

IRRESISTIBLE *force*

Issue 8—April 2006

Warhammer Fantasy E-Zine



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Issue 8 - April 2006 Editor: Andrew Galea Contributors: Andrew Galea, Ken Ferris, Geoff Tewierik IF Logo Artwork: Darren Whittam Front Cover: Bretonnian Lord by Unknown Hobbyist (We are trying to track him/her down!) IF Online: http://www.irresistibleforce.net Email: editor@irresistibleforce.net	This year I am taking the Ogres to Leviathon (Sydney), ConVic (Melbourne) and Orktoberfest (Brisbane) before finishing the year with MOAB (Sydney) and hopefully a Masters birth! The Masters is being run in Brisbane for the first time this year and has also had its format changed to 2 days. With the Queensland Gamers Guild (http://www.qgginc.org.au) coming on board and sponsoring the event it is certainly going to be a great week-end of gaming. Discussions are in the preliminary stages at the moment but we are looking at running a teams event and a huge painting competition at the same time as the Masters to really make it a celebration of end of the tournament season for 2006. Full details will be posted to the Master's website (http://masters.irresistibleforce.net) and in future issues of Irresistible Force in the near future so keep a look out for that. Also announcements on these things will always appear in the appropriate forums of WargamerAU (http://www.wargamerau.com).
	As always I am on the look out for article submissions from you all so please take up the mantle and send something through to editor@irresistibleforce.net. if not for Geoff Tewierik and Ken Ferris I would be writing the whole thing myself these days and that would be unfortunate as I always intended for Irresistible Force to be a collection of hobby articles and experiences from the general warhammer community. So please send something through! Take care and Happy Gaming, Andrew Galea Editor Irresistible Force

Warhammer Fantasy Masters 2005

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."

It was Sunday the 11th of December, Sydney, and 14 of the best Warhammer Fantasy tournament players gather to decide the 2005 Master. The stage was set for a gruelling 4 intense games in a single day, 10 hours of battle for Warhammer supremacy in the Masters of 2005.

QLD, NSW, ACT and New Zealand were represented at the Masters this year with a good collection of players who had excelled in various tournaments throughout 2005. The venue was one of the best with Games Workshop gratefully offering the Sydney Battle Bunker for an entire day. Great tables, excellent terrain and with the various posters and murals adorning the walls the atmosphere was sensational.

So with the Masters concept entering its second year there was a lot of anticipation for the event. The huge success that was the inaugural Masters of 2004 had built up over another 12 months of tournament play and there was a genuine feeling of privilege felt by the players that had qualified.

They knew there were many tournament players out there who strived very hard to make the event but fell short, and they wanted to make the most of their chance.

The number 1 seed for this year was Charles Black. Charles has been the most consistent Warhammer general over the last few years, he was seeded 2 and came 2nd in the first Masters and entered this tournament as the hot favourite. His main challengers would come from fellow



TOs: Andrew Galea and Trent Denison

club mate and multi GT winner Lachlan McWhirter and the Greyhawk club duo of Jeff Traish and Jeff Galea.

Other notables were Queensland's number 1 player Gavin Clarke, New Zealand's top player in Reid Pittams and last year's Masters winner Kendall Williams.

The format this year was slightly different, mainly to do with the composition scoring. It was still peer judged before the event however it was based on a rating system for each army as opposed to the rankings system we used in 2004.

Round 1

The first round which is randomly drawn pitted Jeff Galea against Jeff Traish. A huge clash to start proceedings and one that both greeted with some trepidation. These two play each other regularly and hail from the same club. The result was surprising in that a tactical error by Jeff



The GW Battle Bunker in Sydney was a great setting for this year's event. There were many spectators who wandered through during the day to watch the best play the best.

Is that Brad Pitt in the foreground wearing a grey shirt & black cap?

Player Name	Battle
Reid Pittams	19
Lachlan MacWhirter	18
Steven Gibb	17
Gavin Clarke	16
Jeff Galea	16
Charles Black	11
Chris Wilcox	10
Daniel Byrne	10
Brad Peel	9
Kendall Williams	4
Jeff Traish	4
Ken Ferris	3
Evan Ferris	2
Byron Den Hollander	1

Round 1 Standings

Traish's Ogres allowed the High Elves get the upper hand resulting in a devastating 16-4 victory. This effectively meant that Jeff Traish could not really afford another loss if he was to have a chance of a place. Last year's wooden spoon "winner" Byron Den Hollander began his 2005 campaign disastrously going down 19-1 to Reid's Skaven. Other big results were 2005 Orktoberfest winner Evan Ferris, with his Khorne Minotaurs getting crushed under the hoofs of Lachlan's Bretonnians (18-2) and last year's Master Kendall Williams losing 16-4 to Gavin Clarke's Nurgle demons.

It was interesting to note that the first round of the 2004 Masters returned a abnormal number of draws as the players ventured forth tentatively not really sure what to expect. However this year the mood was definitely one of getting in early and having a go at a big win to setup a strong finish. With only 4 games a solid start could go



along way to securing a podium finish and the way it turned out none of the first round losers bounced back to seriously challenge for the tournament. Something to keep in mind should you qualify for 2006! :)

Round 2

Once the dust had settled there was an incredible spread of results. Since we were using the Swiss

Player Name	Battle
Lachlan MacWhirter	32
Jeff Galea	27
Gavin Clarke	26
Steven Gibb	26
Chris Wilcox	26
Reid Pittams	25
Evan Ferris	22
Charles Black	21
Jeff Traish	20
Ken Ferris	16
Daniel Byrne	14
Brad Peel	13
Kendall Williams	11
Byron Den Hollander	1

Round 2 Standings

So at the halfway point of the tournament we were seeing some pretty familiar faces at the top of the leader board. At this stage it was safe to say that any of the top 9 were still in contention of a top 3 finish. Big guns Jeff Traish and Charles Black both need good round 3 results to stay in contention Byron, well he need divine intervention. :)

Round 3

The impending clash between Lachlan and Jeff Galea was the talk of the tournament and one that would well go towards deciding the Masters champion for 2005. I can tell you that the game was an epic, there were two incidents of bad luck, once against either player and there were some of the best battle tactics I have ever seen. Just when it seemed that the High Elves would vanquish the knights of Bretonnia some last minute heroics from the Bretonnians changed the face of the battle and once the dust settled the Elves had suffered a major defeat. The 17-3 result to Lachlan placed him in the hot seat to take out the tournament and left Jeff Galea lamenting what could have been. This battle was awesome and the final score line definitely did not tell the story of the epic contest.

The only other big win of the round was Charles Black effectively ending Evan Ferris' challenge with a 17-3 win. The rest of the results reflected very even contests and basically left things wide open for the final round. We were getting close to

finding out the Master for 2005 and both Trent and I could not wait.

Player Name	Battle
Lachlan MacWhirter	49
Gavin Clarke	38
Charles Black	38
Chris Wilcox	37
Steven Gibb	34
Reid Pittams	34
Jeff Traish	32
Jeff Galea	30
Evan Ferris	25
Ken Ferris	24
Daniel Byrne	24
Brad Peel	23
Kendall Williams	22
Byron Den Hollander	10

Round 3 Standings

Round 4

The final round of the 2005 Masters was upon us and there were some interesting match ups to be had. Lachlan and Gavin Clarke shaped up as did Charles Black and Chris Wilcox. The 4 members from the Greyhawk club were matched up against each other, all with a chance of getting near a placing with a big win and at the back end of the field we had former 2004 Master Kendall Williams, the disappointing Brad Peel and the winless Byron Den Hollander.

Lachlan and Gavin contested a hard fought battle. From the outset it became obvious that Gavin was out deployed and with the aid of a swamp feature the main bulk of his army's movement was impeded by judicious use of Mistress of the Marsh! This allowed Lachlan to pick off other elements at his own choosing and in the end swept the Bretonnians to a good 14-6 victory. This all but assured Lachy of 1st place in the tourney and may have just cost Gavin a place.

Chris Wilcox got the money off Charles Black with a tense 12-8 win whilst Reid Pittams hammered Steve Gibb's goblins 17-3. Another big winner of the round was Jeff Galea with a massive 20-0 whitewash of Ken Ferris. These two big scores would certainly throw Jeff and Reid into



the mix.

Jeff Traish and Evan Ferris effectively removed any chance they had with a draw whilst Byron Den Hollander managed to secure his 1st ever win in 8 Masters games with a 14-6 victory against Brad Peel! Would this be enough to off-load the wooden spoon?

Following the end of the final round Trent and I checked, double checked and triple checked our spreadsheet to make sure there were no errors and then the honour roll for 2005 was announced.

Overall

1st Place: Lachlan McWhirter (Bret
2nd Place: Charles Black
3rd Place: Jeff Galea



2005 Master Kendall Williams handing over the perpetual trophy to the 2006 Master Lachlan MacWhirter

Player Name	Tournament Score
Lachlan MacWhirter	80.55
Charles Black	75.75
Jeff Galea	72.1
Gavin Clarke	71.5
Reid Pittams	69.55
Chris Wilcox	69.35
Jeff Traish	66.6
Kendall Williams	59.25
Evan Ferris	59.15
Steven Gibb	58.75
Daniel Byrne	56.6
Ken Ferris	54.75
Brad Peel	52.15
Byron Den Hollander	51.85

Final Standings

Best Army

Gavin Clarke

So Lachlan McWhirter of NSW using his Bretonnians was crowned the Master of 2005. Charles Black managed his second 2nd place in 2 years with his Empire army and Jeff Galea snuck into 3rd place with his High Elves. A great effort by all three and worthy winners on the day.

Special mention must go to Gavin Clarke who missed out on a place by 0.6 of a tournament point and Reid Pittams who finished a strong 5th place in his first Masters event.

I am already planning a bigger and better event for 2006 (**see article in this issue! - Ed**) so get out to those tournaments and try your best to qualify! :)

Andrew Galea



What Gavin Clarke would look like if he was as Ogre...



With the Masters now firmly established on the tournament calendar I thought it was about time for me to branch out and run a full size open tournament. I have had a few ideas for different tournaments over the years (the Masters was one of them) and have a clear idea in my head of what constitutes a good tournament and what elements of other tournaments I don't like. With around 8-9 years of tournament play under my belt I thought it was about time I ran one. So the **Fortunes of War** tournament was born!

Now I love playing the game of Warhammer, as I guess many of you do. Practicing for and attending tournaments is what dominates my Warhammer time. I do have casual games of course but these are normally played under the rules of the next tournament I will be attending. So the vast majority of armies that I play with are tournament "tuned" armies.

However there has been times in the past where through my club (Greyhawk) I have had the chance here and there to participate in a cam-

paign. I am thinking that many people have tried to setup campaigns within a gaming group in the past but there are inherent problems which often lead to a campaign failing to reach completion. So whilst I have always enjoyed playing campaigns you know that more than likely it will pita out and probably stop before a satisfactory conclusion is reached.

So with this in mind I set out to try and create a rule set that would allow elements of a campaign to be played under tournament conditions. The best of both worlds so to speak. This would enable a player to participate in a tournament but also have the opportunity to see their battle results affect an overall sweeping campaign. So after much deliberation and moments of inspiration I put together the rules or **Fortunes of War**.

Full details for Fortunes of War can be found at <http://fortunesofwar.irresistibleforce.net> so I will not repeat them all here. However there are some details that I will highlight for those who are not familiar with the concept.

The Factions		Task	War Victory Pts
Essentially there are two factions in the "war" that are pitted against one another. Each player that enters the tournament pledges themselves to a particular faction which is dependent on the army that they are fielding. This is illustrated in the table 1.		Normal Round Battles	
		Battle Points	# of points
		Non-General Character Kills	+1 per character
		General Character Kills	+2
		Normal Standards Captured	+1 per standard
		Battle Standards Captured	+2 per standard
Alliance of the Empire (Alliance)	Hordes of Chaos (Horde)	Scenario Round Battles (Note: normal round modifiers to VPs still apply)	
Empire	Chaos Mortals	Supplies Destroyed	+5 per destroyed
Dwarfs	Orcs & Goblins	Messenger Kills	+2 per destroyed
High Elves	Dark Elves	Messenger Successful Reaching Opposite Edge	+2 per success
Wood Elves	Skaven	Objectives Captured	+ 5 per capture
Tomb Kings	Chaos Dwarfs	Table 2: War Victory Points	
Bretonnians	Chaos Daemons		
Lizardmen	Beasts of Chaos		
	Vampire Counts		
	Ogre Kingdoms	battles. For each level of the State of Emergency there will be different benefits bestowed upon	
	Dogs of War		

Table 1: Opposing Factions

So a player is only able to battle against players who are fielding armies in the opposing faction. This opens up a myriad of new challenges to regular tournament goes in that being armed with this knowledge it is possible for a player to tailor their army appropriately. For example a Horde Chaos Warrior player will know that he or she will not play against a Vampire Counts army so can disregard them in their unit/magic item selections. This opens up a new opportunity to test a player's skills in army building and will also provide the opportunity to field magical items and abilities that you would not normally see in a tournament as you know there is a greater probability you will face off against particular armies in the opposing faction.

War Victory Points

A new concept introduced in Fortunes of War is War Victory Points. Each battle a player will earn victory points for themselves and War Victory Points for their faction. The battle result scorecard has areas to record particular events that occur during the battle and these will add points to each faction's war effort. War Victory Points are listed in Table 2.

The different between each faction's war victory points total will then be used to determine the factors are implemented that will influence future

Table 2: War Victory Points

battles. For each level of the State of Emergency there will be different benefits bestowed upon each faction that will subtly influence the battles and also character fully reflect the success (or otherwise) of the faction's war efforts.

Theatres of War

The war will be waged over three distinct theatres of war. These are called the "Olde World Theatre" (tables 1-10), "Dark Raiders Theatre" (tables 11-20) and "Desert Rats Theatre" (tables 21-30). Each theatre will have a State of Emergency separate to the other theatres altogether.



This is a mini version of the campaign map. The map depicts the three theatres of war and will be projected onto the big screen during the tournament and changed to reflect the state of war in each theatre.

The theatre concept was introduced to localise the effects of the war. This means a player's actions in battles will be more keenly felt by their faction as their War Victory Points are added to the theatre they were gained in only (which has a smaller number of players of course). It will also allow players who will not necessarily be fighting it out on the top tables a chance to be champions of their theatres and gain prizes/prestige that way.

A player is not locked into a theatre of war, since if they happen to win a few battles then they will progress up towards the top tables and vice versa. So it is possible that over the course of the tournament a player will contribute War Victory Points to each of the theatres. At the end of the tournament, awards will be given to the top players of each theatre (which is determined by the number of War Victory Points each player accumulates in each theatre).

So What Are You Waiting For?

The tournament has been opened up for 60 places (30 in each faction) and at time of writing there are already 42 people registered. The horde is a little outnumbered at this stage so a call has gone out to all Horde generals to rally to the cause and fight for the glory of the horde!

Complete tournament details including online registration and current attendee lists can be found at <http://fortunesofwar.irresistibleforce.net> so I hope to see you there!

Andrew Galea



Fortunes of War gives you the chance to lead your forces to victory in an epic struggle between the Alliance of the Empire and the Hordes of Chaos. Seize the opportunity to place your name in the annals of history!

Turosh's 'Ardboyz

Putting together a tournament Grimgor's 'Ardboyz army - Part 2.

By Andrew Galea

Well it has certainly been a while between my two Grimgor list articles...but as promised here is part 2 in my Grimgor's 'Ard Boyz series.

Back in Issue 7 I discussed my thought processes whilst putting together my first Grimgor's list. And I went to a few tournaments using that style list with only moderate success. The army was just pretty static, there was nothing really hard hitting about it, the movement was not great and with no fast cavalry, flyers or good offensive magic I was struggling.

One of the tournaments I attended was Battle in the Vines, a smallish tournament held in Cessnock north of Sydney. The field was small however the majority of it was made up of players in the top 30 of the tournament rankings so you were guaranteed tough matches. Well out of the 5 games, 4 were against undead opponents so it was a shocker for me. With leadership 7 on most of my troops I just succumbed to fear and terror tests all day and found it hard to stop the magic.

So back to the drawing board.

One of the best aspects of the hobby that I enjoy is the army building. I love poring over an army list time and again and it is amazing how many things you discover when you do this. So the first place for me to look was my characters.

Characters

Well one character that had to stay was the level 2 Shaman, Morgash Mindbender. However I felt that the Orc magic phase just needed a little help, even with the Effigy and its banner spells. So I dropped a scroll and replaced it with Double Doin' Doo Dahs. If I got 1 good spell out of my allocated 2, at least I could try to cast it twice, even 2 Gaze of Morks would draw some dispel dice out of my opponent. So with this little change the Shaman was set to go.

My army standard bearer Khurgan Stonefist was going to remain unchanged. The combination of Drog's Dead 'Ard Armour and the Sword of Might was just an awesome combination and he was the best performing character in the army to date.

If you recall from my previous article I decided to mount my Orc Warboss (Turosh Mak) on a boar and my other Big Boss (Krag Ironfist) mounted on a chariot. These 2 just did not seem to do enough. With the warboss on a boar he was still only moving 7 with a charge of 14 and often his leadership was out of range of the rest of the army. Now if I was going to have this happen then I needed him to be more of a threat to my opponent so the logical choice was to upgrade his boar to a Wyvern!

The wyvern has been much derided over the years but really it is very much on par with most other terror causing mounts (aside from dragons). Granted it has 1 less attack however the 3 attacks it does have are at strength 6 (as opposed to 5 for a griffon/manticore) and one of them is poison. The other important benefit of the Wyvern over a griffon/manticore is the fact it has a 4+ armour save and 5 wounds instead of 4. This makes it so much harder to kill from shooting and at the end of the day it is not the damage that the mount can do that is important, it is its survivability. So Turosh Mak was now on a Wyvern and ready to rumble!

As for Krag, well I wanted to take advantage of the special rule where Black Orc characters do not take an extra slot when on foot so I upgraded him to a Black Orc and gave him a great



I was never a great fan of the new wyvern model so I jumped at the chance to get a second hand model of the original version. With limited modelling work I was able to mount the Games Day Black Orc Warboss on its back.

weapon (str 7), heavy armour and Nibbla's Itty Ring just to add one more thing to the magic phase. His ability to quell animosity and have good hitting power in hand to hand made him very useful. He could also hang behind the army to protect the war machines when needed.

So that was my new character make up and I was soon to learn that the addition of the Wyvern was a master stroke.

Infantry

The infantry blocks of the army all performed well. I am a fan of infantry and love the orc infantry models but I had to free up some points to fit the Wyvern in and also wanted to add a bit more oomph to my boar boyz units so I ended up dropping the black orcs. They were just too expensive for what they brought to the army and with Krag now being a black orc I already had 2 animosity quellers in the army.

I am just not sure about the black orcs...at the end of the day they are just as easy to kill with shooting as the standard guys and they are double the cost. I have seen them used with some success but I would prefer Big 'Uns and with the Grimgor list you can have as many Big 'Uns as you want so the Black Orcs just did not make the grade.

Cavalry

In my early lists I had 2 units of 7 boar boyz. They just did not have enough staying power and a little bit of shooting would reduce their effectiveness a lot. So I boosted the units up to 10 each and kept them both as Big 'Uns. These two units were now definite hammers in the army and would cause even the best generals headaches



The Effigy of Gork—a must have in any Grimgor's 'Ard Boyz list.

as they thundered towards their lines.

Removing Krag from one of the chariots meant I now had 2 standard orc chariots running around. They pack a lot of punch, are very resilient and the models look cool...what more could you want?

Artillery

I made a slight change to my artillery as well. Basically I found the Rock Lobba to be very effective against a variety of troop types. It was devastat-



ing against blocks of infantry, scared the crap out of large monsters with its D6 wounds and was also good against armoured knights with its template and no armour save. So I replaced the 2 Spear Chukkas for a second Rock Lobba. I found it worked well, especially as I improved with my range guessing over time. Everyone has differing opinions on the Lobba vs Chukka debate, I just found the Rock Lobbas working better for me.

Conclusion

With the changes to my army I re-entered the tournament scene with a bit more confidence. A Greyhawk club challenge strengthened my belief in the army as I won the day getting solid wins over Jeff Traish and Ken Ferris, both very good players with strong armies. The Wyvern just opened up so many more options for the army. He could threaten flanks, cause terror and became a solid magnet for my opponent's attentions. This allowed the other elements of my army to go about the business of getting stuck in.

The Wyvern also provided some much needed movement to the army. I strongly feel that the Wyvern is needed in a competitive Grimgor's

force.

There were two more tournaments that I would enter at the end of 2005 and they were MOAB run in Sydney and Orktoberfest in Brisbane. With places in the Masters hotting up there were many good players attending these events and this would provide a good test for the ladz.

I have always performed well at MOAB, winning it with my Dark Elves a few years ago and backing that up with a 3rd place with my Orcs & Goblins the following year. So I was really looking forward to the 3 days of gaming that it provides. These days it is run by Peter Loft and he runs a great tournament introducing several innovations that have made it a mainstay in the tournament scene.

The army performed very well over the three days of MOAB and I ended up coming second in battle points. The army simply worked. Each of my units had a role to play and they generally did it well, all the while Turosh on his trusty Wyvern caused havoc. I ended up 5th overall in a field of almost 50 people and was only let down by my painting in the end. So that was a great result. I set out with the challenge of being competitive with a Grimgor's list and almost pulled off a tournament win, losing only 1 game out of the 8 and that was to my brother Jeff and his mighty Bretonnians. That was a great match...

I then travelled to Brisvegas for Orktoberfest, being run by my good mate Trent Denison. This was to turn out to be a huge anti-climax. Out of the 5 games I played, 2 were SOC demons, 1 was Slaanesh Demons/Mortals and 1 was infantry undead. I ended up having 1 minor loss and 4 draws...so whilst I did not lose much I just could not get a win against those armies. Fear causing immune to psychology armies are still the bane of the Grimgor's list in my opinion. The Rock Lobbas were unable to cause panic, the terror of the Wyvern was useless and I basically had a 50% chance of charging when I wanted to. All in all it was not a great hit out for the ladz and a disappointing end to the tournament season for me. I had decided regardless of my results that I would retire the greenskins for 2006 and start my new army: Ogre Kingdoms. With word of a new army book coming soon for the Orcs & Goblins I would wait for that to come out before I fielded them again. They still remain my favourite army and the exercise of trying my best to get something out of Grimgor's list was definitely worthwhile.

Cheers,
Andrew Galea
(Turosh Mak)

Turosh Mak's 'Ard Boyz	
Unit Type	Cost
Turosh Mak Orc Warboss, <i>Armour of Mork, Enchanted Shield, Warboss Um's Best Big Boss At, Wyvern</i>	436
Khurgan Stonefist Black Orc Big Boss, <i>Drog's Dead 'Ard Armour, Sword of Might, Battle Standard Bearer</i>	155
Krag Ironhelm Black Orc Big Boss, Heavy Armour, Great Weapon, <i>Nibbla's Itty Ring</i>	113
Morgash Mindbender Level 2 Shaman, <i>Dispel Scroll, Double Doin' Doo Dahs</i>	150
Orc Boyz (21) Light Armour, Shield, Full Command	154
Orc Boyz (20) Light Armour, Shield, Full Command	148
Orc Boyz Big 'Uns (20) Light Armour, Shields, Spears	228
Orc Boar Boyz Big 'Uns (10) Light Armour, Shields, Spears, Full Command	258
Orc Boar Boyz Big 'Uns (10) Light Armour, Shields, Spears, Full Command	258
Orc Boar Chariot	80
Orc Boar Chariot	80
Goblin Rock Lobber Orc Bully	75
Goblin Rock Lobber Orc Bully	75
Effigy of Gork	40
TOTAL:	2250

Risk Takers - Foolishness or Genius

The High Risk/High Rewards move in Warhammer

by Ken Ferris

Warhammer essentially is a game broken down and decided on dice and probability – the top players will even sit there and work out probabilities before making decisions. Often you will hear your opponent mumbling to themselves, “25 in the unit, gotta kill 7 for a panic – too many, maybe shoot that unit – over half range no good only 1-2 kills... 3 ranks standards numbers, gotta kill 6, 8 attacks 3's n 2's etc etc”.

Now these demented mumblers are usually on the money. Sure Warhammer is full of heroic stories like the 8 empire militia that popped the Bloodthirster, but 99 times out of 100 who is your cash going to be on? Now most moves are risky to some extent – the flee with fast cavalry can be risky on many levels; fail to rally and run off the board due to the 3D6 move; causing panic as they go; or flee 3-4” and get run down by the formerly baited target, also potentially panicking several units. But often these odds are accounted for in some respects by leadership, musicians, and re-rolls etc.

However there is more to Warhammer than just the probability and percentage game. With the myriad of special rules, magic items and tactical nuances, warhammer also has a lot of possible “ploys”, “combos” and “really frustrating things” that can turn a game on its head. (And I am not talking about Bears anger on a Dryad hero. I accept the fact that it never works Jeff :)). And we're are not looking at pointless things here either (“Call Winds”? What for? Give my opponent a cold?), but completely viable game winning moves – that also can go horribly wrong.

In essence, most combats, spells and shooting phases have an element of risk. Many of us try to minimise that risk, others like to take the risky ventures for their ability to turn a game, while other times cringe while our ‘killer move’ winds up killing our own chances. But many Warhammer items have the potential for winning BIG, or losing BIG. Cunning generals can try to skew these high risk moves in their favour – but sometimes, you just gotta wear the consequences, and find someone to hug.

So I have prepared a list of the 10 “riskiest” combos, spells and tactics available in the warham-

mer game. Don't agree or think I left something out? Let me know – we all love a good conversation on high stakes warhammer! The ranks are based on the level of investment, risk, reward, and probability of things going wrong...

10 Glowly Green Amulet

In an army where the level 4 mage is fairly hated, options for magic defence that allow more thumpin' are always closely examined. But not many people take the risk associated with the Glowly Green Amulet. This item replaces dispel dice and allows you to roll as many dice as the caster did. If you roll higher, the spell is dispelled. Sounds awesome, except for its insurance like disclaimer...

The Down Side

“If any dice is a 1 the bearer is slain”. Ouch. While Mork loves less magic to allow more thumping this item would be great against Khemri – but if your opponent is throwing Flames of the Phoenix with 4 dice, do you really want to use the Amulet to dispel it?

Dirty Trick

If possible, re-rolls, but its unlikely. Odds are you should be using this in a Goblin army with some cheap little expendable fella getting rid of all spells cast on 1-2 dice, therefore not allowing him to get the re-rolls as it is a spell in the Big Wauugh list. This item is good if you like to gamble that is...



9 Dwarf Slayer Characters

Little bloke with Big Axe – tooling this fella up with the Master Rune of Swiftness (an absolute MUST) and then your variety of ‘build your own weapon’ this little fella can cause a world of problems.

Basically, this guy will take a charge, kill every model in base contact before you can kill him and then have no need to take a break test. Anything from the front rank of knights to even the best tooled up characters need to be afraid of this psychopathic little dwarf, who, despite appearing as if he couldn’t possibly lift that axe, will kick yours more often than not. Watch out for wound multiplying, strength multiplying and additional attack combos!

The Down side: Now a canny general can minimise the risk to this bloke, but be warned – missile fire could very easily bring this guy down, as can spells – in particularly non “line of sight” ones. Template weapons are also a concern. Losing a Slayer character will suddenly make you realise your flank is actually exposed, or your plan to stop the grail knights from tearing you a new one is all of a sudden doomed.

Dirty Trick: Not a lot – as he has to be tooled up for combat. But use the targeting restrictions for shooting to your advantage, and make use of his 360° charge arc – he actually covers more ground than your opponent will realise! Don’t be afraid to plonk him straight in front of your opponents best unit – he won’t be going anywhere – and with an opponent’s unit effectively indefinitely immobilised, another of your dwarf units might actually get a charge off!

8 The Goretooth

Lets just say that a Beastmen Shaman gets the



Bears Anger Spell. Bears anger gives +3A +2S +1T to himself or any other character (or champion) in the unit. Cast on the Champ or Hero if possible, but your Beastman Great Shaman is pretty decent himself, and will end up with A5 S6 T5 at WS5. That’s a pretty nifty attacker option as well! You also get hatred in the mix, always a good thing!

The Downside: You have to cast the spell, and unless you are savvy enough to leave this spell as the last in a big magic phase, then you will probably not get this spell off – who would let you? Another downside is having to be in combat to cast it, which means your Shaman could be in trouble anyway. Finally if you are in a position where you are relying on this to go off – you are in trouble. *(Pretty hefty downside Ken! - Ed)*

Dirty Trick: This spell needs a big Magic Phase. So using Staff of Darkoth, normal spells and probably a power stone or two up your sleeve will help this combo come off. Bear’s Anger is cast at just 6+, so even the 2 dice from a Power Stone-should do it! Sometimes one combat is enough, and remember, casting on the champion might be a good option as well!

7 The Pendant of Slannesh

This little item defines risk! For every wound you lose you gain an extra attack. What’s not to like? You have 3 wounds! The item is cheap at 20 points allowing all other kinds of weapon, armour and equipment options. Of course – the most common occurrences of the pendant are with one of 3 other items. Regeneration – get the wound back on a 4+ (70 points spent), but with a GW you could with a little luck be on full wounds with 8 or so S7 attacks, as the wound regener-

ated still gives you extra attacks. Other pretty nifty combos are combining it with the Blade of Blood or Slaughterers Blade. Both are do a wound, gain a wound healing items (the blade of blood lets you go over your starting limit!).

The Downside: Regeneration is only on a 4+. Slaughterers Blade regenerates on a 4+. Blade of Blood means your only S5, and you pass a Strength test or lose another wound. **(These are just minor details Ken! - Ed)** You don't have to be bright to work out that the odds of you copping some wounds and a bad role will end your generals well intentioned "power up" with fairly embarrassing consequences... "I can't believe its not ward saved..."

Dirty Tricks: Some might say allowing catapults to hit you and trust you will get the wounds back. I wouldn't go that far. But basically, using the weapons you need to fight and kill to be effective, and a skellie or rat is as good as an Ogre or 1+ save knight. So if you have lost a wound or two, then charge in to the crappiest unit on the board and get that pendant and blade working. Avoid fighting scary characters with this guy, he is a troop killer only! (Until of course you get to 10+A at high Strength, then you can kill just about anything. I'd actually like to run a competition on who can power up their general in the most ridiculous way with the highest amount of attacks, I've not gone past 8...)

6 Wood Elf Alter Nobles

The latest craze in anything "Elfy". This little fella can never ever join a unit or be the general – a true "Nigel no friends". However his movement of 9 inches and the +1 attack allows him to perform several roles other elves can't do. There are really only 2 versions of this guy worth taking in my opinion.

i) The Hero with Hail of Doom and helm of the Hunt with great weapon – resulting in a first turn short range barrage followed up by a monster charge at war-machines or light cavalry etc.

ii) The Lord is taken with Bow of Loren and Arcane Bodkin "thingys" and you watch your opponent's cavalry disappear. **(I am not sure I follow this...I am assuming Wood Elf general's would...Ed)**

The Downside: A bit like the Slayer character in that any shooting/war-machine/spell will inevitably descend on this bloke – who is T3 W2. Damn. These guys define the word "fragile" in their armies.

Dirty Tricks: Being a single model on foot you



should use the terrain and targeting rules as much as possible, and know which spells are magic missiles and watch out for the ones that aren't. Firing that Hail of Doom Arrow with BS6 really does rock. The best performance I saw was an Alter Noble charge a unit of Ironguts with a butcher in an attempt to assassinate him. The noble won the combat by 1, then proceeded to break and run down the other 6 Ironguts and the Tyrant...

Honourable mentions in the "18 inch charging character" category go out to the Von Carstien Vampire with wolf form and the Saurus Hero with the Charm of the Jaguar Warrior. He can be rigged to do all sorts of funky hurt with weapons and marks, and with the 3D6 leadership tests...he isn't going anywhere.

5 The Rod of Command

This item lets you automatically pass your first break test as long as you don't pass up a challenge. Normally seen on an Elector count (with the armour of Meteoric Iron) this little beauty means you can have your empire 25 halberdiers unit out there and able to get hit by just about anything. As long as there is one bloke left, the next turn will see you pile in to your opponent's best unit with griffon banner infantry, Inner Circle knights or Pistoliers, or even a steam tank! Tactically this can be devastating!

The Down side: The item is carried by a weedy human with toughness 4 and 3 wounds and probably a 1+ save. That is very killable. If something good enough takes the risk to go in, it may very well beat the rod out of the elector counts cold dead fingers and smack him with it. Then it's definitely goodbye unit. The other problem is it HAS to be the first break test so if some silly fast cavalry unit gets a charge off and wins by one, the Rod is gone and then your opponent will pile in.

Dirty Trick: If your opponent doesn't see this coming it can be brutal. If possible, try to get the elector count challenging champions of big "scaries" and avoiding enemy characters. Also keep the count static, if there is a chance the rod could be wasted, have him jump ship into another unit. And to take advantage of the rod – have a designated "flanking unit" so that the Rod always works!

4 Hand of Dust

Is this the most fearsome spell in the game? Well not really. BUT it can unload a world of hurt on opponents if you use it (or haven't swapped it for invocation...). This spell means that once cast you have 1 attack (it is 7+ to cast and remains in play). If you successfully hit a model in hand to hand it results in instant death. A ward save can stop it but technically: necromancer hits bloodthirster/elf lord/Saurus Old Blood and its game over. You just roll to hit!

The Downside: Well, first off, you have to cast it. Then you have to hit. Now your standard necromancer is not going to make that 5+ hit – but it still presents a big enough risk that your opponent will have to dispel this spell. Of course when cast by a Vampire it's a much scarier proposition. I recall a memorable 19.5" charge over 3 combats by my Vamp on winged nightmare into a stegadon, told it to talk to the hand, and then overrun into the side of the Slann's unit. Good times my friends, good times. *(When quizzed on this one Ken did say "So the Quote isn't entirely accurate – you get the idea. Besides, that move was cool..." - Ed)*

Of course – in your best usual suspects impersonation "What happens when you [swing at] the devils back – if you miss?" well, the answer is your character gets pasted and you look rather foolish...

Dirty Trick: First option is using the staff of damnation and casting hellish vigour to give yourself another shot at hitting the big scary. The other one is giving the Vampire (in particular the Lahmian with Quickblood) the sword of striking so you hit on at least a 3+ if not 2+!

3 Warpfire Throwers

For an army that's supposed to be unreliable, not many things go all that askew for the rats I have to say. The exception to this (and probably my favourite unit in the game) is the warpfire thrower. Close to the ultimate in high risk weapons. With a magnificent S5 under the flame template – a good shot off on this can cause all kinds of problems,

especially when 1 casualty requires a panic test! Try to hit as many **units** (not models) as possible with this piece of fun! Also always fling this thing at an unit of Trolls as their regeneration is then lost for the rest of the game!

The Downside: The warpfire thrower, utilizing the long thin flame template, is a very hard to aim and guess weapon. If you can get flank like shots off on many infantry units or whole cavalry units your laughing, but through having to use the artillery dice, it can be difficult. But of course, this hardly rates a mention besides the monumental pain that is the misfire roll. It will basically mean game over for the warpfire thrower, and probably surrounding units.

Dirty Trick: Not so obvious really – keep the warpfire thrower on flanks so it won't hit as many of your units on the scatter misfire. And if you have a re-roll option, save it for this event. That said – I would love to see a campaign to get this baby cheaper and the rat gun more expensive, as really, this weapon is cool, and the ratling gun is just plain annoying.

2 The FellBlade

The ultimate in weapon technology – the background of this weapon is it cut Nagash's hand off and stabbed him (or something along those lines). Packed with strength 10 and D6 wounds it is destined to really hurt anything that it hits. People will avoid this guy like they would avoid the plague. Of course, it has this small problem of you taking a wound on a 1 or 2 at the start of each turn, and you can only afford the Talisman of Protection to stop it...

The Downside: you might stop this from killing you occasionally, but odds are this warlord is going down for the count from the blade he carries. And being wielded by a guy on foot, you will need to do something very impressive to get a swing at your opponent's Greater Deamon/Vampire/Dragon/Slann or other expensive toy (against a unit of Ogres it would get messy pretty quick indeed though...). The other issue is that if the Skaven lord in fact receives a charge, his toughness 4, 3 wounds, 4+ armour save (and potential 6+ ward) may mean a grizzly death before he even gets the chance to swing.

Dirty Trick: There is actually not many ways to avoid the wounds this weapon will cause to its wielder. With no re-rolls available your trick needs to revolve around getting the enemies much more expensive unit in contact with the warlord as soon as possible to at least take something expensive down with him.

1 Chaos Deamon Sword.

This little beauty of a weapon gives the chaos character (read sorcerer lord) the same attacks as the greater deamon of his god. Now that rules out Khorne & Tzeentch (no point) and you probably wouldn't take it on the standard lord, so it leaves you with a Nurgle or Slaanesh mage. Now – the most common Slaanesh mage is a level ¾ caster, and has WS9 S6 I10 A6. Cool! The Nurgle version is very similar but with WS8 I4.

The Downside: All rolls of 1 to hit will hit yourself and cannot be re-rolled. Bugger. With 6A that's 1 a turn usually and you will have to expect a turn of bad rolling at some stage where several 1s appear! The example mage lords I came up with are toughness 4, so with strength 6 it's a 2+ to wound, and this strength will also ignore any

chaos armour the mage happens to be wearing. Do this twice and its half points, 3 times and its game over for a VERY expensive and important model (*Note the Slaanesh mage will have 4 wounds however – lasting a little longer!*)

Possible Protection: Take the character with the talisman of protection, and then on a barded steed or mount. This will at least allow a 5+save 6+ ward to your attempts of ritual suicide.

Dirty Trick: Always cast Enrapturing Spasms on the unit the wielder of this sword charges. This means you will hit automatically, and bypass the chances of hitting yourself!

Thanks Ken! Some very interesting insights into the finer points of risky Warhammer weaponry! - Ed



Terrain: Stone Walls



"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.

An alternative to the use of hedges on a table is a stone wall. While hedges can provide soft cover for troops, stone walls provide hard cover, and thus a higher saving throw. Stone walls work well with any other terrain pieces like Buildings, Castles, Towns, Farms or ruined version of the aforementioned.

There are a number of ways to put together stone walls, and this is just one way using plaster cast

Materials:

- 3mm MDF - any size you want from a Hardware Store
- Ruler
- Pen or Pencil
- Jigsaw
- Sandpaper
- Plaster Bricks
- Craft Glue - Clear sticky stuff
- Paint - Folk Art Black, Grey & Cream and Taubmans Tea Tree Green
- Flock - Heki Dark Green
- Static Grass
- Basing Gravel



bricks. I buy Hirst Arts (www.hirstarts.com) Castlemould bricks from a licensed local (Brisbane, Australia) reseller Lord Cliff (www.ebay.com.au/lord_cliff). Mainly because I haven't found the spare cash to buy any of the great Castlemoulds range myself, that and I don't feel confident enough yet to cast my own. But I'm working up to it :)

Instructions:

As with hedges the ideal size for a stone wall is approximately 130mm, this will allow for full unit frontage coverage for regularly used units. The bases for the hedges were cut out of 3mm MDF us-



MDF! :)

ing a jigsaw. The dimensions of the base pieces are 150mm x 35mm. Give the cut edge a quick run around with the sandpaper to remove any ragged bits.

The next thing to do is to work out how your going to lay the bricks you need for your wall. The advan-

tage of the Hirst Arts Bricks is that although they are all the same height and width, there is a number of different lengths of brick available.

I used the fieldstone type bricks for this wall as it was to be used for a Farm terrain table. I'll need two rows to achieve the desired height for the wall. I also need to keep the walls length short enough so it doesn't hang over the edge of the MDF piece. When you've



worked out how many bricks you'll need for the wall you need to glue it all together. Following the tips from the Hirst Arts web page I got hold of some craft glue, which dries quicker then PVA, dries clear and is very tacky. I ran a line of glue down the MDF where I wanted the wall to go, and then stuck down the first row of bricks, taking care to stick a dob of glue on the end of the bricks that would be touching other bricks.

Once that was in place I ran a line of glue down the first set of bricks and proceeded to lay the second course. As with normal bricks, where possible, try and overlap the bricks (called a stretcher bond) so that joins don't run vertically through the wall - this leads to a weak wall which is more easily broken.

Once everything is glued together you need to let it dry before you paint it. This only takes an hour or two as the craft glue dries quickly.

Once dry, I paint the whole wall with Folk Art Black Paint - any black paint will do, I've used Black Spray paint, but wasn't impressed with how little got into the grooves between the rocks that make up the wall, therefore I try and stick with brush on paints as I know I can get it right in there. When dry



Folk Art Grey Paint was dry-brushed over the whole wall.

When dry Folk Art Light Grey Paint was dry-brushed over the whole wall.

When dry a 50/50 mix of Folk Art Light Grey and Folk Art Cream was lightly dry-brushed over the whole wall. This gave it a warmer look than it had previously.

Paint the MDF base with green paint - I find that Taubmans Tea Tree Green is a very good match to GW Goblin Green. Allow the paint to dry before proceeding to the next step.

Adding some gravel and static grass to the base can tie the stone wall in with the rest of the terrain you have made, and it makes it look more natural.



Once the stone wall is dry you are ready to use it in a game.

Variations

If you can get hold of them Hirst Arts also have broken fieldstone pieces. I've used these as well to produce walls that have been broken apart by artillery damage, or just worn down over time.



inch square so it provides a much neater looking wall.

A big THANKS to GT for another inspiring Terrain creation article. - Ed



There are also other pieces like archways that can be added into the tops of walls to make it easier for a cannon to shoot from behind protection.

Or used in the bottom of a wall with a small stream/culvert/drain flowing through.

The Wizards Tower provides a different textured wall and is more suited to Towns and Castles than the fieldstone walls. Each block is one inch by half an



Warhammer Fantasy Masters 2006

By Andrew Galea



The Masters in 2006 is set for an overhaul to reflect the ongoing increase in interest and prestige for the tournament. Over the last two years I have seen the tournament gain momentum and in a sense provide a decent shot in the arm for the Australian tournament scene which is just fantastic.

I have always had ideas in my head on the direction I wanted the Masters to take however I chose to take small steps initially to build a solid base of support and to not overwhelm the general gaming community. After 2 highly successfully run tournaments and enormous support from players around Australia and New Zealand I think the time has come to expand the Masters format for 2006. And I have to say that I am excited!

This article is an announcement of the format for the 2006 Masters. Whilst I think things are pretty much confirmed, there might be one or two tweaks before the tournament comes around. So read on and enjoy and please send any feedback through to editor@irresistibleforce.net.

Invitations

So lets start with the invitations. The source of invitations is a question that gets asked of me many times at the start of the tournament season and this year there is a significant trend away from invitations for Sydney based events. The criteria used to determine the rankings points a player earns from their tournament results is inherently influenced by the size of the tournaments, which provides a distinct advantage to Sydney players with the frequency and size of tournaments being greater than any other city/state.

So to keep in flavour with the original intention of the Masters and to provide as many players from Australia and New Zealand with a good opportunity to qualify I would like to announce the events in 2006 that provide auto invitations to the Warhammer Fantasy Masters.

- > Top 10 ranked players at the end of the tournament season (Approx. mid November)
- > 1st place in 2005 Masters - Lachlan McWhirter
- > 1st place in 2006 DogCon - Phil Cottrell
- > 1st place in 2006 ConVic (Melbourne)
- > 1st place in 2006 Komplete Fanatik (Melbourne)
- > 1st place in 2006 New Zealand GT (New Zealand)
- > 1st place in 2006 Orktoberfest (Brisbane)
- > 1st place in 2006 The Big Weekend (Brisbane)

The minimum number of entrants for the tournament is fourteen (14), therefore invitations will pass down the rankings until 14 places are filled by accepted invitations. The only other scenario where an invitation will be presented to someone outside the top 10 is in the event that an odd number of people accept invitations from the above criteria, and therefore the next ranked player will be invited to even out the numbers.

Tournament Location

For the first time the 2006 Masters is being held out of Sydney. I have always envisaged that the Masters will be held in different locations each year as it grew to a truly national event. I am pleased to announce that the **Queensland Gamers Guild** have come on board to assist in holding the 2006 Masters in Brisbane.

Where: Hendra Secondary College (Clayfield, Brisbane, QLD)

When: 2nd & 3rd of December 2006

Tournament Format

This year's format is where most of the changes have been implemented. The core elements of the tournament are the same however there are significant changes in other areas.

The size of the armies remains at 2250pts as this is still the accepted standard size for tournaments in Australia. The sportsmanship and painting criteria will remain as it was last year as will the composition system (peer rating armies before the event).

The biggest change is the fact that the tournament is moving from a single day to a two day format. Whilst having the first two Masters events run on a single day has been good logistically I feel that it is time to expand the format to make it more of a test for an aspiring Masters champion.

The extended format also allows me to introduce a brand new concept to tournament play, and one that I believe will prove the ultimate test of general ship.

The tournament will be broken into two distinct sections (the two days). Each day will comprise of three (3) battles.

Day One - The "Sealed" Event

The "Sealed" portion of the Masters is a new and exciting concept being introduced to tournament

play in Australia for the first time. Before each round (of which there are 3) each player will be designated an army randomly from one of their peers to use for that battle. Hence they will be asked to be a general for an army other than their own for an entire battle.

They will use the exact army list that was submitted by their peer and will also inherit the composition score that they gave for that army for that particular round. No player can be designated the same army twice for the Sealed event and they also may not be designated their own (however they could face off against their own army).

Other than that the rest of the battles for day 1 will be as normal.

The composition of a player will therefore be a little more complicated than normal. As with the previous 2 years each player receives a composition score for their army before the event which is voted on by their peers. This composition score will now only equate to 50% of their total composition for the event. The other 50% will be a combination of the composition scores they rated for the 3 armies they play with on day 1. So it is not overly complicated but just something that must be kept in mind.

Day Two - The "Open" Event

The open portion of the Masters is basically the same as a standard tournament with 3 games being played with each player using their own army.

Tournament Awards

Prizes will be awarded in the following categories:

- Best Sealed General.
- Best Open General.
- Best Overall General.
- Best Army (combination of composition and painting).

Conclusion

I am extremely excited and looking forward to the Masters this year. The sealed concept has been bounced off a few experience tournament players and the feedback has been very positive. We are continuing the trend of making the Masters a unique event and this year I believe we are making it as challenging as possible for the best generals of the land. The 2006 Master will be a Master of Warhammer indeed! Bring it on!!!

Andrew Galea



Until Next Time...

Well I have two tournaments that I am running in 2006 being Fortunes of War and The Masters so the issues of IF are not going to get any more frequent, but I will hang in there and put one together when I get the odd spare moment.

I hope you have enjoyed this issue and are enjoying your gaming and maybe I will see you on the battle field some time soon.

If you have an article in your mind then get it done and send it through to editor@irresistibleforce.net, I am losing contributors with each issue it seems so please take up the mantle!

Cheers,
Andrew Galea