

IRRESISTIBLE *force*

Issue 5 - October 2004

Warhammer E-zine



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Issue 5 – Oct 2004

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Itchy Nads is not available for IF #5 as he is protesting over me fielding an all Orc army at DogCon 2005...we will try to get him back for Issue #6...

Editorial



Editor, Andrew Galea doing his best Zoolander! ☺

It is with much relief and satisfaction that I have released Issue #5 of Irresistible Force. Putting an issue together takes about 24 hours of my time and with so much on my plate in other areas of my life, getting a spare 24 hours is not always that easy to get.

I do enjoy publishing Irresistible Force and I am proud of what is has become over the last 2 years. The amount of people who have either sent me emails and/or spoken to me about the e-zine at tournaments is both humbling and inspiring at the same time.

I cannot say it enough, and I am going to say it every issue, but I would like to thank all my contributors. Some are regulars who get

as much satisfaction out of the e-zine as me, and others are people who write things every now and again when something strikes their fancy. I have a strong sense of gratitude to them all for helping me in my quest in providing a magazine worthy of the wonderful people who enjoy the Warhammer hobby. Thanks!

Personally I have been fielding a Beasts of Chaos horde throughout 2004 and have thoroughly enjoyed it. I have always had a soft spot for the big models (Ogres, Trolls, Dragon Ogres) and my Beasts army is full of them. I have written an article in this issue about the trials and tribulations of my Beastmen. I am in the process of painting up a few units of Orcs to add to my burgeoning collection of greenskins in an effort to field an all Orc Storm of Chaos army at next year's DogCon (Sydney, Jan 2005).

I had a month or two break from the hobby during the year where I travelled to Europe and also finally got my Radio Controlled Plane up in the air. Another fantastic hobby of mine that I thoroughly enjoy! Besides that, my brother (Jeff) and I have been doing the pubs and clubs circuit with our new band (<http://www.undercovermusic.net>). A few of our Warhammer buddies have been out to see us play and that has been fun.

Finally I am taking the plunge and running my first tournament at the end of November. An invitation only Warhammer Masters event. There is an article in this issue detailing that tournament as well. It is something I have wanted to do for a long time so I am very pleased with the fact my dream is getting off the ground. I am hoping to build the tournament up over the coming years into a prestigious event similar to other championship type events.

I hope you enjoy IF #5...#6 will be out over the Christmas period. And that is a promise! ☺

Take care and Happy Gaming,

Andrew Galea

Collecting a Tournament Beastmen Army

By
Andrew Galea

Introduction

Following on from my successful foray into collecting and fielding a Dark Elf army at WFB tournaments (*see IF #3 & IF #4 – Ed*) I moved on to the much anticipated Chaos Beastmen army.

The Beastmen have gone through a number of changes through the last few editions (as has all of Chaos for that matter), the most notable, and most controversial was the reduction of the Bestigor models from 2 wounds each to 1 wound. GW wanted to keep all rank & file troops in line and having a 2 wound standard infantry model on a 25mm base did not fit in with that, and fair enough.

However with the introduction of Ravenous Hordes, many felt that the Beastmen were merely “brown Greenskins” without all the flavour and interesting units. The Beastmen had become a forgotten army in the early years of 6th edition and they were rarely seen in tournaments.

That was until the release of the “Beasts of Chaos” book which introduced a wonderful army list, including numerous special rules and units that made the Beastmen army both unique and interesting. I will not delve into the various units and options here as Brian H. Larsen provided an excellent analysis of the Beasts of Chaos with his “A Rudimentary Guide to Beasts of Chaos” in IF #4. Suffice to say that I was immediately hooked upon getting my copy of Beasts of Chaos and set about putting



My Beastlord – “Khorgor”

together an army list to tackle the 2004 tournament season.

Where To Start?

There are many decisions that prospective generals must take with any army, but none more so than one of the three Chaos flavours (mortals, deamons and beasts). However I knew I wanted to field a Beastmen army and stick to just a beasts army. Mixing three army lists was not really my go and I always felt the mixture of the Chaos lists is what makes them unbalanced, not the individual army lists themselves.

Therefore I immediately decided I wanted it to be monster based army, with units chosen just from the Beasts of Chaos book, rich in the flavour of the beasts and fun to play.

Many years ago I was lucky enough to purchase a host of second hand ogre and troll models so I dusted them off and decided to base my army around them. Not the best way to decide an army but I had wanted an

excuse to field the models for years and here it was.

I was also intrigued by the ambush rule and the beast herds. I felt that GW had really gotten it right with their special rules and with the awesome plastic box sets, including herds in your army was never easier.

Wanting to take advantage of the ambush rule removed the option of a Doombull as my general. This did not bother me too much as the Doombull’s main advantage was that Minotaur’s were treated as Core troops, and as I had 9 Ogre models and 6 troll models and NO minotaurs that did not cause me too much concern!

So a Beastlord it was. His leadership 8 was a concern but I was determined to put the army together and see how I went. A Beastlord, a few herds and a lot of ogres and trolls...hmmm the army did not seem that strong initially but let’s just see...

To be Marked, or not to be Marked?

Now that is the question. Not many of the units in my army could be marked. None of the herds, the ogres or the trolls could be marked. So I was leaning towards undivided from the start, and seeing how low my general’s leadership was, I decided to stick with undivided. The re-rolls for psychology were certainly going to come in handy!

I also wanted to get a feel for the army before I delved into a particular god of Chaos. However I have to say that Tzeentch did appeal to me.

“The GT” Tournament

“The GT” tournament was held in Brisbane on the 28th/29th of February by my good friend Geoff Tewierik. It was a standard 2000 point tournament held over 2 days and would give me the chance to field my new Beastmen army in a smallish event against a group of generals that I did not know, as I was playing in another state!

Characters

Beastlord – Axes of Khorgor, Crown of Horns

Wargor – BSB, Sword of Might, Chaos Armour, Talisman of Protection

Bray-Shaman – Staff of Darkoth, Dispel Scroll

Bray-Shaman – Dispel Scroll

One of my favourite models in the entire GW range is the Beastlord figure with 2 hand weapons. And so I wanted him as my general and gave him the “Axes of Khorgor” to match the model. With 5 attacks and re-rolling all misses he would be very strong against rank and file troops. And the +1 to rally attempts from the Crown of Horns would also come in handy.

Both the fluff of a Battle Standard and the re-rolling ability means that most of my armies have one. The Chaos

Armour, Talisman of Protection and Sword of Might were the best combination of items in my opinion and would mean by BSB was also not too bad in combat.

Some magic protection and offence would be badly needed by an army with very little in the way of armour and no cavalry. So 2 Bray-Shamans rounded out my characters nicely. The Staff of Darkoth to add that extra chance of springing a surprise and turning a battle in my favour.

Core Troops

The one thing about the beast army list that is not great is the lack of choice in the Core category. Only being Herds, Bestigors, Chariots and Chaos Hounds. So I initially came up with the following setup.

Beast Herd – Gors 12, Ungors 8, Full Command

Beast Herd – Gors 10, Ungors 5, Full Command

Beast Herd – Gors 9, Ungors 5, Full Command

Beast Herd – Gors 5, Ungors 5, Muso, Champion

Tuskgor Chariot

Tuskgor Chariot

Chaos Warhounds – 5

The standard way to arm the herds seems to be extra hand weapons for the Gors and just

the spears for the Ungors. This keeps them relatively cheap and as effective as they are going to be in close combat.

It must be said that I entered this tournament without that much practice and to be honest I over estimated the strength of the herds in combat. The unit of 20 was to be far too unruly (pardon the pun) and cumbersome. With the maximum amount of ranks in combat limited to 2, the extra troops were often wasted.

Also the standards were to prove to be the bane of the army as they often were captured and gave up easy victory points to my opponent.

I also included 2 chariots. Traditionally (in previous fantasy editions) chariots have been the mainstay of all Beastmen army lists, however in the Beasts of Chaos book GW seems to have steered away from this for some reason. Only the lord level character can ride in one and even though they come with the undivided mark for free, for some reason they cannot be given any other marks! I thought that the movement of 7 and the punch that all chariots provide would be needed in my army so I included 2.

The chariots were as good as chariots can be, however with



A Beast herd emerges from the forests of the Old World.

the Tuskgors str 5 on the charge and the Bestigor in the back with str 6 it was tougher than most.

Finally I included a unit of 5 Chaos Warhounds; at 30 points for the whole unit their nuisance value alone would make them worth it.

So that rounded out my core selections. Seemed ok on paper but there was some definite fine tuning to be done after this tournament!

Special Troops

Ogres – 4, GW, HA, Full Command

Ogres – 4, GW, HA, Full Command

Trolls – 4

As I mentioned earlier, I had a lot of Ogre and Troll models that I have never used before and if you cannot use them in a Beastmen army, when would you use them?

So out they came and with a little bit of “green stuff” here and there I managed to put together 8 Chaos Ogres and 4 Chaos Trolls.

I initially opted for units of 4 each, and the Ogres being armed with Great Weapons, Heavy Armour and Full Command.

The trolls have no upgrade options and really don’t need them. Chaos Trolls have 4 attacks each (compared with 3 in the O & G list) so the unit had 16 str 5 attacks. However the true strength of the Trolls is their 4+ regeneration ability. This can never be underestimated and means that basically the unit of trolls can take anything on and have a chance of survival.

The makeup of my special troops was to prove to be another mistake!

The units being 4 wide were difficult to manoeuvre at times and there were a lot of occasions

where only 3 of the models could get into combat. Losing one model in any of the units would still cause panic (25%) so having the extra model in each unit was proving to be a little overkill.

As an aside here, and yes this is another gripe, many of my opponents would charge the units and wheel on the charge to avoid all 4 models (ogres or trolls as the case may be). Whilst this is not against the rules...(where the rules state you cannot wheel to minimise your own models on the charge, it does not make reference to wheeling to minimising your opponent’s models)... I feel this is strongly against the spirit of the game. However as most player’s seem to do this in tournaments, it was something I had to live with.

Finally the standards on the Ogres were once again little benefit to me but too often gifted my opponent 100 VP for capturing them. I certainly do



Chaos Trolls...they often catch opposing generals by surprise!

hope that the rules for capturing standards are changed in the next edition of the game! (*Ok, enough whining already!* – Ed)

So that was the army, my first foray into using Chaos Beastmen at a tournament. How did I go? Not that well unfortunately. Overall the army performed ok but there were a few deficiencies in my opinion. First of all, the army was fairly small (80 models) but what made it worse that there were not that many units. The units of Trolls and Ogres being 4 each made them expensive and they were still a risky proposition taking a fully ranked unit in the front, and that was assuming all four models were in base contact with their foe.

Basically I did not have a decent combat unit that could hang around in a prolonged engagement and that cost me. I often conceded a few hundred VP points to my opponent through captured standards and the army just did not perform that well at all. I only managed 48 battle points (out of 100) and limped home in 14th place (out of 33 players). My worse result in a tournament in around 5 years.

There were some fantastic games in that 48 battle points but I would have preferred at least being on the right side of 50!

Not the end of the world however, my appetite for Beastmen was still strong and I was determined to make the “All Beasts” Beastmen army work!

Next stop was the Australian GT. A tournament I was looking forward to for some time and with a large, very strong field of generals attending, it was going to be a great test for my new look beasts!

Australian GT

The second opportunity to field my Beastmen army was the Australian GT. A 2000 point tournament held on the 22nd and 23rd of May in Sydney. This tournament attracted some of the best generals from the eastern states of Australia and would provide a stern test for my army.

I was happy with the makeup of my characters so opted to keep them unchanged from “The GT” in Brisbane.

Characters

Beastlord – Axes of Khorgor, Crown of Horns

Wargor – BSB, Sword of Might, Chaos Armour, Talisman of Protection

Bray-Shaman – Staff of Darkoth, Dispel Scroll

Bray-Shaman – Dispel Scroll

Nothing much to comment on here. One Bray-Shaman would take the Beasts lore and the other would take Death or Shadow. Both have some handy spells and with 6 power dice I hoped to get a spell off every second turn against most opponents.

Core Troops

Beast Herd – Gors 11, Ungors 5

Beast Herd – Gors 11, Ungors 5

Beast Herd – Gors 6, Ungors 6

Tuskgor Chariot

Tuskgor Chariot

Chaos Warhounds – 5

Bestigors - 14

First of all I wanted to make a few changes with my herds. So this time I opted for 3 herds. 2 with 11 Gors and 5 Ungors and one with 6 Gors and 6 Ungors.

This time around I opted to have champions and musicians in these units but did not take standards. 100 points for



Bray-Shaman with the Staff of Darkoth is a staple selection in most Beastmen armies.

captured standards is far too much in my opinion, so even though I think standards in units make the whole army look a lot better I went without them on this occasion. Have I mentioned that I hope the standard capturing rules change in the next edition? ☺

As I mentioned after the Brisbane tournament I thought it would be wise to have at least one unit with some ranks, a solid punch and some staying power in a prolonged combat so I included a unit of Bestigors. With strength 6, toughness and weapon skill 4 and heavy armour they were a pretty good infantry unit. And besides the models look superb! They are a little on the expensive side so I could just squeeze in a unit of 14. Once again with a champion and musician only.

So that was the core contingent for the army. At 721 points, it was only 36% of my total (I normally like to take 40%) but with no other choices to take I did not want more of the same and ended my core selection there.

I normally ambush one of the large herds and the small one. This provided me with a bit of balance and the small one's aim was to take out enemy war machines whilst the larger one would provide support for the rest of my army by lurking behind my enemy's lines.

Now back to my favourite bit...the Special units in my army!

Special Troops

Ogres – 3, GW, HA, Mu, Ch

Ogres – 3, GW, HA, Mu, Ch

Ogres – 3, GW, HA, Mu, Ch

Trolls – 3

I managed to find an old Citadel Ogre model I had from my Dungeons & Dragons days so painted him up and with him I was able to field a 3rd unit of Ogres.

All the Ogre units were armed with great weapons and heavy armour as well as a musician and champion. That gave each unit 10 str 6 hits and with toughness 4, a 5+ save and 3 wounds a model they would hang around for a while.

The Trolls were cut down from 4 to 3. So now I had 4 fear causing units running around, they were more manoeuvrable and could still cause considerable damage if they got a good charge in.

In saying this, none of my special units could take a fully ranked unit of infantry front on and expect to win. But combined with a chariot charge or in the flank or rear they are just devastating. And against cavalry and other monsters they are very good indeed.

My Chaos Trolls have taken on numerous foes and bested them in combat. The stupidity is a hindrance, obviously, but if kept near the general, the leadership

of 8 means you should pass most of your tests. The GW Stone Trolls are perhaps my favourite models of all time and I use them in both my greenskin and beastmen armies.

Having fun playing Warhammer is what it is all about, and using your favourite models with the cool special rules is what adds to that fun. Try it out some time, it is well worth it! ☺

So that rounded out my second Beastmen 2000 point army and I set off to the Australian GT to try them out. Now at this stage I had played a lot of practice games and was happy with my army and by this time I knew what worked and what didn't.



Ogres are always willing to go the hard yards!

I performed very well at the GT and came away with a top 10 finish (9th) in a very strong field and had a chance of winning the tournament going into the last game. What happened in the last game? I came up against a good mate of mine in Jeff Traish and his Tomb Kings and I was wiped 20-0!

Leading up to that game I enjoyed some of the best battles of Warhammer I have ever experienced. First of all I had a very close game against old

rival and fellow trash talker Brad Peel. Brad was playing Lizards and a lucky break for me occurred when his unit of cold one riders lead by a hero failed their stupidity test resulting in the total reversal of fortunes on my left flank. A good win for me set me up for a clash against Matt Lubbock.

Matt is one of the best generals in the country and his Skaven army was going to be a tough challenge. The highlight was my general surviving a surprise attack from the Skaven assassin in turn 1 made all the more important as my ambushing units had not entered the board yet! We battled it out solidly for the entire 6 turns but in the end I managed a solid victory and was sitting pretty near the top!

Game number 4 was against none other than Neil Stehr. Neil was also playing a Beastmen army but utilised the mark of Tzeentch having a Tzeentch lord and a smattering of Daemons and Chaos Knights to strengthen the army.

This was perhaps the most glorious moment and my most painful defeat of my entire time in this hobby. I played very well throughout the early and mid stages and my Trolls stepped up to the plate to take on his Tzeentch lord and Bestigor unit. The Trolls managed to auto-break the unit by their fear however failed to run down the unit by 1 inch! It got worse as I was able to charge the fleeing unit with my chariot next turn. The unit somehow managed to flee out of the range of the chariot by around 1 inch and yet remain on the board by around 1 inch. It was just uncanny and for some reason I was just not meant to get that unit. Of course Neil rallied his general and the Bestigors the next turn and wiped a few hundred points off my army in the last turn of the game. A fantastic game



against a superb opponent but a minor loss for the good guys...(me!).

Despite this setback I was still in contention and came up against Jeff Traish. Now I have only played Jeff in practice games but he has always managed to hammer me. Not sure why, just something about him that always puts me off my game so to speak.

This game was to be no different. I have learned over the last 12 months that the best way to defeat the Tomb Kings is to keep your distance and make him come to you. To spread his forces so the small ranges of the incantations will hinder their magic phase. What do I do? I march head long into his line to get a glorious victory and got pummelled. Jeff was far too experienced a general for such folly and I was left licking my wounds and pride after this one. I managed to get a 3rd place in sports for the tourney and learned a lot more about playing Beastmen at tournaments. The army performed much better and I knew that next time I

would be a good show at getting a podium finish.

MOAB

I have a very good history at MOAB, coming 3rd overall with my Orcs & Goblins in 2002 and winning the tournament with my Dark Elves in 2003 (*See IF #4 – Ed*).

So I was keen to do well once again. The tournament is held in Sydney each year on the October long weekend and this year it was to be 2250pts. Local legend, Peter Loft, was running the tournament this year and it was to be his first go at being a tournament organiser ever. Suffice to say he did a marvellous job!

Anyway, I had noticed with the release of the Storm of Chaos supplement that tournament armies were getting harder and harder. I don't think this is always a bad thing but I think it can spoil the hobby if it goes along completely unchecked. However I decided to jump on the "rock 'ard" band wagon whilst the going was good! ☺

Characters

Beastlord – Mark of Tzeentch, Armour of Damnation, Great Weapon, Crown of Horns

Wargor – BSB, Mark of Tzeentch, Sword of Might, Chaos Armour, Talisman of Protection

Bray-Shaman – Staff of Darkoth, Dispel Scroll

Wargor – Heavy Armour, Two hand weapons

I had toyed with fielding a Tzeentch force for some time, especially after coming across Neil Stehr's army at the Australian GT so I opted to mark my general and BSB with the Mark of Tzeentch. This gave me 6 levels of magic already so I changed one of the Bray-Shamans for a Wargor who would ambush with the herds. The extra magic levels would give my army a lot more potency and the Mark of Tzeentch is powerful because it does not reduce your army's combat abilities.

I also broke my rule of selecting my army solely from the Beasts of Chaos book by arming my

general with the Armour of Damnation. I know, I sold my soul to Chaos but I just wanted to get into the action a little more and compete with the “big boys” and their hard armies. If you can’t beat ‘em, join ‘em!

Core Troops

Beast Herd – Gors 10, Ungors 6

Beast Herd – Gors 9, Ungors 6

Beast Herd – Gors 9, Ungors 6

Tuskgor Chariot

Chaos Warhounds – 5

Bestigors – 14, Mark of Tzeentch

My Core selections were much the same (there is only so much you can do with 4 troop types!). I changed the size of each herd slightly, marked the Bestigors so my General and BSB could join this unit if required and also dropped one of the chariots.

Special Troops

Ogres – 3, GW, HA

Ogres – 3, GW, HA

Trolls – 3

Horrors – 12

Ok, a major change here. I managed to pick up a unit of Horrors second hand so decided to include them in the army to round out the Tzeentch feel. I have to say they were both an enjoyable and effective unit to field. Their bound spells are good enough to draw some dispel dice out of your opponent and the size of 12 seems to be the optimum number. They cause fear (of course) don’t panic, provide some ranks and can cast a bound spell a turn! All in all they were a welcome addition and I was more than glad I had fielded them by the end of the tournament.

I decided to strip the Ogre units down to their bare bones, i.e. no champions and musicians. I just did not think they were worth the points and the experience of lone characters challenging your

Ogre champion resulting in me getting just 4 str 6 attacks against him instead of 6 str 6 attacks was too frustrating to field champions again!

Fielding the Horrors meant 1 less Ogre unit but I still had 2 of them and a Troll unit, and besides I had a NEW unit to field in the Rare slot!

Rare Troops

Dragon Ogres – 3, LA, GW

Now this is a unit I have wanted to field for some time. The Dragon Ogres. Once again some shrewd business deals over the Net meant I got these three well below their market value. I painted them up and slotted them into the army nicely.

Now if you do the maths, the Dragon Ogres are a little over costed compared to Ogres but the models are fantastic, they are well within the theme of the Beasts army and their presence on the field of battle often makes your opponent do things they would not normally do.

The Dragon Ogres performed very well for me, I was very happy with them in the majority of my games. Their 4+ armour save (with the light armour option) and str 7 (great weapons) are very effective but perhaps their greatest asset is their movement of 14 and pursuit of 3d6.

So my MOAB army was a fair bit stronger than any Beastmen force I had fielded before and it did a lot better on the field of battle. I was once again in contention for a podium finish throughout the tournament having some fantastic games. That was until in game 7 I came across a Storm of Chaos Khorne army that asked too many questions, and I won’t mention the all Khorne army...oh except for the general which was an

undivided Demon Prince level 3 mage! (*Not happy Jan – Ed*)

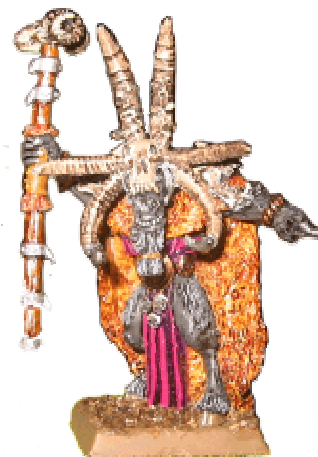
In the final wash up I came home 6th overall and a draw 2nd in sports so I can’t complain.

I have thoroughly enjoyed collecting and fielding my Beastmen army through this year. The big troops (Ogres, Trolls, Dragon Ogres) are heaps of fun to play with and provide some awesome opportunities for great battle stories! And that is always important.

I am fielding them once again at Orktoberfest in Brisbane later this month. A 2000 point tournament so I will probably revert back to a stand undivided list and see how I fair. I may do a full tournament report for the next IF so look out.

I am getting the itch to dust off my greenskins and field an all Orc army at DogCon next year. I have been inspired by the Orcs of Mordor in the Lord of the Rings trilogy movies...

Cheers,
Andrew Galea





Remain In Play

Warhammer Opinion Column
by Mike Allen

Winner or Sinner?

OK, we know each other well enough now it's time for me to come out of the closet. No. Not THAT closet! No, as a contributor to this fine journal its time to own up: I'm not (currently) playing WFB. There, I feel a whole lot better now.

After Dogcon this year I haven't played any WFB, in fact I haven't even unpacked my dead guys from their carry case. What's worse, I haven't painted any WFB figures and I've even sold some surplus stuff on ebay and most damning of all: I've stopped buying White Dwarf. "Heretic!" "Drag him down!" "Hang him high!" I hear you say. Well before you get the rope ready or stack the logs against the post, hear me out.

I've been playing WFB full on for over 7 years now. It's been my main war gaming interest and I've put a lot of time into it. But after the sensory overload of Dogcon I needed a break. I even turned to the dark side ... no NOT 40K, I haven't taken leave of my senses ... Flames of War. Now wait a minute, let me finish, it's all the other Dogs of War members fault anyway THEY made me do it: honest!

Seriously though, I needed a change and a chance to rekindle my love of WFB. Unfortunately I've seen many a gamer press on with their favourite game well after they should have given it a break and "jaded" became "hated". One guy I know was a passionate 40K player, had

invested heaps of time and money in the game, went to tourneys the whole thing. Then whammo: he sold the lot. Doesn't want to hear of 40K any more and probably won't ever go back to it. That's a real shame because it was obviously a very strong commitment to the game and it was lost, probably unnecessarily.

My view is if you feel jaded with WFB at any time give it break, a TOTAL break not just a change of army. Do some other type of gaming that has similar feel but different subject as far from Fantasy gaming as possible. Only 3 months later, after taking a total break from WFB, I'm already thinking about finishing my half done DE army. The jaded feeling is wearing off quickly and I'm starting to look forward to our club competition around August/September. I reckon a 6 month total break and I'll be rearin' to go!

So, sinner or winner. Maybe a bit of both, but my break from the game that means so much to me makes me confident I'll still be playing it for many years to come. So if you have that jaded feeling be brave, join me outside the closet. It'll do you some good: honest!



Judge Jeff: Panic in Warhammer Battles.



By Jeff Galea

Hello fellow gamers, it's time for a short review of another grey area in this great game that we all enjoy so much!

There are two rules that people seem to get muddled up when in the heat of battle. The first rule is the combat bonus when defending from higher ground. The second rule is the defended obstacle rule.

Similar to my last article, I will refer to the rulebooks where appropriate. I will also give my ideas, from past experiences with other gamers, as to the best way to approach unclear problems that inevitably arise during the battle.

Ok here we go...

Rule1: Calculating combat bonuses when fighting from higher ground. Page 73 from the Warhammer rulebook.

"High Ground: If you are fighting from a higher position than your enemy, for example, your troops are occupying the crest of a hill, then you may add a +1 bonus. This bonus is only granted if your fighting rank is on higher ground than your enemy."

What I found to be a common problem is that most hills that we play with are flat. That is they don't have a crest. The only time the bonus would come into effect would be if one unit is on the edge of the hill so the enemy unit would have to line up

below it. In my opinion, this is the correct way to play the rule if we are to apply the literal meaning.

Note: My gaming group wanted the hills to have a more important role in battle gaming, so we changed the application slightly. The unit that was on the top of the hill first, gained the bonus. I stress this is just my gaming groups application of the rule and isn't really supported by the rulebooks.

Points to remember:

- 1) Units do not gain the +1 bonus against flyers. (page 269, under flying models point 6.)
- 2) If the unit claiming the hill bonus lose combat they still gain the +1 bonus in consequent rounds of combat, so long as they haven't been broken. (this rule is different to the defended obstacle rule).

Rule 2: Bonuses for units behind defended obstacles. Page 69 from the Warhammer rulebook.

The rule states that units may line up behind a *“wall, hedge or other obstacle”*.

The attacking unit requires a 6 on a D6 to hit the defending unit. “This penalty only applies to a unit that is attacking troops that have already taken up position behind the defended obstacle.” The unit that was at the obstacle beforehand do not require 6's to hit the enemy.

Points to remember:

- 1) Flying models attacking units defending obstacles do not suffer from the 6's to hit penalty. (page 269, under flying models point 6).
- 2) If the attackers win the combat then they no

longer suffer from this penalty.

- 3) Chariots cannot charge into units behind defended obstacles as they would be *“smashed to bits”*.

The rules I have discussed are quite clear but it is very simple and common for gamers to confuse the two. Hopefully I have not added to the confusion!!

The best way to solve problems that may arise during the game is to discuss these matters before they arise. If my unit is charging or being charged and higher ground and/or obstacles are involved, I like to clarify the rules before the charges are declared so that there are no surprises afterwards.

Ok gamers, back to the painting, happy gaming!



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Melbourne “Conflict” Tournament Report

By James Fazzolari

Warriors of the Eye in the Ether

Rulke, Lord of the Eye Ascendant.

Exalted Champion; General, great weapon, hand weapon, book of secrets @ 144

Khaos-Ra, the Watcher

Chaos Sorcerer; magic level two, spell familiar and dispel scroll @ 145

Knights of the Eye Absoloute

5 Chosen Chaos Knights; full command group @ 275

Warriors of the Eye Eternal

16 Chaos Warriors; shields and full command @ 270

Warriors of the Eye Avenged

16 Chaos Warriors; shields and full command @ 270

The Claws of Chaos

5 Chaos Hounds @ 30

The Jaws of Death

5 Chaos Hounds @ 30

The Skull Takers

Beast herd; 8 Gor with two hand weapons, 8 Ungor with spears, full command @ 123

The Head Crunchers

Beast herd; 8 Gor with two hand weapons, 8 Ungor with spears, full command @ 123

Rulke’s Flock

5 Chaos Furies @ 75

GRAND TOTAL – 1500

This is the normal army I run for games of this size. This army has a solid core of warriors, backed up by faster elements such as chaos knights, beast herds or chaos furies. It basically deploys in the triple pincer formation, with the knights in the centre and the beast herds on the flank. If the beasts can win the flanks and the knights can break through the centre I have a good chance of encircling the enemy army and taking it apart piece by piece. Everything else in the army, characters included, is up for sacrifice to achieve this.

Conflict. *The very word provoked thoughts of what was to come. Conflict, a Games Workshop run tournament in April, was my first ever Warhammer Fantasy Tournament. As can be expected, I was filled with a mixed feeling of dread and anticipation. I had been painting my army wildly for the previous month, and had managed to get the entire army done (roughly 90 models), with the last coats of paint applied the night before.*

Game one, vs High Elves, played by Zol Urban

In my first game I was pitched to play against Zol Urban, and my first tournament game couldn’t have been against a nicer guy.

His army was:

- 4 units of 5 silver helms (each with a full command group)
- one unit of 8 silver helms (full command),
- 8 dragon princes (full command, banner of anti magic),
- bolt thrower
- mounted commander on steed,
- mounted commander on great eagle,
- 5 ellyrian reavers.

Zol started his first turn by moving his battleline forward. The dragon princes aimed towards one unit of chaos warriors, and the large silverhelm unit aimed at my other warriors. His small units spread out to cover his larger unit’s flanks. His bolt thrower shot dead three hounds from my unit nearest my chaos knights.

My first turn started with the beast herd on my left failing it’s unruly test and running forward, putting it a position to be charged by two units of silver helms in Zol’s turn. Damn. The furies jump over onto my left flank, hoping to have a go at the bolt thrower in following turns. The chaos hounds in front of the large unit of silver helms moved up to trap them in place. If he declared a charge on them, I could flee and counter-charge with my own knights, but if he didn’t, I would just trap in place in my next turn. My knights advanced behind these hounds to complete the trap. The other hound unit of my right repeated the same trick on dragon princes, with my two warrior units backing them up.

In the magic phase I cast *wind of death* on the dragon princes, but despite causing 5 wounds, it inflicted no casualties. I then cast *steed of shadow* on my Exalted Champion, who flew into the unit of 5 silver helms next to the dragon princes’ right flank. He slew their champion and inflicted a few points of overkill, but the silver helms held.



Chaos Hounds on the rampage



Zols turn started with the dragon princes charging the hounds in front of them who held. The large silver helm unit charged the hounds in front of them who fled. As a result they failed their charge, leaving them just in front of my chosen knights. Zol then charged two small units of silver helms into the beast herd which had failed its unruly test last turn, one unit going in up front, and the other in the flank.

The rest of his army advanced steadily, with the Reavers on his right moving in behind the large silver helm unit. His bolt thrower then shot dead one fury. The combat phase started with his dragon princes wiping out my hounds and overrunning into the warriors behind. The exalted champion killed more silver helms out of the unit he was fighting, but they still held. In the combat between the two units of silver helms and the beast herd, the beast herd was quickly beaten and run down.

While this irritated me to no end, it moved both silver helm units into positions where it would take a while for them to get back in the game.

I started my turn with a smile on my face as my chosen knights charged the large silver helm unit in the front. The second unit of warriors charged the dragon princes in the flank to help out their brethren. My

remaining beast herd ran towards a small unit of silver helms. The furies flew in between the two units of silver helms which had destroyed my beast herd, to slow them down from returning to where the action was too quickly. Magic from my sorcerer killed two silver helms from the unit my beast herd was going after.

Combat started with the exalted champion finishing off the remaining silver helms he was fighting. The dragon princes that charged my warriors, slew two. However, having another fully ranked up unit in their flank swung the combat in my direction, but Zol passed his break check. To conclude the turn, my chosen knights went through the opposing silver helms like a scythe, running them down and overrunning into the Ellryan Reavers behind.

Zol tried to regain the initiative by charging the weakened silver helm unit (only 3 models due to my magic) into my beast herd which held. His great eagle mounted hero charged my chaos knights who were engaged with his Reavers. The bolt thrower killed two more furies. The Silverhelms facing my beast herd killed two Gor, lost combat, but held. The dragon princes lost one of their number to the chaos warriors, but the Elven hero killed a warrior in return. As such the Dragon

Princes lost combat. They fled but I failed to run them down. The chosen knights killed every single Ellryan Reaver, but the Elven hero on the eagle killed one of my precious knights. However, I still one combat and the eagle mounted hero broke, though I failed to catch him.

I began the mop up with the exalted champion charging the silver helms fighting the beast herd. One unit of warriors charged the fleeing dragon princes, forcing them off the board. The knights did the same to the fleeing eagle mounted hero, forcing him off the board as well. Magic saw my mage kill off three more silver helms from one of the remaining small units, using a combination of *dark hand of death* and *wind of death*. All that was left for me to do was watch the exalted champion kill the remaining silver helms he was fighting. At this point we ran out of time so we ended the game with the forces of the Eye clearly in dominance.

RESULT: MASSACRE VICTORY (20-0)

In the end, I was lucky to end up with a massacre. I lost a beast herd early on, which was really my fault, because I had forgotten to deploy a unit of hounds in front of them in case they went unruly. I forgot, and I paid the price. I was also lucky

in that my exalted champion was able wipe out a silver helm unit by himself. It was risky, but I knew that I had a chance, so I took it. In the end it was a thoroughly enjoyable game and I look forward to playing Zol again some time.

Game 2, High Elves, played by Stuart Fazzolari

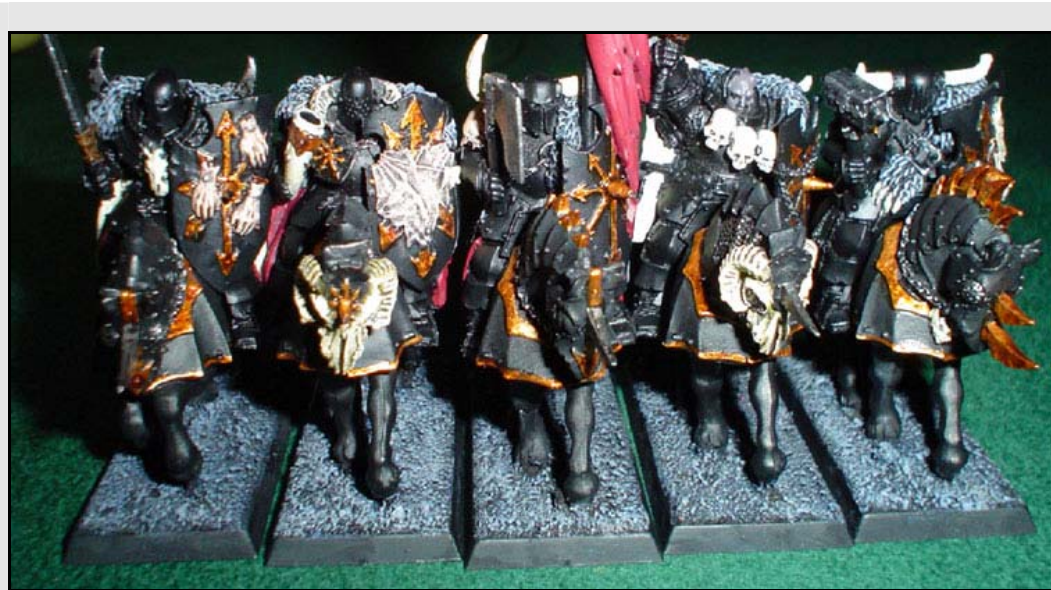
This game pitted me against an old opponent, my brother. As we had both won our first games as massacres it was only fitting that we played each other...I am the older brother so the advantage was with me...

- great eagle mounted hero (enchanted shield, sword of might, helm of fortune = 2+ re-rollable & S5!)

He began the game by advancing his army uniformly towards my own. I could see already that we pairing he chariots with his Spear Elves, as he knew that the combined charge of chariot and ranked regiment is enough to break warriors. His magic phase was ineffectual, with me dispelling *master of wood*. One bolt thrower killed two hounds, the other killed two warriors.

flank as soon as possible. The other beast herd ran forwards towards the chariot opposite their position. Magic saw *wind of death* on a chariot dispelled. However I then got through *steed of shadow* on the exalted champion, who used the fly move to charge a chariot. The exalted champion then smashed the chariot into splinters and overlapped. This charge was critical as it meant that I had already begun to destabilise his battleline, which would be critical to any victory I might achieve.

His turn started with the silver



To be honest, I was worried going into this game. His army is downright nasty, and I had seen what he had done to the last guy he had just played (he won by 1843 victory points in a 1500 point game) and I knew this wasn't going to be easy.

His army was:

- 2 x 20 spear elves (fc)
- 10 silver helms (fc, warbanner)
- 2 chariots
- 2 bolt throwers
- Mage (Ring of Fury, Dispel Scroll)

My turn started with the beast herd on my right ran towards the bolt thrower opposite them. The two hound units ran up and blocked the silver helms, one chariot and one spear elf unit. This was to minimise his mobility, his army was faster than mine, but if I could force him to fight on my terms I had a chance of breaking his battleline up into manageable pieces. My chaos knights moved up behind one unit of hounds, and the warriors advanced behind the other unit. The furies moved onto my left flank, looking to go after the bolt thrower on that

helms charging the hounds in front of them who held. One unit of spear elves charged the other unit. The other spear elf unit charged a unit of warriors. The other spearelf unit moved into a position with its supporting chariot to charge my other unit of warriors in his next turn. Magic saw *master of wood* dispelled, but the *ring of fury* then fried three warriors. Luckily, it then exhausted itself. One bolt thrower shot dead a chaos warrior, while the other killed three ungor out of the beast herd advancing on it's position.

Combat saw the silver helms wipe out the hounds they were fighting. He then tried to overlap into my knights, but fell short (to be fair, he needed to roll at least a 12). The spear elves fighting the hounds wiped them out and overlapped into my warriors. The spear elves fighting my warriors slew a servant of chaos, but lost two of their number in return. I passed the resulting break test.

I started my turn by charging my chosen knights into the silver helms in front of them. The beast herd on my right charged a bolt thrower. The unengaged warrior unit went in against the spearelves in front of them. My exalted champion tried to charge the remaining tiranoc chariot, but he opted to flee as his charge reaction and ended up right in front of my other beast herd. That beast herd moved up to get the chariot next turn, while the furys landed in front of my exalted champion to stop the remaining bolt thrower from shooting him, while also been able to charge said bolt thrower in my next turn. Magic saw me try and fry his wizard, but he dispelled *dark hand of death* and I failed to cast *wind of death*, rolling just an paltry of 5 on three power dice. Combat saw my chosen knights kill several silver helms, but they held. In both central combats, each involving a chaos warrior unit and a unit of spear elves, there were several casualties on each side, but no one fled from either combat. Finally, the beast herd on my right slaughtered the crew of the bolt thrower they were up against.

He began by rear charging his great eagle mounted hero into one of my warrior units. The fleeing chariot rallied. He had no other unengaged troops, except for his mage which tried to run away from my unengaged troops. Magic saw him cast *Mistress of the Marsh* on

my warrior unit fighting his mounted hero and spear elves, and for some reason I decided not to dispel it. Looking back it was quite foolish. His remaining bolt thrower shot dead a fury. The chaos knights slew more silver helms, broke them and ran them down. The warriors fighting his hero and the spear elves lost combat and were run down. However, my other warrior unit won combat and ran down his spear elves, in some of the luckiest rolling I have ever had. I guess faith in the Eye has to count for something.

At this point, I knew I could win the game if I played my cards right. The furies charged the remaining bolt thrower. The beast herd on my left moved up and charged the high elf chariot. The knights turned to face his mounted hero. The remaining warrior unit closed the trap. You obviously cannot see it, but it was now two characters against most of my army, which was in the process of surrounding them. Magic saw him dispel *dark hand of death* and then use a dispel scroll on *wind of death*, both targeted on his mage. The beast herd broke the chariot and it fled off the board. The furies beat the bolt thrower crew and ran them down.

With only two characters remaining, he attempted to salvage some points by charging his great eagle mounted character into my chaos warriors. His mage cast *Master of Wood* on the warriors with irresistible force, killing 3. The warriors lost two of their number to the high elf hero, but combat ended as a draw, but thanks to my musician I claimed a victory and he failed his break test.

I started what would be the last turn by having the furys charge his hero, causing him to flee off the board. My mage then killed his mage with *wind of death*,

thus ending the game.

RESULT: MASSACRE VICTORY (20-0)

All I can say is that I was lucky. Whether it be from the ring of fury running out after its first use or his spear elves failing to wipe out my warriors (first time it has not happened) I got off lightly. It all started well with the *Steed of Shadow* on my Exalted Champion taking out a chariot, and after that he was not able to regain the initiative, so he went down hard.

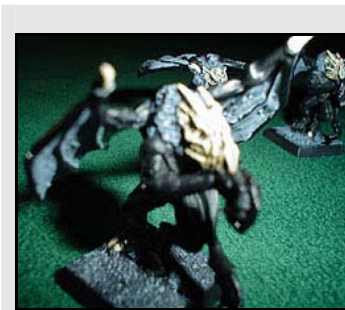
Wow, time for the last game already. At this point I was informed that I actually had a chance of placing, but I was also told that there were many others close to myself as tournament points went.

Game 3, Dark Elves played by Alex Mance

His Army was:

- Mounted sorceress (two dispel scrolls)
- 20 spear elves
- 8 dark riders (repeater crossbows, full command group)
- 20 executioners with an assassin (two hand weapons, wound on 3+ and +1A)
- 5 cold one knights
- a cold one chariot
- 2 bolt throwers

Alex started the game by having his army advance steadily. The cold one chariot and the



cold one knights advanced down one flank, to put pressure on my central chaos warrior unit in following turns. His mage took shelter in some woods. He then *Anzipals black horror* on my central chaos warriors, but it was dispelled. The bolt throwers then shot dead three chaos warriors.

My turn began with my chaos hounds on the left flank running forward and march blocking his cold one chariot and cold one knights. Behind them came my chaos knights. My central unit of warriors with the sorcerer held their ground as they faced off against the spearlves, which I thought would contain the assassin, but the other unit of warriors, and the beast herd on their right flank both advanced to out flank his force. In two more turns they would be on his armies flank, and as long as I could keep pressure on his other units, he would be unable to move troops to counter them. The beast herd on the left ran up to a small forest, to try and sneak past his forces and have a go at the sorceress. Finally the furs flew to the middle of the battlefield to threaten the bolt throwers in the following turns. Magic saw *wind of death* scrolled and *steed of shadow* stopped with dice.

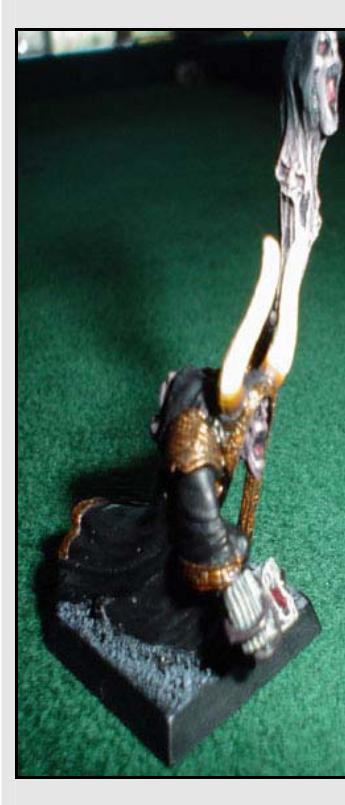
Alex began by charging the cold one chariot into my hounds that fled, but the cold one knights failed their stupidity test and trundled forward dimly. His spear elves advanced on my warriors, while the dark rider unit formed up to shoot at my furs. Magic was ineffective, with *soul stealer* on a beast herd been countered by dice. The combined shooting of two bolt throwers and his dark riders then wiped out my furs.

At this point I needed to keep him focussed on the front to my army, and not my steadily

advancing right flank, so the chosen knights charged the cold one chariot, which fled, so they redirected into his cold one knights. The beast men of my left charged his sorceress who fled as a reaction. The warriors with the sorcerer continued to hold their ground, with the warriors on the right and their accompanying beast men continuing their advance on my right. Because his force was concentrated on his right flank, these two units had trapped him into one corner. Magic saw *wind of death* scrolled and *steed of shadow* countered by dice. My chaos knights killed three cold one knights, but they held.

Alex began by rallying his sorceress. His chariot failed to rally and fled off the board. His dark riders repositioned to his right flank. The spear elves then moved up to charge my warriors with sorcerer next turn. The executioners moved to take on the other warrior unit that had been advancing on the right. Magic saw *Anzipals black horror* on my warriors scrolled. The shooting phase saw his bolt throwers shoot dead three warriors from the unit on the right. In combat the chaos knights finished off the cold one knights.

I closed the trap by charging the chaos knights into a bolt thrower, but the crew fled, so I redirected into the other one, who's crew also fled, straight off the board! Serves them right. My central warrior unit again held its ground, as I still thought there was an assassin in the spear elves advancing on their position, while the unit on the right continued the advance once more, again accompanied by a beast herd. The herd on the left moved into a position to go after the sorceress. The remaining hounds moved to threaten the spear elves flank should they engage my warriors.



Wind of death killed 5 spear elves, but *Steed of shadow* was again dispelled.

He began by charging the spear elves in against one warrior unit and the executioners against the other. The dark riders continued to move towards my knights for some reason.

His sorceress cast *anzipals black horror* on my knights with irresistible force, killing two. The spear elves slew one chaos warrior, but lost one in return and they held. The executions and assassin killed 3 warriors, but lost 3 in return to my exalted champion. Both combats ended in draws.

I finally closed the traps I has set up on his units by having the beast herd on the left charge his mage who fled, but he rolled 17 and went off the board. The hounds flank charged his spear elves. The other beast herd flank charged his executioners. The chaos

knights charged the dark riders who had to hold, or they would have fled off the board.

At this point, I had his two remaining ranked up units each fighting two of mine, with each of his unit's been flanked. Combat saw the knights slaughter the dark riders, wiping them out completely. The hounds and warriors beat and ran down the spear elves. The warriors and beast herd beat and ran down the executioners. With that he had no models left.

RESULT: MASSACRE VICTORY (20-0)

With that it was time for the award ceremony. I was very happy when I learnt I received the award for 2nd best sportsman overall, something I had not expected. I was then given the 'Master of Tactics' award, which was given to the player who scored the most battle points for winning games. I think, but I am not sure, that I was the only player with 3 Massacre victories all weekend.

At this point I could not believe what was happening. This was my first tournament ever and I had already grabbed two very coveted prizes.

It was then that they handed out the 'Lord of Conflict' award (1st overall), which to my shock, I won. I would briefly like to thank everyone that helped me along the way. I won't put your names here, but you know who you are.

To everyone reading this, I hope you have enjoyed this report, and any questions, thoughts or ideas can be sent to me at JFazz@hotmail.com

Until next time, have a good one,
James Fazzolari.

The Eye protects.



A rather nasty looking Exalted Champ!



An even nastier looking James Fazzolari! ☺

Two Wargamers face a Date with Destiny

Article by Robert Kendzie

Artwork by Mikolaj Ostapiuk

The story of Dire Destiny (<http://www.diredestiny.com>) began, as many tales do, with a group of intrepid adventurers seated around a table in a murky back room, pouring over a faded and crumpled map. In this case, however, the adventurers were my Junior-High School D&D group, the murky room was my friend Neil's den, and the old map was scrawled on graph paper. Let's be clear from the start: your average RPG campaign, while a hell of a lot of fun to play, will generally make for tedious reading after the fact. Despite this, there was something about that particular day, and a number of the days that came afterwards, that stayed with me. I was a decent Dungeon Master in my time, I had some of the best players a guy could ask for, and we had a run of games that were very dramatic and quite gripping. I took notes. The notes went on 3x5 index cards, and the cards went in a closet.

The cards came out from time to time again. I ran a few more games based on the original story, which generated more notes, which went onto more cards. Every couple of months, if my mind happened to be drifting that way, I would remember the cards and some new and interesting idea would strike. It would get added on another card and put into the closet. This went on for six years.

I graduated from college with a degree in communications. I moved to Hollywood and tried desperately to become a writer and director. I wrote many bad things, and a few good ones, none of which led to a real career. Wishing to recapture some of the motivation that led me to write in the first place, I pulled out the cards again and tried to work them into a real honest-to-goodness story. I tried to structure it as a novel, then as a movie, then as a television series, and even as a computer RPG. I sent a presentation to Sierra On-Line that must have horrified whomever received it. I used a piece of obsolete software called "Unlimited Adventures" from SSI to put together one rough and clunky version of the story. I even tried to start up another D&D campaign, but it ended in disaster. Of course, this led to



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more notes, more cards, and now a few hundred megabytes of data as well. What with one thing and another, ten more years passed.

I stopped trying to be a writer in Hollywood and moved back to the east. Somewhere along the way I took up Warhammer and went back to writing for fun - this time it was mostly battle reports and goofy fanfiction. Quite by accident I also stumbled upon something called a "webcomic" and immediately began wasting a lot of time keeping up with a few of them. About the time that Fred Gallagher published his first

printed volume of Megatokyo I decided that I had found a medium that could carry this ridiculously detailed story that was taking up one of my closets, but there was no way that I could do it without an artist. Enter Mikolaj Ostapiuk.



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Mikolaj (pronounced Mik-oh-why) had been working as a graphic artist in Warsaw for some time and honing his own artistic style and vision. He also played Warhammer, and had even made a recent attempt to

unite his two passions for art and fantasy by applying for a job as an illustrator at Games-Workshop. When he saw that some nutty American was yakking on the internet forum of the Warhammer Players Society about wanting to partner up with an artist for a fantasy webcomic, he decided to send off an e-mail containing the portfolio of material he had prepared for GW. The pictures featured his interpretations of a number of figures from the fantasy range, in particular a striking series of Empire flagellants.

Needless to say, I was both floored and elated that somebody with that much skill and talent was interested in partnering up with me on the project. We started off with a little experiment - I sent Mikolaj a couple of pages of one of my movie scripts and he illustrated them. We played around with the process of character development and generated more artwork (and notecards, and data) and basically began to get familiar with one another. The partnership developed into a true collaboration as each of our comments informed the other's work. Eventually, we were ready to make a commitment both to each other and to the project, and all that remained to do was dive in. After eight months of hard work and planning, Dire Destiny was launched. We were justly proud that we had gotten this far.



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However, unbeknownst to us, we had a third partner involved: The discussion forum community at the Warhammer Players Society site. When I announced the advent of the comic there, the response was enthusiastic and the folks there did a lot to help us get the word out- one of the Mods even gave us a sticky thread to post updates in for the first three weeks. Two months later we still get a ton of referrals to our site from the WPS (<http://www.players-society.com>) and its members. News of the comic got out at Portent (<http://www.portent.net>) and another avalanche of new readers poured in.

Our readership is currently dominated by wargamers and we cannot adequately express the thanks we owe to the Warhammer-playing community for helping us get this enterprise off the ground.

Very few webcomics ever amount to anything, and indeed it is very rare to find one with a readership in the hundreds, let alone thousands. The future is always uncertain, but both Mikolaj and myself are committed to continuing this project for as long as we can. The story will take at least a couple of years to unfold, so we're in this for the long haul.

Despite all of the obstacles in our way, the two of us are confident that our enterprise will eventually flourish- after all, we believe in Destiny.

Dire Destiny is updated every Tuesday and Thursday at <http://www.diredestiny.com>

All excerpts from the comic are Copyright 2004 Kendzie / Ostapiuk

Pictures submitted are for reprinting in issue # 5 of "Irresistible Force" only, at the discretion of the editor.

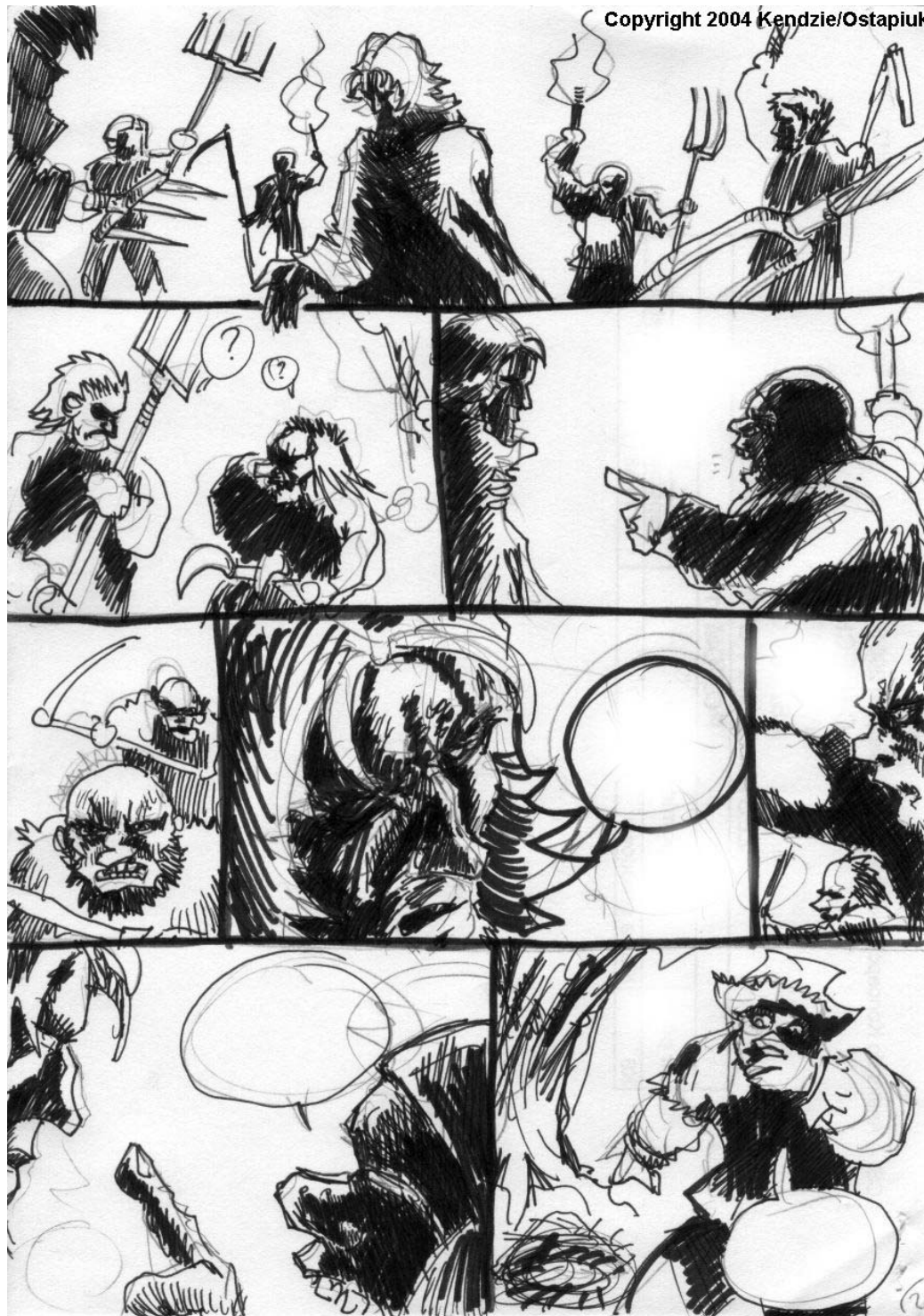


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Thanks for a fantastic article and the amazing pictures Robert. Get out there and check out Dire Destiny guys, well worth the read.

The next 2 pages show some of the complete artwork from the comic...

Cheers,
Andrew Galea
Editor



Here's an example of an early draft of one of the pages.

DIRE DESTINY

by Robert Kendzie & Mikolaj Ostapiuk

page 2

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2/26/2004



After refinement, notes, and a lot more work, the finished page is ready to post!

Terrain Workshop: Trees and Woods

By Geoff Tewierik

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

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

Instructions:

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



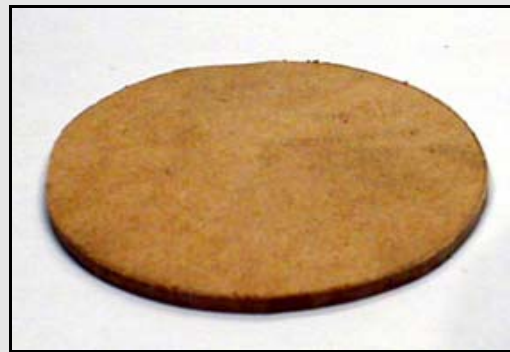
Let's start with the finished product shall we? Oh and the real ones are in the background!

Materials:

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

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

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



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

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



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

where the magnetic paint is on the woods base.

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





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

DO NOT put gravel or static grass on areas which have the magnetic paint. These must be kept clear so that when you have completed everything the most surface area possible is available for the magnetic tree base to attach.

Points to note:

Use a paint colour for the base that matches your gaming table or other terrain you've already made.

Added bits of gravel and static grass will make the base look more realistic and will tie it in with the rest of your terrain



Next time I'll be covering one simple way to make stone walls.

Cheers,

GT
tDoW

"Thanks very much for another quality terrain building article GT! Looking forward to the walls in IF #6." - Ed

DogCon 3 – Tournament Report

By Ken Ferris

I'm back! Ready to thrill with more tales of adventure, this time at Australia's biggest Warhammer tourney, DOGCON. Held in North Sydney and run by the Dogs of War Warhammer Club, D3 was set to be a big event with 80 players participating! After my 10th place last year I was hoping to go a little better. Armies were 2250 points, no back of the book or special characters with 8 games over 3 Days.

Some of you may army is cavalry Undead (*How can we forget, you have been playing the same army since 1984 Ken – Ed*). This army was great when no-one had played it before. Now everyone has! (*See my previous comment – Ed*). I had played very little practice games, but what I had played I had lost. Despite numerous different setups and tweaks, it didn't seem to matter. Eventually after being trounced by Traishy (*Jeff Traish - Ed*) again, he said, "look, you get belted in magic, like it or not, you need another phase to your army, you have no shooting, you play Undead for god sake, so

take some!” Right there and then I made some changes (thank god for Army Builder) and wanted to try a few different things with some added magic – and wanted to see if I could keep a winged nightmare alive with magic defense (I know I am obsessed with making this thing work – I know I can do it!) I went a little weird, even with wood elves I had only taken 6 levels of magic – now up to 7, I felt giddy... imagining raising hordes and zooming ‘em all over the table...

The army of Kennieth Van der Verris

Kennieth - VonCarstien, Vampire Lord Level 3 mage, Great weapon.
Scar – Winged Nightmare
 -Aura of Dark Majesty (18” March)
 -Walking Death (+1 CR)
 -Wristbands of Black Gold (3+ Ward from missiles)

Borishq – Necromancer (158)
 Level 2 Mage, Nightmare
 -Book of Archan (Vanhells PL3)
 -Dispell Scroll

Worishq – Necromancer (148)
 Level 2 Mage, Nightmare
 -Black Periapt (Store a dice)
 -Dispell Scroll

5 units of 5 Dire wolves (50)

4 units of 10 Dire wolves with Doom wolf (110)

3 units of 7 Black knights with full kit & Command (215)



Were ready to start and the draw is displayed on the big screen! Cool! Are the days of shouting match-ups standing on a chair over? Has a new day of organization dawned? Only time can tell...great idea that made the ‘organization time’ between games so much quicker.

Game 1. Grudge Match vs Mike Allen

Mikes Army: Core Infantry Von Carstiens

Von Carstien Lord & 2 Necros on foot, 2-3 Skellies, 2 zombies, 3 x 8 wolves, Bat Swarms

MY SPELLS – Kennieth: Invo, Hell Vig & Curse, Borishq: Vanhels & Invo, Worishq: Invo & Hell Vig

Well 5 years ago Mike wrote a CANCON battle report and shamelessly slandered me in *White Dwarf* (*White Dwarf? What is that?* – Ed) after he got me on the last turn (that’s my story). Next year after recounting the pains from this report and my club mate’s slander, we were matched again, and the score was evened. Since then we have played every January long weekend at the tourney we are at – the current standings were Mike 2 wins, myself 1, and a draw. Time to even the score.

I advance on first turn, and fail to cast anything. Mike advances,



and miscasts ending the phase.

My next turn I miscast and rolled rebound, having to use a scroll in my own phase, then miscast again and lose Hellish Vigor...dam we sucked at Magic. Basically on Mike’s second turn, his general’s unit got a charge on some wolves that I didn’t intend, from getting the Book of Archan off (stupid 1 to dispel).

If Mike overruns 5” I can’t flank him with knights. If he gets 7”, he hits another knight unit in my flank, and is away from Kennieth & Scar, now behind Mike’s lines ready for a rear

charge target. Mike rolls 2 1's.

Flank with knights and rear with Kennieth on his Vampire Lord's unit. I roll pretty badly, but get the unit to 9 left (won 15-3 rolling crappy!). Mike gets a counter charge and some raising like you would not believe (units now Bigger!), but I mop up a unit of his Skellies with his necro on my flank with some Black Knights, and grind Mike's general's unit into dust over 2 turns, challenge and make saves with Knight champion then doom wolf, while Kennieth turns Skellies into paste until the unit pops. From there it's a mop up job, Victory points are 2589 – 290. 20-0 Win! Bragging rights in print now go to the good guy, Overall score is tied!

design! But damn did I get some nice spells! Unfortunately I miscast and rebound on my second spell again, resulting in a unit of Skellies in front of my advance... I am a little bottled up now, Kennieth flies to flank for charges, I engage some small Skellie units to kill them before they can be bolstered with my black knights, and flank to sweep through his wolves and a unit of Skellies with my fast cav on left. Ming then turns Grave guard, Book of Archan, I roll a 1 again, and it charged Kennieth. I only lose by 2, Ming's Skellies in front of my knights crumble, thus Black knights hit Grave guard flank, and there wiped out in that turn saving Kennieth. (Not that I was ever worried...)

Ming is spinning his Counts big Skellie unit to protect their flank, so I am keeping him guessing and then sending Kennieth to belt small units while my black knights keep him occupied poised to charge – I play patience. Last turn I charge that unit with knights and wolves having mopped up on left, and move Kennieth to other flank. Borishq casts vanhels to bring him in as a total destruction winning move, miscast... 12! Spell goes off, I roll average, that's enough to annihilate the unit, leaving a model or 2 left, Ming's turn 6 he watched his general get beat up, and we don't need to pull out the calculator, 20-0

Oh dear – 2 big wins, this game is gonna be a little tough – wish



Game 2 Vs Ming Chang

Mings Army: Infantry Von Carstiens
Von Carstien Count, Thrall (18" move) & 2 Necromancers
Graze Guard, 1 Big Skellies, 3 small, 2 units wolves, bat swarms & several painting awards
MY SPELLS - Kennieth Hell Vig, Gaze, Curse; both Borishq & Worishq– Invo, Vanhels

Ming is a long time friend, and his army is one I had helped him

there was another infantry Von Carstien army around, I seem to be on fire against them...

Game 3 vs Mark Brown

Marks Army: Tzeenetch Deamons
Lord of Change & 2 Exalted Champs on Discs (2 scrolls each)
4 units of 12 horrors and 1 of 10, 3 screamers and furies
MY SPELLS - Kennieth Invo, Hell Vig & Vanhels; Borishq Invo & Curse; Worishq Hell Vig & Gaze

Mark and I have played rarely but known each other for ages, and I was familiar with his incarnation of daemons, but damn! That's a lot of magic for me to handle.

Deployment seems Mark castle his horrors between a wood and the board edge to prevent me flanking him with my movement. Down the guts it is then. Mark goes first and kills 10 wolves total from 2 units with all his spells. I advance and cast and it's great! But the disc heros have 4 scrolls, and 2 are

used. Unfortunately, this means I have advanced too far and not realized it, and the dead wolves make a nice gap – the flying heros and Greater daemon all charge clearing the wolves heads and hitting a black knight unit behind them. Kill all but 1 after CR, but my knight unit next door is too wide and can't flank in. The Furies block and tie up centre, stopping me getting some charges on horrors to wipe em before they can keep casting. Kennieth had been on the right to stay clear of the magic missiles and got charged by screamers, which he beat up. This got him to swing along back towards the Horror's flank on the overrun getting me a free move closer. He flanks a unit of Horrors – Airswing city! They don't come close to popping.

Meanwhile, I do get a spell out, Vanhels a unit of 7 knights into the Lord of Change. I then do 3 wounds to the beastie as well! He fights back though and cleans shop on 3 knights himself – however he takes a pop test on -3, a 10! Mark then picks up the 6, announces tzeenetch's will, rerolls it, it's a 1, daemon stays. I cry (almost). Knights had charged those damn furies and overrun into the front of the Horrors, Kennieth & Scar had flanked. However they are also flanked by Horrors and another unit rear charges Kennieth as well. Big combat and I win by 7! Mark calmly passes all tests, losing at the most 2 horrors from a unit. Next turn the greater daemon finishes the knights, Kennieth and his helping Black Knights win the combat against horrors by 6, and they all pass again! Will these things ever die? I had to basically kill every model to get them, managed to kill off the unit on left with a Gaze of Nagash and then charging, but Marks Magic had caught Worishq with magic missiles and slayed him, and basically finished off all the wolves.



In my last turn I charge last unit of horrors but they don't pop – in fact still over half, the game ends with Mark Greater Daemon (3 wounds) and 2 Disc Hero's, plus 7 horrors (9 models), I have Kennieth, Borishq & 6 Knights (8 models). But as I hadn't managed to catch his characters (needed 1 more off the GD for half of it!), and Mark got a quarter, I was down by 614 points for a 13-7 loss in what was a tense game that I felt I played well in, & was unlucky, but did allow his characters to roam free and hence didn't match the points removal Mark had.

End of Day 1 on 47 points, good, I'm up there and felt I was playing really well, but wait, still one more game today...

The Tasman Cup.

This is a game whereby 2 Aussies and 2 Kiwis play for bragging rights across the ditch. I was honoured that event organizer Charles Black had asked myself to play for Australia and I was playing with Jeff Traish's Khemri (*Better than being against them!* – Ed) Our armies went well together and Traishy had helped me change my setup, vs Chris "Big Show" Townley's Khorne Mortals and Nick Arminger's Empire Cavalry with Tank!

We play our Tourney armies in one big team game, and the game was too large and intense for a full scale report, so here are the highlights. My side had been holding off most of the empire and some minotaur's (although Kennieth was taking a lot longer than expected to remove a pesky knight unit) while the Khemri shooting was unbelievable wiping out the Chaos army when it stuck its head out (and there wasn't much shooting either!). Then the Steam Tank charged. Previously I had removed the tank in every game I had played in; I knew Kennieth could on an average roll probably kill it in 2 combat rounds, seriously hurting it in 1. But he was stuck with knights. Some Black knights charged it and knocked 9 points off it, then the fighting platform beat em up, mancatcher killing blowed the unit champ! Then the tank hit the Skellie unit containing the Tomb King with the Destroyer of eternities. That would be 2 auto S7 hits on the tank, and all 6 crew! Nick picks up his mancatcher's 1 attack, "hit on 5" he hits "Killing Blow on the king" rolls a 6. I am staring at the dice in shock, while all the onlookers are roaring around us, and Big Chrus is doing a happy dance... Jeff states "4+ deflector ward" – a 1. Tomg King dies, unit crumbles. What just happened? The tank then charges the next

unit of Skellies and he does the same thing to the heriophant! WTF? On the left I now start some not great charges to get on top and recover the points but I can't get through, Nick and Chrus press home the advantage, and alas, we cannot recover while the Khemri who were dominating the game fall apart. Sorry Australia, Well get 'em next time, we go down by 3618-2389.

Game 4 vs Matt Lubbock

Matts Army: Dark Elves

Lord on Manticore, 2 level 2 mages

3 units dark riders (no xbows), 6 cold ones, chariot, shades, 2 bolt throwers and 2 units corsairs.

MY SPELLS -Kennieth – Invo, Dusty Hand, Hell Vig; Borishq Invo, Vanhels; Worishq Invo, Dusty hand

I played Matt in Game 4 last year! He beat me 15-5 in a tough match with his Khorne daemons, an army that won several tourneys last year, Matt is VERY good. He was using Dark elves this time however, an army he was not as familiar with.

Matt moves his dark riders up on my flanks to get his mages into casting range. He also moves the Manticore up on his right flank 20" right into charging range easily. Hmmm... I charge him with 10 wolf unit, and advance the rest of my army, moving Kennieth next to the Dark elf Lord, and miscast ending the phase. Matt tells me he doesn't mind, he will crumble the unit in 1 turn, so I challenge him with the unit champion. This is a cruel move, I like it a lot ☺ Matt wins but the whole unit doesn't crumble, and he can't do a THING to stop my charge next turn. Predictably the wolves crumble, and my turn sees 8 charges across the table at bolters,

shades, dark riders, some wolves on his mounted mage, and of course the general. Kennieth comes in and strikes the Manticore, 5A, 5 hit, 5 wounds! Yeah baby, Dark elf general gone on 2nd turn.

Elsewhere, not so good, Matt flees with some and holds with others, the cold ones thunder up and belt wolves, overrun into Worishq in the wood! I counter this with my Black Knights charging into the Cold One Knight's front, Matt misses the mage in attacks, I win by 1 (kill 3 each, love that outnumber) and run them down, but corsairs catch my knights on left and crumble them in 2 turns. Kennieth flying around avoiding the reaper bolters until I eventually get some wolves into them. I get a flank on one Corsair unit and belt them, Matt's final Corsairs are manoeuvring to protect their flanks, I am setting up for knights front and rear finish, but he moves the dark riders to their rear to protect them from my general. Last turn I charge knights front and win by 2, he holds, Kennieth on 6 dark riders, only wins by 2 and they hold not below half strength! Matt lost a lot early and then fought tooth and nail to get back into the game when most players would have made more mistakes and gone down 20-0, instead 1921-999 for a 15-5 win I think.

Game 5 vs Byron De Hollander

Byrons Army: Von Carstien Infantry

3 lvl 3 Necromancers and a Vampire Count with the cursed Book! Several skellies & zombies, Grave Guard, the Coach, some wolves, bat swarms, fell bats

MY SPELLS - Kennieth – Invo, Gaze, Curse; Borishq – Invo, Curse; Worishq - Invo, Gaze

Well there is another Von Carstien Infantry army! However Byron is a very shrewd general. Byron goes first and moves up in a fairly flat advance, adding zombies to units.

I say "alrighty then" (I actually did...), and in goes the Black Knights into the front of his Grave Guard. Kennieth flies across to join in with wolves into a flank. I miscast and end the phase. Win combat easy, but rolled very average, only 5 dead, win by 6, still 14 left. Byron gets the coach into wolves flank, but I keep magic off my back and then win next combat by 9! That's more like it! Grave Guard and the Black Coach crumble to dust. However Byron slows the Black Knights

when Kennieth repositions and Byron then gets his Lord's Skellies into the Knight's front. Other side I am caught with zombies into Knights who are slowly losing as I can't support them, with his fell bats charging Borishq, who ends the phase again! My 3rd turn I get my first spell out, gaze, 2 1's for amount, 2 1's to wound... (*he he – Ed*) In centre I clear bat swarms and get a charge of wolves on a necromancer, but air swing and he kills one, a draw... (*ha ha – Ed*)

My Black Knights get belted by Byron's Vampire but I then bring Kennieth in on their flank with wolves. He wins easily, but cursed book is a little irritating. Next turn Byron casts, raises a brand new unit of Zombies, and rear charges 'em easy as you like into Kennieth, I lose by 1. I have miscast in every phase meanwhile... (*ho ho – Ed*) Borishq goes down to bats. But Worishq charges Byron's necromancer, who has cloak of mists, no attacks each, I auto win through the mount! He goes in 2 turns, and wolves finally get another necro!

However Byron is raising

motzas of Skellies and Zombies into the units to protect his general. I bring in 4 knights into the Skellie unit rear, wolves flanking those pesky rear zombies. I start racking up combat resolution but Byron keeps the unit alive by raising and reduces by combat effectiveness with the Cursed book effects. I have stopped casting spells as miscasts are too risky.

Byron finally moves his Vampire Count into combat, with the knights, I am thinking of challenging to get him and crumble, but with cursed book I am 4's to hit and 2's to wound. Then factoring in his 5+ ward he would be hard to kill. Byron's general would then have 4A S6 hitting 3's then 3's on the Winged Nightmare though. I am about to challenge, but Byron gets off Hellish Vigor – I challenge with the Knight champ instead and carve some more Skellies and Zombies with Kennieth. The champ goes down. My next turn I challenge with Kenneith, Byron looks worried, and declines. I kill off the zombies but because of that cursed book it takes me forever, and I roll like crap as well, game ends with a few Skellies and his vamp still standing, after



declining 3 challenges. In the end a good move, as he probably would have been beat up by the extra attacks & Strength of my Vampire (although he didn't know I had no save from him!)

I win 1659-1204 for a 12-8 win, but as Byron told his mate as we packed up "If we had both rolled average, it would have been a massacre by turn 4." Byron is a top player but I have to agree, I thought I played this game really really well and made all the right moves, but my dice in magic casting and dispelling and to wound rolls were dismal the entire game, and I found it incredibly frustrating, thanks to Byron for getting me to stick through it.

Game 6 vs Nick Arminger

Matt's Army: Grand Master (In IC knights) 2 warrior Priests (In normal knights) and a Mage IC knights, 2x8 knights, 1x5 knights, Dogs of War Knights, 3 units Pistoliers – Steam Tank

MY SPELLS – Kennieth Invo, Hell Vig, Vanhels; Worishq Invo, Curse; Borishq Invo, Dusty Hand

REVENGE! After that flamin' tank last night, I was taking it down. A vampire lord can, with decent rolling absolutely desecrate the tank, just avoid the cannon shot before I go in. as for the Knights, usual cavalry trick, delay and angle with wolves, threaten flanks, bring the knights in.

Nick advances a long way and the tank cannon takes 3 wounds off my Winged Nightmare! Screw that, I bring wolves on pistoliers, move others up, charge the tank with Kennieth and do my wolf angle in front of his big knight units. Kennieth gets Vanhels off for more

wolves on pistoliers, I win all combats and break and run down both units, bringing wolves into 3rd pistoliers! Also Invo heals 2 wounds on Scar. Then things go pear shaped. Kennieth with his 5 S7 attacks and 3 S6 attacks take a total of 8 points off the tank. WTF is that?

Then something weird happens, the unit was blocked, but Level 2 wizard trots out and charges Kennieth by himself, while tank trundles back then forwards into my Lord again. Why that? Oh no. Van Horstmans comes out on the challenge after impact hits kill Scar. I am left with 1 wound. His Knights hit those diverting wolves, and overrun into flank of Black Knights. My turn, they break those Knights, and into another unit! My second unit of Black Knights lose as well, and overrun into Borishq! Damn, that's poor play and a points fest for the Brand Master. Meanwhile I charge wolves and knights at the tank and win combat, running off the wizard. He rallies, tank trundles back and into knights, killing all but 1. My general goes back in, that's better, take the Steam Tank from 18 to 7 hull points. Then that flamin' wizard comes back in and challenges me again (I had healed my wounds) but I back down to lagain after the combat.

More wolves into tank and this time the wizard. He breaks and is chased down by wolves thank GOD! Yet my magic dominance is still doing nothing, I have once again stopped casting from too many miscasts. Finally I am ready to kill that tank with Kennieth's Great Weapon but then it happens again. Nick goes "Mancatcher, on Vampire Lord, hit on 5" ... a 5 ... "Killing blow on 6" ... a 6 ... You have got to be kidding! Again!

Kennieth dies, and the army crumbles totally with me only getting 1 small knight unit, half

tank, all pistoliers and dogs of war Knights, plus the wizard. 2239-1251 for a 15-5 loss. (Poor Ken – Ed)

Day 3. Ok, If I can go 2 big wins here, I am still able to achieve my top 10 goal. But I do have to win both games, and they won't be easy – thankfully there were no more mancatchers out there...

Game 7 vs Kendall Williams

Kendalls Army: Empire (Standard)

Elector Count, BSB, Knight hero, and scroll mage
Big swordsman with griffon banner and shooting and fighting detachment, crossbows with 2 detachments, halberdiers, huntsman, Knights Panther, cannon, 2 mortars and a Steam Tank

MY SPELLS - Kennieth Invo, Hell Vig, Vanhels; Borishq Hell Vig & curse; Worishq Invo, Hell Vig

Another Tank! This time a conqueror. Alright, more shooting to hide from, but I was sure that Kennieth would want to redeem himself after his appalling tank effort last time around. I deploy and then advance the wolves and knights on both sides, putting a lot of pressure on his shooting on the right. Kennieth takes the shot from the tank hiding from the great cannon, so it shoots at Borishq in unit of knights, right on him, I fail look out sir roll, then Kendall fails to wound! Whew that was lucky! However I then miscast and lose Vanhels from Kennieth. Sigh, looks like some things aren't going to change. My turn sees Kennieth charge the tank. I have raised some Skellies as well, and so put knights in front of griffon banner unit intending to get Skellies in - they fail. The knights lose all but 1. However

Kennieth takes 12 points off the tank, and Scar another 6 for 18 hull points lost...7 left! That's what I'm talking about. It trundles back for the engineer to pop a pistol shot. You do that, Kennieth flanks the griffon banner unit with Elector count, and breaks the unit chasing him down. On right, my wolves simply overwhelm the shooting while the Knights Panther are scared initially to advance cause of waiting Black Knight flankers, then fail a fear test to charge. All shooting on right lost.

Kendall then picks up all 5 dice for steam points, and of course exceeds the 7. Rolls the dice and scores the 6 for normal move (sigh... of course), and tears 15" down after Kennieth and Scar and squashes my beloved Winged Nightmare. Kennieth then belts the tank out of existence. Now 360 degrees sight, I chase the mounted BSB off the table. On right his knights are playing cat and mouse with mine for a flank charge, with wolves support, so I raise some Skellies as well, magic starting to work for me. Skellies in front, wolves in rear, knights position in flank, hoping wolves to die. I lose by 1, then next turn all those wolves crumble. Cool! Next turn all Black knights into Knights Panther flank, Skellies raised up to 2 ranks, I win comfortably and break the unit in last turn! 2510-1136 for a 17-3 win.

Game 8 vs Dave Serram

Daves Army: Lizardmen
2nd Generation slann, 18" move
Saurus hero, skink Shaman
Temple Guard, 4 x 10 skinks,
2x3 Kroxies, 2 salamanders,
Terradons

MY SPELLS - Kennieth Invo, Dusty Hand, Hell Vig; Borishq Invo & Gaze; Worishq Invo & Gaze

Ok 1 game left and I am in with a chance, but then so is my opponent.

Last Battle report I was ripped by a 5th generation slann, this one is 4 generations worse! How to get rid of him? Hand of Dust? I put on a cruel smile and told Dave the instant Kennieth made base contact that I was definitely going to cast it (hey – why not?). However with this Slann being stubborn on 3 dice and causing fear, I would have to kill every model in that unit to get the frog to break – probably a more practical plan. Better clear the surrounding guys somewhat, get Kennieth to the rear, and then try and charge flanks and rears for some casualties.

Dave goes first and kills just 2 wolves with magic. I get Gaze off and kill a whole skink unit leaving the Saurus hero by himself as I advance. Dave charges hero into knights on left, killing 3. Centre knights cop a wall of fire (and do so next 3 turns...).

I charge, Kennieth clears skinks (Scar having copped a wound from shooting terradons) and into Kroxies on left of the Slann's temple guard. Wolves charge the Saurus hero, and he fails his panic test! He's run down (easy way to get him!). On my right the Black Knights charge skinks who flee and get caught – not good! My 14" move is JUST into kroxies front on (I had set up wolves flank, I didn't want anything going front on into them!). I do 5 wounds on the charge, but Dave does 3 back, I win, they hold, oh darn. Next turn wolves do charge flank, I win by 1, that's nothing to a lizard. Kennieth's target had fled and rallied, I went in again and knocked 'em for 6. Now the game is interesting.

I turn and position for a 5th turn charge. I have 4 knights and 4

knights and Kennieth to position to make sure I get decent charges off, all are from different directions. I then raise a unit and add to it for 14 Skellies as well (Note this was in hindsight the big mistake of the battle, if I had have healed Scars wounds instead of adding to the unit...raise good – add bad). This had Dave needing to make a decision on what way the frog would face next turn. Salamanders had joined the wolf/kroxi fight, but more wolves came in as well, and we took turns winning by 1. Dave spins the frog and temple guard to face... Kennieth & Scar! He charges front, 4 knights in rear, 4 in flank, and Skellies in same flank.

From this point, on the left the Salamanders die, the Kroxies live, the wolves stay above half. Worishq charges the skink shaman (I am on 1 wound!) but I win! (that's 2 opposing level 2 mages in the tourney!) but all the action is on the frog.

I win the combat every turn by heaps. But he causes fear so no auto break, and stubborn on 9 with 3 dice. However all the frogs spells are now useless at this point as well, and I only

raise on 1 dice to avoid miscasts. I kill 5 odd Temple Guard in my turn, Then only 3 in his. (WTF???) Rolling bad, and a temple guard wounds Scar – he dies! Kennieth fights well next turn and clears a few more Temple Gaurd, but the black knights still have butter fingers...Last turn of the game. 6 Temple Guard left. If I kill 'em all, Slann definitely breaks (Dave was attacking back knights, had taken 1 from each unit). However 2 knights from each unit could only attack the frog (champs included) but those 6 Attacks do 2 wounds! (That was easy! Why not against the Gaurd?) But I want the Temple Guard dead, and only kill 2, (the skellies air swing again). Down to Kennieth. If he kills 4, I win. Roll to hit – 3 hits. 3 dead, 1 temple guard left, Dave manages to keep around 1000 points on the table by the presence of just 1 Temple Guard model, as the single guard allows the Slann to stay stubborn. If I had have been intelligent enough to have healed Scar (who died after the charge) then I would have gotten that extra kill from his attacks, but alas, he has that 3rd Knight's standard, I am short of clearing shop, Dave wins by

338 points for 11-9. This was a very tense and challenging game that was tactically brilliant I feel with that last round big win lure making us play really well. (Dave equally had his Temple Guard swinging at my Vampire with no save) I found it incredibly frustrating however, especially when you win combats by so much!

And that 1 model making the frog stubborn... so close but so far! What a memorable game.

Well, I fell short. If I had have had that big win I would have made my top 10, but alas 14/80 odd players. Still not bad but a little disappointing as well, mainly cause I had set myself up to achieve higher. I had 8 great games of Warhammer without a single problem and they were all played extremely hard and competitively but fair and with a lot of laughs (and screeches on my part in the magic phases) as well.

And that 1 model making the frog stubborn... so close but so far! What a memorable game.

Well, I fell short. If I had have had that big win I would have made my top 10, but alas 14/80 odd players. Still not bad but a little disappointing as well, mainly cause I had set myself up to achieve higher. I had 8 great games of Warhammer without a single problem and they were all played extremely hard and competitively but fair and with a lot of laughs (and screeches on my part in the magic phases) as well.

And while I have lamented my horrible magic on several occasions, the fact is that without it I would have copped a pasting in most games I believe that extra phase did add another dimension to my movement based army, not to mention the magic defense it also provides.



Big congratulations to Andrew Bishop and the Dogs of War team for running such a massive event seamlessly and in great spirit. Anyone interested in a comp system that actually works? Agreement was even given by the team that the sports system probably didn't work as hoped as well, a big and brave admission by them – a step in the right direction. Anyone interested check out www.dogcon.org and another hearty congratulations to the winners!

Overall:

1st Keith Williamson (O&G)

2nd Reid Pittams (.....)

3rd Charles Black (Khorne Beasts)

Ugliest General: Charles Black

Best General: Mark Brown (Tzeenetch Daemons)

Best Sportsmanship: Sean Enright

Best Army: Phil Cottrell (Tomb Kings)

Players Choice: Phil Cottrell (Khemri)

Best Army Appearance: Cliff Watt (Nurgle Mortals)

See you all at the next DOGCON!

Ken Ferris

Thanks for a great tournament report Ken! – Ed



The 2004 Warhammer Masters

A New Warhammer Fantasy Tournament

By Andrew Galea

A Brief History

A few years ago I decided to put my mathematics degree to some good use and designed and built a Warhammer Tournament Ranking System. I devised a formula that awarded points to players as they competed in tournaments around Australia, with the size (# of participants) and length (in days) of the tournaments adding varying degrees of weighting.

It was moderately successful and gained some good support from the local Warhammer community but under scrutiny there were several inherent flaws in my system that became apparent. I become extremely busy at work during this period and my interest in the rankings system faded.

Luckily my work in this field had piqued the interest of several other gamers until in 2003 Geoff Teweirik emailed me to get my old formula and ideas from my original ranking system. Geoff and a few other gamers spent a lot of time designing their own system and I was lucky enough to be in the loop during these discussions and added my own thoughts where I could during the process.

The product of all of Geoff's hard work is now visible at http://users.tpg.com.au/gandnt/html/fantasy_rankings.html. The site has been operating for two full tournament seasons now (2003/2004) and has grown in popularity and stature during this time.

My long term goal when I first started the rankings system was to one day hold tournaments that were invitational based on the rankings database. It was a natural progression in my opinion. As much as we all play the game of Warhammer for fun, the fact that tournaments are so popular implies to me two things...

i) people like getting together with a group of like minded people to play their favourite game

ii) people are naturally competitive.

All sports and indeed many games (chess, Magic:The Gathering) and video games (Counterstrike) have both open tournaments and also tournaments that are available to players who have excelled in previous events. And I wanted Warhammer to have that same structure.

So once GT got his rankings system finely tuned and sorted out I once again toyed with the idea of running a tournament at the end of every calendar year that invited a certain number of top tournament players as determined through the rankings database.

Hence the **Warhammer Masters** was born!

The Concept

I wanted the tournament to be both fun and competitive and bring together some of the best performed tournament players from around Australia and New

Zealand to compete. So I decided to keep the numbers down and the length of the tournament down to provide those players with the best opportunity to attend. Therefore the field in 2004 will be limited to the top 10 players and run over 1 day in Sydney.

During the first week of November official invitations will be sent out to the top 10 players in the Overall category of the tournament rankings. Players who decline the invitation will have their invite passed down the rankings until 10 players accept. *(I will not go into the actual rankings system here...interested people can check out the web site at http://users.tpg.com.au/gandnt/html/fantasy_rankings.html or look at the article in IF #4).*

The accepting players will attend a 1 day tournament where they will play 4 games of Warhammer with an army of 2250 points. The tournament will include the 4 components of Battle Points, Composition, Sportmanship and Painting. Since all tournaments throughout the year included these components in varying degrees, it is only fair that the



Charles Black – The current number 1 ranked tournament player

Masters be run under the same environment.

The Details

Date: 28th November, 2004

Where: Sylvania Heights Community & Youth Club. Box Road, Sylvania Heights NSW

Format:

* Four (4) battles of 2250 pts each (2.5 hour limit per game).

* **Battle Points (60%)** – Each player can receive a maximum of 20 points in a battle. Their score out of 80 will be converted to a relative score out of 60.

* **Sportmanship (15%)** – After each game, all players will have to answer 5 simple questions regarding their opponent's sportmanship attributes during the game. At the end of the tournament each player will receive a score out of 20 which will then be converted to a relative score out of 15.

* **Composition (15%)** - All player's will be required to submit their list 7 days prior to the tournament date. The complete lists will be posted (anonymously) once all have been received and "locked in" by the tournament organiser. Each player (and the tournament organiser) will be required to look at the lists online and nominate their three (3) "hardest" AND three (3) "softest" lists out of the nine (9) (excluding their own) using whatever criteria they want. A player's composition score will be derived from the votes they receive in both the "hardest" and "softest" categories. Once the players have selected their armies the lists will be released to the general public for viewing prior to the event. *(Just to generate a bit of excitement! – Ed)*

* **Painting 10%** - There will be ten (10) simple points to judge the painting of each army (eg All models painted). The tournament organiser will work through each army in turn marking yes/no to each of the ten points. In addition to this score, each player (and the tournament organiser) will choose their three (3) best painted armies ranking them from one to three. A player's painting score will be derived from both the organiser marking and peer voting. Note: the painting votes will be the first thing done on the day before any battles have been fought.

The Results

Irresistible Force will be publishing a complete tournament report on the Masters with profiles of the 10 participants and their armies.

All participants will receive a certificate detailing their involvement in the tournament and their final placing. The winner will receive an embroidered polo shirt and their name will be engraved on a perpetual trophy.

I am thoroughly looking forward to the event and the feedback from the Warhammer community has been extremely positive thus far.

The invitations will be sent out after the results from the Axemaster event being held in Melbourne on the 6th/7th of November have been entered into the rankings database.

For more information and to keep track of the participants and their armies go to the following address: <http://www.irresistibleforce.net/warhammermasters.aspx>

Until Next Time...

Well, Issue #5 was certainly a long time coming. Thanks for the many people who both asked about and encouraged me to continue with the publishing of Irresistible Force. 2004 was a bit of a rough year for me in many respects but I am glad to be back and in a position to get number 5 out there! I have made a commitment to get Issue #6 out over the Christmas period following the running of my first tournament – The Warhammer Masters.

I have kept a fantastic article by Andrew Bishop detailing his and Lachlan McWhirter's trip to the USA for two huge tournaments up my sleeve. That will be in Issue #6 and I am also determined to do a full battle report. I am looking at pitting 4000 points of my Greenskin horde against my brother Jeff's High Elves.

BUT I really need more articles to come through to help fill the pages of Issue #6 so if you have anything interesting to write and/or a camera, get to it and send those articles in.

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

Until next time, take care and happy gaming!

Cheers,
Andrew Galea