

IRRESISTIBLE *Force*

Issue 9—August 2006

Table Top War Gaming E-Zine



Inside: > Warhammer Masters 2006 Update > Fortunes of War Review > Dark
Elves Reborn > Warhammer Diary > Battle Ink Painting/Modelling Studio

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www.irresistibleforce.net.....3 Fortunes of War Review.....5 Painting High Elves.....9 Warhammer Diary.....14 Woolly Mammoth.....23 Dark Elves Reborn.....25 Battle Ink.....29	With the imminent release of the 7th Edition of Warhammer the gaming community is a buzz with rumours and tid-bits. Most if not all of these rumours have either been confirmed or dispelled with the book readily available for viewing in stores around the world and some individuals having a copy! So I have to say with what I have seen so far I am very much looking forward to it. I am planning a huge overview of the new rules and how they effect tournament play in the next edition by getting opinions and insights from some of the best generals in the country to give their take on things. Since the last issue the inaugural Fortunes of War tournament was held and was a huge success. I have major plans for the tournament in 2007 and will release details in the next issue. We will have to see whether the horde can bounce back and also whether a spanner could be thrown into the works with the emergence of a mysterious 3rd faction... I have also been busy forging alliances with other people in the gaming community to further enhance the experiences of table-top war-gamers in Australasia. The Queensland Gamers Guild was the first step in that direction but in this issue I introduce the Battle Ink painting and modelling studio. See page 29 for the low down. I am also in negotiations with Games Workshop and Privateer Press with a view to selling product online through the web site. I will keep you posted on that. Another thing I am currently looking at is running a 3rd IF event next year with 2 options so far. Either a teams event or a 5000 point epic. Both have their appeal so I will gauge interest and see which tournament will best serve the tournament audience. Finally I was recently introduced to the table-top game of War-machine by good friend of mine Evan Ferris. I have exclusively played Warhammer Fantasy for around 8 years now, not ever delving into another miniature based game so I thought I would give it a go. I borrowed the rule books and had a read and was immediately immersed in the "fluff". The background of the world and the armies is very rich and appealing. Also the miniatures are amazing and the "all metal" policy is also something I like. The game is a little too complicated for me to do it justice in such a small space but I intend to have a full article and explanation in the next issue. Oh and by the way if you were wondering, yes I have purchased my first army and it is Cygnar! :) Thank you for downloading and reading Issue 9 of Irresistible Force. Please drop me a line if you have any comments or just want to say hello at editor@irresistibleforce.net. Take care and Happy Gaming, Andrew Galea - Editor
Issue 9 - August 2006 Editor: Andrew Galea Contributors: Andrew Galea, Trent Denison, Charles Black, Ming Chang, Gavin Clarke IF Logo Artwork: Darren Whittam Front Cover: Empire Woolly Mammoth (Steam Tank) - Modelling and Painting by Charles Black IF Online: http://www.irresistibleforce.net Email: editor@irresistibleforce.net	

www.irresistibleforce.net

The Irresistible Force web site has gone through some changes over the years but recently it has been transformed into an online information portal for table top war gaming enthusiasts.

Visitors are allowed to submit news, download issues of Irresistible Force as well as register and pay online for selected tournaments on the tournament calendar. Currently the main focus has been Warhammer however our plan is to expand the site as a news source for many variants of table top war-games out there.

Irresistible Force has also been working on building relationships within the table-top war-gaming community to offer readers of the e-zine products and services to en-

We want the Irresistible Force site is to grow into a news portal for everyone to keep up to date with their favourite hobby without having to trawl through online forums. Sure forums are great and have their place however sometimes you just want to read news articles and snippets without getting caught up in rubbish posts and arguments! :)

With this in mind we have opened up the news submission function to any visitors to the site (not just registered users). We want people from all over the world to have the ability to post a news item for consideration.

At this point we are casting the net far and wide so you can post anything you want with regards to the hobby of table top war-games.

So get onto the site and post away!

The screenshot shows the website's layout with a dark blue header and navigation bar. The main content area is divided into several sections:

- Register Today!**: A section with a list of benefits for registering, including free downloads and online payment for tournaments.
- Lastest News**: A section with a list of news items, each with a title, date, and a "Read More" link. The items include "7th Edition Complete Rule Changes", "Chariot Building Ideas...", "Games Workshop US have a very interesting PDF...", "New Night Goblin Sprues...", "Caus of the Warhammer Forum has posted some photos...", "7th Edition Notes (from someone who has played a 7th Ed game)", "Avian from 'The Warhammer Forum' has actually played a game...", "Masters Invite Awarded to Moab 2005 Winner", and "The Irresistible Force team would like to announce that the auto invite previously awarded to the winner of Complete Fanatic has now been awarded to the winner of the 2006 MOAB tournament..."
- Announcements**: A section with a list of announcements, including "2006 Masters Invites", "Monday, June 26, 2006", "Lachlan MacWhirter (N)", "Phil Cotterall (VIC)", "Nathan Goodchild (QU)", "Charles Black (ACT)", and "Issue 8 Available Now!".
- Tournament Calendar**: A section with a calendar for August 2006, showing dates and events. The calendar is a grid with days of the week as columns and dates as rows. The date 27 is highlighted with a blue background.

Tournament Calendar

View Week Today

View Date: 8/3/2006 Go

Sep	October 2006						Nov
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
24	25	26	27	28	29	30	
1	2 MOAB	3	4	5	6	7	
8	9	10	11	12	13	14	
15	16	17	18	19	20	21 Conquest	
22 Conquest	23 Conquest	24	25	26	27	28	
29 Orktoberfest	30	31	1	2	3	4	

Sunday, October 01, 2006

12:00 AM MOAB

(UTC +10:00) Canberra, Melbourne, Sydney, Vladivostok

View Full Calendar

10/28/2006 8:00 AM - 10/29/2006 6:00 PM

ORKtoberfest 2006

Where : Hendra Secondary College, Widdop Street, Clayfield, BRISBANE

Date : 28th & 29th October 2006

Type : Warhammer 40K, Warhammer Fantasy, Lord of the Rings

Game Type : Scenarios

Points : Varies. See

www.orktoberfest.org.au for more info.

Price : \$25 (\$35 for late registration)

Tournament organisers can advertise their tournament on the site for free! All you need to do is send through the details for the tournament and we will post it on our tournament calendar.

Irresistible Force can also enable online registration and payment for your event so drop us a line to learn more or go to the tournaments section of the site.

hance their hobby. As a result of this we are very pleased to announce a partnership with “**Battle Ink**”, Australia’s premium painting and modelling service. There is a full introduction to Battle Ink later in this issue and a gallery of their best work will soon be launched on the Irresistible Force web site.

The next phase will involve the launch of an online store that will provide a catalogue of miniatures and game accessories for Warhammer and Warmachine so stay tuned!

Irresistible Force presents **THE 2006 MASTERS**



December 2nd/3rd - Brisbane, Australia.

There can be only one...

Fortunes of War

By Andrew Galea

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We would like to take this opportunity to thank the Queensland Gamers Guild and Games Workshop Australia who helped with the running of Fortunes of War. In particular Michael Molyneux from QGG, along with Dave Dingelstad & Troy Forster of GW.

The ominous push from the Alliance into the Northern Wastes continues relentlessly. Much debate has been waged in the halls of Altdorf to end the war and return the armies to their homelands. However there are also those who realise that an opportunity has arisen whereupon the threat of Chaos can be quelled once and for all.

The hordes have been driven right back to the very core of Chaos deep within the wilderness. They have rallied around the portal that spawns foul beasts and daemons of unspeakable evil into the Old World. The wizards of the alliance realise that if they can defeat the remaining armies of the Horde and shatter the portal, there is a chance it could be sundered and forever more it will remain dormant...

In issue 8 of Irresistible Force I introduced a brand new concept tournament called "Fortunes of War", an event that combined the competitiveness of tournament play with a backdrop grand campaign. And I am happy to say that the tournament was a raging success. The feedback from all the players that attended the tournament was extremely positive and a 50 strong field was more than I could have hoped for when running an event for the first time.

I quickly realised that an enormous amount of planning is required when running an event of this type, and most of the work was concerned with the campaign elements of the tournament. More than one person told me that I was crazy. They could not understand why I would spend so much time on an element of the tournament that essentially



This is a mini version of the campaign map. The map depicts the three theatres of war and was projected onto the big screen during the tournament and changed to reflect the state of war in each theatre. It proved very popular!

was not required! There were plenty of events that are run successfully, and why not just run one like that? However my goal with running Fortunes was to push the boundaries of normal tournament play. To open up a myriad of possibilities that had not been seriously considered before and to first and foremost

produce an enhanced tournament experience for all those who were willing to pay money and give up a weekend of their precious time to play table top war games. And to say that it was worth it after the event is an understatement.

Once I had established the standard rule set for the tournament, my co-organiser (Trent Denison) and I had a think about what we could do to bring the underlying campaign to the fore; to enhance a player's experience

throughout the two days of the tournament and to promote a sense of camaraderie within the opposing factions. The most interesting element of the campaign was the map of the Warhammer world. This displayed the three



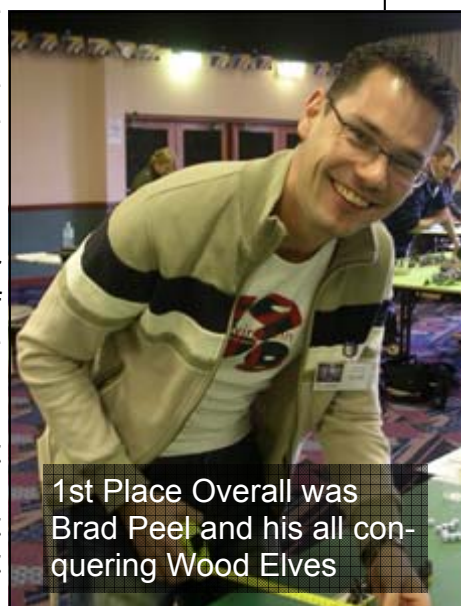
Steve Gibb crushed many a foe with his Dwarfs "with no anvil!"

"Firstly, a big thanks to Andrew and Trent for running the best tourney I have ever played in. The map on the big screen, the two factions fighting it out, the whole concept was fantastic." - Keith Williamson

theatres of war and the current state of the campaign with respect to each one.

It was an instant visual representation of how a player's faction was doing and really promoted a sense of the grandiose. So with this in mind we projected the map onto a huge screen so that the whole room could see it. And then whilst results were

coming in during rounds (and the map was altered accordingly) we announced victories over the PA to the resounding cheers from the triumphant faction. It was a lot of fun! Trent would busy himself during games with taking notes of remarkable events including the slaying of general's and would punch out a complete newsletter after each round depicting news worthy events with colourful stories. By the second or third edition of this publication we had players asking to see it quicker than we could print them off. It was fantastic!



1st Place Overall was Brad Peel and his all conquering Wood Elves

Overall Top 10

	Firstname	Lastname	Army
1	Brad	Peel	Wood Elves
2	Steve	Gibb	Dwarves
3	Adam	Wonderley	Wood Elves
4	Jeff	Galea	High Elves
5	Keith	Williamson	Dwarves
6	Marcelo	Rouco	Bretonnians
7	Marc	Hurwitz	Wood Elves
8	Peter	Loft	Orcs & Goblins
9	Kendall	Williams	Ogre Kingdoms
10	David	Speirs	Empire

The fact the top 7 place getters were all Alliance generals is testimony to the domination they held over their Horde rivals.

A final thing that we did was we managed to take over 100 photos over the

course of the tournament. Photos of models, battles, players and anything else of interest. And we would display a slideshow of these photos on the big screen whilst the battles were waged during rounds. This added a tremendous feeling of fun and participation by everyone as well as a lot of colour to the event. All the photos taken can be viewed in the photo gallery under the tournaments section of the Irresistible Force site.

So what were the actual results of the tournament? Well one thing that became apparent very early on was the dominance of the Alliance faction, particularly in the Old World Theatre, which comprised of the top dozen tables. The mighty Wood Elves and indeed Dwarfs were sweeping all before them and try as the Horde

generals might, they were unable to stem the tide. There has been much conjecture and analysis as to why this occurred and there are several things that I think contributed to this. First of all it is clear that the new Wood Elf list is extremely strong and they have dominated the tournament scene since their release, much to the chagrin of the more

traditionally minded generals. And secondly with respect to the Dwarfs it just so happened that the armies the Dwarfs traditionally struggle against, shooting armies, high magic armies and fast skirmishing type armies were all fighting for the alliance! So the Dwarf generals found themselves up against combat oriented armies which of course is their bread and butter.



Secondly to be fair to the Alliance generals, as a rule of thumb most of them fielded flexible forces or they tailored their armies more in the knowledge they were only going to face certain army types. So without necessarily meaning to, the campaign and faction concept of Fortunes had introduced a new skill level in army design, one that many players stated they would pay far more attention to for next year's event (needless to say the players saying this invariably were on the horde side of the ledger!).

Whilst not as pronounced the Desert Rats theatre also saw the Alliance force the Horde back however interestingly the Dark Raiders theatre bucked the trend. The latter probably due to the fact that many traditionally strong tournament

Dark Raiders Theatre

HORDE

	Firstname	Lastname	Army
1	Sean	Ireland	Chaos Beastmen
2	Shane	Thomson	Vampire Counts
3	Akhter	Kahn	Vampire Counts

ALLIANCE

	Firstname	Lastname	Army
1	David	Speirs	Empire
2	Michael	Molyneaux	Tomb Kings
3	Marcelo	Rouco	Bretonnians

players were fighting life tough in the Old World theatre and would invariably find themselves in the Dark Raiders theatre against less experience opponents, allowing them to gain valuable War Victory Points in that theatre.

At the end of the day the bottom line was that everyone had a lot of fun, the campaign added tremendous colour and interest to the event without having a huge impact on the results of the battles and the prize winners were all most worthy of the accolades and fame they received from their faction's fellow generals.

I most definitely will be running the event again next year and armed with the experience of running the 2006 event I have a few ideas that are going to make it even better. There were a few concerns that the different factions in conjunction with the 3 theatres of war made things a little complicated and I concede that it was not perfect, however the ability for someone to finish mid field but win an award for accumulating the most War Victory Points within a certain theatre was very popular and a key differentiator for the event. I have already analysed the rule-sets and game mechanics I developed to run the event and have found some very positive changes that will help streamline the whole process next year. So look out for Fortunes of War 2007, it is going to be huge!



Old World Theatre

HORDE

	Firstname	Lastname	Army
1	Gavin	Clarke	Nurgle Daemons
2	Peter	Loft	Orcs & Goblins
3	Ken	Ferris	Chaos Mortals

ALLIANCE

	Firstname	Lastname	Army
1	Brad	Peel	Wood Elves
2	Marc	Hurwitz	Wood Elves
3	Steve	Gibb	Dwarves

Desert Rats Theatre

HORDE

	Firstname	Lastname	Army
1	Dave	Kinsey	Chaos Beastmen
2	Phillip	Godfrey	Dark Elves
3	Mads	Trolle	Orcs & Goblins

ALLIANCE

	Firstname	Lastname	Army
1	Brad	Scott	High Elves
2	Lee	Jefferson	Tomb Kings
3	Jason	Root	Tomb Kings

Painting High Elves

By Ming Chang

Ming Chang has gained a reputation over the years of being a good painter and a good guy (in that order). He recently designed and painted an army for Jeff Galea

Preparation

I began this project with a lot of discussion with Jeff Galea on a theme for his revamped army. A theme provides a coherent foundation for the whole army to build ideas for colours, conversions, basing and a whole slew of things which make the rest of the process of getting the army ready much easier. It also provides a backdrop to a story behind the army which gives everything you do a purpose and makes it more fun.

There was a lot of back and forth, conceptualising what

Jeff's revamped High Elves were all about. We first started out with a sea/coast guard theme and I had some ideas like having elevated movement trays that looked like clifftops surrounded by water etc. In the end however the coast guard theme seemed too ambitious and we abandoned it for a dragon/fire theme. The colours would be predominantly red and white which interested me because I've never seen those colours used for a high elf army. Jeff

suggested a red like one of the dragon princes in the High Elf army book which I really loved. The basing would be volcanic ash and the fire theme would be accentuated with banner designs and flame effects on the characters. Once the theme was established the rest of

the army started to make sense. The general would be mounted on a dragon and a cav heavy force would be lead by a contingent of dragon princes.

The first test subjects in putting all this theory into practice were some archers. I chose a flat, bright red which I'd used previously on my Bretonnians



and a bright white shaded with light blue tones. However before any paint was applied to the models I went through a careful 'reading' of each figure in the unit. This is where I have a close look at each figure and roughly work out which areas of the model will be red, white or whatever and try to watch out for those little things that can be covered up by an undercoat like small amulets or pouches. These may have to be painted a different colour. At the same time, I cleaned

up any flash lines with a file and craft knife and worked out if I needed to plug any gaps with green stuff. They were then ready for a nice white spray undercoat.

There is a lot of conjecture over whether to use a white or black undercoat. I have very cogent and well thought out argument for using white. A WHITE UNDERCOAT MAKES YOUR MINIATURES LOOK BETTER. Just try it.

Painting

Nice, bright red: I started with a nice coating of GW blood red. This colour comes out really well over white and one coat is usually enough. I use a fairly big No 3 brush and try to be as neat as I can. I then wash with diluted scab red over the whole area of blood red with the same big brush. This doesn't look like it does much but it provides a vital

connecting colour with the next step in the shading. I then use a smaller 00 brush and paint into all the folds and crevices with GW flesh wash. The flesh wash has to be a little diluted to get this part right but at the end you start to get a good idea at what the figure will look like. I then go over all the raised areas with blood red again with my best 00 brush (Windsor & Newton Series 7 of course). That's it. It's a simple '3 colour solution' to achieve a good, bright, realistic red colour. I use this technique with subtle variations on all the painting I do.

Elven white: I base coated with a good quality acrylic white paint. I use Chroma A2 acrylic titanium white. It comes in a nice big tube and you can pick it up at most art stores. I also have a big tube of their black because I use white and black a lot. I then shaded with a dilute mix of Ral Partha slate (GW Space Wolves Grey will do) and white. Then I

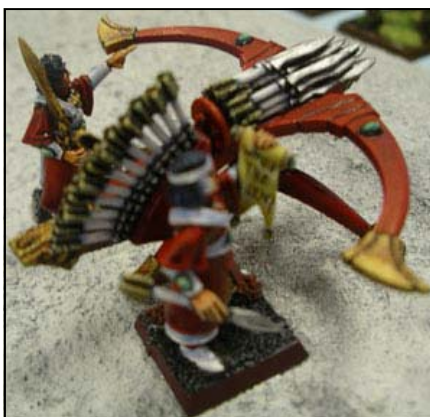


get right into the inner depths of the folds and crevices with pure slate with a fairly wet brush. I then paint over the raised areas with the white. White is a notoriously difficult colour to get but I have to confess I love painting white and have to stop myself from continually shading and highlighting to get the perfect blend!

I should point out I made sure the paint was bone dry before taking the next step. To speed things up I use a small hair dryer to help dry the paint. This is one of the most important tools I have in my painting kit. I'd urge anyone to get a small travel

hair dryer (not the big honking one your mum uses) to have along with your paints and brushes.

Elven flesh: Doing the flesh right really makes the mini come to life. I use GW Elven Flesh for the base coat which for most GW elf minis is just hands and the face. Extra care had to be taken on the face as this is where the human gaze naturally goes to. I then washed with diluted Ral Partha orange (GW Blazing Orange will do). I then shaded with dilute GW Dark Flesh being careful to shade under the cheek-bones, the sides of the nose, under the neck and the whole eye socket area (including the eyes). I then went over the raised areas in Elven Flesh this time being careful to pick out the top of the nose, eyebrows, forehead, the chin, the bottom lip and the line of the jaw at the bottom of the face. This may need to be done a few times to clean up any mistakes and ensure a smooth blend but it's worth doing because it's the most important part of the mini. For rank and file I then paint the eye sock-



ets with a nice smooth black line. For command figures and characters the eyes are done separately by painting the whole eye white then painting a nice blue pupil (GW enchanted blue) in the middle and smoothing out any mistakes with black.

The blackening: I painted everything else, which include belts, weapons and any little trinkets, black. Black looks blacker on a white undercoat and it allowed me to apply very simple brown or blue grey highlights to define things like pouches and trinkets or metallic paints for weapons and obviously metal objects.

Gold: I figured that in their story, these elves would live near the only active volcano in Ulthuan and would thereby be near rich metal deposits. So I decided I'd use gold for any metallic painting opportunity that arose. I used the standard gold metal painting technique of painting burnished gold over the black (this may require 2 or more coats), shading with chestnut ink then going over the raised areas again with burnished gold.

Basing

I chose a very simple basing idea because I was getting Jeff to do most of the basing himself (*and he is a noob - Ed*). Sand was stuck onto the bases with PVA glue then painted over with black. This was then highlighted by dry brushing grey then dry brushing white. Small piles of red gravel were then strategically applied with PVA glue in certain areas of the base to finish off the volcanic ash effect.

I like painting the edge of the bases with

a colour derived from the miniature too. This brings a subtle unifying colour coherency to the model and the army as a whole. After a few experiments I found a couple of coats of scab red around the edges worked the best.

I was very pleased with the initial 5 or so archers that I painted. The colours worked very well off each other and were open to some other complementary colours down the track.

Individual units and characters

Silver Helms: I kept to the basic red and white painting scheme that I'd developed with the archers. I also decided to do all the horses with a beige colour which I'd developed with my Bretonnians. It's basically bleached bone, washed with bubonic brown then shaded with snakebite leather, then highlighted back with bleached bone. It's a lovely off-white, ivory colour that's one of my favourites.

Instead of painting on a paper banner I decided to design a more totemic style banner with components from the High Elf plastic sprue. Using the shield emblems, spare standard parts and basically anything that looked nice I built two standards for the two units in the army. I used a similar idea for the shields. Instead of using the emblems from the sprue, I used spare weapons and some spare heads which I carved and filed flat to glue onto the shields.

Marble effect: To make the characters and champs stand out (and to avoid using metallic paint again) I painted their weapons with a marbled effect. Over a black base I painted thin strips of dark angels green. I then went over

these strips with a thinner strip jade green. Then I picked out areas with an even thinner strip of white. There were no real rules when I did this, I just did whatever looked nice. I then sharpened up the strips with black to give a nice edge and that was it.

Dragon Princes: To express the elite nature of these guys I decided to add another colour I had been developing. It's an aqua/green type hue which I call jade. It begins with a base coat of an old GW paint called rotting flesh. Vallejo produce something similar called Verde Azul. I then washed with jade green then back over with rotting flesh and



highlight with bleached bone. To my surprise all these wacky colours matched well with the red and white and gave more meaning to the dragon which I would be painting in similar colours later on. I designed a little dragon motif to be hand painted on their shields just to make them stand above their silver helm compatriots. To further

emphasise their superior class I designed a dragon themed standard painted onto a thick paper stock.

Dragon + Hero: Jeff had the Asarnil model to use as his dragon but wanted to try a character with the white lion guard honour as the hero. I decided to use the Korhil Lion guard model which Jeff had lying around (on a chariot) and put him on top of Asarnil's legs. It was a tricky conversion because he has a cloak with a lion head on it that just didn't fit. I had to cut the head off and turn it around to allow the cloak to flow behind the figure as if it's billowing in the wind. With a bit of green stuff and some brute force I managed to make it work. Of course after I'd finished the model, Jeff decided to drop Lion Guard honour/dragon combo because he thought it was too cheesy. I was still happy with the result though.

The basing was inspired by a piece Keith Williamson did for his Dark Elves which had Jeff's general (Tirrith) skewered to a pole. We decided to put Keith's general (Male-Keith) under the foot of the dragon but to add further insult we made him a her and called her Female-Kieth. I used the Morathi model for this little in-joke.

Ten-bolt bolthrower: I really loved the new plastic HE bolt-thrower. It is a bit bigger and more impressive than the metal one and actually has 6 bolts ready to launch on the model. I worked out that by scrounging all the spare bolts on the plastic sprue I could add another 4 bolts onto the mini. I also liked the scabbard of bolt thrower ammunition that fanned out in a lovely circular shape. Instead of having this piece stand on its own, I cut off it's base and stuck it to the machine itself. The end result was a rather over-the-top, almost rude looking 10 bolt throw-

ing machine. I worked in another sly in-joke on Jeff by writing 'who's the general' on a scroll held by one of the crew.

Tirrith: Jeff's general really gave my bits box a workout. I had saved a really nice mount which I'd been wanting to use on a project like this for ages. It's an old Elven horse body with a horse head from the old Battlemasters set. It required a bit of sculpting to make the two fit but the finished result would look quite distinctive. Tirrith himself was a creation that combined about 20 pieces from various sources; legs from an old Silver Helm, chest from a Bretonnian knight, lance arm from Asarnil and other odds and ends from the high elf sprues. I also decorated the horse with bits from the sprues giving it a fancy head dress and collar. He's a very impressive figure that sometimes subs in as a BSB if the general is on the dragon, or happens to be a mage.

I was very happy with the overall result. It took about 3 months in total to complete and I suspect that there may be more elves to complete once Jeff chops and changes his army list yet again. This was the third army I'd painted for someone else and the input I had from Jeff made it one of the best experiences in painting I'd had thus far.



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Enquiries:
battleink@irresistibleforce.net

Warhammer Diary

By Trent Denison

Trent Denison is a great mate of mine and helps me run both Fortunes of War and the Masters each year. He has vowed to actually qualify for the Masters this year but at time of print that is looking like an extremely unlikely proposition...

After finishing third at the BIG March, a tournament recently held in Brisbane, I was looking forward to seeing my results in the Official Austral-

asia Warhammer Rankings. (<http://figmentia.com>) The last few years I have done well in the rankings (Which rankings were they Trent? - Ed), but since I only get to play in a few tournaments each year, I am not quite in the mix for Masters contention. This year, after two events, I was sitting in 19th position – not bad considering I was playing with Ogre Kingdoms (crap army). Anyway, I decided to just go for it, and play in as

many tournaments as I could get to. With that resolution in mind, today I went online and checked up the next event on the Tournament Calendar. It was in two weeks, and it was in Sydney – fortunately for me I was on holidays the week the event was on. After weighing it up for about 5 seconds, I booked some flights and sent away an application form for Leviathan 2006. Having played with this army for a while, my Ogre Kingdoms were all painted; I just wanted to

go back over it, improving some of the highlighting, making it a bit brighter, and just cleaning up the look of the whole army. This meant I had a few days of designing a killer list, and playing as many games as possible...

Sunday April 9th

After I sent my original application in, one of my good friends Gav Clarke mentioned that there were no composition

scores for Leviathan. My first thought was “that sucks for Ogres”, but on thinking about it, I started to get excited – I could take three Butchers.

Why The Gut Rules...

Ogre Butchers are without a doubt some of the most potent spell casters in the game, just behind Liche Priests for reliability. You can almost guarantee getting off the spells you want, especially with three Butchers, and these spells turn the normally average Ogre infantry

into a very tough combat unit. Butchers also have the advantage of being even better than an Ogre Bull in combat – with toughness 5 and 4 wounds. Butchers are also pretty handy in challenges against enemy characters and will almost certainly survive at least a turn, after which you can pump your wounds and toughness with Butcher magic in subsequent turns.

Bloodgruel

This spell is not as useful as it first



seems, as often it is more important to get other spells off first. However, it can be used to suck enemy dispel dice when your butcher is in combat, particularly challenges. Obviously it helps to cast this spell before you get to one wound left!

Braingobbler

One of the most useful spells in the list Braingobbler is best used in conjunction with the Skullmantle, and can cause no end of frustration for the “all eggs in one basket” players. Watching GT’s face as his Beastherd with Beastlord and two Brayshamans run to within an inch of the table edge in his first turn, before he could blow his Brayhorn, is a fond memory of mine.

Bullgorger

At first glance, this spell seems to be less useful than the others, and indeed it is sometimes not even worth casting. But on a unit of three Bulls with ironfists a unit can crack out a potential 15 strength 5 hits, not bad for a 130 point unit. It can also help the Rhinox Rider be that little bit more effective, and does not have the potential to wound your Butcher when casting it – can be great if you are on a single wound...

Toothcracker

Another spell that can be extremely useful, but I think its main purpose is sucking out dispel dice – no enemy wants to see their unit of knights or heavy infantry suffer from this spell, but often its bark is worse than its bite. Having said that, toughness 3 knights can disappear very quickly if you roll enough hits.

Bonecruncher

The key spell in the list, Bonecruncher makes Ogres much harder to wound, as well as giving you the ability to hold a charge. Ogres are weakest when defending, but this spell can turn that into a

positive, allowing you to prepare counter charges. It also inhibits enemy shooting and can often turn the opponents off shooting your main units.

Trollguts

Best used on units like Leadbelchers, or big units of Ogres, this spell can work a treat some games, and do nothing next game. It is very nice watching your Tyrant stand up after being smacked down. Especially against cannons. The Magic Resistance can be a handy thing to have, but remembering it can be tricky!



So, with the ability to take three Butchers, I decided to try a slightly different Ogre Kingdoms list, designed for quick attacks and clever movement. I have a few march blockers and counter charge/flee units of three Ogres, two main block units, and three supporting units in the form of Leadbelchers, the Rhinox Rider and the Gorger.

Tuesday April 11th

I sent away the list to the Leviathan crew today, and I started repainting the models I needed for my army. I hope to compete well in the best painted cate-

gory, which also contributes to your overall score. Tournament play is all about stacking all the odds in your favour – soft scores are easy to accumulate, if you read the criteria for the event beforehand. For Leviathan, the lack of Composition scoring meant I could focus on Painting and Battle, and just hope for the best when I started to piss my opponents off with endless hordes of Gut Magic.

Thursday April 13th

The best thing about starting a week of holidays is the night it starts – and its even better when you start a night early because of EASTER. I sat down in front of my army on my desk, and wrote down a list of things I wanted to improve in the look of the army for the event – I work better when I have a deadline, and a list. And I work much better ON HOLIDAYS. YIPPEE

The Skin and the Pants

Many people had commented that the army was too dark – in fact, at the BIG March people started calling my army the Undercoat Ogres. Not mentioning any names, Gav Who?, Lamprecht or Dodgy... In my defence, the army looks quite vibrant under my desk lamp, but under the normal lighting of an event venue it can come up much darker. The snow is also quite bright, taking the focus off the Ogres. My goal was to lighten the skin, and make the pants (which are currently a dark red) a much brighter red.

Tattoos

One thing I had originally planned for the army was some sweet tattoo designs. Two things held me back – I didn't feel the skin was light enough yet, and I couldn't decide what colour to make them. I first thought Blue, but I also considered Orange and Green. If I went green, I can already hear the cat calls

Tyrant @ 306 Pts

Bauldig Mountaineater,
Chief of the Mountaineater Tribe
General, Heavy Armour
Tenderiser, Kineater, Fistful of Laurels

Butcher @ 180 Pts

John the Scary
Hellheart

Butcher @ 180 Pts

Grimm the Guts
Dispel Scroll, Bangstick

Butcher @ 175 Pts

Golog the Guzzler
Dispel Scroll, Skullmantle

Ironguts (3) @ 154 Pts

The Mountaineater Tribe, Maw Clan
Musician

Ironguts (3) @ 154 Pts

The Mountaineater Tribe, Maw Clan
Musician

Bulls (3) @ 130 Pts

The Mountaineater Tribe, Maw Clan
Musician, Ironfists

Ironguts (4) @ 254 Pts

The Skullcrusher Tribe, Clan Teeth
Standard, Musician, Ironfists, Light Armour,
Lookout Gnoblar,
Rune Maw

Bulls (5) @ 245 Pts

The Skullcrusher Tribe, Clan Teeth
Standard, Musician, Ironfists, Light Armour

Gnoblar Trappers (10) @ 60 Pts

Hand Weapon; Sharp Stuff; Scouts; Skirmishers

Leadbelchers (3) @ 165 Pts

Leadbelcher Cannon; Light Armour; Causes Fear

Gorger @ 75 Pts

Causes Fear; Killing Blow; Unbreakable

Rhinox Rider (1) @ 161 Pts

Total Roster Cost: 2239

for the Christmas Ogres, so I have to decide between Blue and Orange. I'll paint a test model for each and decide.

Metal Rust

Something that just adds that extra touch to the metals – I need to re highlight all the metals to do this though, but again, I think the look would be worth it.

Redo Banners

Although the banner designs came out well, I did them on different nights, and one of the banners looks totally different to the others – I want to make them all look the same, at least to the extent they are highlighted similarly. I also want to add more to the banners, some Ogre scrawl or something.

Movement Trays

Another of my original plans for the army included some awesome stencil designs to edge the bases of my movement trays. I had put it aside and not thought about it for some time, but I wanted to go for max painting and I thought it may be worth it.

Sunday April 16th

I played two practice games today, the first against an old enemy in the form of Wood Elves, the second against an army I never play, Dwarves. I managed to score a solid victory against the Dwarves, but I struggled to combat their high strength shooting and high armour save troops, but eventually the number of attacks I was rolling and the poor movement of the dwarves allowed me to outflank them and crush them. The Wood Elves were a different story, where I used the few strengths of the Ogres army to my advantage – I had one lucky roll, where I passed a leadership test on 4, but even without that it still would have been a massacre victory to me.

How To Stop The Tree Lovers

I think there are three armies that Ogres will always struggle against – Wood Elves, Bretonnia and Tomb Kings. Funny how these three lists are my next three armies...and maybe Lizardmen (Nothing like planning ahead! Now who else out there has 4 armies in the pipeline? - Ed). Well, I have played Wood Elves and beaten them a few times with

my Ogres, and the key comes down to neutralizing their movement and frustrating their shooters. Skirmishers are impossible for Ogres to deal with, especially Wardancers. The (only) weakness of Wood Elf skirmishers is their inability to flee from a charge – Ogres have to have a few small throwaway units of three Bulls to flee from Wardancers and Dryads to allow a counter charge. Target the other fast moving units like Glade Riders and Warhawks with spells, Leadbelchers, Trappers, anything – just

eliminate their long charge to allow you that precious flee reaction. Don't get within 12" of Glade Guard unless you are a Rhinox Rider, or have a Toothcracker spell on. Use the Gorger to pop them from behind and eat them. All the Wood Elf shooting in the world will avail them to nothing if they can't wound! Treemen and Treekin are a god-send against the big bellied brutes – someone who comes in close that we can hit. Tenderise them! At the end of the day, it is still going to be shovelling shit uphill with a



pitchfork – they move too quick, and are able to choose their fights. But sometimes, the Great Maw smiles, and Ogres can get over the top of the Woodies. Most times you get smashed though.

Tuesday April 18th

Holidays are the sweetest thing in the world, and today I had a lot of things to look forward to, including the Story Bridge Adventure climb in Brisbane! It was good to take a bit of a break from

painting and just chill out. 34 stories up. Nah seriously it was sweet, my old man and I had a blast. I did a little painting tonight, but I am saving most of it for tomorrow and Thursday night.

Wednesday April 19th

Today I helped GT move house, what a great way to spend your holidays – lifting heavy shit around. I finished up and headed to a game of touch footy, and then spent the night painting. I got almost everything done on the Ogre boys, except for some rust and the banner details. My key to painting is to bang on a DVD, listen to an audio commentary or something, and just go solid for a few hours. If you have a bottle of V and just burn through the night until 2 or 3am, you can get some serious work done – you get pretty tired the next day, especially if you have to work, so I recommend you only do it on weekends!!

Thursday April 20th

Two days to go, another practice game scheduled against Dodgy Dave, geez he is a good player... It was against Wood

Elves again, because I was expecting to have to face them at some stage at Leviathan. He took a nasty combination of items that shut down my spell casting pretty much to nil, even with three butchers. In the end, I slogged out a hard fought draw, which I was stoked over, it being my best result against his elves to date. I spent the night finishing my rust, and watching Kingdom of Heaven with another mate, Mike. I was pretty much where I wanted to be with my figures, they looked much brighter and cleaner, and I hoped would give me an edge against the many better players than me.

Friday April 21st

Flight down to Leviathan - \$280.

Train ride to the city - \$12.

Lunch at a quiet café - \$7.

Arriving at Andrew Galea's workplace with a mullet – priceless.

One more final practice game for the tournament was with the esteemed editor of this magazine, and fellow Ogre Kingdoms player, Andrew. This battle is catalogued elsewhere in this issue of



Irresistible Force, and let me just say that my hopes for the event were severely diminished after the performance of my boys.

Leviathan 2006

Well, the event has wrapped up for this year, and it was a sensational weekend. I had not realized the event itself was of such a large magnitude until I got there on the day. The Warhammer event itself had 46 players, a great turnout and lots



of “named” players in attendance, including the current Master himself, Lockjaw. The event was smoothly run, and the only major hiccup the whole time was Handsome Dave having his table collapse mid game! I can guarantee you that after that I checked every single

table for structural soundness before I put models on it. I will head into my report first, leaving the results page until the end.

The weekend dawned very cold, and me with only a t-shirt to wear – fortunately it was my Perennial Bridesmaid Tour shirt with the current results of myself and Gav Who? plastered across it. Pre tournament, the Galea boys and myself discussed the importance of draws, match ups and how crap Jeff (Galea) was going to go with his Dwarf army. It was an enjoyable trip to the venue, along with the stop in to “Maccas” for the breakfast of champions. First round was a key draw for me – in a five game event, you really need to get some early runs on the board. I drew an Elf army, and the negative thoughts started rolling into my head...

Game 1 – Byrne – High Elves

This was the first tournament for Byrne, who had taken quite a competitive High Elf force. I looked across the table after deployment, and thought to myself “if I can get the first turn and get over his side, I could take a few charges and then punch through”. In the end, I was able to shut down Byrne’s magic phase (he helped by miscasting and rolling a 12), and crunching his archers and bolt throwers. “Snotted” his great eagle with the Leadbelchers – go boys! Gorger fails to turn up until turn 5 – what a joke he was. Everyone else was just super, and it ended up with a pretty convincing win to me.

Result 20 – 0 Win.

Game 2 – Sean – Savage Orc and Goblins

After a good first round win, I felt confident going into this game. My boys were looking sharp, well dressed, and hitting things good. This game they

started running away, and getting absolutely pummelled by some Savage Orcs with spears and the Banner of Butchery. I "norked" his general though, doing three wounds on a D3 roll! At some points I had great luck, holding on a 3 vs. a chariot and Snotlings, but then failing to hit on a crucial round of attacks vs. some goblins, causing a panic test on my Rhino who had a flank charge on the Big 'Un unit that had smashed my Tyrant. :(I failed and his unit got away – next time mate! A great game though, played in the right spirit and with some sweet looking armies.

Result 5 – 15 Loss.

Game 3 – Alex – Dwarves

This guy had done quite well in the tournament thus far considering he was playing Dwarves, and I was nervous, but not as much after my practice game during the week. After I learnt he had 1 stone thrower, and nothing else artillery wise, I got a little chubby in my pants. He deployed in a very clever way, limiting my ability to charge his flanks, but in the end, my big boys got in there, sideways and the Gorger was on fire! Rhino was devastating, big thumbs up for him. Alex took his loss in good grace, which made him a pleasure to play also, despite me handing him a towelling.

Result 20 – 0 Win.

Starting day two I was running in the top five, which I was stoked with. Having said that, I have two players I don't think I can beat with my current army – the first is Bridesmaid Gav, who was currently in front on Battle points, and was playing Lachlan (MacWhirter), and Jeff Traish, who was on very similar points to me and was playing Ogre Kingdoms as well. I spent the night tossing and turning in my bed, trying to think of ways I could beat Jeff's Ogres, coming up with



absolute "bupkiss". Nothing. In the end I drew a Tomb Kings army (with a Casket!) which was a hard match up for my army, but lucky for me, not being played by Jeff Traish.

Game 4 – John – Tomb Kings

After deployments, I was feeling pretty confident that I could shut down the magic for a turn or two until I got into the scrap. In the end, it was a single spell that saved the game for me – my toughness and stubborn spell that was on my Tyrants unit. His unit of chariots (with the icon of the sacred eye no less) with a Prince and King in it, magically charged my bull unit – they brought in the Tyrant as well, by accident. After a few wayward shots with the catapult, (both scattered onto the chariots – it was like they had a homing beacon on them) I lost combat by eight, the bulls fled, and the Tyrant held – I almost felt sorry for my opponent watching comprehension dawn that he was going to cop the Rhino in the flank. It took me three turns to get the unit and two Tomb Dudes, but I did. I then copped a magical charge from some heavy cavalry in the flank. I moved my Tyrant (who had sustained four wounds in the key battle) into base

contact – and he subsequently got "snotted" by the heavy cavalry who needed 5's to hit him and sixes to wound him. It was exciting stuff, and we had a few laughs about it. In the end, I cleaned up a few bits and bobs, and had two charges in my last turn that could have overrun me into his Casket – neither of them come off, despite the odds being totally stacked in my favour. Spewing.

Result 13 – 7 – Win.

I was quietly pleased at this result – the other results I was hanging on were Gav and Traishy's results. It turned out that Gav had beaten Lachlan (his first loss in three tournaments), and Jeff had had a draw with his opponent. So I leapfrogged a few players, and going into the final round I thought I was going to play Gav. I was nearly crying, but it turned out that Gav had to play Adam

(Wonderley), who was two points in front of me on 60. I cheered, I ran around the room, I jumped for joy. I then found out I was playing Gav's leftovers, Lachlan MacWhirter, the current Master. Ouch.

Game 5 – Lachy – Vampire Counts

Honestly, of all the match ups I had in this tournament, this was the one my army could really nail. My Hellheart could shut down his magic for one turn – devastating for an Undead general. The first few turns were mostly jockeying for position, a few units getting into the right

spots for charges. My Leadbelchers got flogged by the Black Knights, but I had put them there to draw the knights into a charge from my Rhinox in the flank. It worked, and I smashed the Knights after I got off an important Strength spell. Lachy failed to dispel a six on two dice, which proved to be the death of those "knighties". I also shut down his magic at the critical point in the second turn, which just gave me the edge. It was at this point I was thinking, I have got a few points, lets just sit back now and take the minor win – but Lachy forced my hand, and in the end I was forced into a

flank charge on his main unit of skellies (with two Thralls) with my Bulls. I won the first turn, but he counter charged with some Zombies – it was a gamble, because he had his two necromancers in the unit. He won combat, but at another critical point (there was a few) he forgot to dispel my stubborn spell, or chose not to (I think the latter), perhaps



having some plan I could not see. I got off a Bull charge with my tyrants unit in the front of his skelly unit and that was the end of that – mind you I played some statistics in my head, that I thought I needed, and that paid off. I only put three attacks on his thrall with the Cursed Book – I needed fives to hit, twos to wound and at least 2 wounds to kill him. Out of three, one should hit, and the dice would do the rest. I hit with one, wounded him and did two wounds – perfectly average dice. 50% all the way boys. Even making four or five saves of 6 from his skeletons, he still

lost the combat by nine, and his necros and units were in trouble. The game ended with his one unit of ghouls rallying, and his remaining spirit hosts staying put. I lost three units and a gorger. Thanks to Lachlan for what was a tactical and challenging game, but still my most enjoyable of the weekend.

Result 19 – 1 Win.

So, after all the talk of me being a good player, I actually backed up with my first tournament win of the season, in a quality field, with me playing a shit army (Ogres suck). The perennial Bridesmaid (Gavin Clarke) again lived up to his reputation and finished second, and he was dirty he didn't play me (he would have won the tournament blah blah blah suck it up second place boy, I won), and the other Ogres finished well. All the talk of me dodging "named" players was shut up after I beat Lachlan, but I had one of the most enjoyable weekends in a long time. A lot of laughs. Another thanks to the event organizers, I think I will return next year to play.

Trent Denison

www.irresistibleforce.net

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Woolly Mammoth

By Charles Black

Charles Black has been one of the best Warhammer Fantasy generals in Australasia for a number of years. He has recently been concentrating a little more time on the painting and modelling aspects of his armies. His latest endeavour was the Woolly Mammoth (see front cover) that he plays as a Steam Tank in his Empire Army...

As Autumn passed and Winter kicked in, I decided it was time to expand my Mid-denheim Army. Apart from the gaming utility of Steam Tanks, I always thought that a woolly mammoth would be a great addition to the look and feel of the army. The process for building it was really simple ... I searched the net and found a scale model that I thought was going to be the right size ... large enough to have an impact, but not too large to be silly. I then found a pre-existing platform, used some swordsmen troops and finally added some chain ...

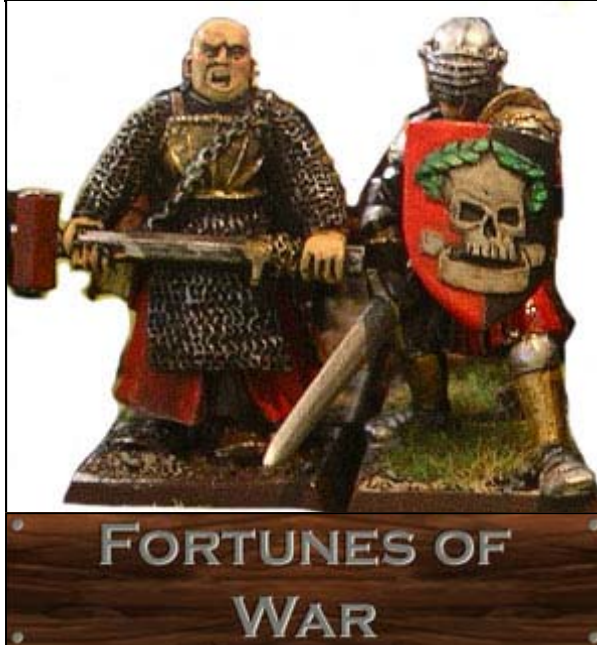
The painting of the model was pretty easy with the only challenge being that it is made from 'soft' plastic and as such may flake off over time. To help stop this I washed with soapy water and then applied a coat of ESP (Easy Surface Preparation) that apparently makes paint better 'stick' to soft plastics. I then spray painted the mammoth black and started the process of dry brushing and inking and layering. The rough process was ...

1. Spray paint black
2. Dry-brush with brown
3. Dry-brush brown-bleached bone (50:50)
4. Dry-brush brown-bleached bone (25:75)
5. Dry-brush brown-bleached bone (10:90)
6. With each of these dry brushes I concentrated more and more on the raised edges to try to create



7. some depth
8. Ink with 50:50 brown ink: water
9. Layered brown-bleached bone to highlighted areas 25:75
10. Layered brown-bleached bone to highlighted areas 10:75
11. Final ink with 25:75 brown:water
12. Final highlight with bleached bone
13. Paint tusks as per most bone recipes – go from brown at base up to bleached bone at tips
14. Bring out the trunk and face by painting it directly
- Attached platform and paint it blues to be consistent with the rest of the army ... a simply high-

Alliance 1
Horde 0



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- lighting/drybrushing edges with ever increasing amounts of white added to the blue
15. I then added the swordsmen and simply wrapped chains around their fists and added to the tusks and then some blobs of superglue



I looked at the final product and thought it was OK ... but just lacked some 'bling' ... so drawing on the idea of Warpaint from the Lord of the Rings Mamulks I added some bands of blue across the eyes and around each foot. Again, very simple .. simply base coat with blue, add some brown ink to help it blend with the fur and then added some highlights to help it stand out.

So it is all finished, and whilst I haven't played with it yet (Lachlan McSquiter is currently play testing the army ...) I think it looks in theme and will certainly add a more powerful element to the Middenheim Army ...

Dark Elves Reborn

By Andrew Galea

Back in Irresistible Force Issue #3 I wrote an article on collecting a Dark Elf force. Around that time I managed to actually win a tournament with them (MOAB 2003 in Sydney Australia) which was fantastic. However I still found the Dark Elves fairly frustrating to play as they were extremely fragile and there were just too many elements of the list that were annoyingly overpriced or simply useless (most of their magic items fell into this category).

So I placed them back on one of my shelves and moved onto other armies. It was just after I did this that the Dark Elf army book revision came out. Now this was certainly something I applauded and spent a good deal of time looking at the changes but I was still not inspired to dust them off as a result. So the cycle went Beastmen, back to Orcs & Goblins (my favourite) and then onto my current army, that of the Ogre Kingdoms (a fantastic army!).

So in March of this year I fielded the Ogres in a small tournament in Western Sydney (Emperor's Legion) and managed a 3rd place with them. And my prize was? The special character box Malaketh mounted on a Black Dragon. Well this got me thinking. I had seen my brother Jeff field his High Elf dragon to great effect, and whilst I had always used a Manticore in my Dark Elf armies and often a Wyvern in my Orc & Goblin armies, I had never fielded a Dragon in around 8 years of Warhammer play with any of my armies. Well

perhaps the Black Dragon prize was a big hint from Dark Elf gods or something so I decided to paint it up and give the Dark Elves another go.

There were still 2 tournaments left in this season that I was keen to attend, and whilst I had planned to field the Ogres I thought that a change of armies would be good for me, and the



2350 Pts - Dark Elves Roster - Take 1

Dark Elf Highborn @ 558 Pts

General; Hand Weapon; Great Weapon;
Sea Dragon Cloak; Shield; Hate High Elves
Black Dragon
Causes Terror; Flyer; Large Target; Scaly Skin
Lifetaker, Blood Armour, Heart-stone of Darkness

Sorceress @ 140 Pts

Level 1; Hate High Elves
Dispel Scroll x 2

Dark Elf Noble @ 174 Pts

Hand Weapon; Lance; Heavy Armour;
Sea Dragon Cloak; Hate High Elves
Dark Pegasus
Enchanted Shield, Seal of Ghrend

Dark Riders (5) @ 127 Pts

Musician; Hand Weapon; Repeater Crossbow; Spear;
Light Armour; Fast Cavalry; Hate High Elves, Dark Steed

Dark Riders (5) @ 127 Pts

Musician; Hand Weapon; Repeater Crossbow; Spear;
Light Armour; Fast Cavalry; Hate High Elves, Dark Steed

Dark Elf Warriors (20) @ 255 Pts

Musician; Standard Bearer; Hand Weapon;
Repeater Crossbow; Light Armour; Shield;
Hate High Elves

Dark Elf Warriors (20) @ 185 Pts

Musician; Standard Bearer; Lordling; Hand Weapon;
Spear; Light Armour; Shield; Hate High Elves
Hand Weapon; Spear; Light Armour; Shield

Shades (5) @ 70 Pts

Hand Weapon; Repeater Crossbow; Hate High Elves;
Scouts; Skirmishers

Cold One Chariot @ 95 Pts

Chariot; Scythed Wheels; Causes Fear; Stupid

Cold One Chariot @ 95 Pts

Chariot; Scythed Wheels; Causes Fear; Stupid

Harpies (5) @ 65 Pts

Beasts; Flyer

Reaper Bolt Thrower (2) @ 100 Pts

Hate High Elves; Repeater Bolt Thrower;
Hand Weapon; Light Armour

Total Roster Cost: 2345

pened to be MOAB once again, with an army size of 2350. So I started by putting together an army taking into consideration the models that I had already painted up and came up with what I thought would be a competitive list.

I had a few games with this rendition and it went very well. I have to say that fielding a big critter like the Black Dragon is just awesome! The terror, a strength 4 breath weapon and its fantastic combat abilities make it worth the points cost and some. And it is a lot of fun! I found that being patient with the model and not over committing is the way to go. When combining a charge with just about anything else in the list the Dragon is unstoppable. Arming my Highborn with the Lifetaker along with the breath weapon of the Dragon mean that there is plenty of damage to hand out without having to get into close combat.

The army as a whole was effective in that it was very strong in the shooting phase, had fairly decent defence in the magic phase and with a couple of chariots, the dragon and the highly manoeuvrable Dark Riders it was pretty handy in the close combat phase as well (as long as the combats were chosen carefully and were not protracted). The first two games were against combat oriented armies, an Undivided Chaos list and a Bretonnian army. And I massacred both. The amount of shooting whittled down my opponent's units, the Harpys, Shades and Dark Riders were used to slow down and impede their movement and I was able to spend the last few turns cleaning up a few chosen units in combat via the Dragon and chariots. Very satisfying victories indeed, as any High or Dark Elf general will tell you, winning with them uses all your generalship abilities, as any mistakes are highly punishable.

challenge of doing well with Dark Elves once again was pretty tempting. I would at least give it a go in practice to see how I would fair.

I tend to base my practice armies on whatever format the next tournament I am attending has and that just so hap-

My next game was against an Empire army that posed some interesting challenges. First up it had 2 cannons, 2 big units of crossbows and a steam tank. So it was the first time I would have to face some serious shooting which is very bad for Dark Elves (especially strength 4 bolt throwers) and the cannons will certainly cause my dragon a bit of grief. The final piece in the puzzle was that I was playing against Lachlan MacWhirter who is arguably the best general in the southern hemisphere!

Relishing the challenge I went about my work with gusto and using the terrain to my advantage combined with concentrated fire and picking the fights I wanted to be involved in (and fleeing from the others!) I managed to largely keep my force in tact and ended up going down by around 500pts. This was not a bad effort I thought and it started to make me seriously think that the army could be a tournament force.

Lachlan is a good mate of mine and we chatted after the battle about the highlights and also the makeup of the two armies (I would highly recommend this practice to any general out there, openly discussing the tactics you employed and the unit choices you have made with your opponent after a battle will help your cause immensely. Some people get overly defensive about this but I like to hear their opinions to see things from a different frame of reference.) It was during this discussion that Lachlan highlighted the fact I don't pose a threat in the Magic phase and that I should look at doing that. Dark Elves get +1 to casting and the Dark Magic list is a pretty strong one so with replacing the Noble on the Dark Pegasus with a second level 2 mage would give me some fire power in the magic phase.

I thought this was great advice so I set

2350 Pts - Dark Elves Roster - Take 2

Dark Elf Highborn @ 558 Pts

General; Hand Weapon; Great Weapon;
Sea Dragon Cloak; Shield; Hate High Elves
Black Dragon
Causes Terror; Flyer; Large Target; Scaly Skin
Lifetaker, Blood Armour, Heart-stone of Darkness

Sorceress @ 180 Pts

Level 2 Upgrade; Hate High Elves
Dispel Scroll x 2

Sorceress @ 182 Pts

Level 2 Upgrade; Hate High Elves
Dark Steed
Wand of the Kharaidon

Dark Riders (5) @ 127 Pts

Musician; Hand Weapon; Repeater Crossbow; Spear;
Light Armour; Fast Cavalry; Hate High Elves, Dark Steed

Dark Riders (5) @ 127 Pts

Musician; Hand Weapon; Repeater Crossbow; Spear;
Light Armour; Fast Cavalry; Hate High Elves, Dark Steed

Dark Elf Warriors (16) @ 255 Pts

Musician; Standard Bearer; Hand Weapon;
Repeater Crossbow; Light Armour; Shield;
Hate High Elves

Dark Elf Warriors (20) @ 185 Pts

Musician; Standard Bearer; Lordling; Hand Weapon;
Spear; Light Armour; Shield; Hate High Elves
Hand Weapon; Spear; Light Armour; Shield

Shades (5) @ 70 Pts

Hand Weapon; Repeater Crossbow; Hate High Elves;
Scouts; Skirmishers

Cold One Chariot @ 95 Pts

Chariot; Scythed Wheels; Causes Fear; Stupid

Cold One Chariot @ 95 Pts

Chariot; Scythed Wheels; Causes Fear; Stupid

Harpies (5) @ 65 Pts

Beasts; Flyer

Reaper Bolt Thrower (2) @ 100 Pts

Hate High Elves; Repeater Bolt Thrower;
Hand Weapon; Light Armour

Total Roster Cost: 2345

out to revise the list and came up with "Take 2". I have played two games with this army to date, against an Orcs & Goblins player and against my most hated enemy the High Elves. The army just hummed along as there are so many elements that can trouble your opponent from shooting to magic, then there is the



terror causer and also some fairly decent hitting power. I massacred both my opponents and the games were more or less over within 4 turns.

So with a few games under my belt I am getting use to getting the most out of the Black Dragon. With 9 strength 6 attacks in total for the Highborn and the dragon you will more than likely be pushed to take any unit on with 3 ranks, standard and outnumber. So full frontal assaults are a no go. However with some early patient moves the idea is to get the beast on the flank or rear of your opponent's force as soon as you can. In the meantime using the terror and breath weapon as much as possible to get something out of it in the early rounds. Suddenly finding a flying large target either on the flank or behind your lines will make life uncomfortable for any general you may come across.

The other key to using the dragon is to

measure up each charge and work out where you will likely end up should you break the enemy unit and what predicament you will be in should be stuck there. The same method is often used by good generals who are facing dragons. Planning ahead where a dragon will end up will let them setup counter charges in the following turn after a devastating charge.

So all in all I am very pleased with the performance of the dragon and the army as a whole. I intend to field it at MOAB this year in Sydney so will have follow up articles in Irresistible Force pre and post the event.

Andrew Galea

www.irresistibleforce.net

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MINIATURE PAINTING AND MODELMAKING STUDIO

Your Vision...Our Reality

*Irresistible Force would like to introduce **Battle Ink**, a professional painting and model-making studio. We are proud to be associated with Battle Ink and have many exciting things planned in the coming months allowing you to benefit as a result of our association.*

Battle Ink's senior artist is **Glenn Lamprecht**; a THREE time winner of the Australian Golden Demon Slayer Sword in 2000, 2002 and 2004 as well as a number of other awards for figure painting including Committees Choice at the 2004 Queensland Model Hobbies Expo. More recently Glenn's incredible Wood Elf army can be seen in both Australian and the United States White Dwarf Magazines.

TOP: 54mm Andrea Elf GOLD and Committees Choice 2005 QHME.

RIGHT: BRONZE 2005 Duel Category GD Australia



Glenn has been seriously painting miniatures for over 10 years. Nationally and internationally recognised, Glenn's pieces can be found in private collections in Australia as well as the UK and US.

Our other artist is **Gavin Clarke**; an accomplished miniature painter with Golden Demons and a number of other painting awards to his name. A keen gamer, Gavin is a regular tournament player and has played in both the 2004 and 2005 Australasian Masters Tournaments.

Battle Ink specialises in army projects, including custom made movement trays, mini dioramas/objectives, detailed banners and unique character conversions. The armies we create have that "something special" that sets them apart on the table top.



SLAYER SWORD WINNER 2004 GD Australia

Shortly, in conjunction with **Irresistible Force**, we will be releasing a range of tokens and markers for use with a number of popular game systems. These tokens will be used during the 2006 Masters by some of the best tournament players in the



US Mid-War Flames of War Objective Marker

game.

Each painting/modelling project is assessed on a case by case basis with pricing options tailored to your needs and budget. Mention **Irresistible Force** when contacting Battle Ink to get a great deal.

You can contact the studio by emailing your enquiry to:

battleink@irresistibleforce.net

or calling:

Gavin Clarke
+61 428 963 142

Battle Ink will make your visions a reality.

Right: SILVER Single Figure GD 2005



Until Next Time...

I have to say that it was a real pleasure putting together Issue #9. I enjoyed all the articles and I hope you did too. I am eagerly looking forward to the Masters this year in Brisbane. As usual the interest has been amazing and with the Queensland Gamers Guild on board I am sure it is going to be a great event.

Also the imminent release of 7th Edition has everyone in a frenzy. The next issue of Irresistible Force will have a full run down on the rules and how they effect tournament play by some of the best generals in the land. So look out for that.

I am also keen to broaden the appeal of the e-zine and intend to have a few articles on the Privateer Press game **War-machine**.

So take care and see you soon...Andrew Galea