

IRRESISTIBLE *force*

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Table Top War Gaming E-Zine



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 <p>Issue 11 - August 2007</p> <p>Editor: Andrew Galea Contributors: Andrew Galea, Aris Tottle, Lachlan Macwhirter</p> <p>IF Logo Artwork: Darren Whittam</p> <p>Front Cover: Ogre Kingdoms Hunter - Aris Tottle</p> <p>IF Online: http://www.irresistibleforce.net</p> <p>Email: editor@irresistibleforce.net</p>	<p>i) I still have a passion for the fantasy genre. Indeed it has become more intense over the last 5 years with the creation of Lord of the Rings movies, the World of Warcraft MMORPH and of course the Harry Potter phenomenon.</p> <p>ii) The rules for Warhammer Fantasy have improved out of site over the last 2 editions. It is more realistic, has a fairer and simpler rule set and makes for better battles. For all the flack Games Workshop cop, they have done a lot of good things in this area.</p> <p>iii) I can only really speak for the tournament scene in Australia but tournament play is an amazing engine for generating and maintaining interest in the hobby for me. There are a lot of very good events on the Australian tournament calendar culminating in an end of year Masters event that has everyone talking.</p>
	<p>iv) Finally and perhaps the most pertinent for me personally is the friendship and camaraderie that abounds with Fantasy tournament players in Australia. Indeed I have never seen anything like it outside a sporting arena. I know it was not like it is now when I started playing but through the hard work of a lot of players, who are great people and also love the hobby we now enjoy an amazing scene where going to a tournament reminds me of my days doing sporting tours. It is simply 100% fun.</p> <p>Take care and Happy Gaming,</p> <p>Andrew Galea - Editor</p>

Warhammer Rankings

By Andrew Galea

The Australasian rankings have been operating for about 8 years now. It was something I started many years ago when I first got into the tournament scene. It just seemed a natural progression to have some way of measuring player's success at tournaments across a calendar year. I published the rankings for about 2 years with some success however there were a few flaws in the system back then.

Work and family commitments took over at that stage and I dropped the idea for a while. It was a few years later that Geoff Tewierik then picked up the baton and revived the idea of having a ranking system for Warhammer tournaments in Australia and New Zealand. "GT" got a few of us involved in devising a workable formula for producing accurate rankings and we were up and running again. Geoff

ran the rankings very successfully for 4 years (http://figmentia.com/html/fantasy_rankings.html) and with a stable rankings system in place I was able to set about getting a few other things off the ground that I had always wanted to do. The most successful and popular of these was an end of year invitation only tournament called "The Masters" (<http://dnn.irresistibleforce.net/TheMasters/tabid/58/Default.aspx>). The Masters bases its invites on player rankings and after 3 highly successful years this tournament holds its place as the jewel in the crown of the tournament scene.

January 2007 saw the rankings undergo a major overhaul and they were also moved under the Irresistible Force banner. Geoff Tewierik, Lachlan MacWhirter and myself spent considerable time and effort modifying the rankings formula from previous years in an effort to improve its accuracy and also to make it a little more transparent and easier to follow. Whilst I am very happy with the current rendition of the rankings it is still a work in progress and will be tweaked over the coming years to provide us all with an even better system.

Rankings points are awarded to each player after he/she attends a Warhammer Fantasy event in Australia or New Zealand. The ranking points total for a player is the sum of their 3 best tournament scores they have accumulated in a single calendar year.

Players are awarded points for their overall position in tournaments they attend. The number of points awarded is dependent on the size of the tournament (# of entrants) and their overall position. The upper threshold for a tournament size is 64 entrants. Therefore all tournaments greater than 64 players are considered the same for the purposes of determining rankings points on offer.

First place for a tournament of 64 players is worth 100 points (called the tournament weighting). This is the maximum that a player can receive in this category for a single tournament. Each position in the tournament below first place is then awarded points down to last place based on the position incremental value (for example last place in a 64 player tournament would receive 1.5625 points).

The formula for working out the tournament weighting is as follows:

$$(\# \text{ of players} - 12) \times (60/52) + 40$$

The increment value is calculated the following way:

$$(\text{tournament weighting}) / (\# \text{ of players})$$

The latest Warhammer Fantasy Australasian rankings can be found on the Irresistible Force web site (<http://dnn.irresistibleforce.net/Rankings/tabid/72/Default.aspx>).

Data for the Irresistible Force rankings is stored in a relational database system that enables us to completely dissect and analyse the results from all sorts of angles and criteria. So you can view the top players across all the standard tournament categories (composition, battle, sports and painting) as well as by army, state and club. This has given players an unprecedented ability to view the status of the current Warhammer Fantasy tournament scene in the Australasian region.

Since we are right in the middle of the year I thought it would be a good opportunity to take a look at some of the statistics for the first half of 2007.

Top 10 Players.

1. Marcelo Rouco (NSW)
2. Jeff Traish (NSW)
3. Nathan Goodchild (QLD)
4. Gavin Clarke (QLD)

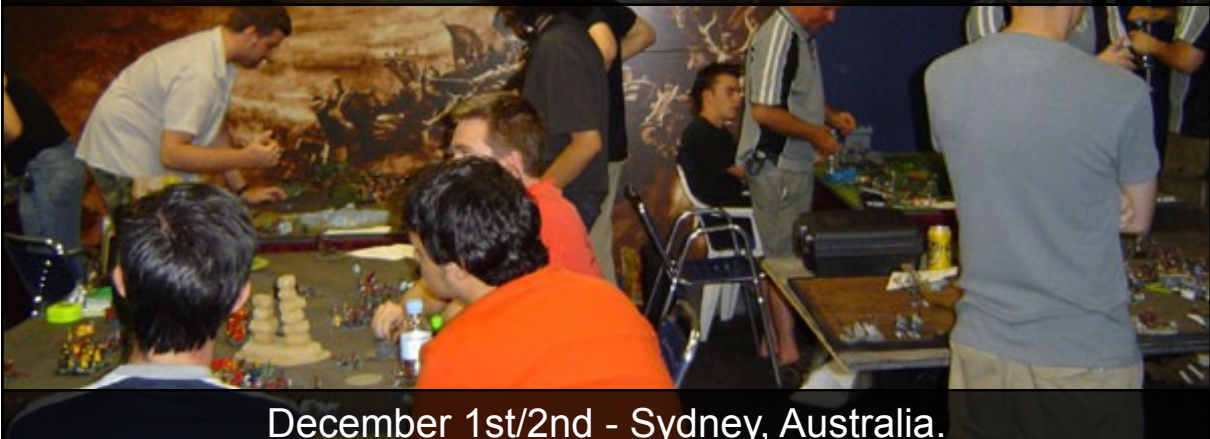
5. Jeff Galea (NSW)
6. Trent Denison (QLD)
7. Brad Peel (NSW)
8. Matthew Debala (NSW)
9. Emmanuel Beckman (QLD)
10. Ben Morrison (VIC)

With 21 tournaments currently included in the rankings database for 2007 the top 10 players are starting to settle into their positions and are in the box seat for invitations to the end of season Masters event. A good mix of New South Wales and Queensland players is only broken by the appearance of a solitary Victorian, Ben Morrison. The Victorians have struggled of late highlighted by the fact only 2 of them making the top 10 of their own state's premier event, ConVic.

Marcelo Rouco and Jeff Traish have already cemented themselves in the top 3 and with a healthy lead are going to be hard to catch for the rest of the year. It will be an interesting tussle to see which of these two ends up in 1st place and with both of them planning to attend the big end of year event, Orktoberfest in Queensland, it will come

Irresistible Force presents

THE 2007 MASTERS



December 1st/2nd - Sydney, Australia.

There can be only one...

How can I get my tournament results in the rankings?

Any tournament run in Australia or New Zealand that has 16 players or more is eligible to be entered into the rankings. Tournament organisers need only to send through the results of their event to editor@irresistibleforce.net.

The bare minimum required is the player's first and last names and their overall scores. However it is better for all if we can get as much data as possible which includes the scores for the various categories (sports, painting, battle and composition) as well as the armies that each player used for the event.

If you have attended an event and the results are not included in the rankings then let me know and/or harass your tournament organiser to get those results in!

down to the wire. Nathan Goodchild has surprised many pundits with his solid showing in both DogCon and ConVic this year to sit in 3rd place and remains the #1 Queensland player after his good showing at the Masters last year.

The reigning Masters Champion Brad Peel has had an indifferent year with his Beasts of Chaos but has still maintained a good enough level to gain 7th place. And young gun Matthew Debala sits in 8th despite missing the big interstate events. He is certainly going to be a handful if he manages to secure a Masters birth and at this stage that is looking more and more likely.

Top 10 armies.

1. Bretonnians
2. Wood Elves
3. Chaos Daemons
4. Orcs & Goblins
5. Dwarfs
6. Vampire Counts

7. Beasts of Chaos
8. Tomb Kings
9. Empire
10. Chaos Mortals

The top 10 armies of the first half of the year also makes for interesting reading and there are no surprises at the very top with both the Bretonnians and the Wood Elves maintaining their dominance of the tournament scene. Both these armies are widely regarded as having particularly strong lists and the latest renditions of their army books are no exception.

The strength of the Nurgle Daemonic legion has seen the Chaos Daemons gain 3rd place with both other forms of Chaos (Mortals and Beasts) also getting into the top 10. Two surprising ones are perhaps the Dwarfs and Orcs & Goblins, who are not fancied in 7th edition however both seem to place well regularly. Perhaps the fact that players fail to gain podiums with these armies keeps them out of the lime light but they manage to consistently get top 10 finishes in a lot of events.

Top general for each army.

Now this is a category that has certainly proved popular and gives a player bragging rights! This list is the breakdown of the armies and the top generals for each one. I thought it would be a good time to pay tribute to the top general for each army so far this year.

Beasts of Chaos - Brad Peel
Bretonnians - Marcelo Rouco
Chaos Daemons - Ben Morrison
Chaos Dwarfs - Andrew Goodman
Chaos Mortals - Trent Denison
Cult of Slaanesh - Matthew Willis
Dark Elves - Stan Veneros
Dogs of War - Bryan Cook
Dwarfs - Sean Davis
Empire - David Spiers

High Elves - Ben Leopold
Lizardmen - Chris Cousins
Ogre Kingdoms - Andrew Galea
Orcs & Goblins - Daniel Andersen
Skaven - David Lancaster
Sylvanians - Jeff Traish
Tomb Kings - Nick Hoen
Vampire Counts - Akther Kahn
Wood Elves - Gavin Clarke

stated goal to the best of our ability. I am happy with the system we have implemented this year however having been in dialog with many players throughout the year and also after spending many hours analysing results and the rankings I feel there is still a lot to be done to the system that will make it even better.

What's in store for 2008?

The goal of the rankings is to have a system that accurately and fairly reflects a player's ability to compete at tournaments. It is as simple as that. So with this in mind each year the rankings system will be reviewed and tweaked until we feel we have achieved the

The most notable flaw in the current system is the difference in points available between say a 30 player event and a 64 player event. The bottom line is that even though one event has more players than the other, it does not necessarily mean you will play stronger players through your 5 or 6 rounds, or that the tournament is necessarily



Tournaments are a great way to relax, have a few games of Warhammer, meet new people and generally have a great time. We are fortunate that at the moment the tournament scene in Australia is very healthy, has a good core of friendly people and a great atmosphere. If you have considered tournaments but never taken the plunge then I recommend you give it a go. It is a lot of fun! If you are unsure then drop me a line at editor@irresistibleforce.net and I will have a chat and recommend the best place to start.

harder to win. On the contrary there has been instances where players in the bigger events have been able to avoid a lot of the higher ranked players and still gain a high place since the field is so large. This brings into play the unfortunate instance where the luck of the draw will have a large influence on the final standings. In saying that though it is not a disaster, just that there is an area where things could be better.

Another good thing to come from making the smaller events worth something closer to the large events is that it will open up rankings opportunities for a lot more players. The way it stands at the moment if you don't enter 2 out of the big three events (DogCon, ConVic, Orktoberfest) then chances are that you will struggle to gain a ranking in the top 15. And once again I don't necessarily believe this should be the case. Anyway this is just a heads up to let everyone know what I am thinking for next year. Official changes to the rankings system will be announced later in the year and wont be implemented until January 1, 2008.

So get out there, enter tournaments, have fun and you never know, you might just see your name up in lights!



Orktoberfest 2007

Queensland Gamers Guild Inc (QGG) is once again presenting its 'Ork-toberfest' miniature wargaming tournament in Brisbane, Queensland, on Saturday 27 and Sunday 28 October 2007.

Ork-toberfest is an annual two day event for Warhammer 40K, Warhammer Fantasy and Lord of the Rings. The tournament is appropriately held over the German Oktoberfest weekend each year (i.e. the last weekend of October). Now in its fifth year, Ork-toberfest drew over 130 players in 2006 that came from across Australia to battle it out for honours and a fantastic prize pool in what is arguably Queensland's largest independent tournament.

Due to the popularity of this event the first place winner of the Warhammer tournament will receive an automatic invite to the Warhammer Masters this year, which will be taking place in Melbourne, Victoria, for the first time.

Ork-toberfest is held at Aviation High (formally Hendra Secondary College), the 'home of QGG', which is located about 6km north of Brisbane City and only 10 minutes drive from Brisbane's domestic and international airports. It's a short 5 minutes taxi ride from low cost accommodation; making it convenient for interstate travellers; even folk from across the Tasman Sea. The venue is close to all forms of public transport and there is plenty of on site parking for locals.

To register for Ork-toberfest 2007 and for further details visit the events section of <http://www.qgginc.org.au> for all details. Registrations will be available online from 1 August 2007. Due to the popularity of this event places will be limited, so we recommend getting your registration in early to avoid disappointment.

To find out more about Queensland Gamers Guild Inc and its other events visit <http://www.qgginc.org.au>.

2006 Masters Review

By Andrew Galea



DOGCON 2007
www.dogcon.org

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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 Masters was held in a city other than Sydney for the first time in 2006 and the Brisbane Warhammer community welcomed the event with open arms. The Queensland Gamers Guild did a lot of the behind the scenes work to ensure the high standards of the Masters was maintained for the players and spectators alike. A field of 16 of the best tournament players from Australia and New Zealand converged on Brisbane and the excitement was building as we had the best spread of players from the Eastern States in the history of the Masters. Another element that was generating an enormous amount of interest was the introduction of the "sealed" event where players would be forced to randomly use another player's army for the first day. Three games with an army they had never used before. A true test of general ship.

As was the case in the previous 2 years the army composition was done pre-event. Each player had the opportunity to vote anonymously on every army in the field using a set criteria. The ability to have all players vote the composition on the entire field of armies is a fantastic measure to ensure a fair composition system for all. The unique system has proved to be most popular and goes a long way to ensure that players put a lot of thought into the

makeup of their armies prior to the event, and that is what the goal of all composition systems should be.

When I set out to establish the Masters I did not want it to become a tournament noted for over the top armies and over competitive play. Sure the tournament is going to be competitive by its very nature of bringing together the best tournament players from around the country. However more than anything else having good, fair composition and sportsmanship systems are the key to ensuring the tournament's success in my

Three players have managed to secure invitations to the 2007 Masters as follows:

Brad Peel (NSW)
2006 Masters Champion
Jeff Traish (NSW)
2006 DogCon winner
Marcelo Rouco (NSW)
2006 ConVic winner

The other automatic invites will be handed out to the winners of Orktberfest, the New Zealand GT and Western Australia's Ultimate tournament.

opinion.

The challenge that each player faces when putting together their Master's army is not standing out from the crowd! With such a small field comparing your army against the rest on a global view is not difficult and as Ken Ferris discovered in 2005, it is not advisable to stand out as the worse composition army of the lot! This year it seemed that Trent Denison's Chaos Mortal army was the pick of the bunch in this regard. With a Chaos Lord on a dragon, and less than 30 models many players viewed it with an unkind eye. As a result he scored 7.5 for composition out of a possible 30. At the other end of the spectrum Adam Wonderley scored 21.5 for his unique Wood Elf list. All army lists can be viewed here: <http://dnn.irresistibleforce.net/Tournaments/TheMasters/2006/ArmyLists/tabid/68/Default.aspx>.



Round 1

Like all rounds in the Masters round 1 threw up some interesting match ups. One of these was Andrew "Guns" Galea facing his own army (Dark Elves) using the powerful Wood Elves of Phil Cottrel. The unfortunate opponent was Marcelo Rouco whose initiation into the Masters was not a pleasant one as a combination of Andrew knowing his own army's weaknesses and the strength of Phil's Wood Elves resulted in Andrew racing away to a comfortable 20-0 win. The other two big winners were Dom Holloway over Andrew Bishop (20-0: Vampire Counts vs Sylvanians) and Jeff Traish over Bruce Tobin (19-1: Beastman vs Beastman).

Round 2

Phil Cottrel was the man to face his own army in round 2, the problem was that Jeff Traish was using it! Phil went down in a screaming heap 17-3. "Traishy" was setting the pace after 2 rounds, determined to be in a good position for day 2 where he would be using his own army with a view to making a charge for the title. Marcelo Rouco bounced back to get a 20-0 win against the army he used in round 1 (Dark Elves) this time being used by Andrew Bishop. It was not a good start for the evil ones I can tell you! Another big winner was Brad Peel who inflicted a heavy 17-3 defeat on pre-Masters favourite Lachlan Macwhirter.

The sealed concept, as promised, produced a lot of upsets in the early rounds as players struggled to operate outside the comfort zone of their normal armies. Pre-tournament heavy weights Jeff Galea and Bruce Tobin were only on 7 and 9 battle points respectively whilst Andrew Bishop was suffering from a lack of tournament play late in the season to be on zero. Needless to say he was the early favourite for the "Byron den Hollander" award. The two armies that were struggling the most were

Andrew Galea's Dark Elves (0 points) and Brad Peel's Beastmen army (3 points). These were both difficult armies to use for generals that were not familiar with them as the results would indicate.

Round 3

The highlight of Round 3 was Trent Denison against Andrew Galea. Andrew had drawn Brad Peel's Beastmen army whilst Trent had drawn the strong Brettonian army of Bruce Tobin. This was not a good match up for "Guns" and Trent proceeded to scream out how he was going to hand out some whoop ass and even went as far as to bet \$1000 that he would win the game. Well I am happy to say that yours truly won the battle 20-0. It was pure gold I tell you. :) Although I am yet to see the \$1000...

Brad Peel continued his giant killing ways inflicting a heavy defeat on Jeff Traish. Lachlan Macwhirter continued the miserable run of Marc Hurwitz as well so at the end of the sealed section the leader board made for some interesting reading.

That concluded day 1 and the sealed component of the tournament. There were numerous discussions throughout the evening about the sealed concept and the difficulties that each general faced using armies they were totally unfamiliar with. There was a feeling that an element of luck perhaps played too much of a part with some players drawing easier armies to use compared with others but one thing was for certain, the sealed section definitely tested a player's general ship like nothing else. Sealed tournament play had been born and was here to stay.

Day 2 was welcomed with a sigh of relief for several players who found the sealed quite a challenge. Each general was now given the opportunity to use their own armies for the remaining 3 rounds.

Player	Battle Pts
Brad Peel	50
Andrew Galea	50
Dom Holloway	45
Jeff Traish	38
Adam Wonderley	38
Lachlan MacWhirter	35
Nathan Goodchild	31
Marcelo Rouco	29
Reid Pittams	28
Gavin Clarke	28
Trent Denison	24
Phil Cottrel	21
Marc Hurwitz	19
Jeff Galea	17
Bruce Tobin	17
Andrew Bishop	10

The Sealed section (Day 1) of the Masters saw 2 surprise leaders take the honours in Brad Peel and Andrew Galea. Getting 50/60 battle points over 3 games using other player's armies was certainly an achievement and both Andrew and Brad were in a great position entering into day 2 of the tournament. Jeff Traish and Lachlan MacWhirter hovered dangerously just behind the leading pack.



An interesting fact was that the top 3 players after day 1 were the ones that had some of the "softest" composition scored armies in the field. The challenge for them was to maintain their lofty positions when the rest of the field would be trying to gun them down.

Round 4

Once the dust settled for Round 4 Andrew Galea had opened up a commanding lead after defeating Brad Peel 18-2. Adam Wonderley stayed in touch with a 14-6 win over Dom Holloway, and Lachlan MacWhirter showed some ominous signs of good form downing Jeff Traish 15-5. Marc Hurwitz all but ended Jeff Galea's hopes of a second day surge with an 18-2 drubbing and Marcelo Rouco also put paid to Gavin Clarke's aspirations handing him a 17-3 defeat. Indeed some pre-tournament favourites had found the going tough and it only serves to highlight the toughness of the Masters. Things were heating up!

Round 5

Brad Peel bounced back with a 16-4 win over Dom Holloway, who after a promising start in day 1 was finding the going much tougher when using his Dwarfs. Adam Wonderley brought Andrew Galea back down to Earth with a crushing 19-1 defeat, and Lachlan MacWhirter stayed in the running with a hard fought 10-10 draw against Marcelo. At the other end of the spectrum, solid wins to Jeff Galea (over Phil Cottrel) and Trent Denison (over Bruce Tobin) meant that the Byron den Hollander award was wide open!

Round 6

At the start of the final round the leader board looked pretty tight at the top. Adam Wonderley was a shock leader and 1st day champions Brad Peel and Andrew Galea were steady in 2nd and 3rd respectively.



Player	Battle Pts
Adam Wonderley	71
Brad Peel	68
Andrew Galea	69
Lachlan MacWhirter	60
Marcelo Rouco	56
Jeff Traish	53
Dom Holloway	55
Marc Hurwitz	52
Reid Pittams	52
Trent Denison	49
Nathan Goodchild	42
Gavin Clarke	37
Jeff Galea	35
Bruce Tobin	34
Andrew Bishop	34
Phil Cottrel	33

The Masters of 2006 was shaping up as a close run affair with any of the top 5 having a realistic chance of taking it out with just 1 round to go. And there was also a lot of congestion down the bottom of the field with several players desperately wanting to avoid the wooden spoon.

In round 6 Lachlan MacWhirter handed another 19-1 defeat to Andrew Galea who after 4 rounds had opened a commanding lead but failed in rounds 5 & 6 to crash out of contention. Brad Peel managed to go 1 better and all but claim his first Masters crown with a 20-0 whitewash of Adam Wonderlery. Marcelo got a minor win against Jeff Traish which meant neither of them had done enough to get a podium finish. There was some cagey play at the bottom end of town with Jeff Galea and Bruce Tobin drawing their battle and Phil Cottrel managing an 11-9 win over Andrew Bishop. However Trent Denison saw a gamble late in the game not quite come off against Reid Pittams and therefore crashed to a 20-0 loss. This would see him tumble down the leader board and in serious contention for the "den Hollander".

When the dust settled and the other criteria such as sports and composition were taken into account the final standings for the 2006 Masters are listed in the table to the right.

So Brad Peel won comfortably in the end to claim his first Masters title, and well deserved it was. Lachlan MacWhirter

followed up his victory in 2005 with a solid 2nd place in 2006 and Adam Wonderley did amazingly well on debut to gain 3rd place. And low and behold Trent Denison "won" the Byron den Hollander award for coming 16th out of a 16 man field...Trent was gracious enough to provide the wooden spoon trophy for the last place getter. He stole it from his mum's kitchen on the Saturday night. Good news is that Trent was able to give it back to his mum the very next day once he won it back for a gallant last place. :)

In all the 2006 Masters was a fantastic event, played in great spirits and continued the amazing tradition that was started in 2004. The Irresistible Force team look forward to bigger and better things in 2007 and beyond especially with the announcement of a major sponsor that will result in all players

	Player Name	Sp	Pa	Co	Ba	Overall
1	Brad Peel	30	9	15.5	88	142.5
2	Lachlan MacWhirter	30	10	13	79	132
3	Adam Wonderley	30	8.5	21.5	71	131
4	Dom Holloway	30	10	20.5	70	130.5
5	Reid Pittams	30	7.5	16	72	125.5
6	Andrew Galea	29	8	17	70	124
7	Marcelo Rouco	30	5	14	68	117
8	Jeff Traish	30	8	16	61	115
9	Marc Hurwitz	30	6	14.5	57	107.5
10	Jeff Galea	30	9	18.5	45	102.5
11	Nathan Goodchild	30	7	17	48	102
12	Bruce Tobin	30	11	16.5	44	101.5
13	Phil Cottrel	30	15	12	44	101
14	Gavin Clarke	30	8	12	51	101
15	Andrew Bishop	30	14	13	43	100
16	Trent Denison	30	11	7.5	49	97.5

having their airfares and accommodation paid for to attend the event in Sydney this year. Indeed all Warhammer tournament players should be proud of the things we as a community have managed to achieve in the last 3-4 years. The tournament scene has never been better and this is a direct reflection to the players and hard working tournament organisers that put on the events for us all to enjoy. Well done to all involved.

There is an article dedicated to the 2007 Masters later in this issue.

Andrew Galea



An Ogre Story

By Aris Tottle & Andrew Galea

Aris Tottle is an avid Ogre Kingdoms player from Queensland. His "Bretonnian" Ogre army has won several awards and contains some of the best conversions and paint schemes of any ogre army in Australia. This article is a combination of short stories regarding the background of the army as well as some insight into unit choices and model conversions. Aris is Ogrebane on WargamerAU.com

"The Challenge"

Angrierre dispatched the last of the barbaric ogres in his vicinity and surveyed the battle field atop his Bretonnian warhorse. He had lost his helmet somewhere in the fray, but was secure in his prowess not to require it. As the mist cleared he finally spied the behemoth.

Over 10 feet tall, all gristle and fat, bellowing one barely recognizable word over and over.



He reminisced about Genevieve. Slim, blonde hair down to her perfect rump. Pale skin, ruby lips and dark green eyes. A beauty by anyone's standard. He would ask for her hand in marriage after the battle. It was true that he had his pick of the ladies back in his homeland. Tall and slim with a wry wit and a ton of self confidence. But alas, he was 21 and not getting any younger. Time to settle down, retire her aged father and spend some of his hard earned money.

"CHALLENGE"

Angrierre could not let this travesty go unanswered. He called his squire to bring him a new lance. He secured the lock of hair he had obtained from Lady Genevieve to the handle, not that he believed he would need any luck against this brute. Flicking his golden fringe out of his deep blue eyes and setting his square and cleanly shaven jaw he kicked his mount in the side and set out to deal with the beast.

Angrierre was woken from his reverie as the great steed between his legs lowered its head as it gained speed. Kicking up mud and blood from the strewn corpses littering the battle field beneath its cloven hooves. Angrierre mind was still now, as he went into a trance intent and focused on the task at hand. He lowered his lance, his steely eyes honing in on the beast.

"I accept your challenge you foul beast,

and I'll send you back to hell". The words were but a whisper, escaping through clenched teeth, but the sound of his own determination gave further resolve to the young Knight of the Realm.

The behemoth sneered in response to the juggernaut of steel, horse muscle and human flesh charging towards him. The giant ogre's blood boiled at the audacity of these humans. They gained courage and claimed honour from riding a beast into battle, unable to fight of their own accord, relying on plates of forged steel and long spears to skewer their enemies from as far a distance as possible. His anger spilled over, he screamed a guttural roar of ferocity and spat in the direction of the charging thinline.

Angrierre's concentration was momentarily broken due to the sound emanating from the ogre beast. It sounded almost demonic, no of this world. His mount baulked oh so slightly but was quickly calmed by the strong will of is rider. The abomination was about to be spitted on his lance, Angrierre was sure of it now, nothing else mattered in all the

world. Angrierre had never been unhorsed or beaten in combat up to this point in time, and nothing was going to change that.

Just feet from the Ogre now and Angrierre braced for the impact aiming straight at where the beast's heart should be (assuming it had one). The impact was imminent, the stupid beast was unmoved, looking intent on taking the best that Augrierre could give. He steadied himself even more, the smallest of smiles forming on his lips. This beast would learn a hard lesson today.

Suddenly, just before Augrierre's lance pierced the flesh of the behemoth before him, it moved. A blur. Speed and grace belying the monster's size. In a swift movement the ogre twisted its torso, let the lance graze its right breast, then moved its right arm against its side hence grabbing the lance shaft in a vice like grip. The momentum of the bretonnian knight forced the lance between the ogre's right arm and torso but it was the beast that was in control now. Leaning back the lance was forced into the ground behind it, digging



in deep and vaulting Angrierre out of his saddle and sailing way over the ogre landing with a solid crunch some 30 feet behind him. The ogre then swung its left arm around and punched Angrierre's horse in the head with a mailed fist the size of a cannon ball. The beast died instantly.

Angrierre was dazed but still alive. Panic welled inside of him as he realised his right leg was shattered. He forced himself up onto his left knee, and drew his sword. The ogre walked towards him casually. Reaching behind its back to produce a weapon that was 6 feet long and over a foot wide at the broad end. Crude spikes protruding from random spots along its length. Angrierre feebly raised his sword to deflect the blow, but not being able to stand he was hardly even delaying the inevitable. The club hit his head with such force that it was all but removed from his shoulders. The Knight of the Realm was left a crumpled and bloodied heap on the battle field, like so many of his comrades.

Wretched the ogre turned to his kinsmen and with more than a little mirth in his voice yelled "See I told you Biff. You don't have to go to 'em. Stupid thinlings come to you if you call out to them loud enough."

Wretched mused "I think I'm gunna like this Brettony. They love a good fight and they look pretty in those nice colourful blankets".

As he walked back past Angrierre's war horse he noticed its "blanket" was a nice blue colour with pretty gold flowers. He took the blanket from the horse and draped it across his shoulders.

"Right lads this is our new uniform. Everyone get one of these by sundown

tomorrow. Or there's gunna be trouble"

Wretched slapped Biff on the shoulder as the ogres walked off laughing and boasting to each other. Time to feast on canned thinlings.

"The tribe of the Fluer di Lis Or The Lake Flower tribe"

So I have wanted to do an article on one of my armies for a while now and as I have just retired my ogre army I thought what a fitting way to put them to rest. I've been playing Warhammer now for 10 years and have been painting for just a little bit longer.

The first tournament I went to in 1998 I won the best painted army with my Bretonnians and I haven't really looked back since. What a different world it would have been for me if I hadn't won that year I must say. You see I thought you had to have a fully painted army to enter a tournament so I set about painting mine, and as it turned out I was one of maybe 4 armies that was fully painted. I guess its no wonder why I won! Trouble is it set me up for a life of high expectations and bitter disappointments. Well that is exaggerating it somewhat but it did set a high precedent for every tournament I went to after that.

Since entering the tournament scene I have won the best painted army every even year at the Big Weekend (Now called "The GT" I believe). This year broke my record as I won it in an odd year but I'm not complaining. I have taken this particular ogre army to 5 tournaments and won 5 best painted awards. I would have to say I appreciate all the guys that voted for my army as it kind of helps to pay off for having no life. :)

I have wanted to do a fully converted army since the very beginning. It just so happened that I was painting an army for "Aido" at one time and he paid me for my work by giving me a battalion box of Ogres. So with the army in my hands I decided there and then that Ogre Kingdoms it would be. I scanned through the book to find inspiration for a theme (my first mistake!) and that I would choose my first love the Bretonnians as the actual theme (my second mistake!).

After countless hours of painstakingly converting and painting the miniatures I ended up with an army where every miniature is converted except for two units of yhettis (which I have sold off anyway) and about 5 trappers (who are not a unit I am proud of however they remain the only unit that consistently pays back their points cost). As with all of my Armies each of the characters is named and has a back story as do most of the units, this is something I feel is important when applying a theme to an army, it somehow makes it easier and more character full.

My Tyrants is called Sirrah Wretched Thundersguts Longshank the Tird.

Basically a maneater who campaigned in Bretonnia and fell in love with the culture and as all ogres do he brought it back home and convinced his tribe (with more than a little coercion) to accept it as their own. So this gave me the basis for my theme and from this start I set out to select units whilst placing some forethought into how they would fit in with the Bretonnian theme.

I began by building a few test pieces. The first unit was a unit of Ogre Bulls (image top of Page18)

with light armour and iron fists. The unit champion is the first ogre I finished and painted.

Following from this I set out to complete another unit of bulls however this time I wanted them to look a little meaner and set them apart from the first unit. Something that stuck in my mind from an army I had seen years ago was a unit of Khorne Warriors in various running poses. So I thought a unit of running ogres would look great and have the desired intimidation effect so that was the next unit that I did (image bottom of Page 18). Having them positioned in various stages of a running stride adds to the effect of the entire unit charging across the battle field. I maintained a strong Bretonnian theme with the liveries on their "clothes" as well as the colour scheme.

Originally I was going to do a big unit of Ironguts and represent them on the battlefield with 3 converted rhinox riders. However shortly afterwards the Rhinox





rules were released and obviously having a cavalry type unit would definitely fit into my Bretonnia them! I put a lot of effort into the conversions and theme of the Rhinox Riders and they certainly add a lot to the army when it is deployed across my table edge. The Rhinox are also very effective in the actual game so that certainly helped as well. (Image - top of Page 19). They are aptly named “Gweedo the Flatulent and ill Tempered”, he is the standard bearer in the picture and “Guy the Gross”.

My next models to tackle were a unit of Maneaters. (image - page 15) . It is well documented how effective these guys are in any army so there was no way I was not going to have a unit of them in my Ogre army. And yes I went the whole hog and had 4! I was really keen to go all out with this unit and I wanted to further en-





these girls! They have proved very popular. I modelled each of the ladies quite distinctly and found that having females ogres as butchers made a lot of sense. The aprons, the cooking theme and the unpredictable personality to match! :) I really had a lot of fun with these models, giving them rolling pins, parchment scrolls and gem style jewellery.

Now this brings me to the mighty Gnoblar, and yes they also had to look the part. I really thought long and hard on how to theme these guys and make them become more of an attraction than their lowly abilities on the battle field would indicate. And then it struck me. I wanted to model a Grail Requite using a dead Maneater! (Image below and on Page 20). Such inspiration comes by very rarely so I set out with

hance both their standing in the army and the Bretonnian theme. So I modelled them wearing knight style armour with strong Bretonnian liveries. I also scratch built some Bretonnian bastard swords (played as Cathayan long swords) onto the models. I realised that the Cathayan swords were not as effective in the game as arming them with hand guns but the black powder did not fit my Bretonnian theme. It kinda sucks when your theme tempers the effectiveness of an army but I had taken 4 maneaters so I probably should just be happy with that. :)

The maneaters are named left to right : "Neel", "Choppa", "Blade" and "Biff". The army background fluff depicts these guys as the original crew that started Wretched's tribe.

Another reflection of the tribe's Bretonnian roots were having the butchers modelled as Damsels. A nice bunch of ti.. I mean ladies you may never see. (Image - top of Page 20). It is amazing how much interest and emails I got over





renewed vigour intent on doing the best job I could. I was extremely happy with the final result. I just love the imagery of these guys carrying a dead Maneater into battle. In fact it was this unit that convinced me the whole Bretonnian theme was worth it. Unfortunately as good as they looked they were still Gnoblers on the field of battle!

I also loved the idea of Gnoblers on toy ponies so I did another few conversions. Each of the toy knights has a coconut clapper and other flunkies in his entourage.



To add the finishing touches to the army I modelled some markers and spell cards. These little touches set the army off and also make it more pleasurable to use. In the end I made spell markers, magic cards, bicker markers, reload markers and a turn marker. I must say here that I collaborated on these ideas with Aido and Eddie. (OK I admit it, I actually stole the ideas and now I am claiming them as my own). I also did a nice display tray for the army which certainly helps when people are walking around choosing armies for player's choice at tourna-

ments. They now sit proudly on this tray in my home for all to see!

And to finish off my show case I modelled up a Hunter riding a ram that I entered into last years Golden Demon (Front Cover). It made to the Regional level but wasn't good enough for the finals. Oh well better luck this year I suppose. The idea of the ram was to represent the Longstrider big name. Also with all the goat and ram heads available on the for banner sprues I started to think "Where did they all come from?".

So after two years I now have over 3000 points of Ogres that I will probably never use again. I am about to start my next army to hopefully win next years GT so if you have aspirations on winning the painting competition at that even then step on up! It will only make me work harder. :)

There are a few people I would take this opportunity to thank. They are all the Qld guys I game against. David James whose nicely painted army pushed me to paint better every year. The guys from the Ogre Stronghold and WargamerAU who gave me lots of advice (mostly to stop bothering them) and Aido, Eddie and Shags who supplied the bits boxes ideas and motivation.

Thanks Aris for a great army article! - Ed





Do you have an army that you would like to showcase? Then do something about it! Take as many good shots of your army as you can, write up a background article on why you chose certain elements of the army and details about your conversion and painting ideas and send them through.

It is guys like Aris and the many people before him that have taken some time out to do just that and provide the Irresistible Force team with quality articles to grace these pages. It does not matter if you don't have the knack for writing too well, I will flesh things out where required and provide some editorial editing where appropriate as well! :) Thanks again to Aris for a glimpse of his amazing Ogre army.

7 Steps to a Successful Tournament Army

By Andrew Galea

Over the last 18 months I have put a lot of thought into what makes a good tournament army and applied my theories to practical use and success with my Dark Elves, Ogre Kingdoms and Dwarf armies. This article is a collection of my thoughts and processes that I go through when preparing a tournament army. I hope you find them useful in your endeavours.

I have had a lot of success over the years of putting together tournament competitive armies from army lists that are normally considered to be not overly competitive. My three most recent endeavours have been Dark Elves, Ogre Kingdoms and Dwarfs. I normally publish my thought processes about army design and tactics after the events and the feedback from those articles has always been very positive. This prompted me to do an article about general army design and the thought processes and techniques I go through when putting together a list. The idea was that this article could basically help anyone regardless of the army they are wishing to

build. It was an abstract view on army design, and could be applied to any situation. I have broken the process down into 7 distinct steps.

Step 1 - Pick an army!

This might seem like an obvious step but it in itself requires some thinking that could determine the success or otherwise of your endeavours. People pick armies for various reasons, here I have penned mine. The actual process of writing down your reasoning will give you great insight into whether your choices are for the right reasons and therefore may steer you to better choices in the



future. It is a worthwhile exercise.

i) For me an army has to be one that I "like the idea of". It has to inspire me. The troop types, the background and the stories. There are times where the Games Workshop "fluff" leaves a lot to be desired so I will often draw inspiration from other fantasy novels and settings. Setting out on your journey with a basic theme for what the army will be like will also lead you to make certain troop

put on the tabletop. It is a game of fantasy models, so liking the models is something I cannot look past. This in turn will also greatly influence the troop types I will field.

iii) Third is the troop types I like. It might not always be possible to use the troop types you like. Because at the end of the day this article is about building a successful tournament army. I normally spend more time trying to



The trolls have been performing better this time around...I am hoping the make the grade and stay in my Orcs & Goblins list this time around.

choices, so take a step back and think about it. When the chips are down and things are not doing well, either during the painting process or the play testing process, the fact you enjoy the army theme may just be what you need to keep you going.

ii) Secondly an army has to contain models I like. This is important to me. At the end of the day Warhammer is about the beautiful and inspiring models you

tweak a list over and over before I drop a troop type that I like but sometimes being competitive at tournaments wins out and the troops won't make the grade. I have this constant battle every time I play take my Orcs & Goblins army out for a rumble. I love trolls! The models, the rules, the fluff but they are just not that great on the battle field. In saying that my current list I am putting together has them in there yet again... for the time being at least! :)

Step 2 - Study the Army Book

Now this is an iterative step that you should never forget. It is something I constantly do. I always have the army books around the house and pick them up to peruse whenever I get the chance and the inclination. The amount of times I have corrected another player on **their** army during a tournament match is incredible. And it normally precedes a shellacking they are about to receive! :)

Learn the troop types, their options, their costs. Learn the spells, their effects and think about the troops they can help on your side and hinder on your opponent's. Learn the magical items available to your army, and think about their uses with respect to the troop types in the army. There are combinations galore there waiting to happen and they will not normally pop into your head the first or second time you look at them. I cannot stress how important this point is.

A case in point was with my recent foray with Dwarfs at ConVic. It was not until very close to the tournament that I realised Miners were a 5+ option. That is I could field just 5 of them. I just assumed it was 10 like every other Dwarf army book and most units in the game. I immediately tweaked the list around to free up the 55 points required to field this unit. Discovering this little gem made a **massive** difference to how effective the army was. And I would never have noticed it if I had not read the unit entry in the book for the 50th time! Another one that springs to mind is the Master Rune of Grungni. This is a runic standard that provides a 5+ ward against shooting and magic missiles to the unit and all units within 6 inches of the banner. What a gem! I knew I had a problem against shooting and magic strong armies that would not engage me, so I scanned the

army book for possible solutions and this one jumped out at me. Once again, being a player of Dwarfs for several editions, I did not know this rune existed in the new book until fairly late in the piece.

Step 3 - Tweak the List

I have a clearly defined process when I am in this stage of army design as described below.

3.1 - Print Out the List

This step is simply printing out the list and reading through it many times over the course of the next day or so. I use Army Builder (<http://www.wolflair.com>) when designing armies, which is a very good tool to use. It lets you put together armies very quickly therefore allowing you to think of an idea and see how it works painlessly. Another good attribute of the product is the amount of detail that is displayed when you print the list. Each unit's abilities, statistics and special rules are all included and this sometimes highlights something to you that you might not have noticed in step 2! It also serves as a timely reminder in games when under the heat of battle such rules may just slip your mind.

There are times where I will design an army, look at it on the screen, think it looks great then spot a flaw within a minute of printing it out. (Those environmentally conscious individuals out there should use recycled paper and print on both sides of each page!) Continue iterations of printing and studying the list until you are happy that all points are spent wisely and there is no room for making small adjustments here or there.

By the time I get to a tournament my army is completely tweaked and I mean every single point has been thought of

and every unit is optimised for maximum effectiveness for when it hits the table.

3.2 - Lay it on the Table!

Another good way to get a feel for how an army will fair on the battle field is to lay it out in front of you. I even setup terrain and deploy the army like I would in a tournament, on both sides of the board. This will give you a feel for how things will work together, whether you



You should be asking yourself is it really necessary having your mage mounted? Can those points be spent somewhere else for greater benefit? The answer may very well be yes but thinking about it during games whether the mage being on a horse helps your cause will assist you in your army design.

have enough protection for your war machines and whether you have units that don't really fit in with the rest of the army. You can consider what you have in your army to combat another one just like yours. If you have war machines for example, do you have flyers/fast cavalry to get rid of war machines? How will you deal with Heavy Cavalry? What about a magic strong opponent? Laying the army on the table top will assist you when thinking about these things and for getting a feel how the army will play.

When you are tweaking an army for a tournament every single point should count. You should be considering whether to take a muso there, whether to give a unit shields or not, whether to give your characters great weapons or

save the points and take a shield to go defensive. Do you need champions in all your units? If you are not constantly analysing and finding little areas to free up points in the list then chances are it is not finely tuned. And that fine tuning will make a difference in crucial games in tournaments, I guarantee it.

I would have had something in the order of 30 iterations of a list before I was happy with it. And the vast majority of those changes were small tweaks. If someone asks you why you have taken a particular unit/upgrade/magical item you should have a clear, confident answer for them. Challenge yourself to justify why you have taken what you have. That is another good technique for ensuring everything in your army has a clearly defined purpose. In saying that however, an answer such as "I love the models" is still legitimate! Fielding models that you like is important and will let you enjoy your games more which will in turn assist your results.

Step 4 - Play Games!

This step is an obvious one however it is not always easy to organise games with a variety of opponents. And to get the most benefit out of practice a variety of opponents and armies is essential. In an ideal world we would be able to have a practice game each time we change something in the army but that is just not possible for the vast majority of us. In saying that I always try to get at least 10 games in before a tournament if I hope to do well and/or I am trying a new list. I am fortunate in that as a member of the Greyhawk club I get to play against a lot of the top tournament players like Lachlan MacWhirter, Jeff Galea, Jeff Traish, and Evan Ferris and I also have a few other guys who live locally that I can play against as required. Sometimes trying something

new out against a top player with a strong army is not the best way to gauge how the army will go in a tournament. Chances are you will only play opponents like that for perhaps 1 or 2 of the 6 rounds, so the bulk of your points will come from the other 4 battles. Therefore I will also seek out players that don't always perform the best at tournaments to see how effective an army is at getting wins against those opponents. A lot of players in the middle tier of tournament play will do things unexpected, they will have certain tactics that work well in certain situations however they just might not be able to adapt when things get tough. If you want to do well at tournaments it is important to have an army and the tactics to take advantage of these weaknesses and get those wins while you have the chance.

After each game, regardless of the result, I make a conscious effort to sit down and think about how the battle went. What worked? What didn't? And what I would do different if I had my time again? I then draw on these thoughts next next time I in a similar situation and will even organise another game against the same opponent if I really want to try something radical. In the early stages of design especially, I will always tweak a list in some way after each battle. Like I said, you cannot play enough games to try everything out so you have to implement some of the techniques I have discussed in the earlier steps to not waste a practice game using something that you should have picked up was not going to work beforehand.

Another important element of this step is to try and play at different people's places. They will each have their own set of terrain that will differ from yours. Bigger forests, buildings, water features, and a myriad of other things that you will only benefit from playing with. Let

them setup terrain the way they want to. Having a game or two where the terrain does not suit your army is great. You don't want to have a hill in your deployment zone every time you practice with your Dwarfs, because chances are you won't get that luxury throughout a tournament.

Step 5 - Tournament Strategy



Being handsome will also increase the likelihood of your opponent enjoying the game!

This article is about designing an army to do well at tournaments. So before I get flamed by all the players out there who want to accuse me of playing to win, please keep this in mind! And if you are that adverse to serious Warhammer play then I suggest you don't read this section!

My strategy with tournament army building is to have an army that can hold its own against the very best players... getting a result between a 12-8 loss to 12-8 win will normally suffice. However the key to tournament success and the main factor for a tournament army is the ability to get the big wins against the "2nd Tier" and beginner players. It is so important to be able to put a player away when you are on top, getting a 20-0 or an 18-2 result during the rounds you are not against a top player will keep your battle score bubbling along and also relieve the pressure off you when you do draw a top player, removing the need for you to get a lot of points.

Jeff Traish is the best exponent of this strategy that I know. He very rarely struggles to get 17+ battle points against the standard tournament player. And he very rarely gets a big result against the top players. Jeff will alter his game to suit his opponent and is savvy enough to hang in there in the big rounds knowing he will get big points in his next match. I often get frustrated playing against "Traishy" in tournaments as he will not extend himself and will take no risks, doing his best to eek out a minor win and most importantly reducing the chance you will get anything more than a draw against him. What is the best way to combat this? Ensure you are getting enough battle points against the less experienced players so that a 10-10 against Jeff Traish suites you as well. In saying that it is not easy to get a 10-10 against him most of the time! :)

Other areas of my tournament strategy are making sure I don't lose valuable points in silly areas. Such as ensure my army is painted to a reasonable standard and not having crappy movement trays for a few examples. If the tournament organiser is giving points out for

army fluff and story, then have one.

Another important aspect of tournament play is being mindful of your opponent's enjoyment of the game. I realise I have just extolled the virtues of getting big wins against middle tier players but it does not mean you get those points at all costs without thought for your opponent. So many times I see players arguing with their opponent over minute things that just removes enjoyment and will have very little impact on the battle. Sure I correct my opponent if they are playing a rule incorrectly but I often let things go to help the battle flow and let both my opponent and I enjoy the game. Getting 1 or 2 battle points by being a stickler for every little rule, but then losing 3-4 points in sports score is not a good strategy. You can be a good player and do well at tournaments without being disliked!

Step 6 - Prepare.

The final week before the tournament is very important. I make sure everything is in order and ready to go. I have my list printed and get completely familiar with it. I read my army book to make sure I understand all the rules and where they are in the book should my opponent ask. I print off FAQs if I am using things in the list that might rely on that rule being understood during the game. I study the tournament pack, understanding scenarios (and practice them in Step 5 if I have the chance). I also read the sections in the main rule book that relate to the army I am playing as well. Do I have a terror causer? Well know the terror rules back to front. All these things will keep you prepared and on top of your game during a hectic tournament battle.

And finally I will try to practice my army as much as possible in the lead up. I



Fielding the models you like is always advisable...it certainly helps if they kick butt on the battle field as well!

want my deployment, my strategy against different armies and my reaction to what my opponent does to be second nature before the event. Sure you cannot cater for everything, but the less surprises you get on tournament day the better.

Finally ensure you have all the dice you will need, artillery dice, a tape measure and all relevant templates. I know of players that will mark their opponents down for sports if they fail to have all their things in order, which includes a clear, concise army list.

Step 7 - Have Fun!

People who read this article without knowing me personally might think I am

a frowning angry tournament player that plays to win at all costs. Those who do know me will realise this is certainly not the case. I love going to tournaments. I get a lot of enjoyment hanging out with my mates and regaling stories, trash talking and copping as much flak as I give...however I still go there trying to win every tournament I enter. The Warhammer hobby is multi-faceted, a fantastic game and a whole lot of fun. When things go poorly with dice, the players that take it in their stride will often be on the receiving end of good dice later down the track. Things have a funny way of working like that. And you will be amazed how much things will look like they are going against you when you are in that frame of mind. Be positive and don't get too down when dice rolls go against you and you will find your entire tournament experience a whole lot more enjoyable.

I have written two recent articles on the building and success of my Ogre Kingdoms and Dwarf armies. They are available on the Irresistible Force site.

<http://dnn.irresistibleforce.net/Articles/tabid/67/mid/413/newsid413/102/Default.aspx>

<http://dnn.irresistibleforce.net/Articles/tabid/67/mid/413/newsid413/103/Default.aspx>

I will also be writing a series of articles on army design and tournament play over the coming months. They will be published on the Irresistible Force website and also downloadable as separate PDFs.

Happy gaming.

Andrew Galea

Fortunes of War

By Andrew Galea

Fortunes of War is a Warhammer Fantasy tournament run by the Irresistible Force team in 2006 and again in 2007. It is a very popular event with over 50 players on both occasions and the combination of a standard tournament and a background campaign has really struck a chord with fantasy players around Australia.

Fortunes Of War is a Warhammer Fantasy tournament where players get the opportunity to pit their skills against their peers and at the same time take part in a grand campaign where the battle lines across the Olde World writhe to and fro like Tzeentch magic coursing through a Horror's veins. Each general is allocated to a faction, decided by the army they lead to battle. Each battle result contributes to their faction's overall fortunes in the war providing added incentive to fight to the death as every point counts!

Throughout the course of the 2 days many players keep track of their individual efforts however they soon find themselves getting swept up in the grandiose as the battle lines shift across the Old World following the inclusion of each round's results into the system. Players of a particular faction are unable to face off against others within their faction so they gain a sense of camaraderie with them and will cheer in their comrades victories and mourn their losses.

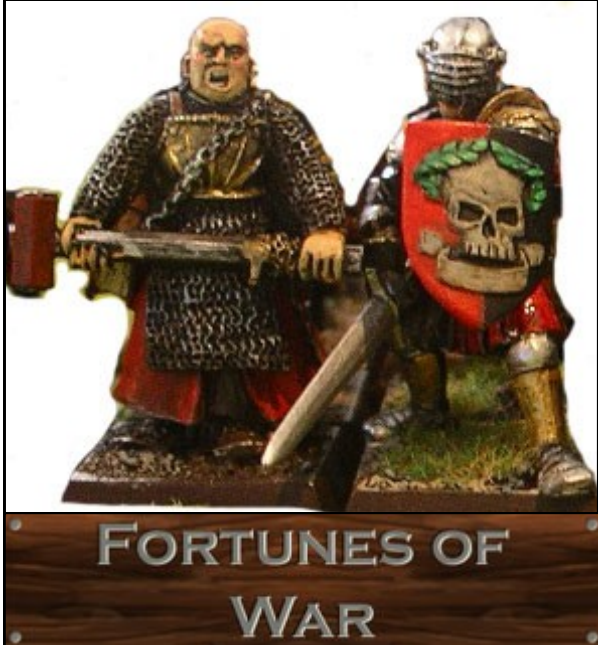
The inaugural Fortunes Of War tournament was held in Sydney, Australia in May 2006. Fifty players attended the event that year, ensuring the concept was going to get off to a fantastic start. History will show that the Alliance were far too strong in that

campaign. Many Horde generals were on the receiving end of some rough treatment and lamented their humiliation for many months afterwards. During and after the event there was a growing sense of the need



for revenge. This backdrop helped build the anticipation for 2007 several months before the event was due to begin. Copious amounts of banter and

Alliance 1
Horde 1



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ribbing was flying across the airwaves like Pegasus Knights hunting in the presence of a damsel. The 2007 event was held at the same fantastic venue as the first year, the North Sydney Anzac Memorial club and in 2007 there was a slight increase in player attendance to a



healthy 54 players.

Before the event had started the two factions looked to be relatively evenly matched. The Alliance were lead by Charles Black, Matthew Debala, Marcelo Rouco and Jeff Galea, where the Horde had Jeff Traish, Lachlan MacWhirter, Emmanuel Beckman and Gavin Clarke at the helm. After the 2006 event there was a growing belief that the reason for

the Alliance dominance was mainly due to the fact their generals had tailored their armies better. The knowledge they would not be facing half the armies (due to them being in the opposing faction) allowed them to select troop types specific to what they were facing and not select troops that were normally used to combat units they would not have to face. The general consensus was that the Horde generals did not do this too well in 2006. The talk around the Horde camp was this year would be different. They put more thought into their unit selections and prepared for the abundance of shooting based armies that the Alliance would be throwing at them.

Well the plan seemed to work in the main stream and the Horde dominated proceedings in the Dark Raiders (tables 9-7) and Desert Rats (tables 18-27) theatres. However in the Olde World theatre (tables 1-8) the alliance were totally dominant. Charles Black (Wood Elves) and Matthew Debala (Bretonnians) swept all before them

and were way out in front for the last few rounds. Jeff Galea (High Elves) and Marcelo Rouco (Bretonnians) ensured that the Alliance took out the top 4 places overall. Matthew Purling (Tomb Kings) and Jeff Traish (Vampire Counts) were the only two horde generals in the top 6 coming in at 5th and 6th place respectively. But war is not won by show ponies and the privileged silver tails at the top end of town! Not at all. The true battles were won with grit and determination by the foot sloggers in the Dark Raiders theatre. It was here that the Horde came into their own dominating their opponents and inevitably it was here that the war was won. Yes, the Horde had managed to turn the tables by the barest of margins and ensure that the ledger was square 1-1 after the first 2 years of Fortunes of War.

Once the dust had settled the honour roll looked like the tables below on page 33. The first three tables list the players that gained the most War Victory Points in each theatre. War Victory Points are a combination of a player's battle points



Olde World Theatre	
Alliance	Horde
Charles Black - Wood Elves	Emmanual Beckman - Orcs & Goblins
Matthew Debala - Bretonnians	Daniel Andersen - Orcs & Goblins
Marcelo Rouco - Bretonnians	Matthew Purling - Tomb Kings
Dark Raiders Theatre	
Alliance	Horde
Conrad Aikten - Empire	Brad Peel - Beasts of Chaos
Marc Huwitz - Wood Elves	Lee Adams - Chaos Mortals
Chris Wilcox - Wood Elves	Michael Fair - Orcs & Goblins
Desert Rats Theatre	
Alliance	Horde
David Robertson - Empire	Andrew Eddison - Ogre Kingdoms
Jason Root - Wood Elves	David Palmer - Chaos Mortals
Shane Thompson - Dwarfs	Michael Caton - Dark Elves

and their bonus points. Bonus points are awarded for capturing standards, killing opposing generals and completed certain scenario objectives in the various rounds.

With this system players were able to contribute to their faction's war effort without necessarily winning battles. Capturing standards, objectives and killing generals were very valuable in terms of War Victory Points so these were keenly sort after. Also the advent of the 3 theatres means that there are mini tournaments within the main event so that players that are not fighting it out at the top tables could still aim for an award and gain recognition for performing admirably against the opponents they were facing within their theatres. Also the sense of achievement when a player advances to a higher theatre is also an good addition to a normal tournament environment.



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And finally the overall top 10. Even though the onus for Fortunes of War is on the overall war, the duty to your faction and the honour of your race, in the end it is still a tournament so here is the overall honour roll.

As mentioned earlier Charles Black and Matthew Debala dominated proceedings for the Alliance. It was unfortunate that these two could not duke it out for the title but after all they were fighting for the same side! As has been the case in Australia for the past 12 months the

1	Charles	Black	Alliance	Wood Elves
2	Matthew	Debala	Alliance	Bretonnians
3	Jeff	Galea	Alliance	High Elves
4	Marcelo	Rouco	Alliance	Bretonnians
5	Matthew	Purling	Horde	Tomb Kings
6	Jeffrey	Traish	Horde	Vampire Counts
7	Marc	Hurwitz	Alliance	Wood Elves
8	Chris	Willcox	Alliance	Wood Elves
9	Michael	Fair	Horde	Orcs & Goblins
10	Lachlan	Macwhirter	Horde	Chaos Mortals





Wood Elf and Bretonnian generals were able to dominate proceedings with 5 of the top 10 coming from those two. Special mention must go to Matthew Purling who took the fight up to the Alliance and was the top Horde general with his Tomb Kings.

will be made early in 2008, so stay tuned! In the mean time, have a think about where your allegiances lie...

For more information on Fortunes of War visit <http://www.irresistibleforce.net>

So where to from here? Well I am hoping that Fortunes of War can get bigger and better. Some of the innovations for 2007 were great, and others were not so successful. Something I have been toying with for some time is to run simultaneous Fortunes events in different capital cities, with the results from each round impacting the war overall. It can be done, and plans are already afoot to run Fortunes of War events in Sydney & Melbourne at the same time next year. Once again this would be a world first for Warhammer Fantasy tournaments and is something that I am very excited about. Announcements regarding this



Cannon Tactics

By Lachlan Macwhirter

Lachlan Macwhirter has been playing and winning tournaments for almost a decade. He is still renowned from his exploits at various Grand Tournaments several years accumulating a phenomenal record. Irrefutably one of the best and most astute generals in the game today Lachlan is a threat for any tournament he enters.



I've been playing WHFB for a long time now, my very first army was Empire back in 4th edition. Over the years I've played with many armies utilising cannons (Empire, Dwarfs, Dogs of War) and have refined my tactics so as to get best value from these fearsome war machines.

Cannons are one of the great equalizers of WHFB. There is nothing that enjoys a Strength 10 hit doing D6 wounds. Their presence on the battlefield demands the attention of your opponent. There is one great drawback to cannons however and that is reliability. As soon as you start relying on your cannons to do significant damage, you're throwing tactics out the window and playing purely with luck. Even "runed" up Dwarf cannons can still misfire, over / under shoot their target, fail to wound, etc. Cannons cannot be relied on, but they can be used to great effect and when things do go right, there is nothing that can withstand them.

Cannons work best when deployed in multiples. One cannon can be avoided or taken out fairly easy, 2 or 3 cannons are a much tougher prospect for your opponent. With multiple cannons you also increase the odds of getting a successful shot off.

Cannons have many vulnerabilities - flyers and fast cavalry engaging them directly, missile weapons killing the crew, other war machines destroying the cannon, certain spells, etc. You'll want to protect your investment but remember to keep your focus on the overall battle. Rarely will a game be won with cannons alone, it's the guys doing the fighting that will win you a game. Cannons just help make their life easier.

The first and most important step towards protecting your cannons is deployment. Take a look at what's in your opponents army before you start deploying. You want your cannons to have a wide coverage of the battlefield, but it's often prudent to sacrifice some visibility in order to gain protection. For example if you have a nice hill in your deployment zone it's very tempting to put your cannons there, but if your opponent has flyers that makes it very easy for them to get to the cannon - because you are elevated they can see you over intervening units, allowing them to hide safely behind their own battle line and charge right over the top in turn 2. It's also easier for your opponent to bring large amounts of missile fire to bear on the cannons as they can be more easily seen. Often times you are better off putting your cannon at ground level where it can be more easily protected.

Spreading your cannons out is also desirable in most instances. If your opponent has good warmachine hunters in his army you want to ensure he can't

get several cannons in one go.

In my Empire army I usually deploy one cannon in the midst of my infantry battle line and have the other cannon out wide protected by a unit or two of knights, pistoliers, etc. Sometimes deploying a cannon out wide with no protection is a good move, especially if you've held them back and are able to see where all your opponent's fast moving units have been deployed. If you opponent diverts a unit for 2 or 3 turns to go hunt down the cannon, you'll have won an advantage elsewhere on the battlefield without having fired a shot.

Pay close attention to what your opponent does with his fast units, particularly skirmishing flyers. Use your own combat units to block his line of sight and prevent your cannon being charged. Having your cannon in the midst of your battle line makes this easier as you'll likely have more units available for this duty and it gives your opponent less room to get his units in.

Pick your cannon shots during the movement phase and make sure you've got the line of sight required. A small gap between units is all you need, you'd be surprised how effective your cannons can be sitting behind your battle line so long as you are conscious of allowing line of sight between your units.

Protecting your cannons is one thing,

using them successfully is another. Now that you have some idea on keeping your cannons alive, lets take a look at how you can use them to keep the enemy dead.

First off, let me re-iterate that cannons are unreliable. This cannot be stressed enough. Often a cannon's damage potential will have a far greater effect on the game than it's actual damage. Characters on big flyers (dragons, griffons, etc) are basically forced to remain hiding behind terrain until the cannons can be neutralised. This is a HUGE tactical advantage. Keeping a 400+ point unit at bay with a couple of cannons is one of the biggest advantages cannons have. Whilst cannons are unreliable, there are plenty of things you can do to maximise your chances of getting full effect.



What else in the game can drop this big guy in one turn?

Concentrate your fire. This is true with cannons just as much as it is with all other forms of missile fire. It's no use relying on one cannon doing the job, you need as many shots as you can muster if you want to stand a chance of doing what you set out to achieve.

Picking your targets is perhaps the most crucial aspect of using cannons well. Characters are by far and away the best target. Cannons make great assassins,

a character on his own is just begging to get slammed. Even if the character is in a unit, pick him out. He'll fail his 'Look out sir' roll eventually and even if he does pass it, you'll be taking out rank and file in his place. Sometimes you can fire the first cannon at a unit, character passes LoS roll and you kill a couple rank & file thus reducing it below 5 models and allowing your second shot to hit the character with no protection.

Enemy war machines are a popular target, but there are plenty of ways to deal with other war machines and using a cannon to do the job might not be the most effective use of your resources.

Here is my preferred order of targets:

Big characters on their own.

Big characters in units (if you can bring multiple shots to bear) Chariots, Stegadons, etc.

Heavily Armoured, Expensive units. (Knights, etc.)

War machines, Big units.

Anything else.

So now you know what to shoot at, the question is how do you stand the best chance of hitting it?

The artillery dice has 6 possibly results: Misfire, 2, 4, 6, 8, 10.

Ideally you want your cannonball to land directly on top of it's first target, and then have it bounce through everything behind it. Guessing ranges is a skill that can be learned relatively quickly. It's worth practising until you get on target... a good method is throwing a pair of dice, or coins, and then try guessing the distance between the two. After you've guessed, measure it and see how close you were. Repeat this process until you can accurately guess the ranges almost every time. Being able to guess accurately is the first and most important

step in being able to get the most effectiveness out of your cannons.

Now, to stand the best chance of landing your cannonball where you want it, estimate the range to your target and deduct 6 from the figure. When firing multiple cannons at the same target, it is worthwhile varying this distance slightly from shot to shot in order to cover the odds of a short or large roll. 6" is the average variation, from the artillery dice, on how far the cannon ball will travel before bouncing, assuming you don't misfire.

If you're looking to hit just one specific target as opposed to getting the best line through as many targets as possible, deduct 8 from your initial guess.

If luck is on your side, at least one of your shots should be on target. Remember what I said earlier about concentration of fire. Between misfires and over/under shooting the target, it can be quite a task to land a shot where it needs to be. That's why you need to maximise your chances by concentrating your fire.

That's about it for my cannon strategies, hope this has been helpful and may your cannons never misfire! :)

Lachlan Macwhirter



Thanks Lachlan for a great tactics article on the use of cannons. - Ed

The image of the cannon and the cannon crew are the property of Games Workshop <http://uk.games-workshop.com/empire/miniature-gallery/19/>

Masters 2007

By Andrew Galea

Not very long down the track the Warhammer Fantasy scene will be buzzing with the 4th edition of the Irresistible Force Warhammer Fantasy Masters. Each year this tournament brings together the very best tournament players from Australia and New Zealand to fight out for the title of Warhammer Fantasy Master! This article is a prelude to this year's event. Bring it on!

The Masters enters its 4th year with an amazing track record built solidly since the inaugural 2004 event. This year the Masters and indeed the entire Warhammer community was given a massive shot in the arm with the announcement of a major sponsor that will pay for travel and accommodation for all players and officials as well as a venue for tournament proper. This is an

being done by many people in the current Warhammer Fantasy tournament scene. We are all very fortunate for their generosity and support and I personally would like to take this opportunity extend my utmost gratitude to the sponsor. Thank you.

The spiritual home of Warhammer in Sydney, the North Sydney Anzac

Memorial Club, will play host for two days to some of the highest quality Warhammer battles in the world. The fantastic facilities and location of the club will only heighten the gaming experience for the players and spectators alike. The 2007 Masters promises to be a memorial event and simply cannot wait to get stuck in. Lock in the weekend of December 1st & 2nd for the 2007 Irresistible Force Masters!



amazing effort for all involved. Many people have enquired about who the elusive sponsor is, however they wish to remain anonymous. They are an avid gamer themselves and wanted to support the hobby and the great work

Each year I spend a lot of time thinking about concepts for the Masters including what has worked in the past and the direction I want things to go in the future. Last year I introduced the

	Name	2004	2005	2006	Total	<p>rounds. The 2nd ranked player will be given the 2nd lowest army and so on until all armies have been allocated. This process will be repeated for round 4 as well. Rounds 5 & 6 will continue as standard "swiss" tournament rounds with players reverting to using their own armies.</p> <p>These changes were brought into place to reduce the random element of the Sealed event and the impact it has on the overall standings. In 2006 there were army allocations at crucial times that left some players at a distinct disadvantage so with reducing the rounds of the Sealed event and also removing the random aspect of army allocation I believe this will address any issues in this regard.</p> <p>The painting, sportsmanship and composition sections of the event are remaining as is. Composition will once again be judged by the players prior to the tournament commencing as it has since in previous years. Each player will be given access to every army in the field (anonymously) and asked to mark them in turn using the tournament criteria. As some players have learned the hard way, the composition system can be harsh as any army that stands out from the pack composition wise tends to be marked down across the board as each player is able to compare it against the entire field. It is my belief that the unique composition system of the Masters has gone a long way towards the success of the event ensuring players take due consideration</p>
1	Lachlan Macwhirter	5	16	15	36	
2	Brad Peel	13	4	16	33	
3	Charles Black	15	15	-	30	
4	Jeff Galea	7	14	7	28	
5	Kendall Williams	16	9	-	25	
6	Reid Pittams	-	12	12	24	
7	Andrew Galea	10	-	11	21	
8	Gavin Clarke	4	13	3	20	
9	Jeff Traish	-	10	9	19	
10	Andrew Bishop	14	-	2	16	
<p><i>The table above lists all the players that have performed the best in the first 3 years of the Masters. Players have been awarded points depending on their position in the tournament. It really is a "who's who" of Warhammer in Australia and New Zealand and illustrates the strength of the field at each Masters event. Will the 2007 winner come from this illustrious list or will a new comer arrive to take the title?</i></p>						
<p>"Sealed" portion of the event which proved to be very successful. I don't want to rest my laurels however so after many in-depth conversations with players over the last few months I have introduced a few minor adjustments for this year's event.</p> <p>The event will remain a 2 day, 6 game tournament with armies to be of the standard tournament size of 2250 points. There will be two components once again, namely the Sealed and Open sections as in 2006, however the Sealed section will be reduced to 2 rounds. They will be the last round on Saturday (round 3) and the first round on Sunday (round 4). Another change will be with the allocation of armies during the Sealed portion. The top ranked player (on battle points) after the first 2 rounds will be given the army with the lowest battle score from the first 2</p>						

of their army's composition prior to the event.

Invitations for the 2007 Masters will be handed out similar to previous years with the top 10 players in the Irresistible Force Warhammer Rankings each gaining an invitation. These will be combined with a series of automatic qualifiers for winners of certain events on the tournament calendar.

The complete criteria for invitations is as follows:

- The top 10 players in the Irresistible Force rankings.
- The 2006 Masters winner - **Brad Peel**
- The winner of DogCon 2007 (Sydney) - **Jeff Traish**
- The winner of ConVic 2007 (Melbourne) - **Marcelo Rouco**
- The winner of Orktoberfest 2007 (Brisbane)
- The winner of the New Zealand GT 2007 (Auckland)
- The winner of the Western Australia "Ultimate" 2007 Tournament (Perth).

The most exciting addition to this list from previous years is the invitation being afforded to the Ultimate tournament winner from Western Australia. The Ultimate tournament is an invitation only event itself that brings together players that have won events throughout the year on the Perth tournament scene. The Ultimate entrants will then pit themselves against each other with the winner gaining the privilege to represent Western Australia in the Masters against their Eastern state counterparts. The Ultimate event is a good initiative from the guys at Westgamer (<http://westgamer.com>).

Each year the talk and anticipation

surrounding the Masters gets bigger and bigger and things were increased even further following the announcement of the sponsorship deal. Player profiles, the armies they will be using and other interesting information will be released on the Irresistible Force web site in the months leading up to the 2007 Masters so be sure to stay in touch to keep abreast of the latest happenings.

A full history of the Masters including results and army lists can be found on the Irresistible Force web site in the tournaments section. <http://www.irresistibleforce.net>.

It is fantastic how the Warhammer Fantasy community has embraced the Masters and I was over the moon to see a fair amount of spectators turn up in Brisbane last year to see some of the best players in action. I encourage people to come down to the North Sydney Anzac Memorial Club on December 1st and 2nd to have a look if you are in Sydney around that time. You wont be disappointed.

Andrew Galea



Until Next Time...

It took over 6 months but Issue #11 has finally made it out there and once again I am proud of the final result, I hope you have enjoyed it.

I think the time has come to take a new direction with Irresistible Force, at least for the foreseeable future. So I would like to announce that issue #11 is the last Irresistible Force to be published in this format. Now before I get a stack of hate mail let me explain “da plan”!

I often have articles sitting in my OneNote application for months on end before I get around to having enough for a full issue and also enough time to put the issue together. And often by the time they get published some articles are somewhat out of date.

So to get articles out more frequently and to ensure the best content is available to everyone in a timely fashion I am going to start releasing mini-issues a few times a month. These will be full articles as you have enjoyed over the years in Irresistible Force but they will often be stand alone. Then at the end of each year I will publish an annual that will be a collection of the best articles from the year.

I think this is a much better plan and in fact will provide more content for everyone over the course of the year. So stay tuned as I announce article releases over the next few months.

I would like to thank everyone for their continued support and encouragement and I am excited about the new direction we are about to take.

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