

Citizen Levy

Issue 4

December 2004

- The Sundering has hit Ulthuan
- Chrace Army List
- Navy Fluff
- New Magic Phase
- History behind Warhammer names



The Citizen Levy

The Official Magazine of Asur.org

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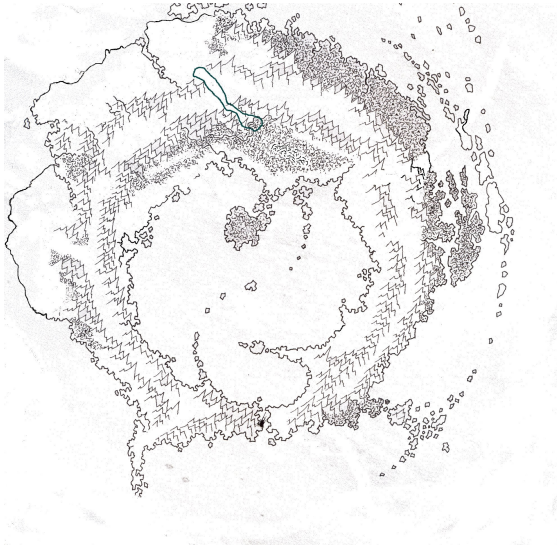
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Editor In Chief: Tyrion Reaper

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Intrigue At Court

Events and Politics At Asur.org



Site Activity is Booming

This month we have breached the 1500 member mark, along with 14,000 posts in Warhammer Fantasy, and have had over 1100 unique visits to the site each day. The two main factors for this would be the Sundering Campaign and the influx of Druchii.net members of course, but the site has progressively been growing since we landed here back in July. In fact, in the first two days of the month, we consumed as much bandwidth as the seven days the site was operating on this server back in July. Wow! Thanks to everyone for making this a great site.



Next Issue:

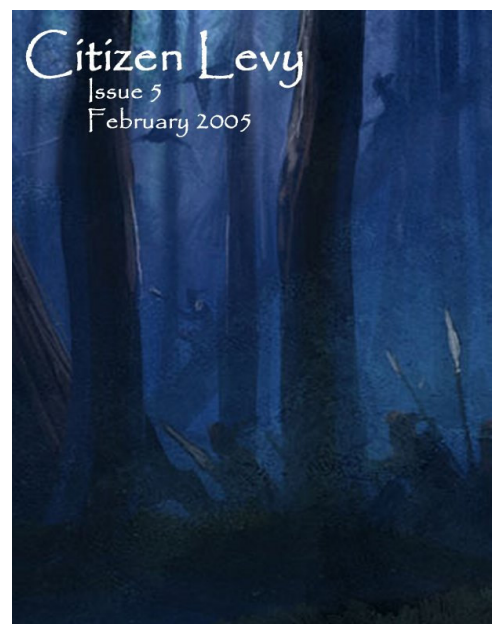
Cothique List And More!

- Cothique Army List
- Wrap up of the Sundering Campaign
- Battle reports
- Loremaster's Report
- Continuing series: Earl's Tales, Quest for the Best Army....
- And more!

Hall of Ancients

Congratulations to SlythRa and Regulus, the newest inductees to the Hall of Ancients. They have long been on this site and have shown their dedication – and congrats to all the voters who helped make this decision.

Regards,
The Loremasters of Asur.org



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The Sundering Has Hit Ulthuan

A Summary by TimmyMWD

At the beginning of the month, the warhammer community's first entirely online campaign was launched. It is the first of its kind, and as everyone certainly knows, is far from bug free. The campaign program is constantly being modified to address issues, but despite the bugs – both minor and major – the campaign has been an amazing success so far. Over three hundred and fifty people have registered for the campaign, with close to 3,000 soldiers at their disposal. The campaign has led to a surge of activity on the site, and just recently we topped the 1500 user mark.

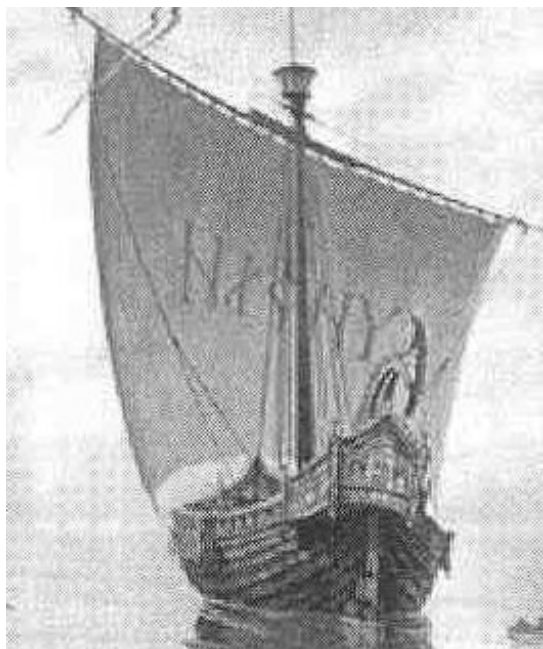
The campaign is scheduled to last approximately two months, with Loremaster Calarion at the helm as Game Master. As the campaign progresses new elements will be added: this past week the attacks by the Cult of Slaanesh were included, and in a few weeks magic will be integrated into the battle companies. Special Characters will also be darting around Ulthuan, providing benefits to their side wherever they are. Rumor has it a renegade Priest of Vaul is already on the loose trying to find Malekith and aid him.

So continue to play and fight for your side – and who knows what the outcome will be Malekith may even win this one! (Ha, now that's a good one)

Best Regards,

Timmy

TimmyMWD



Naval Fleets of Ulthuan

By **TimmyMWD**

I have always been very curious when it comes to naval history, modern day forces, and even pseudo-naval concepts such as space battles involving large capital ships. The idea of sea battle has always intrigued me, and as such it is no surprise I am very interested in the naval fleets of Ulthuan. At first then only information I could find was patchwork at best – a reference to the Dragon Ship *Indraugnir* destroying a dark elf Black Ark and thereby asserting High Elf naval dominance throughout the world, etc. However, nothing was ever listed about the size of the ship, its compliment, and the make up of a high elf fleet, etc. However, it was with great luck one day that I stumbled on a copy of all three Man o' War rulebooks. These are valuable treasure troves of fluff and information,

and proved to be all that I needed to write up my article on the fleets of Ulthuan. To make things simple, I will divide this article up into two parts: a summary of the pre-existing official Games Workshop fluff, and the sections I have deduced or written up on my own.

Official Background

The High Elves are the most dominant naval force in the world. Ever since a Black Ark of Naggaroth was sunk by a Dragonship, the Asur have gone uncontested as the superpower naval force. The fleets of Ulthuan hail primarily from Cothique and Eataine – along with the naval stations found at Arnhelm, the Citadel of Dawn, Fortress of Dusk, and the elf quarter of Marienburg. The Dragonships serve as the flagships of the various fleets and feature not only the Eagle's Claw Bolt Thrower Batteries, but the famed Dragonblades as well. The Dragonblades are forged from Ithilmar (known as 'True Silver' but humans) and have been known to rip ships asunder. Dragonships are traditionally brought to the sea with two such lances. These vessels are quite rare, and usually only are seen alone in a fleet – only much larger (or much wealthier) fleets have more than one Dragonship.

The mainstay of the elven fleet is the Eagleship – which is quite large in comparison to the War Galleys of the Empire that serve as the backbone to that nation's fleet. The Eagleship is highly maneuverable even for its large size, and has a battery of bolt throwers facing both port and starboard – allowing for deadly broadside volleys. In smaller fleets or patrol groups Eagleships operate as the command vessel. Small still than the Eagleship is the Hawkship – a vessel designed specifically to counter the increasing threat of Norse raiders off of the shores of Cothique. They feature two bolt throwers and the greatest maneuverability of any ship that has ever sailed the seas. Hawkships have been known to sail circles around enemy fleets while saturating the enemy with bolt thrower volleys. Hawkships operate in squadrons of three and use their coordination to overwhelm enemy ships many times their own size.

Accompanying the High Elf ships into combat are the Great Eagles and their riders. These

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beasts harass enemy vessels, destroying sails and dropping enemy sailors into the sea – but recently have been used to counter enemy flyers as more races are using beasts (or even machines) in an attempt to gain the edge in naval combat. Although less common now that the dragons are sleeping are the Dragon Riders of the fleets. With the decrease of power of these beasts, the Dragon Princes have retreated to their home province of Caledor. That being said, there are a rumored handful of dragons and their riders that still fly above the fleets of Ulthuan.

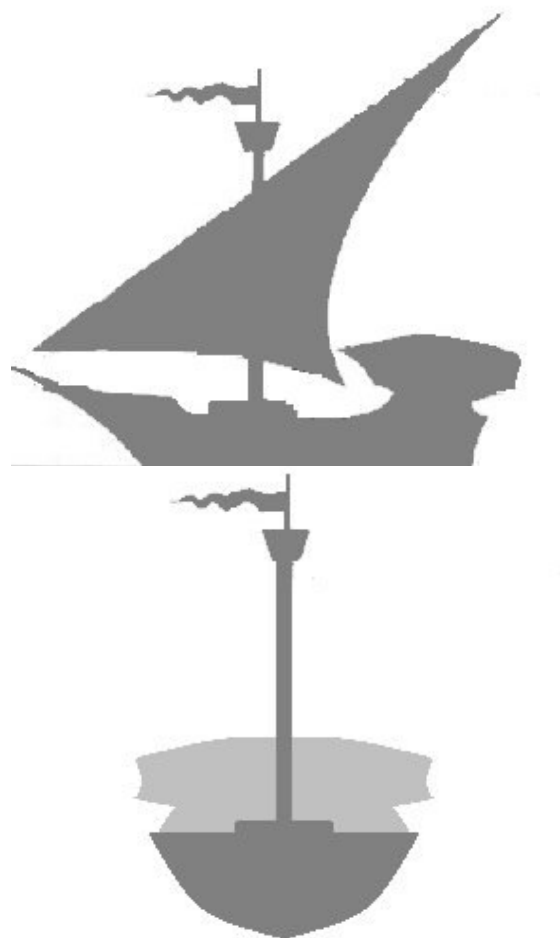
Unofficial Information

The following is deduced from the Man O'War rules, 5th edition army book references, and comparing High Elf information with real world ships. This is a blend of actual Games Workshop information and my own (i.e. The Starwood trees information is from the Man O'War rulebook).

The Hawkship

The only vessel mentioned in the 6th edition army book, the Hawk Ship is the smallest vessel purely for military service. It is designed to counter Norse threats and operate in three ship squadrons. They are designed with speed and maneuverability in mind so that they can take on smaller vessels with ease and escape from larger capital ships to warn the coast and summon reinforcements to confront the incoming threat. The ship features a sleek, narrow hull that allows it to cut through the water. There is one main deck the gradually slopes upward towards the bow. The deck depresses at the midship and then rises gradually to the aft castle - which is the officer's deck that rises cleanly from the main deck and forms the officer's deck and the top deck that is a quarter of the ship's total length. The top deck is simply an open-air bridge without walls – simply the top of the officer's deck. Beneath the midship is the entrance to the lower two decks. The first deck features the crew quarters

– cramped by elf standards but lavish by the standards of humans. Beneath that is the store area for food and other provisions.



Armament

Hawkships are equipped with two Eagle's Claw Bolt Throwers – which is not even a full naval battery per old elf traditions (a full battery would be three bolt throwers). Aside from the Bolt throwers, the Hawkships carry a compliment of Sea Guard.

Crew Compliment

According to the Man o'War game, a Hawkship has a total crew allotment of 1 company. This not proving to be much help, I decided to

compare the Hawkship to its ancient counterpart – the Greek trireme. Both are slender ships of the line with speed and maneuverability in mind, and are of similar size. The following information was ascertained about the trireme:

The crew of a trireme usually consisted of 203 men, about two-thirds that of a modern destroyer. Obviously, most of the crew were rowers, 170 in all. Most of them were poor Greek citizens of the city-state or hired rowers from elsewhere in Greece. Besides the rowers, a trireme's crew consisted of the following:

14 Spearmen
4 Archers
25 Officers and Sailors

There are no rowers on the Hawkships (all elven ships are sail driven), and where the rowers were in the trireme are where the crew quarters are on the Hawkship. That being said, the comparison between trireme and Hawkship for crew should be done looking at the non-rowing crew. The 25 officers and sailors on the triremes included those who were in charge of keeping the rowers in line, so that amount of troops should be decreased. Thus I came up with the following compliment of Hawkship crew:

- Twenty Lothorn Sea Guard (who assist in running the ship when not in combat)
- Sixteen Ship's Crew (Four to man the Bolt Throwers, Twelve to maintain the ship)
- Seven Officers

The Officers include:

- o Captain
- o Helmsman (Oversees navigation of the ship)
- o Foredeck Officer (Lookout and relays orders to crew on the Foredeck)

- o Sea Guard Commander (In battle, he is the one in charge of the marines)
- o Battery Commander (Controls the Eagle's Claw Battery)
- o Requisitions Officer (Manages provisions)
- o Signal Officer (Handles communication between ships)

Hawk Ships operate in three man squadrons, and on the command ship of the squadron, a Commodore is in command instead of a Captain. Note that this is the crew compliment of a naval Hawk Ship – in recent times many elf merchants and nobles have ordered the construction of Hawkships for their own needs, and their crew allotment and indeed armament may be drastically different.

Role

Hawk Ships serve as ships of the line – engaging smaller enemy vessels when alone, engaging medium class ships when in squadrons, operating as merchant escort vessels and also serving as blockade runner if the situation has grown so desperate that a harbor is blocked. In large scale battles the Hawkships are often overlooked by enemy Admirals when comparing them to the Eagle and Dragonships – often proving to be a fatal mistake. A squadron of Hawkship's bolt throwers are more than enough to deal damage to an enemy, and if the squadron opts to board their enemy vessels than just fire volleys at them

The Eagleship

The Eagleship is elven superiority incarnate on the high seas. It features two full batteries of Eagle's Claw Bolt Throwers – with a battery facing port and starboard so the ship can unleash a lethal broadside against her foes. The maneuverability of these vessels is matched

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only by the Hawkship – none of the human vessels come close to speed or turning radius. With its high maneuverability it can turn sharply and almost always be able to broadside the ship that it is engaging. Where Hawkships are a representation of elf pragmatism against raids, the Eagleship is a representation of the seafaring art perfected over untold millennia. Indeed the largest ships of races have a hard time contending against the Eagleship.

The ship's themselves are constructed in a most unique manner. The Master Shipwrights of Ulthuan are a sect of mages that have finished their training at the Tower of Hoeth. They tend groves of majestic Starwood trees (Man o'War, p. 48). The Starwood trees grow to massive size and then are magically uprooted. The spells keep the tree alive, and the mast is magically grown from the tree itself. Eventually the interior is hollowed out and the upper decks are grown in the rear of the ship. When it is finally done, the Shipwrights bleed the tree of its sap, coating the exterior of the hull making watertight and as tough as steel. After the ship is blessed in a ceremony it is cast off for its maiden voyage.

It features a similar frame as the Hawkship, but is much longer and sleeker. It also has a larger upper deck, featuring two floors and then the open bridge on top of that. The two floors feature an eating area and a briefing room on the first upper deck, while the second deck features officers' quarters. Underneath the main deck are the storage areas and crew quarters.



Armament

The Eagleship comes with two full batteries of Repeater Bolt Throwers (three in a battery, so six Bolt Throwers total). The batteries are deployed on the sides of the ship, giving them three bolt throwers to fire on either side of the ship. Aside from the batteries, the Eagleship has three times the compliment of Sea Guard in comparison to the Hawk Ship.

Crew Compliment

The Eagleship is three times the size of the Hawkship, and its crew is much larger in size and its Sea Guard marines are much more potent in their large numbers.

- Sixty Lothorn Sea Guard (who assist in running the ship when not in combat)
- Forty-eight Ship's Crew (Twelve to man the Bolt Throwers, the remainder to maintain the ship)
- Fourteen Officers

The Officers include:

- o Captain
- o First Officer
- o Three Helmsmen (Oversees navigation of the ship)
- o Two Foredeck Officers (Lookout and relays orders to crew on the Foredeck)
- o Sea Guard Commander (In battle, he is the one in charge of the marines)
- o Three Sea Guard Lieutenants (In battle they coordinate three regiments of 20 Sea Guard)
- o Battery Commander (Controls the Eagle's Claw Batteries)
- o Requisitions Officer (Manages provisions)
- o Signal Officer (Handles communication between ships)

Role

Eagleships are the backbone of the High Elf fleet, serving in any military purpose necessary. Traditionally the flagship of a fleet is one of the Dragonship class, but if a fleet breaks off into taskforces or if the fleet is rather small then an Eagleship can operate as a command vessel – in which case a Commodore or even a Sea Lord is in command and the first officer is actually an elf at the rank of Captain. Hawkships also operate as diplomatic envoy ships, personal vessels of influential nobles, and sometimes as military transports for large scale landing operations. This role is usually limited to the Hawkships; however, because the smaller vessel has forward firing bolt throwers to fire against enemy troops. The Eagleship has bolt thrower batteries that can only fire in a broadside motion, hampering its ability to provide cover for landing troops.

The Dragonship

The Dragonship class of vessels represents the mightiest vessels in the Asur fleet. It outclasses all other capital ships, and a ship of this class has even been known to sink a Black Ark of Naggaroth (the *Indraugnir*). The Dragonship features a crew of two hundred and two massive sails to power it. It is the fastest ship of its size, and features two forward facing Eagles Claw batteries and one battery on each side of the vessel for broadsides. But it is not the crew capacity or bolt thrower allotment that makes this vessel a potent threat – it is the gleaming lance like ram protruding from the bow of the sleek vessel. Known as the Dragonblade, these blades were made in the days before the Sundering with Ithilmar and molded using dragon's breath. Enchantments were put on these blades by the Priests of Vault to produce the sharpest, most indestructible blade in the world. It was with a dragonblade that the *Indraugnir* sank a Black Ark. From that point on,

the High Elves became the dominant naval race.

Dragonships were made from a special breed of Starwood trees grown in a location named Anhara Draconis in Nagarythe. The trees grow twice as thick and half again as tall as the normal starwood trees, allowing for the much larger class of vessels. Unfortunately during the Sundering Anhara Draconis was burned to the ground and for many centuries no new Dragonships were made. Thirty-seven years into the reign of King Finubar, Shadow Elf scouts found a valley inside the Annulli mountain chain featuring gigantic trees, the likes of which they had never seen. Not knowing what they were, the scouts reported the interesting position to their base camp and continued on their patrol. As fate would have it, the elf they reported to was a rather paranoid one, and feared the gigantic trees the result of a mutation of chaos that was spreading into Nagarythe. He sent a request for a mage to investigate the problem, and when that mage arrived he knew exactly what they were – a grove of Anhara Dracnois starwood trees. Even now, the Mages are beginning a project of transition – their goal is to move a handful of these enormous trees to Avelorn where they would be tended by the Priestesses of Isha and a new grove of trees would form, eventually equating to another generation of Dragonships. – but this will not take place for a few centuries.

Dragonships, in their rarity, are used only by Sea Lords and wealthy nobles of the various kingdoms as their flagships. If a Dragonship is not used for a ceremony or precession in the Inner Seas then it is clearly sailing for war. With four batteries of Eagle's Claw bolt throwers and its Dragonblade, Dragonships are devastating in combat. Combined with their large crew compliment – they can board any ship save the Black Arks. A notable feature of the Dragonship is the presence of a unique group of maritime warriors. Dragonships are very rare, and as such serving on one is a great honor for an aspiring noble of Cothique or Eataine. Just as nobles

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join the Silverhelm ranks on the land, these nobles join the fighting ranks of the Herathi – best translation to Reikspeak meaning 'shock troop.' These elves wear circlets of ithilmar and don heavy armor. Where it would normally be a concern to wear such great armor on a ship – the lightweight nature of ithilmar makes it possible. They wield a unique weapon – the vorpal blade. It is a curved blade as long as an elf's arm and half the additional length and is gripped in both hands.

Herathi wield these blades in combat and swing them around the front of their bodies in a circular motion (think the Last Alliance scene from Fellowship of the Ring where orcs charge the high elf line). Either they use the long blade in a mighty cleaving motion to gain strength, or they use its curved nature to allow for a devastating first strike, hitting before any of the enemy who is charging can attack them. No enemy has ever successfully boarded a Dragonship, and the Herathi are often given great credit towards this fact.

Dragonships feature the same long and narrow look of High Elf vessels but on a much larger scale. The aft castle rises up gradually from the main deck to form two large upper decks to house eating areas, a meeting room, officer's quarters, and ship's crew quarters. On the top deck is an enclosed bridge – something not employed on any other High Elf ship. There is a lookout station on the top of the upper deck to feed information to the bridge, but the bridge itself is at the front of the second upper deck.

There is a battery of three bolt throwers on both the port and starboard sides of the ship, and two batteries facing the front. Rather than having a huge hull wide enough to accommodate for six bolt throwers all in a line, the surface of the deck raises up to meet where the first mast of the vessel is, allowing for the bolt throwers to be deployed in a 3x2 formation with two rows – the back row higher up slightly than the first to allow simultaneous firing.

Armament

The Dragonship comes with two full batteries of Repeater Bolt Throwers (three in a battery, so six Bolt Throwers total) near the bow with a forward firing arc, and one battery on both sides of the vessel as well. Aside from the batteries, the Dragonship bears the deadly Dragonblade and has three nearly double the crew of the Eagleship. Also these flagships feature a mage that casts spells to conceal the fleet or to calm winds, etc. for the fleet.

Crew Compliment

The Eagleship is three times the size of the Hawkship, and its crew is much larger in size and its Sea Guard marines are much more potent in their large numbers.

- One Hundred Lothorn Sea Guard (who assist in running the ship when not in combat)
- Twenty Herathi (They are commanded only by the head of the ship)
- Seventy-Five Ship's Crew (Twenty-four to man the Bolt Throwers, the remainder to maintain the ship)
- Twenty-two Officers

The Officers include:

- o Commodore (or Sea Lord or Prince)
- o First Officer (which is a Captain)
- o Four Helmsmen (Oversees navigation of the ship)
- o Three Foredeck Officers (Lookout and relays orders to crew on the Foredeck)
- o Sea Guard Commander (In battle, he is the one in charge of the marines)
- o Five Sea Guard Lieutenants (In battle they coordinate five regiments of 20 Sea Guard)

- Two Battery Commanders (One commands the bow battery, the other the broadside batteries)
- Two Requisitions Officers (Manages provisions)
- Two Signal Officers (Handles communication between ships)
- A Mage

Role

Dragonships operate only as flagships for fleets or for the wealthiest and most powerful of princes. Dragonships never sail alone – they will always be accompanied by at least a small fleet of the Asur navy. If a Dragonship is sailing outside of the shores of Ulthuan then it is sailing for war. Usually a fleet headed by a Dragonship is accompanied by two Eagleships and six Hawkships (two squadrons) during patrol of light engagement missions; however, the fleet can grow much larger. There has only been one instance when more than one Dragonship was found in the same combat – Tethlis' infamous beach landing involved several fleets and three Dragonships in total. Even the Pernicious fleet, the recently famed fleet headed by Lord Aislinn in the storm of chaos only featured on Dragonship – his own vessel.

Other Ships

Falconship – Not all starwood trees grow large enough for use in the creation of military vessels. With the development of the Hawkship most of the trees insufficient in size for the Eagleships were put to use, but there was the occasional tree that was even too small for that. With the High Elves diversifying their fleet through the Hawkship, the shipmasters decided to develop a fourth class of vessel to be used by the navy – the Falconship. The Falconship is far smaller than the Hawkship even, and is designed for light transport and courier duty. It has one bolt thrower to ward off light vessels attacking it, and

features a small contingent of Sea Guard for additional defense.

Most often Falconships are used by colonies and merchants to dispatch message without diverting a larger ship. The naval fleets can easily dispatch a Great Eagle rider instead, and so the Falconship has not seen much service in that field. Falconships were quickly used by merchants as noted and by the mysterious War Council of Asuryan to relay their messages back to Lothorn. A small fleet of these vessels also resides at the Citadel of Dusk and the Fortress of Dawn to relay messages to Ulthuan if they are in dire need of dispatching the message quickly.

A rather unique application of the Falconship is their use by Cothiquan nobles for their hunting trips on the coasts of their homeland – Sea Drake Hunters commonly use these smaller vessels for their nimbleness and speed when they chase down the mighty denizens of the deep.

Merchant Ships – These vessels vary greatly in both size and shape. Wealthy merchants may petition for the use of a starwood tree for the formation of their vessel, but this is often very rare as the demand for naval vessels is so high in the constant war against the Dark Elves. Those ships that are made out of the mighty starwood trees are huge and eloquent vessels, able to carry a lot of cargo at high speeds. These ships feature a much smaller crew that resides mostly in the aft castle, and they rely on speed to avoid a lot of trouble. These larger merchant ships usually feature anywhere from one bolt thrower to a battery of the war machines to deter enemies. Asur merchant ships feature some of the most exotic crew armaments ever seen – utilizing various weapons that they encounter on their journeys.

Most merchant ships are not made in the likes of the warships, and are made utilizing methods that more resemble human boat-making techniques. Leftover sap from Starwood trees are used to coat these less sturdy ships to

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provide them with water-tight status and a tough outer coating that protects against lighter weapons and against sea barnacles, etc. from latching onto the hull. Although not as fast as other high elf ships, they are still very fast in comparison to human vessels and are constructed in the similar sleek fashion of the war vessels.

Fleet Composition

The size of High Elf naval fleets varies from Sea Lord to Sea Lord, but there are some general consistencies to the layout of the navy fleets. Princes may operate their own private fleets outside of the control of Lothorn and Cothique – the two naval centers of Ulthuan. Arnhelm and the other various outposts also have their own fleet composition that may vary.

Patrol Fleet

These fleets patrol the areas around Eataine and Cothique - the two areas with the greatest potential of human attack or piracy. Patrol Fleets may serve for 6 months to a year without docking, and may sail out far into the ocean to keep the seas clean around their island home. These patrol fleets feature a squadron of War Eagle Riders – nobles mounted on the great eagles of the Annulli that harass any enemy ships that engage the patrol fleet.

Composition:

- 1 Dragonship
- 2 Eagleships
- 6 Hawkships (2 Squadrons of 3)
- 3 War Eagle Riders

Convoy Fleet

A critical shipment of supplies to or from Ulthuan, or a large fleet of merchant vessels traveling through dangerous waters may petition the naval commanders in Lothorn for an escort fleet to protect them. Dragonships

are never relegated to this task, but rather an Eagleship operates as the flagship of a much smaller force. Recently more and more convoy fleets have been assigned from the Lothorn to Marienburg route with the increase of marauder activity in the wake of the Storm of Chaos.

Composition:

- 1 Eagleship
- 3 Hawkships
- Anywhere from 4-15 merchant vessels of various size and makeup

War Fleet

This is a fleet designed not just to patrol but to go on the offensive and assault known enemy threats. There are four war fleets stationed from the coasts of Tiranoc up to the far coast of Chrace to defend against Druchii attacks. They only feature one Dragonship still, but the numbers of the other vessels increase greatly. The flagship and each Eagleship in the fleet is assigned a squadron of Hawkships, meaning that if a mopping up of the seas is required each capital ship can break off into a small task force of potent destruction. A variation of this category of fleet was seen in the Sea of Claws under the banner of Lord Aislinn, who usually patrols the coast from the Fortress of Dawn up to the ports of Tilea.

Composition:

- 1 Dragonship
- 5 Eagleships
- 18 Hawkships (6 squadrons of 3)
- 6 War Eagle Riders

Hunting Fleet

This is not an official fleet composition for the Asur navy, but it is an interesting one that bears mentioning. The greatest sport and martial skill for nobles of Cothique is their ability to hunt monsters that live in the seas around their land. The famous Sea Drake hunters often go out on

hunting trips that last weeks in search of mighty foes that they can hunt. A traditional hunting fleet features an Eagleship as the command vessel and two or three Hawkships that encircle the monster when they find their prey. However, with the onset of the Falconship – which is smaller and therefore more agile in the water – many hunting parties have begun to use this vessel. This has produced two results – the hunters now have faster and more agile craft to use on the hunt, and the larger vessels (Eagleships and most of the Hawkships) were redirected to pure military use against raiders along the shore of Cothique and Yvresse.

Composition (New Variation):

1 Hawkship (or in some cases an Eagleship)
2-5 Falconships

And there you have it. Next issue I will go over some trial rules that will list point costs/crew allotment/length/etc. for the various high elf ships in accordance with the boat rules from the General's Compendium.

Timmy

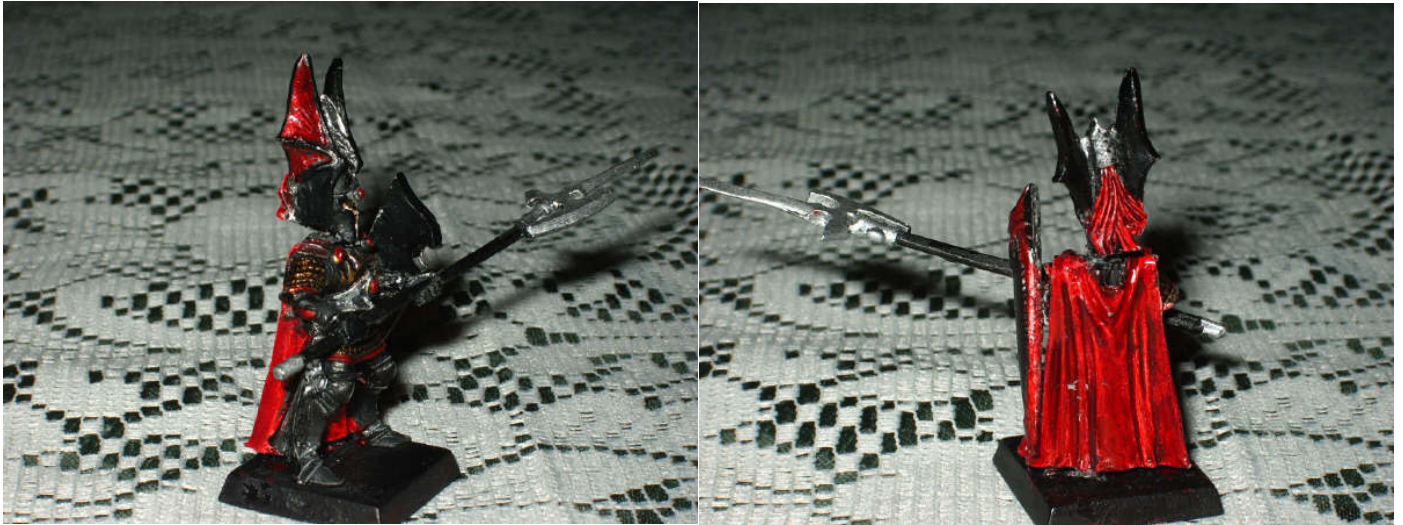
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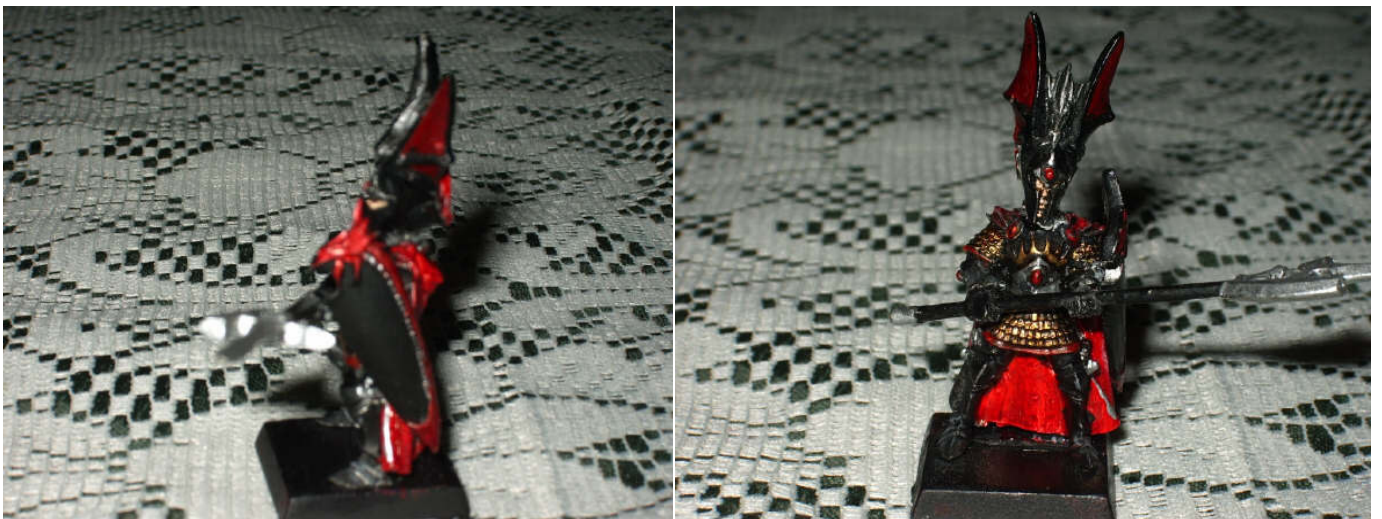
Army List Followup: Caledor

One of the themed list design team members – Bob of Yvresse – painted and modelled his idea of the House Guard from the Caledor list. While Bob of Yvresse was unable to get a 'how to' article in for this issue on how to make his conversion – he will be posting it in the Library of Hoeth in the near future for everyone to see.

Here is Bob's conversion:



Bob used a simple black and red color scheme for the model, and used the Phoenix Guard model for the body, while using the head and other bitz from the Dragon Prince.



Look for Bob's article in the Library of Hoeth, and if you have any conversions please contact a member of the Levy Staff so that it can be featured in the Levy to highlight the work on the Themed List Project.

Battle Scroll

NZBFMB takes a break from his Best Of series and explains his new initiative.....

Welcome Noble Generals to the first article in the Battle Scroll series. This will become a permanent fixture in the Citizen Levy e-zine. In this article I will outline how the system will run and how you, yes you will get to play your part.

What is the Battle Scroll?

The Battle Scroll is an article each issue of the Citizen Levy that collects together the results of battles fought by the members of Asur.org. Then the information is processed and statistics of the data will be compared to past issues. Are we winning more games? Which race is the hardest to beat? What's the most common sized battle?

How can you get involved?

What we need from you (and all members) is to send in a report of each battle you fight (even the losses) into the Battle Scroll. Later on in this article will be a form that sets out the format to submit battles. It doesn't mater what army you use or if the game was a tournament or not (although more emphasis will be placed on High Elf games) send in your report.

How does this all work?

Firstly play your battles as normal. Then after the battle (sometime that month) fill out the form below. Then it's a simple matter of emailing it to battlescroll@gmail.com. Please send only 1 report per email, but feel free to send as many individual reports as you can.

Email Subject: Battle Report [first three letter for month that battle was fought] [two digit code for the year]

Your Asur.org Username:

Your Army: [race] [point size]

Opponents Army: [race] [point size]

Scenario:

Result:

Your Provincial User Group:

Your Army Composition: [shooting/cavalry/infantry/magic heavy/etc]

Comments (optional):

Here is a quick explanation of the different parts and how to fill them out.

Citizen Levy

Asur.org

Email Subject – Enter this into the subject line of the email. It helps sort out which reports belong to which month (and therefore what issue of the Citizen Levy they should appear in).

Your Asur.org Username – This is used to discourage non-members from submitting false reports and to spot outstanding generals

Your Army – Enter the race and army size you used for this battle

Opponents Army – Enter the race and army size of your opponents army used in this battle

Scenario – What scenario was played for the battle?

Result – Who won and by how many victory points? If the scenario didn't use victory points (like Capture) or you didn't count simply put who won

Your Provincial User Group – Very straight forward. If you don't belong to one simply leave this blank or type in 'none.' This is used to see who has the most successful user group.

Your Army Composition – Sum up the composition of your army in a few words. This will help determine what is the best type to use against each other races.

Comments – This is a space for you to add anything about the battle. Did anything funny happen? Did luck go all your way? Please don't give us a full length report of every turn and phase, there will be a lot of reports to read and we simply won't have time to read lots of detailed reports.

Note: please don't leave the [] brackets in the email. Replace the brackets with the necessary data. See below for how the email should look.

So what does the report look like when all completed?

Let's say I fought a battle during November against my main opponent who plays dwarfs.

- The battle was a pitched battle with 1000pts per side
- The game was a draw 114pts difference (to me)
- My force was very cavalry heavy with no magic
- During the game his Dwarf Warriors managed to run down my Silver Helms. Also his General failed his 2+ armour save and was killed by a bunch of spearmen in 1 round of combat.

Here is how the email would look sent from my Yahoo account:

Compose

[Insert addresses](#) | [Add CC](#) - [Add BCC](#)

To:

Subject:

Attachments:

Your Asur.org Username: NZBFEM
Your Army: High Elves 1000 pts
Opponents Army: Dwarf 1000pts
Scenario: Pitched Battle
Result: Draw (643 vp to me, 529 to my opponent)
Your Provincial User Group: Cothique
Your Army Composition: cavalry heavy and no magic
Comments (optional): My Silver Helms were run down by
dwarfs after losing the combat. They fled 6" Also My
spearmen managed to kill his general (with a 2+ save) in
1 round of combat.

Options: ☒ Save a copy in your Sent Items folder
☐ Use my signature

What happens if I have more questions or comments about the Battle Scroll?

Simply P.M. me or send an email to battlescroll@gmail.com with the word 'Feeback' in the title.

Well that's it for this issue. So start sending in those reports right away. The form for submitting battles will be place in a sticky topic under Website Topics for easy access for you to copy and paste. Until next issue...



Chrace

Muster of the Asur Part 3

This is part two of the Ulthuan Themed List project. In this issue, we will be introducing the Chrace army list, special rules for the list, province specific spells, etc.

We encourage everyone to playtest this list, as the purpose of the list being released in the Citizen Levy is to apply a list that looks good on paper to the tabletop. So please playtest, develop conversions for it, etc.

May Asuryan Guide You,

TimmyMWD

Provincial Armies Composition Rules:

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

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

Army Special Rules

Master Hunter: You may nominate one unit at the start of the game to receive the woodsmen ability as detailed under the White Lion's profile of the High Elf army book. This is not cumulative for each priest (only one unit gains the special rule total). In addition, each turn you may nominate one unit within 12". This unit inflicts d3 wounds on a monsters or monstrous mounts

Woodsmen: Huntsmen may move through woods without penalty.

Lion Souled: With unmatched ferocity the Lionsouled charge into battle, their blood rage for the constant war in the province driving them to fight down to the last elf. Lionsouled are frenzied. In addition, Lionsouled have seen the atrocities of war. They are immune to fear. Treat terror with the rules for fear per the Warhammer rule book.

Shunned: Because of their animalistic ferocity, Lionsouled are not often joined by any nobles. Lionsouled can only be joined by a Priest of Kurnous

ARMORY OF CHRACE

Cleaving Axe at 35 points

This mighty axe was used by the Chracious hunter Therafas, and is magically imbued to grant the wielder untold speed.

Magical Weapon

The wielder always strikes first, even if his opponent has charged that turn. If both models have this ability, roll off to see who strikes first in each Close Combat phase. In addition, the wielder gains +1 strength.

Trumpet of the Hunt at 30 points

Horns are used throughout Chrace to signal to hunting parties that a chase is about to begin, to warn of danger, or even to rally in a time of peril. Many are magically enchanted, and fill the Chracious with their hunting spirit.

Enchanted Item

One use only. Can be used during the movement phase, all fleeing units on the table automatically rally that turn.



Pendant of the Wild at 30 points

Bound spell (Power level 3)

Priest of Kurnous and Mages only.

The magically gifted of Chrace carry this Pendant with them into battle, and use it to call upon the forces of nature around them. It is often said that it unleashes a herd of animals charging down on the foes that desecrate the land of Chrace.

This pendant may cast its Bound Spell once per Magic phase like an ordinary spell. The pendant itself provides all the power required the spell requires no Power dice to cast.

When cast, the Pendant unleashes a magic missile spell at any unit with 18", unleashing 2d6 s4 hits. If 25% or more of the target unit is killed by the spell, it must take an immediate *fear* test (instead of the usual panic).

Pelt of Variethayas at 25 points

A rare birth of a White Lion that was jet black, this lion terrorized the Chracious countryside for years until a group of hunting parties got together and destroyed it. It was imbued with great magical protection, and as such was made into a mighty cloak.

Magical Armor

Counts as a Lions Cloak with the following addition. Against any and all ballistics (including magic missiles) with strength 5 or greater, the Pelt grants the wearer a 3+ ward save.

HONORS OF CHRACE

High Commander

10 points

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

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

Axe Master

40 points

This noble of Chrace is an expert in using their famous great axes, and because of that can make three special attacks.

Prince, Commander, and Priest of Kurnous only.

Must take a Great Axe, may not take any magical weapons. The character gains three special abilities.

Lion Rampant – when an enemy unit charges the character, all models in base contact with him suffer a -1 penalty to hit the turn that they charge. Also, enemies with a lesser weapon skill must roll one number higher than stated in the To Hit chart (i.e. instead of a 4 they must roll a 5). The Axe Master attacks as normal.

Lion Leaping – This attack can only be used if the character charges that turn. Using the weight of the axe and his elfish agility, the Axe Master barges over his opponent. Each enemy model in base contact with the Axe Master on the turn that he charges loses one attack. Riders and mounts also lose one attack, as do large monsters and the crews of war machines. If a model has a special attack (i.e. Giant), then it is not affected. The Axe Master attacks as normal.

Lion Claw – After hunting large monsters for countless years, the Axe Master is an expert in inflicting devastating wounds on foul creatures. When attacking an opponent with multiple wounds, the Axe Master does not inflict one wound per each successful roll to wound but rather produces d3 wounds.

Lion Guard

35 points

This is a revised version of the Lion Guard honor in the High Elf Army book. This MUST be taken over the one in the army book if you're fielding an army from Chrace.

The character and any unit he leads his stubborn. If you have a character with Lion Guard, then you may field one unit of White Lions as a core choice. Note that they are still 0-2, so this simply means one is a core choice and one is a special choice.

Woodsman

20 points

This elf is an expert in maneuvering through dense forests, and often takes regiments straight through impassible groves of trees in battle.

This character, and any unit that he joins, may move through wooded terrain without penalty.

Other Honors

All other honors may be taken, but if you take the Swordmaster honor, that character counts as a character from another province (and takes up another hero slot).

The following troops count as characters, Core, Special, or Rare units in the Chrace army list:

Lords	Prince Archmage
Heroes	Commander Mage Priest of Kurnous
Core Units	Archers Spearelves Huntsmen
Special Units	Chracian Rangers 0-2 White Lions Silver Helms
Rare Units	0-1 Repeater Bolt Thrower Great Eagles 0-1 Lion Souled

Priest of Kurnous **Points/Model: 85**

	M	WS	BS	S	T	W	I	A	Ld
Priest of Kurnous	5	4	4	3	3	2	5	2	8

Weapons: Great Axe

Magic: A Priest of Kurnous is a level 1 Wizard, he knows the Lore of Beasts from the Warhammer Rulebook.

Options:

- May wear Lion Cloak (+4 pts). May still cast spells even if the Priest of Kurnous wears the cloak.
- May choose a combination of Honors and/or magic items from the Common, High Elf, and Chracian magic items list, to a maximum total value of 50 points.

Special Rule: Master Hunter

Huntsmen **Points/model: 10**

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

Unit Size: 5+

Weapons and Armor: Halberd, Light Armor, Lion's Cloak

Options:

- Upgrade one Huntsman to a Musician for +5 pts.
- Upgrade one Huntsman to a Standard Bearer for +10 pts.
- Promote one Huntsman to a Champion for +10 pts.

Special Rules:

Woodsmen

Citizen Levy

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Chracian Rangers

Points/model: 12

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

Unit Size: 5+

Weapons and Armor: Hand Weapon, Light Armor, Longbow

Options:

- Promote one Ranger to a Scout for +8 pts.

Special Rules:

Scout, Skirmish

0-1 Lionsouled

Points/model: 14

	M	WS	BS	S	T	W	I	A	Ld
Lionsouled	5	4	4	4	3	1	5	1	8
Lion Avatar	5	4	4	4	3	1	5	2	8

Unit Size: 5-20

Weapons and Armor: Two Hand Weapons, Lion Cloak

Options:

- May upgrade one Lionsouled to Lion Avatar for +12 pts.

Special Rules:

Skirmish, Lion Souled, Shunned



The Sundering Campaign – An Introduction

By Loremaster Calarion

A New Age Dawns

After the war against the powers of Chaos, Ulthuan faced a long and difficult period of rebuilding itself from the ruins of war. Many of the greatest heroes had perished during the struggle, and so when the Phoenix Council met it was for them to decide unto whom the Phoenix Crown would pass. There was but one logical candidate – fair of face, strong of arm, wise of mind, the son of Aenarion was a great lord and Malekith was supported by many in his quest to honour his father by taking up his position as Phoenix King.

But others were opposed to Malekith's succession and so the Council of Princes ruled against him. While none could fault him, there were many who remembered the barbaric depravities of Aenarion's court in Nagarythe, and who feared what one born in such conditions would be capable of. And so Malekith was passed over, and the new Phoenix King was instead Bel Shanaar, the High Prince of Tiranoc. Malekith was the first to acclaim their decisions and swear his fealty to the new Phoenix King.

Bel Shanaar proved a wise and just king. After his ceremonial marriage to the Everqueen Yvraine ended, he swiftly cemented his power by a union with the grand-daughter of Caledor Dragontamer, and sought to placate the proud folk of Nagarythe by making their lord Malekith his right hand. The elves restored their power in Ulthuan, building great cities around the fortresses they had dwelt in during the war with Chaos. Pre-eminent amongst these was the great jewel of the known world, Tor Anroc, seat of the Phoenix King, which grew rich and proud with trade.

Colonies were founded also as the elves began exploring anew the world around them.

Malekith was foremost amongst these explorers, leading armies to subdue the barbaric orcs, and drive off the remnants of Chaos. Many served under his banner, and so he gained followers from all over Ulthuan, who could personally attest to his bravery, his skill at arms, and his honour. He personally met with the Dwarves, and was for a time ambassador unto them.

The Cult of Pleasure

But when Malekith returned from his expeditions to what humans know as the New World, he found Ulthuan had changed during his long absence. The Cult of Pleasure, a hedonistic movement, had slowly spread throughout Ulthuan in the wake of such newfound prosperity, and through it the worship of Chaos had returned. Elves had abandoned their ancestral gods to pay homage to the Lord of Pleasure himself, hermaphroditic Slaanesh, and there were rumours of decadence, live sacrifices, and obscene orgies and rituals.

Bel Shanaar, unsure of how to combat this new threat, turned in desperation to his friend Malekith. The son of Aenarion was the only one he could trust to battle this evil. Malekith began his work in Nagarythe, in Tor Anlec itself, and there uncovered a nest of vipers, a huge coven of Slaaneshi worshippers led by his own mother Morathi. Malekith denounced and imprisoned them all, even his own mother, for the sake of his duty.

Malekith continued his purge, spreading his influence into the other kingdoms. The headquarters of the inquisition were in Athel Kanya, a small fortress in northern Nagarythe, and no one could predict who would be dragged away to answer to them. Devotees of the Cult of Khaine, the terror the inquisitors inspired was immense. But the Nagarythi were

displeased by what they saw as their persecution, now with their own lord seeking out traitors amongst them and imprisoning their revered High Priestess.

A Hero Fails

In latter days, it was said that Malekith had been insane, that he had hidden ambition and deceit under a mask of honour, and that his goal had always been the crown. But Malekith's nature was undeniable – he truly was the foremost of Elven heroes of the time. However, his pride, his honour, and his greatness would be the keys that led to his own downfall. Bel Shanaar was a great king, but there was no doubt that their relationship was uneven, for Malekith was one of those marked by destiny for greatness, and he stood head and shoulders in all respects above his friend. How could doubt not emerge, under such conditions? How could Malekith not begin to consider himself the greater of the two, when he so clearly was?

Upon his return to Ulthuan, the truth became more and more self-evident. Bel Shanaar had failed to suppress the Cult of Pleasure that was tearing his nation asunder, was incapable of doing so. The role of a king was to lead his people as the foremost amongst them, but Bel Shanaar had never done so. It was Malekith who had led the armies, made alliances, and now had to exorcise this cancer from his people. Morathi it was who tipped the scales. When Malekith discovered she was the High Priestess of the Cult of Pleasure, unwilling to arrest his honoured mother, she poisoned his ear with the same words that had poisoned his father's. Bel Shanaar was weak. His rule had led Ulthuan to the brink of civil war. He had failed to excise the Cult of Pleasure. Why should he rule, instead of Malekith?

The doubts that had been growing in Malekith's mind for centuries took full form as the honeyed poison of his mother's words assailed him. And those doubts consumed him as he agreed to her suggestion – the Cult of Pleasure could be turned to serve him. All he had to do was ally with it, and the crown could be his. It would be so easy to drive it out after he had become

King. Malekith made his choice – he freed his mother in secret, and his inquisitors began to remove his political enemies, those who might work against him when the time was right to make his move. There was no limit to whom they would take – even the High Prince of Saphery was arrested on false charges and imprisoned in Athel Kanya, to rot there while Malekith gained the throne and finally stabilised his nation.

The Fateful Day

It was in midwinter, in the 1668th year of Bel Shanaar's reign, that events finally came to a head. Civil unrest in Nagarythe was at a high, and soon it was feared it would become civil war. The Council of Princes met in the Shrine of Asuryan for the Feast of Light, the midwinter religious festival, and on the day after the feast they would decide how to avoid the catastrophe of war. That day would never come, as the Feast of Light that year became the day in which history irrevocably changed.

Malekith knew this was his chance to take the throne. All the pieces were in place. All he had to do was convince the other Princes of Bel Shanaar's incompetency. As the feast was to begin, the High Prince of Nagarythe stood up, raised his glass – and denounced the Phoenix King bitterly. He told how Bel Shanaar's ineptitude had ruined Ulthuan, how he had allowed the Cult of Pleasure to grow with his inaction, had as good as allied himself with it and had led the Asur to the path of destruction. The Princes were horrified by the disrespect of Malekith's words, but more horrifying to all was when the Phoenix King, intending to reply, instead toppled over. He had been killed by poison in his goblet. None will ever know how Bel Shanaar came to be poisoned. Some say he took his life; others say that Malekith poisoned him. Still others hold that Morathi herself had been responsible, creating the final catalyst for what would unfold without anyone's knowledge.

In any case, chaos reigned. Malekith may have had some hold over the Princes before, but now they believed he had murdered the king, and turned upon him. Malekith was forced to

defend himself, and what should have been a bloodless coup turned into a bloodbath. When the fighting ended, many of the Princes had been slain, and the rest had surrendered to him, cursing his name as the vilest of traitors. But Malekith knew what he had to do, and entered the Flames of Asuryan. In that furnace, the god would absolve him of his sins and pronounce him the rightful king. Malekith truly believed that he would be the next chosen of Asuryan, but as he entered the flames and the horrific screams sounded, it became obvious that this would never be.

Somehow, a charred and deformed Malekith managed to fling himself from the flames, to collapse, naked, skinless, at the verge of death, before the shocked Princes. Morathi emerged and spirited the barely living High Prince away, flying by pegasus to Nagarythe. On that day, the King had died, and his greatest champion had fallen. On that day, the Sundering began.

The Forces Muster

It was now obvious to the few remaining Princes that Malekith would return, at the head of an army. A new Phoenix King had to be chosen. Swiftly, the Princes analysed those who were still alive, looking for a new king who could lead them as a symbol, and as a great warrior. They chose Imrik of Caledor – grandson of Caledor Dragontamer, and brother to three who had perished that day: the High Prince of Caledor, the Phoenix King, and his consort. Imrik was absent hunting the mountains of Chrace, and so had survived that day, but it was hoped that his valour and symbolic qualities would make him an excellent leader, and that his well known lack of political experience would make him easily manipulable – the perfect figurehead.

Meanwhile, as Malekith raved and screamed in Anlec, still tormented by the agonies of the flames, Morathi took command in his stead. She swiftly unified the forces of Nagarythe – the Cult of Khaine, strong right hand of Malekith, and the Cult of Slaanesh, his left hand. She spread disinformation throughout Ulthuan, lies and truth

intermingled together, and chaos reigned as the lords had to decide which of the two opposing sides to support. The Princes were spreading their own propaganda, and so no one was sure of the truth.

The forces of both sides rushed to Chrace, where the newly proclaimed Phoenix King was. The Princes reached Imrik first, proclaiming him to be the new leader, and telling him of what had happened. But shortly thereafter a force of Nagarythe assassins dispatched by Morathi from the Forest of Tari located them and attacked. Had fate not intervened, the Phoenix King would have perished long before his coronation, and without a leader the Princes would have easily been overthrown. But a small band of Chraccian huntsmen were in the woods, having just completed the rite of manhood for the young Unthwe Windrider, and they intervened. With their aid, Imrik survived the assassination attempt, and, adopting them as his defenders, journeyed south for the coronation.

Imrik passed through the flames and took the name Caledor, after his illustrious grandfather. Immediately he began mobilisation for war, knowing that it was now inevitable. On the day before Caledor would have had his ceremonial marriage to the Everqueen Nairalindil, word came – the armies of Nagarythe had invaded Tiranoc through the pass of Malinand Londe, surely headed for the great metropolis of Tor Anroc. Forgoing the marriage, Caledor departed immediately for the front lines. The Sundering had begun.

Magic's in the Air.

By NZBFMB

The current magic phase has become more predictable than a Goblins chances against a Blood Thirstier. Players calculate how they are going to use their power dice before the game starts and casts in the exact same order ever single turn. Man it drives me nutty (well its one of the many contributing factors to my current mental state). By the third turn I'm ready to throttle my opponent or breaking down and sob like a little girl all over the gaming table (not recommended when you have a few units of spearmen below you).

What we need it something similar to the unpredictability of the 5th edition magic but still having 6th edition's spells and balance. So the following rules have been created to improve the 6th edition rules by adding the element of uncertainty back into magic. Please note these rules are unofficial. As Games Workshop would put it:

The following rules have not been play tested as thoroughly as the ones presented in the rule book and are not necessarily as balanced or fair (even though that was my goal when making the rules). Consequently, you must agree with your opponent about whether you can use them or not before the battle begins.

THE RULES

The basic rules stay the same for the magic phase. Legally I cannot reproduce the rules here so the following sections override the given sections in the rule book.

POWER DICE (page 135)

Replace the table showing how many power dice you generate with the one below.

Power dice chart

Level	No. Of Power Dice
Basic	D3
Each First Level Wizard	D3-1
Each Second Level Wizard	D3
Each Third Level Wizard	D6
Each Fourth Level Wizard	D6+1

DISPEL DICE (page 136)

Dispel dice chart

Level	No. Of Dispel Dice
Basic	D3
Each First Level Wizard	D3-1

Each Second Level Wizard	D3-1
Each Third Level Wizard	D3
Each Fourth Level Wizard	D3

DWARFS (page 138)

Due to the Dwarfs' natural resistance to magic, they generate 2D3 Dispel dice each turn (note roll 2xD3 and not 1xD6). For every Runesmith or Runelord in the army, the Dwarf player may add and addition D3-1 dispel dice.

Each D3 or D6 should be rolled for every magic phase, not at the start of the battle this represents the winds of magic fluctuating in power (similar to the old 5th edition rules).

All other rules stay exactly the same. The maximum dice to cast stay the same, the dispel procedure stays the same and even the irresistible force rules stays the same.

The proof this is balanced

Before you go dismissing these rules as some baloney cooked up by a 6 toes Hill Billy from down south, here is the logic behind the rules.

The long run average for rolling a D6 is 3.5 $([1+2+3+4+5+6]/6=3.5)$.
The long run average for rolling a D3 is 2 $([1+2+3]/3=2)$.

Consider these examples.

Example 1. Your army consists of 1 level 2 mage.

Under the old rules you would have 4 power dice (2 basic, 2 for the mage).

Under these new rules you would have 2 x D3 power dice. This averages out to 4 power dice. However the magic could fluctuate as high as 6 power dice or as low as 2 power dice (such are the winds of magic).

Example 2. Your army consists of 1 level 4 mage and 1 level 1 mage.

Under the old rules you would have 7 power dice (2 basic, 5 for the magic levels)

Under the new rules you would have D3 + D6 + D3-1. This averages out to 6.5 power dice.

As you can see these new rules will average out to around the same number as under the official rules. But you will get some turns where you have little magic and some where you have it coming out of the kazoo.

History Behind the Names

Our residential crazy man Lord E takes a look at the history behind many of the Warhammer names

Gilles le Breton (The first king of Bretonnia and the founder of the nation): André Breton was a French author.

Bretonni (bretonnians): The breton are a celtic people still inhabiting the peninsula of Bretagne in France.

Lady of the Lake (the goddess and patron saint of the bretonnians): In the tale of King Arthur, the Lady of the Lake was one of the celtic gods, the one who gave the Excalibur.

Bordeleaux (city): Bordeaux is the capital of Aquitaine in south western France and is known for it's wines.

Morgiana Le Fay, enchantress: Morgan(a) le Fay was Arthur's half-sister and a druid.

Green Knight: Green Knight was a seeker of the Grail in the Knightly tales. In the tales of the round table the green knight bested everyone trying to cross his bridge until Arthur killed him.

Louen Leoncoeur: The king of England Richard I was nicknamed Lionheart. (in French Coeur de Leon aka Leoncoeur).

Dwarfs:

Khazalid (dwarven literary language): in Tolkien's Dwarfish khazad meant dwarf.

Empire/Kislev

Sigmar Heldenhammer: Tolkien's ninth king of the Rohans was called Helm Hammerhand who got named after his strenght. The origins of the Sigmar name might be in the German hero called Siegfried.

Sylvania (Vampire province): Transsylvania is the place where vampires were thought to live. Vlad "the Impaler" Tepes lived there.

Bretonnia:

Luthor Huss: the great reformer Martin Luther's name combined with Jan Hus who was burned at stake by catholics.

Balthasar Gelt: Balthasar was one of the three wisemen from east in the Bible. Gelt is jiddish and means "money" (and Balthasar is a alchemist who makes gold).

Kossars: Name comes from cossacks. But the Kossars are more like the Khazars who were descendants of the Hun and controlled the south eastern Russia in the 700th century.

Mongols: Mongols, a nomad people who were led by Genghis Khan and conquered half of the world (very roughly).

Tzarina Katarin: Katarina the Great, the tsarina of Russia (1729-96).

High elves:

Aenarion: Anarion was the other son of Elendil, brother of Isildur.

Lizardmen:

Itza (city): Chichén Itzá is a former maya city in the peninsula of Yukatan. Ruins now.

LostErikson (founder of Lustria): Erik the Red found North-America (Vinland) about year 1000.

Amaxon (river): the river Amazon flows through South-America.

Skinkit: Scincidae, a species of warm lizards.

Saurus: means lizard in Latin.

Kroq-Gar ja Grymloq: Grimlock was the leader of the dinobots in Transformers and Kroq-Gar sounds like the leader of Junkions, Wreck-Gar.

Orcs & Goblins:

Orcs are a mean race made of tortured elves by Morgoth.

Dark Elves:

The Witch King of Naggaroth Malekith: One of the Nazgul, the Witch King of Morgul. Malekith is one of the bad guys in X-men, the king of the black elves and arch-enemy of Thor.

Hordes of Chaos:

Crom the Conqueror: Crom was a Cimmerian god in Robert E. Howard's Conan the Barbarian..

Azazel, Daemon Prince of Damnation: in the Middle Eastern religions Azazel is one of the daemons. (3rd book of Moses 16: 8–26)..

Galrauch: Glaurung was first of the dragons in Tolkien's tales.

Wood Elves:

Orion (king of the forest): Orion is a constellation and a legendary hunter in the Greek mythology..

Loren (forest): (Loth)Lorien in Tolkien's tales. Tolkien probably took the name from Elsass-Lothringen, which is an area between Germany and France.

Treemen/dryads: ents and huorns?. Dryads of spirits of the forests in the Greek mythology.

Undead (Vampire Counts & Tomb Kings):

Vlad von Carstein: Vlad "the Impaler" Tepes was one of thei Romanian counts. He impaled his enemies and forced their relatives to eat them.

Lahmia: Lamia is a crossing between a beautiful woman and an animal (usually a snake) in the Greek mythology.

Neferata: Nefertiti was one of the queens of Egypt.

Heinrich Kemmler, Lichemaster: Heinrich Himmler was the commander of Reich SS.

Valley of the Kings: Valley of the Kings is a valley in the former capital of Egypt, Thebes, nowadays known as Luxor..

Melkhior: one of the three wise men of the East..

Settra: A combination of two Egyptian gods Set and Ra.

Ushabti: Ushabti is an egyptian humanoid sculpture.

Dogs of War/Regiments of Renown

Pirazzo: Francisco Pizarro was a spanish conquistador.

Birdmen of Catrazza: Robert Stroud was the birdman of Alcatraz, who raised birds and did research about their diseases while being in prison.

Luccrezza Belladonna: Lucrezia Borgia was an Italian poisoner, sister of Cesare Borgia. Belladonna is a poisonous plant.

Sekalaiset:

Araby(country): Arabian is a language and the biggest peninsula on Earth. Arabian culture covers who North-Africa and most of the Middle East.

Ind(country): India.

Cathay (country): Cathaia is the ancient name for China.

Nippon (country): Japan is Nippon in Japanese..

Marco Columbo: An explorer, name is a combination of two explorers, Chrisopher Columbus and Marco Polo.

Leonardo di Miragliano: Leonardo da Vinci (1452 - 1519) was an Italian general genius in the time of the Renaissance. The surname Miragliano might point to FB Leo's miraculous inventions.

Citizen Levy

Asur.org



An Exciting New Army List by Bob of Yvresse

(and one of the signs that he has been visiting Ulthuan a little too frequently) 😊

Bob of Yvresse has apparently been bored, very bored indeed – for he concocted the Regulus Kingdoms – an ‘army list’ featuring rules for each of the Lores and then who knows what? In this special preview – you’ll get to see the work in progress for each of the Lores, and who knows who the final product will be? But I can guarantee you will some more next issue.

Regards,
TimmyMWD

Loremaster Asmodeus
M WS BS S T W I A LD
5 03 02 3 3 2 3 2 10

Equipment: *Scythe*

Special Rules:

Idiots Beware: Asmo causes terror in stupid units but they hate him for the verbal bashing he dishes out.

Destructive Rant: Bound spell level 6, Asmo unleashes a barrage of rhetoric. Can be cast on any enemy unit within 12 inches. Target suffers D6 S5 wounds, no ward saves; targets that are stubborn or stupid suffer 2D6 hits instead of D6.

Scythe: In the hands of Asmo, this scythe confers +1S, and causes D3 wounds for each unsaved wound in stubborn or stupid models.

Loremaster Calarion
M WS BS S T W I A LD
5 01 01 3 3 2 3 2 9

Equipment: *Pencil*

Special Rules:

Lord of the Fluff: If Calarion is present in your army and your opponent's army isn't fluffy; Calarion, any unit he leads, and that uses his Leadership characteristic gains ‘Eternal Hatred’ towards the enemy.

The Fluffy One: Calarion gets a 2+ ward save against anything he deems unfluffy.

Pencil: Calarions skill with a pencil confers itself in the sense that he can re-write the enemies fluff. In-game terms this counts as a Killing blow of 5+ against all models and monsters of all sizes. Also, once per game Calarion may choose one of his characteristics and increase it by D6, to a maximum of 10.

Loremaster Elthair
M WS BS S T W I A LD
5 02 02 3 3 2 3 2 9

Equipment: *Elthair is mounted upon a Great Eagle.*

Special Rules:

Tactics Master: Any army fielding Elthair may only include Ellyrian Reavers, Great Eagles and small support units.

President of the “I love Great Eagles” club: If a Great Eagle dies in an army that fields Elthair he must take an immediate panic check, if passed Elthair will hate the unit that killed the Great Eagle.

Citizen Levy

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Loremaster Regulus

M WS BS S T W I A LD

5 01 02 1 1 2 3 2 9

Equipment: *Mirror, Yorricks skull, and a Colgate Smile™.*

Special Rules:

Melodramatic: Once per game Regulus counts as removed from play, as he enters a stage of intense melodrama where he questions his existence and his purpose in life. -5 Weapon skill and -9 initiative to all models within 30 inches for that turn

Entourage: D6 mirror bearers, and little narcissists accompany Regulus.

Pansy diplomatist: Every turn a D6 is rolled. If a 6 is rolled Regulus has used his dramatic empathy to convince both armies to put down their weapons, and hug.

Dramatic Departure: Roll a D6 at the start of each of Regulus turns, if you roll equal to or under the current game turn the General leadership radius expires (Regs leaves). But on a 4+ the following turn it comes back (Regs returns)

I shall never return: If Regs 'dies' or flees off a table edge, on a roll of a 4+ he comes back (Roll each game turn).

Lord of the Flagpole: In each phase of each player's turn roll a D6, on a roll of a 2+ Regulus swaps sides.

Loremaster Ricold

M WS BS S T W I A LD

4 02 02 3 3 2 3 2 10

Equipment: Dogs of War Pike

Special Rules:

Wrath of the Pure: If your opponent cusses, for the remainder of the game you get a bound spell that goes off once each magic phase: Power Level 6, Range 40" Target enemy unit, D6 S5 hits and you may pick out individual targets.

Loremaster TimmyMWD

M WS BS S T W I A LD

5 03 02 3 3 2 4 2 10

Equipment: *The Beanie of Power*

Special Rules:

"Hardcore non-sell out Rapper": Due to not selling out, Timmy can re-roll all Leadership tests

Intrigue at the Council: At the beginning of the battle after Intrigue at Court has been determined. On a 4+ Timmy replaces the chosen general.

Beanie of Power "One Beanie to rule them all...": Timmy has come into possession of the 'Beanie of Power' and as such has the ability to rule weak-willed mortals, any enemy models within 12' must try resist Timmy's power. Both players roll D6, the opposing player adds the D6 result to the units LD characteristic (may not use a General's leadership), and the controlling player adds the D6 result to Timmy's LD, if the controlling player's result is equal to or higher than the opposing player, the unit is now under his control.

Special Thanks: NZBFBM and the Loremasters