

# IRRESISTIBLE *Force*

Issue 10—November 2006

Table Top War Gaming E-Zine



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<div data-bbox="240 1037 544 1133" data-label="Image"> </div> <p data-bbox="236 1149 560 1178">Issue 10 - November 2006</p> <p data-bbox="196 1211 600 1283"><b>Editor:</b> Andrew Galea <b>Contributors:</b> Andrew Galea, Trent Denison, Allan Carey</p> <p data-bbox="233 1305 563 1335"><b>IF Logo Artwork:</b> Darren Whittam</p> <p data-bbox="196 1357 600 1408"><b>Front Cover:</b> Orc Warboss on Wyvern by Allan Carey</p> <p data-bbox="196 1431 600 1460"><b>IF Online:</b> <a href="http://www.irresistibleforce.net">http://www.irresistibleforce.net</a></p> <p data-bbox="236 1482 560 1512">Email: <a href="mailto:editor@irresistibleforce.net">editor@irresistibleforce.net</a></p>	<p data-bbox="608 1025 1402 1261">With Christmas around the corner we see another tournament season draw to a close in a year when a new edition of the Warhammer rules has been released. To be honest there have been mixed reviews of the new edition from the Warhammer fraternity with some justification I feel. Whilst some very good and sensible changes have made it in, there are also areas where the rules either remain ambiguous and/or not enough was done but in all I think the edition was a welcome one.</p> <p data-bbox="608 1301 1402 1536">The next round of army books has also begun with the Orcs &amp; Goblins getting a revamp a month or so ago. I have done some pretty extensive testing of the new list and you can the results of my findings in an article within the pages of this issue. Next year promises to be huge with a lot of highly anticipated books coming out, not least of which the High and Dark Elves with rumours circulating they are to come out together amidst a campaign backdrop. That sounds interesting.</p>
<div data-bbox="225 1597 568 2040" data-label="Image"> </div>	<p data-bbox="608 1574 1402 1787">The Irresistible Force team will not be resting on its laurels in 2007 with big plans for Fortunes of War mark II. After the enormous success of the tournament this year we will be looking to further enhance the grand campaign aspect of the event for everyone in 2007. Also the Masters road train will travel down to Melbourne in December next year but I am getting ahead of myself so lets enjoy Brisbane in a week's time first!</p> <p data-bbox="608 1821 1402 1910">Finally I will be announcing new rules for qualification into the Masters of 2007 in the next issue of Irresistible Force, and it promises to be huge!</p> <p data-bbox="608 1944 983 1973">Take care and Happy Gaming,</p> <p data-bbox="608 2007 879 2036">Andrew Galea - Editor</p>

# www.irresistibleforce.net

The Irresistible Force web site has certainly gone from strength to strength in the last few months with an enormous amount of traffic being generated thanks to some great news article submissions by the gaming community as well as the impending 2006 Warhammer Fantasy Masters.

Most recent additions to the site have been an RSS Feed for the news section which lets people get notified of posted articles through their favourite RSS program as well as an entirely new section called "Articles" which is where various gaming articles will be posted in between editions of this fine e-zine. I have been busy posting my trials and tribulations using the new 7th edition Orcs & Goblins and there

The screenshot shows the homepage of www.irresistibleforce.net. At the top is the site's logo and a navigation menu. Below the menu is a 'Register Today!' section with a list of benefits. The main content area is titled 'Latest News' and contains several article teasers with titles, dates, and read counts. On the right side, there is an 'Announcements' section with a list of names and a 'Tournament Calendar' section with a 'View Full Calendar' link.

We are always looking at improving both the web site and e-zine and we have some very exciting things in the pipeline for the site.

Player profiles of all Masters players will be available on the site (past and present). This will grow over the years to be a catalogue of the tournament's best players with full records and armies types.

We are also looking at making the qualification path to the Masters more transparent with all tournaments nominated at the start of the year including available rankings points for attending and performing at each event.

With over 500 registered users from all over the globe we plan to continue to release Irresistible Force issues and compliment the content in the e-zine with news items and articles on the site, so stay tuned to Irresistible Force!

**Tournament Calendar**

View Week Today  
View Date: 8/3/2006 Go

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

Sunday, October 01, 2006  
12:00 AM  
(UTC +10:00) Canberra, Melbourne, Sydney, Vladivostok

View Full Calendar

10/28/2006 8:00 AM - 10/29/2006 6:00 PM  
 ORK-toberfest 2006  
 Where : Hendra Secondary College, Widdop Street, Clayfield, BRISBANE  
 Date : 28th & 29th October 2006  
 Type : Warhammer 40K, Warhammer Fantasy, Lord of the Rings  
 Game Type : Scenarios  
 Points : Varies. See  
[www.ork-toberfest.org.au](http://www.ork-toberfest.org.au) for more info.  
 Price : \$25 (\$35 for late registration)

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

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

is a lot of useful information for you budding green skin generals out there who want to save yourself the heartache of finding out how crap they are all on your own!

On a serious note over the next few months I will be posting my musings on my next army projects, the aforementioned Greenskins and the Beasts of Chaos. The Beastmen are an army I have not played with for some time but I think under 7th edition they will work very well and I might just employ a few Ogre mercenaries to complete my devious plans. So stay tuned.

Irresistible Force presents

# THE 2006 MASTERS



December 2nd/3rd - Brisbane, Australia.  
There can be only one...

# 2006 Masters

By Andrew Galea



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

The 2006 Irresistible Force Masters is upon us and what an event it promises to be. The concept enters its third year and once again the very best Warhammer generals from Australia and New Zealand are gathering under the one roof to fight it out for the title of Warhammer Master.

This year for the first time the Masters has been expanded to 2 full days and also increased to 16 players. In keeping with its traditions of innovation and pushing the boundaries of tournament play we see the introduction of the first “Sealed” component in a Warhammer tournament anywhere in the world. The Sealed event is where each player is randomly assigned an army to use from one of the other players in the event for the first 3 rounds. This concept has been devised to test the adaptability and flexibility of each general and to make them play under tournament conditions outside of their comfort zone.

On the second day each player will play 3 full games using their own army as they forge towards the glory and pinnacle of Warhammer Fantasy tournament play - “The Master”.

Another first this year is the event being held in Brisbane, Queensland. The first two years of the Masters were held in the traditional Warhammer stronghold of

Sydney but with more players travelling interstate each year to compete we thought it only fair that the tournament be rotated amongst the Eastern States.

This year we have 8 out of the top 10 ranked players accepting their invitations which is fantastic support for the concept. The break down of the 16 players geographically is NSW (8), VIC (3), QLD (3), ACT (1) and New Zealand (1).

The 2006 Masters honour roll.

#### Top 10 Ranked Players

(Players who have declined invitations have been omitted)

**Bruce Tobin (ACT)** - Rank 1 / 2006 MOAB winner  
**Lachlan MacWhirter (NSW)** - Rank 2 / 2006 Orktoberfest Winner  
**Gavin Clarke (QLD)** - Rank 3  
**Jeff Traish (NSW)** - Rank 4  
**Adam Wonderley (NSW)** - Rank 5  
**Phil Cottrell (VIC)** - Rank 6 / 2006 DogCon winner  
**Brad Peel (NSW)** - Rank 7  
**Jeff Galea (NSW)** - Rank 10

#### Automatic Invitation Winners

**Nathan Goodchild (QLD)** - Rank 25 / 2006 "The GT" winner  
**Reid Pittams (NZ)** - Rank 38 / 2006 NZ GT winner

#### Final three spots won by next 3 highest ranked players (Players who have declined invitations have been omitted)

**Andrew Bishop (VIC)** - Rank 11  
**Marc Hurwitz (NSW)** - Rank 13

#### Players who gained an invite via passed down invitation

**Dom Holloway (VIC)** - Rank 14  
**Trent Denison (QLD)** - Rank 16  
**Marcelo Rouco (NSW)** - Rank 19  
**Andrew Galea (NSW)** - Rank 20



<b>Name:</b>	<b>Bruce “Book End” Tobin</b>
<b>2006 Ranking:</b>	1st (Seeded 1 for 2006 Masters)
<b>Age:</b>	Unknown
<b>State:</b>	ACT
<b>Masters Army:</b>	Bretonnians

Bruce is a veteran of the Warhammer tournament scene and has forged a reputation for smart and canny general ship over the years. In recent times Bruce has performed consistently well at the big tournaments like MOAB and CanCon with both his Bretonnian and Empire armies. Consistent improvement in painting, composition and sports has complimented his battle point scores which had been his traditional strong area.

The “Book End” had a fantastic year in 2006 topping the rankings and making his very first Masters tournament where he is one of the favourites. He has stuck with the tried and true Bretonnians for the event and with a well balanced and beautifully painted army he is a force to be reckoned with. Bruce’s experience will also stand him in good stead for the sealed event where he should be able to adapt to whatever army he is given and put in a good performance.

Many people have tipped Bruce to be a great chance of winning the Masters at his first attempt. If he manages to get a good battle score in the first day look out for him coming home with a wet sail on day 2 as his all conquering Bretonnians crush all before him.



<b>Name:</b>	<b>Lachlan “The Assassin” Macwhirter</b>
<b>2006 Ranking:</b>	2nd (Seeded 2 for 2006 Masters)
<b>Age:</b>	28
<b>State:</b>	NSW
<b>Masters Army:</b>	Empire
<b>Favourite Army:</b>	No favourite, enjoying using different armies
<b>Favourite Unit:</b>	Tomb Scorpions
<b>First Army:</b>	Empire (4th Edition)
<b>2006 Tournaments:</b>	DogCon, Leviathon, Fortunes of War, ConVic, Sydney GT, Melbourne GT, Orktoberfest

**Most Liked 7th Edition Rule Change:** The new flee/pursuit rules. No ambiguity.

**Warhammer Club:** The Dogs of War

Lachlan has been a mainstay in the tournament scene for a number of years and is arguably the best general in Australia, and has been for some time. Always a serious threat in any tournament he enters he was a standout winner at last year’s Masters. Lachlan made a name for himself around year 2000 with a stunning run of GT wins and has maintained consistently high performances since then.

The rest of the Master’s field breathed a collective sigh of relief when they realised that “The Assassin” was not fielding his dreaded Tomb Kings army after he swept all before him at Orktoberfest last month. His Empire army is very strong and will prove a handful under his astute play. The favourite to win the Masters again this year and become the first player to claim the title twice. The question is that who is going to stop him? Some feel he has taken a gamble fielding the Empire over his Tomb Kings but if anyone is good enough to win with different armies it is Lachlan. He will be very strong day 1 in the sealed event for sure.



<b>Name:</b>	<b>Gavin "Cannons" Clarke</b>
<b>2006 Ranking:</b>	3rd (Seeded 3 for 2006 Masters)
<b>Age:</b>	38
<b>State:</b>	QUEENSLANDER!!!
<b>Masters Army:</b>	Vampire Counts (Blood Dragons)
<b>Favourite Army:</b>	Chaos & Ogre Kingdoms
<b>Favourite Unit:</b>	Gnoblar
<b>Most Liked 7th Edition Rule Change:</b>	No lapping, makes Spawn and Gorgers gold!

**Favourite Tournament:** The Masters!!!

Gavin has been the #1 player in Queensland for the last 2 years and has steadily improved over that time to be a serious force in any Warhammer tournament. Without a doubt he had his best year in 2006 and is looking to improve on his 4th placing in last year's Masters. A perennial traveller there is rarely a tournament held on the east coast of Australia without "Cannons" attending which is one of the main reasons for his steady rise to prominence.

It will be interesting to see how he fares at the Masters with such a strong field but there will never be a better platform for him to cement himself amongst the games upper echelon. Another of Gavin's strengths are the variety of armies that he fields at various tournaments, something that will hold him in good stead for the "Sealed" portion of the event. He has chosen to field a hard Vampire Counts army, similar to the one that gained him 2nd place at Orktoberfest this year. Has the form on the board and will definitely be in the counting for a place in the tournament.



<b>Name:</b>	<b>Jeff "The Mauler" Traish</b>
<b>2006 Ranking:</b>	4th (Seeded 4 for 2006 Masters)
<b>Age:</b>	48
<b>State:</b>	NSW
<b>Masters Army:</b>	Ogre Kingdoms
<b>Favourite Army:</b>	Ogre Kingdoms
<b>Favourite Unit:</b>	Maneaters

1st Emperors Legion, 2nd Sydney GT, 2nd MOAB, 2nd BIV

**Most Liked 7th Edition Rule Change:** Relaxing of character targeting restrictions outside of units.

**Favourite Tournament:** DogCon

**Warhammer Club:** Greyhawks

Jeff is a true tournament heavy weight. Went through a number of years where he was largely considered the best player on the scene with a string of impressive results and victories. A player that rarely makes mistakes and is a keen student of the game Jeff will be looking to make a good impression at this year's Masters after missing the first due to personal reasons and finishing a disappointing 7th last year.

"The Mauler" has sacrificed pure results by continually fielding the army he loves most, Ogre Kingdoms. Never one to shirk a challenge he has analysed and dissected the list to hopefully unearth a Masters winning force. Something that will be all the more sweeter if he can do it with the "Big Guys".



<b>Name:</b>	<b>Adam "Iceman" Wonderley</b>
<b>2006 Ranking:</b>	5th (Seeded 5 for 2006 Masters)
<b>Age:</b>	Unknown
<b>State:</b>	NSW
<b>Masters Army:</b>	Wood Elves

Adam hails from Dubbo in central New South Wales and makes the trek to Sydney for the big events each year along with a group of Dubbo gamers. The "Dubbo boys" have forged a solid reputation over the years of being great gamers and great guys. They are welcome addition to any tournament field and are always good value. "Iceman" is the standout general from the pack and had a bumper year in 2006.

Adam is one of the tournament scene's "nice guys" and will be placing his faith in his trusty Wood Elves to do the deed for him at the Masters in his first ever appearance. It must be said that his Wood Elves list is one of the tamest out there and credit to him for taking a list that he is both comfortable with and enjoys playing. Is really a wild card at this year's event and it will be interesting to see whether he can live up to his 5th seed billing.



<b>Name:</b>	<b>Phil "Mumbles" Cottrell</b>
<b>2006 Ranking:</b>	6th (Seeded 6 for 2006 Masters)
<b>Age:</b>	26 at nightclubs, 36 at home
<b>State:</b>	VIC
<b>Masters Army:</b>	Wood Elves
<b>Favourite Army:</b>	Dwarves ... They're tough, they drink and they like to blow stuff up!!! What's not to like?

**Favourite Unit:** Can't split em, Plaguebearers. Harder to move, than a stain on a politician's suit ... OR good ol' Giant. 9 games out of ten he won't do a thing, but that 1 game where he grabs the tooled Dwarf Lord off his shield and pops him in his jocks never to be seen again is golden, and assures his place for the next nine games ;)



**Most Liked 7th Edition Rule Change:** MAGIC MISCAST TABLE. Hate the magic phase, love the idea of mages blowing themselves up ... enough said !!

**Warhammer Club:** Vagabonds

Phil represents the strong Warhammer community of Melbourne and has been one of the top generals for a number of years. Quietly spoken, Phil is often synonymous with amazingly painted and modelled armies but "Mumbles" backs this up with shrewd tactics and an uncanny ability to perform well at big tournaments. 1st place at DogCon this year was his crowning achievement as he enters the Masters for the first time in 2006 and he is going to look forward to ruffling a few of the feathers of his more fancied rivals.

Once again Phil will be fielding his Wood Elves as he did at DogCon but this time he left one of the Treeman at home! A very strong list containing a Treeman Ancient is what awaits the foes of "Mumbles", it remains to be seen whether the ancient will get killed and also whether Phil can take the Masters Crown to Victoria for the first time.



	<b>Name:</b>	<b>Brad "5th Wiggle" Peel</b>
	<b>2006 Ranking:</b>	7th (Seeded 7 for 2006 Masters)
	<b>Age:</b>	27
	<b>State:</b>	Queenslander (may occasionally reside in NSW). <i>He lives here - Ed.</i>
	<b>Masters Army:</b>	Beastmen (Undivided)
	<b>Favourite Army:</b>	Dwarves ... They're tough, they drink and they like to blow stuff up!!! What's not to like?
<b>Favourite Unit:</b>	Swing low, sweet chariot coming forth to carry me home.	
<b>Most Liked 7th Edition Rule Change:</b>	The fleeing rules. Has added three years to my life and cut back my in game condescension which should help the sports mark.	
<b>Warhammer Club:</b>	Chatswood Crusaders	
<p>Brad was "the next big thing" to come out of Queensland around 5 years ago but did not make a break through tournament win until this year where he embarked on a golden run with his new Wood Elf list. Up until that point he had consistently placed well in many tournaments but just could not break the duck and get a 1st place.</p> <p>A keen mind and a sharp wit make him a tough customer to battle against but he is a popular general amongst his peers and is looking to improve on his poor showing at the Masters last year. The introduction of 7th edition and the reduction in effectiveness of the skirmishing style Wood Elf army resulted in the 5th Wiggle selling his highly successful tree huggers as he commissioned the Battle Ink studio to paint up a brand new Beastmen army. Work commitments and a busy TV schedule with the Wiggles has meant Brad has had very little practice over the last few months so is definitely going to be up against it at the Masters.</p>		
	<b>Name:</b>	<b>Jeff "4th Edition Goblin" Galea</b>
	<b>2006 Ranking:</b>	10th (Seeded 8 for 2006 Masters)
	<b>Age:</b>	39
	<b>State:</b>	NSW
	<b>Masters Army:</b>	High Elves
	<b>Favourite Army:</b>	High Elves
<b>Favourite Unit:</b>	Dragon Princes (fluff wise)	
<b>Most Liked 7th Edition Rule Change:</b>	Maximising models on the charge.	
<b>Warhammer Club:</b>	Greyhawk	
<p>Jeff Galea is the undisputed High Elf king of the Australian Warhammer community. The ability to field seemingly innocuous High Elf armies and consistently prove the doubters wrong has become synonymous with the man known as the "4th Edition Goblin". 2006 saw Jeff get a couple of good results but by his lofty standards it was a little disappointing compared to the last few years. Still he is a definite threat to take out his first Masters title after finishing an impressive 3rd last year.</p> <p>Should also be in good shape for the "Sealed" tournament because if you can win with middle of the road High Elf armies you can win with anything right? Jeff is a fierce competitor and has forged solid rivalries with good mates Lachlan Macwhirter and Jeff Traish, however they both seem to have the wood on him lately. Perhaps he can turn it around at the Masters.</p>		



<b>Name:</b>	<b>Nathan "Terminator" Goodchild</b>
<b>2006 Ranking:</b>	25th (Seeded 9 for 2006 Masters)
<b>Age:</b>	21
<b>State:</b>	QLD
<b>Masters Army:</b>	Beastmen (Khorne)
<b>Favourite Army:</b>	Chaos

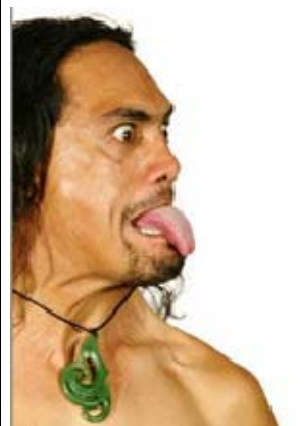
**Favourite Unit:** Minotaurs

**Most Liked 7th Edition Rule Change:** Fast Cavalry

**Warhammer Club:** Greyhawk

Nathan got a breakthrough win this year the "The GT" in Brisbane securing his inaugural Masters birth. The Terminator has a reputation for fielding "hard" lists in the past but in recent times he has toned down the lists and obtained better results. In a surprise move Nathan decided to ditch his Wood Elves that served him so well at Orktoberfest and is fielding the Evan Ferris owned Doombull lead Khorne Beastmen army.

It is a gamble for the youngster to take an army to the Masters he has never played with before but he is quietly confident that with a few good results on the first day he can then be in a position to threaten with the very powerful minotaur list. It is his first year at the Masters and he will be much better for the experience should things not go to plan. Not considered to be a serious threat to the title but Nathan has the experience and guile to trouble his opponents as proven with his breakthrough win against Jeff Traish at Orktoberfest this year. The first time a Queenslander had beaten Traishy at a tournament, ever.



<b>Name:</b>	<b>Reid "Kiwi" Pittams</b>
<b>2006 Ranking:</b>	38th (Seeded 10 for 2006 Masters)
<b>Age:</b>	Unknown
<b>State:</b>	New Zealand
<b>Masters Army:</b>	Vampire Counts (Sylvanians)

Reid has been the #1 player in New Zealand for the past few years. With the lack of big tournaments being run in the land of the long white cloud Reid has had to rely on winning an auto entry from the New Zealand GT to gain his invite to 2005 and again in 2006. He has also backed up with good performances at DogCon for the last 2 years.

A player very popular amongst his peers (as are all of the New Zealand players) Reid adds a most welcome international flavour to the Masters. He had a great Masters tournament last year finishing 5th overall with his Skaven, and only coming unstuck against eventual winner Lachlan Macwhirter in the 3rd game which derailed his podium aspirations. He is fielding a strong Sylvanian list this year and is a definite dark horse to take out the title.

"Kiwi" could very well be the first New Zealand player to win the Masters and certainly has the big battle experience to do so should he be thereabouts on day 2. Remains to be seen whether he can notch a win against a "big name" player though, which will be required if 1st place is to be achieved.



<b>Name:</b>	<b>Andrew “Man Mountain” Bishop</b>
<b>2006 Ranking:</b>	11th (Seeded 11 for 2006 Masters)
<b>Age:</b>	35
<b>State:</b>	VIC
<b>Masters Army:</b>	Daemonic Legion (Nurgle)
<b>Favourite Army:</b>	Nurgle Daemons

<b>Favourite Unit:</b>	The humble Nurgling
<b>Most Liked 7th Edition Rule Change:</b>	Rationalising all panic distances to 6 inches.
<b>Warhammer Club:</b>	Dogs of War, Vagabonds, Western Suburbs Wargamer’s Assoc.

The man they call “Bish” has been around the Warhammer scene for a long time. A quietly spoken giant of a man, Bish is a keen modeller and gamer all rolled into one. He has modelled and painted some of the best Warhammer armies and scratch builds a lot of his troops including his famous Great Unclean One featured on the cover of the first issue of Irresistible Force.

Bish was a competitor in the inaugural Masters, missed out last year but makes a welcome return to the event for 2006. He plays Confrontation more than Warhammer these days but is still a force to be reckoned with fielding his Nurgle Daemonic Legion. The “Man Mountain” is the 2nd highest ranked player from Victoria and is sure to press for a top 3 finish when push comes to shove. His lack of battle practice could be his undoing in the end.



<b>Name:</b>	<b>Marc “Joberg Express” Hurwitz</b>
<b>2006 Ranking:</b>	13th (Seeded 12 for 2006 Masters)
<b>Age:</b>	25
<b>State:</b>	NSW
<b>Masters Army:</b>	Wood Elves
<b>Favourite Army:</b>	Wood Elves

<b>Favourite Unit:</b>	Wardancers
<b>Most Liked 7th Edition Rule Change:</b>	Targeting characters outside of units
<b>Warhammer Club:</b>	Chatswood Crusaders

Marc is relatively new to the Warhammer tournament scene but has certainly made an impact. He manages to compliment his Warhammer general skills with an incredible ability to talk about himself in glowing terms. The “Joberg Express” was determined to make the Masters this year and put in credible performances in a number of tournaments without winning an event, though consistency was the key.

A likeable fellow who hails from South Africa and will certainly add to the international flavour of the event. Marc is renowned for his ability to move his trusty Wood Elves around with considerable skill and there is some quiet money around for him to grab a podium. No need to look up the results if he does get a podium because you will certainly hear about it! The “Joberg Express” is definitely one to watch.



<b>Name:</b>	<b>Dom "Hitman" Holloway</b>
<b>2006 Ranking:</b>	14th (Seeded 13 for 2006 Masters)
<b>Age:</b>	33
<b>State:</b>	VIC
<b>Masters Army:</b>	Dwarves
<b>Favourite Army:</b>	Dwarves

<b>Favourite Unit:</b>	Chaos Giant
<b>Most Liked 7th Edition Rule Change:</b>	Only +1 strength for great weapons on horseback.
<b>Warhammer Club:</b>	Vagabonds

Dom is a stalwart of the Warhammer scene getting into the game way back in 2nd edition. Another of the game's quiet achievers his real life demeanour reflects that of his favourite army, the Dwarfs. He might not say a lot, but when he speaks he means what he says and his words are those of wisdom.

The "Hitman" is the first player to field the mighty Dwarves in the Masters and a welcome sight they are. Everyone's second favourite army and perennial underdogs the Dwarves will have their work cut out for them against their more fancied rivals. However Dom has put together a handy little list and with the Anvil things can certainly swing to the Dwarves favour at crucial times. It will be very interesting to see how the "Stunties" handle themselves when things heat up. There is also the added bonus of forcing his opponents to use the Dwarves on day 1. No one doubts the difficulty to defeat a good Dwarf general, but the question is whether Dom can win enough games to make a podium using the little guys.



<b>Name:</b>	<b>Trent "What am I doing here?" Denison</b>
<b>2006 Ranking:</b>	16th (Seeded 14 for 2006 Masters)
<b>Age:</b>	22
<b>State:</b>	QLD
<b>Masters Army:</b>	Chaos Mortals (Undivided)

Trent Denison has been blowing his own trumpet for what seems like an eternity but in 2006 he finally delivered and after winning Leviathon in Sydney this year he managed to cruise home to an inaugural Master's berth. Most pundits believe he has not got a chance but he is definitely the people's choice winning a poll taken on WargamerAU as to who will take out the Masters.

With a reputation for suffering from stage fright against big named opponents Trent will share his time between thinking about Warhammer strategies and talking to Lachlan Macwhirter as much as possible. If Lachlan is not available to talk to then Trent will concentrate on talking about him to whoever wants to listen.

Trent's Chaos army has taken a battering in the composition scoring which will mean he has a mountain to climb to get on the podium but if there is one thing this man is not lacking in it is self confidence. A part time womaniser and full time joker Trent "What am I doing here?" Denison may just surprise 1 or 2 people come crunch time. Then again, he may not. A great guy and co-organiser of the Masters for the last 2 years, Trent is stoked to be a competitor in 2006.

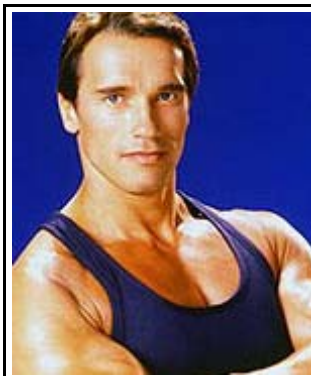


<b>Name:</b>	<b>Marcelo "The Surgeon" Rouco</b>
<b>2006 Ranking:</b>	19th (Seeded 15 for 2006 Masters)
<b>Age:</b>	37
<b>State:</b>	NSW
<b>Masters Army:</b>	Bretonnians
<b>Favourite Army:</b>	Bretonnians

<b>Favourite Unit:</b>	Grail Knights
<b>Most Liked 7th Edition Rule Change:</b>	Allow characters mounted on flying steeds (such as Pegasus) that are the same as units (Pegasus knights) to join them.
<b>Warhammer Club:</b>	Greyhawk

Marcelo is a Bretonnian through and through. He has over 4000 points of them and before he found out he was attending the Masters he had never played with another army before in a battle...yes never. Marcelo was most excited when an invitation passed down to him after thinking he had missed his chance for 2006. A very astute general and possessing a good understanding of the rules combines into a formidable opponent for any other general in the Masters field.

The main hurdle for "The Surgeon" is whether he can adapt in the sealed portion of the tournament when he is forced to use other armies. One feels that he might just have too much to do on the second day using his beloved Bretonnians unless he can get some much needed points on day 1. If after the first day Marcelo is anywhere near the front of the pack many generals will be looking over their shoulders at the thunderous charge of Marcelo and his Bretonnians.



<b>Name:</b>	<b>Andrew "Guns" Galea</b>
<b>2006 Ranking:</b>	20th (Seeded 16 for 2006 Masters)
<b>Age:</b>	35
<b>State:</b>	NSW
<b>Masters Army:</b>	Dark Elves
<b>Favourite Army:</b>	Orcs & Goblins

<b>Favourite Unit:</b>	Orc Boar Boyz
<b>Most Liked 7th Edition Rule Change:</b>	Maximising models on the charge.
<b>Warhammer Club:</b>	Greyhawk

Andrew was given a very late call up with the withdrawal of tournament favourite Charles Black. After a solid year where he finished 3rd at Emperor's Legion and 3rd at Orkotberfest Andrew will be out to upset a few of his more fancied opponents through the weekend. Came 7th in his first appearance at the Masters in 2004 and wielding his all conquering Dark Elves he may still be the surprise packet of the tournament. The other advantage he has is the difficulty his peers may have using his Dark Elf army on day 1.

Younger brother of Jeff, "Guns" will be keen to at least finish higher in the standings than his sibling. The fact they are fielding Dark Elves and High Elves will add a little more spice to any clash they may have. One thing is for certain...he will look good.

# Orcs & Goblins - 7th Ed

By Andrew Galea

*I have been playing Orcs & Goblins solidly since 5th edition so I was very much looking forward to the release of the 7th edition version of my favourite army - The Greenskins. This article tracks my early tinkering with the list and my thoughts on the various units and options.*

I am the proud owner of 5 fully painted Warhammer Fantasy armies, but without a doubt my pride and joy is the 6000 odd points of Orcs & Goblins that I have.

Over the years I have collected many of the older models in both the savage and standard boyz range, in fact around 90% of the army is made up of metal figures! So you could imagine my joy when I heard that the new 7th Edition army book was due to hit the shelves in October this year. I have enjoyed some good success with the greenskins at tournaments over the years but had played Ogre Kingdoms and Dark Elves for the entire 2006 tournament season. I was looking forward to hitting the new year with a freshly painted and designed Orcs & Goblins army.

This article describes the trials and tribulations of my first 5 or 6 games with the list and my thought processes for each army that I field. The thing about Orcs & Goblins is that there are so many troop types and characters to choose from

that it takes a long time try things out and come up with the best combination that works for you.

I have a vast array of Savage Orc models so I thought for my first game I would put together a Savage Orc force just for fun. Frenzied armies are always difficult to use as any half decent opponent can lead you on a merry chase and bait your units to charge themselves into vulnerable positions. Also with the new flee/pursuit rules in 7th edition frenzy has become even more of a liability.

When designing this list I wanted to have an absolute rock hard unit in the centre of my line, so basically regardless of what my opponent did to this unit (in terms of leading it around) it would be strong enough to withstand any counter punch the enemy wanted to throw at me.

It was during this thought process that I came across a cunning plan that would also make baiting the unit a risky propo-



sition for my opponent. Normally when baiting a frenzied unit the counter punching unit sits behind the fleeing enemy a fair distance to ensure they are out of your charge range but within their own. My idea was to make the charge range of my unit so big that I could theoretically reach the counter punching unit once the baiting unit fled. Sounds like something Ken Ferris would come up with I know, but it is not as complicated or unlikely as it sounds. 😊

First of all my unit was going to be a Savage Orc Boar Boyz unit upgraded to Big 'Uns with the Warbanner. I made the unit 8 strong as I intended to add my Warboss and Battle Standard Bearer to the same unit. With both characters in the unit I was looking at a +4 static combat resolution and a whole lot of hurt if I got the charge off. They would also be able to hold their own from a frontal charge! The final piece to my devious plan was to equip the Battle Standard with the Banner of the Last WAAAGH!. This would give me a d6 inch bonus to a charge once in the game. The plan was to activate the banner and the new Orc & Goblin WAAAGH! rule if I found that

the unit was being baited. Combining these two elements would mean I had a 2d6 inch bonus move to my already impressive 14 inch charge...that is a potential 26 inch charge from a unit that could dish out an enormous amount of damage if it hit anything!

This was undoubtedly my hammer unit so I filled the rest of the force with some savage boyz on foot, a level 1 Shaman scroll caddy, Spider Riders, River Trolls and several war machines. So how did it perform? I am happy to report really well. The "trick" with the general's boar unit came off twice with spectacular results in my second game in particular. The army was solid and asked a lot of questions of my opponent however frenzy was still something I was not comfortable with. There were just so many tactical options removed when you are unable to flee etc. However it was a good solid start for the new army book and left me optimistic with my next few iterations. You can see full transcripts of my first two battles on the Irresistible Force web site. The links for the reports are listed at the footer of the following page.



With two games under my belt using the savage boyz I decided to give them a rest and roll out a more traditional list and I also thought it was time to give the Orc Great Shaman a go! In 6th edition I normally fielded two types of generals. A Warboss on a Wyvern or a Great Shaman on foot. They were the best two options in my opinion and both were very good leaders for any Greenskin horde. Well magic has certainly taken a beating in 7th edition. The Orc miscast table is still very nasty as it was in 6th but the real difference was the lack of Arcane items to compliment the Great Shaman. Gone was Buzzgob's Gnobly Staff, and gone was the Double Doin' Doodahs and they were replaced with...well...nothing.

Unperturbed by this change in fortunes I had to at least give the magic strong list a go to see how it would fair. So Morgash Mindbender was revived and commissioned to lead the assault. Now when I say there is really not much in the Arcane item list in the Orc book, I mean there is not much! I ended up thinking that the best way to avoid miscasts is to throw as few dice as possible for each spell casting attempt and the best way to do that is to have +1 to my casting rolls...so the Staff of Baduum was the first item I chose for Morgash. I then mounted him on a boar and gave him Warboss 'Ums 'At for a 5+ ward save.

I also enlisted Kolgron the Old, a level 2 Shaman who had served admirably in the wars of 2005, and he was equipped with 2 dispel scrolls. The other two character slots were taken by a Battle Standard bearer and Turosh himself

## List 1: ORCS & GOBLINS—2250 pts CHARACTERS

### Turosh Mak

Savage Orc Warboss  
*Ironback Boar, Martog's Best Basha, Effigy of Mork, Enchanted Shield*

### Klegane Thunderhoof

Savage Orc Big Boss  
*Boar, Light Armour, Spiteful Shield, Ulag's Akrit Axe*

### Krag Ironhelm

Savage Orc Big Boss  
*Boar, Light Armour, BSB, Magical Gork's Waaaugh! Banner*

### Itchy Nads

Level 1 Shaman  
*2 x Dispel Scrolls*

## CORE

### Savage Orc Boyz (15)

*Full Command, Choppas, Shields*

### Savage Orc Boyz (15)

*Full Command, Choppas, Shields*

### Savage Orc Boyz Big 'Uns (20)

*Mork's Spirit Totem*

### Goblins (28)

*Muso*

### Spider Riders (7)

*Muso*

### Spider Riders (7)

*Muso*

## SPECIAL

### Savage Orc Boar Boyz Big 'Uns (8)

*Spears, Shields, Full Command, Warbanner*

### Rock Lobber

*Bully*

### Rock Lobber

*Bully*

### Goblin Chariot

*Modelled with 2 spiders pulling it*

## RARE

### River Trolls (2)

Note: At this stage I did not realise that Savage Orc Big 'Uns on foot were not able to take a magical banner so my army list was in fact illegal.



Game 1 - High Elves Battle Report

<http://dnn.irresistibleforce.net/Articles/tabid/67/mid/413/newsid413/38/Default.aspx>

Game 2 - Beastmen Battle Report

<http://dnn.irresistibleforce.net/Articles/tabid/67/mid/413/newsid413/40/Default.aspx>



mounted on his trusty boar. The rest of the force was much the same although I replaced each Savage Orc unit with a normal Orc unit. The Trolls were also removed (stupidity on leadership 8 is not fun!) which freed up some points for a doom diver.

I had a few games with this new list and I have to say that I am continually getting disillusioned with magic in 7th edition. Sure the spells lists (for Orcs & Goblins at least) are still fairly strong however there are several rules changes that have made the fielding of Shamans more precarious. The new target restrictions (or lack of) mean that you are forced to place your Shamans in units. This means they are susceptible to animosity effectively taking them out at least 1 turn each battle. Secondly when part of the units they are invariably going to get into combat, which is also not a good place for them to be, and normally that will mean there are a few spells that they are unable to cast. Finally the miscast table is still very nasty and with no Arcane items to alleviate the chance of miscast you are on your own with that one.

I just have not been able to justify a Shaman over a standard Big Boss at this stage, most certainly not a Great Shaman as the extra negative of a lost point in leadership is another thing that is difficult to overcome.

I have my original Great Shaman list displayed on page 18, however I also spent some time tweaking the other units in the army to try to come up with something and each time failed to get any good results.

I came to the conclusion that a magic strong Greenskin army is not really a viable tournament list option at this point in time. I could be wrong but only time will tell.

It was around this time that I took a step back, opened the Orcs & Goblins army book and had another read. It is very easy to get lost in yourself when you are designing lists and having multiple practice games with a new army book. It often pays dividends to just step back and assess what is working well, what is not working so well and what you are trying



Game 3 - High Elves Battle Report

<http://dnn.irresistibleforce.net/Articles/tabid/67/mid/413/newsid413/44/Default.aspx>

to achieve through your battles. It was during this period of reflection that a few things sprung to mind and that really helped shape the next force I put together.

Here is a list of things that were working well:

- Orc Infantry
- Big Bosses
- Orc Boar Chariots
- Goblin Artillery

The big units of common boyz were just brilliant. For 6 points (with shields) they are arguably the best point for point infantry unit in the game. If I was able to add a Big Boss in there with them they were downright nasty. I had to get more of them in my lists. Orc Chariots are as solid as ever and the Goblin Artillery was causing my opponents a lot of headaches, and without any magic to speak of, my shooting phase was to be more important than ever.

Here is a list of things that was not working so well:

- Shaman magic
- Animosity
- Goblin Infantry
- Spider Riders

The bottom line was that magic was not working for me. The shamans were more fragile with my inability to protect them without placing them in units and not being able to alleviate the miscast pain was also hindering their effectiveness.

Animosity was simply driving me crazy. Now I know that animosity has been around for Greenskin armies since day 1 however in 6th edition there were many ways to stop it occurring. Strategic placement of a Black Orc unit or character; a 10 point magical banner to ignore the first

## List 2: ORCS & GOBLINS—2250 pts CHARACTERS

### Morgash Mindbender

Orc Great Shaman  
*Level 4, Boar, Staff of Baduum, Warboss Umm's 'At*

### Kaz Bonegrinder

Orc Big Boss  
*L. Armour, BSB, Martog's Best Basher, Amulet of Protectyness*

### Kolgron the Old

Orc Shaman  
*Level 2, Dispel Scroll*

### Turosh Mak

Orc Big Boss  
*Boar, L. Armour, Ulag's Akrit Axe, Enchanted Shield, The Collar of Zorga*

## CORE

### Orc Boyz (25)

*Shields, Full Command*

### Orc Boyz (25)

*Shields, Full Command*

### Orc Boyz (20)

*Big 'Uns, Spears, Full Command  
Nogg's Banner of Butchery*

### Goblins (20)

### Spider Riders (7)

*Bows, Muso*

### Spider Riders (7)

*Bows, Muso*

## SPECIAL

### Orc Boar Boyz (9)

*Big 'Uns, Full Command, Gork's Waaagh!  
Banner*

### Orc Boar Chariot

*Extra Crew*

### Goblin Rock Lobber

*Bully*

### Goblin Spear Chukka (2)

*Bully*

## RARE

*Doom Diver Catapult*

**List 3: ORCS & GOBLINS—2250 pts****CHARACTERS****Turosh Mak**

Black Orc Warboss  
*Ulag's Akrit Axe, Effigy of Mork, Warboss  
Imbad's Iron Gnashas*

**Khurgan Stonefist**

Black Orc Big Boss  
*H. Armour, BSB, Mork's Spirit Totem*

**Klegane Thunderhoof**

Black Orc Big Boss  
*H. Armour, Shield, Martog's Best Basha,  
Ironback Boar*

**Krag Ironhelm**

Black Orc Big Boss  
*Amulet of Protectyness*

**CORE**

**Orc Boyz (25) x 3**  
*Shields, Full Command*

**Orc Arrer Boyz (15)**  
*Shields, Full Command*

**Orc Arrer Boyz (16)**  
*Shields, Full Command*

**Night Goblins (20)**  
*Fanatics (2)*

**Spider Riders (5) x 3**  
*Muso*

**SPECIAL**

**Orc Boar Boyz (5)**  
*Boss, Muso*

**Orc Boar Chariot**

**Orc Boar Chariot**

**Goblin Spear Chukka (2)**  
*Bully*

**RARE**

Doom Diver Catapult

failure and even the Effigy of Gork in the Grimgor Storm of Chaos list. I understand the uniqueness of animosity and how it tends to add to the fun and “theme” of the lists but I am keen to do well at a few tournaments next year and need some way to have control over my troops if that is to be the case.

In earlier editions I would always field a unit or two of normal Goblins just to provide a few more ranked up units to assist the army. Back then Orc infantry was not so great so the Goblins filled a similar role for a lot less points. Now in 7th I feel that the humble Goblin is too similarly priced to an Orc to make me feel good about taking them so they are on the outer. I did feel that moving towards an infantry strong force was making me susceptible to cavalry forces so some fanatics wielding Night Goblin units in the centre of my line would be a good deterrent. As Night Goblins were a unit I had never tried before I was looking at slotting a unit of them in.

So one night after work I sat back with the army book in hand and reassessed things so far. I read through the items and units once again to see if something inspirational would jump out at me, and it did. Well three things did to be precise.

**Black Orcs Quelling Animosity**

The new Black Orc quelling animosity rules were a major “nerf” from 6th ed in my opinion but the fact was they would let you totally ignore rolls of 1 as opposed to a re-roll (if you can count removing a few models “totally ignore”)! I guess the best way to reduce the risk was to field big units of boyz to soak up the inevitable casualties. However in my play testing the ability to play a big unit of Orcs and know 100% that the unit would not suffer animosity your next turn was very good.

**Mork's Spirit Totem**

The second interesting thing was the magical banner “Mork’s Spirit Totem”. Generating 1 dispel dice per rank of the unit the banner is in. Now that was interesting. It gave a hint of a notion that perhaps Greenskin hordes could actually survive without Shamans at all.

### **Orc Arrer Boyz**

The jewel in the crown! These guys had slipped under the radar in the pre-release chatter. They have actually gone down 1 point in cost since 6th edition with Light Armour thrown in for free. At 6 points each armed with a choppa and bow I soon realised these boyz were great value for money. Sure they have BS 3 but they are half the price of elven archers, still a lot cheaper than Bretonnian or Empire archers and they were a lot tougher in hand to hand than any other archers in the game. I soon enough managed to fit in 2 units of 15 with full command and they are well worth the points. There is the softening up of enemy troops before the fighting begins. The ability to deter pesky units like Great Eagles and light cavalry, and also provide 2nd level combat units that provide fantastic protection for my war machines. Arrer boyz are brilliant.

So with renewed fervour I set about designing a new list around these three “revelations”. (See complete list on previous page) I started with 3 units of 25 Orc Boyz and added a Black Orc character in each. One of them a Battle Standard that will hold the Spirit Totem. I threw in a unit of 20 Night Goblins with 2 fanatics, 2 units of 15 Arrer Boyz, a few chariots, bolt throwers, a doom diver, some spider riders and even had some points for a small unit of Boar Boyz (I just could not

stay away from what are my favourite models and troop type in the game).

It was at this point that I had to make a decision as to what to do with my 4th and final character slot. Seeing as magic was being derided by many players in the community I decided to anticipate a significant drop in magic strong armies and spent my 4th and final character slot on another Black Orc Big Boss, therefore sticking with the 5 dispel dice. It is a gamble but in early practice games the extra Big Boss has proved crucial to my success and wasting the 150 odd points on a level 1 scroll caddy was not something I was that keen on. I figure with the army I am fielding now I have been able to spend a lot of points on troops that I would normally spend on shamans and I



am banking on the Orc Boyz to be able to soak up the damage from enemy wizards if spells do get through.

I have to say that this last rendition of the Orc horde of Turosh Mak has gone a long way to restoring some faith in the 7th edition Greenskin list. I have had great success with it so far and I am yet to suffer a loss with the army. The key is whether I am to get the solid wins required to podium a tournament in 2007. I do have some horror stories regarding



the Black Orcs killing some of the boyz and also with some magic strong armies causing a bit of havoc but in all the list is solid. The chariots, Big Bosses and Boar Boyz give it a bit of punch. The war machines give me a bit of long range shooting and the fanatics and Arrer Boyz are fantastic auxiliary units in the army.

I intend to continue practicing and tweaking the army in the lead up to DogCon 2007. This would be the true test, 3 days of Warhammer against the best players in Australia and New Zealand. The boyz were pumped and I was determined to get the year off to a great start. I have been temporarily distracted with my invitation to the 2006 Masters where I will be fielding my Dark Elves however rest assured as soon as the Masters tournament is over I will be rolling the Greenskins out to wreak havoc across the Olde World once again.

As usual I will be placing articles detailing my battles on the Irresistible Force web site so stay tuned!



# The Temple of the Horned Man

By Trent Denison

*Trent Denison is a great mate of mine and helps me run both Fortunes of War and the Masters each year. In the last issue of Irresistible Force I openly doubted him in his quest to make the 2006 Masters...well it turns out that I was wrong...*

**The Temple of the Honed Man** - A way to enjoy Warhammer Chaos.

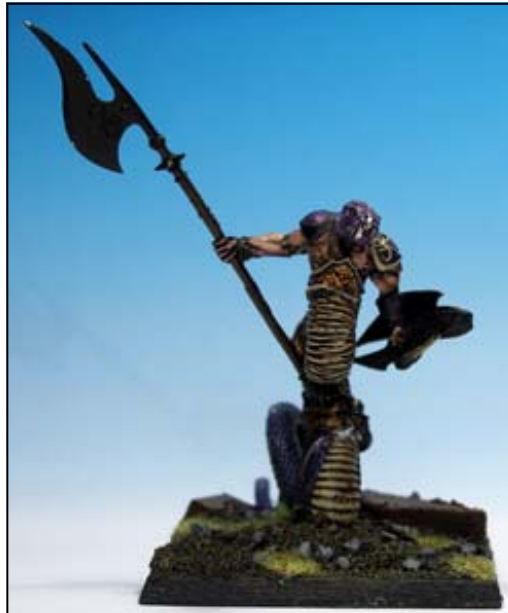
After finishing my Ogre Kingdoms army, and being somewhat successful with it, I was considering starting a new army. It was with some small amount of trepidation that I began planning this next army. You see, I had really wanted to design an army purely for tournament play for quite some time, but every time I tried to, I got sidetracked on another "modelling" project. Probably because of my background in the hobby, I enjoy converting and painting as much as gaming, and this can sometimes make it hard to complete an army!

This time I decided to do something totally different, as I wanted to enjoy modelling and painting my new army, but my first and foremost goal was to make it extremely competitive. I turned my eye towards building an army that could showcase my modelling skills, as well as allowing me to design a powerful list. Foremost in my mind was a competitive army, tailoring it to utilize the new rules

in 7th edition, as well as being flexible enough to handle the rigours of tournament play. It was my hope that I would qualify for the Australasian Warhammer Masters for 2006, as it was being held in my home town, and I hoped to use this new army.

## Choosing An Army

To select this new army, the first consideration was obviously the competitiveness of the list. As much as we might wish otherwise, not all armies are created equal. Some armies have better value troops, or cheaper magic items, or units that complement each other. In my opinion, in 7th edition, flexibility becomes more valuable than brute strength, and as a result, I think there are only a few armies that fit my criteria. Lizardmen, Wood Elves, Tomb Kings, Bretonians and the many varieties of Chaos are all armies with plenty of different options for creating an army.



*Exalted Champion*

Clearly, simply choosing which army to take is not enough to win a tournament – you need to write an army list that has some grunt without being over the top. This is probably the hardest part of the process for me – I like to get into the theme and background of an army, which means I often choose a model I like, or pay points for an upgrade that is not essential to my plans, purely because it fits the background. I have found it difficult writing a list at times that

sits in between the two, and I spent a couple of days using Army Builder, running through ideas and thematic concepts for the above armies. Some of the armies that crossed my mind included:

- *The Defence Force of Chapel Ceryon* – A Grail themed Bretonnian army that lives high in the mountains – the army included three mounted flying characters, Pegasus Knights, and Grail Pilgrims and Grail Knights.
- *Scar Leader Cho-Teq and his Temple of Xan-Huq* – A skink-less Lizardmen army with Kroxigors, Cold One riders, led by an Oldblood on a Carnosaur.

In the end, I couldn't decide between them (as a side note, I have actually bought the Lizardmen and Bretonnian armies for future production), but fortune smiled at me, and my new army, quite literally, dropped into my lap.

A good friend of mine, "Dodgy" Dave Lancaster had had some sketchy plans drawn up for a Slaanesh Chaos army

based on the Confrontation figures by the French company Rackham. If you have not seen these figures before, get yourself to the web and check out the site [www.rackham.fr](http://www.rackham.fr). The figures are stunning. Dodgy had ordered a couple of units for this army in question, but had lost interest in the project along the way (he decided to do Pirate Orcs instead – what a loser). Whilst we were enjoying a refreshing beverage after a hard fought game, he commented that he wanted to sell them off, and I snapped them up without a second thought. It proved to be the start of a very interesting journey, which I have catalogued in this article.

As usual, my interest in the modelling aspects of the army has taken over, and this has in turn given me ideas for the background and history to it, before I even started with the models! The plan for making this a "purely tournament army" went out the window, as the mod-



eller in me took over, again... the next army will be hardcore, I promise! Thus, the Temple of the Horned Man was born, and many souls were sent to our master in his ritual sacrifice chamber... (occasionally called the "lovenasium").

The first models I bought from Dodgy included the core of the army he had designed, but my interpretation of what constitutes a good list often differs from other players, and this was no exception. I loved the models, but I had a different plan for the units in the army, and what the army was to be centred around. To this end, I designed the first army list you see before you.

The army lacks in a few areas, significantly being not enough numbers, fragility, a lack of static combat resolution, a lack of solid magic defence or offence, and probably the most difficult to contend with, an inability to flee with most units. Despite these drawbacks, I think it has the potential be extremely effective when used correctly. When I finally finish designing the army, I envision it will be quite surgical in its procedure, picking off elements of enemy armies piece by piece. As always, when I write a list, it goes through quite a few changes before I settle on an army I am happy with. This often means I put together models I don't necessarily use in most of my lists, but this doesn't bother me too much, as I enjoy the whole process.

With this first army list in mind, I began construction of the first unit in the army – the Marauders. I had the few models Dodgy had given me, and I had to order the rest of the army from Rackham. As I mentioned before, I had begun dreaming up a background to the whole army before I even got the figures. Basically, the army lives out of a temple in the heart of the Chaos Wastes, dedicated to

- 1 **Exalted Chaos Champion** @ 210 Pts  
Mark of Slaanesh; General; Chaos Armour  
Rending Sword [40]  
Enchanted Shield [10]  
1 Steed of Slaanesh @ [40] Pts
  - 1 **Exalted Chaos Champion** @ 166 Pts  
Mark of Slaanesh; Great Weapon; Chaos  
Armour; Shield  
1 Steed of Slaanesh @ [40] Pts
  - 1 **Chaos Sorcerer** @ 135 Pts  
Mark of Chaos Undivided; Magic Level 1;  
Chaos Armour  
Dispel Scroll [25]  
Dispel Scroll [25]
  - 1 **Chaos Chariot of Slaanesh** @ 130 Pts  
Mark of Slaanesh
  - 1 **Chaos Chariot of Slaanesh** @ 130 Pts  
Mark of Slaanesh
  - 5 **Chosen Knights of Slaanesh** @ 255 Pts  
Mark of Slaanesh; Barding; Chosen Unit;  
Shield; Musician
  - 5 **Marauder Horsemen** @ 81 Pts  
Flail; Musician
  - 5 **Marauder Horsemen** @ 81 Pts  
Flail; Musician
  - 10 **Warriors of Slaanesh** @ 200 Pts  
Mark of Slaanesh; 2ndWeapon; Heavy Ar-  
mour; Shield
  - 10 **Warriors of Slaanesh** @ 200 Pts  
Mark of Slaanesh; 2ndWeapon; Heavy Ar-  
mour; Shield
  - 24 **Marauders** @ 193 Pts  
Light Armour; Shield; Standard; Musician;  
Champion
  - 3 **Minotaurs of Slaanesh** @ 158 Pts  
Mark of Slaanesh; Great Weapon
  - 3 **Minotaurs of Slaanesh** @ 158 Pts  
Mark of Slaanesh; Great Weapon
  - 2 **Fiend of Slaanesh** @ 150 Pts
- Army Total - 2247**

Slaanesh in its most masculine form. It is split into two warbands – the warband of the Horned Man, an ancient and well



loved servant of Slaanesh, and his loyal and elite cadre of warriors, and the warband of Sylis, a young and charismatic leader, and his marauder tribesmen. These two champions of the Dark Prince are in constant conflict, each struggling to be the dominant partner. Wink wink, nudge nudge, know what I mean? *(Ok I am starting to get a little worried - Ed)*

With this sort of idea for the army in mind, it was easy to determine what units fit into each warband. The Marauder units, both on foot and mounted, would clearly fall under

the command of Sylis, and I decided the Fiends would also serve the younger leader. Maybe they were his mum and dad or something. Very little conversion work was necessary on the models chosen to represent my Marauders, the Kelt Drune and Horned Raiders figures. The small size of the Rackham figures meant they were prone to breaking at crucial joins, so I ensured the models were all pinned and would

rank up together. I also felt the Chariots would be suited to the marauding style of Sylis and his warband, so I converted these up using the same horses my Marauders rode – little touches like this are sometimes hard to notice, but I like to keep myself amused.

The remaining troops in the army – the Minotaur (Former Fiends), the Warriors (Griffins of Akyline) and the Knights (Lions of Alahan), all serve under the Horned Man, spending their days in rituals to praise the Prince of Pleasure. It

was easy to imagine these units striding out from their Temple of Love to strike down their foes, before returning to a nice warm orgy with all your lover mates in the army. *(Errr...Ed)* Sounds like ancient Greece, awesome.

That last sentence came out wrong, lets just forget I ever said anything. *(It is staying in there - Ed)*

With most of the army assembled and unpainted (except for the characters), I felt the time had come to play some test games. The one thing that stood out to



*Spawn - Confrontation Style...*

me when writing the list was that I was unhappy with the character setup I had chosen. Chaos has so many options available to them, and its extremely difficult to just stick with one setup from game to game. I had written lists including several differing choices including a Battle Standard Bearer, a Lord on Dragon, a Lord on a Steed, an Exalted Sorcerer and a Daemon Prince. Anyway, I decided to trial a few test

games with all the models I had, and just stick with the basic setup, and maybe try the Daemon Prince once or twice. This is where my story starts to get ugly. I got smashed. Repeatedly. A lot. I played Wood Elves, I played Beastmen, I played Empire and I played Ogres. I realized I had a lot of work ahead of me to make a playable list that would be effective.

For my list, based on the first couple of practice games, it was easy to see where the strength of the list lies. The

things I liked in the list were the two Exalted on Steeds of Slaanesh, the Minotaur, and the Knights. These guys are a major strength, hitting hard, moving quickly and are the units that will win games. They really need to survive. The other strength in the list is its spread of units – it is hard to pin down and get points from it, and when I combine individual elements they are quite strong. Unfortunately, the list has a number of glaring weaknesses which came to light during the practice games. I don't have any single unit that is capable enough by itself to take on an enemy unit – they all rely on each other to support. I needed a big “gribbly”, something to scare the opposition into thinking defensively, trying to make them react to my moves, rather than the other way. One unit that failed to impress were the Warriors. The original plan for the Warriors was as a detachment to the Marauders, but when it came down to the crunch, they were usually facing off against fully ranked enemy units, or cavalry, who were picking them off with ease. I needed to reconsider what role I planned on using them for. The Fiends, despite being very handy, are a throwaway unit, and I shy away from the thought of giving away a 150 point start to my opponent.

The other major weakness was a lack of magic defence, but sometimes I think its better to leave this flaw in the list, so your opponent can see a sacrifice has been made in the army.

So, what opportunities did I have for progression of the list? What could I add in to continue the theme of striking quickly and surgically? I want to include some Furies, for the additional flexibility they will add. By giving the Knights a banner and War Banner, I can expect them to win or at least draw most combats against a lot of other enemy units. I decided to trial running the Marauder Horsemen as a single unit of 10, in an effort to improve their survivability, and also to change my style of play with them – by combining their points, I am less likely to throw them away for a short term gain. However, I am still undecided, as fast cavalry have become one of the best units in the game under the new 7th edition rules. But, for this list, there is one last consideration which requires a little bit of ancient lore – Sun Tzu to be precise. “Know your enemy”... what armies were I concerned about facing, for the threats they posed? Its important to consider just how you



*Minotaurs - Confrontation Style...*

will combat certain types of armies with the tools you have at hand.

### **The Rough Second Draft, and Commencing Painting!**

Painting started in earnest this week, as I started getting serious about getting



*A work in progress look at the Chaos Dragon.*

this army finished. The rest of my figures arrived in the post, and I immediately assembled my characters – a Lord on a Dragon, a Daemon Prince, a Sorcerer on a Barded Steed, two Exalted Champions on Steed of Slaanesh and a Sorcerer on Foot. I plan to paint these last, so I can take the most time with them and make sure I get them to look awesome. The rest of the army was undercoated black and ready to paint. The basic colour scheme for the army is quite simple, based on a philosophy handed down through generations (well, from a very good friend who taught me to paint). He explained to me once that the only thing you really see on the table is two colours. Basically, from the distance you would usually look at an army, most other colours blend into each other. By painting the army in predominantly two colours, with the exception of

neutral colours, like weapons, skins and leather, you can draw attention to the striking colour scheme. The two colours I selected are purple and bone – I plan to paint everything in the army with these two colours, and maybe add a few touches of a light blue here and there, just to keep it interesting.

As time is running short for getting the army ready for the Masters, the last thing I want to do is be painting extra models that will not get used. Therefore I needed to write the list that I would be taking to the event to try and guarantee I would get everything ready in time. Based on the games I have played and the little experience I have had with this style of army, I think the Dragon is going to be the most fun to play with. I have never used one in an army, and I think this will be a determining factor. However, the fact that the model costs six hundred points is also pleasing, remembering my time constraints. However, I really want my Chaos army to be extremely “hitty”... in other words, it seems a waste of a character slot to select a scroll caddy when I could be using a fast moving awesome combat machine Exalted Champion. Thus I decided to utilize the one hundred points of magical item allotment on my Lord to give him the



Book of Secrets and two Dispel Scrolls. This would basically kill two birds with one stone – a Chaos Lord on a Dragon, a combat monster, that also performed as a scroll caddy, leaving me another two slots to fill with the most consistent performers in the army to date, the two Exalted Champions on Steeds.

The remainder of the army would consist of everything else I had included in my first list, except for the Chaos Warriors. Whilst I loved the models, their effectiveness was severely lacking, and in a tournament of this calibre I could not go into a game with any fat in the list or I would get punished. It seems a fair trade off, the Warriors for the Dragon! So with the

“pretty much certain almost what I want maybe” list locked in, it was time to get cracking on painting, and play a practice game or two!! Stay tuned...

Part 2 of the Temple of the Horned Man continues the tale of Sylis and the Horned Man, as they quest onwards to the 2006 Australasian Warhammer Fantasy Masters, and Dogcon 2007, how I readied the units for battle, including painting, and deciding the final list, and how I performed at the Masters itself.

*Thanks Trent for telling us all the tale of you and your fantasies for horned men... - Ed*



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# Orc Eye Da Noo

By Allan Carey

Allan "Big Al" Carey is a Warhammer character in every sense of the word. A great guy who places having a laugh and painting/modelling his beloved orcs at the forefront of his Warhammer hobby pursuits. I have had the pleasure of playing against Allan a few times now and look forward to our next clash sometime in the future. And that is about the best thing you could say about a fellow general...

## Orc Eye Da Noo of the Orc Eye Tribe Orcs from the Highlands – A Scottish themed Orc Army

The idea for this Scottish themed army arose in the back of a car at around midnight on the way home from Dogcon 2005 and is credited to Nic Holland, or as some know him on WargamerAU, Red Dragon. The four of us, Gronk, Red Dragon, ScottoMcgotto and myself, were all on fire from our first Dogcon experience and the creative juices were flowing. Gronk had decided on his Carnival of Corruption Nurgle army, Scott was playing with the idea of the Nasty Nuns of Naggaroth and Nic was having trouble thinking of anything for himself when he decided I should put together a Scottish orc army. It was at that point I blurted out that the army would be lead by Orc Eye Da Noo and the concept was born.

The composition of the army loosely follows the order in which I painted the figures. So no great design here. I just threw them together trying to follow the idea of Orc Eye on his Wyvern leading his army into battle. I just wanted various units, I had no idea how they would perform in a game but didn't really care so in went the wyvern, in went the giant, in went the black orcs, in

went the night goblins, some boyz for good measure, a few units of wolf riders. Shake them about a bit and hey presto, 2250 points of "Orcy" goodness. I have played with the composition a



little, adding spear chukkas, chariots. Tried more boyz and added some savage orc boar boyz for a bit of punch. For the most part I get a good spanking

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in games I play but I don't mind so much, the boyz just like a good fight.

Many ideas for the army were discussed, orcs in kilts, claymores, tameshantas (hats), targ shields, the flying Scotsman, brawling football hooligans, bar fighting Scottish thugs



with pool cues and bottles and a caber tossing giant to name a few of them. Some of these ideas made it into the army and some are yet to get off the ground. I would like to continue adding them as I have time though.

Unfortunately, as I am sure you are all aware, the gestation period of any new army can vary greatly and nearly two years on Orc Eye Da Noo is about to come to term. With Orktoberfest just round the corner I have been beavering away desperately trying to get the army finished and truth be told, it isn't looking good. I have a grudge match against some guy called "Guns" Galea and he knows his orcs. I think I'm in trouble.

If anyone knows anything about Scotland, or if any of you are indeed Scottish, then I apologise here and now for the blatant errors, misconceptions and stereotypes I call upon to convey the “Scottishness” of the Orc Eye tribe. Orc Eye Da Noo is a big brute, rides a Wyvern and drinks a lot of booze. His mount sports a nice Kilt, (more on painting tartan later), and he is piped into battle by his very own bagpipe playing goblin, Brigadeir Doon or Briga as he is known to his mates.

The whole army has really been formed around this one pun. My new warboss has come to power within the tribe by challenging and killing the tribe’s old warboss Orc Eye, thus making my warboss Orc Eye Da Noo. The Orc Eye tribe can be easily identified by its swirling blue and white eye motif and a love for the colours blue, red and yellow.

When considering the colour scheme for the army I took a look at the army

book and noticed that Orcs in general seem to like lots of shiny things. They like checkers, teef, baubles and shiny stuff in general. This seems to be in contradiction to their dull nature and blunt, war like personalities. I started forming an image of large, brutish dullards with fetish like attractions to shiny objects. I see the orcs overcompensating for their lack of imagination or intelligence by adorning themselves with special “Orcy” treasures. I also wanted to move away from my normal style of painting and make the army to look almost cartoon like. With the colour scheme and theme set I began the long process of laying down the paint.

I had been warned by Gronk that painting orcs is an endurance test and he was right. I quickly got sick of painting green and I was only on my first unit. To add insult to injury I had decided that this unit would all be wearing kilts. This is when I started doing some research on how to paint tartan. There are some good online sources for this, including some I found







on WargamerAU. In the end I used the rather nice example in the back of the Storm of Chaos book which adorns the large black orc on those pages. Red base with black thick and thin stripes highlighted with some light grey. I got sick of painting tartan even quicker than I did of painting green.

In order to reflex the dull nature of the orc mind I also wanted their skin to have an earthy feel. They are, after all, basically a race which grows from the ground. I started using olive greens highlighted with progressively lighter shades of the same colour. I think this contrasts well with the brighter colours in the army.

One of the centre pieces of the army would have to be Orc Eye Da Noo himself on his pet wyvern, Robbie. The model was donated to me by Gronk, he's a smashing bloke, and was started during completion of the first unit of kilt wearing orcs. This was just to try and

keep some of my sanity. I find it is always nice to have a couple of things on the go to switch between. The kilt was green stuffed on and the sporran is a small button with some static grass stuck to it and painted over. My favourite bit of the whole thing though is Briga' Doon , the piper. He is so happy and proud to be marching with Orc Eye that he is quite unaware the wyvern will probably eat him with his next step. You may also notice the Orc Eye motif on his "mask of deff ", as he calls it. It is there to mesmerise his opponents, (it doesn't work)

A caber tossing giant was also mentioned earlier and he did make it into the army. I know I have two terror causers in the army and I am always going to be frowned upon in tourneys but I couldn't pass up the chance of having a marauder giant tossing a caber. He looks so Scottish to start with and with orange hair and a port red nose he is the piece I

am most proud of in the army. He took some heavy, converting and green stuff to get him into the correct pose, his arms are held in place by a brass rod which runs through the centre of the arms and across his shoulders. The tree he holds is the one he comes with as stock with the addition of some wood elf bits to make the roots. The kilt is fashioned from greenstuff and I have tried to make it look like he is catching the wind a little at the back. We are all in very real danger of finding out what this Giant keeps under his kilt and as he does not have a bag to stuff things into he has to put them somewhere. The little dwarf slayer is one of the originals from many years ago and I really like the expression on his face as he looks up at what could finally be the fulfilment of his slayer vows.



My favourite unit would have to be the Black Orcs. They are so hard, dangerous and been completely useless in every game I have played with them so far. I designed the unit with the new "armed to da teef" rule in mind. The great weapon wielding figures have been cut to pieces and given all manner





of weapons from Doombull axes to dormant demon swords. I wanted the unit to display the idea of rampaging angry black orcs who are actively using the spoils of Waaagh! The centre of the unit is a 50mm x 50mm base with three Black orcs on it and the unit mascot, a Haggis Squig, a rare Scottish Squig breed only found in the highlands. They are an acquired taste and highly prized by the best Empire chefs I believe.

I love night goblins, they are so cheeky and dangerous, in a kind of psycho clown way. My two units of 20 will grow in the future if I can find any of the older night goblin metals from way back. I am a big fan of older metal models in armies. Little though they are, these nasty little buggers have so far faired much better than the pathetic Black Orcs and found a place in Orc Eye's army and in his heart. Wearing their starry night hoods they blend with the night and their bright yellow shoes make sure they don't get lost in the deep tunnels they live in.

Who knows what the future holds for the Orc Eye tribe and their boss. I have dreams of a Doom Diver (the flying Scotsman), a couple of units of Haggis Squigs and of course more boyz, plenty of boyz. With the new Orc army book out the choices are plenty so watch out for Orc Eye Da Noo at a tourney near you soon.



# Dark Elves Reborn

By Andrew Galea

*This article is Part 2 of a story started in the last issue of Irresistible Force (#9). It follows Andrew Galea's second foray into Dark Elves following his success at*

My last article left off with me having had some pretty good success with the Dark Elves and on the verge of entering a few end-of-season tournaments. (MOAB and Orktoberfest). Well MOAB was a bit of a fizzer for a few reasons, not the least of which was me attending a wedding in Brisbane on the same weekend so that more or less ruled me out. So despite continuing to get fantastic results with the Dark Elves I

stronger as characters could now be targeted outside of units but that was about it. So I had to wait until Orktoberfest rolled around. I was determined to get as many practice games as possible against the best generals I could find before the event to give me every chance of a podium finish.

My army list at this stage had been settled so I set about painting up anything that needed to be done and based everything ready to go. Orktoberfest was looming near and as it was 2250 points I was able to simply drop a chariot from my previous list and everything was sweet. Trying to manage the stupidity of 2 chariots was more than I could handle anyway so one was much better in that regard.



In the lead up to Orktoberfest I started to ramp up the number of practice games I was having and also trying to vary my opponents as much as possible. I am lucky in that I have been playing Warhammer for almost a decade now and

had no tournament to attend. 7th edition had been released and the rules changes did no affect me too much either way. It made my shooting

over that time I have managed to gather a collection of friends who all play, each with their own distinctive style and a huge array of different armies. A couple

## 2250 Pts - Dark Elves Roster

### Dark Elf Highborn @ 546 Pts

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

### Sorceress @ 180 Pts

Level 2 Upgrade; Hate High Elves  
Dispel Scroll x 2

### Sorceress @ 182 Pts

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

### Dark Riders (5) @ 127 Pts

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

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

### Dark Elf Warriors (16) @ 207 Pts

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

### Dark Elf Warriors (20) @ 185 Pts

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

### Shades (5) @ 82 Pts

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

### Cold One Chariot @ 95 Pts

Chariot; Scythed Wheels; Causes Fear; Stupid

### Harpies (5) @ 65 Pts

Beasts; Flyer

### Reaper Bolt Thrower (2) @ 100 Pts

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

### Total Roster Cost: 2250

Ferris and his Doombull lead Beastmen army. The first two against Jeff ended up being big wins for me, which is saying something against such a strong opponent. As I always try to pick things up from battles to help me get better I spent some time analysing what went well and what didn't.

Against the Vampire Counts I found that the magical crossbow my general had was priceless...it is perhaps the best item in the game against duel singing banshees. :) Even more so now in 7th edition where the banshees cannot hide lurking in between units meaning they are still target able. It is amazing how many Vampire Count generals out there find the going tough when they realise one of their most potent attacking weapons has been neutralised before play starts, plus the fact that 180 odd points of their army is going to struggle to be effective. Another thing in this game is that slow moving infantry based armies do struggle against Dragons and fast cavalry like the Dark Riders. I had to be careful not to get bogged down fighting against re-raiseable zombie units but I was able to pick my fights and shoot everything else and got a huge win in the process.

Against the High Elves one thing that stood out was the importance of who won the first turn! With both sides having 2 repeater bolt throwers it was important to have that extra turn of shooting at your opponent. What also stood out in this game is the changes in 7th edition for redirecting charges. This one is huge.

I am able to plonk a unit of harpies in front (and slightly to the side) of a unit that a second ago had a big charge on one of my units. The charging unit now has to either declare on the harpies or not charge at all. The Harpies will in turn flee from the centre of the charging unit.

of battles of note were two games against my brother Jeff Galea, one against his Vampire Counts and the other his High Elves and a battle against last year's Orktoberfest winner Evan

This means that the charger will have to veer towards the harpies and can only declare a new charge against one of my other units if it happens to be directly in its movement path. Something that rarely happens. I am not sure I agree with this new rule change, it reeks of something that has not been thoroughly play tested, but it is in the rules and is something we are going to have to get use to. Redirecting charges is almost a thing of the past if you just place your units wisely and have a few small skirmishing flyers at your disposal then you are set. (You can even achieve a very similar result with astute use of fast cavalry such as Dark Riders and/or Wolf Riders). The last thing to come out of the game against the High Elves is the new rule allowing hatred (and other psychology) to transfer to mounts in 7th edition. My Black Dragon is certainly a handful against any High Elf opponent now! :)

The third game is not such a happy ending for the Dark Elves, and it was a lesson learned the hard way. It is easy to get carried away with a Dragon, especially if you have some early success...but charging into the Doombull's unit for a glory grab at a massacre win is not advisable...even if it is in the rear of the unit. This moment of folly cost me the game as it cost me my dragon and general.

This was the first time the dragon had ever died in a game so far and it was the first time I had taken a big risk. There was no need to do so and it is something I am grateful happened in a practice game as opposed to a tournament battle. Next time Evan Ferris! :)

It was around this time that the distraction of the Orcs & Goblins 7th edition army book was released. Now this was exciting! My favourite army of all time, over 6000 points of troops at my disposal and I had a new army book! Luckily for me it came out too late to be used at Orktoberfest so the temptation to drop all my hard work on the Dark Elves and go with the Greenskins was taken out of my hands. I still had a few practice games with the new Orcs and to tell you the truth the break from the Dark ones did me some good. A good friend of mine and legendary general Lachlan Macwhirter is a big advocate for using different armies regularly, even if you are planning for a tournament. It just keeps you on your toes and keeps you sharp to the game mechanics that practicing with the same army all the time can sometimes hide.



The day before I was due to fly out to Brisbane for the tournament I had my final practice game against the awe inspiring Bretonnian general Marcelo Rouco. Marcelo is a fellow Greyhawk club member and a very astute general qualifying for the Masters this year. He



has over 6000 points of painted Bretonnian models and he simply loves the tin cans. I was more than a little nervous about this game, I always thought that Bretonnians would be a bad match up for me, their high armour ignoring my shooting and he also had a Trebuchet!

To cut a long story short, I went first, concentrated all my fire on a unit of bowman in front of the Trebuchet. They panicked and fled through the war machine which in turn panicked and ran off the board. What an awesome result! Secondly Marcelo made a critical error in not leaving any units in reserve to cover my Dragon which inevitably found its way behind his lines with nothing to threaten it. I ducked and weaved my way through the battle using the Harpies and Dark Riders to tremendous effect and won by a massacre. Marcelo was speechless as it was the first time he had ever lost to Dark Elves...I was glad I

could oblige my friend!

Well with all these practice games done and dusted it was off to Orktoberfest and my last ditch attempt to qualify for the 2006 Masters. I was ranked 23rd going into the event so I figured even a top 5 would probably push me high enough to get an invite...however I was keen to win the event and get an automatic entry...I was pumped!

Now I cannot believe I am actually writing this but I did something silly when booking my flights. Thinking I was going to head off after work I booked a 6pm flight only to realise after going through all the confirmation screens that I was in fact flying out at 6am...

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So getting to Brisvegas bright and early at 8am on a Friday morning (yes the tournament started on Saturday) I was greeted by my good mate Geoff Tewierik who had the day off work. As soon as I was in the car he informs me that Gavin Clarke is waiting for me at his house with his army setup and ready to go. Well talk about being ambushed. Clarke rates himself as the best general in the world but he had decided to field a new army at Orktoberfest, Vampire Counts, and was a little nervous. Now this was another army I was not that confident against but thought it would be good to get yet another practice game in against a very good general just before the tournament proper. This battle will go down in legend as the first live internet cast of a Warhammer Fantasy Battle in the Southern Hemisphere. GT was taking photos and commenting on each turn as the game went posting it to the WargamerAU forums. I wont repeat the entire battle but you can see the pictures and commentary [here](http://www.wargamerau.com/forum/index.php?showtopic=26511) ( http : // www.wargamerau.com/forum/index.php?showtopic=26511).

this result was an understatement and I well and truly thought from this moment on that I was a good chance of winning the tournament outright. I think part of the challenge of using Dark Elves is believing that you can win with them, and I definitely had that confidence in the list



now.

Suffice to say that after a very hard fought battle I managed to come out on top by around 600 points. Now to put this into context I spent the majority of the game copping abuse from Queenslanders both in person and via SMS the whole battle saying that I had no chance. So to say I was pleased with

### **Orktoberfest 2006**

My first game was a grudge match against Allan "Big Al" Carey from Brisbane (see Al's army article in this issue - Page 30!). We played the year before and had a blast so we decided to do it again. Al was playing Greenskins



with a Wyvern and the usual other stuff. I was pretty confident going into the game as I had better shooting than him which would deal with the Wyvern and my dragon should be able to cause havoc in his lines.

I actually was a little too cocky in this game which almost cost me dearly. However my dragon managed to get 2 good flank charges off which ensured the 15-5 win. It was not a great match up for AI but the game was a cracker.

Second game saw me up against Borzag (Jose) and his all Goblin wolf rider army. Now speaking of bad match ups I was not sure how he was going to deal with my dragon. History will show that he didn't and I actually managed to wipe out every single model in his army, something I cannot recall ever doing before. Terror from the dragon and panic from shooting, throw in the odd failed animosity test and it was not pretty for the Gobbos. Jose was a great guy and good opponent and did the best he could with the tools he had, just was not his day!

So I had made a solid start and inevitably I was drawn against one of the tournament's pre-favourites in none

other than Jeff Traish. Traishy is a great mate of mine and is a member of the Greyhawk Warhammer club. He was once again fielding his beloved Ogres and this was going to be a big test. This turned out to be the game where the Dark Elves stood up to be counted. Traishy knows how to play Ogres very well. However I just danced and shot and slowed him up with my Harpies as much as I could.

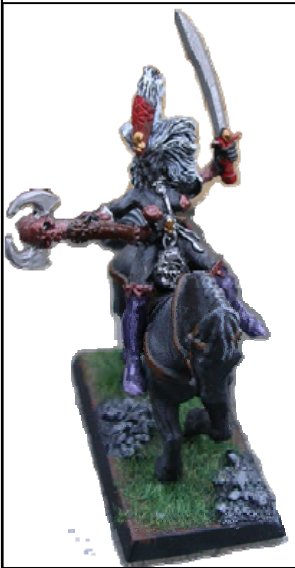
The Harpies would turn out to be my most valuable point for point unit throughout the entire weekend. They were incredible. 7th edition rule changes have made them just unbelievable and every opponent I played commented on how much angst they caused them. Traishy wanted to melt them down after the game as they single handily stopped the bulk of his army marching for the entire game. In the end I got a 12-8 win which I was more than happy with.

That left me sitting on 47/60 points and a date with destiny against my brother Jeff Galea...and he was fielding none other than the High Elves. What an awesome battle this was going to be.

Jeff and I play every week with different armies. We own about 5 armies each



so there is always a lot of variety and it keeps us both on our toes. We actually played the exact armies about a week before the tournament and I came away with a massive victory that day. This actually troubled me. Jeff is a very difficult player to beat twice with the same armies and it would prove to be the case in this game.



He concentrated his bolt thrower fire on my Dark Riders and with some pretty good rolling managed to basically remove them as a threat very early on. I hung in there through the middle turns and was picking up points but was under pressure from the outset. I then did

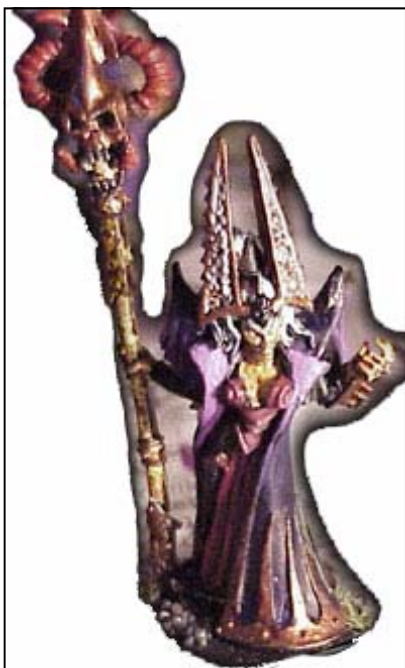
something foolish and charged the Dragon into a unit that I basically could not beat. The High Elf general had a 1+ re-rollable armour save and a 4+ ward...so he declared a challenge and simply took my dragon out of the equation. From this point on I was busy trying to get some support to the dragon but it just did not happen. I held on for 2 combats (losing by 2) but broke on the very last turn of the game (needing a 7 to hold). This turned a 12-8 loss into a 15-5 loss and that was not good. In hindsight I had no reason to risk the dragon and I had fallen into a trap that I had avoided for about 3 months of play testing and that is to try and use the dragon in an unlikely charge to pull a loss back. Under the pressure of a big tournament game is where these types of mistakes are made...and I was left rueing this one for a good few hours afterwards.

Well I had 2 more games to go and was still in an ok position. Over the years I had been in this position in tournaments and then petered out towards a top 20 finish with some mediocre final games however I was determined to try and make the most of what I had left this time around.

My last two games were against a Dogs of War army (Ado) and a Tomb Kings army. I got back into the groove with the Dark Elves and played solid games in both rounds resulting in me picking up a pair of 20-0 and 15-5 wins. I was stoked to do so well in a field of 60 players with many of the top players in attendance. And to manage 87/120 battle points with Dark Elves was an added bonus.

I was understandably over the moon when the presentation got under way and I was awarded 3rd place overall! An unbelievable result and just reward for all the hard work I had put into the Dark Elves in the lead up to the tournament. Orktoberfest is one of the biggest tournaments of the year and the result was sweet success.

Despite my success I still believe the Dark Elf list needs a lot of work before it can be considered competitive with other armies out there. The list that I fielded was about the only combination



of troops that I think will work in a tournament environment. There are so many beautiful models (Black Guard, Witch Elves, Cold One Knights) that are sitting on my hobby shelves at home just collecting dust. I would love to be able to field them in the future and I am eagerly anticipating the release of the new book which is slated for a 2007 release. However I have been playing this game long enough to know that there are certainly no guarantees and army books are a bit hit and miss unfortunately. So once the book does hit the shelves I will have a read, try a few things out and assess whether it is time to unleash my Dark Elf army on the unsuspecting masses once again.

### **Masters 2006**

Low and behold my result at Orktoberfest meant I had qualified for the 2006 Masters. I was not obliged to take the Dark Elves and for a period of time pondered taking my other 2006 army, Ogre Kingdoms. But there was a few things in my mind that pushed me towards taking the Druchii.

The 2006 Masters is basically two tournaments in one. The first day being a sealed event where each player is forced to use a random army owned by another competitor. The thought of seeing other generals trying to come to terms with the fragility and nuances of the Dark Elves in a Masters tournament environment was too good to give up. I felt I had a definite edge in that I was very experienced with using one of the weakest lists in the field. Also I knew that come day 2 I would be able to surprise a few of my more fancied opponents when I was able to wield the Dark Elves against them.

Secondly I would be the first player ever to field the Dark Elves at the Masters

and I am quite keen to forge another good result for what is fast becoming a favourite army of mine.

So instead of retiring the Dark Elves until the next army book they were going to get the chance to mix it with the best of the best. Whilst I am hopeful of doing very well at the event I am not entering with overly high expectations. I appreciate facing the very best generals with strong armies is going to mean the Dark Elves will have their work cut out for them come day 2 but I have been performing consistently well against these same generals for some time using the army so I just had to put it together on the day.

If nothing else it was going to be a great experience and after getting a taste of the Masters in 2004 I am most excited to be getting another crack this year.

Just this week I have played against Evan Ferris and Lachlan Macwhirter (fielding the Master's Empire and Dwarf armies respectively) and have managed a draw and win so that is good work in the lead up. I will give a full report of my Masters battles in the next issue of Irresistible Force. Hopefully I will be regaling stories of my success at another event...you just never know.

## **FORTUNES OF WAR**

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

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

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

RIGHT: BRONZE 2005 Duel Category GD Australia



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

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

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



SLAYER SWORD WINNER 2004 GD Australia

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



US Mid-War Flames of War Objective Marker

game.

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

You can contact the studio by emailing your enquiry to:

**battleink@irresistibleforce.net**

or calling:

**Gavin Clarke**  
**+61 428 963 142**

Battle Ink will make your visions a reality.

Right: SILVER Single Figure GD 2005



## Until Next Time...

Issue #10! I am very proud and excited to presenting our 10th issue to you and hope you enjoyed the read. Never fear however, despite reaching this milestone we are already planning Issue #11 with a full tournament wrap and report of the 2006 Masters over the Christmas period.

With this issue out of the way I will spend the next few days getting all final preparations done for the Masters both as an organiser and competitor so it promises to be a busy time!

Thanks to all the contributors of Issue #10. I know I sound like a broken record but if you have an article please send it through to [editor@irresistibleforce.net](mailto:editor@irresistibleforce.net).

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