

IRRESISTIBLE *force*

Issue 6 - February 2005

Quarterley Warhammer E-zine



The Masters Special

Inside: ■ Warhammer Fantasy Masters ■ Antipodean All Stars

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Issue 6 – Feb 2005

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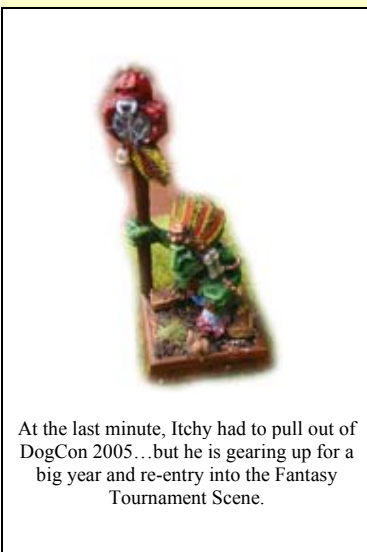
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At the last minute, Itchy had to pull out of DogCon 2005...but he is gearing up for a big year and re-entry into the Fantasy Tournament Scene.

Editorial



Does this look like a man under pressure? ☺

Hello again, and thank you for downloading and reading Irresistible Force. A lot of things have happened since the e-zine started in February 2003, hard to imagine that 2 years has gone by. Getting out 6 issues of IF in 2 years is not nearly as many as I would have liked but with life pressures and everything like that it is the best I can do.

I still plan to keep the e-zine going, very much so but you will have to bear with me as the time required to get an issue out there is just not something I can do regularly anymore. I would like to thank everyone for their continued support and encouragement and especially to one person in particular (who shall remain anonymous) for a generous donation to go some way to compensating my time.

The good news is that I have managed to get Issue 6 out there. Well on with the show! This issue is much anticipated due to the inaugural Warhammer Fantasy Masters being such a huge success late last year. (Find out more about the Masters here <http://www.irresistibleforce.net/warhammermasters.aspx>). In the pages of issue 6 you will find a full write up and expose on the Masters. All involved would whole heartedly agree that the tournament was a fantastic experience and I am looking forward to running the event next year once again.

There are all sorts of ideas in the pipeline so watch this space. The Masters is going to grow into a premier tournament and one worthy of the title “Warhammer Masters”! ☺

We also have a fantastic article from regular contributor Andrew Bishop on his experiences with the US tournament scene.

I do have a confession to make. Another hobby has been taking up some of my time and that is the computer game “World of Warcraft”. A warhammer buddy of mine (Evan Ferris) and I have been adventuring regularly in the land of Warcraft and having a fantastic time. You can find out more about it here <http://www.worldofwarcraft.com>. If you do happen to play then please say hello. I live on the Proudmoore server and my alliance character (Dwarf Rogue) is called Khurgan and my horde character (Tauren Warrior) is called Randomtask.

On the Warhammer front I am dusting off my Greenskins for the tournament season this year and yes that means Itchy will be gracing the fields of battle once again...watch out ladies! Not sure when the next tournament I will enter will be but I need to make some appearances if I am to be a chance of qualifying for next year’s Masters!

So that is it for this issue. A mini issue to let you know that I am still around and Irresistible Force is still alive and kicking.

Take care and Happy Gaming,
Andrew Galea

Warhammer Fantasy Masters - Sydney 2004

By
Andrew Galea

“To reward and bring together the best Warhammer Fantasy tournament players from Australia and New Zealand. To set an example on how the game should be played both on and off the field of battle.”

Sunday, the 28th of November 2004. The inaugural Warhammer Fantasy Masters is held in Sydney, Australia. An invitation only event concluding the tournament season with a full day's gaming between the best tournament players of the year. What a day and what a tournament! 14 players, 3 states and 1 territory represented, and the title of Master of 2004 up for grabs. It was one of the most eagerly anticipated tournaments in years and it did not disappoint.

The players who took part all tasted success throughout the year at various tournaments. Amongst the group we had some of the best painters in the land (3 time slayer sword winner **Glenn Lemprecht**), some of the best modellers (**Andrew Bishop**, **Brendan Chapman**) and some of the best tacticians (**Charles Black**, **Jeff Galea**, **Matt Lubbock**), but most of all we had 14 players that shared one thing, the enjoyment of playing and competing in Warhammer tournaments.

Before I get carried away with myself

there are a few people that deserve a huge thank you and a lot of credit for helping to make the Masters the success it was. They are **Evan Ferris** and **Trent Denison** for running the event on the day. These two were enthusiastic and kept everything ticking along a tight schedule without missing a beat. Nothing was too big a task for them and I must thank them whole-heartedly for their contribution of time, effort and professionalism before, during and after the event. I would like to make special

mention of the fact that Trent travelled over 1000 kms to help run the event, awesome effort.

Kym Pennel and the Southern Battlegamers club for providing a great venue, tables and loads of excellent terrain. Kym was a fantastic contact from the club and was always available for me before the event. **Geoff Tewierik** for his awesome efforts in setting up and maintaining the tournament rankings. This guy is very committed to the rankings and it is only through his efforts that something like the Masters can be held in the first place. Thanks Geoff. And last but not least, **Ming Chang** who was a spectator on the day yet found the time and energy to make a McDonald's run for lunch for the whole crew!

So on with the show! Let's begin by introducing the players. Here they are in all their glory in ranking order prior to the event.



One of the best Warhammer players in the country (Matt Lubbock)! Oh and Brad Peel (red shirt).

The Masters of 2004 – Player Profiles



Seeded 1.

Name: Charles Black (aka as FigJam and Chuckster)
Age: Well into middle age with 2 more years before the big four ohhhh
State: Home of the Super 12 Champions
Army Played at Masters: I swear if I took a free

company army led by a warrior priest I would be called “cheesey” and get tanked for army selection – so I’ll decline this one.

Favourite Army: Lizardmen – you can participate in all 3 aspects of the game (shooting, magic, and combat) – very flexible and has an answer to (almost) everything.

Favourite Model: Almost every model of their new range (apart from those Empire handgunners) – most especially I like the Dark Emissary and Belakor ...

Favourite Troop Type: Beast herds – novel concept, and a great balance between being uber hard and uber soft (movement/T4 vs poor leadership and no armour saves and unruly).

First Army Ever: Empire

Tournaments played in 2004: Dogcon, Australian GT, Komplete Fanatic, NZ GT, MOAB

What is one rule change that you would like to see in 7th edition? Units that are hit in the flank and win can turn to face their opponent.

Most respected opponent in the Masters? None – they are all my biatches – even that Jeff Traish is hiding from me. However, if I had to make the call, I would say Andrew Bishop because of his love of the HOBBY and Matt Lubbock because he knows how to move those troops around the table better than almost anyone I know.

Most respected opponent in the game? (If they are not playing in the Masters) Outside of my good self, well let me see ... easy ... Scot Cranfield because he is a superb general and really nice bloke and, like Bish and Matt, loves the hobby.

How did you get into Warhammer? In 2001 I heard that GW had won the licensing rights for LotR and would be selling the models. I went into the store, was told they weren’t available yet, but if I wanted to I could buy the Empire Battalion Box ... and over 3 years I think I have epitomized the ideal warhammer man – I have put on 4 stone and collected 15 armies.

Favourite Tournament? Dogcon and the Ye Olde Worlde Challenge.

Member of a club? Dogs of War.



Seeded 3.

Name: Byron den Hollander
Age: 22
State: NSW
Army Played at Masters: Von Carstein Vampire Counts
Favourite Army: Empire
Favourite Model: Elizabeth Hurley :)

Favourite Troop Type: Heavy Cavalry

First Army Ever: High Elves

Tournaments played in 2004: DogCon, Emperors Legion, Leviathan, Grand Tournament, WAU, MOAB (winner) Battle in the Vines

What is one rule change that you would like to see in 7th edition? Eradication of Steam Tanks & Gyrocopters

Most respected opponent in the Masters? Phil Cottrell

Most respected opponent in the game? (If they are not playing in the Masters) Jeff Traish

How did you get into Warhammer? Used to play Kiddie K and I saw the light, HALLELUJAH!!!!

Favourite Tournament? DogCon (size does matter)

Member of a club? Newcastle Inner Circle



Seeded 4.

Name: Jeff Galea
Age: 37
State: NSW
Army Played at Masters: High Elves.
Favourite Army: High Elves.
Favourite Model: Prince Tyrion and Archaon.

Favourite Troop Type: Grail Knights!!

First Army Ever: High Elves.

Tournaments played in 2004: Dogcon 3 (13th Dwarfs), The GT Brisbane (7th Dwarfs), Emperors Legion (4th Dwarfs), Sydney GT (30 something with High Elves), Keith Teams tourney (1st High Elves allied with Slaanesh warriors), Melbourne GT Komplete Fanatic (5th High Elves), Orktoberfest Brisbane (2nd High Elves).

What is one rule change that you would like to see in 7th edition? Abolish Intrigue of court for High Elves.

Most respected opponent in the Masters? Charles Black.

Most respected opponent in the game? (If they are not playing in the Masters) Scot Cranfield.

How did you get into Warhammer? Played D&D for years, moved onto Magic the Gathering. At a tourney there were

some warhammer games being played and loved the look of the models etc...Began selling the magic cards that week to buy my first High Elf army.

Favourite Tournament? The Club Challenge.

Member of a club? Greyhawk Warhammer Club.



Seeded 5.

Name: Kendall "Loosey

Goosey" Williams

Age: 21

State: Sociopathic (NSW)

Army Played at Masters:
Empire - The 4th Army of
Reikland

Favourite Army: Dogs of
War

Favourite Model: Annalise Braakensiek

Favourite Troop Type: Dogs of War Duellists with
PISTOLS big long hard pistols!

First Army Ever: Dogs of War Woof!

Tournaments played in 2004: Dogcon, Emperors Legion,
Grand Tournament, MOAB, Battle in the
Vines

What is one rule change that you would like to see in 7th

edition? The rules are fine as long as I continue to win

Most respected opponent in the Masters? With Scot
Cranfield and The Great Keith missing from the line-up two
players who I respect immensely. I'd have to say its
thrown up between Andrew Galea and Gavin Clarke who
more importantly than insist on kicking every arse in the
room allow really great exciting games that win/draw or loss
leave me with a warm happy feeling and invariably wet
pants.

Most respected opponent in the game? Scot Cranfield and
Keith I can't differentiate they are great gamers, modellers,
painters and most importantly great guys who play with great
attitudes that ensure no one has a bad day.

How did you get into Warhammer? Well around the time
puberty hit I had a choice Warhammer or the cheaper
addiction of class A drugs. Seriously though I just saw the
game one day and thought hey I don't get ridiculed enough
by peers and family this game is for me!

Favourite Tournament? Probably have to say Dogcon
'cause I get together with all my mates for weekend and get
to bitch and surly for a whole 72hrs! Yehah!

Member of a club? I'm a former member of the Club
formerly known as "Inner Circle" and the Cessnock
Trollslayers. Currently I'm part of The Steve Gibb "When the
Wives away we can Play" (Take that any way you want)
Club.



Seeded 6.

Name: Ken Ferris

Age: 24

State: NSW

Army Played at Masters:
Sylvanian Undead – Cavalry
army

Favourite Army: Wood
Elves

Favourite Model: There are too many to choose from.

Mordheim Von Carstien Vampires, Games day Chaos Lord
and the Truthsayer models are among my favourites though
(I like your traditional models on foot) – as well as almost all
Dark elf and Khemri models and most deamons!

Favourite Troop Type: Black Knights, Dryads

First Army Ever: High elves from 4th Ed box – but Wood
elves first proper army

Tournaments played in 2004: DogCon, Komplete Fanatic,
MOAB, Orktoberfest

What is one rule change that you would like to see in 7th
edition? Great Weapons – models on foot only

Most respected opponent in the Masters? Andrew Bishop
& the Galea's

Most respected opponent in the game? (If they are not
playing in the Masters) Scot Cranfield

How did you get into Warhammer? Saw the 4th Ed Box in
Angus & Robertson Merrylands when in Year 11 or 12.

Went back with my brother. Bought Game. Played ever since
Favourite Tournament? No real fav in particular, it changes
every year – this year I really liked the setup at Komplete
Fanatic.

Member of a club? GREYHAWK!!!



Seeded 7.

Name: Andrew Bishop

Age: 33

State: VIC

Army Played at Masters:
Nurgle Daemons

Favourite Army: Nurgle
Daemons

Favourite Model: "Byshe
the Putrid", my scratch

built Great Unclean One.

Favourite Troop Type: The humble nurgling

First Army Ever: Dwarfs

Tournaments played in 2004: Australian GT, Dwarfcon,
Ballarat Insurrection, Komplete Fanatik, SAWS Challenge
(Sacramento USA), Los Angeles GT (Los Angeles USA),
Axemaster, Australian Masters

What is one rule change that you would like to see in 7th
edition? "No weapon bonuses in difficult ground" - would
make the rules reflect the reality of movement and weapon
handling a bit more.

Most respected opponent in the Masters? Matt Lubbock

Most respected opponent in the game? Lachlan
Macwhirter

How did you get into Warhammer? I have always been
interested in models and toy soldiers, so getting into WFB
was just an extension of that. I got into the game from the
hobby side of it before the gaming side, and I guess I've kept
that emphasis.

Favourite Tournament? Dogcon

Member of a club? Yep, two in fact! the Dogs of War
(tDoW) and the Vagabonds



Seeded 9.

Name: Matthew Cole, aka Clench on WAU
Age: 20
State: NSW
Army Played at Masters: Sylvanians
Favourite Army: Tzeentchian Beasts
Favourite Model: Lord on Disk of Tzeentch

Favourite Troop Type: Horrors

First Army Ever: Dwarves

Tournaments played in 2004: Dogcon, Emperors Legion, WAU Main Event, MOAB and BIV.

What is one rule change that you would like to see in 7th edition? Clipping unless it nessesary.

Most respected opponent in the Masters? Byron (BJ)

Most respected opponent in the game? Even if he is a git and has really bad dress sense, it would have to be Steve Gibb

How did you get into Warhammer? Goin to the movies wid a mate and he tried draggin me in there, I was like no way not nerds ville! On the way back he convinced me to go in and havn't turned back. Still thankin him till this day! :)

Favourite Tournament? Even after winning WAU, I would have to say DOGCON as it was my first real tourney and it's the reason I continued on the tourney scene.

Member of a club? Nah just a group of mates.



Seeded 10.

Name: Brad Peel
Age: 25
State: Queenslander!!!! (OK I live in NSW but that doesn't count)
Army Played at Masters: Lizardmen
Favourite Army: I love the skaven won't play them

though, favourite army I've played would be my 6th ed Orcs and Goblins

Favourite Model: Not my type of question but how about the Dwarf Throne, seen it used in so many conversion (was going to do the stupid female model joke but thought better of it)

Favourite Troop Type: Chaos Hounds I like throw away units

First Army Ever: Third edition chaos I was twelve and it was the only one I could afford

Tournaments played in 2004: Dogcon (although my pathetic performance doesn't really count as playing), The Sydney GT, Emperors Legion, WAU, MOAB

What is one rule change that you would like to see in 7th edition? Defenders should not get overrun

Most respected opponent in the Masters? Matt Lubbock, only guy who deliberately used my ego against me

Most respected opponent in the game? Very tough, probably Jay Calvert from QLD too many tight battles over

too many years

How did you get into Warhammer? Went from Heroquest to Advanced Heroquest and then wanted to be in charge of a an empire so at the tender age of 12 I grabbed the 3rd Edition Warhammer Armies supplement and have never looked back

Favourite Tournament? Used to be WAU but it slipped this year so MOAB or YOWC

Member of a club? The one, the only, back to back champions of YOWC, the Chatswood Crusaders.



Seeded 11.

Name: Andrew Galea
Age: 33
State: NSW
Army Played at Masters: Tzeentch Beastmen
Favourite Army: Orcs & Goblins
Favourite Model: Very Old Orc Shaman (with gnobbly staff)

Favourite Troop Type: Orc Boar Boyz

First Army Ever: Dwarves

Tournaments played in 2004: Dogcon 3, The GT Brisbane, Sydney GT, Keith Teams tourney, Orkoberfest Brisbane, MOAB.

What is one rule change that you would like to see in 7th edition? Removing ALL "2 for 1" slot units. Every single one of them is a loophole and provides the ability to create over the top armies.

Most respected opponent in the Masters? Charles Black

Most respected opponent in the game? Jeff Traish

How did you get into Warhammer? Started with D&D, then Magic: The Gathering and then slowly got into Warhammer once I could afford it.

Favourite Tournament? DogCon.

Member of a club? Greyhawk Warhammer Club



Seeded 12.

Name: Gavin "Slardy" Clarke
Age: 36
State: QLD, Gold Coast...does it get any better?!!
Army: CHAOS
Favourite Army: Chaos Nurgle...lots of pus

Favourite Model/s: Glenn Lamprecht's melon head standard bearer...awesome!

Favourite troop type: Chaos marauders...cheap and versatile.

First Army ever: 1983 (oh I'm old) 25mm 1812 French Napoleonic

2004 Tourneys: Dogcon, BIG, The GT, BIG 1500, Pizzacon X, G'Con, MOAB, Orktoberfest, Team GT and I was TO at

Little Aircon

Rule Changes: None but a desperate plea to redo the dwarf army list to bring it on line with the new multifaceted army lists that GW are bringing out.

Most respected Opponent in the masters: Charles Black

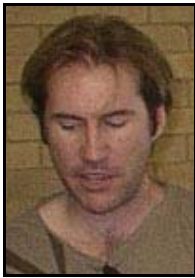
Most respected opponent in the game: Hands down Traishy...awesome player!

How did I get into warhammer: I gamed as a kid; in fact I went to Cancon in the early to mid 80's, playing 25mm WRG Napoleonic's but found girls, rugby and my best friend the Rev Jack Daniels and tossed it in. Then three years ago I saw LOTR Fellowship of the Ring at Castle Hill in Sydney and walked next store and looked at a GW shop after the movie and was inspired to take up my former hobby whilst still playing 1st grade rugby in Brisbane...still a nerd at heart.

Favourite Tourney: Hard to choose but I loved Dogcon and being able to walk upstairs and have a bourbon between games.

Member of a club: League of Extraordinary Gamers (Chandler QLD)

Several player's profiles were not available for various reasons at time of printing so here are their names and seedings for completeness.



Matt Lubbock
(ACT - seeded 2).



Brendan Chapman
(SA – seeded 8).



Glenn Lemprecht
(QLD – Seeded 13).



Lachlan Macwhirter
(NSW – Seeded 14).

The format for the tournament was 4 rounds of pitch battles using armies of 2250 points in one day. We gathered in Sylvania (southern suburb of Sydney) at around 8 am for a prompt start at 9 am. With 4 games in the 1 day everything had to be timed to perfection with little gap between games. I have to thank all the players for being so co-operative and just getting on with things when it was obvious everyone could do with a break. We managed to get through 4 high quality games of Warhammer in the one day without any glaring hitches at all and that is testament to the tournament participants and organisers. Thanks guys!

The Battles

Round 1 set the vibe for the day with most players approaching the 1st game cautiously. This resulted in a lot of draws and minor wins with only Ken Ferris' solid win over Kendall Williams (15-5) standing out from the pack.

Round 1 Battle Points Leaderboard

Player Name	Battle Points
Ken Ferris	15
Charles Black	12
Lachlan Macwhirter	12
Glenn Lemprecht	11
Matt Lubbock	10
Andrew Bishop	10
Brendan Chapman	10
Brad Peel	10
Andrew Galea	10
Gavin Clarke	10
Jeff Galea	9
Byron Den Hollander	8
Matt Cole	8
Kendal Williams	5

Round 2 saw a few more big wins and at the half way point Andrew Galea (29), Charles Black (28), Lachlan Macwhirter (24) and Matt Lubbock (23) were heading the battle point's leader board and paired off for the all-important 3rd round. The biggest win to

date was a 19-1 trouncing of Andrew Bishop's Nurgle Daemon army by Andrew Galea's Tzeentch Beastmen. (Sorry Bish, had to put that one in! – Ed ☺)

Round 2 Battle Points Leaderboard

Player Name	Battle Points
Andrew Galea	29
Charles Black	28
Lachlan Macwhirter	24
Matt Lubbock	23
Brad Peel	20
Brendan Chapman	20
Gavin Clarke	20
Kendal Williams	19
Glenn Lemprecht	19
Ken Ferris	19
Matt Cole	18
Jeff Galea	16
Byron Den Hollander	14
Andrew Bishop	11

Things were heating up and with a host of players hovering around the 20 points mark it was still a wide-open



Charles Black and Andrew Galea clash in round 3 at the top of the table.

20-0 and effectively ending any hopes Byron had for the day. Another fast mover was Brad Peel with an 18-2 win over Gavin Clarke.

Round 3 Battle Points Leaderboard

Player Name	Battle Points
Charles Black	43
Brad Peel	38
Matt Lubbock	37
Andrew Galea	34
Matt Cole	32
Ken Ferris	32
Andrew Bishop	31
Kendal Williams	30
Lachlan Macwhirter	30
Glenn Lemprecht	28
Brendan Chapman	27
Jeff Galea	22
Gavin Clarke	22
Byron Den Hollander	14

This was it, the final round of the Masters and still half the field were chance of taking it out. With most people getting very high sportsmanship scores, it would come down to composition and painting to make for any differences in battle points and players were busy trying to calculate things in their heads coming into the last round.

affair. An abundance of draws kept things pretty tight and it was obvious that the composition and painting scores were going to have a bearing on the final 3 placings. The other remarkable thing at this stage was the failings of pre-tournament favourites Jeff Galea (16) and Byron den Hollander (14) to make an impact. They were both struggling and needed something special to get a place from here.

Round 3 saw Charles Black dish out a solid defeat to Andrew Galea (15-5) whilst Matt Lubbock put a serious dent in Lachlan Macwhirter's title aspirations (14-6). Andrew Bishop also stormed back into contention with the 1st (and only) massacre of the tournament totally trouncing Byron den Hollander



A grudge match between old Adversaries, Brad Peel and Gavin Clarke.

The battle of the Lizardmen armies was on table 1 with Brad and Charles fighting it out in the steamy jungles of Lustria. Tzeentch and Khorne were at it again with Matt Lubbock and Andrew Galea on table 2. And finally the battle for Sylvania was on table 3 when Matt Cole and Ken Ferris (both playing Storm of Chaos – Sylvania lists) were matched against one another.

The top 4 players all managed draws against one another which threw the tournament wide open. Kendall Williams, Glenn Lemprecht and Ken Ferris all managed solid wins to give themselves a chance of slipping past the top 4 and into a placing.

Round 4 and Final Battle Points Leaderboard

Player Name	Battle Points
Charles Black	53
Brad Peel	48
Matt Lubbock	47
Ken Ferris	47
Kendal Williams	46
Andrew Bishop	45
Glenn Lemprecht	44
Andrew Galea	44
Matt Cole	37
Lachlan Macwhirter	36
Jeff Galea	32
Brendan Chapman	31
Gavin Clarke	26
Byron Den Hollander	24

So that was it. A great day's gaming, 28 awesome games of Warhammer and **Charles Black** gained the most battle points on the day. As you can see it was very tight with only 4 battle points separating 2nd to 8th place!



Trent Denison concentrates to remove any chance of error whilst entering the final round's scores.

The Painting/Modelling

Painting & Modelling was comprised of 2 elements. A series of questions were marked against each army by the tournament organizers to provide up to 7 points, and another 3 points could be gained by each player and the tournament organizer voting for their 1st, 2nd and 3rd best armies using whatever criteria they wanted to.

There were a lot of great armies on display on the day and each player gained the following score.

Player Name	Painting/Modelling (10%)
Glenn Lemprecht	10
Andrew Bishop	9.7
Brendan Chapman	9.1
Charles Black	7.1
Lachlan Macwhirter	7
Matt Lubbock	6.4
Gavin Clarke	6.2
Matt Cole	6.1
Brad Peel	5.6
Andrew Galea	5.6
Jeff Galea	5.6
Kendal Williams	4.9
Ken Ferris	4.9
Byron Den Hollander	4.9

As you can see, 3 times slayer sword winner **Glenn Lemprecht** got maximum for his painting score but it was a close run thing.

Sportsmanship

After every game, each player would answer a series of 5 questions regarding their opponent in the game they just played. The questions were designed so that most players would gain maximum points unless there were serious problems and I am delighted to say there were none on the day whatsoever.



Whilst he enjoyed being TO for a day Evan Ferris is keen to qualify for next year's event!

Player Name	Sports (20%)
Kendal Williams	20
Charles Black	20
Brad Peel	20
Glenn Lemprecht	20
Andrew Galea	20
Brendan Chapman	20
Matt Cole	20
Jeff Galea	20
Lachlan Macwhirter	20
Gavin Clarke	20
Byron Den Hollander	20
Andrew Bishop	19
Matt Lubbock	19
Ken Ferris	19

Composition

The composition for the tournament was the most unique element and it is a system I have wanted to use for sometime, but obviously for larger tournaments it is not practical. Basically each player had to submit his or her armies before the tournament and these were distributed to every player (anonymously) prior to the event.

Each player would nominate their 3 “hardest” and 3 “softest” armies using whatever criteria they wanted. A player’s composition score was made up from these votes with 15 being the maximum score.

Player Name	Composition (15%)
Kendal Williams	15
Brendan Chapman	13
Jeff Galea	12
Matt Cole	10.75
Gavin Clarke	10.5
Andrew Bishop	7.75
Andrew Galea	7.25
Matt Lubbock	6
Brad Peel	5.5
Charles Black	5.25
Glenn Lemprecht	4
Byron Den Hollander	3.25
Lachlan Macwhirter	2.75
Ken Ferris	0

The feedback from the players and indeed the general Warhammer community regarding the composition system was extremely positive. It seemed the fairest way to determine how well a player’s army was composed. After all, composition of an army is a relative thing. Relative to the rest of the field and relative to what a player perceives to be “over the top” or not. As I said earlier, not entirely practical to do this with a larger tournament but with the wonderful tool called the Internet at our disposal I still think something like this is possible in future tournaments... watch this space!

From the outset it became apparent that one army stood out as being perceived as “soft” and another army stood out as being perceived as “hard”. These two armies scored 15 and 0 respectively in this category. The rest of the armies were pretty much spread out between these two points as can be expected. I have to say that when I devised the system, I did not think that anyone would score the maximum or minimum. But that is the way it turned out. In the end Ken’s Sylvanian army probably stood out just a little too much with

a few elements that caught the voter’s attention, where Kendall’s Empire army did not have the two main elements that many perceive to make an Empire army hard; a steam tank or a hellblaster.

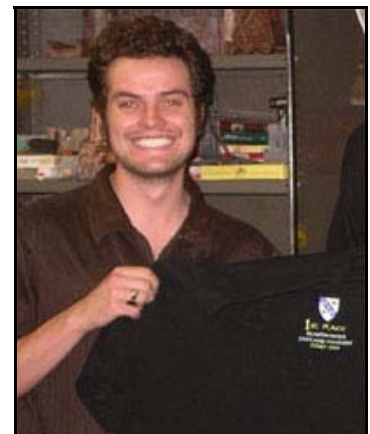
Was the system accurate? Well the players seemed to think so, and that should be the case as they were the ones that determined the scores! At the end of the day it was largely agreed that receiving 5 or below in this category (when someone scored 15) was a pretty big deficit to catch up. I think the main effect this system will have on the tournament is that next year players will definitely take the composition of their army seriously. We shall see...

The Final Standings

At the end of the day, there were 14 exhausted players and 2 exhausted tournament organizers, but all 16 people were excited about the how the day went, were regaling stories of their army’s exploits and looking forward to crowning the Master of 2004. A new tournament experience had been born, and many were already looking forward to the 2005 Masters.

The winner of the inaugural 2005 Masters was **Kendall Williams** and his Empire army!

Player Name	Tournament Score /100
Kendal Williams	74.4
Charles Black	72.1
Andrew Bishop	70.2
Brad Peel	67.1
Glenn Lemprecht	67
Matt Lubbock	66.65
Andrew Galea	65.85
Brendan Chapman	65.35
Matt Cole	64.6
Jeff Galea	61.6
Ken Ferris	59.15
Lachlan Macwhirter	56.75
Gavin Clarke	56.2
Byron Den Hollander	46.15



The inaugural Warhammer Fantasy MASTER! Kendall Williams...and isn't that the smile of a winner indeed! ☺

In the end the player most believed to be the weakest army had prevailed, scored a respectable 46 battle points and combined with his other scores (including a 15 in composition) he managed to claw his way to 1st place. Kendall was a very popular winner of the event, as many players rated him no chance to win with the army he was fielding. In the end, a well balanced

Empire force with a mixture of shooting, infantry and cavalry (not to mention a few well chosen magical items) won the day, congratulations to Kendall.

The place getters were **Charles Black**, the player seeded 1 before the event and the winner of the battle points category with his Lizards, and **Andrew Bishop** whose superb Nurgle Daemon army came home with a wet sail and swept all before him in the final 2 rounds.

You can see the strength of the tournament when players of the calibre of Jeff Galea, Lachlan Macwhirter and Bryon den Hollander are amongst the tail end of the field.



2nd place overall and 1st in battle points...Charles Black.



3rd place overall to Andrew Bishop.

The Masters – from a Co-organisier's Point of View.

by
Trent Denison

When I first heard Andrew speak about the Masters, I knew I wanted to be involved in some way – unfortunately I am really a terrible player, so I hoped it would be behind the scenes in some way. I offered to help out Andrew on the day of the event, and was very pleased when he accepted my offer. After one of the funniest and most enjoyable days I have been involved in, these are a few *behind the scenes* stories about the day itself.

The Heat

When we arrived bright and early on Sunday morning at the Southern Wargamers Club, it was already 68 degrees celsius. Things only got hotter as the day progressed, with more and more sweaty wargamers heating the small rooms. Matt Lubbock was the genius who eventually realized that the heat wave could be met head on by turning the fans on the highest setting, as opposed to the lowest.

The First Round Draw

As opposed to using some new fangled computer program to determine the first round draws, we opted to go for the more traditional and suspenseful methods employed in the early

Sumerian times – drawing names out of a ceremonial hat. Unfortunately we were only able to get Gavin Clarke's Wallabies hat, which somehow seemed to cheat with the results.

The Maccas Run

Lunch was always going to be tough – with the extremely tight schedule we were on, Andrew, Evan and I had planned on doing a run up to Hungry Jacks during the second game to feed the masses. Enter Ming Chang, one of the most generous and nicest guys ever, who offered to take my place on the drive to HJ's. Unfortunately the troubles started here. When Evan and Ming left, they were unable to find the nearest Hungry Jacks. They were then left with the unenviable task of trying to decipher everyone's HJ's into McDonalds meals. After a hellish journey through the blistering sun, these brave heroes returned carrying several hundred Maccas bags and a plethora of drinks trays. Trying to read the scribbled changes on the bits of paper made delivering these meals to the hungry gamers an almost impossible task. To top it all off, the organizer himself, Mr A Galea, did not even realise he had eaten a different meal to the one he ordered!!!

BTW the Hungry Jacks was around 1

km away on the street the tournament was being played at! - Ed



Straight out of a country road summer catalogue and former Sydney GT winner – Ming Chang

The Simpsons Call

During the day, a *certain someone* kept utilizing Simpsons references to keep their opponents off balance during his games... Not mentioning any names, but Kendall was so meticulous with his Simpsons knowledge that he even corrected me when I tried to get in on the action!!

To The Players

Thanks for making the event such an easy one to run, Evan and myself barely broke a sweat (or should that be barely broke the layers of sweat already covering us?). It was a great day.

A Final Serious Note

Most would know I have a bit of a warped sense of humour. However, on a totally serious note, from the first when I heard of this tournament, I knew it would be something special. There used to be a pinnacle in war gaming in Australia, but since the demise of the Grand Tournaments, something needed to replace them to determine our Australian Champions. We have Golden Demon every year for painters to strive and achieve for, and something was needed for the players in our ranks.

We now have the Irresistible Force Warhammer Masters.

This is the new pinnacle for Warhammer players to strive for, and I can only see bigger and better things for the Masters in the future. In 2005, in each of the eastern states, there will be a qualifying event where the two highest placed players will receive automatic invites to the Masters. For anyone else, you can still get an invite by being one of the top ten in the Official Warhammer Rankings.

Get out there, play in your local tournaments and give yourself a chance to be invited. It will be an experience you will never forget.

The 2005 Masters – “The Quickening”

By
Andrew Galea

Even before the dust had settled, the players were discussing next year’s Masters. And I am happy announce that the tournament will definitely be going ahead in December next year. I am very proud of every aspect of the tournament and I am looking forward to a whole year of tournaments and the rankings once gain in 2005.

So what will change? Not a whole lot I am happy to report. The composition, painting and sportsmanship categories will remain unchanged. I am thinking of doing a slight tweak in the weightings of the categories but nothing that will change anything drastically.

The Invitations

The main change in format next year will be how the invitations are handed out. I am going to promote the idea of premier events offering Master’s invitations to the winners. This will enable someone to win a big event in Sydney, Melbourne, Brisbane or New Zealand and still gain entry into the Masters despite not playing in enough tournaments to get a high enough ranking.

Here is the breakdown of how the invitations will be granted:

- Previous year’s Masters winner – Kendall Williams
- Winner & Runner Up of DogCon, Sydney 2005 (Charles Black, Jeff Traish)
- Winner of Australian GT, Sydney 2005
- Winner of Orktoberfest, Brisbane 2005
- Winner of Komplete Fanatik, Melbourne 2005
- Winner of New Zealand GT a.k.a. Fields of Blood, New Zealand 2005
- Top 10 ranked players from Geoff Tewerik’s rankings database (overall category)

From the above system, it is possible (however extremely unlikely) that 17 different players can gain invitations to the Masters. Therefore that is the absolute maximum size of the field. In all likeliness players who win the tournaments will find themselves in the top 10 thus reducing the number of different players gaining an invitation. In any event if there are declined invitations and/or spaces made available by players gaining 1 or more invitations from the above system, the invitations will pass down the **rankings** database list until **14** invitations are accepted.

So that is about it. The game of Warhammer Fantasy Battles now has an invitation only event available to the best performed tournament players of the tournament season. THE MASTERS!

The 2004 event was very well supported by the players and the Warhammer community in general, and for that I would like to thank everyone.

I look forward to organizing the event once again next year. Invitation winners will be announced in editions of Irresistible Force throughout the year, so look out for them.

Cheers,
Andrew Galea
Editor
Irresistible Force

Antipodean All-Stars: The US Tour Report

by
Andrew Bishop



I'm sure the first thing everyone is wondering is: "what the heck does that title mean?!". Well, the "Antipodean All-Stars" is the self proclaimed title a small group of us gave ourselves when we decided to experience the USA's Warhammer tournament scene in 2004. Our original aim was to attend the LAGT in September, but as luck would have it our hosts told us that the Sacramento Area Wargames Society (SAWS) Challenge would be held the previous weekend. So for the extension of our trip by one week, we could get two quality tournaments into the one trip - nice.

Our group originally consisted of four hopeful tourists in early 2004 – Lachlan MacWhirter, Charles Black, Matt Lubbock and I. Unfortunately Matt and then Charles had to drop out due to life's little interferences, which left just Lachlan and me. Not to be deterred, we decided we should still pursue the dream.

Myself and Lachlan flew out from Melbourne and Sydney respectively on the 16th of September, arriving in sunny California two hours before we left (!!) due to the time difference. We then took a flight to Sacramento (about 1000km north of Los Angeles) where

we were staying with Bill Edwards who is a resident of those parts. Some of you may know Bill as the winner of some dozen or so GT's in the USA, Canada and the UK. Alternatively some Aussies may have met him at Dogcon2 or the Melbourne or Brisbane GTs, all of which he has attended in the past. At the airport, we also waited for another couple of guys who were flying in – Logan Rook, Roy Eggensperger, Bryan Jones, and Marc Robson. And so began a great Warhammer weekend...

The Army

For the tour, I decided to take my Nurgle Daemon army. I have been using the Nurgle Daemons for the last couple of years, and they are also definitely more 'travel friendly' than my Night Goblin horde. Many of you will be familiar with the previous incarnation of the army from various Australian tournaments, and from my article in issue #1 of *Irresistible Force*. I had, however, switched to the recently released Storm of Chaos (SOC) 'Daemon Legion' list, and have also completely redone the miniatures throughout the whole army! The reason for this insanity was simple to me: with

the new-found popularity of Daemons under SOC, my old Plaguebearers were now regularly 'out-sized' by the new Bloodletter and Plaguebearer models. I had 'daemon-envy' and therefore decided to scratch build some new and improved (and bigger!!) Plaguebearers in my own style. (See Images next page).

SAWS Challenge

The SAWS Challenge was held at The Old Lion Hotel in Sacramento on 18th – 19th of September. It was a 2250 point tourney consisting of five games over two days. The quality of the field for this event of 46 players was simply outstanding. Many good players had travelled from all over the country to attend, and these were augmented by the large group of good gamers at SAWS and nearby San Francisco's Bay Area Games Society (BAGS).

The SAWS guys had gone to a lot of trouble to organise a good tourney. The terrain was good, they had door and lucky-dip prizes between rounds, and they had also taken the effort to bring Phil Kelly over from the GW Design Studio in Nottingham (Phil also played,



doing very well with his Skaven army). As well as this, the tourney had well supported demo games on the Friday and Saturday nights for Crocodile Games' *Wargods of Aegyptus*, and Battlefront Miniatures' *Flames of War*. The whole event had a good social feel about it, and I downed more than a few Newcastle Brown Ales over the weekend.

The tournament itself utilised the usual Warhammer VP table, but there were also special deployments and scenarios for each round and some of the tables had special rules. For example on the 'desert' tables, armies with better than 4+ armour save could choose to either forfeit some of their movement or strip off armour and reduce to a 4+ armour save due to the heat. Each round there were also 3 positive and 3 negative victory conditions modifying battle scores. These were randomly rolled from a list of 6 possible options of each. The system worked well, and added some good variety to the games.

My SAWS army consisted of:

Byshe the Putrid – Great Unclean One
Luboque the Rancid – Nurgle Herald with Greater Icon of Chaos
The Maggotkin – 16x Plaguebearers, std bearer (Unholy Icon), musician
The Plague Bringers – 11x Plaguebearers, champion, musician
The Pox Spreaders – 12x Plaguebearers, full command
The Neiglen Rotters – 12x Plaguebearers, full command
Children of the Unclean One – 2x Nurgling bases
Filth Mites of Nurglitch – 2x Nurgling bases
Byshe's Plague Spores – 2x Nurgling bases
The Pestilent Tide – 3x Plagueriders

Game 1 vs "Reiksmarshall" Roy Eggensperger (Dwarf Slayers).



Roy Eggensperger

This was a challenge match organised via email prior to leaving Australia. Roy and I had engaged in some good natured and humorous "trash-talk", so I was looking forward to the game. I'd heard that Roy was a good player and a great opponent so I figured the





Roy's fearsome Slayer army do the Hawaiian Mudslide

challenge match would be a great way to start the tourney. The game didn't disappoint either. Roy took a Dwarf Slayer army that was beautifully painted and very interesting to face. I'd never faced Slayers before, and knew they would be a tough prospect in Roy's capable hands. His Doomseekers caused me some grief, his Goblinhewer did hardly anything at all and we got into a big infantry slug-fest in the centre. My Plageriders chewed through a slayer unit on the right flank in one turn before getting wiped out by a single doomseeker in the next! It was a hard fought and close game, with no quarter given by either the sons of pestilence or the orange haired loonies. The final result was a 14 – 13 draw to my Nurgle Daemonic Legion. Not a bad start...

Game 2 vs Shane Knapp (Dwarfs).



Shane Knapp

Shane is a great guy from San Francisco with whom I had many a chat (and a few drinks) over the weekend

following our game. He had a 'vanilla' dwarf army – some war machines, lots of clansmen, some thunderers, some slayers and some miners. Shane's shooting didn't quite have enough to stop my boys crossing the table and his Slayers imposed almost no delay against my Plageriders on the flank. This allowed them to come around and engage the flank of his line whilst Byshe and his minions engaged the front of the Clansmen units. My troops were able to vent some of the fury built up against Shane's dwarven brethren in the previous game. The final result was a 21 – 6 win to me.

Game 3 vs Jeff Wood (Khorne Beastmen).



Jeff Wood and his Beastmen (note Lachlan cheating in the background)



Shane's Dwarfs meet Byshe the Putrid on the field of battle

Jeff was another nice guy to play. He is a Pittsburg Steelers fan originally hailing from Virginia. The game was very "cat and mouse" to start with, with both of us manoeuvring for advantage. It didn't look like much was going to happen at all until I decided to try my luck and press forward for a kill. Unfortunately my units pushing forward got isolated and flanked and I was looking to be in a pretty poor

situation.

Luckily for me though, Jeff also got a couple of units committed that I could pick on with my following units. Some lucky overruns took me far enough to claim or deny table quarters and turned a close game my way for an 18 – 10 win.

Lachlan had won all his games on the first day, and I'd had two wins and a draw, so it had been a pretty good first day for us tourists. For dinner, we headed off to "Outback Steakhouse", an Australian themed (!) steak restaurant. Here we had some "good tucker" (as we explained to our American friends), some ales and went over the day's events before heading back to the venue for some open gaming and demonstration games. Phil Kelly spoke about the upcoming Ogre Kingdoms army and other developments (Phil wrote the Ogre Kingdoms book). This was a good opportunity to look at the new book and beautiful new miniatures and to ask Phil questions about the army and other upcoming developments from the GW studio. I also had a very enjoyable game of *Wargods of Aegyptus*, which was one of the demo games.

Game 4 vs Bill Edwards (Khorne Minotaurs).



Bill Edwards with his Minotaurs and his loud Tampa Bay Buccaneers shirt (how they doin' by the way?)

Wow! I get to play my host and a fantastic player. For SAWS, Bill and Marc Robson had decided to try an interesting little "social experiment". They had built and taken identical Khorne Minotaur armies, painted in the same style with the same colour palette to see what influence soft scoring and match ups have on tourney results. The army consisted entirely of Khorne marked minotaurs, led by a doombull and a beast hero on a chariot. The guys had deliberately handicapped the list to give them a challenge by taking all khorne marked units, with no cheap screening units like Chaos Hounds or Beastman herds. The game went as

expected, with me leading Bill's minotaurs around the table and killing a few units during the first few turns I also had quite a bit of fun forcing Bill's chariot to charge and rout back and forth through a wood in the centre of the table. Other units, however, could only be led for so long when facing a player of Bill's calibre and these ended up smashing into me for a very bloody battle. The last couple of turns were very close and brutal, but I hung onto the objective that comprised the scenario victory conditions. The end result was a 14 – 13 draw to me.

Game 5 vs Ed Phillips (Brettonians).



Ed Phillips

Ed was fielding an Estalian army using the Brettonian list, and his army was stunning. All his knights and foot troops were done in dark Spanish / Estalian style armour, with the distinctive Spanish helmets. I've yet to really find an easy way to beat Brettonians with Nurgle Daemons, and this game posed a challenge for me. The deployment die roll favoured me, and I decided to "castle-up" in one corner with a nice hill and a river – ideal defensive terrain which would make it hard for Ed's Estalians to outflank me... or so I thought! In the end, they didn't need to outflank me. My deployment limited my own troops reactions and the courageous Estalians simply hammered into my units frontally – several lances on each! Needless to say they won, and by the end of the game I had very little left alive. The fat-boy was rampaging around, but all his buddies had vanished back to the realm of chaos. Ed showed great patience, moved his units into

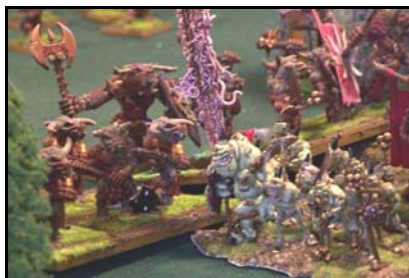
position in the first few turns and then hammered me in a most convincing manner. (He was very nice while he was doing it though!) The result was a 7–20 loss to the Nurgle lads.

So overall I finished on 73 battle points, which with 'soft' scores gave me 150 points -enough to finish 14th overall. To my delight however, I got the "Player's Choice" award for my army, along with a nice plaque. Lachlan finished on 80 battle points and 153 points overall to finish 9th. It was a successful and enjoyable tourney, and our journey continued...

From Sacramento, it was off for a break to Las Vegas for Lachlan and I. Wow, what a place!! We didn't end up getting much of a break at all. Las Vegas is a city set up entirely for entertainment. It is full of HUGE Casinos, hotels, shows, nightclubs and bars open 24 hours a day.

It is also unfortunately very easy to lose all track of time and just play and drink non stop, so this is what we did for 4 days! Well, we did get a bit of sleep in there, but nowhere near enough, and mostly during daylight hours. Overall, it was a good gamer's break for a few days between tourneys and is highly recommended as an interesting experience.

After our 'rest' in Vegas, we hopped a flight back to Los Angeles, or more specifically a part of LA called Ontario, where the LA GT was to be held. Here we met up once again with Bill Edwards, Marc Robson, Nate Beck and Janner Holliday. We all went off to our shared hotel rooms and then went to the venue for registration and some open games. Janner challenged me to a game and I fought his Sylvanian army for a hard fought draw. This turned out to be a good way to get me back into thinking about Warhammer for the tourney the next day.



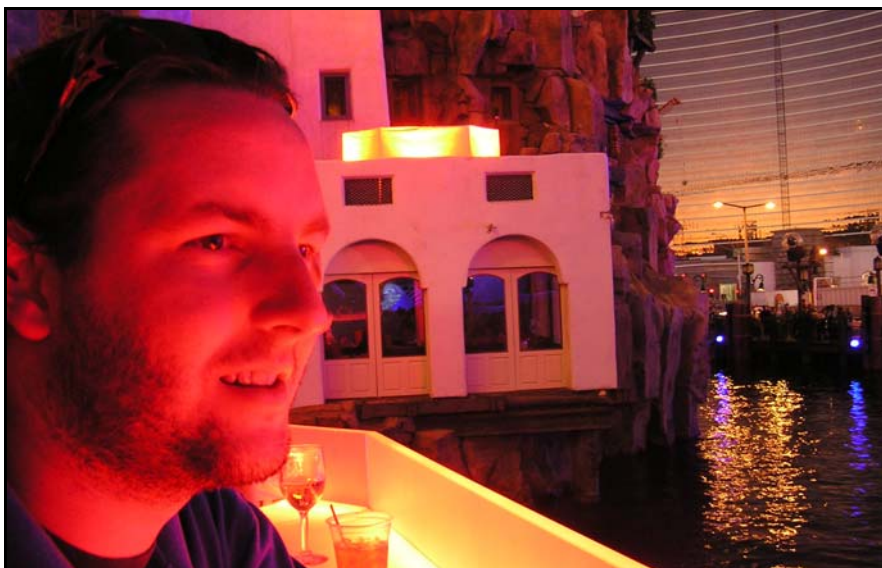
A critical fight between my Herald and a unit of Minotaurs during the game with Bill



Ed's Estalians



Our hotel – the Excalibur Casino and Hotel



A very evil and feral looking Lachlan at the “Treasure Island” Casino

The Los Angeles GT

The LAGT is the second largest GT in the USA, this year drawing 106 Fantasy players and a similar number playing WH40k. This year it was held at the Ontario convention centre.

My LAGT army was the same as for the SAWS Challenge, except that I had to drop the Neiglen Rotters and some musicians from other units to fit within the reduced 2000 point limit.



Game 1 vs Stian Engebretson (Lizardmen).



Stian Engebretson

Once again I had a great game to kick the tournament off with. My first game of the GT was against Stian Engebretson – a Norwegian living in Spain and over to play in the USA! Stian had a pretty balanced Lizardman army that proceeded to take me apart with poison shooting. By turn 5, my Great Unclean One had taken 9 wounds and was hanging on by a thread. Amazingly he survived the next two rounds of shooting, but the same could not be said of my other units. Stian completely outplayed me – refusing to charge where I expected and backing off when I wanted to come to grips with his troops. A good win to Stian, for a 5-15 loss for me. Doh! Mind you, when I told him the result, Marc Robson said “Oh, that’s OK. You can still get 85 points for battle, which is enough...”. I liked his positive thinking!

Game 2 vs Patrick Kendall (Goblins).



The terrain at US GT’s is first-rate quality.

I couldn’t have hoped for a better army match up following a big loss. Patrick was playing an all Goblin army with lots of gobbos, night gobbos, 3 units of wolfboys, 5 chariots, some trolls, a giant, some war machines and some shaman and other characters. Whilst Patrick was a capable general the match up with a fear and terror causing daemoniac army was bad for his boyz. I delayed his cavalry flank on the left and ploughed up the centre with the majority of my army. The results were not pretty... a hard fought battle, that ended as a 20-5 victory to me.

Game 3 vs Michael Murphy (Bretonnians).



Michael Murphy

Michael fielded a stunning Bretonnian army painted in muted palettes, and with mud spattered horses and gear you’d expect to see on a campaigning army. I decided to reverse the defensive nature of my play against Bretonnians in the final battle of SAWS, and formed up in a wedge that advanced obliquely into Michael’s line and took the fight to him. With some delay on the flanks by Nurglings, my units were able to advance clear across the board, stop his lances from combining and break the key units. I was happy with a good 20-5



win for me.

So day one finished with me on a healthy 45 / 60 for battle, and fired up and ready to go for the next day. Once again we went for some dinner with the lads, this time to a fun Japanese Teppanyaki restaurant where we were joined by Stian and Marc’s lovely wives.

Game 4 vs Dave Howard (Orcs and Goblins).



Dave Howard

I had finished on the same battle points for day one as Lachlan and unfortunately we were drawn to play each other for game four! A quick word to the tourney organisers saw them very reasonably agree that we should not have to travel thousands of miles across the world to play against each other (thanks Bob!). The guys on the table next to us very kindly agreed to swap opponents, so Lachlan ended up playing Odin Shafer’s stunning empire army, which ended up winning “best army” (check out his army display on the next page – now that’s a display base!!).

I got to play Dave Howard and his Orcs and Goblins. Dave was a great guy and it turned out we had a lot in common – he is also an ex-army officer, played rugby and was interested in English Premier League Soccer (the latter two very unusual for an American!) Once again, the game was dominated by



Odin Shafer's stunning army display tray!

Game 5 vs Mike McTyre (Vampire Counts).



Mike McTyre

This was a tough match. Mike and I were both looking ok for a podium finish prior to this game, and events conspired to make it a very tough game. The scenario called for diagonal deployment zones and we both had to kill the enemy general and keep our own alive to claim the Mighty Victory condition. This is pretty hard when the generals are a T6 W10 Great Unclean One and a Blood Dragon Vampire Count – both very hard to kill! The diagonal deployments saw us deploy on opposite sides of the table, meaning we advanced and manoeuvred for the

majority of the game. It wasn't until turn 5 that we really came to grips after both trying to gain positional advantage. Mike took out some of my units and was looking good until a mistake that allowed me to charge the flank of his general's unit of black knights with my Herald and Plagueriders. The resulting combat resolution killed the remaining knights and the Vampire Count, giving me enough points for the draw.

Unfortunately for me, although Mike's general was dead, I had not won the game and could not therefore claim the bonus points for a "mighty victory". The final result was a 10-10 draw. Mike ended up coming 2nd overall, and I was worried that our draw had cost him 1st place. I soon found out, however, that he had come 2nd by 12 points, so even with an additional 10 points from our game Mike still would have placed 2nd.

At the end of the event, Marc Robson had taken out a well deserved 1st Overall (which Lachlan and I were very pleased about). You couldn't ask for a better guy and a better general to be the

Panic and fear, with a key roll early in the game seeing his Black Orc unit panic from the "Pestilence" spell and flee back to Dave's table edge. Although they weren't off the table, they were out of the game until the final turn when most of his other units were already dead and the Black Orcs were hit by several units in a combined charge. Poor greenskins – a 20-5 win for me.

champ! We had discussed many tactics and lists with Marc over the previous week and he is a top class general. Another one of our room mates, Nate Beck, had won "best general" and Lachlan came 2nd in this category. To my delight, I came 2nd in the "best army" category, and 3rd in "player's choice". I also finished 5th overall and Lachlan 4th overall. We were very pleased with this showing from the large quality field of 106 players.

So now our little US tour had come to an end. The Antipodean All-Stars had not swept all before us, but we felt we had fun and put in a creditable showing. More importantly we had met a lot of new gamers, seen some terrific armies and played some great games. I cannot encourage strongly enough for players to travel to other countries and experience their gaming scene. It really is a lot of fun.

After our Wargaming holiday we headed home to Australia, already planning our next overseas tour. So keep your eye out for us in the next few years, and until then ... good gaming!



Our "roomies" at the LAGT (from L to R): Standing: Stian Engebretson, Nate Beck (best general), Andrew Bishop (2nd Best Army, 3rd Players Choice), Marc Robson (best overall) Kneeling: Janner Holliday, Bill Edwards, Lachlan Macwhirter (2nd Best General)

Until Next Time...

Well that is a mini version of Irresistible Force. Issue 6 is finally out there.

I am keen to make the next issue a bigger and better one, something closer to what I would normally publish so please send through articles. I have kept one or two up my sleeve to help get the next issue rolling but there can never be too many! Whatever idea you may have will be considered, variety is good.

If you have any suggestions, constructive criticisms or ideas, send them through to editor@irresistibleforce.net.

Until next time, take care and happy gaming!

Cheers,
Andrew Galea