

IRRESISTIBLE *Force*

Issue 7—July 2005

Warhammer Fantasy E-Zine



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Warhammer Master Update.....3 Turosh's 'Ardboyz.....5 Doing the Double.....10 Remains In Play.....19 Terrain: Trees & Woods.....19 Elven Archers.....22	Hey everyone, Welcome to the 7th edition of Irresistible Force! The e-zine for Warhammer Fantasy players. It is always a huge sigh of relief when I am putting the finishing touches to an IF e-zine. Every time I set out to undertake doing a new issue I dread the times where I just think "why am I doing this?!" :) However once it is finished, somehow it always seems worthwhile. The issues these days are half the size they have been in the past but they are manageable and will hopefully give you guys some quality fantasy articles to read. Once again I would like to thank the contributors to this issue. They are all regulars and have provided great support for me during the 2 and a half years I have been doing IF. Can you believe it has been that long?! It is always a pleasure when people come up to me at tournaments and comment on the e-zine. I do appreciate your comments and support. I am aiming to put another issue out around the time of the Masters this year. So the issue will be out around November sometime once the Masters invitations have gone out and been accepted. I am excited about the Masters already, and I know that many of you out there are as well. The interest has been enormous.
Issue 7 - July 2005 Editor: Andrew Galea Contributors: Andrew Galea, Ken Ferris, Geoff Tewierik, Mike Allen, Jeff Galea IF Logo Artwork: Darren Whittam Front Cover: Tzeentch Dragon Ogre Shaggoth by Gavin Clarke IF Online: http://www.irresistibleforce.net Email: editor@irresistibleforce.net	You may remember I mentioned me getting into the online game World of Warcraft in the Issue 6 Editorial. And yes I am still gracing the world of Azeroth. A thoroughly enjoyable experience I have to say, easily the best computer game I have ever played and I am still going strong after 8 months. Beware however as it will cut into your Warhammer time! Just recently I have been getting back into playing Warhammer regularly and that is the beauty of the game. The models are always there and having a break here and there can recharge the batteries. I have already started painting again and am keenly looking forward to the next few tournaments on the horizon. There are rumours of a new edition coming out in the near future and the exciting prospect of change that a new edition always brings with it.
	I have heard that the new edition's boxed set will feature Orcs & Goblins and Dwarfs. Fantastic news for me as they are my two favourite armies and I have around 4000 points of each! New army books, some new models...all sounds great to me. It would be remiss of me not to mention that I just finished the latest instalment of Harry Potter. Book 6 is a beauty and I thoroughly enjoyed it. Anyway, best be off. Hope you enjoy the read and looking forward to hearing from you guys either via email or at tournaments. Take care and Happy Gaming, Andrew Galea Editor Irresistible Force

Warhammer Fantasy Masters Update

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."

The interest generated throughout the Warhammer Fantasy community following the inaugural Masters tournament held in December last year has been huge. I have had countless emails and calls from people asking about this year's Masters; when it is being held, who is going to qualify and what format the tournament will have; so I thought I would take this opportunity to let everyone know what is going on.

The 2005 Masters "The Quickening" has a tentative date of Sunday, 11th December and is going to be held in Sydney at the Games Workshop City Store Battle Bunker! The tournament will be one day and will incorporate 4 games of 2250 points.

Entry into the Masters will be by invitation only

Battle

20 points can be achieved from each battle using the following sliding scale.

Margin	Winner	Loser
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6
750-899	15	5
900-1199	16	4
1200-1499	17	3
1500-1799	18	2
1800-2099	19	1
2100+	20	0

After 4 games a player's battle points will be worked out as a percentage of 65 to get the battle component of their tournament score.

Element	Weighting
Battle	65%
Composition	10%
Painting/Modelling	10%
Sportsmanship	15%
Total:	100%

using a combination of qualifying event winners and Geoff Teweirik's Warhammer Fantasy rankings database. The number of players in the tournament is not fixed but will be in the vicinity of 14-16 players.

Each player's tournament score will be made up of battle points, composition, painting/modelling and sportsmanship.

As explained in Irresistible Force #6, the 2005 Masters is offering invitations to players who excel at selected events throughout the year. This provides opportunities for players who do not attend a lot of tournaments to win one of the selected events hence gain a ticket to the prestigious Masters.

The list below displays the invitation breakdown.

1st place 2004 Masters – **Kendall Williams**
 1st & 2nd place DogCon, Sydney 2005 - **Charles Black, Jeff Traish**
 1st Place Sydney GT, Sydney 2005 - TBA
 1st Place Orktoberfest, Brisbane 2005 - TBA
 1st Place Komplete Fanatik, Melbourne 2005 - TBA
 1st Place New Zealand GT a.k.a. Fields of Blood, New Zealand 2005 - TBA
 1st Place QLD Masters, Brisbane 2005 - TBA
 Top 10 ranked players from Geoff Teweirik's rankings database (overall category).

Should a player receive 2 invitations (due to their placing in one of the tournaments above and also due to their ranking) then the 2nd invitation will **not** be passed on to any other player. The player afforded the 2 invitations will effectively only re-

Painting/Modelling

The painting/modelling component is broken up into 2 sections. The tournament organisers will mark each army on 10 criteria. This component will make up 70% of their painting/modelling score (7 percentage points out of the 10).

The final 30% (3 percentage points out of the 10) will be made up from the scores each army receives from 3-2-1 votes from all players and tournament organisers.

Army display trays and dioramas will not be considered in the tournament organiser criteria however they may be considered by other players for the 3-2-1 votes at their own discretion.

ceive the one to either accept or decline. Any declined invitations will pass down through the rankings system until 16th place is reached. Upon that point the tournament entrants will close and the Master combatants will be announced. Therefore a player must win one of the tournaments above or come in the top 16 in the rankings to have a chance of qualifying.

Each of the 4 games will be pitched battle and

Sportsmanship

After every game each player will answer several yes/no questions regarding their opponent. These answers will be used to determine a player's sportsmanship score.

As was the case last year, an atmosphere of friendly competition will be the stated goal of the tournament and the sportsmanship scores will hopefully play little part in the overall standings. The questions will be geared so that most players will receive close to full marks for this category. However the mechanism will be in place to highlight any problems a player may be causing through their behaviour.

All dramatically low scores in this section will be identified by the tournament organiser and both participants in the relevant battle will be invited to comment.



run for no longer than 2.5 hours. There will be no scenarios used. All terrain for each table will be pre-setup by the tournament organisers and will remain unchanged for the entire 4 rounds. A good mixture of terrain will be used and a few of the tables will be setup with unusual/uncommon terrain features to challenge the players.

The competition for invitations is starting to heat up with many of the game's top tournament players having 3 tournaments registered against their name in the rankings database. Remember to gain a full ranking a player must compete in 3 events in the calendar year. Therefore the first 3 events the player competes in will directly contribute to their ranking score however once a player has 3 events already entered only their 3 best from that point forward will count. Hence attending many events will not gain a player much benefit as only their 3 best will count to their ranking total.

As has been the case in the past 2 years there is minimal movement amongst the top 10 in the second half of the year. So I have decided to list the current top 10 ranked players as of 6th July. These are the players in the running for an invitation who will also be looking over their shoulders in the months ahead.

Current Rank	Player
1	Charles Black * #
2	Jeff Galea #
3	Jeff Traish *
4	Byron Den Hollander #
5	Brad Peel #
6	Matt Cole #
7	Steven Gibb
7	Lachlan Macwhirter #
9	Ken Ferris #
10	Phil Cottrell

* Already gained an invitation to the Masters.

Attended Masters 2004.

As you can see, many of last year's big names are once again entrenched in the top 10 and are looking for a likely return to the big stage. Last year's #1 ranked player Jeff Traish is very keen to attend this year's event and has guaranteed to accept the invitation forced to him as a result of his 2nd placing at DogCon this year.

It will be interesting in the coming months to see how much the top 10 changes and then of course the players that eventually accept or decline their invitations. Last year only 2 players declined their invitations which was a great effort by all, considering we had players travelling from Melbourne, Adelaide and Brisbane to make the event. Hopefully this year will be no different and the 2005 Masters "The Quickening" will be bigger and better t



Composition

The composition system used in the 2004 Masters was one of the most unique features of the tournament and also generated the most conversation. Basically each player has to submit their complete and final army list at a set date before the tournament. Each of the lists is then sent to all players anonymously. Each player nominates their 3 "hardest" and 3 "softest" armies (ranking them 3-2-1) using any criteria they wish.

A player will receive 3, 2 and 1 composition points for each "softest" vote and conversely lose 3, 2 and 1 point for each "hardest" vote they receive.

A player's composition score will be capped at 10 (hence receiving 10% for their composition score) and/or capped at zero (hence receiving 0 for their composition score).

Turosh's 'Ardboyz

Putting together a tournament Grimgor's 'Ardboyz army.

By Andrew Galea

I have had a relatively quiet time of it at Warhammer tournaments in the first half of this year for several reasons, mostly being that I have been incredibly busy. I have only entered 2 tournaments, being Leviathon in Sydney and ConVic in Melbourne. And I am not very happy to say I have only had moderate success!

The idea of an all Orc army has long appealed to me and I have fielded different variants a few times in club games with the Greyhawk guys. I was therefore keenly interested to get a look at the new Orc list in the Storm of Chaos supplement. And I have to say that it did inspire me to give it a serious go in tournaments.

This article is the first in a two part series where I will discuss my thought processes and battle successes/failures in putting together a tournament level Grimgor's 'Ardboyz army. I intend to enter the army in a few tournaments at the back end of this year in the hope of playing a fun, tough and challenging army and of course perhaps getting some much wanted success! :)

The most challenging aspect of the SOC list in my opinion is the fact you can only field a single level 2 Shaman in an army of regular tournament size. The main contributors to my previous successes with a greenskin horde have been the Big



Waaugh and cheap goblin troops. Both of these were not available to me so obviously I had to take a different approach. Whilst Orcs have the reputation for being mountains of solid green muscle they actually do not hit that hard. And I have found that to hit an opponent's line with it being completely in tact normally results in the green guys bouncing off!

Therefore I decided that fielding artillery to supplement the reduced magic presence would be my best bet to ensure that when the boyz arrived, they would have an easier time of it.

The other main changes to the standard greenskin list is the ability to field unlimited numbers of Big 'Uns, this sounds good on the surface but getting carried away with doing this will provide



My Favourite models and troop type in the game. The Boar Boyz. Very characterful and extremely effective, made even more so by the ability to field multiple units of Big 'Uns in an 'Ardboyz list.

I only wish that Grimgor did not turn away all the savage orcs from his army!

No why would he do that?!

an abundance of orcs that are more expensive and just as easy to kill (toughness 4 and 5+ armour save). So whilst I wanted to take advantage of this rule I would use it judiciously.

So without further ado...my first go at putting together a SOC greenskin list: Turosh's 'Ardboyz.

Characters

The SOC list had a new rule where Black Orc characters only take an additional hero slot if they are not on foot. A very nice rule change in my opinion and one that was long overdue. This made my first character choice a simple one.

A Black Orc Big Boss (Khurgan Stonefist) carrying the army standard is a great choice here. Giving him Drog's Dead 'Ard Armour and the Sword of Might would provide a character with 3 strength 6 attacks (hitting on initiative), toughness 5 and a 1+ armour save. He also quells animosity.

I am also definitely going to field a level 2 Shaman (Morgash Mindbender). Arming him with 2 dispel scrolls would also give me some much needed magic defence. The other options would be to give him a single dispel scroll and the Double Doin' Doo-Dahs however I am just not sure how effective the Effigy's bound spells would be (more on that later) so at this stage of testing I would opt for more magical defence.

That leaves me with 2 more character slots. I wanted my other two characters to be mobile as having all 4 on foot would be too limiting. I initially did not want to field a Wyvern so I decided to take an Orc Warboss (Turosh Mak) mounted on boar and a Big Boss (Krag Ironfist) mounted on a chariot.

Turosh would have the Armour of Gork (5+ save and re-roll failed armour saves), Enchanted Shield (5+ save) and Fumpa's Club of Fumpin' (+2 strength). Counting the extra 2 armour save afforded by his mount he will get a 1+ re-rollable save and hit with strength 6 on initiative. His mobility will also allow me to get maximum benefit out of his

excellent leadership 9.

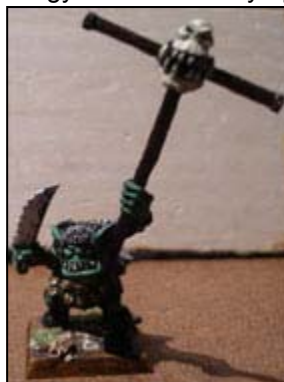
Krag would get a 5+ save from the chariot, so with light armour and a shield that would mean a 3+ save vs shooting. I will just arm him with Nibbla's 'Itty Ring ('Eadbutt spell on power level 3) to help my magic attack along, the Talisman of Protection (6+ ward) and a great weapon. Krag and the chariot would have a unit strength of 5, removing ranks on a flank/rear charge and also providing awesome hitting power in any situation.

So the first iteration of my characters was done and I have to say I am happy with them so far. Good variety and some hard hitting, can't wait to see how they fair on the field of battle.

Effigy of Gork

This is a very interesting item and something unique to the Grimgor's 'Ardboyz army. The Effigy lets a greenskin general ignore a failed animosity test if the unit is within 24" range and if it can and does declare a charge on an enemy unit. It provides an additional dispel dice for each Black Orc character within 24" and perhaps its best ability is that it imbues each unit standard in the army with a one off bound spell.

All for 40 points! Another added bonus is that the Effigy itself cannot be harmed in any way. What an item! With the lack of shamans the Effigy is a must in my opinion. All 3 of its pow-



The Effigy provides a one use only bound spell for each standard in the army, even those that are magical! This makes for a very interesting magic phase if you can release these powers at the opportune time.

ers are extremely useful and the opportunity to create a model of the Effigy is too much to resist!

Infantry

All my Warhammer armies have a good solid base of infantry. The idea of the tough foot sloggers appeals to me and adds to the realism of the army. Not to mention that when used correctly infantry can be the rock on which many victories can be built.

At 5 points for the basic Orc (light armour and chopper) you have a pretty handy trooper. Toughness 4 and a leadership value of 7 make the common Orc quite good for the points. I normally equip mine with shields for 6 points each model. 2 units of 21 with full command will be a good start. I opted not to upgrade these boyz to Big 'Uns as I did not want these blocks to cost too much.

The survivability of my Shaman was paramount to the success of the army, so I also added a unit of 10 boyz with full command to sit him in. This unit could be placed 1 inch behind a larger block of troops which means the shaman in the front rank could not be targeted by shooting/magic and also could not be charged in the front by a suicide charge of light cavalry/flyers. I would not normally give such a small infantry unit a standard, but with the Effigy of Gork this standard would get a once only bound spell and that could come in handy.

Next I needed to add a couple of tough infantry units. Units that could pack some punch and stand toe-to-toe with other infantry units in the game. A unit of Big 'Uns armed with spears and shields are one of my favourites. Weapon skill



Did someone say "Big 'Un"?

A full unit of these monsters armed with spears are an awesome sight on the battle field and will make even your opponent's toughest units think twice.

and strength of 4 combined with the spears will give them the ability to hang around in protracted combat. This unit is awesome when the going gets tough and the boyz wanna get stuck in. I have Khurgan (BSB) leading this unit, that ensures the centre of my line is going to take some beating to get through. A unit of 20 Big 'Uns with spears and shields comes in at 228 points.

My final infantry unit would be the magnanimous Black Orcs! I have a set of old Black Orc models with great weapons that I love fielding whenever I



can. I normally like to field them 6 models wide so a unit of 16 with full command can have 2 ranks and hit with 5 strength 6 attacks and 2 strength 7 attacks. Finally I will equip them with Nogg's Banner of Butchery. This will give them the ability once in the game to hit with 10 strength 6 attacks and 3 at strength 7! I love this unit! Remember that the Effigy still gives their banner a blessing even though it is magical itself.

That completes my infantry selection. A few cheaper blocks to provide support to 2 strong infantry units, all in all a pretty solid line. Next I would look at some cavalry and chariots to really pack some punch.

Cavalry

Solid blocks of infantry are good but I would need to field some cavalry and chariots to take the fight to a "stand and shoot" opponent and to also have a chance against the hard Chaos armies. I was surely going to miss the fast Goblin Wolf Riders who are great for harassing flanks and taking out war machines but if Grimgor wanted to use just Orcs, then Turosh would do the same!



The old Black Orc models with great weapons are some of my favourites. They have a lot of character and do not look like they are wearing plate armour (like the new ones do!).

I normally deploy them 6 wide so a unit of 16 will provide 2 ranks and a lot of hurt in the front rank. :)

Orc Boar Boyz are without a doubt my favourite troop type in the Warhammer game. The models look fantastic, they are full of character and fill the medium cavalry role very well. This is the place where I would take advantage of the unlimited Big 'Uns rule. Standard Boar Boyz just don't quite have enough oomph with strength 3 and spears, so I was definitely going to upgrade my Boar Boyz units to Big 'Uns.

I could fit in 2 units of 7 with full command nicely into my list. These guys could definitely cause some problems and with the banner blessing they would receive from the Effigy they could spring a surprise here or there. Remember that Turosh is riding a boar as well so he could join these units when he needed to gain protection from enemy fire and magic and also to help out punching through a battle line.

Finally I would add a second chariot. The big boss Krag would be riding in one and a second will just give me that little bit more punch. I am loathe to talk about core/special/rare slots these days as for some reason GW has decided that this sort of re-



Turosh Mak's 'Ard Boyz	
Unit Type	Cost
Turosh Mak Orc Warboss, <i>Armour of Gork, Enchanted Shield, Fumpas Club of Fumpin, Boar</i>	219
Khurgan Stonefist Black Orc Big Boss, <i>Drog's Dead 'Ard Armour, Sword of Might, Battle Standard Bearer</i>	155
Krag Ironhelm Orc Big Boss, Light Armour, Shield, Great Weapon, <i>Talisman of Protection, Nibbla's Itty Ring, Chariot</i>	193
Morgash Mindbender Level 2 Shaman, <i>Dispel Scroll x 2</i>	150
Orc Boyz (21) Light Armour, Shield, Full Command	154
Orc Boyz (21) Light Armour, Shield, Full Command	154
Orc Boyz (10) Light Armour, Shield, Full Command	88
Orc Boyz Big 'Uns (20) Light Armour, Shields, Spears	228
Black Orcs (16) Heavy Armour, Great Weapons, <i>Nogg's Banner of Butchery</i>	250
Orc Boar Boyz Big 'Uns (7) Light Armour, Shields, Spears, Full Command	192
Orc Boar Boyz Big 'Uns (7) Light Armour, Shields, Spears, Full Command	192
Orc Boar Chariot	80
Orc Boar Chariot	80
Goblin Rock Lobber Orc Bully	75
Goblin Spear Chukka Orc Bully	40
Goblin Spear Chukka Orc Bully	40
Effigy of Gork	40
TOTAL:	2250

striction only applies to some armies but the 2 chariots means I only have 2 more special slots, and I would need to field some war machines to soften the enemy up a bit before the boyz hit their lines.

Artillery

I would have preferred it had the artillery units in the Grimgor SOC list had an all orc crew. It seems silly to have all orcs throughout the entire army yet have goblins manning the artillery, even if they have to have an orc bully. But manned by Goblins they are.

I had 2 special slots left so I opted to field a Rock Lobber and 2 Spear Chukkas. These 3 units would provide enough fire power to keep my enemy guessing, they would trouble any large target and with the leadership 7 an orc bully provides they would be less susceptible to panic/fear/terror.

Conclusion

So that closes out my first attempt at putting together a SOC Grimgor's 'Ardboyz list. I had my first battle against my brother (Jeff Galea's) dwarfs and was very pleased with the way the boyz went. I managed to get a 600Vp win...and Jeff plays the Dwarfs particularly well.

All facets of the army impressed me, so much so that at this stage I am not going to change anything. One of the best generals around these parts, Charles Black, can often be heard saying that the ability to do things in all phases of the game makes an army strong. And so it is with Turosh's 'Ardboyz. I have good movement, some shooting, some magic and close combat ability. I am very much looking forward to trying the army out against a variety of opponents in the coming weeks and months. There are a few tournaments coming up soon so I will definitely be getting out there and letting the ladz loose.

There are some elements I still want to try out and that is fielding a Black Orc Warboss on a Wyvern. This will give the army much more manoeuvrability and also provide that extra unit that can punch through battle lines. The addition of terror to the army will also help over the course of a tournament. Will see how the Warboss on the boar goes for a few more battle first.

I will update the progress of the army in the next few issues of Irresistible Force. So look out for them, and hopefully I will see you on the field of battle.

Andrew Galea
(Turosh Mak)

Request for Articles

Just to grab your attention I have given this section its own title, made the text much bigger and also added a picture of Itchy Nads! Please if you have the inclination and the inspiration, take the time to write an article. You don't even have to supply pictures, I can take care of that but I am looking for articles on just about any topic related to Warhammer Fantasy.

Send your articles to editor@irresistibleforce.net.
Cheers,
Andrew Galea



Doing the Double

Two Tournaments in Two Weeks

By Ken Ferris



Regular contributor Ken Ferris is back to tell us of the unique experience he had of playing 2 tournaments on 2 weekends in 2 different states! Ken is an avid Warhammer enthusiast and has been playing his all Black Knight and Dire Wolf army for a number of years. He has recently made a few changes to the list incorporating some blocks of infantry and two Banshees (ouch). A perennial bridesmaid Ken is still searching for that elusive tournament victory hence travelling interstate to compete in 2 tournaments in 2 weekends is not a tall order at all ! :) Lets see how the man fared...

LEVIATHAN 2005

Leviathan was a 2 Day 5 Game 2250 point tourney, held at Quakers Hill High School (Sydney Australia - Ed). I have, thanks to the 'dipping method' (*I am told this is to do with painting - Ed*) seen on WargamerAU (<http://www.wargamer.au>), gone from only having undead cavalry to having 160+ skellies! Thus my Sylvanian army now looked a little different.

So I was taking a risk with Banshees being useless and the pain of S7 in an infantry approach, and didn't really know how to use skellies (let alone rank the damn things up...) but I was confident in the ranks and standard approach to winning, with my BSB cursed book bully – this guy really made life difficult for everyone!

Jesown Van Der Verris

Vampire Lord & General, Level 3 Necromancer, Great Weapon, *Walking Death*, *Earthbind*, *Gem of Blood*, *Black Periapt*

Ozerick Van Der Verris

Vampire Thrall, Heavy Armour, Great Weapon, *Spectral Attendants*

Tumous Van Der Verris

Vampire Thrall, BSB, Heavy Armour, *Cursed Book*

3 x Skeletons (19)

Full Command

Skeletons (10)

Full Command

2 x Fell Bats (3)

Bat Swarms (2)

Black Coaches (2)

Banshees (2)

Game 1 vs Beau (Ogre Kingdoms)



Beau & Holly

I had not played Ogre Kingdoms yet, but I had decided that they sucked. Beau played an army with 2 big units of 8 (Bulls XHW & Ironguts) plus Hunter, 2 Butchers with Tyrant, Gnoblar and Trappers, Scraplauncher & Gorger. Away I went, deciding to place the grave markers in my half, and let him advance. Beau however was very cautious, and not advancing to me, trying to deny me flanks. This worked ok, but it allowed my Bats to pick off small units or hold things up – and more importantly, the Banshees to go to work. Both started screaming a frenzy – one memorable turn saw one Banshee outright kill the untouched Scraplauncher, and the other give a Butcher the same treatment! However, the two big units both had Regeneration and MR2 – and just would not go away! Their magic was A LOT stronger than I anticipated.

That prompted Beau into more movement, but by that time all my skellies had added at least 10-15 models to their units. Combat came in, and with the cursed book on my side, my Vampire Lord easily accounted for the Tyrant... in three turns of combat...(he was regenerating, but he couldn't touch my Lord) while most combats were stalemated. Beaus boys were certainly removing skellies at a decent rate, but overall apart from one unit that got caught and smacked, the skellies were all fine standing on markers. I was ready for a big turn 6 when the game ended (we only had 2 hours for a game?) and I finished with a 15.5 vic



tory. This trend continued, with almost all games finishing turn 5 or earlier. I also was educated that Ogres don't suck nearly as bad as I thought they did when used well!

Game 2 vs Adam (Wood Elves)



Adam

Ah – I know wood elves! I knew what to do, and wasn't too worried, I knew things would delay me, but overall – was confident. The match started with some poor rolling with the banshees, leaving the Waywatchers unscathed. However they didn't have much time to celebrate, as they fled in terror from the black coach at the start of Adams next turn. The Banshee scream in turn two was better; one at the Glade Riders, and killed 5! Second at the fleeing Waywatchers killing 4. Looking good, advancing up the centre, the Acorn of Ages fell short and still held me up a little, the bats didn't make the archers, but the archers were not doing anything useful. THEN...

The Coach and a bat swarm charged 5 Wardancers (using my large target sight), and only killed 4 due to a combination of poor rolling and the Wardancer's 6+ ward save. This meant no overrun into the archers which is what I intended to do...DAMN! I didn't kill the Wardancers next two turns either and to make matter worse the swarm died! I decided to charge both Banshees at the Waywatchers who accompanied a mage. I hoped to scream and kill them and then overrun and advance further towards Adam's defensive line – unfortunately the Banshees hooted instead of wailed, and then air swung for 2 rounds, game over banshees. :(Meanwhile, Adam's Dryads were fleeing from a block of Skellies, and the Black Coach was copping every arrow under the sun including the Hail of Doom from the Wood Elf hero mounted on the Great Eagle. The Coach stood firm. The Dryads rallied, charged, and

broke the second coach on the left however. So things were hanging in the balance.

A Treeman charged the flank whilst a unit of Dryads charged the front of my general's skellies on the hill to the right of the centre battle. The Dryads missed however the Treeman wounds my general twice, and I fail the gem of blood save (sigh...) 3 wounds for him! Only one left and things were looking kinda desperate. Thankfully the Dryads fled and on the next turn I managed to wound the Treeman resulting in him fleeing and my general saving his own skin for the time being. I chose not to chase the treeman in the hope of charging the Glade Guard who just managed to flank my remaining Black Coach (which was still fighting those Wardancers I might add). The Glade Guard charged manages to destroy the Coach, but not before the wraith on the Coach takes the level 3 Wood Elf mage with him!

Things are still looking grim however as the howler wind springs up all over the table, my skellies no longer can charge anything and the fleeing Treeman rallies. He then comes back in against my Vampire Lord, and once again manages to wound him (I had been unable to heal his wounds – not for lack of effort) and that's about it – crumble city! On the last turn the confounded Dryads rear charge the skellies with my Thrall who bounce, but I fail on my pursuit roll, and run out of the wood elf deployment zone :(... 16-4 Loss.

Game 3 vs Sean Myles (Orcs & Goblins)



Sean Myles

I think I have met Sean now in 3 consecutive tournaments and he was fielding the usual "Savage Orcs everywhere, Goblins to spare" army again. Big hordes are not good for skellies. However the



Banshees got to work, popping wolf boy units and chariots left, right and centre. My Fell Bats took on the Doom Diver and eventually got over the top however it took 3 rounds of combat! The two Savage Orc Boar Boy units both contained characters and magic banners and were big hitters, while the 2 infantry units were the backbone. The hitters advanced and in came 9 Savage Orc Boar Boy Big 'Uns lead by the general (armed with Porko's Pigstikka) and the Banner of Butchery!!! This was against 25 odd skellies with Ozerick (who was armed with a great weapon). My only saving grace here was that the Cursed Book was in range. Needless to say that combat was won by Sean's orcs, however we then saw 4 straight draws in a protracted combat!

By the time my general's unit flanked Sean's and consequently broke them it was turn 5. To my dismay I failed to chase them down and they rallied the following turn. Hmmm...The other Savage Orcs wiped the small skellie unit, which meant that then my flank charge from raised skellies was ineffectual... Basically on turn 2, Sean and I both thought I had 20-0 in the bag as the Banshees were going berserk, and his mage bounced out of the unit squig like to cop banshee treatment as well, I rolled brilliantly (making up for last game) while Sean was horrendous. But my inability to break those Savage Orc Boar Boyz until the end which rallied cost me, although my generals overrun did give me one of the infantry units next round, I ended up with a 12-8 win.

So at the End of day one, on 31/60, the big boys were a LONG way away, the 2 hour time limit was hurting my infantry as we were only getting 5 turns. I failed my generals ONLY 2+ save attempt, etc... but on the bright side, my skellies just kept getting bigger and bigger even with marker scatters. I was enjoying the tournament challenge.

Game 4 vs Lindsay (Cult of Slaanesh)

This army is what I was scared of – high magic, a level 4 and 2 level 2 Slaanesh Elf mages, 2 bolt throwers, 2 units of 24 spearmen (only units without Mark of Slaanesh) 18 devoted scary Elf chicks, 10 cold one knights, 12 Shades and I knew it was me that had to advance.



Lindsay

And advance I did – straight up the guts (despite grave markers scattering every which way). Bat Swarms caught out the shades allowing a double Black Coach on Cold ones turn 2 charge. I killed 3 Elf Knights and lost by 1... this however allowed the coaches to sit there swinging and losing by 1-2 each turn, holding up Lindsay's line, and he was too scared to flank them as my skellies would then come in. An interesting stand off for the time being. The devoted took off to hit my BSB unit and killed some skellies, but their aura and my cursed book turned it more into a ranks and numbers game, so when they got flanked they broke from the general's unit, got away and then rallied. They then get hit, break, rally, get hit, break until they were off the table edge! :)

Meanwhile the Bat swarms beat the Shades in combat, broke them and ran them down. They then charged the spearmen and died trying to assassinate the mage. My Banshees were trying to dodge spells and get in scream range on the spearmen, my bats however were not as lucky, seeing a mirage of bat food back at my table edge, deluded into basically doing laps of the board. Then Lindsay, trying to wear out the skellies, started frenzying them for the D6 hits, but with the help of grave markers I could let this happen without too much bother. One skellie unit with Ozerick hit the spearmen (reduced by Banshee casualties) and broke them, which then allowed them to hit the bolt thrower and killed it as well. Finally they were able to hit the flank of the Cold One Knights, just as the Coaches were left on one wound! The Cold One Knights were wiped out and I managed to heal the Coaches. My general's unit hit and broke the other spearmen and finally the Banshee survived 2 spells from the level 4 mage 2" away in the woods, charged her, broke her, run her down! Finally a mop up exercise for the dead guys, as Lindsay didn't have the tools to stop the rest of his army folding for a 20-0 win.

Lindsay took his bad luck very well (much better than I did with my crap rolls in game 2!) and hence got my best sport vote.

Game 5 vs Daniel (Orcs & Goblins)



Daniel

Well with that 20-0 win I had a glimmer of a top 5 – but then of course Daniel must as well! Two BIG units of infantry, 3 units wolf boyz, 3 chariots, 2 bolt throwers, Rock Lobba, 2 Giants (eek!), a level 4 Shaman and 2 level 2's and finally an 18" charging Gobbo Hero with one use S7 – and a fetish for Black Coaches apparently...

I combated this the only way I knew – grave markers in my half, move up a little, defend and let the banshees go to work. Started removing units of wolf boyz and chariots, bats took out a bolt thrower but there was a giant on each side of the park. On the left my Black Coach went in on one of the giants, with Ozerick's Skellies to back him up being an inch away. The Coach does 5 wounds! The Giant then promptly does the 2D6 wounds effect, and rolls a 10 for a blown up Coach which allows the giant to slip away from the supporting skellie unit. Meanwhile, the banshees are running around and they managed to pick off the 2 level 2 mages who were outside units. The wolf riding Goblin Big Boss is too quick and manages to dispose of the bats but not before they managed to take out the rock lobba.

On the right the Coach and skellies were in a standoff with a giant and waiting for the Big Uns to make their intentions clear. However the wolf boys got in front of the Coach and passed their terror test stopping me helping out when I wanted to charge! The Giant started jumping and killing skellies with 2 chariots helping and I was powerless to stop it... the Coach killer Giant now at my rear was caught by a raised unit and started to jump on it. The giant then copped Ozerick's unit in the rear however I failed to wound, and he continued to jump up and down on it...he eventually he went down, but the first giant remained untouched.

In the final turn, my general's unit and my BSB unit were facing the 2 big Orc infantry units. I charged both at the one Big Un unit on the left (on a hill) but Daniel instead chose to flee – I was standing still, Daniel failed 2/3 terror tests on the last turn for a wolf boy unit and a chariot, but passed that rally test for the big Orc unit for what was a very close and tactical infantry game and a 12-8 win my way. While the best sport went to Lindsay this one was very close for me as it is exactly what I want to play – no silly carry on, just a good hard tactical game, played the right way from start to finish!

Final wash-up from this tourney saw me placed seventh overall, while the big boys took out the spots. Charles Black pipping my Greyhawk mate Jeff Galea at the top, and Byron Den Hollander finishing third. Overall. Leviathan was surprised

by the big turnout (46 players!) and did a great job in my opinion of putting the show together, well done guys! Only issue was the break being longer than it needed, while games were short – something I am sure they can fix up for next year, which I am sure will be a big bash once again! I was very pleased with my first Infantry outing, a 4-1 record and thanks to having a few targets each game, the Banshees were invaluable – by far my best units! (I'm on the banshee bandwagon) .



Model converted and painted by Geoff Tewierik

The GT @ The BIG Weekend 2005

Now, a tourney in Brisbane is a great excuse for a few days off – but it would have to be something special to make me attend one so close to another tourney. And that special thing was the fact that the GT was 3000 points! YES that's right THREE thousand! Knowing we would never get the chance to play so many cool armies at a 3000 point tourney again, Jeff Traish and I jumped on the plane, took off to Brissie, and met up with event organiser and good mate (even for a Dogs of War member) Geoff Tewierik (GT) who would be our hosts, along with and Malcolm Clarke staying at Hotel ala GT. The format was 2 games a day, 3 hours each. Only restriction was you could only take one model with 3 levels of Magic or more.

My army was basically a combination of the infantry approach of last weekend, and the Cavalry approach I am used to. With 4 Grave markers, the Book of Arkhan and some dice, it's a very good magic phase, but a dismal dispel phase (I was actually very worried about 5 dice no scrolls...). However the speed, ranks (if the raising gets off) and combat resolution auto-breaking potential of my army were its strengths. I was tak-

ing the big guy on a Zombie Dragon because – lets face it – I only painted it when Jason McFarlane told me I could paint his up and use it – and I would never get a chance to take it again! For me, this tourney was all about taking and using and playing what I would never get to challenge otherwise – plus I think I have painted just about everything for the undead now (except for Grave Guard, and spirit hosts...).

Kennieth Van Der Verris

Vampire Lord & General

Level 3 Mage

Great Weapon, Barded Nightmare

Walking Death, Gem of Blood, Black Periapt,

Aura of Dark Majesty

Jesown Van Der Verris

Vampire Lord (Yes that's 2!)

Level 2 Mage, Great Weapon & Claw – Zombie Dragon!

Walking Death, Book of Arkhan, Earthbind, Ring of the Night

Ozerick Van Der Verris

Vampire Thrall

Heavy Armour, Great Weapon

Spectral Attendant, Enchanted Shield

4 x Skeletons (10)

Full Command

2 x Fell Bats (3)

3 x Dire Wolves (10)

Doom Wolf

2 x Bat Swarms

2 x Black Coaches

1 x Black Knights (9)

Barded, Full Command, *War Banner*

With 3000 points, the games are just too big for me to really run through! You have enough points to come back when your down, and it needs to be expected that every army will take some weapons you normally wouldn't see. The scoring system meant you needed to win by more than 3000 points for 20-0 making that a very difficult goal to achieve, in particular if you were canny enough to take the more size based armies. The tourney saw a very wide variety of games and armies, and I must say I felt that 3k was a great challenge to any general, and recommend you give it a go! I also think that the size of the armies did not cause too many problems, yes most people took something hard – including myself, but there were few, if any that went over the top, and I think we all relished the difference in games!

Game 1 vs Malcolm Clarke (Empire)



Malcolm

Mal was staying at GT's with us! This seeded first round saw memorable moments, here is a list of them.

- Hellblaster blowing up first time it shot
- Removal of the pesky level 2 mages by turn 2 giving me the advantage.
- A Black Coach making a 5+ ward save from a cannonball.
- Kennieth and the Black Knights taking 15 hull points off the Steam Tank on the charge and killing it in 3 rounds
- The skellie trend of massive units coming up big.
- An Orb of thunder making Jesown angry and the dragon and Black Coach proceeding to tear it up.

All this carnage left the Greatswords battling until they folded on the last turn. Mal fought bravely but the undead had too many answers to the empire threats, for a big win first up for Ken. Malcolm ended up getting my best composed army vote for fielding a real Empire army with character and designed for a great game for both players. 18-2 Win.

Game 2 vs Seth (Blood Dragons)



Seth



Zombie Dragon and Black Coach prepare for battle.

Seth had a Blood dragon lord, level 4 necromancer and 2 level 2 necromancers in an infantry approach, castled on the left side of the board. It was up to me to advance and penetrate it, wearing the magic in the process (every mage had Vanhels as well!).

Jesown and Claw came tearing into a small flank unit of zombies and got stuck, until the Blood Dragon ambled over and cut Jesown down in two turns. However a Curse of Years from myself had mauled the grave guard and killed the wraith with it – and Kennieth had come tearing across in an effort to save Jesown and the dragon. Seth's ghoul flank charge combined with the grave guard in the front completely bounced off Kennieth and retinue who then charged the Blood Dragon and zombies attacking claw (stuck on one wound) and despite the blood dragons 5 wounds on the Knight champ I won the combat and crumbled Seth's general. From there I swept through the army killing mages his units crumbled for an 16-4 victory, and two big wins on day one!

army).

Thus, good deployment by me saw the skellies get big before they were threatened. On Turn 1 Jesown went 20" on the left hand side and told one errantry unit to charge. After smacking them and not pursuing Jesown had flank charges on units and proceeded with one Coach and a small raised unit to take out 5 units including the generals realm knights!

Meanwhile Jay swept through on the right, but was unable to bring multiple charges on units – and single 6 man Bretonian knight units were never going to kill enough of the dead guys. A great Curse of years accounted for Jay's Knights of the Realm unit including his BSB, and Kennieth and retinue forced 2 units of Errants to charge him, consequently beating and breaking them both. Kennieth then ran some more down and with Jesown's help swept across the board mopping up more units at the end. Overall, Jay was unable to use the strength of so many hard hitting units with me not allowing more than one to charge at a time, and I scored another big victory!



Game 3 vs Jay Calvert (Bretonian Errantry List)



Jay

There were a lot of Bretonians around, but this army had 15 units of 12 of Errant Knights! 15 units is hard core but Jay had just 2 level 1 mages – the absolute reverse trend of the tourney (I'd say the average was 8-9 levels per

For taking my good luck and his bad without complaint, and never giving up, Jay earned my Best Sport vote of the tourney! 15-5 Win

Game 4 vs Matthew Tait (Slaanesh Deamons)



Matt

Matt's army contained 2 Deamon Princes, a Herald BSB with the banner of soporific musk (Grrr) and a herald in chariot - 3 units of 20 deamon-



The gallant Knights Errant CHARGE!

ettes (one with 4+ ward) as well as pleasureseekers, and 2 mounted deamonette units. His army was strong, although only one deamon prince was a spell caster.

This game was really tight, with a delay on one big unit, while Jesown went flank on the big BSB 4+ ward unit. In the end, my knights were in the front, combined with 20 raised skellies in the back. Matt's herald on the chariot was in back of knights and the Deamon Prince general was in the knight's flank! Very messy indeed. I managed to repeatedly win the combat and Matt repeatedly passed tests – until eventually I killed basically every model in the unit – the BSB banner was doing ALL kinds of damage to me and I was unable to get him (her!). Finally, the Slanneshy Deamon Prince killed Kennieth (my general), however my continual winning of the combat resulted in wounds finally removing the herald, BSB and Deamon Prince from play.

Meanwhile an 8 round fight between skellies and a Black Coach vs the second Deamon Prince and

Pleasure Seekers went my way, and the big deamonette unit on the right got charged by Ozerick and his skellies combined with a flanking Black Coach and consequently got beaten up. Despite losing my general, I finished up on top 16-4 in a very tough game – and still undefeated after two days of gaming!

Game 5 vs Jeff Traish (Tomb Kings)



Jeff

I have played Jeff many times, being a Greyhawk member and travelling with him to Brisbane. I have beaten him once. With this table 1 clash, I had a chance to assure myself of a place if I could get him for a second time – and while nobody expected me to have a chance (as seen by phone calls through the match), I gave it a big shake. Jeff's 2 screaming skulls started the damage early taking on a coach, which was castled with almost all the Khemri force far on the left – trying to minimise the effectiveness of the grave markers in the centre of the board. The Khemri magic was relentless as spells continually allowed the Khemri to dictate the shape of the game. There was a standoff as Jesown hid from the Catapults looking for a charge and trying to magic units, and my right flank came tearing around the forest (as much as skellies can tear) taking Khemri diverting units with it.

Then, on turn 2 – the game was decided. Catapult overshot Black knights. Scattered back on



Daemonettes surrounded on all sides by the forces of undeath...

them. Grazed Kennieth by a millimetre. Partial hit. Look out sir failed. S4 hit wounded. Caused 5 wounds. General dead on turn 2. *(this is about the time I got a phone call—Ed)* I invoke a 2 minute 'cooling off period' knowing that the game was lost. *(many stones were kicked during this 2 minutes and Ken's lower lip was stapled to his chin—Ed)* I was very happy with the setup and advance of my forces, and confident that my next two turns could have very easily given me a great chance of victory, but alas, 6 crumble tests did not paint that picture anymore.

Skellies crumbling and no marching meaning they were short, Jesown decided to get stuck in to take some stuff out before I croaked. Jeff then threw everything he could at him, taking 3 wounds off him with poisoned swarms and Ush-tabi in the flank before I destroyed the units – I was still yet to make a save in the game. Finally that changed, the scorpions wounds and killing blow both saved, and Jesown takes off again! Charged Bone Giant and smacks that, overrun into chariots with Tomb Prince. Then the Prince moves in combat, spell for one attack, hits wounds, failed save, and Jesown dies – Claw crumbles next test as well. Overall, the grave markers kept the skellies alive, and I managed to

kill off enough stuff (aided by the screaming skulls blowing up after removing around 1000 points of troops – General, Black Knights, Coach and some skellies) but Ozerick and skellies got caught by the big Tomb King Skellie unit in turn 6. Overall, I go down 6-14, and while I can't fault the impeccable play that is Mr Traish, that one very fortunate roll cost me, not just the game but in overall terms – I was quite disappointed to have been so wrongly robbed of my general (in my mind anyway!!! Stupid Look Out Sir...). 6-14 Loss. *(Tear in my eye whilst I edit this—Ed)*

Game 6 vs Gavin Clarke (Slannesh Mortals)



A face only a mother could love—Gavin Clarke

Despite the big loss, I was still coming 4th on battle points, but now much closer to the pack! Mr



Jesown fighting gallantly against the Ushtabi and swarms.

Clarke had shot up despite two losses due to 3 big 20-0 wins! This was a win big army with Slanesh Lord on Dragon, 4 level 2 mages, warriors and knights, marauder infantry and cavalry, 2 units of mounted deamonettes, plus a giant and Hellcannon.

Strange deployment spread me out completely, while Gav's fast stuff was on the far left, the 2 infantry blocks and Dragon on right, and hell cannon in the middle. I planned to try and feed the hellcannon Skellies and keep it out of the game with a marker near it, but that never got off. So a raised unit made it advance towards me, and then on turn 4 it had charged the skellie unit sitting on grave markers.

A Mexican standoff ensued around a hill with my 2 Black Coaches on the other side to Gav's giant and knights. Manoeuvring saw the giant catch a coach, and mounted deamonettes flank another. On the right, Jesown had advanced to the infantry, but the chaos lord on Dragon had taken off back to help. Lots of manoeuvring, breathing and tactics saw the marauders killed by wolves and skellies before dying to the chaos breath attack, one mage dying, but Jesown losing the dragon (mainly to Delectable torture making him kill his own dragon)!

On the left the giant eventually went down to Ozerick's axe, both Coaches were down to 1 wound but whilst 1 survived, the other died when Gav's knights helped out his deamonettes (*dirty tactics!* - Ed). The hell cannon had one memorable ichor spew into 32 skellies – killing 15! But the unit held the cannon for the rest of the game, and the knights were delayed and didn't charge until turn 6 when they beat up those pesky deamonettes. Overall not a lot of combat either way and my inability to use my gun unit ended the game with a 10-10 draw.

A decent result but only 16 points on day three wasn't enough for me – the high flying finishers got me on that final day – pipping me for that place I was desperate for. In the end I was comfortably out of the top 3 as the winners put dis-

tance in front of me. An 8th place overall was rewarding but I was disappointed, primarily as I was on top with 2 games to go, and unable to hold it – but that's what the top tables are about, playing the hardest armies and best generals!

The Greyhawk club's Jeff Traish was clearly First, from Jay Calvert fighting through for second and Brad Peel overcoming the 'elements' of Brisbane to pip a tight group for third – there were just 4.5 points between third and eighth place – a lot of players went very close to giving this tourney a shake! The GT was a GREAT tourney and well worth the travel, and I really hope we can see another 3000 point tourney in the future! Special thanks to GT (Geoff himself that is) for hosting us, drinking with us, driving, cooking a memorable curry, and organising and running a fantastic event – AND inviting us back for Orktoberfest!

The Odyssey ended with 8 wins, 2 losses and a Draw and top 8 finishes at both events – and most importantly having a great time playing a hobby I like probably too much! The Sylvanians will now definitely be retired so until the next tourney in Sydney, Melbourne or Brisbane I'll look forward to catching up with you sometime soon!

Once again a big thank you to Ken. We have had some very good tournament articles over the last few issues and we are always on the lookout for more. So if you have the inclination put pen to paper, get a few shots taken and send in those tournament articles.

*Cheers,
Andrew*



*Mexican standoff,
Chaos and Undead
style!*



Remains In Play

Opinion Article by Mike Allen



Mike Allen is a veteran gamer from South Australia who has been involved in the hobby for decades. A well respected figure in the Australasian Warhammer community and an all round nice guy, the pages of Irresistible Force are graced with Mike's deepest thoughts regarding our great hobby in his regular column - "Remains in Play".

OK, I'm getting older and I've been playing WFB since the fourth edition came out somewhere in the mists of the distant past ... but, is it just me or has GW gone politically correct and fallen into the recycling game?

The last 12 to 18 months has felt like watching an old movie being re-run late at night: you sort of remember it but keep watching anyway. What I mean is that the Warhammer world seems to be an endless recycling process with nothing truly "new" coming out, just reworked concepts such as the Lustria campaign (Albion anyone?). Don't suggest "Ogre Kingdoms" as an example of something "new" as far as I'm concerned it's Disney meets your worst 50/60s horror flick. Sorry but the concept is puerile even if the models are extremely well done: pity the effort couldn't have been on something useful (Wood Elves anyone??).

So have I gone off on a typical GW bashing rant this time? Well not really. Arguably Warhammer may have reached the time of diminishing returns. After all do we need 7th edition or just edition 6.1 which gives a tidy book with all the updates. It's possible that the game has reached a maturity that only requires recycling and looking for new things is not relevant any more. This is radical thinking for those of us who go back to 3/4th edition or earlier when new products emerged every other year. Perhaps its time just to get on with the game and accept that like many "famous" historical rule sets you reach a certain maturity and no more work is really needed. I'm not sure this is maturity or laziness on the part of GW but one thing for sure it doesn't explain where the Wood Elf book is!

Terrain: Trees & Woods



"GT" is a much loved affable fellow who lives in sunny Queensland, Australia. As well as playing the game GT is a keen modeller/painter. When he is not banging chicks at uni...of course.

Terrain pieces such as trees and woods make for a great looking gaming table. There is however an inherent problem in using woods in a game of Warhammer. The 6th edition rules allow models to move through woods, at normal movement if they are skirmishers or at half movement if they are blocks of units. This can lead to problems in manoeuvring units in woods if the trees are in a fixed position.

Materials:

- 3mm MDF – any size you want from a hardware Store, approx \$4.50 for a 1200mm x 900mm sheet from Bunnings.
- Pen or Pencil
- Jigsaw
- Sandpaper – fine grade glasspaper works best – the anti clogging type.
- Magnetic Paint – Dulux Wonderwalls or Resene's Magnetic Magic
- Magnetic Sheet – Craft Stores, Sign makers, Hobby Stores.
- PVA glue
- Sharp knife
- Tree – In this example I used a K&M tree
- Paint – Taubmans Tea Tree Green
- Static Grass – Heki Dark Green
- Basing Gravel – personal blend

One way to get around this is by setting up your woods so that trees can be moved within the woods area. This allows units to move through them easily without getting caught up on fixed position trees, thus speeding up the game. And if you can swing it, magnetic bases for the trees add an extra level of security to them so they don't get knocked off by players bumping into them.

Here's one way I do it.

Instructions:



We thought we would start with the finished product so you can get inspiration to get out there and make those trees! The fake ones are in the foreground...just in case you were wondering. :)

A good sized wood for use in a game of Warhammer covers an area approximately 12" x 8". You can do any manner of variations on this size, one I prefer is an "L" shaped piece approx 12" x 12" but try to make it no wider then 6".

Get a round object that is approx the same diameter of the largest tree you are planning on using. In my case the sample pot of paint I had was the same as the tree.



Trace out an interesting shape for the woods on your MDF. Use your round object and trace out a number of circles on the MDF to correspond with the number of trees you are planning on using. Cut out all the pieces with your jigsaw. Run some sandpaper around the edges to get rid of any dags left behind by the jigsaw.



Choose which side of the MDF you have for your woods is going to be the top, i.e. which side is going to have the trees on it. Place the circles on the wood where you want the trees to be for the finished product. Trace them onto the woods base.

Paint the magnetic paint on to the areas which you have just traced

onto the woods base. Or if you can't decide, just paint the whole base like I did for this example. This usually takes two coats with a couple of hours break in between coats, which means you can continue on with other parts of this project.

Get your magnetic sheet and stick it to the bottom of the circles you cut out for your trees. The magnetic sheet I use is available from some Lin-craft stores and it has a self adhesive backing, so I stick as many tree bases as I can onto one sheet and then trim them off with a sharp knife. The tree base now has a magnet on the bottom of it so that it can be stuck to the area where the magnetic paint is on the woods base.



Use the PVA and glue your trees onto the non magnetic side of the circular tree bases. I prefer to glue my trees to the centre of the base.

The next thing to do is paint both the tree bases and the woods base with green paint. The example I have given you here is for use on the same table I made the hedges (IF 4), so again I have used Taubmans Tea Tree Green as it is a very good match to GW Goblin Green. When painting the woods base you need to cover over the areas in which you have painted the magnetic paint, you may need two coats of paint depending on it's opacity. Allow the paint to dry before adding some gravel and static grass to the bases.

DO NOT put gravel or static grass on areas which have the magnetic paint. These must be kept clear so that when you have completed every-



The Finished Product!

thing the most surface area possible is available for the magnetic tree base to attach.

Thanks Geoff! - Ed

We have been fortunate enough to have several of our fellow gamers display their flare for illustrating Warhammer related content. Jeff Carroll, a Newcastle gamer has provided a sample of his work for Irresistible Force #7, hopefully this will become a regular article over the coming issues.

CHALLENGE

By Jeff Carroll







Under The Microscope: Elven Archers

by Jeff Galea



Jeff Galea is a regular tournament entrant (and winner) from Sydney, Australia. Jeff is well known for fielding a variety of armies with huge success (High Elves, Dwarfs, Tomb Kings, Bretonia, Chaos Warriors) but his first and best love is reserved for his High Elves. A proud owner of a huge High Elf army Jeff has given us his insight into the much maligned Elven Archer. Under the Microscope will be a regular article in coming issues.

In this edition of IF I have decided to have a close look at the much-aligned High Elf archers. These troops seem to cop more than their fair share of criticism. Yes they are expensive (12 points each, toughness 3 and no armour save). Give them light armour and they cost a whopping 13 points each!! Don't go comparing them to other troops because they just don't seem worth it.

Despite this, High Elf archers are still used successfully by many generals and if deployed and used correctly they can contribute to many Elven victories. As with all High Elf troops, they must be used in conjunction with the rest of the army. Correct targets must be chosen otherwise those expensive models just won't pay for themselves.

I have been using these troops for years and have found a few techniques that make them a little better on the tabletop. I'd like to add that these are the ways in which I find them most effective, it suits my style of play and by no way is this the definitive answer to all the problems faced by these troops. Hopefully, these points can be modified/ improved by all you Elven generals to increase the survivability and effectiveness of High Elf archers.

It begins from unit size. In the early days I took the standard units of 10 archers. Many people still swear by this as the ultimate way to use these troops. I find that this is a 120-point unit that is very

easy for the opponent to take out. Units of 10 were rarely alive at the end of the battle, anything can do 1 or 2 wounds to this unit and break it in combat. I prefer units of 16 with standard, musician and light armour if possible. Yes, this is an expensive unit but now the opponent has to commit more powerful troops to deal with them. With increased number of troops we can absorb casualties and still have effective fire power, when it come to being charged the archers can rank up and provide much more staying power than the usual 10 archer unit can.



High Elf Archers—painted by Rob Lane (GW Web Site)

I also hear people saying, that a standard is a 100-point give away. Not true!!! The standard ensures that the opponent has to do that extra wound in combat to break the unit. Look at what usually takes 10 archers out, fast cavalry, skirmishing units, skirmish flyers and tunnelling teams etc... These troops will find it much more difficult to achieve with ranks, outnumbering and standard. Finally, on the standard, if you are pretty sure that you will break regardless, the unit can always flee, taking the standard with them.

The second point is where to deploy this unit. This obviously depends on terrain and the opposing army/ player. Deploying in the middle of your deployment zone is the obvious choice. This increases your options of targets, but this also gives the enemy more chance of being able to destroy the unit, coming from all sides.

I have found that most generals deploy their faster lighter troops on the flanks, hoping to outflank your forces. These faster, lightly armoured and generally expensive troops (Pistoliers and Slaanesh Daemonettes are my favourite) provide great targets. With toughness 3 and little or no saves, they die very easily. So, deploying your archers on one flank can really take care of any flanking manoeuvre your opponent might be planning and the minute you are dictating the play you have the upper hand in the battle. Having the archers on the flank also makes it that little bit more difficult for your opponent to get to.

Other targets for shooting are enemy missile troops and war machines. These troops generally are lightly armoured and this is where the strength 3 bows will do most damage. Don't forget the 30" range and there is no need to deploy 12 inches from your table edge. I generally deploy around 8 inches out, making it more difficult for enemy missile troops to reach them and making it more difficult for opposing combat troops to charge them.

Often there are just no easy targets available to shoot at. Remember, archers don't have to destroy enemy units totally. An extra wound here and there that may remove a rank or cut the numbers down of enemy units will all contribute to your hopes of survivability when combat does eventually occur. The other Elven troops are expensive as well and do not want to fight the enemy troops in tact. The archers can work at weakening the enemy units to the point where your Silver Helms, chariots and spears can then deal with them a lot more comfortably.

Finally if all else fails, the unit of 16 will make a decent ranked up unit, with 3 ranks and standard, supporting the rest of the army if necessary.

Good luck with your battles and may your arrows fly true!!!

Jeff Galea (Alias Lord Tirrith of the High Elves)

Thank you Jeff! - Ed

Until Next Time...

I will be having a well earned break!

The next issue will be a pre Masters special. The 2005 Masters is being dubbed as "The Quickening" and promises to be everything last year's tournament was and more. The interest is huge and I just cannot wait to get into it.

I will also be documenting the success (or otherwise) of me Grimgor's 'Ardboyz list. And I think it is about time we had another battle report. I am going to try and get two of the better tournaments players together to fight it out...so be on the look out for that.

If you have an article in your mind then get it done and send it through to editor@irresistibleforce.net.

Cheers,
Andrew Galea