fighting and losing the War of the Beard

Caradryan 'Caradre •Recalled Asur from the Old World to oppose the Druchii invasion

Tethlis 'Tethre •Ruthless general who almost drove the Druchii to extinction

Bel-Korhadris 'Belkorhadre •Founded the White Tower and began a Golden Age of Peace

Aethis 'Aethre •Patron of the fine arts and culture

Morvael 'Morvare •High Loremaster of the White Tower and creator of the Citizen Levy

Bel Hathor 'Belhathre •Created the Shifting Isles and lifted to Interdict to allow foreign trade

Finubar 'Finure •Diplomat and politician who forged alliances with many nations in the Old World

Years:

- The year of the reign of the indicated Phoenix King is indicated by application of the Tar-Eltharin numerical system. The traditional "saith", however, is replaced instead by "saroi", the Tar-Eltharin term for "year". With some exceptions, which are detailed below, the annual denotation system follows the numerical system exactly.

**Note: With the exception of the numerical addendum -we, an "l" is inserted between "saroi" and the tens numerical indicator, as follows:*

Suffix Meaning Becomes

-ir = teen- -saroilir

-ui = twenty- -saroilui

-an = thirty- -saroilan

-ath = forty- -saroilath

-el = fifty- -saroilil

-we = sixty- -saroiwe

-ea = seventy- -saroilea

-os = eighty- -saroiilos

-ei = ninety- -saroilei

•Examples:

- 1st Year of the Reign of Aenarion □ Saroi'Aenare
- 258th Year of the Reign of Calador □ Rosasaroilel'casil'Caladre
- 301st Year of the Reign of Bel Shannar □ Saroi'nesil'Belshanre

Seasons:

*Note: High Elves do not count in months, but in seasons:

- Frost (Winter)– Alel'cynre
- Rain (Spring)– Alel'menre
- Sun (Summer) – Alel'asre
- Storm (Autumn)– Alel'lathre

Days:

•Days are denoted in a similar way to years. However, when giving an exact date, there is no particular word for "day". Instead, the day is denoted by its numerical equivalent of season, and is done by following the Tar-Eltharin numerical system. However, the base "-saith" is removed, and the season inserted. In addition, for days past Day 10 in a season, the numerical suffix is added to the end of the season name.

*Note: For the sake of pronunciation after Day 1 of a certain season, the "s" is kept for division of the vowels.

*Note: For the days 51-60, the -re and -el suffixes for the season are made into a complex diphthong -reiel, for ease of pronunciation. Likewise, for the days 61-70, the -re and -ea suffixes for the season are made into a complex diphthong -reiea for ease of pronunciation.

Example:

- Season of Frost, Day 59 → Eisalel'cynreiel
- Season of Rain, Day 4 → Nesalel'menre
- Season of Sun, Day 87 → Rosalel'asreos
- Season of Storm, Day 1 → Alel'lathre

Date	Season of Frost	Season of Rain	Season of Sun	Season of Storm
1	Alel'cynre	Alel'menre	Alel'asre	Alel'lathre
2	Asalel'cynre	'menre	Asalel'asre	Asalel'lathre
3	Casalel'cynre	Casalel'menre	Casalel'asre	Casalel'lathre
4	Nesalel'cynre	Nesalel'menre	Nesalel'asre	Nesalel'lathre
5	Lasalel'cynre	Lasalel'menre	Lasalel'asre	Lasalel'lathre
6	Hesalel'cynre	Hesalel'menre	Hesalel'asre	Hesalel'lathre
7	Tisalel'cynre	Tisalel'menre	Tisalel'asre	Tisalel'lathre
8	Rosalel'cynre	Rosalel'menre	Rosalel'asre	Rosalel'lathre
9	Eisalel'cynre	Eisalel'menre	Eisalel'asre	Eisalel'lathre
10	Vasalel'cynre	Vasalel'menre	Vasalel'asre	Vasalel'lathre
11	Alel'cynreir	Alel'menreir	Alel'asreir	Alel'lathreir
12	Asalel'cynreir	Asalel'menreir	Asalel'asreir	Asalel'lathreir
13	Casalel'cynreir	Casalel'menreir	Casalel'asreir	Casalel'lathreir
14	Nesalel'cynreir	Nesalel'menreir	Nesalel'asreir	Nesalel'lathreir
15	Lasalel'cynreir	Lasalel'menreir	Lasalel'asreir	Lasalel'lathreir
16	Hesalel'cynreir	Hesalel'menreir	Hesalel'asreir	Hesalel'lathreir
17	Tisalel'cynreir	Tisalel'menreir	Tisalel'asreir	Tisalel'lathreir
18	Rosalel'cynreir	Rosalel'menreir	Rosalel'asreir	Rosalel'lathreir
19	Eisalel'cynreir	Eisalel'menreir	Eisalel'asreir	Eisalel'lathreir
20	Vasalel'cynreir	Vasalel'menreir	Vasalel'asreir	Vasalel'lathreir

Hours in a Day:

*Note: There are 24 hours in an Imperial day, but only 12 "hours" in an Asur day, each one marked by a specific animal. For convenience, the numbers below are displayed in both military standard and 12-hr standard.

0000-0200: 12am-2am: Hour of the Serpent (Isai`Cythar)
0200-0400: 2am-4am: Hour of the Wolf (Isai`Ferar)
0400-0600: 4am-6am: Hour of the Stag (Isai`Kunar)
0600-0800: 6am-8am: Hour of the Phoenix (Isai`Asar)

0800-1000: 8am-10am: Hour of the Dolphin (Isai`Menar)
1000-1200: 10am-2pm: Hour of the Lion (Isai`Char)
1200-1400: 12pm-2pm: Hour of the Eagle (Isai`Elthar)
1400-1600: 2pm-4pm: Hour of the Griffon (Isai`Ranar)
1600-1800: 4pm-6pm: Hour of the Horse (Isai`Elar)
1800-2000: 6pm-8pm: Hour of the Dragon (Isai`Caladar)
2000-2200: 8pm-10pm: Hour of the Pegasus (Isai`Sarelar)
2200-2400: 10pm-12am: Hour of the Unicorn (Isai`Lecar)

Examples:

- Reign of Finubar the Seafarer, Year 138, Season of Sun, Day 17, Hour of the Phoenix: Dawn of the day of the Battle of Finuval Plain

→ Rosaroian'asil'Finure Tisalel'cynreir Isai'Asar

- Dawn of the 17th Day of Winter in the 456th Year of the Reign of Bel Hathor

→ Hesaroilel'lasil'Belhathre Tisalel'cynreir Isai'Asar

- 3pm in the afternoon, 87th Day of Summer, 21st Year of the Reign of Caledor I

→ Saroilui'sil'Caladre Tisalel'asreos Isai'Ranar

First Official Asur.org Modeling Competition

Well, here we are finally with the results of the 1st Official Asur.org Modelling Competition. I placed a post with some information on the first of May, with a deadline 2 months later. Unfortunately, although many people said they would participate in the event. There was only a single person who send his pictures to the E-mail address given in the topic.

So first of, I must congratulate you, Elvenaircorp, with winning the first Asur.org Modeling competition. Though you had not too much competition I must say I was quite pleased with what came to our eyes. And as you are the winner, you are entitled a Custom Rank of your choice for a period of 3 month (yes Lores, 3 months!)

Now lets get to the serious stuff, the review and what he send in, with instructions on how to make it, as the small article he send might be very useful to you readers as well. Even if it was just to give you inspiration.

Chasm

Construction:

Styrofoam scraps placed on Plasticard base. Chasm is detailed with small rocks and various pieces of flocking.

Rules:

This terrain feature is meant to represent the chasm feature in the Ulthuan terrain chart from the main rule book. It is impassable terrain and does not provide cover or block LOS. One edge must be place adjacent to a table edge.



Rocky Peak

Construction:

Styrofoam cut with a hot wire. There is a large rock used for the peak and several smaller rocks inset along the way as part of a broken ridge. Tiny rocks are piled in small boulder heaps and the coniferous trees were purchased from a railroad store.

Rules:

This terrain feature is meant to represent the rocky peak feature in the Ulthuan terrain chart from the main rulebook. The shear faces of the cliff are impassable terrain, the rest is very difficult. The entire piece functions like a hill except for the peak itself which provides LOS over all other terrain features. The peak is only accessible to flyers.

Ancient Shrine.

Construction:

Styrofoam rings covered in pieces of shelving paper, cut to appear as stone blocks. The columns are aquarium scenery and the tree is from a railroad store.

Rules:

This terrain feature represents a shrine, or holly place dedicated to nature (thus the tree). For table top games it is treated as a hill. Models on the shrine receive soft cover but there is no line of sight restrictions to anything on top of the shrine.



The juries Verdict:

- Originality:** 14/20 The jury particularly likes the Chasm, which is a feature we do not see very often. Also the peak, with the special rules is a nice variant to the normal hill. The ancient shrine is a bit less. But all in all 14/20 points
- Playability:** 17/20 The playability of the scenery is indeed very high. The peak could be used in many scenarios or even as just a normal piece of terrain around, while the chasm could also be used as earthworks or something alike. The shrine is a bit more difficult again to integrate but could be used as a mission objective, or to give some extra feel around an edge of the table. All in all, all are very useful indeed.
- Description:** 8/10 The description could have been a little bigger, with maybe a WIP picture between to show how it works. Other than that they are fully usable instructions and the rules for them make it a bit better.
- Materials:** 6/10 This part is a little less good. There is one some places still the Styrofoam visible beneath the flock. Maybe painting it green with cheap acrylic paints would be a good idea. Also the plastic card base on the chasm is visible which is a shame. Using stones as rocks and peaks is indeed a good idea, but when they are painted they look even better. Normal ways (Black drybrush grey. Brown drybrushed with dark grey very very deeply and then lighter grey etc) for painting stone make the scenery a bit better "integrated" with the rest of the models etc. Also some more inventive ways could have been used to increase the "status" of the HE shrine would be cool
- Finish:** The final results are quite nice. Although the picture quality is not too high which is a shame The drybrushed paint to create the stone effect looks a bit thick as well but the general effect is quite cool. Especially the small tree within the shrine. The chasm looks a bit odd, maybe high for a chasm, but again, this could be picture quality or the angle. I'm sure I'll make such a thing as well, as it's easy and very useful scenery. The Peak is probably the "best" done in sense of finish with small overgrowth on the peak and the trees etc. All in all 23/30 points.
- X-factor:** Finally we have the x-factor. It's hard to judge by the pictures. And generally it's a nice variant on an existing theme not too special but a nice twist 5/10 points

This together gives you 73 points, which gets you easily on the lead.
Congratulations. And I hope the next competition more people will participate.