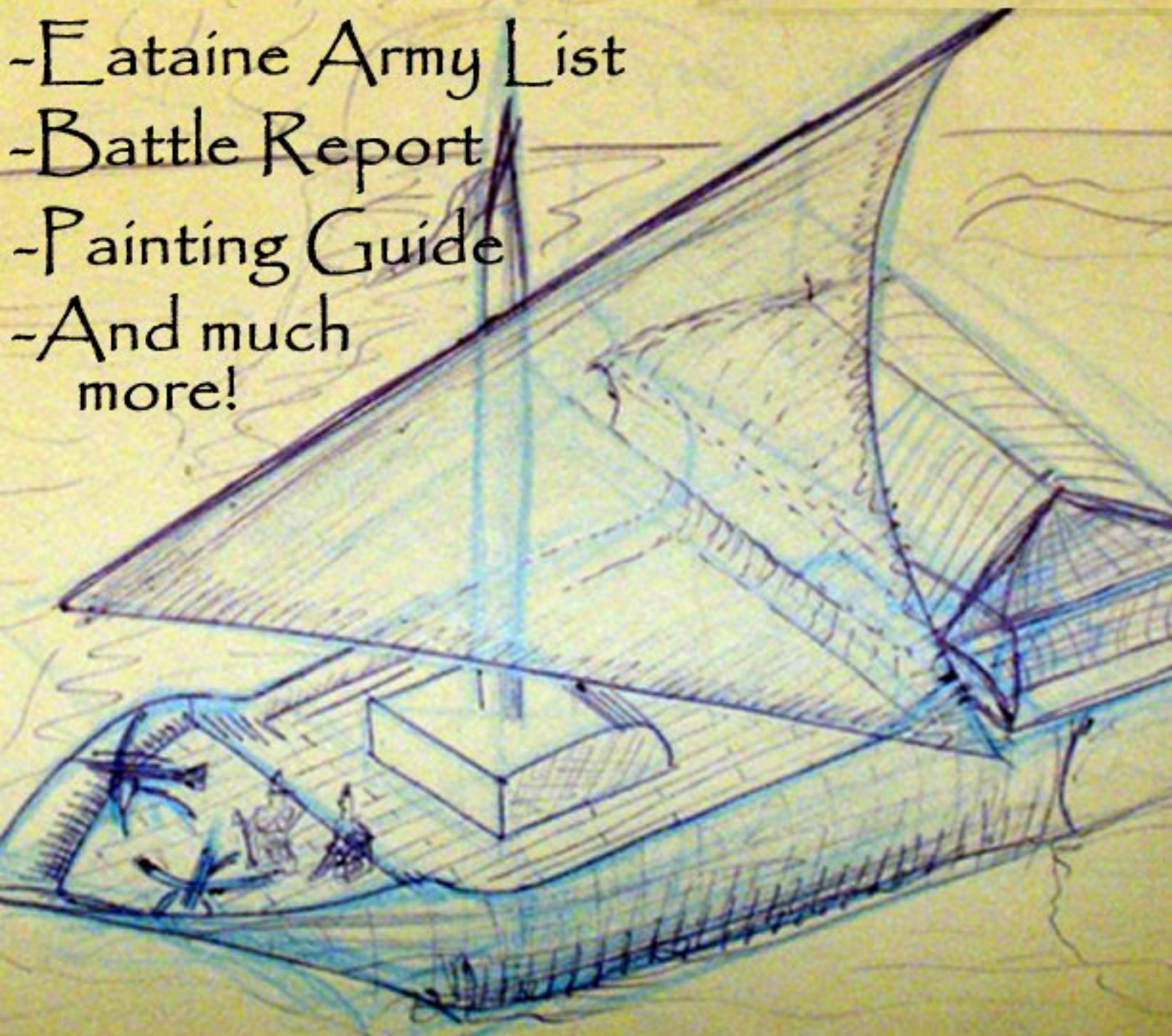


Citizen Levy

Issue 6

April 2005

- Eataine Army List
- Battle Report
- Painting Guide
- And much more!



The Citizen Levy

The Official Magazine of Asur.org

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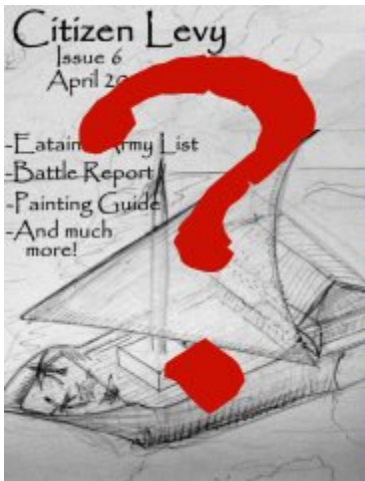
Editor In Chief: Tyrion Reaper

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Issue 6
April, 2005

Intrigue At Court

Events and Politics At Asur.org



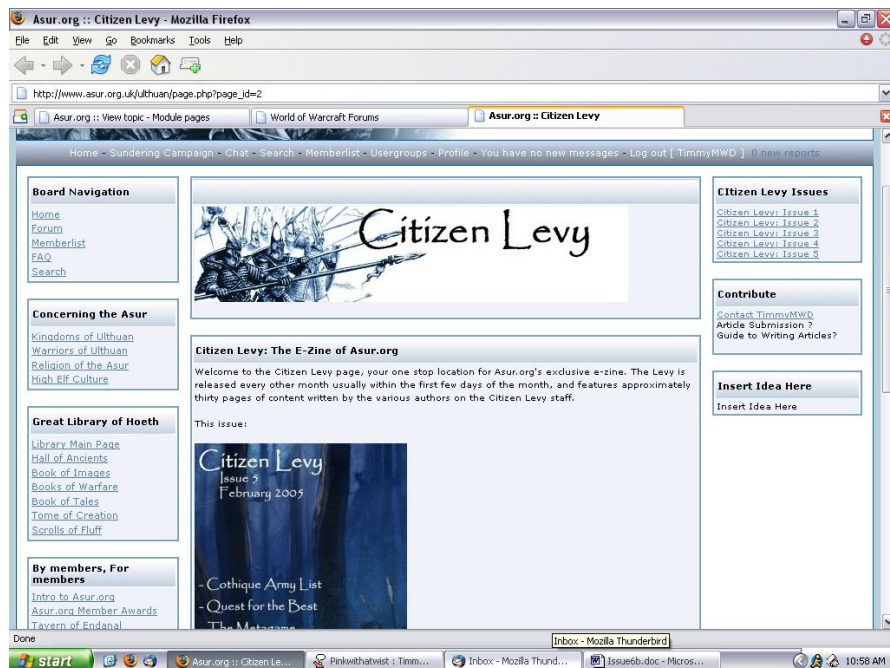
Next Issue: One Year Anniversary

Next issue will mark one year of the Citizen Levy's existence, and we promise it will be a great issue. It will be chocked full of painting information, the Ellyrion army list, Battle Scroll information, the tale of prepping for a tournament, and much much more. Of course, we're still open to contribution, so please contact TimmyMWD if you wish to submit an article for the June issue of the Citizen Levy.

New Pages

Over the course of the next few weeks Asur.org will be cleaning out the clutter and implementing a new module system for some of its pages – all of the current .html pages will be put into the database that the site uses, and we will use a page 'template' to structure everything.

It will mean there's a lot less files, and would allow for some potential user created pages. For example, it would mean that Caledor could potentially make a page with tons of provincial fluff information, etc. To the right is a picture of a test page of the system – and yes eventually the Citizen Levy will have its own page rather than just a listing of the issues on the sidebar.



This month's cover art comes from LochNESS



Image 1

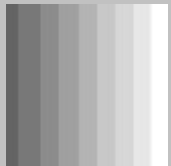


Image 2



Image 3



Image 4



Image 5

Lothorn's School of Beautiful Arts: Layering

By LochNESS

Welcome to the first of a series of articles covering basic painting techniques for miniatures. In these articles I will cover all kinds of techniques and situations you will come over when painting miniatures. Naturally this series will be focused on painting the Legions of Ulthuan but the techniques taught, will given so you can use these techniques on other armies as well. In this article I will cover one of the two main ways to highlight a miniature. This technique is called layering and thanks its name to the fact you apply lots of thin layers of different shades on the model giving the impression there is one fluid transition. The best way to show this is in the example [image 1].

You can see in the large version the different colours used to shade the colour blue. You can easily see the first shade is dark blue, the next is a lighter shade of blue etc. However, when we make this very small it looks like a natural transition. The same goes for the example with grey [image 2].

Ok, now we have had the basics on the layering technique we can start looking at how we apply this technique when painting a miniature. For this first article of Lothorn's School of Beautiful Arts, I've chosen a standard rank and file trooper all our members will probably know. A High Elf archer, from the 6th edition boxed regiment set.

After the model was assembled and the mould lines were removed the model was given a white undercoat. For High Elf troops I prefer white undercoat, because colours tend to be brighter and more pure on a white undercoat. However, when you want a more dark or natural feel a black undercoat will do (for example humans, chaos etc). After this is done we have the following result [image 3]

Now it's time for the real work, the model was first given a colour of the darkest shade (as it's easier to paint higher parts then put your brush in the recesses) chosen for the fabric. For most colours it's wise to have 3 shades, a dark shade, a medium shade and a light shade. However, for the extremes of the colours (black and white) mostly one shade/highlight will do else you will end up with a grey result.

For the archer I've chosen the standard High Elf army book colour scheme, in whites and blues. The largest part of the model is made out of white so best would be to start with these parts. To get a nice white I picked for the base colour fortress grey and painted all the parts that will end white with this paint [image 4]

After this it's time to apply the lighter shades. When you are a beginner, don't worry about applying lots of layers, this will only frustrate your work because it takes lots of time and patience. It's best to apply in those cases just the dark, medium and light layer. As you paint more and more model you will find you will be able to paint faster and faster and be more precise at the same time as well. Then when you master the 3 layers continue by mixing the different and applying more shades between the layers of pure colours. In the case of white and black this is tricky and you must mix colours to get a medium shade. In the case of black, a mix of codex grey and black. And with white, you'll need a mix of fortress grey with white. For the archer we only have to deal with white at the moment so I mixed a little white in the mix and applied this on almost the complete model, leaving small areas of pure fortress grey to function as the first shade. After you have applied a few layers you will get the following result [pic 5] Be careful not to hit any of the darker shades because fixing it will be harder and harder the further you come in the different shades.

Now it's time for the final layers on the white part. Mix some more white in the fortress grey for the following layers and apply paint to the model leaving again small lines of the former layers on the model so you create a transition as shown in image 1. Finally apply on the highest edges and centres of large parts the lightest colour (in this case white). You will end up with the following result [image 6]



Image 6



Image 7



Image 8

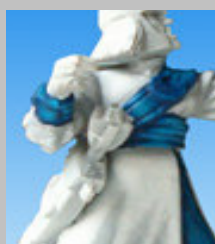


Image 9

The largest part of the model is now done and we can start focusing on the details of the model. This is the part that actually defines your army and your style. Are you willing to pick out all details or just fancy some quickly painted models it's up to you. But bringing out the detail, even as it takes lots of time is a rewarding part and makes the model and the unit look better.

Again, I'll start with the larger areas now remaining. The blue trousers coming from beneath the tunic and the cloth around the torso will be painted blue so this would be a good start to continue the miniature. Again, we'll go layering through the different colours. Most likely we want a deep, contrasting blue, that compliments nicely with the white robes. To get this colour, we'll start with Regal Blue, after that going through Enchanted Blue and finishing the highest highlights with Lightning Blue. Now I've chosen the colours which will be used on the miniature it's time to apply the base layer of Regal Blue [image 7]

Now we've started the base it's again time to start mixing. First we'll be going towards Enchanted Blue, so by putting a large blob of Regal Blue and mixing more Enchanted Blue with it for each step. Finally you go the other way around. And take a large blob of Enchanted Blue and add small quantities of that with the already existing mix until the difference is so small you apply a final layer of Enchanted blue. Because the surface is pretty small you will not have to take very many steps for this. [image 8]

Finally we go for the final highlights on the blue parts by taking a new blob of Enchanted Blue and mixing Ice blue with it. You can do some steps, but I wouldn't recommend many steps or pure Ice Blue as the area is small and the highlighting might start looking too overly done. However, this is a matter of taste so go your own way and try ahead, see what you like your army to look like. [image 9]

For the rest of the model, the same basic techniques were used. But for some parts more specialised techniques were used to create a nice (or fast) effect. These techniques will be covered in later issues of our beloved Citizen Levy. For all you people still curious for the end result see [image 10]

I hope you have enjoyed your first lesson, my young apprentices. And that already wise and experienced painters had something about this as well. See you for a next class in Citizen Levy 7, where we'll discuss colour theories. Be sure to check your books at home and be in time.



Image 10

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Jaeleth's Tale Part II

I immediately was pulled from my feet as a noose tightened around my waist and began to drag me along the ground. As I bumped along the ground, I lost consciousness.

* * *

When I came to, I was bound at the wrists and feet, and gagged, wearing nothing but a rag loincloth. I was lying near a pole in the middle of a large Druchii tent, along with five of my colleagues. Rophernel, Meandre, Swithik, and others besides. Besides my companions and I, there were two corsairs. One stood nearly 7 feet, and sported two wickedly curved swords. The other was of average height, and he also bore two swords, but his eyes were hazel, an uncommon trait for a dark elf.

They also each wore a sea dragon cloak. Looking at the swords again, I shuddered. The wickedly hooked and curved blades made even the most veteran warrior cry out when struck, much to the pleasure of their wielders. The two pirates were keeping watch over the prisoners, making sure they wouldn't be trouble.

I soon found that this was un-necessary, for when I attempted to sit up, I felt as if every bone in my body had been taken out and broken, then hastily stuck back together, I immediately sacked under the pain, letting out a gasp as I almost blacked out again. The Druchii pirates saw this and went over to inspect me, the first conscious elf.

They strode over to me and seized me under my arms, jerking me upright. Again, I almost blacked out from the pain. The two corsairs spoke in the harsh tongues of their race.

"This one looks barely over 50. Pah! Ulthuan really is getting weak, sending their children into battle. Still, he looks fit, and rather tough. I suppose that's why he woke up first. Mark him down for the earthworks."

With that, the Druchii who had yanked me upright simply let go, and I, not being able to support myself, collapsed under the pain, exploding back to unconsciousness.

* * *

I awoke to the harsh pain of a red-hot brand in the back of my neck, making me cry out and open my eyes. I was outside, lying in a line with my colleagues. Druchii were going behind us and branding our necks to signify where we were to be working. I struggled upright under my own strength. I was not gagged now, or bound. I only had iron shackles around my wrists.

Before the scent of charred skin had passed, I was hauled upright. I felt a little dizzy, but got over it immediately as I found myself looking into the eyes of another Druchii corsair. I felt a surge of hatred, my anger flaring. I could feel it in my eyes. I felt my fury building like a flame; a I channelled it towards the corsair. Yelping, the corsair clutched his backside, looking away. Startled, I wondered what had poked him. The officer looked down at his parchment, then took it to a nearby table, and spoke to the guard sitting there.

"It said here that he was tough, but nothing about being able to... no, I was just imagining things. Still he should be broken. I'll put him on the front lines with the Witch King's Black Guard. They'll make sure he's broken."

I shivered inwardly. The Black Guard. The Witch kings personal bodyguards. They never showed mercy, fighting with burning hatred, no matter whom they faced. I had seen it firsthand. I took pride in each one I slew on the field, knowing their respected combat capabilities. If I was to be digging earthworks for the Witch King... I'd rather be given over to the Witch Elves. Well, maybe not the Witch Elves, but... I shivered again. I wished that I wasn't even in this situation. I cursed myself for my clumsiness, as I re-lived the situation in my mind. I should have realized the danger, remembered the dark riders were still in the forest, and...

I was jerked back to reality by a harsh shove from behind, pushing me towards a wagon reined to two croaking cold ones. I decided then, that I would not be a slave to the will of the Druchii. I had the choice to struggle, and so I did. I thought about this long and hard, my fury building, a flaming rage once more. With a sudden click, my irons sprang open.

Briefly dumbfounded, I came to quickly and grasped my opportunity. I spun around on one leg, kicking my guard in the chest, reaching for his sword. Stumbling backward, weapon less;

the Druchii raised his fingers to his mouth, whistling twice to alert the rest of his kin. I quickly slashed his neck open, racing forward to retrieve my weapons and clothing from where they might be stashed. Suddenly two corsairs blocked my path, charging forward in hatred. I however, fought with the fury of a lion, disarming them both and running them through with their own weapons. I ran past them to a large tent, and I ducking into it. I got lucky, and found both my clothing and my weapons. I changed quickly, oblivious to the confusion outside. Suddenly, someone burst through the tent flap behind me as I shouldered my quiver. However, it was not who I'd expected.

Phalne, his hands free, stood before me.

"Jaeleth! Is this magic your doing? I thought we'd never get out of here!"

"Magic? Maybe I do have a talent... well, we're not out yet. Gather your belongings. I'll cover the door." Replied Jaeleth.

Drawing an arrow to my cheek, I aimed for the tent flap. A dark elf burst through just then, a repeater crossbow in his hand. I instantly loosed his arrow, hearing the sickening thud as it penetrated the windpipe of the warrior, felling him before he had a chance to fire. I went over to the dark elf and relieve him of his crossbow, shouldering my own weapon. I looked around the tent and saw two more crossbows, one of which I took myself. I thought I could do more damage if I had more shots.

"Right," said Phalne, who shouldered his own quiver, "Follow my lead."

Phalne nocked an arrow, and I made sure there were plenty of bolts in my crossbows. Holding one in each hand, I stepped out in front of Phalne into the open.

Calamity was everywhere. A dozen freed high elf prisoners of the Phoenix Company were fighting off two dozen of their Druchii captors, fighting as madly as I had before. Phalne and I immediately released a volley of shots into a pair of corsairs, felling them both. We reloaded, and fired again, felling another two. This recent act caught the attention of a lone cold one knight, who charged towards them. I drew my longbow quickly, and aimed with Phalne. We both drew back, and fired into each nostril of the croaking beast. The arrows went through to the brain, felling the foul beast, which toppled, crushing his rider underneath. Seeing the worsening situation of our comrades, we withdrew into the tent to confer.

"Phalne," I said, "What if we took the weapons and clothing of our comrades and escaped into the forest with one of those wagons. We could then come back and corral our friends, covering them as we escape. We'll have to move fast, but we can do it. What say you?"

"I think it's a cunning plan, and a good chance to save our friends. I approve. Let's move!"

So we stealthily ferried the equipment into one of the wagons, unnoticed by the cold ones reined to it, as they were intent on the blood that was being spilt over at the battle. Then, to the cold ones surprise, they were nudged to move. They obliged in their stupidity, trotting out into the forest. When we got out a fair distance, we released the cold ones, who stood still, dumbfounded. Phalne and I ran back to the clearing where the camp was pitched.

We saw that not a lot had changed since we left, the Druchii were pushing our company back, but one more of their number was dead. I loosed two bolts from each crossbow, felling four corsairs. Phalne loosed his own arrows with blinding speed, felling two more dark elves. We then went around the battle to our own lines, and herded our comrades towards the forest, their courage bolstered by the appearance of Phalne. I covered our retreat by firing as many bolts as I could while walking backward. When a suitable wall of casualties was formed and the Druchii started drawing their own crossbows, I turned and fled to the forest.

We reached the hiding spot and took off after everyone had gotten their own garments and equipment back. We were pursued by the blood lusting Druchii and a recently arrived group of shades. However, we now had the advantage of knowing the land, and that gave us a considerable edge. We were soon on our way south from Chrace where we had been fighting, heading too the mountains leading to Avelorn.



Eataine

Muster of the Asur Part 5

This is part five of the Ulthuan Themed List project. In this issue, we will be introducing the Eataine army list.

We encourage everyone to play test 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 play test, develop conversions for it, etc. and get back to us!

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 Eataine. The Themed List team has come up with lots of fluff for the specific units, the background of Eataine, the units, etc. Below are the full list of Eataine unit special rules, so as they will not have to be repeated in the list proper:

Army Special Rules:

Elite Archers: Archers and Lothorn Sea Guard from an Eataine army list may fire in two ranks, to represent the elite training that the members of Finubar's personal army receive.

Holy Warriors: Priests of Asuryan are warriors through and through. They are blessed by their patron god, and as such can release energies even though they wear armour. As such, Priests of Asuryan can cast spells even though they are in light armour.

Mark of Asuryan: If a Priest of Asuryan is killed in hand to hand combat, he will speak for one final time in his life, and call for Asuryan with his dying breath. This will summon the wrath of the god upon his slayer. The model that killed the Priest of Asuryan must take an immediate Leadership test or be slain by the Wrath of Asuryan, regardless of wounds or any saves.

Royal Guard: If joined by a prince or special character they become *Immune to Psychology*.

Immune to Psychology: Phoenix Guard know when and where they must fight, and will not leave under even the direst of circumstances. Phoenix Guard are Immune to Psychology.

Servants of Asuryan: Phoenix Guard have sworn a life of service to Asuryan, and this has not gone unnoticed by their patron God. Phoenix Guard have a 6+ ward save.

Sacred Blades: The blades of the Phoenix Guard are sacred weapons, blessed and branded with the rune of Asuryan when they are made by the Priests of Asuryan. Attacks made by a halberd count as magical attacks.

ARMORY OF EATAINE

Royal Halberd

These are the weapons taken by the Royal Guard, those who guard the Palace and Guests of the Phoenix King.

Mundane Item

Requires two hands, may be wielding on foot or on a steed. Gives the bearer +1 S, and is armour piercing.

HONORS OF EATAINE

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

Other Honours

All other honours from the High Elf list may be taken as normal, and do not make characters count as those from other provinces. If the Lion Guard honour is taken, White Lions become 0-2 special.

Comments on the nature of the Eataine List:

The Eataine list was a challenge for us. With a Sea Patrol list already in existence, we couldn't really approach Eataine from a Sea Guard perspective (especially since we just released the Cothique list). The idea of featuring it around the Phoenix Guard and the Temple of Asuryan floated around, but we concluded that it would not represent Eataine really (Lothorn in particular).

So we decided to have the Eataine list represent the personal army of Finubar – the garrison charged with defending the interior of the city and the palace of the Phoenix King. While it is similar to the main High Elf list it is also missing some units while we added an additional one – Swordmasters and Shadow Warriors are excluded from this list (and for good reason). Some may grumble that we changed the Phoenix Guard so much, but we felt that they should play a strong role in this army and in order to do that some changes were appropriate.

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

Lords	Prince Archmage
Heroes	Commander Mage Priest of Asuryan
Core Units	Archers Spearelves Lothorn Sea Guard (note the 0-1 restriction is dropped) Silverhelms
Special Units	Royal Guard 0-1 White Lions Ellyrian Reavers
Rare Units	0-1 Phoenix Guard Repeater Bolt Thrower Great Eagles

Priest of Asuryan	Points/Model: 90								
	M	WS	BS	S	T	W	I	A	Ld
Priest of Asuryan	5	5	5	4	3	2	5	2	9

Weapons: Hand Weapon, Shield

Magic: A Priest of Asuryan is a level 1 wizard, and automatically knows the Lore of Light

Options:

- May wear Light Armour (+4 pts).
- May choose a combination of Honours and/or magic items from the Common, High Elf, and Eataine magic items list, to a maximum total value of 50 points.

Special Rule: Holy Warriors, Mark of Asuryan

Royal Guard	Points/model: 13								
	M	WS	BS	S	T	W	I	A	Ld
Guard	5	5	4	3	3	1	6	1	9
Veteran	5	4	5	3	3	1	6	2	9
Steed	9	3	0	3	3	1	4	1	5

Unit Size: 10+ (5+ if on a Steed)

Weapons and Armour: Royal Halberd, Heavy Armour

Options:

- One unit may be equipped with steeds for +13 pt/model. Their mounts are Ithilmar Barded steeds.
- Upgrade one Guard to a Musician for +6 pts.
- Upgrade one Guard to a Standard Bearer for +12 pts.
- Promote one Guard to a Veteran for +12 pts.

0-1 Phoenix Guard

Points/model: 14

	M	WS	BS	S	T	W	I	A	Ld
Phoenix Guard	5	5	4	3	3	1	5	1	9
Keeper of the Flame	5	5	4	3	3	1	5	2	9

Unit Size: 10+

Weapons and Armour: Halberd, Heavy Armour

Options:

- Promote one Phoenix Guard to a Musician for +7 pts.
- Promote one Phoenix Guard to a Standard Bearer for +14 pts.
- May take a magical standard up to 50 pts in value.
- Promote one Phoenix Guard to a Keeper of the Flame for +14 pts.
- The Keeper of the Flame may take up to 25 pts in magical items.

Special Rules:

Stubborn, Servants of Asuryan, Sacred Blades



Lords the Setting Sun

A tactics article about the choice of characters and their uses
By Firehearth

Part one: The use of elven nobles in defensive armies

Throughout the many aeons of our history, our people have depended on the skill of our generals to safeguard them. Great heroics have been faced, many times have situations occurred where the skill of one man saved lives beyond count. Ancient elves like Aenarion, with power that make them resemble demigods have always pledged their lives in the service of Ulthuan.



Lesser warriors, yet still born with great warrior-prowess and charisma to lead a force now stand at the top of the chain of command. In the current edition they still have great effect on the result of the battle, even though our heroes and lords are considered overpriced by many and are far less skilled than many characters of other armies the same thing counts for them; use them well and they can win battles for you.



Basic principles of the use of characters:

When you employ characters, you always have to use them to support a certain part of your tactic. Preferably, the part of your tactic that is lacking and needs support to work efficiently. I will try to illustrate this with the following example

*A basic defensive tactic: This is probably as basic as things get, use your magic and repeater bolt throwers to force the enemy into advancing towards you. Allow them to bounce off a wall of spearelves, then counter-charge with chariots and cavalry and thus utterly crushing them.

As may seem clear to you, each single part of this tactic will have to work well in order for the entire tactic to be effective. If your shooting capabilities aren't strong enough or your opponent is able to outshoot you, he can easily hold his ground thus forcing you to advance. He'll force you to fight the battle on his terms, a battle which the unit you have selected are unsuited for. That's why your shooting capabilities will have to work efficiently. However, if you do manage to lure the enemy towards you but they break through your line of spearelves you'll end up in trouble too, your counter-charge units will discover the enemy to be behind them. Your counter-charge units will thus be out of position and in deep trouble. Another disaster. And if you spearelves do hold but your counter-charge isn't effective enough that means trouble too, your units will be stuck in close combat and as small as a high elf army is it will be quickly out-manoeuvred and outnumbered by the more numerous foes.

That's why your characters are so important, as they are able to support each part of your tactic in a way that a normal unit never could. As soon as you have chosen a tactic and the units to match it, try to identify the weaker parts in your tactic and support it with some well-chosen characters. However, there is a risk with this procedure. Because normally, it isn't characters that win you the game, but the troops. If you end up spending too many points on

characters that were to **support** the different elements of a tactic and too few on units that **enable** the tactic you're doing the wrong thing. Your troops are the foundation on which the pillars of the tactic rests, characters merely increase the solidity of that foundation. As soon as you start using more than 35% of the total point cost of the army on characters you really have to start wondering if this army will actually work, because most of the time it doesn't.



Young nobles of Elvenkind

High Elf commanders are highly versatile, they do well in many roles and have earned back many times their point cost in the games I've played with them if used well. As I've explained earlier you have to use them to support a certain element of the defensive tactic you intend to use. Here a several situations where the aid of a commander is useful and how you should use him in such a situation.

1. As support for your defensive units
2. As support for your counter-offensive units.
3. As support for your ranged units.
4. As support for your harrying units.

As support for your defensive units:

There is only one unit available to high elves (ignoring dogs of war) that is able to stand up to a cavalry charge or something similar that is undoubtedly coming your way in a defensive army, so I will limit my explanation to Spearelves. The problem with this unit is that it's frail, your opponent can easily eliminate the first rank in a successful charge gaining a large combat resolution advantage. Another problem with this unit is that it doesn't strike back hard, against low toughness opponents your S3 attacks will probably enable to you cause some good damage but as soon as you face enemies with T4 your attacks will likely do little to no damage. These are the two points a commander can support.

Turning the CC-results in your favour: Blessed Tome, Battle Banner, War Banner, Lion Standard, Lion Guard honour and the ability of a battle standard bearer each allow a commander to support the combat efficiently. As the advantages of these items are obvious I won't go into more detail about them. However, commonly known about high elves is that with their ordinary T3 they're mostly as frail as the your other troops. Your opponent has nothing to lose by explicitly targeting your hero in combat. In other words, there is a very good chance your hero will die when charged. Therefore I would employ the following things.

1. When using a battle standard bearer, I seriously suggest you mount him on a steed and don't let him get involved with the combats. His steed will allow him more protection and the speed to get out of trouble and ensure your defensive units are within range of his re-roll ability. If you really don't want to waste his fighting abilities, give him the armour of the gods, personally I think the risk is too great and I prefer to keep him on a steed and in safety but some disagree with me here.

A battle standard bearer combo I like to use: Commander Battle Standard Bearer, heavy armour, barded elven steed, Banner of Sorcery.

A battle standard bearer combo I like to use: Commander Battle Standard Bearer, Armour of the Gods, Sword of Might.

2. When using a standard commander you don't have any ranged close-combat affecting abilities so you have to keep him in close combat. As the job of this commander is turning the cc-results in your favour you've probably given him something alike to the lion guard honour or the blessed tome. These things make him expensive and a risk to your opponent, he'll probably favour targeting him over your

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normal troops. Never, ever lead him into battle with less than a 3+ save in CC, otherwise he'll likely die in the first turn. Try giving him a shield in addition to any other equipment, combined with and heavy armour he can switch to hand weapon and shield combination. It will definitely keep him more safe.

A standard commander combo I like to use: Commander, halberd, heavy armour, shield, Lion Guard.

A standard commander combo I like to use: Commander, Sword of Might, heavy armour, Enchanted Shield, Blessed Tome.



Providing some punch to your unit: Sometimes the strength of your spearmen will have no effect at all on enemy units, Ironbreakers and Chaos chariots ring a bell. No kills on your part will poorly affect the combat resolution. In these situations 3 S5 attacks, 3 S6 attacks or even 3 S7 attacks can be the best support possible for a unit.

After another unit of my silver helms had been slaughtered by a Noble with the Draich of Dark Power I started using this tactic myself, a hero with high strength will likely eliminate 1 or 2 enemies. Against overwhelming numbers this has little effect but against cavalry it is highly effective, it has little real influence on combat resolution (one or two points difference) but sometimes against small units combat resolution doesn't matter any longer. It allows you to be versatile and effective against multiple types of opponents. And giving a commander the Armour of the Gods and a great weapon sometimes might be the best decision possible, when faced with a near-indestructible Chaos Chariot one S7 hit will make all the difference, versatility is a beautiful thing when that occurs.

A killer commander combo I like to use: Commander, great weapon, Armour of the Gods



As support for your counter-offensive units:

For a successful counter-offence you need speed or power, preferably both. Tiranoc Chariots, Ellyrian Reavers, Dragon Princes of Caledor, Silver Helms fit with these descriptions. However each of these units have weaknesses that can cause them to fail their task, supported by a few well-chosen characters can save your day.

Supporting Dragon Princes of Caledor & Silver Helms & Ellyrian Reavers: Both units have a long charge range and hit hard in CC, however a WS of 4 or 5 becomes all too present with units nowadays and too often these units have to hit on a 4+ in CC. This will usually limit the casualties they cause to two or three, mostly insufficient to break the enemy. Also offensive units employed by the enemy will be cavalry if he is wise, in that case their high armour save can very easily ruin your day.

However the weapon smiths of Vaul blessed us with the relatively cheap Blade of Sea Gold, a character wielding will allow Dragon Princes or Silver Helms to be sufficiently effective against cavalry to break them most of the time. Or if you want to help yourself against higher toughness enemies that would threaten the effectiveness of the Blade of Sea Gold for example, a mere lance or great weapon will be sometimes just as effective and far cheaper.

I personally prefer the cheaper approach.

A counter offensive commander combo I like to use: Commander, great weapon, heavy armour, shield, barded elven steed

A counter offensive commander combo I like to use: Commander, Blade of Sea Gold, heavy armour, Enchanted Shield, barded elven steed.

If you are determined to see your counter-offensive work, there is one combo which 90% of the time breaks the enemy unit. You see, my problem with battle standard bearers (and probably also yours) is that it is very much unwise to give him a magical banner and stick him with one of your defensive unit he'll be stuck with a 5+ armour save. Way too vulnerable, and for a long time I never used the Battle Banner. However then I realised that if I couldn't use it in defensively, why not use it offensively.

Just stick him on a steed, allow him to accompany a unit of cavalry, let him hold the Battle Banner aloft and leave your opponents peeing their pants after a charge made by this unit. The 3+ save and the fact that he will strike first comes important here and allow the following combo to be both effective and efficient.

A counter offensive battle standard bearer combo I like to use: Commander Battle Standard Bearer, heavy armour, barded elven steed, Battle Banner.

Supporting Tiranoc Chariots:

If this unit is able to charge and if your roll well on the impact hits dice it hits bloody hard. However there are two "ifs" in that sentence. You see, if this unit gets charged instead you'll be able to attack back with 4 S3 attacks, not a great prospect. And if you fluff your impact hits dice rolls you won't do much good either. Fortunately in both circumstances a commander can save your day.

A charioteer commander combo I like to use: Commander, great weapon, shield, heavy armour, Chariot.

Another 3 S6 attacks can shake off most attackers while it can also superbly add to the charging attacks of the chariot. While being charged by any unit would've meant the death of the chariot otherwise, supported by a commander you're a lot safer.

Independently:

I like using these, mounted on a barded elven steed a commander usually has enough protection to take care of himself without any unit to accompany him and protect him with their bodies. Independently your commanders will take up less space and can easily charge between two of your defensive blocks, allowing him more choice in which unit to support in combat. On his own, a mounted commander is also more capable at taking care of skirmishers that might threaten your repeater bolt throwers.

The following combos I have described earlier are also effective when acting independently:

A counter offensive commander combo I like to use: Commander, great weapon, heavy armour, shield, barded elven steed

A counter offensive commander combo I like to use: Commander, Blade of Sea Gold, heavy armour, Enchanted Shield, barded elven steed.

A counter offensive battle standard bearer combo I like to use: Commander Battle Standard Bearer, heavy armour, barded elven steed, Battle Banner



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That's all for today folks, for those among us that have been yawning all the way: note that these tactics have been put together by no tournament player. These conclusions have merely been devised through friendly games with some buddies. I do hope that you've all enjoyed reading the article. I'd like to thank Shandiar, Joran and Elthair for discussing the tactics I've devised here with me as well as some of the wordings. Next month I'll look into the use of characters as support to your harrying and ranged units, until then and may Vault be with you.

A Captain's Log

Captain's Log, Day 1
Summerzeit, 1850

My name is Johannes Schund, captain of the *Graceful Swan*, a mid-sized merchant vessel in the Empire's employ. I have decided to begin keeping this captain's log to explain my various adventures at sea in full detail, as well as leave a written document that allows my name to live on. My crew and I have been commissioned by the Emperor himself to head for the fabled southern continent of Lustria, and trade with the savage natives for the gold that they seem to have in such bountiful supply. The journey is estimated to take a few months, and I can only speculate at what horrors we may face in those days. However, I am sure that the rewards of this expedition far outweigh the risks.

Captain's Log, Day 2
Summerzeit, 1850

Our second day at sea has passed rather uneventfully. My first mate, Klaus, suffered from a bout of sea-sickness as the waters became unusually choppy. His face has taken on a hue that matches his emerald eyes, and he refuses to leave the side of the ship as the sickness is spewed in torrents into the cerulean sea. It is indeed odd that the man still suffers from the illness every so often after travelling the seas for nearly twenty years, but I suppose his wiry frame and pale complexion denotes a weak constitution. However, he is still a firm friend, and I do not doubt his courage and dedication for a moment.

Captain's Log, Day 3
Summerzeit, 1850

As I write this next entry, the groans of the men can be heard even in the depths of my cabin. They had decided to empty a few barrels of ale last night in celebration of our smooth voyage so far. As I had expected, the men drank themselves into a cheery stupor, and today I have had to deal with their groans and sloth-like behaviour. Indeed, even I am still suffering from a minor headache, though it was far worse earlier in the day, causing me to be a little more lenient concerning my crew's idleness. Still, they have worked hard the past two days, so I suppose they may have one night of merrymaking every so often.

Captain's Log, Day 4
Summerzeit, 1850

It is the fourth day of the voyage, and I cannot help but express my frustration with one of my crewmen. Albrecht Lurtzeig, my navigator, was enjoying his pipe and a glass of ale on the deck when suddenly; he dropped his cup full of ale. The old fool cursed, and as he did his pipe fell out of his mouth, the embers within causing the spilled alcohol to light like lantern oil. Luckily, the blaze did not cause any damage, though Albrecht happens to be quite embarrassed. I swear to Manaen that if I did not require the clumsy idiot's services, I would have seen to it that he was thrown overboard.

Captain's Log, Day 5

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Summerzeit, 1850

Today was rather uneventful, and for that I am glad. If this voyage was to continue its current trend of small annoyances, I would have surely ripped my hair from my skull. One of the men claimed that he noticed a massive shape in the water, and within an instant, the rest of the crew began worrying that a Leviathan was hunting our modest vessel. However, the ignorant cowards' fears were never confirmed, and I can assume that the shape was either one of the huge fish known as whales, or simply that the man's eyes were playing tricks upon him. While the monster was nonexistent this time, the mention of the beasts could not help but make me wary of any large shape I am to see in the water. Indeed, one can never be too careful...

Captain's Log, Day 6

Summerzeit, 1850

Disaster! A small leak was found in the hull of the ship, and before we could make the proper repairs, our emergency food stocks were completely ruined. Luckily, we still have enough food to see us through the voyage, though it will need to be rationed severely. This turn of events has left the men incredibly disgruntled and me bordering on nearly uncontrollable rage, causing me to question if Mana'an truly favours our voyage. However, I must remain as stoic and aloof as possible, so my men will not notice my weakness. Like wild animals, some men will pounce on the leader if he shows any vulnerability...

Captain's Log, Day 7

Summerzeit, 1850

Today marks the first week of the voyage, and luckily we have met no problems as of yet this day. The lookout, Franz, spied a pirate vessel far off in the distance, but with Sigmar's blessing, the corsairs left us unmolested. This stroke of fortune seems to have left the men in better spirits, much to my relief. The low morale has plagued this ship for days, and even the slightest rise is a blessing. I can only hope our ship's luck continues to hold, though the heavy clouds that lay ahead on the horizon leave me slightly uneasy.

Captain's Log, Day 9

Summerzeit, 1850

A horrible storm has ravaged our vessel for the past two days, causing horrible damage to the masts and sails and the deaths of several of my crewmen, including Albrecht and Klaus. While I am glad to be rid of that idiot Albrecht, I am deeply saddened by the loss of Klaus. He had been with me since I had first become captain of the *Swan*, and he has never failed me in his duties. He will be sorely missed by both me as well as the crew, though I must now turn my attention to the matters at hand. I can only guess how far off course we happen to be at the moment, and I cannot even fathom how we are ever to return to our designated course. It seems the only course of action we may take now is to head for land and begin to lick our wounds, as attempting to continue on the open sea would be suicide. Indeed, with the death of the crewmen, I will have to take a much more active role in looking over the maintenance of the ship and will not be able to write in my log as frequently as I would like.

Captain's Log, Day 14

Summerzeit, 1850

Today Franz has spotted gulls to the northwest, a sure sign of land. This sign could not have been given at a better time, as the men have begun to become even more restless and disgruntled. In fact, the looks of hatred that have been directed towards me have made me begin to fear a mutiny. It is a sad fact that I can name my staunch supporters on my hand, so I am most certainly at the crew's mercy. However, with this new discovery my hopes as well as the crew's are high, and within a week I hope for all repairs to be finished on this discovered land and for us to find our way back on course. With dedication and a bit of luck, I believe this voyage can be salvageable.

Captain's Log, Day 15
Summerzeit, 1850

We spotted land within the early hours of the morning, and ever since the spotting we have headed towards it. Strangely enough, we never seem to be getting closer, though I assume this is only my imagination playing tricks on me. Some of the men have been muttering things about witchcraft and daemons when discussing the newly found coast, though these claims only comes from the mouths of the foolishly superstitious. However, a nagging voice in the back of my head cannot help but agree with them. Tonight there have been sightings of strange lights on the coast that would disappear and reappear sporadically, almost as if we were looking upon a different coast every few minutes. Nevertheless, we will continue with our current course, as we need to reach this land to begin the proper repairs. There is no other option, as any other action seems even more risky than our current one.

Captain's Log, Day 20
Summerzeit, 1850

Finally, by some odd stroke of luck, it seems that we have finally begun to truly approach the land. This event has greatly increased the men's morale, and I as well have felt some relief in the fact. However, Franz has spotted ships far off in the distance, which he says to be beautifully crafted and moving with ungodly speed. One man in his drunken stupor shouted something about elves, but no one paid him any heed. If anything, these new craft would most likely assist us on our voyage towards their pleasant shores.

I have heard rumours of an elven kingdom far to the west, where the flowers are always in bloom, and the summers are long and warm while the winters are short and mild. In all descriptions it sounds like a magical Eden, though no man can claim to have ever truly seen it. In fact, some claim that the elves are so protective of their homeland that any foreign ship seen within a hundred leagues of its shores is instantly scuttled. As far as I am concerned, these are fools' tales. Anyone who is even slightly educated knows that all the elves died out generations ago, exterminated by the dwarfs in a long forgotten war. Additionally, these craft have shown us no hostility, though Franz says that the ships have disappeared just several minutes ago. Strange...

Captain's Log, Day 22
Summerzeit, 1850

After traversing a thick fog for the past two days, we have finally reached land. The concealing mist was of no concern to a veteran sailor such as I, and it was only a matter of relentlessly pushing forward through the fog. The men are overjoyed that we have finally reached land, and they did not hesitate in rushing off of the ship. This land is beautiful, and like nothing I have ever seen before. The air is warm and relaxing, yet vast forests of conifers dominate the hilly landscape. It seems that we are in the foothills of some mountainous region, as further inland a mighty range of mountains could be seen. For all I know, we may

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have reached Lustria ahead of schedule, as this land is not marked on my map. I suppose it is possible that the storm had pushed our vessel forward with ungodly speed, though I doubt it. However, I will not question our good fortune, as this unknown land is a welcome surprise.

Captain's Log, Day 23
Summerzeit, 1850

The ships are back. They are of an alien design I have never seen before, and they do indeed move with unnatural speed. I assembled the men to greet them while I hurried to change into more noble attire in my cabin.-

I hear screams above. Heavy thuds can be heard above deck, as well as the sounds of steel on steel. Something is very wrong. I left my sword with one of the men, leaving me completely defenceless. The door to my cabin is locked; I can only hope the unknown attackers pass by my door...-

They broke down the door. They are tall and lithe men with odd faces and pointed ears. Their swords are slick with fresh blood. They approach me, their elaborate armour glittering in the lantern-light as their flaxen hair shone. Obviously my crew and I have made a horrible mistake. I wish for my family to know I love-

To the Phoenix King's Council,

This bloodstained and smeared article was found upon the remnants of the trespassing human ship off the coast of Yvresse. The last few paragraphs are scribbled in haste, as the writing seems to be much more frantic.

The humans had slipped past my patrols and had set foot on the southern coast near the Eatainian border. Seeing the threat, I ordered for those under my command to neutralize the threat. I am fully aware that my actions should have been approved by my superiors beforehand, and am prepared to face disciplinary action. However, I assure you that any competent officer in my position would have taken the same course of action in the protection of Ulthuan.

*Asuryan Bless Us All,
Captain Narional Yarthis of Eataine*

Swift, graceful, and ruthlessly effective, the navy and marines of Eataine are the first lines of defence against Ulthuan's seaborne invaders. Boasting the best navy and control of every sea known to man, dwarf, and elf, the fleets of Eataine are things of near myth. The nimble hawk and eagle ships barrage enemy vessels with fire from their Repeater Bolt Throwers and pepper the crews with arrow fire before closing in with the enemy ship and allowing the skilled marines to finish off any of those lucky enough to survive the first assault. This system of naval warfare has been perfected for many millennia, and it still is brutally effective today.

In fact, this method of nautical warfare is so effective; it is common practice for an army of Eataine to adopt the same style of fighting on land. The enemy is first assaulted by massed salvos of artillery and arrow fire, efficiently confusing and demoralizing the enemy. After this first stage of battle is complete, the elven army closes in with spear, lance, and sword, slaughtering any poor soul still alive. The tactic is both simple and effective, and much like the navy, the armies of Eataine have been fighting in a similar method since ancient times.

The Phoenix's Rage

By NZBFBM

This month sees the release of the Eatine army list. With all the new units and rules we thought it would be a good idea to take them out for a quick battle report.

This would be pretty simple for this battle so not too many complications are struck with new rules. The battle would be fought as a pitched battle with each force selected up to 2000 points. The new Eatine list would be commanded by Michael (NZBFBM), and he would face off against his long time opponent Paul (playing Dark Elves). So read on to find out how it unfolds.

The deck of the Hawk Ship rocked gently under the feet of Prince Golradir Narmolanya as it's bow sliced through the mirror like water without so much as a ripple. Around him five other Hawk Ships glided beside the flag ship.

In the distance his stern gaze picked out columns of sickly black smoke rising from the pristine landscape. "They have no regard for our homes or people" Ingwë Sárалondë solemnly noted beside him.

Prince Golradir turned to the mage. They had been through a lot together over the centuries.

"What do the stars say about the upcoming battle?" Golradir inquired. The mage sighed.

"The stars are unclear. But Asuryan's chosen accompany us. While they stand he will not abandoned us."

The ships glided to a halt on the sandy shores of the inner sea. The troops of the Phoenix King disembarked onto the beach under the watchful eye of Prince Golradir. They would meet this Druchii threat head on in the open fields. He would not let the Phoenix King or Ulthuan down, and suffer any more destruction from these Druchii scum.

Prebattle Thoughts

Michael: I hope those Loremasters know what they are getting into letting me out of my cage to fight a battle report for the Citizen Levy. By now you would have already glanced over the Eatine army list in this issue, and seen the army is full of rock hard elite units. With this being their first battle report, I wanted to show off as many of these new units on the battlefield as I can.

For my Lord choice I selected a Prince to provide some strong leadership and excellent fighting skills against anything tough I might come up against. With his combined of Armour of the Gods and Vambraces of Defence, he has a high re-rollable armour save and ward save, and should be able to take on everything short of a greater daemon. To provide the brunt of my magic attack I selected a level 2 mage. I gave him the Ring of Fury and Jewel of Dusk to bolster my casting ability in case Paul takes some strong magical defence.

Finally to round of the character selection is a shinny new Priest of Asuryan. The helm of fortune should give him some survivability (but not so much that his Mark of Asuryan rule won't

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come into effect). His job would be to support the unit he is with by tackling any enemy character the unit can't handle. If he dies I am not too worried, there is always the chance he will drag down his killer with him.

One of each core choice would provide a nice balanced base for my army. The new 'Elite Archers' rule makes Archers and Sea Guard a viable option for the army now. For my special choices, I have to get my hands on some of the new Royal Guard. With their Royal Halberds they were more than capable of chopping down infantry and Cold One Knights with ease. I chose to mount them on steeds for extra mobility and to flank the enemy. Reavers are another must to get rid of any pesky lose characters and slow down enemy march moves.

Finally two Repeater Bolt Throwers and some Phoenix Guard would round the army out. The Phoenix Guard are similar to Royal Guard but thanks to their ward save, have a higher survivability rate (but can't quite dish out as much punishment). But like the archers and Sea Guard, they are now much better for their point's investment.

There is much more I wanted to include but there were just not enough points to go around. However my army turned out to be bang on 2000pts, could this be a good sign?

The Plan:

I went with a simple approach to the battle plan. The Archers, Repeater Bolt Throwers and Sea Guard would lay down a hail of fire, targeting anything that could be a threat. This should be enough to lure the enemy towards me. The large units of Spearmen, Sea Guard and Phoenix Guard would meet the enemy head on and hold them up.

Mean while the Cavalry would secure the flanks before moving in to flank charge the held up enemy and break them. Well that's the plan at least. Only time will tell if it all falls into place.

CHARACTERS		15 Sea Guard , Shields (+1), Standard (12), Musician (6). 241 pts
LORD: Prince (125) Armour of the Gods (35), Vambraces of Defence (55), Halberd (6), Pure of Heart Honour (0). 221 pts		6 Silver Helms , Heavy Armour (+2), Shields (+2), Champion (14). 152 pts
		SPECIAL
HERO: Mage (95) Level 2 (35), Ring of Fury (30), Jewel of Dusk (15). 175 pts		5 Reavers , Musician (7). 92 pts
HERO: Priest of Asuryan (90) Hand Weapon and Shield (0), Dispel Scroll (20), Helm of Fortune (25). 135 pts		6 Royal Guard , Barded Steeds (+13), Champion (12). 168 pts
		RARE
CORE		16 Phoenix Guard , Champion (14), Standard (14), Musician (7). 259 pts
10 Archers 120 pts		2 Repeater Bolt Throwers. 200 pts
17 Spearelves , Champion (12), Standard (12), Musician (6), War Banner (20). 237 pts		GRAND TOTAL 2000 pts

Paul: With Michael using his High Elves, I knew I would be in for a hard battle. As she has played with them for many years (at least 8-9) she knew how to use them and how to exploit my mistakes (of which I make way to many some days).

I was pleased to be able to use my Dark Elves however, as I believed I could match him with them and every battle we play with elves seems to only leave a few models on the table at the end of the game (normally, around turn 4). Since playing DE against Michael, I have favoured a few combinations and as he still hasn't learnt how to deal with them all the time, I decided to take them again this time.

I started out by selecting my general. As I seldom find that a lord can make his points back, I chose to take two nobles instead of a Highborn. These were decked out with heavy armour, sea dragon cloak and halberd and with the general having the seal of Ghrond. These were both given chariots to give them some punch on the charge and the ability to negate ranks in a flank or rear charge.

These were backed up by two level 2 Sorceress', one with Darkstar Cloak and the other with Tome of Furion. This gave me 7 power dice to cast 5 spells, and while I knew I could only get off 3 spells per turn, I find the options are more plentiful with 5 spells.

To begin my troops I chose 2 units of 18 Warriors armed with spears, champion and standard bearer. While I normally like to include musicians, I have been recently finding that I need to remove them to restrict my points and so, suffer when I draw combats in the game. To round out my core choices, I selected two units of 5 Dark Riders with spears and musicians to threaten flanks and take on his Ellyrion Reavers.

As I knew that Michael would have Repeater Bolt Throwers, I chose a small unit of 5 Harpies to threaten these and hopefully take at least one out and maybe stop some march moves. I then choose two Reaper Bolt Throwers to combat Michael's and provide some long-range support (in the practice battle I actually had witch elves but I felt I needed some firepower and something that wouldn't die so easily to bow fire, so I replaced them).

With the main part of the army selected, I decided it was time to select a 'fun' unit or two. The first of these was a unit of 8 Cold One Knights with Champion and Standard Bearer with Banner of Murder. While this unit cost over 300 points on its own, it could ruin Michael's entire plan by crushing one unit and would be useful in the closing stages of the game when rear charges are available and a charge by even a half unit of these could win the game. With just over 200 points left, I decided to surprise Michael and choose a unit I hadn't taken against him before, a War Hydra. While I knew I would not be able to get the full potential out of him, he would hopefully scare Michael into tackling him and leaving the rest of my army safe.

The practice battle was a win to Michael thanks to me being unable to roll any dice over a 4 and so I have kept most of the same units as I felt that I couldn't justify any changes other than the Witch Elves for Bolt Throwers. Michael had taken a fully infantry army in the practice battle and while I didn't expect him to keep it that way, I was afraid as Michael doesn't seem to understand the idea of not changing much between the practices and battle report and so, was afraid he might grab a couple of new units and surprise me. There was nothing I could do to stop this and so, hoped my army could deal with anything he brought to the table.

With my army selected and some surprises thrown in I felt that I was ready to take on Michael and hopefully, come out on top.

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CHARACTERS	5 Dark Riders, Spears, Musician (7) 97 pts
HERO: Dark Elf Noble (70) Halberd (4), Heavy Armour (4), Sea Dragon Cloak (6). – Mounted in Chariot 84 pts	5 Dark Riders, Spears, Musician (7) 97 pts
HERO: Dark Elf Noble (70) Halberd (4), Heavy Armour (4), Sea Dragon Cloak (6), Seal of Ghrond (25). – Mounted in Chariot 109 pts	SPECIAL
HERO: Sorceress (90) Level 2 Wizard, Darkstar Cloak. 150 pts	5 Harpies. 65 pts
HERO: Sorceress (90) Level 2 Wizard, Tome of Furion. 145 pts	8 Cold One Knights, Standard Bearer; Champion; Banner of Murder 313 pts
CORE	1 Cold One Chariots. 95 pts
18 Warriors, Spears (0), Shields (1), Champion (10), Standard (10). 164 pts	1 Cold One Chariots. 95 pts
18 Warriors, Spears (0), Shields (1), Champion (10), Standard (10). 164 pts	RARE
	1 War Hydra. 220 pts
	2 Repeater Bolt Throwers. 200 pts
	GRAND TOTAL 2000 pts

Deployment



For terrain deployment, each player alternatively placed 3 pieces of terrain each on the field. Each piece was then scattered using 2D6 and the artillery dice. The Dark Elves had to contend with some impassable rocks on their right flank and a tower on their left flank. The rest of the battlefield was dominated by two forests, two hills and a large open area.

Michael: I won the roll to decide which table edge to use. After a long hard think I decided on the south side as it would allow me to spread my forces out and cramp together my opponent's forces in deployment.

I was relieved to roll a 5 for Intrigue at Court. My Prince valiantly stepped forward to take command of the army. My mage rolled on the High Magic lore and received Curse of Arrow attraction and Fortune is Fickle (and of course the free Drain Magic spell). Not the best result but not the worse either. And much to everyone's shock my Priest of Asuryan picked Pha's Illumination (bet you couldn't have seen that one coming). This would hopefully give him the edge in combat against those tough characters.

I won the deployment roll and opted to deploy first to try and ensure I could get the first turn. With the layout of the terrain I knew the enemy would be coming straight down the middle of the board. I set my infantry up here to face him. The Silver Helms took the right flank to face off against the Dark Riders, and the rest of the Cavalry took the left flank and would swing in behind the forest.

Now it was time for war...

Paul: With the centre of the board free of any terrain, I decided to place my Warriors, Cold One Knight and Chariots in the middle and tackle him head on. My Reaper Bolt Throwers were placed on either side of the middle and were available to provide support to both sides of the board. My Dark Riders were placed on the flanks and were charged with holding Michael's cavalry out from behind my lines.

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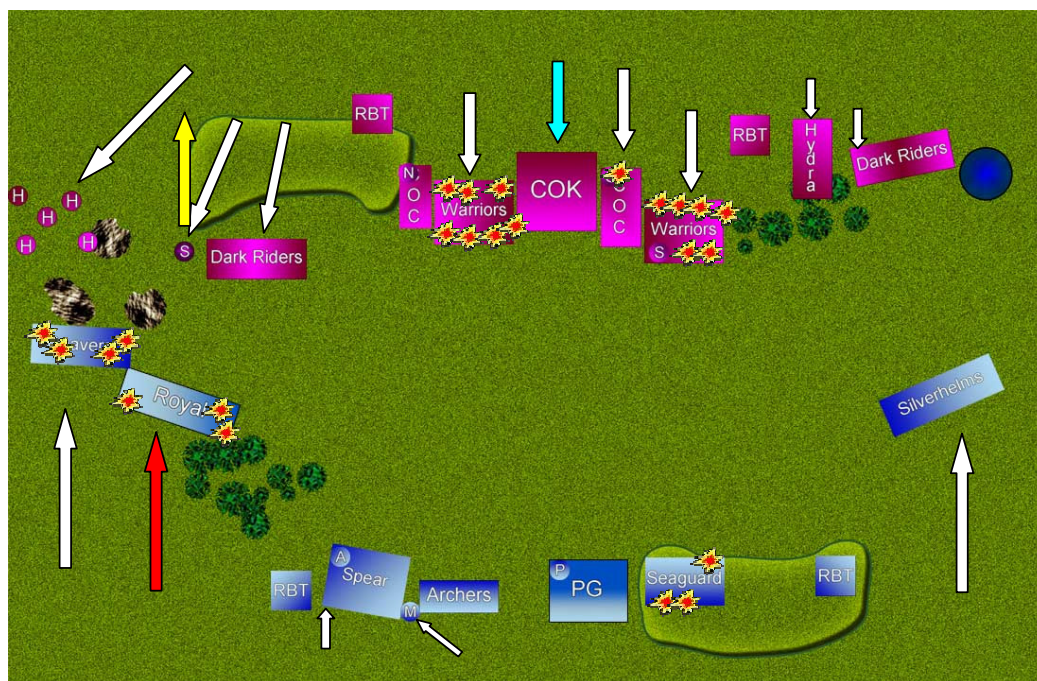
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I placed my Hydra on the left flank as I believed the Dark Riders would need help with the Silver Helms and it could then provide a threat to flanks and help distract Michael.

Finally, my Harpies were placed in the rocks on the right flank as it could get at the Bolt Throwers behind the woods and could help harass the cavalry on this flank.

For magic I rolled Chillwind, Soul-stealer and Dominion with one Sorceress and Chillwind and Doombolt with the other. The Sorceress with the Tome of Furion was placed in the left unit of Warriors, as it would let her target the Sea Guard with Chillwind and Dominion when she got closer. The other Sorceress was placed next to the right Bolt Thrower and was first tasked to take care of the Royal Guard with Doombolt and hopefully survive.

Turn One



DARK ELVES TURN 1

Paul: As I won first turn I decided that I did not want to be under the rain of Michael's Archers and so, moved everything that could forward towards the enemy. However, my Cold One Knights had other plans and proceeded to fail their stupidity test, leaving them behind the rest of my units and unable to do anything. My Harpies kept to the cover of a rock formation on the right flank and the Dark Riders set up to either combat his Royal Guard or threaten the flank of his Spearmen.

My magic phase was a mixed bag with Chillwind being dispelled on the Sea Guard but three Royal Guard were killed with Doombolt and Chillwind. My Reaper Bolt Throwers then came to the party and killed four Reavers and 3 Sea Guard. With the first turn looking like a good one, I ended my turn and hoped for some bad shooting from Michael.

HIGH ELVES TURN 1

Michael: Well I had a left flank when I deployed, but now it's all in tatters. This will put a serious crimp in my battle plans (both units are now below US5 and cannot cancel ranks bonus). But every cloud has a silver lining. My Royal Guard, to their narrow formation, were now in a position to charge Paul's Sorceress. The Sorceress seeing the folly of her ways fled back up the hill. I was confident enough that the Royal Guard could hold the Dark Riders counter charge, but the Harpies threatening their flank didn't help. My lone Reaver valiantly galloped forward to protect their flank and take the Harpies charge next turn.

In the centre of my battle lines the Spearmen moved forward and angled in towards the centre. Now that their flanking support was gone they would have to it all by themselves using the forest as cover from flanking units. The Mage moved forward into position to unleash his magic while still staying safe from incoming fire.

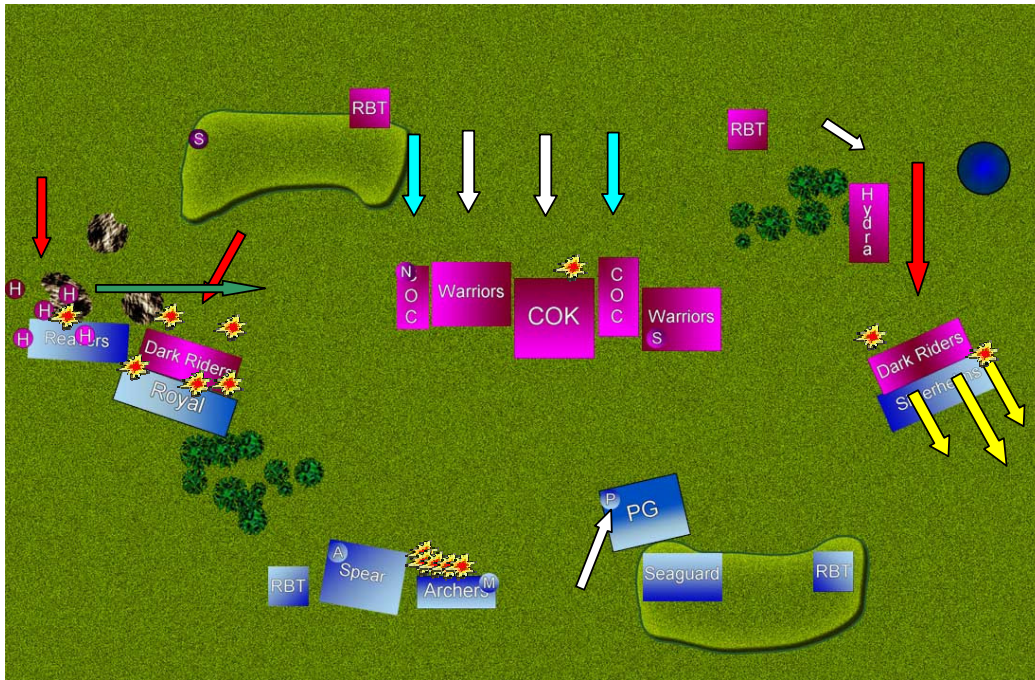
On the right flank the Silver Helms knowing they would never be able to out manoeuvre the smaller Dark Righter unit moved forwards daring them to charge. They armour should insure they will survive any charge and be able to strike down their evil cousins. Then I would have full control of the right flank to threaten the hydra or the rear of the Dark Elf battle lines.

The magic phase started in a flurry. My Mage unleashed the power of his Ring of Fury killing seven Warriors. Then he summoned the winds of magic to cast Curse of Arrow attraction on the other Warrior unit accompany the Sorceress. Finally my Priest tried to cast Pha's Illumination to free up power dice for the later stages of the game but this was dispelled.

It was finally time to test the Archers and Sea Guard in the shooting phase. But first, my left Repeater Bolt Thrower open fire on the enemy General's Chariot. The Single shoot sailed straight and true. The Dark Elf never saw what hit him as the bolt struck him killing him instantly¹. The best part was I still had a whole lot more firepower to come. The other Bolt Thrower on my right flank took inspiration from its comrade and fired a volley upon the Cold One Knights. However it seems I used up all the Bolt Thrower luck and not a single Knight fell.

Both the Archers and Sea Guard took aim at Warriors suffering from Curse of Arrow Attraction. However under the hail of fire power only six warriors dropped dead. Overall a good turn. It made me feel much better after Paul's onslaught of my flanks. But the Dark Elves were getting closer.

¹ Just to add insult to injury this is the 2nd time this has happened in my last 3 games against Dark Elves. The crew have been rapidly promoted.



DARK ELVES TURN 2

Paul: Well, that turn didn't go as well as I hoped. Michael's shooting proved to be as deadly as I thought and suddenly the game was looking troublesome. Both my Warrior units were down to nearly half strength and his ability to pick out my General was continuing (you would never believe how lucky he is at picking out my characters on chariots). It looked like I would have to have a good turn to end up on top. To begin with I took my stupidity tests and managed to fail with both Chariots. Not a great start.

Both my units of Dark Riders charged their respective targets, Silver Helms on the left and Royal Guards on the right. While this may not be general practice, I have found that with hatred and strength 4, the riders could hold their own with the more heavily armed cavalry. My Harpies also charged the last remaining Reaver as I did not think they could reach the repeater bolt thrower. The rest of my army moved forward.

My magic phase was very uneventful as both Chillwind on the Spearmen and dominion on the Sea Guard were out of range and my Chillwind on the Sea guard was dispelled. My bolt throwers managed to kill five Archers and one Sea Guard and then it was up to the combat phase to save this turn.

My combat phase turned out to be great and brought me back into the game. My Harpies managed to kill the Reaver and overran to end up behind the woods. Both my Dark Riders managed to kill one of their opponents and lose one, and both won their combats by 1. The Royal Guard stayed and decided to deck it out with my riders while the Silver Helms, obviously frightened by the ferocity of my riders, ran off the table and were pursued by my riders, who ended up with their flank facing the Bolt Thrower. With the game looking more even now, I was hoping of not another repeat of last turns shooting and hoped to get in some more charges next turn.

HIGH ELVES TURN 2

Michael: So much for elite Cavalry! My flanks and battle plan are in tatters thanks to some poncy Fast Cavalry ridding stolen horses. It is now time for a drastic battle plan change. I need to protect my flanks while dealing with the oncoming threat.

My Mage moved in and joined the Archer unit for protection against incoming fire. The Phoenix Guard moved in front of the Sea Guard, freeing them up to move across and guard the right flank if they are needed. The Spearmen held their position to maintain the battle line.

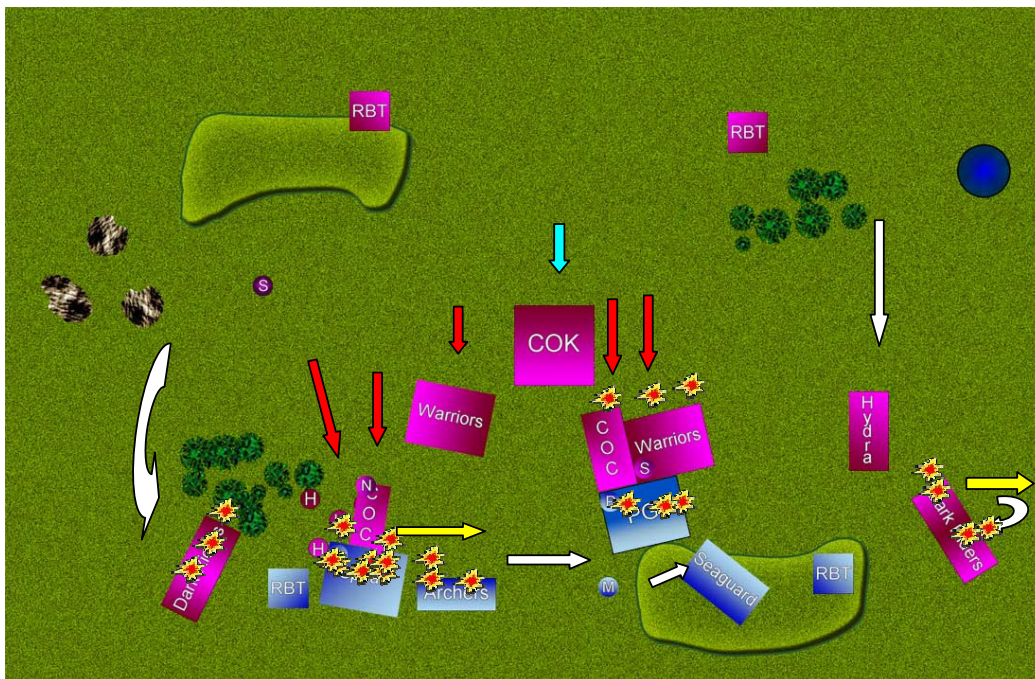
The magic phase was fairly uneventful. The Mage cast his Ring of Fury on the Cold One Knights and managed to kill one from eight hits. Next he tried Curse of Arrow Attraction on the Cold One Knights, but that was then dispelled. Then Drain Magic failed to cast. The only shining light was getting off Pha's Illumination on my priest (a small victory).

The West Repeater Bolt Thrower gloating after their last round opened up another single shot on the (now characterless) chariot. Once again their aim was right on target but they failed to wound the machine. With the Dark Riders lined up perfectly for a point blank flank shot it would have been rude not to oblige. But naturally they missed the very relieved Dark Riders.

The biggest threat to my battle lines was the large unit of Cold One Knights. Both the Archers and Sea Guard covered the Knights in a hail of arrows. Under such an onslaught two of the knights fell, riddled with arrows.

In the only close combat, the Royal Guard managed to decapitate one of the Dark Riders. But in return the remaining two fell to a combination of spear poking and horse stomping.

Turn 3



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DARK ELVES TURN 3

Paul: Well Michael's turn went quite well as I managed to avoid losing many troops to his missile fire (excluding the Cold One Knights who apparently forgot to put on their armour this morning). The Dark Riders also managed to finish off the Royal Guard and be in a position to threaten flanks in next turn hopefully.

To start off my turn the stupidity of my Cold Ones continued and my Knights decided to fail the test this turn. As for charges, my Warriors on the left and Cold One Chariot (minus general) charged the Phoenix Guard while the other unit of Warriors, Cold One Chariot and Harpies charged the Spearmen. All of the charges were successful except for the Warriors on the right who were out of range of the Spearmen (I was at this point very thankful that I did not have any guess range artillery as I was not able to guess ranges at all). My Hydra was the only move I had and it simply headed for the Repeater Bolt Thrower and was looking for a charge next turn.

My magic phase was slightly more successful this turn with the Sea Guard being unable to shoot but my attempt to Soul Stealer the Phoenix Guard failed (not very likely but if it had come off and killed enough then I may of had the game in the bag). In my shooting phase my Reaper Bolt Throwers killed three Archers.

The combat phase was very involved and that was only the Spearmen combat. The Priest challenged my Noble and he accepted (having no-where to hide often makes my characters braver). The chariot, Cold Ones and Crew managed to kill seven Spearmen altogether and the Harpies added another sacrifice for the blood god. My Noble added to the killing and managed to kill the Priest in two feel sweeps of his halberd. He also managed to pass his leadership test and so, managed to avoid the deadly breath of the Priest (deadly thing that garlic breath). The Spearmen lost by 6 and ran, pursued by the Chariot and Harpies, who failed to catch them (average of 1.67 over the 6 die rolled).

In the combat with the Phoenix Guard, the Chariot killed three and the Warriors killed two. The Prince stuck back and did three wounds on the Chariot. Still, the Phoenix Guard lost by 2 but were able to stand their ground.

HIGH ELVES TURN 3

Michael: Victory is clearly slipping out of my reach here. I could tell this turn would be vital. As least my Prince and Phoenix Guard held their ground. I know a few other units that could follow their example (Spearmen, I am looking at you).

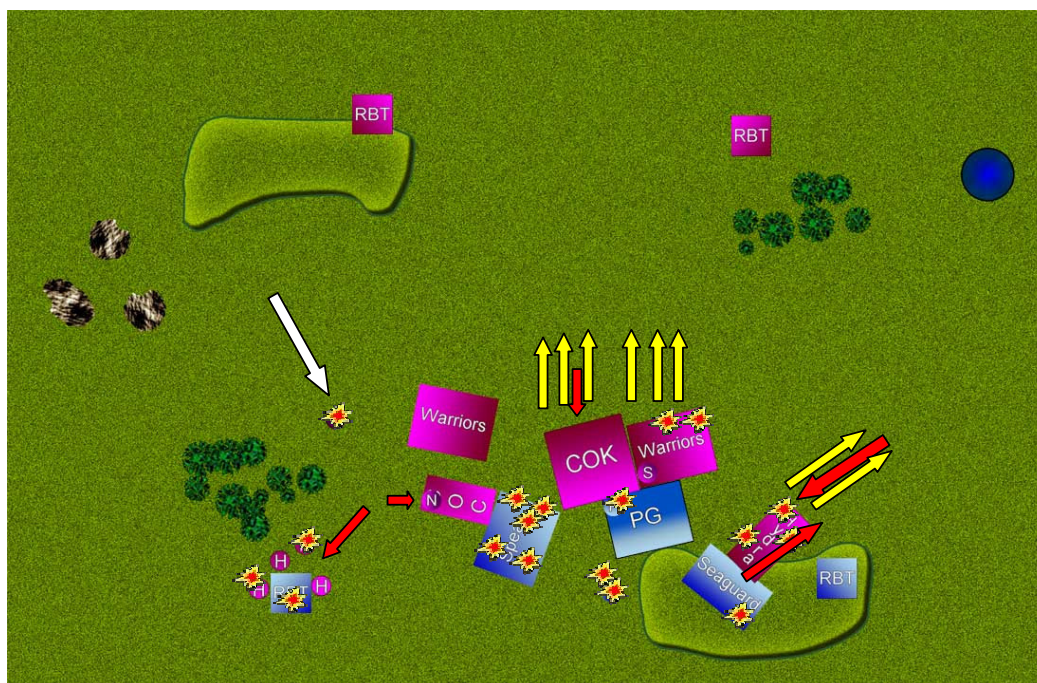
Thankfully the Spearmen rallied. However I couldn't really hold out much hope for them next turn. My Sea Guard now protected by the Phoenix Guard wheeled right to defend my flank against the Hydra and Dark Riders. I really needed both of these units to hold if I was going to have any chance. The only other movement was for my Mage to leave the Archer unit and move towards the bottom of the hill. The Archer unit no longer provided him protection from shooting and were likely to get killed in shooting or combat.

In the magic phase the Mage tried to help save the Bolt Thrower by casting Curse of Arrow Attraction on the Dark Riders which threatened the Bolt Thrower on the right flank. But unfortunately it was dispelled. The Ring of Fury was also dispelled as it targeted the Hydra. Things were looking very bad. The only spell I did manage to get off was drain magic at level on the Mage in the Warrior unit.

The Bolt Thrower unleashed a volley at the Dark Riders. Four of their numbers fell (a good feat under normal circumstances but not enough to kill the six of them). But much to my surprise the Dark Riders panicked and fled 10" off the board! Well it doesn't mater how you get rid of them, at least they are gone.

Things were finally going my way in this game. Things continued into the close combat phase. My Prince continued his destruction of the Chariot. After a few quick swings all that was left of it was a pile of neatly cut firewood. The Phoenix Guard obviously knew this was not their turn to die as they cut down two Warriors for the loss of none. However it was not enough to win the combat, but under the strong leadership of the Prince, the unit safely held their ground. By this stage my smile was as wide as Paul Sawyer's girth.

Turn 4



Paul: My Dark Riders must have been riding round with shoot me sign on their horses but I still think that I have the upper hand in this battle so far. My destroyed Chariot was an annoyance but I didn't expect it to last long against the Prince and without a character to help out.

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My turn started out with a momentous occasion, no Cold One unit failed its stupid test, I believed this was a sign and so, charged everything that I could. The Hydra hit the Sea Guard and suffered one wound due to stand and shoot (again just outside of 6" and I know this probably wasn't the smartest thing to do but I wanted to see how much damage the Hydra could do and I couldn't charge the Phoenix Guard like I wanted). The Chariot charged the Spearmen and in the process blocked the charge of my Warriors (tricky and only just blocked but blocked none the least). The Harpies charged the Repeater Bolt Thrower on the right and my Cold One Knights finally got the charge and hit the Phoenix Guard head on.

The magic phase went back to its predictable worst with my Sorceress miscasting on Soul Stealer and not being to cast anything else. Doombolt on the Archers was also dispelled and it was once again up to my Bolt Throwers to do some damage and make up for my magic. The Bolt Thrower on the left had no target but the right Bolt Thrower had a perfect shot at Michael's exposed Mage and took the opportunity, two bolts ending the mage problem for me.

In the combat phase, my Harpies managed to spare the crew and were rewarded by having one for their number killed, leaving it a draw. My Chariot killed three Spearmen, my Crew killed one and the Noble killed two. The High Elf Spearmen failed to wound, lost by 6 but still stood.

My Hydra managed to only kill 1 Sea Guard and was repaid with two stinging blows to its body. It lost by six and ran 8", only just outrunning the Sea Guard who pursued 7". My Cold One Knights managed to finally do something and wounded Michael's Prince once (not an easy task with his re-rollable armour save and ward save). The Cold Ones did nothing and the prince replied by wounding the Knights twice, luckily both were saved. My Warriors had their two wounds stopped by his armour and ward save and had two of their number slain in return. I lost the combat by one (remember how I said that I would pay for not having musicians...) and my Warriors decided to turn tail and flee, leaving my Knights to face the Phoenix Guard alone.

HIGH ELVES TURN 4

Michael: Ouch. That will teach me not to let my Mage go walking around without any cover. However at least I showed Paul how tough High Elves can be in combat. The Sea Guard all hyped up over their victory over the Hydra, charged after the lumbering beast. Paul rolled low on his flee roll and the Sea Guard easily caught the monster and chopped it down. It seems my phases are getting shorter and shorter every turn.

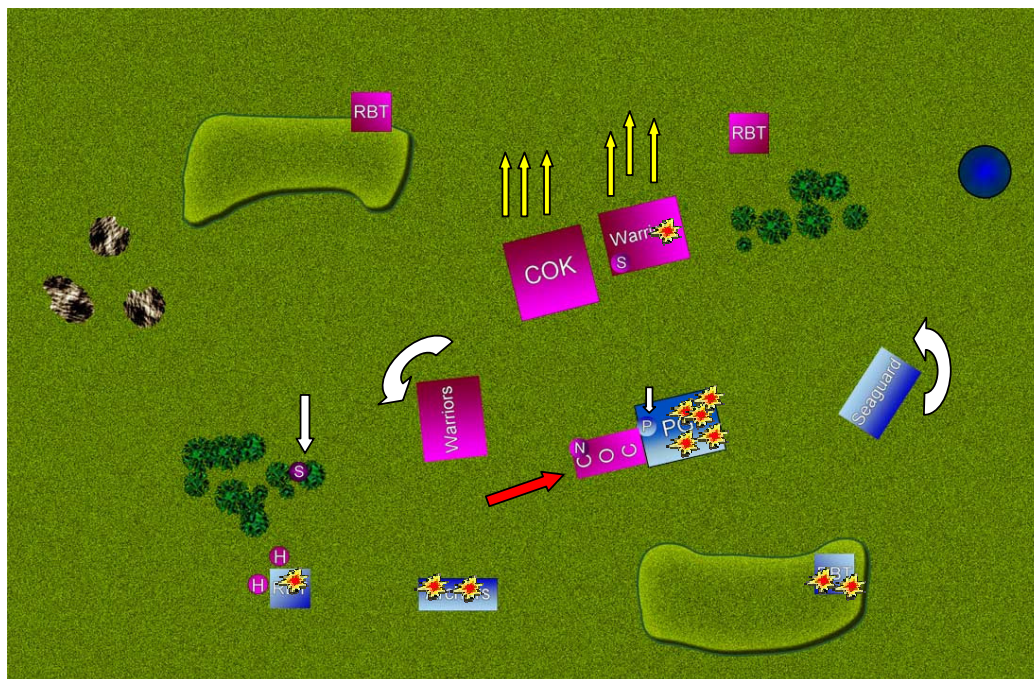
With no magic left I had to move straight on to shooting. With the pain of losing my Mage still to close for comfort I thought it would be a shame not to return the compliment. My Archers and Bolt Thrower fired upon the Mage near the woods. Unfortunately I was only able to cause one wound with the Repeater Bolt Thrower.

In the Combat phase my Prince was obviously taking some banned performance enhancing substances as he hacked down another two Cold One Knights. No other wounds were exchanged and the Phoenix Guard won by a massive 5 points in Combat Resolution². The Knights turned and fled 6". However the Phoenix Guard were only able to follow 5" (so close!). If I had been able to catch them the game could have dramatically turned around. But the dice favour no one (apart from my Prince and Phoenix Guard it would seem).

²A hearing after the game determined the unit did not have Quad Damage and the law suite was thrown out.

The Spearmen were no longer able to hold out against the Chariot and Noble. The last of them were cut down. The Repeater Bolt Thrower crew continued their strong combat performance and cut down another harpy. But I lost a crew member in return. However they were able to hold their ground at least for another turn.

Turn 5



DARK ELVES TURN 5

Paul: During my turn neither unit rallied and decided it might be safer to be at a considerable distance from the Phoenix Guard before stopping. My Chariot charged the flank of the Phoenix Guard and then ended my movement of this turn by having my Sorceress hide out in the forest. Doombolt managed to kill two Archers and the right Bolt Thrower managed to kill the crew on Michael's remaining Bolt Thrower.

Onto combat and my sole surviving Harpy managed to kill the last crew member and ended that embarrassment. My Chariot and Cold Ones managed to kill three Phoenix Guard and my Noble joined in by killing two. Even though the Phoenix Guard lost, they still stuck around and it was at this point that I finally got afraid that I may not be able to break this unit and I surely wasn't going to be able to kill all of them. This left only the last turn and I realised I had to have a good last turn to grab the game back.

HIGH ELVES TURN 5

Michael: Well that turn goes to show how quickly luck can turn. Just as things were looking good for me the game turns and my Phoenix Guard get massacred. At least they were able to hold.

Only the Sea Guard were free to move this turn. They turned on the spot to face back into the centre of the battlefield. I didn't want to commit them into combat this late in the game. It was more important that they hold that table quarter and survive for the Victory Points.

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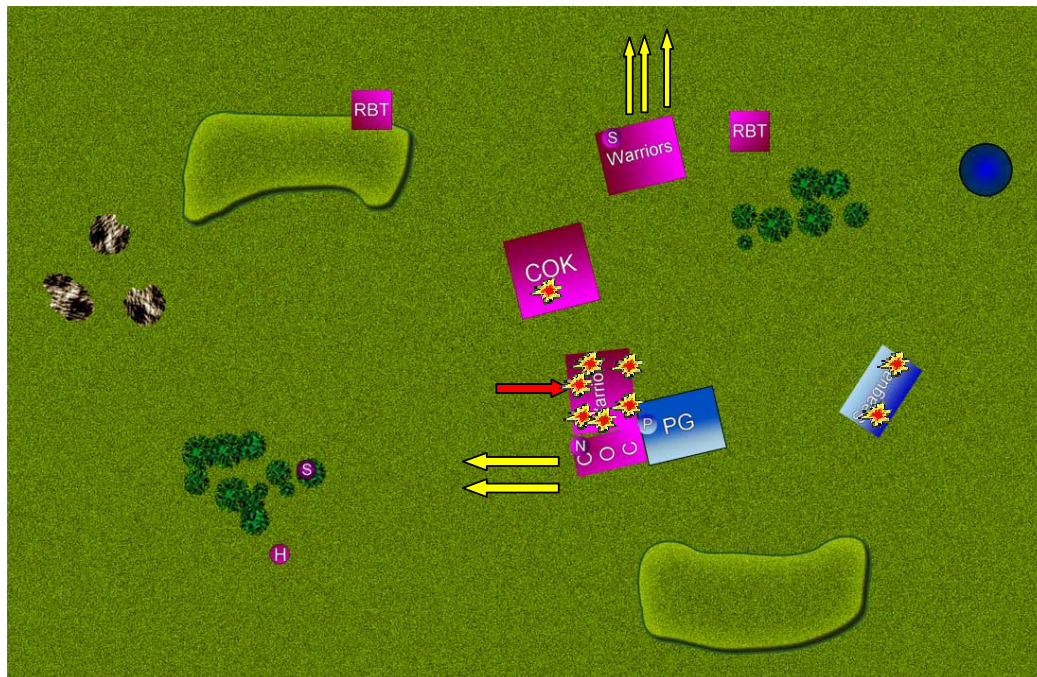
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With only the Sea Guard left to shoot with I was left with very limited targets (one in fact). They fired at the fleeing Warriors and were able to kill one of their numbers.

It was a bit underhanded the Chariot avoiding my Prince with its positioning on the flank, but it was well within the rule. However I had my own trick up my sleeve. Since the Chariot was only touching one model (It killed off the back few ranks that were also touching it in its charge), my Prince moved from the front rank to take that spot on the flank of the Phoenix Guard unit. I wouldn't be able to attack this turn, but I was confident my Prince could survive against the chariot and save the unit for taking any casualties.

In close combat the Prince shrugged off two wounds from the chariot. The Phoenix Guard stood their ground. The game was coming down to the wire. If they could survive Paul's next turn I might be able to pull off a draw.

Turn 6



DARK ELVES TURN 6

Paul: Unfortunately, my Warriors had obviously decided to leg it off the battlefield and dragged my Sorceress with them, taking a great number of victory points with them. My remaining Warrior unit decided to finally do something his game and charged the Phoenix Guard (suicidal or not they were going to do something his game). Two Sea Guard were killed by my right bolt thrower and this left only the combat to end the game for me.

My Warrior unit managed to do no damage and had one of their number killed by the silent soldiers. The Prince killed three more and again survived the attack by my Chariot and Noble. This combat was drawn and once again I would rue not taking Musicians and because of this, my chariot ran and left behind the captured Spearmen banner. My Warriors stood however and I need them to hold in Michael's turn and then we would see what the result was.

HIGH ELVES TURN 6

Michael: My Phoenix Guard still stand! Everything the enemy is throwing at them seems to be bouncing off them this game. The Sea Guard held their position and fired at the Cold One Knights. They were able to kill one heavily armoured Knight, which was enough to pull them down below half strength.

The whole game was going to come down to the combat between the Warriors and Phoenix Guard. My Prince struck first hand hacked down three Warriors. No Warriors were able to strike back and my single Phoenix Guard in base contact was unable to cause any more wounds. The High Elves easily won the combat but those Dark Elves scum held their ground.

And like that the game was over.

Prince Golradir drove his Halberd hard into another Druchii Warrior. Sweat cascaded down his brow and stung his eye. But still he battled on swinging his blade in deadly arcs around his ornate armour. Around him the silent Phoenix Guard battled on relentlessly.

Suddenly the Druchii began to break around him. They dropped their weapons and fled from the battle. Golradir hack at the last few as they ran. Around him the battlefield was ghostly silent. Bodies lay broken and battered on the soft spring grass. Most of his army was dead or injured and he was not able to give chase to the Druchii cowards who fled.

The Captain of the Sea Guard approached him. "My lord. What are your orders now?" He looked down at the broken body of Ingwë. "Bury the dead. Asuryan will look after them in the after life. Then we must return to Eatine. We can do no more good here..."

Victory Points

<u>MICHAEL</u>		<u>PAUL</u>	
Destroyed:		Destroyed:	
Noble	109	Mage	175
Chariot	95	Priest	135
5 Dark Riders	97	10 Archers	120
5 Dark Riders	97	17 Spearmen	237
War Hydra	220	6 Silver Helms	152
		5 Reavers	92
Below Half:		6 Royal Guard	168
Harpies	33	2 Repeater Bolt Throwers	
Cold One Knights	157	200	
18 Warriors	82		
Fleeing:		Below Half:	
Warriors	164	Phoenix Guard	130
Sorceress	145	Fleeing:	
Chariot	95	-	
Noble	84	Extras:	

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Extras:		-
Kill the General	100	
1 Standard	100	
1 Quarters	100	
TOTAL:	1678	TOTAL: 1409

Difference: 1578-1279 = 269

Result: Draw

Post Game

Paul: Well that was an enjoyable game and a lot closer than it looked like at the beginning. I must say Michael's über rubber unit of doom (what I am calling his Phoenix Guard and prince as everything I threw at it bounced off and did nothing), took the charge of half of my army, killed everything and in the end, saved Michael's as I managed to fully wrap up the rest of his force (excluding the Sea Guard). I guess I have to be happy with a draw in the end as it looked like I might actually lose it after around 500 points ran from the rubber unit and didn't stop running (Warriors, Sorceress, Cold One Chariot and Noble with standard).

The game ended up as a draw just but I would like to point out that if my Warrior unit had managed to rally at the end, I would have gained 309 victory points and made it a draw in my favour.

As for my tactics and army list, I think it did pretty well and there would be little I would change. I may not take the hydra or if I did, I would use it as more of a supporting unit and would not charge whole units on its own. I would also place both Bolt Throwers on the hill as the left one spent the last half of the game with nothing to shoot. One important thing I would do however would be to include musicians. This weakness was apparent in two of the major combats when it was a draw and my units ran since the Michael had musicians.

I think the Eataine list showed its strengths and how powerful it can be when the units work fully. The increases ability of the Archers means that the high elf firepower is a real force now and can harass enemy formations and even threaten some units. The Phoenix Guard are very powerful, but I think they are more balanced with immunity to psychology opposed to stubborn (which it was originally and with leadership 10, meant they were unstoppable). The Royal Guard are a favourite of mine and I think they could have shown their ability better if Michael had used more of them or protected them from my firepower at the beginning. I would happily take Michael on again with the Eataine list (as long as he promises to leave the über rubber unit of doom behind).

Michael: That certainly got the old pace-maker going over time. The momentum was really swinging between Paul and myself. It could have easily finished in a major victory for either of us.

I was feeling pretty down after the first few turns when my flanks were crushed easily buy some dark riders with only a musician as an upgrade. However it just goes to show you stick with it and never surrender. Lady luck could decide to smile on you at any time.

The unit of the game award without a doubt goes to the Prince and Phoenix Guard. Their rock hard performance killed or drove off:

- 2 Chariots
- 1 unit of Cold One Knights
- 1 Noble
- 1 Unit of Warriors with Mage

They easily saved the game for me. Also the Western Bolt Thrower crew were great killing off the enemy general and nearly killing the Harpies in hand to hand combat.

I was horribly disappointed by the new Royal guard. Just looking at their stats you can see how powerful the unit can be. So don't let this one shocking performance put you off them. They can easily be a real match winner.

With each new game there are always lessons to learn:

1. Never give up. The battle can quickly swing back your way after just one turn.
2. Don't assuming everything will go your way, units that should win a combat don't always win.
3. Never prance around with your Mage in clear line of anything that can shoot.

Well what do I think about the new Eatine list overall? Simply, I love it. It plays very similar to the Standard High Elf army, but with all the new units and rules has that "elite" feel to it. Also all the units feel more balanced than the current list. It is just a matter of fitting together the pieces to make a working army.

The new elite archer rule makes Archers and Sea Guard a truly viable option for your list. It is how they should have been all along. The new Priest character really adds some flavour to the list. If you can get Pha's Illumination off he can be a hand full in close combat for most units.

If I had to play again there would be a few changes. I personally like to fight with more supporting units and fewer large blocks. However it wasn't really viable for this battle since I wanted to show off all the new units.

This also affected my playing style. I couldn't go out and take the fight to the enemy, and I spent most of the game reacting to all the misfortunes. But such are the ways of battle reports. You can't be happy all the time.

I know it's petty, but I would like to point out I did win the practice battle....

Citizen Levy

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Chronicles of the Second Legion

Tips and Tactics for High Elf infantry and mixed forces.
By Elthair

Part I: Composition of an infantry force

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The war hosts of the High Elves have always been very characterful armies; glittering walls of spear elves forming the core of almost any elven army, backed up by keen-eyed archers and powerful bolt throwers. All this could count on the support of mighty mages and several crack units hailing from the various provinces that make up the island of Ulthuan.

Unfortunately, these highly character infantry armies are slowly being replaced with cavalry brigades that do not nearly show the defensive nature of the High Elves as well as the ancient levy regiments. After all, the Asur are a race that only fights for the survival of their race and not for conquest or bloodlust, and one that will hardly ever be the attacker in any conflict.

This change in style on the tabletop has as main reason the fact that 6th edition does not favour expensive yet vulnerable elite infantry, but heavy cavalry and cheap meat for the grinder.

For those who do like to play with elven infantry all is not lost though. On the contrary: an army of elves on foot in gleaming white robes and silver armour still is among the best-looking armies in the game. However, it may be difficult to achieve the ultimate goal with such an army: to defeat your opponents. This series of articles focuses on just that: how to be as effective as possible with infantry armies.

First of all, a short notice: I will use the name 'infantry army' for both mixed and infantry-only lists, unless stated otherwise. This is because both lists have much in common. The infantry-only one definitely is the hardest one to play, if only because it is more restricted than its counterpart.

### **The basic principles of the infantry army**

Before we can look at how to effectively use our army in the field, we should first of all look at the merits of infantry in general infantry. Nearly all of these have something to do with strength in numbers. Both rank bonus and the outnumber bonus are nothing more (or less) than simply having models on the field. Obviously this means that the cheaper your infantry is, the cheaper this bonus is and thus the easier this is to attain.

Secondly, a large benefit for many Infantry units is the hand weapon + shield bonus. This bonus allows infantry equipped with Light armour and shield to be very resilient in close combat for their cost.

The disadvantage of infantry obviously is the fact that they are slower. There are plenty of weapons available that give Infantry a good punch, they will always remain far slower than any mounted warrior. Because of this cavalry will almost always be able to choose where to fight and also will get their lethal charge.

As a result Infantry is a defensive weapon, one that relies on strength in numbers more than on casualties caused. Most infantry considers charging an important bonus, but not one that is necessary to possibly win. This concept of deciding the battle is called attrition warfare:

attrition warfare is the concept that to win a battle, one's enemy must be worn down to the point of collapse by continuous losses in personnel and materials. The side that kills more than the opponent can make up for, before they are slain themselves, will eventually win the battle. This can be done in various ways: a Skaven Chieftain once informed his Lord: "the Dwarfs are slaying ten of us for every one of them!" The Warlord then replied that the battle was going exceptionally well: he had the numbers to wage a war of attrition.

Dwarfs also excel at attrition warfare: they may not have large numbers but their high armour save and toughness makes that they simply Won't Die, and who could forget the Undead, who are able to increase their numbers during the battle!

For elves matters are a bit more complicated. Our infantry is lightly armoured, is expensive and has no toughness to speak of. Elven infantry will hardly ever be in the majority; a full rank bonus of +3 will cost at least 132 points. In addition, missile fire takes a much greater toll because an elf dies as fast as a human does, but there are much fewer elves. The benefit from hand weapon and shield is not as big a bonus for the Asur either, because you effectively waste a lot of pts on a spear and special rule you aren't using. These things make our infantry surprisingly ineffective against those things not hurt by a few extra S3 attacks. This may sound rather terrible, but in reality these things do nothing more than increasing the degree of finesse and perfection needed to make them work and lowering the amount of mistakes you can make unpunished. For normal infantry armies such as Imperials, this degree of perfection is quite low and their large amount of units can make up for many things. For high elves, the opposite is true. If planning on using High Elf infantry, prepare to loose against every player you don't simply outclass.

In fact, this shift is so large that you end up playing an entirely different game: instead of an attrition war, you will have to rely on a form of manoeuvre warfare instead.

Manoeuvre warfare is based on the belief that grinding down the enemy is not necessary to win. Instead, the destruction of key targets (artillery, mages, support units) is combined with isolation of any strong enemy assets and the exploitation of weaknesses in the enemy line. During a battle, you will try to obtain and keep superior manoeuvrability over your opponent and to keep the initiative. This in turn will be used to create an 'artificial' superiority in an area for long enough to deal with the enemy forces there. Once done, we repeat this process on the leftovers.

When playing the game this way, we suddenly do have advantages over our enemies. We will have less troops on the table than many other armies, thus be able to go first. We are faster than many races, allowing us to move more quickly. A strong magic phase also helps to decrease the enemies' manoeuvrability by surgically removing important assets of his army. Most important of all however are the many support units at our disposal.

There are a few important things that one should keep in mind while waging manoeuvre warfare. Always remember that manoeuvre warfare is designed to avoid attrition. NEVER allow your opponent to drag you down to his level. When being charged, flee unless holding is beneficial for you. If you play a game of attrition, you play the game of your opponent. You will want to have the initiative at all times, too, to avoid getting in that situation. Therefore, anything that can dictate your actions is a key target. Disable these key targets first. Before you finished this, you won't be able to continue with the next phase, which is isolating an asset. This asset could be a single unit, a group of units, or sometimes even a single model. It is important to realise that to isolate does not mean it has to be 20" away from any of his allies. Instead, it means you should make sure it can't receive any meaningful support from the rest of the army in any way. Defeat the asset, and continue.

#### **Mustering your forces**

### **The main battle units**

When translating the theory explained above to an army list, the core of an infantry army consists of two or three infantry Main Battle Units. These are charged with two important tasks: firstly, they are useful when finishing off the enemy. Most importantly though, they are essential to keep enemy troops isolated. This is usually done by threatening enemy units with a flank charge when they prepare to support the isolated unit. Another option is simply engaging and holding them in place (hopefully) until reinforcements arrive. In the diagram below, both these manoeuvres are displayed. You will realise that this is a job that involves several health hazards. Because of this, you need units that can hold their ground for a while but are not too expensive: they will take quite some damage in the process. Spear elves are the best unit in the army for this. They should have a 3+ rank bonus and should be deployed as deep as possible in order to keep these as long as possible. A standard is a nice addition. Because these units should hold their ground as long as possible, an army standard bearer or a commander with Lion Guard will often be a valuable addition to these units. The Lion Standard also is quite important to stop fear-causing units from turning your flank. This part of your army should never be more than 50% of your army, including any characters in these units. In a typical 2000 points battle, your infantry core will cost between 500 and 800 points.

One of the most hot-headed discussions in 6<sup>th</sup> edition warhammer is the one regarding the use of elite infantry. A quite large group claims that in particular Swordmasters serve well as Main Battle Unit. The main reason for this is the increased damage-dealing capacity of the Swordmasters, at a relatively low cost: Only 45 points extra for a unit of 20. Others and I tend to disagree because of various reasons. Most importantly is the lack of the ability to use shields to decrease the amount of casualties, and thus the ability to keep up a rank bonus longer. In other cases, the 10 extra attacks a Spearelf unit can make means that they will actually strike back where the swordmasters may not, while they cost 45 points extra. In short, Swordmasters may have a strength advantage over spearelves: they are no better (even worse!) than spearelves when receiving a charge, which is what undoubtedly will happen.

### **The strike force**

Secondly, there is a need for units that can finish isolated enemy units before your spearmen are overrun. The choice of these is one of the major differences between an all-infantry army and a mixed list: cavalry and chariots are very effective at quickly finishing off enemy units in decisive combat, but in all-infantry these two choices are unavailable. When not fielding any cavalry at all, your only option is to take elite infantry. The advantage of these units, namely the improved static CR because of ranks, is lost by the lower speed: they cannot get to their targets as quickly as Cavalry can, nor can they rely on speed to avoid all kinds of nastiness. In addition, your main infantry units already supplied you with a higher rank bonus than the Elites will ever grant you. Though it is by no means impossible to use them instead, you should realise that it will force you to be much more careful about where, when and how to deploy your main infantry assets. In short, using elite infantry support will take any margin of error you might have had with cavalry and put it in a mixer.

Assuming you do allow yourself to field some cavalry, a pair of chariots and three units of Silverhelms will prove very efficient when it's about slaughtering unsupported enemy units. When you are concerned with enemy elites, consider taking a unit of Dragon Princes. Though they are not much more expensive than Silverhelms, their extra movement and the ability to take a magical banner make them very well suited at defeating those things Silverhelms can't handle. Especially the Banner of Balance springs to mind, because it allows you to take on fear- and terror-causing units much more easily. Another unit type that will bring you much fewer problems is the stubborn type.

It is quite hard to set a good size for this 'hammer'. Despite that it would be wise to remember that the weaker your main battle line is, the quicker it will succumb and therefore the faster your strike force should relieve them. No matter how strong your battle line is, you should at the least be able to beat one quite strong unit on the turn you charge. This requires about two units cavalry and a chariot.

This strike force usually is most effective when kept together, not split up. Because of this, you will often end up playing a flank attack of some sort or similar tactics.

Some players prefer to bring one or two big units cavalry instead of multiple smaller ones. I myself consider this a waste in most situations, but it must be said that when facing a particularly powerful enemy unit, something nasty of your own can make a difference. Examples are 8 Dragon Princes with Battle Standard bearer + Battle Banner and a Commander, or a monster-mounted lord. You will however in all cases trade manoeuvrability and versatility for plain hitting power, which in many cases isn't a good thing.

### **The support units**

By now we have discussed how to keep enemy troops isolated, and how to defeat them. The most important thing has not even been mentioned yet though: before either of those two come into play, we must seize the initiative and secure it for the rest of the battle. The various types of support achieve both of these things, by fulfilling the last two objectives: taking out key elements of the enemy army and by isolating assets for your strike force.

To take out enemy key elements, we need range and reliability. Because this has to be done before we can safely commit our forces to the offensive: there may be two turns at most to take out the bulk of the enemy support. High Elf magic is very efficient when used correctly. Two level two mages may be expensive; they will be very capable of doing their task. Also, they will be of much use after the initial targets have been eliminated. Unfortunately, there are circumstances where magic fails. Miscasts or dispel scrolls can make the enemy survive just a tad too long.

Fortunately, we have some other means at our disposal too. Repeater bolt throwers are very reliable and can easily take care of those pesky enemy Fast Cavalry and Flying units. Also, they are of great use versus hard targets like monsters and Knights later on. Unfortunately Bolt Throwers are pretty immobile and thus cannot escape from dangers very easily. They also have a really small crew and thus are easily killed.

Archers are less useful. Though they are quite capable of dealing with small and soft units, they will be redundant as soon as these have been shot. In many battle's this is quite early on. A small unit might just be worth its points, though.

Some units like Shadow Warriors or reavers with bows can also increase your ranged potential. The most important thing about these are their other abilities, though

Shadow Warriors and Reavers are prime examples of units used to isolate enemy units once their main support has been eliminated. This can be done through a number of ways, but most important are baiting, march blocking and in case of the reavers diverting. These techniques can be found in the Asur.org Library. Especially Shadow Warriors also serve as awesome harassment units and their bows help a lot when dealing with enemy fast cavalry or flyers.

One unit that is worth its weight in gold twice at least is the Great Eagle. It is the cheapest choice in the High Elf army, and often regarded as the very best one too. Like reavers, the Great Eagle can bait, block marches and divert with ease. A single eagle has won many battles by forcing large frenzied units (or opponents!) to chase after them time and again without result. This is a great way to separate units from each other, which results in a piecemeal attack that is easy to isolate and deal with before the next wave arrives. Another great thing about the great eagle is its ability to take out mages and warmachines:

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exactly the things you would otherwise waste your firepower on! Last but not least, great Eagles make excellent suicide bombers to draw out goblin fanatics or to draw enemy fire. Though their loss will be sourly felt, there are many more where they came from and these acceptable losses will often increase your chances immensely.

Support units are often cheap, but you need a lot. Not counting mages, you should have at least one for each main battle unit in your army. Cavalry units with standard count as MBU for this purpose, ones without do not.

### **An example army**

To illustrate the things mentioned above, I created an example army. I started out with an infantry core of 19x and 16x spear elves. The large unit has the Lion standard just in case I would come up against something scary, both where given a complete command group. In Addition, I decided to select a commander with the Lion Guard honour. In order to keep him alive, heavy armour and a shield were bought for him. He may not be a killing machine, but hand weapon and shield earn you two points of armour save. Without these, he is sure to die in any encounter.

Secondly, I decided to pick a decent flanking force. This would consist of two units Silverhelms, each five strong with a Champion. This would provide a solid 6 S5 and 5S3 attacks each. Unfortunately, this would by no means be enough to break a strong enemy unit. Therefore, I added two Chariots to the equation. Lastly, a unit of 6 helms was added as last unit. These can deal with minor threats on their own or function as another support unit.

My firebase would consist of two repeater bolt throwers and two mages. One of them was granted a Ring of Fury and a dispel scroll, the other was granted the seer honour and would bring along a jewel of the Dusk. In total, this adds up to seven powerdice and a ring in addition to 12 S4 -2 As shots each turn. This has proven to be enough to deal with enemy support units while not being excessive. 6 shadow warriors were my next choice, to add another bit of firepower to my arsenal and to hamper enemy movement. Also, they can be used for various tricks involving skirmisher screens.

Lastly, I chose a unit of five reavers. These could act as support unit, but can also act as additional cavalry unit in times of need. Last but not least a pair of eagles was chosen, giving me a good all-round unit to rely on at all times. These three units are capable of bottlenecking anything for at least two turns.

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Commander: heavy armour, halberd shield and Lion Guard, Pure of Heart.

Mage: Seer, jewel of the dusk,

Mage: ring of fury, dispel scroll

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19 spearmen, full command group, lion standard  
16 spearmen, banner and musician

5 Silverhelms, full armour, champion  
6 Silverhelms, full armour, champion  
5 Silverhelms, full armour, champion  
2 chariots

~/~/~/

5 reavers  
6 Shadow Warriors  
2 great eagles

Repeater Bolt Thrower  
Repeater Bolt Thrower

Total cost: 1998 points

#### Conclusion

*Though I would love to continue about actually using this force on the battlefield, even a 'small' issue like deployment would justify another 2000 words on its own. Therefore I will end this article here and leave these things for the future. To conclude what has been said above, high elf infantry has proven to be unable to go toe-to-toe with nearly any other infantry in the game. Therefore, we shouldn't try to do this either. Manoeuvre warfare is the only solution but on the tabletop this can only be executed in a more or less 'limited' fashion. This because the objective of the game often is to beat an enemy to dust here and now, not to win a war on strategical level.*

*Because of this, it is important to realise your army will not always be successful even when using state-of-the-art tactics. This is because you have chosen a (weaker) section of the armylist before building an army instead of searching for the most powerful combination and using that one.*

*Though the infantry is meant to pin the enemy force, do not waste them in futile attempts to do so or because of small 'opportunities'. You don't want your army to be dealt with piece by piece: you want it to be the other way around. Its fine when the spears die, but only when it gains you something. Keep your force close enough to support each other. By the time the infantry get in melee, the cavalry should be ready o help them out.*

*Lastly, you must resolve things quickly. Though the plan outlined above has very clear stages, you can easily work out a few of them during a single turn. While your mages and bolt throwers blast the enemy support, your cavalry can start closing in on its prey and your support can start to draw the rest of the army away from them. This does not only apply to the beginning of a battle. Do not allow the enemy to consolidate, or it will end up in a battle of attrition after all.*

*That's it for today folks; comments and suggestions can be sent my way by email or PM.*

#### Reccomended reading:

*The Asur.org library contains a few interesting reads that tie in well with this subject. In particular, look for Infantry Tactics 1 2 by Ryo and Basic Principles of Army Design by Elmoth.*